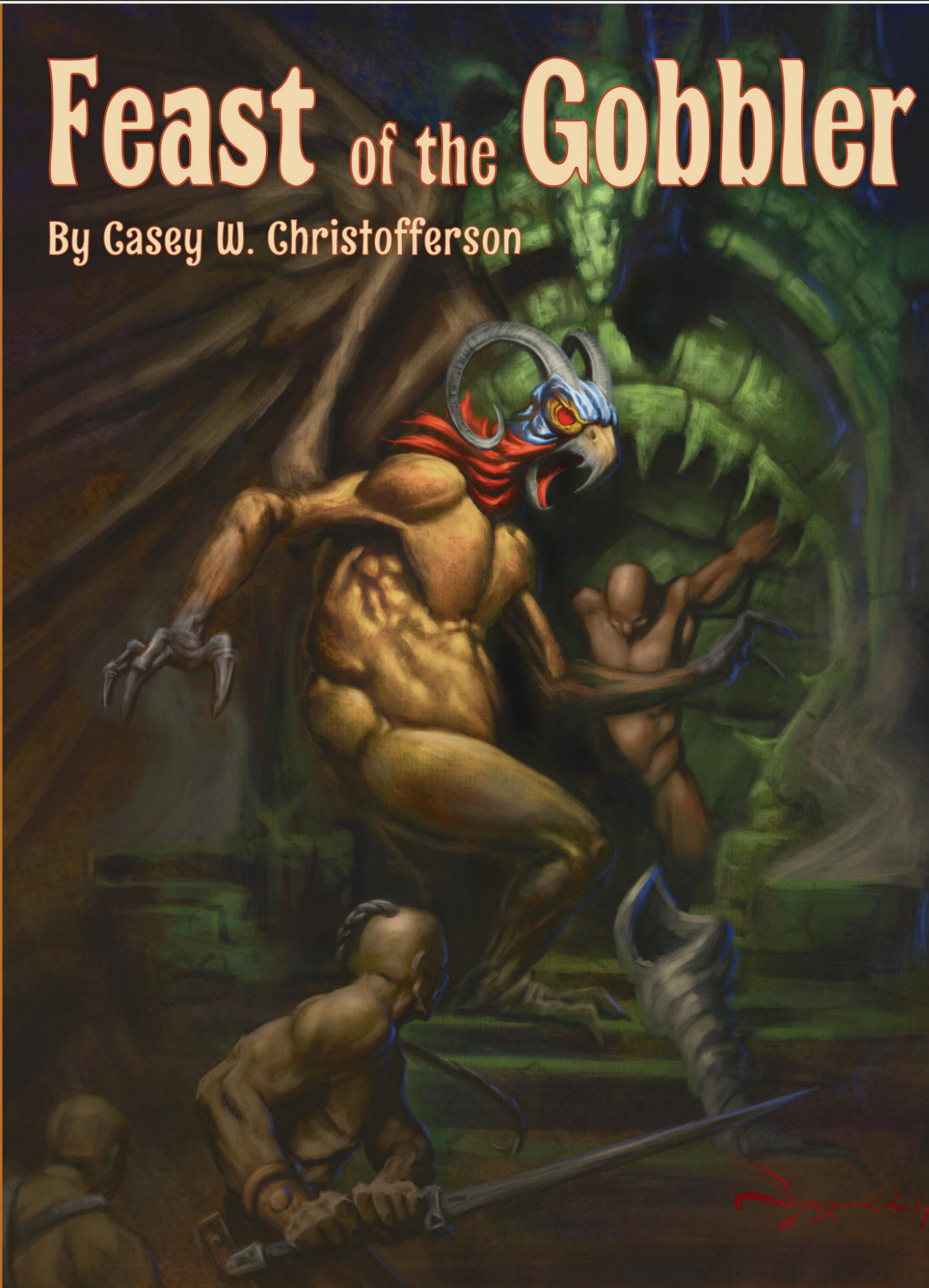




FROG GOD GAMES ADVENTURES

Feast of the Gobbler

By Casey W. Christofferson



PF



PATHFINDER
1ST EDITION
COMPATIBLE

Casey W. Christofferson

Feast of the Gobbler

Thanksgiving Special

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FROG GOD GAMES

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TABLE OF CONTENTS

INTRODUCTION.....	4
PART 1. MAYWOOD AND THE GREENHILL WOODS.....	5
PART 2. INTO THE TEMPLE OF THE GOBBLER.....	20
APPENDIX A: NEW MONSTERS.....	25
APPENDIX B: NEW MAGIC ITEMS	28

FEAST OF THE GOBBLER

THANKSGIVING SPECIAL

BY CASEY W. CHRISTOFFERSON

Feast of the Gobbler is an adventure for 4–6 characters of 3rd–5th levels. The party should include at least one divine spellcaster, one arcane spellcaster, one rogue, and two or three fighter types to handle the brunt of any full-throttle combat the party may face.

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INTRODUCTION

Feast of the Gobbler is an adventure designed for 4–6 characters of 3rd–5th levels. The party should include at least one divine spellcaster, one arcane spellcaster, one rogue, and two or three fighter types to handle the brunt of any full throttle combat the party may face.

After finding themselves in the area of the Greenhill Woods, part of the larger Elderwood Forest in the Duchy of the Waymarch. Here the characters quickly become embroiled in a local conflict. Locals believe that a semi-nomadic Loreclan kidnapped and murdered several hunters within the Greenhill Woods. A village elder asks them to find the truth before the locals fire up the mostly Foerdewaith soldiers at Fort Buturbal and demand the destruction of the peaceful Grass Sailor village of Elk Run.

Fate finds the characters inexorably drawn into this volatile situation where the answers they seