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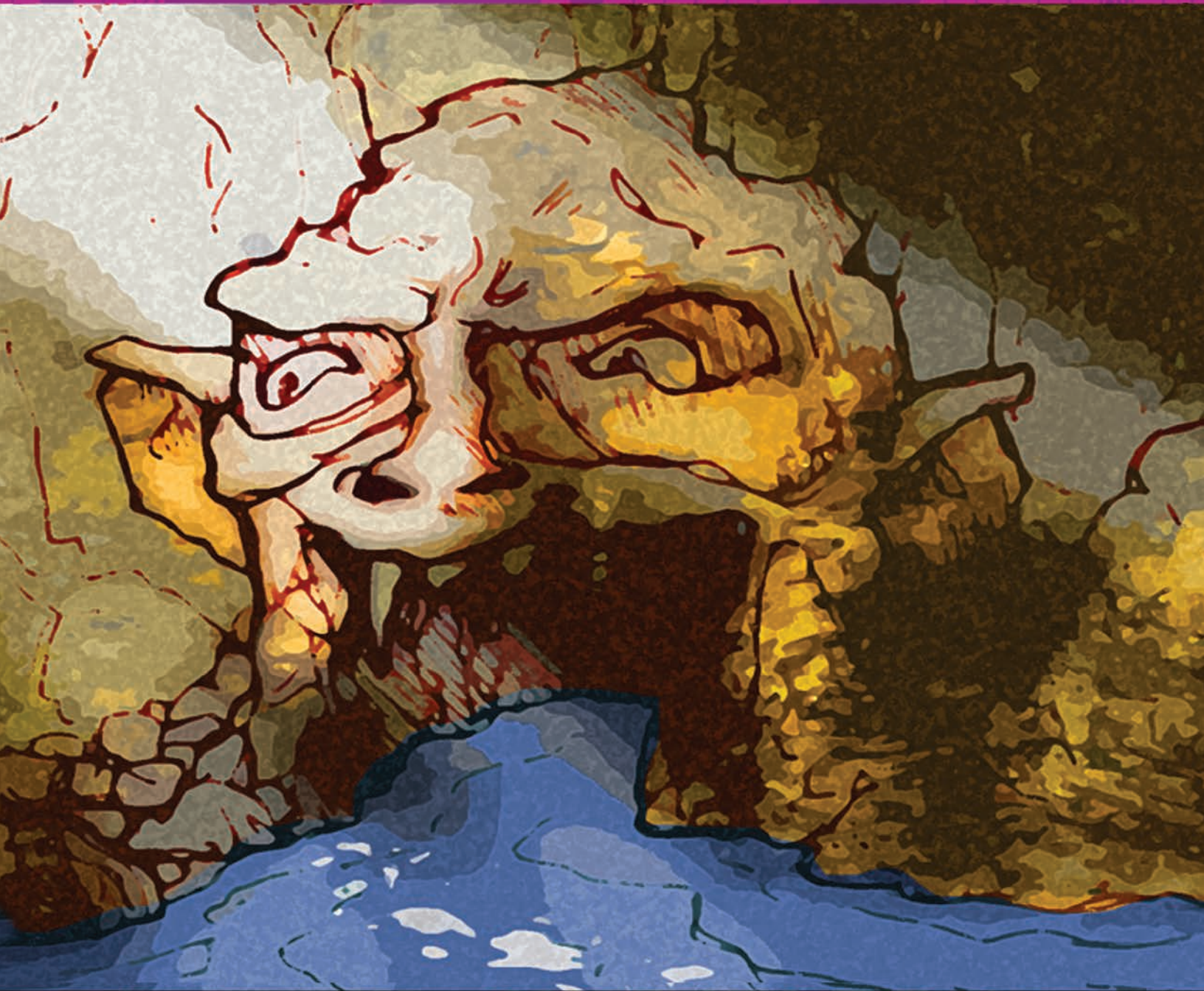


# Goblin Cave

by Jonathan G. Nelson

4 PCs

LEVELS 1-2





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# ADVENTURE BACKGROUND

**Across Murky Lake rests Goblin Cave,** a place unexplored and purposely avoided by humanity. Within this cave lives a tribe of goblins which has for the most part, kept to itself. The members learned long ago that meddling in the affairs of humans brings goblin-kind nothing but grief and would-be-heroes showing up on your doorstep. The local village of Svor has long been aware of the existence of Goblin Cave and the goblins which live there, but choose to keep their distance.

A few weeks ago, a Svorian wizard named Taraxian found Beek and Bam, two goblins from Goblin Cave, picking berries in the woods. Upon spotting the human wizard, the goblins fled in terror and rushed through the woods to the edge of the lake. Hopping into a small boat, they intended to make an accelerated escape, but before they could begin rowing the tall dark wizard appeared on the shore. Taraxian began to speak in strange spidery words which seemed to wrap around the goblins and make them very relaxed. The wizard had cast a powerful sleep spell upon them, and soon they drifted off into a deep slumber. The wizard Taraxian stepped into the boat and rowed the goblins across Murky Lake toward their intended destination.

Arriving within Goblin Cave, Taraxian was quickly surrounded by members of the tribe that were ready to eat him alive. Taking the two sleeping goblins from the boat, Taraxian claimed to have saved them from a monster in the woods. Although at first skeptical, the goblins soon accepted Taraxian into their cave for a grand meal. Taraxian made certain to charm the two goblins in private

so that they would agree to recount his tall tale as “savior”. Late that night, Taraxian went to work casting his newest spell, Circulus Sanguinis, which would allow him to quickly charm all the goblins of the cave to do his bidding. Whilst the goblins slept, Taraxian slit the throat of their leader Grog, and drained his blood into a vessel. He found a large open chamber, and drew a runic symbol upon the floor, using Grog’s blood for most of it but finishing the symbol with a drop of his own. Then he began chanting so every goblin could hear him, his voice growing louder and louder so that soon it boomed throughout Goblin Cave. Anyone on the shores of the lake that night surely heard the ghostly sound emanating from the cave mouth, an unearthly warning to stay away. Awakened by the loud chanting, the goblins soon rushed into the cave, weapons drawn. One by one they charged the wizard, and upon entering the circle suddenly realized that they were attacking a friend and ally. Soon the entire tribe gathered around the wizard only to begin chanting his name and carrying him throughout the cave, celebrating their new powerful leader that would lead their tribe to greatness and honor. Taraxian’s plan had worked, and now he had his minions.

Using his goblin minions, Taraxian began to have them attack travelers, preying on the weak for financial gain. Since the village of Svor has only a small force of guards, the local magistrate will not risk sending the village’s only protection off to chase after bandits in the woods. Instead, the magistrate sent word to the king to request royal patrols on the main road near the forest. The king has agreed to send help, but it will take a few weeks before the force can be rerouted from alternate locations. In the meantime, the bandits continue their activities and survivors speak of ghostly figures in the woods firing arrows and throwing rocks, sometimes





accompanied by a tall dark figure which casts foul magic putting travelers to sleep. The travelers which live generally awaken as naked as they were born with every single thing they owned, gone.

## Village of Svor



### Svor

LN village

**Corruption** +0; **Crime** +0; **Economy** -2;

**Law** +1; **Lore** +1; **Society** +0

**Qualities** rumormongering citizens, superstitious

**Danger** +0; **Disadvantages** impoverished

### DEMOGRAPHICS

**Government** autocracy

**Population** 72 (63 humans, 4 half-elves, 2 halflings, 2 gnomes, 1 dwarf)

**Notable Non-Player Characters:**

**Magistrate Balinguire** (LG male human expert 2)

*"Please do something about the bandits plaguing travelers near Svorian Forest."*

**Captain Guardswoman Lei Ravenclaw** (LN female human fighter 1/ranger 2)

*"My guards and I could gladly rout these bandits if the magistrate would allow it. His word is the law, thus for now we guard the village proper."*

**Soran** (N male human druid 1)

*"I once frequented and cared for the Svorian Forest, but as of late goblins roam those woods attacking anyone who dares enter. I would gladly provide you with healing or guidance should you teach those goblins a lesson."*

### MARKETPLACE

Base Value 250 gp; Purchase Limit 1,250 gp; Spellcasting 1st  
Minor Items 1d4; Medium Items 1d2; Major Items —

## ADVENTURE HOOKS

1. The local magistrate is looking for sell-swords willing to capture a group of bandits operating where the main road meets the forest. If captured alive, the magistrate will pay 100 gold pieces per bandit and 200 for their leader. For each bandit killed and brought back he offers a mere 25 gold pieces.

2. The PCs are enjoying an ale at a tavern in Svor and overhear the locals talking about bandits in the nearby woods. One of the men claims the bandits are led by a ghostly wizard which "floats on a cloud of darkness".

3. Whilst traveling through the area the PCs are attacked by bandits, which, realizing their blunder, quickly withdraw into the woods. Do the PCs follow?

## ADVENTURE SYNOPSIS

The PCs track down a group of local bandits and find it consists of goblins from a nearby cave.

To accomplish their mission, the PCs must make their way into Goblin Cave, which is guarded by horrific traps and dozens of frenzied goblins.

An exploration of Goblin Cave reveals more to the story than simple goblin bandits. Apparently the goblins are being manipulated by a local wizard named Taraxian, the true mastermind behind the bandit attacks on the main road.

The PCs must kill or capture Taraxian to free the goblins, or kill them all and sort it out later to bring peace to the nearby village of Svor.





# RUMORS IN SVOR

**GMs who enjoy role-playing** may incorporate the following rumors into the overarching story and embellish them as they wish. For example, some players may want to know more about the wizard Taraxian and seek out his abandoned home. Go ahead and provide some loose details on the interior of the home, perhaps a couple scrolls and spell components as well as a runic circle drawn in blood upon the floor from when Taraxian practised his spell.

**GMs who prefer to keep the adventure moving** will do well simply to reveal the clues in a straightforward manner to the players.

## Skill check: Gather Information

*PCs obtain all information below their check.*

*Example: Player rolls a 16. This player will hear rumors from 15 and 10.*



### DC 10

I hear there are bandits in Svorian Forest. How do you get there? Head north down the road, then due east when you see the woods. On the other side of the woods is Murky Lake, a dangerous place to wander around. You would take heed to stay away from there; wretched goblins from Goblin Cave roam the lake's edge.

### DC 15

Are ye here seeking treasure? I have heard there's plenty of treasure to be had should ya track down and kill tha bandits that be dwellin' in the forest! Be wary! They are being led by a dark spirit that hast foul and powerful magic!

### DC 20

The king himself is sending forces to deal with the bandits in Svorian Forest, but the magistrate of Svor says they are two to three weeks out. The bandits have free reign over travelers in the meantime. I wish someone would do something about them! Have you heard that a wizard accompanies the bandits?

### DC 25

A wizard named Taraxian went missing a few weeks ago. His home is now abandoned and will soon be reclaimed by the magistrate for sale on the open market. If you plan on staying in town you might want to take a look at it.

Villager turns to any arcane spell-caster in the party:

You especially may wish to take a peek before they clean it out. I hear that wizard spent a lot of time there working on strange spells. Maybe he left something good behind! None

of us dare go near the place, but you must be able to enter a fellow wizard's home?

### DC 30

I just heard from a local merchant that his good friend survived a bandit attack. He's in real bad shape, but before he passed out he said "Goblins... wizard..." The only wizard in these parts is that loner Taraxian, and he went missing from Svor a few weeks back! Also, Goblin Cave is just across Murky Lake... a stone's throw from Svorian Forest where all the attacks have happened! Sounds fishy if you ask me!







# Map of the Realm



To the Kingdom

Wild Grasslands

Svorian Forest

Murky Lake

To Svor



To Goblin Cave



## SVORIAN FOREST

Svorian Forest is a dense forest of evergreens and filled with a surprising amount of underbrush despite the solid canopy above. The elusive bandits from Goblin Cave use the cover of the forest to remain hidden and generally launch their attacks where the forest abuts the road. If the PCs have learned of Goblin Cave and are already heading in that direction you may choose not to use the goblin bandits here, instead adding their total to the goblins already listed within the cave. If the PCs are still investigating and unsure as to the whereabouts of the bandits you may have them either attack the PCs on the road, or if they have ventured into the forest the bandits (on their way to the road) may surprise them.

### Combat

1d4+4 Goblins (3.5) pg 15

1d4+4 Goblins (Pathfinder) pg 15

**Basic Tactics:** These goblins have learned to use their familiarity of the layout of the forest to their advantage. (*Perception DC 15 to hear goblins or PCs caught flat-footed*)

**Advanced Tactics:** These goblins have learned to use familiarity with the layout of the forest to their advantage. The goblins easily surprise the PCs and attack with ranged weapons from camouflaged locations amid the thick underbrush. The goblins are divided in such a way that for the party to attack them all at once will cause immediate division of the party. (*Perception DC 15 to hear goblins or PCs caught flat-footed, goblins attack from 3/4 cover and flank PCs*)





If the PCs are wise they will hold one of the goblins for questioning. Whilst charmed by the wizard, any goblin refuses to give up Taraxian's name unless their heads are on the chopping block and the sound of a whet-stone can be heard. If the PCs promise freedom, the captive will expose the mage Taraxian as leader, but not the layout of the cave or weaknesses of his tribe.

If the PCs slay all of the goblins they will have little to go on other than rumors collected in Svor or the skills of a fellow party member **Tracking/Survival DC 12** to follow goblin prints back to the edge of Murky Lake and a small boat lined up perfectly with Goblin Cave on the other side of the lake.

Going around the lake is an alternative option, but since the entrance to the cave itself is in the water the PCs will have a hard time getting in unless they retain spells or potions which allow one to walk on water. Swimming into the cave is another interesting option, but one which will bring terrible repercussions. Anyone caught swimming into the cave will be targeted by the sentry archers inside and easily picked off. The water is very cold and deals 1d6 points of nonlethal damage from hypothermia per minute of exposure. Once the PC emerges from the water she must take certain precautions otherwise suffer the consequences as follows:

### Survival DC 15

**Success** = The character takes measures to prevent the onset of hypothermia, such as stripping out of the wet clothes and warming up using a roaring fire or magic.

**Failure** = The character becomes fatigued. A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Catastrophic Failure (natural 1)** = An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.



## GOBLIN CAVE

### Entrance

The entrance to Goblin's Cave is carved in the shape of a nasty goblin, mouth gaping wide and swallowing the shallows of Murky Lake. The inside of the cave is dark, but the faint smell of a smoldering wood fire manages to work its way out.

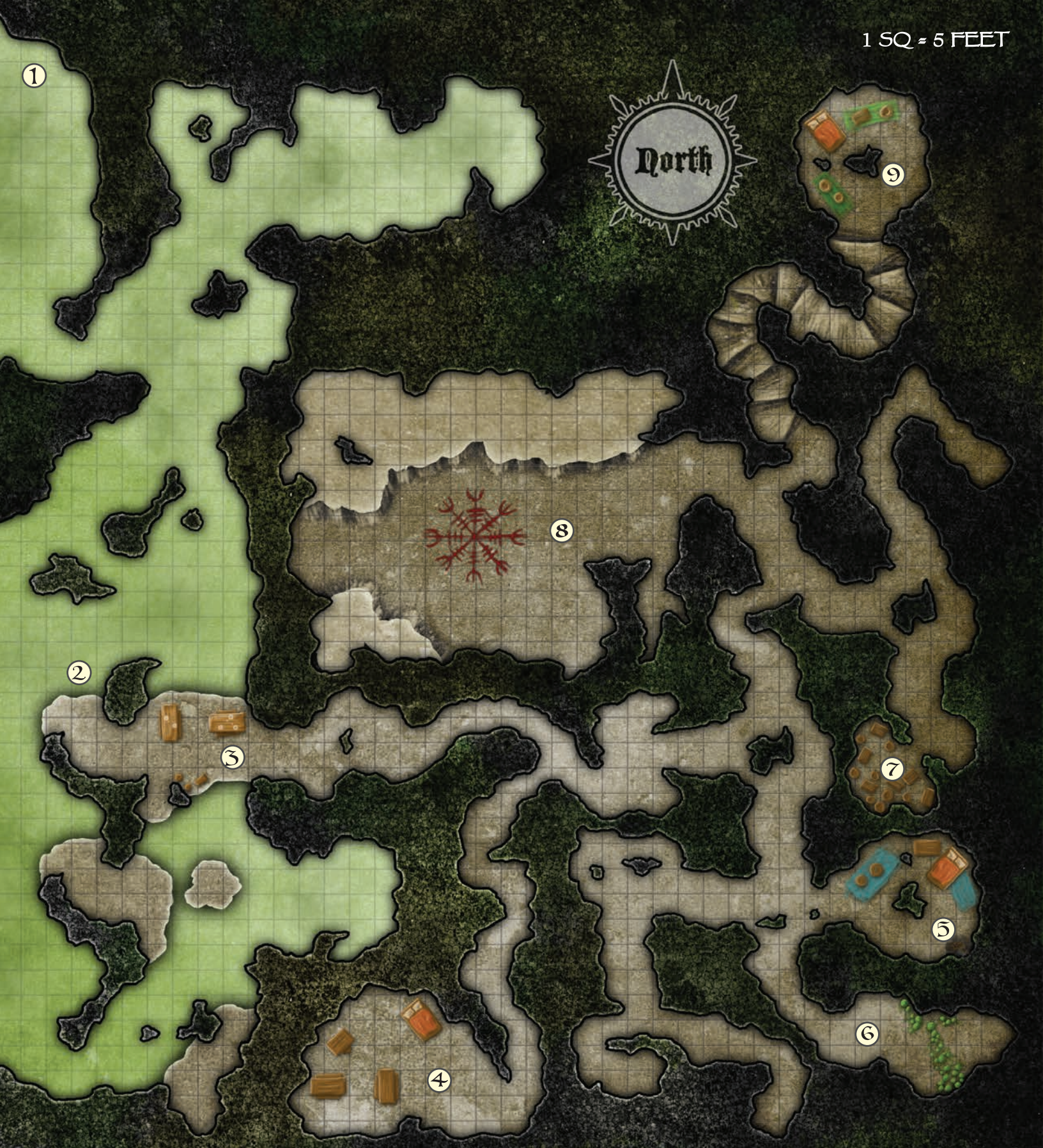
Unless the PCs take great care to silence their approach, the goblin sentry in area 2 may hear the approach of the boat. (**Listen/Perception DC 12**)

### 1. Water Cave

The entrance and surrounding corridors are slightly lower than the rest of the cavern passageways, which brings the stagnant water of Murky Lake into Goblin Cave. The water is very cold and anyone falling in will suffer the ill effects of hypothermia as detailed above.

The water varies in depth between 1-5 feet deep throughout these passages, deepest at the entryway to the cave and shallower near the entry to the cave proper (area 2).





# GOBLIN CAVE



## 2. Cave Proper

The entrance to the cave proper is little more than a stone ramp rising out of the murky water. A lone goblin sentry stands here, watching for signs of activity. When he hears or spots the boat approaching (**Spot/Listen/Perception DC 10**) he notifies the goblins gambling in area 3 to be on the alert.

### Combat

#### Goblin Sentry

Use same statistics as goblins (pg 15).

**Tactics:** If the goblin sentry sees anyone other than his fellow tribesmen in the boat he will begin to fire upon the vessel whilst yelling for help. This attracts the attention of the goblins in both areas 3 and 4. One of the goblins from area 4 will alert goblins in areas 5 and 7 and within 1d4+1 rounds of the PC's entrance they could have quite a mess on their hands. Taraxian and a group of goblins remain deeper in the cave, and while aware of the PC's entry choose to wait and attempt to lure the group into a trap.



## 3. Sentry/Gambling

A group of goblins sits at wooden tables here, snacking on stolen food and wine whilst gambling silver and gold earned in their recent raids on the travelers of the main road.

In addition to the tables and benches are a couple small barrels of wine, cooking supplies and oil, and numerous foodstuffs from standard rations to a half-eaten goose with carrots and potatoes. The PCs may also find a couple unused torches, some rope, wooden boards, and poor quality boat building supplies.

### Combat

**Goblins (1d4+2)** (3.5) pg 15

**Goblins (1d4+2)** (Pathfinder) pg 15

**Tactics:** These goblins overturn tables for cover (3/4). The overturned tables spill slippery cooking oil onto the floor, creating a hazard between the PCs and the goblins (location of furthest table on map).



### Hazard

#### Slippery Cooking Oil

**Location** Coats 20' radius of cave floor

**Effect** Oil covers a solid surface with a slippery layer of grease. Any creature entering the area must make a successful Reflex save or fall. A creature already within the area can walk within or through the area of grease at half normal speed with a DC 10 Balance/Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance or Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.



### Treasure

**Coin:** The goblins each carry 1d10+10 silver pieces and 1d8+4 gold pieces.

**Gems:** 2 rough pieces of quartz (2 gp value each)

**Odds and ends:** A thimble, a rat tail, a broken quill, gambling dice including one loaded die, a rare traveling flat-cap, and 14 head lice (6 alive, 8 dead and stuck to a piece of cheese).



## 4. Goblin Quarters

This room contains a couple tables and benches and a large bed covered in filthy sheets and torn, bug infested blankets. Numerous goblins share this bed while the rest sleep on a couple lice ridden pillows in the corner.

Nearby a bed of hot coals supports a bubbling cauldron filled with green goo, more than likely something inedible by most humanoids. The smoke from the fire dries out ones eyes and makes it hard to breathe. Thick black animal hair covers the floor and the room smells of wet dog.

**If this group joined the battle** in area 3 than only the worg will remain here, guarding an injured goblin.

**If this group is unaware of the PC's presence** in Goblin Cave they are busy cooking a foul smelling dinner with a few goblins sound asleep in the filthy bed.



## Combat

**Goblins (1d4+4)** (3.5) pg 15

**Goblins (1d4+4)** (Pathfinder) pg. 15

**Worg (3.5)** pg 16

**Worg (Pathfinder)** pg 16

**Tactics:** Two goblins immediately move toward the fire pit and spend their first round of action as follows:

One goblin sticks a ladle in the pot of boiling green goo and begins to **fling scoops of the viscous boiling soup** at the PCs (treat as a sling -1 with a range of 15 ft.) 1d2 damage plus 1 additional damage per round for 1d4 rounds thereafter until PC wipes away (treat as a swift action).

The other goblin grabs a pair of cast iron tongs rest partway in the hot coals of the fire pit, then **charges the party attempting to grab** anyone not wearing armor. Treat the iron tongs as a mancatcher (minus the binding function). A successful grab causes 1d6+2 damage with recurring damage of 1-2 per round for 1d4 additional rounds thereafter. There is a 30% cumulative chance per hit that combustibles will set ablaze causing the PCs additional fire damage and loss of actions as they extinguish the flames.

A third goblin mounts the worg (**Feat: Mounted Combat 3.5/Pathfinder**) and rides into battle attacking with his morningstar whilst the rest of the goblins attempt to move around and flank the party.



As the PCs enter this room the ghost of Chief Grog will appear before them, at first demanding that they leave, but then changing his mind and asking for their help in removing the wizard Taraxian from Goblin Cave. He proposes that they find a way to isolate Taraxian from the goblins as they have been magically charmed, and kill him. Grog offers to wait in the shadows until the attack begins and then assist the PCs. If the PCs attack a single goblin from this point forward, Grog will turn on them and attack until destroyed. If the PCs agree to help isolate and slay Taraxian, than Grog promises to reveal the location of a hidden treasure stash in Svorian Forest.

If the PCs refuse to listen to Grog he will demand that they leave the cave immediately. If they refuse, he will attack.

## Combat

**Grog the Ghost (3.5)** pg 17

**Grog the Ghost (Pathfinder)** pg 18



If the PCs search this room whilst Grog's spirits remains, he will attack them. Once slain the PCs may do as they please, and as such may find a few hidden treasures within this small room.

## Search/Perception DC = Treasure

Highest result yields all results listed below it.

10 = Small bag with an assortment of 4 semi-precious stones worth 1d4 gp each

12 = Large chunk of fine quartz crystal worth 10 gp

15 = Potion of Water Breathing

20 = Old traveler's journal (original found in woods) containing a treasure map which points to a location in the Wild Grasslands. If followed correctly, PCs could dig up a chest containing 1d4x100gp.

25 = Bundle of Healing Herbs (With a successful Herbalism check: Heals 1d4 hp up to 10 times before herbs are exhausted. Note: If check fails, 1 dose of herbs are still consumed.)

30 = A large red ruby worth 200gp



## 5. Grog's Quarters

This lavish room (for a goblin at least) was once the home of Chief Grog, leader of the goblins of Goblin Cave. The room contains a fairly sizable bed, nightstand, chest of drawers, and some other odd furnishings. A cold fire pit in the corner contains a couple partially charred logs.

Although a brute, Grog had a little wisdom in his cunning brain and was the one to instigate the no-interference with the nearby village of Svor and the humans that travel to and from there. His policy made it possible for the goblins here to thrive until the arrival of Taraxian and now the PCs. Grog's spirit refused to leave the mortal world, so tightly tethered to his mortal existence, his ghost drifted into being once killed and has kept hidden in this room for the past few weeks trying to figure out who or what he is.





## 6. Green Spores

This corridor has a terrible smell and is filled with dung and refuse discarded by the goblins. Strange green spores line the floors and creep up the walls throughout this corridor; those carrying heated light sources could cause the spores to erupt as described below.

### Green Spores



These fungal spores thrive in moist cave environments, especially in dung and refuse pits where humanoids discard their waste. If a lit heat source such as a torch or oil lantern is brought within 10' of green spores they will erupt causing their toxins to become airborne. An unheated light source such as a *Continual Flame* spell does not have any effect on the stability of green spores.

Once the green mist poison becomes airborne it has the following effect on anyone in a 20' radius.

#### Green Spore Poison

**Type** poison, inhaled; **Save** Fortitude DC 12

**Frequency** 1/round for 1d4 rounds

**Effect** 1 Con damage; Cure 1 save

Once an area of green spores releases its poison, that area becomes dormant for 1 day. Cold or acid damage from area effect spells automatically destroy patches of green spores within the spells' effect areas.

A large family of rats lives in this cave feeding on the filth here. They have become immune to the effect of the green spores which grow here due to exposure at birth and over the course of generations. If the PCs venture into this cave, or disturb any of the spores the rat swarm will attack.

### Combat



**Rat Swarm** (3.5) pg 18

**Rat Swarm** (Pathfinder) pg 19

If the disgusting muck on the floor is thoroughly searched (Search/Perception DC 17) one will find a single magical ring which somehow found its way here (perhaps due to the goblin Ferox's hearty appetite for human hands).

### Magic Item



Ring of Protection +1

Any PCs which dig through the refuse and goblin dung may also contract filth fever.

### Filth Fever



**Type** disease, injury; **Save** Fortitude DC 12

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

## 7. Storage

This storage room is filled to the brim with stolen supplies and food. Barrels, crates, sacks, bottles, and loose supplies are stacked everywhere in an especially chaotic and haphazard fashion.

### Overstocked Death Trap



For every 5' a PC moves into this room there is a 10% cumulative chance that something will be upset and fall. For each PC attempting to enter the room this chance increases by an additional 10% per person, thus 2 PCs moving through the room would have a cumulative 30% chance per 5' of knocking something over.

#### Should something be upset roll 1d10

**1** = A small box of odds and ends rains down on the PCs. This causes 1 damage per PC. There is a 20% chance of alerting the goblins and/or Taraxian in area 8 of the PCs presence here. They will come to investigate (in this case and all cases listed below).

**2** = A crate filled with wine bottles and stacked atop a stack of crates spills bottles which fall toward the floor. Roll 1d6 for number of bottles, PCs must make a Reflex Save DC 12 to catch a bottle before it hits the floor with the DC increasing by 2 points with each bottle attempted. 50% chance of alerting goblins and/or Taraxian in area 8.

**3** = A stack of small barrels of fine ale tumble down toward the PCs. Reflex Save DC 10, failure causes 1d2 damage. 15% chance of alerting goblins and/or Taraxian in area 8.

**4** = A massive stack of boxes filled with rotten lettuce are precariously stacked. Once bumped the stack wobbles for a moment then falls on a PC at random causing 1d4+4 damage, Reflex Save DC 15 to avoid. 25% chance of alerting goblins and/or Taraxian in area 8.

**5** = A barrel of Alchemist's Fire tips over and crashes to the floor. Fluid begins to leak from the barrel spreading at a rate of 5' per round, and within 1d4 rounds the liquid ignites causing 1d6 damage to any PCs within the area of effect. Each round thereafter



the PCs continue to take damage as described under “Alchemist’s Fire” below. Surrounding gear and equipment quickly catches on fire creating a major hazard for PCs attempting to escape this small room. Within 1d8+2 rounds the air in this part of the cavern will be filled with smoke and effects as detailed below under “smoke effect” begin to effect PCs. 100% chance of alerting goblins and Taraxian in **both** areas 8 and 9.

### Alchemist’s Fire

You can throw a flask of alchemist’s fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.



A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

### Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.



Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

**6** = A crate filled with fine porcelain dinnerware comes crashing down to the floor and breaks open. Plates, bowls, tea cups, and saucers are smashed to smithereens and cause a great commotion. 90% chance of alerting goblins and Taraxian in **both** areas 8 and 9.

**7** = A barrel of viscous, sticky maple syrup rolls off a pile of goods and falls to the floor. The barrel doesn’t smash open but bounces and pops it’s top. \*Glug, glug, glug\* Sticky syrup runs out onto the floor and all over the shoes of the PCs. From this point forward all Stealth checks will fail without magical intervention. PCs attempting to make Reflex saves or Dexterity related swift movements receive a -2 penalty until their shoes are cleaned by a professional cobbler or replaced altogether. 5% chance of alerting goblins and Taraxian in area 8.

**8** = A massive pile of goods collapses on 1d4 PCs (Reflex save DC 15 to avoid) causing 2d4+2 damage.

The PCs are physically pinned to the ground and will have to dig for 1d4+4 rounds to free themselves. If some PCs were able to avoid the collapse they may assist and expedite the freeing of their companions by removing 1-2 rounds of digging time. 10% chance per round of digging that something shifts and 1 PC at random takes 1d4 damage from above pressure decreasing 1 point as the end of rounds comes to a close. 80% chance of alerting goblins and Taraxian in areas 8 and 9. Note: This number is decreased by 10% per PC which cushioned the falling supplies and foodstuffs.

**9** = One of the PCs bumps the edge of precarious stack of crates. The crate collapse but fall in between the PCs and door. The PCs will have to climb (Climb DC 10) over the giant pile to exit the room, but instead may opt to use the pile as cover if engaged by the goblins from area 8. 95% chance of alerting the goblins and Taraxian in areas 8 and 9.

**10** = A pile of scattered boxes is bumped causing a large crate marked with the symbol of a chunk of iron with a red X around it to fall before the PCs. The box has holes cut into the side, apparently to allow whatever is inside breathe. One side of the crate falls open, freeing a starving Rust Monster.

### Combat

**Rust Monster** (3.5) pg 20

**Rust Monster** (Pathfinder) pg 20

**Tactics:** The Rust Monster immediately attacks the party member wearing the most metal and attempts to dissolve their armor and weapons.

**Note:** For each round of combat roll to see if anything in the pile around the PCs shifts and falls. The chance of something falling is doubled if PCs are moving about without special care during combat.

Keep in mind that the Rust Monster may also inadvertently cause something to collapse upon itself!





## Treasure

### ALL STOLEN GOODS

4 barrels of Maple Syrup **value: 400gp each, 1600gp total**

1 barrel Alchemist's Fire **value: 3000gp**

6 crates of Iron Rations **value: 300gp**

8 crates of Rotten Food **value: 0gp**

6 barrels of Ale **value: 50gp each, 300gp total**

4 barrels of Wine **value: 100gp each, 400gp total**

2 barrels of Mead **value: 80gp**

1 crate of Rope **value: 100gp**

1 crate with Rust Monster (lid has been loosened by monster) **value: 500-2000gp**

1 crate filled with Wine Bottles (24 bottles total) **value: 120gp**

\*Note: **value shown** is that which the PCs would receive if sold on the black market or to third party merchants.



prepares the words for his spell. His goblin minions grab Sheorath and drag her into the circle. Taraxian begins his charm spell and his goblins cackle in glee, tearing more of the poor woman's clothing from her sensuous body. Just as Taraxian finishes his spell, and charms the woman, the PCs enter.

## New Spell: Circulus Sanguinis

School enchantment (charm); Level 2

Casting Time 1 hour

Components V, S, M (1 gallon of blood of the creature type you wish to charm plus one drop of your own blood)

Range medium (100 ft. + 10 ft./level)

Area 25 ft. diameter circle painted with blood

Effect A number of 1st-level or 1 HD creatures equal to your caster level plus your spellcasting modifier inside the circle are charmed by you

Duration permanent (see text)

Saving Throw Will negates; Spell Resistance yes

By empowering a magic circle painted in blood with a drop of your own blood, you can charm creatures as the blood used to paint the circle. These creatures must be inside the circle when the spell effect happens. The magic circle will function until the blood dries (variable, depending on foot traffic, weather conditions, etc.)

You must paint the circle using the blood of the creatures you wish to charm. The spell is completed with the verbal component, causing the charm effect.

The target(s) receive a Will save when the spell is activated. If the target(s) fail the Will save and are charmed, they receive a separate Will save each day at the original DC.

*Circulus Sanguinis* by Will Myers



## 8. Ritual Chamber

This vast cave is for the most part shrouded in darkness. Taraxian prefers to keep things hidden and dislikes excessive light, the few torches nearby are smaller than normal and cast only enough light to make out the edges of the cave walls and seemingly ghost-like faces floating throughout the chamber. Taraxian stands in the middle of his runic circle preparing a spell which will bind a human to his service. He tires of the company of goblins and thus has captured Sheorath, a beautiful blonde acolyte with long curly hair, green eyes, and skin as soft as an angel's. Her eyes are fierce though and she struggles to free herself whilst Taraxian watches with pleasure as her white dress tears becoming far too revealing for most women's tastes. She spits on him, enraged he grabs her wrist and cuts it with a knife. Taraxian turns her wrist and drips her blood onto a large paintbrush made from the hair of a Sirene. Next he traces the same runic pattern on the existing circle and



**Taraxian's Tactics:** Taraxian spends his first round freeing Sheorath and handing her a shortspear, ordering her to protect him. She uses spells or her weapon accordingly to protect the wizard from the PCs attacks. The goblins proceed as follows:

**Grog the Ghost:** If the PCs agreed to assist Grog the Ghost, he will appear once the PCs engage the wizard Taraxian and attack the wizard from behind. The ghost will find until destroyed or until Taraxian falls at which point he will reveal the location of his treasure before disappearing forever.



## Combat

Goblins (1d4+6) (3.5) pg 15

Goblins (1d4+6) (Pathfinder) pg 15

Sheorath (3.5) pg 21

Sheorath (Pathfinder) pg 22

Taraxian (3.5) pg 22

Taraxian (Pathfinder) pg 23

**Goblin Tactics:** These goblins attempt to lure the PCs into the runic circle so that Taraxian may attempt to charm any humans amongst them. If the PCs fail to take the bait than the goblins retreat deeper into the cave and attack using ranged weapons from the darkness. "I cast magic missile on the darkness!"



## Dart Trap, Poisoned (CR 1)

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

### EFFECTS

Trigger touch; Reset none

Effect Atk +10 ranged (poison dart; 1d3 plus greenblood oil)

### Greenblood Oil

Type poison (injury); Save Fortitude DC 13

Frequency 1/round for 4 rounds

Effect 1 Con damage; Cure 1 save



## Hazard

### Runic Charm Circle

**Location** 25 ft. radius circle centered on a rune painted in blood upon the cave floor

**Effect** Any humans which step into the circle are subject to the effects of *Circulus Sanguinis* functioning with an extended duration due to Taraxian's continued presence in the center of the circle with remaining targets allowed only if circle is willfully entered.



After Taraxian is either slain or captured the charm spell over the goblins will end. Although the goblins will not be happy about the PCs roaming about their cave, they will allow them to leave peacefully but follow with weapons drawn just in case.

The goblins will not let the PCs take any of their dead back to Svor. If the PCs attempt to remove ANY goblins (alive or dead) from Goblin Cave than all the goblins remaining will attack in full force.

## 9. Taraxian's Quarters

The final step into Taraxian's quarters is trapped with a tiny translucent thread (**Spot/ Perception DC 18** with a light source, 20 without) which, when tripped, triggers a poison dart secured against the ceiling. It drops on whoever is on point.



Taraxian's quarters are well furnished for a room of a cave. A small vent in the ceiling allows fresh air to enter the cave and also vent any smoke from the fire pit here. The pit is currently warm, but not enough coals remain to rekindle a fire unless much energy is exerted. A small table nearby holds a host of various good quality foodstuffs and drink from fine wine to aged cheeses and exquisite pastries from the bakers of Svor. A single candle sits on a bedside table and a small journal lays open next to an ink well and quill. This journal details Taraxian's recent move from Svor to Goblin Cave and explains how he was able to charm all of the goblins which live here. He speaks more recently of his need for a woman and his decision to kidnap a young cleric, part of a pilgrimage party, whilst drowning her superiors in the Murky Lake. The writings trail off just as he begins to speak of his need to "take her this evening".

Taraxian spends most of his free time in his room studying and thus has quite the supply of books, most stolen from merchants traveling to and from Svor. PCs which care to search the room will find the following:

### Herbalism for beginners

Those without the skill may read this to instantly gain 1 rank in herbalism. At least 48 hours must be spent reading the book and gathering the required herbs as described within.



### **Goblinkind or unkind?**

A look into the ecology of goblins and their influence on history in the known world.

### **Unbridled Passion**

A sappy romance novel with fairly vulgar and borderline raunchy sections.

### **A History of Magick: Runic Circles**

A purely historical and symbolic volume with hidden meanings peppered throughout.

### **Control**

A detailed book with fairly crude drawings depicting violent acts and describing emotional abuse which one can use to manipulate and control weaker individuals. An entire section details how to physically and mentally break a prisoner's will.

### **Mind over Matter**

A book which delves into the possibility of the existence of individuals which possess psionic powers, that is, the way of the mind. A way to control the physical outside world using only what is inside one's mind.

### **Baked Rybalka**

A small recipe booklet which teaches one to bake a flaming cake with a cold bread pudding hidden inside.

## **Conclusion**

The PCs may now return to Svor as heroes! They have slain or captured the leader (really a local mage) of the bandits (actually a group of isolationist goblins) and may reap their rewards. The townsfolk will now sell them anything they wish at a 25% discount whenever they visit the village, and the magistrate will grant them their reward as promised. If Taraxian was brought back alive the magistrate will jail him and prepare him to be sent to the greater kingdom to be tried and hanged. The wizard Taraxian will surely escape prior to his execution and perhaps return to make the PCs miserable in the near future.

### **Grog's Treasure Stash (Svorian Forest):**



If the PCs agreed to help Grog and were able to kill Taraxian then the location of Grog's treasure was revealed.

The PCs must travel 1/8 of a mile into the center of the woods (coming from the lake).

They must then turn north and walk for 30 paces. *Note: if the PCs walk HUMAN paces they will get off course, they instead must cut down their steps to goblin size!*

Now they must turn west and walk for 10 paces, looking for the stone which looks like a frog. Once found they can head due south for 10 paces and look for a large log. Stuffed inside the log is a large sack filled with 1d4x100 gold pieces and a wand of magic missile with 40 charges!

**Gold = 1d4x100gp**

**Wand of Magic Missiles (40 charges)**



1 SQ = 5 FEET



# GOBLIN CAVE



# COMBAT APPENDIX

## Goblins (3.5)

### Goblin, 1st-Level Warrior

**Size/Type:** Small Humanoid (Goblinoid)

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14

**Base Attack/Grapple:** +1/-3

**Attack:** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

**Full Attack:** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

**Ranged Attack:** Shortbow +2 ranged (1d4) or sling +2 ranged (1d3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +3, Ref +1, Will -1

**Abilities:** Str 11, Dex 13,

Con 12, Int 10, Wis 9, Cha 6

**Skills:** Hide +5, Listen +2,

Move Silently +5, Ride +4,

Spot +2, Survival +1, Swim +1

**Feats:** Alertness

**Challenge Rating:** 1/3

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** +0



## Goblins (Pathfinder)

CR 1/3

XP: 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception -1

### DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

HP 6 (1d10+1)

Fort +3, Ref +2, Will -1

### OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged shortbow +4 (1d4/x3) or Sling +4 (1d3/x2)

Space 5 ft., Reach 5 ft.

### STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4

Racial Modifiers +4 Ride, +1 Swim, +1

Survival, +4 Stealth

Languages Common, Goblin





## Worg (3.5)

**Size/Type:** Medium Magical Beast

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

**Armor Class:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +4/+7

**Attack:** Bite +7 melee (1d6+4)

**Full Attack:** Bite +7 melee (1d6+4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Trip

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

**Saves:** Fort +6, Ref +6, Will +3

**Abilities:** Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

**Skills:** Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2\*

**Feats:** Alertness, Track

**Challenge Rating:** 2

**Treasure:** 1/10 coins; 50% goods; 50% items

**Alignment:** Usually neutral evil

**Advancement:** 5-6 HD (Medium); 7-12 HD (Large)

**Level Adjustment:** +1 (cohort)

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

### Combat

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

### Trip (Ex)

A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

### Skills

A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. \*A worg has a +4 racial bonus on Survival checks when tracking by scent.



## Worg (Pathfinder)

*This unusually large wolf has an evil, almost intelligent light shining in its deep red eyes.*

**CR** 2

**XP** 600

**NE Medium magical beast**

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

### DEFENSE

**AC** 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)

**hp** 26 (4d10+4)

**Fort** +5, **Ref** +6, **Will** +3

### OFFENSE

**Speed** 50 ft.

**Melee** bite +7 (1d6+4 plus trip)

### STATISTICS

**Str** 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)

**Feats** Run, Skill Focus (Perception)

**Skills** Perception +11, Stealth +9, Survival +5; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

**Languages** Common, Goblin

Worgs are oversized, evil, intelligent wolves often found dwelling amid goblins or other savage races. A typical worg has gray or black fur, stands 3 feet tall at the shoulder, and weighs 300 pounds.

Worgs hunt in packs, running down and surrounding their prey like common wolves, but their intelligence and ability to speak make them better at coordinating their attacks. They sometimes use one packmate as a decoy, pretending to be a humanoid calling for help in order to lure intelligent prey into an ambush. Worgs that travel with goblins often allow them to ride on their backs, but in such situations it is usually the worg that is the master, not the rider.





## Grog (3.5)

### Ghost Goblin, Fighter 1

**Size/Type** Small Undead (goblinoid, incorporeal)

**HD:** 2d12 plus 1d10 (17 hp)

**Initiative** +2 (+2 dex)

**Speed** fly 30ft. (perfect)

**AC** 14 (+1 size, +2 Dex, +1 deflection), **Touch** 14, **FF** 12 (20, touch 14, flat-footed 18 for ethereal opponents)

**Base Attack/Grapple** +1/+1

**Attack:** Morningstar +4 (1d6+2) or Short bow +4 (1d4) (these attacks are effective against ethereal opponents only)

**Full Attack:** Morningstar +4 (1d6+2) or Short bow +4 (1d4) (these attacks are effective against ethereal opponents only)

**Space/Reach** 5 ft./5 ft. (1 squares)

**Special Attacks** Draining Touch +4 melee (1d4+1 drain from ability score of ghost's choice; DC 12) or corrupting touch +4 melee (1d6)

**Special Qualities** darkvision 60 ft., manifestation, rejuvenation, turn resistance +4, undead traits

**Saves** Fort +2 Ref +4 Will -2

**Abilities** Str 11, Dex 15(+2), Con --, Int 12(+1), Wis 6(-2), Cha 10(+0)

**Skills:** Climb +3, Handle Animal +1, Hide +11, Intimidate +1, Jump +3, Listen +7, Move Silently +3, Ride +3, Search +9, Spot +8, Swim +3

**Languages:** Common, Goblin

**Alignment** Neutral Evil

**Challenge Rating** 3

### Special Abilities

#### Corrupting Touch(Su):

A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

#### Draining Touch(Su):

A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.



Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Ghostly Equipment:** When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

**Manifestation(Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane.

The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested





and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation(Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check 1d20 + ghost's HD against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance(Ex):** A ghost has +4 turn resistance.

## Grog (Pathfinder)

Ghost Goblin CR 3

Fighter 1

XP 800

NE Small Undead (goblinoid, incorporeal)

**Init** +2 (+2 dex); **Senses** darkvision 60 ft., Perception -2

### DEFENSE

**AC** 14, **Touch** 14, **FF** 12 (+1 size, +2 Dex, +1 deflection) (20, touch 14, flat-footed 18 vs. ethereal opponents)

**hp:** 15 (2d8 plus 1d10)

Fort +2 Ref +4 Will -2

**Defensive Abilities** incorporeal traits, rejuvenation, turn resistance +4

### OFFENSE

**Speed** fly 30ft. perfect

**Melee** Morningstar +3 (1d6+2) (effective against ethereal opponents only)

**Ranged** Short bow +3 (1d4) (effective against ethereal opponents only)

**Space** 5 ft.; Reach 5 ft.

**Special Attacks** corrupting touch +3 melee (3d6; Fort DC 11 for 1/2 damage)



## STATISTICS

Str --, Dex 15(+2), Con --, Int 12(+1), Wis 6(-2), Cha 10(+0)

**Base Atk** +1; **CMB** +1; **CMD** 13

**Skills:** Acrobatics +6, Climb +6, Craft (Trapmaking, Weaponsmithing) +5, Craft (Bowmaking) +6, Handle Animal +3, Intimidate +3, Perception +6, Ride +5, Stealth +10, Swim +5

**Languages:** Common, Goblin

## SPECIAL ABILITIES

**Darkvision(Su):** 60ft

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check 1d20 + ghost's HD against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

## Rat Swarm (3.5)

**Size/Type:** Tiny Animal (Swarm)

**Hit Dice:** 4d8 (13 hp)

**Initiative:** +2

**Speed:** 15 ft. (3 squares), climb 15 ft.

**Armor Class:** 14 (+2 size, +2 Dex), **touch** 14, **flat-footed** 12

**Base Attack/Grapple:** +3/—

**Attack:** Swarm (1d6 plus disease)

**Full Attack:** Swarm (1d6 plus disease)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Disease, distraction

**Special Qualities:** Half damage from slashing and piercing, low-light vision, scent, swarm traits

**Saves:** Fort +4, Ref +6, Will +2

**Abilities:** Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2





**Skills:** Balance +10, Climb +10, Hide +14 +16, Listen +6, Move Silently +8, Spot +7, Swim +10  
**Feats:** Alertness, Stealthy, Weapon FinesseB

**Environment:** Any

**Organization:** Solitary, pack (2–4 swarms), or infestation (7–12 swarms)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

**Level Adjustment:** —

### COMBAT

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

**Disease (Ex):** Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Skills:** A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

### Rat Swarm (Pathfinder)

*A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.*



**Rat Swarm CR 2**

XP 600

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +8

### DEFENSE

**AC** 14, **touch** 14, **flat-footed** 12 (+2 Dex, +2 size)

**hp** 16 (3d8+3)

Fort +4, Ref +5, Will +2

**Defensive Abilities** swarm traits

### OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** swarm (1d6 plus disease)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** disease, distraction (DC 12)

### STATISTICS

Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

### SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Swarm—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

A rat swarm typically consists of a biting, roiling mass of hundreds of disease-ridden rats driven to uncharacteristic heights of aggression by fantastic and overwhelming hunger. In such numbers, they become voracious hunters, capable of killing a full-grown human with hundreds of bites. Rat swarms are often found in the sewers of large human settlements.

Rat swarms surround and attack any warm-blooded prey in their path.





## Rust Monster (3.5)



**Size/Type:** Medium Aberration

**Hit Dice:** 5d8+5 (27 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares)

**Armor Class:** 18 (+3 Dex, +5 natural), **touch** 13, **flat-footed** 15

**Base Attack/Grapple:** +3/+3

**Attack:** Antennae touch +3 melee (rust)

**Full Attack:** Antennae touch +3 melee (rust) and bite -2 melee (1d3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Rust

**Special Qualities:** Darkvision, scent

**Saves:** Fort +2, Ref +4, Will +5

**Abilities:** Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8

**Skills:** Listen +7, Spot +7

**Feats:** Alertness, Track

**Environment:** Underground

**Organization:** Solitary or pair

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-8 HD (Medium); 9-15 HD (Large)

**Level Adjustment:** —

The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact.

The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

### COMBAT

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

**Rust (Ex):** A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of

metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

## Rust Monster (Pathfinder)



**CR** 3

**XP:** 800

**N** Medium aberration

**Init** +3; **Senses** darkvision 60 ft., scent metals 90 ft.;

**Perception** +12

### DEFENSE

**AC** 18, **touch** 13, **flat-footed** 15 (+3 Dex, +5 natural)

**HP** 27 (5d8+5)

**Fort** +2, **Ref** +4, **Will** +5

### OFFENSE

**Speed** 40 ft., climb 10 ft.

**Melee** bite +6 (1d3), antennae +6 touch (rust)

**Space** 5 ft., **Reach** 5 ft.

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

**Skills** Climb +8, Perception +12

### SPECIAL ABILITIES

**Rust (Su)** A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage.

An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

This insectile monster has four legs, a strange propeller-



shaped protrusion at the end of its tail, and two long, feathery antennae.

Of all the terrifying beasts an explorer might encounter underground, only the rust monster targets that which the average adventurer values most: his treasure. Typically 5 feet long and weighing almost 200 pounds, the lobster-like rust monster would be frightening enough even without the alien feeding process that gives it its name. Rust monsters consume metal objects, preferring iron and ferrous alloys like steel but devouring even mithral, adamantine, and enchanted metals with equal ease. Any metal touched by the rust monster's delicate antennae or armored hide corrodes and falls to dust within seconds, making the beast a major threat to subterranean adventurers and those dwarven miners who must defend their forges and compete for ore. Though rust monsters have no innate tendency toward violence, their insatiable hunger leads them to charge anything they come across that bears even trace amounts of metal, and any resistance is met with unthinking savagery. It's not unheard of for rust monsters in metal-poor areas to track escaped victims for days using their scent metal ability, provided the victims retain intact metal objects. Fortunately, it's often possible to escape a rust monster's attentions by throwing it a dense metal object like a shield and running in the opposite direction. Those who frequent areas infested with rust monsters quickly learn to keep a few stone or wooden weapons close at hand.

### Sheorath (3.5)

Acolyte (Human Cleric 1)

Size/Type Medium Humanoid (human)

Hit Dice 1d8+1 (5 hp)

Initiative +0

Speed 20 ft.

Armor Class 17 (+5 armor, +2 shield), touch 10, flat-footed 17

Base Attack/Grapple +0/+1

Attack shortspear +1 melee (1d6+1) or shortspear +0 ranged (1d6+1)

Full Attack shortspear +1 melee (1d6+1) or shortspear +0 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, Turn/rebuke undead

Special Qualities –

Saves Fort +3, Ref +0, Will +4

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 14

Skills Diplomacy +6, Heal +8, Knowledge (religion) +4, Sense Motive +6



Feats Extra Channel, Selective Channeling

Languages Common

Challenge Rating 1/2

Alignment Lawful Neutral

Combat Gear scroll of protection from chaos, scroll of sanctuary

Other Gear scale mail, heavy wooden shield, shortspears (2), healer's kit, silver holy symbol

Domains

Healing Domain

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Mass Cure Light Wounds: Cures 1d8 damage +1/level (max +25) for many creatures.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.



Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Mass Cure Critical Wounds: Cures 4d8 damage +1/level (max +40) for many creatures.

Mass Heal: As heal, but with several subjects.

### Law Domain

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

Protection from Chaos: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Calm Emotions: Calms creatures, negating emotion effects.

Magic Circle against Chaos: As protection spells, but 10-ft. radius and 10 min./level.

Order's Wrath: Damages and dazes chaotic creatures.

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Hold Monster: As hold person, but any creature.

Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.

Shield of Law: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

Summon Monster IX\*: Calls extraplanar creature to fight for you.

\*Cast as a law spell only.

**Cleric Spells Prepared** (CL 1st; concentration +3)

1st—bless, command (DC 13), cure light wounds (D)

0 (at will)—guidance, resistance, virtue

D domain spell; Domains Healing, Law

5/day—rebuke death, touch of law

**Cleric Spells Prepared** (CL 1st; concentration +3)

1st—bless, command (DC 13), cure light wounds (D)

0 (at will)—guidance, resistance, virtue

D domain spell; Domains Healing, Law

### STATISTICS

Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 14

**Base Atk** +0; **CMB** +1; **CMD** 11

**Feats** Extra Channel, Selective Channeling

**Skills** Diplomacy +6, Heal +8, Knowledge (religion) +4, Sense Motive +6

**Languages** Common

**Combat Gear** scroll of protection from chaos, scroll of sanctuary; **Other Gear** scale mail, heavy wooden shield, shortspears (2), healer's kit, silver holy symbol

**Boon** An acolyte can tend a character's wounds or provide a free wooden holy symbol or sacred tract (granting a +2 circumstance bonus on Knowledge [religion] checks about the acolyte's faith). An acolyte can also make holy water for PCs at a 20% discount. An acolyte is a priest in training, often a callow youth fresh from the cloisters, loaded with zeal but not much practiced in proselytism. They are found in temples and monasteries throughout the world, and their enthusiasm and devotion makes them eager to take up arms and armor to defend their faith and flocks.

## Sheorath (Pathfinder)



**Acolyte (Human Cleric 1)**

**CR** 1/2

**XP** 200

**Human cleric 1**

**LN Medium humanoid**

**Init** +0; **Senses** Perception +2

### DEFENSE

**AC** 17, **touch** 10, **flat-footed** 17 (+5 armor, +2 shield)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +0, **Will** +4

### OFFENSE

**Speed** 20 ft.

**Melee** shortspear +1 (1d6+1)

**Ranged** shortspear +0 (1d6+1)

**Special Attacks** channel positive energy 7/day (DC 12, 1d6)

**Domain Spell-Like Abilities** (CL 1st; concentration +3)

## Taraxian (3.5)



**Size/Type** Medium Male Humanoid (Human)

**Wizard**

**Hit Dice** 3d4+9 (17 hp)

**Initiative** +5

**Speed** 30 ft.

**Armor Class** 12 (+1 Dex, +1 natural), **touch** 11, **flat-footed** 11

**Base Attack/Grapple** +1/+1

**Attack** Dagger +1 melee (1d4/19-20/x2)

**Full Attack** Dagger +1 melee (1d4/19-20/x2)

**Space/Reach** 5 ft./5 ft.

**Special Attacks** Spells

**Special Qualities** Beguiling Touch, Enchanting Smile, Free Spirit, Prohibited Schools (conjuration, illusion), School specialization (enchantment)

**Saves** Fort +4, Ref +2, Will +6

**Abilities** Str 10, Dex 12, Con 17, Int 15, Wis 12, Cha 14

**Skills** Bluff +9, Diplomacy +4, Intimidate +7, Linguistics +8, Listen +4, Sense Motive +4, Spot +4, Swim +1



**Feats** Free Spirit, Improved Initiative, Iron Will, Scribe Scroll, Wizard Weapon Proficiencies

**Challenge Rating** 2

**Alignment** Chaotic Evil

**Languages** Common, Goblin, Orc

**Combat Gear** Dagger; **Other Gear** Amulet of Natural Armor +1

**Wizard Spells Prepared** (CL 3, 1 melee touch, 2 ranged touch):

2 (2/day) Hideous Laughter (DC 14), Touch of Idiocy, Circulus Sanguinis

1 (3/day) Charm Person (DC 13), Charm Person (DC 13), Charm Person (DC 13), Charm Person (DC 13)

0 (at will) Daze (DC 12), Daze (DC 12), Penumbra, Penumbra

### SPECIAL ABILITIES

**Beguiling Touch** (max 3 HD, 1 rds) (5/day) (DC 13) (Sp) Touch charms.

**Enchanting Smile** +2 (Su) +2 to Bluff, Diplomacy, and Intimidate.

**Familiar:** Snake Taraxian gains +2 on Bluff checks

**Free Spirit** +2 bonus on saves vs. mind-affecting and on Escape Artist attempts

**Prohibited School: Conjunction** You must spend 2 slots to cast spells from the Conjunction school.

**Prohibited School: Illusion** You must spend 2 slots to cast spells from the Illusion school.

**School Specialization:** Enchantment

**Melee** Dagger +1 (1d4/19-20/x2) and Unarmed Strike +1 (1d3/20/x2)

**Wizard Spells Prepared** (CL 3, 1 melee touch, 2 ranged touch):

2 (2/day) Hideous Laughter (DC 14), Touch of Idiocy, Circulus Sanguinis

1 (3/day) Charm Person (DC 13), Charm Person (DC 13), Charm Person (DC 13), Charm Person (DC 13)

0 (at will) Daze (DC 12), Daze (DC 12), Penumbra, Penumbra

### STATISTICS

Str 10, Dex 12, Con 17, Int 15, Wis 12, Cha 14

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Free Spirit, Improved Initiative, Iron Will, Scribe Scroll, Wizard Weapon Proficiencies

**Skills** Bluff +7, Diplomacy +4, Intimidate +7, Linguistics +8, Perception +4, Sense Motive +4, Swim +1

**Languages** Common, Goblin, Orc

**Special Qualities** Beguiling Touch (max 3 HD, 1 rds) (5/day) (DC 13) (Sp), Bonded Object: Dagger (1/day) (Sp), Conjunction, Enchanting Smile +2 (Su), Illusion, Manipulator

**Combat Gear** Dagger; **Other Gear** Amulet of Natural Armor +1

### SPECIAL ABILITIES

**Beguiling Touch** (max 3 HD, 1 rds) (5/day) (DC 13) (Sp) Touch charms.

**Bonded Object:** Dagger (1/day) (Sp) Use object to cast any spell in your spellbook 1/day. Without it, Concentration required to cast spells (DC20 + spell level).

**Conjunction** You must spend 2 slots to cast spells from the Conjunction school.

**Enchanting Smile** +2 (Su) +2 to Bluff, Diplomacy, and Intimidate. Turn Spells.

**Free Spirit** +2 bonus on saves vs. mind-affecting and on escape attempts

**Illusion** You must spend 2 slots to cast spells from the Illusion school.

**Manipulator** Associated School: Enchantment

## Taraxian (Pathfinder)

CR 2

Male Human Wizard 3

CE Medium Humanoid (Human)

**Init** +5; **Senses** Perception +4

### DEFENSE

**AC** 12, **touch** 11, **flat-footed** 11 (+1 Dex, +1 natural)

**hp** 26 (3d6+9)

**Fort** +4, **Ref** +2, **Will** +6

### OFFENSE

**Spd** 30 ft.





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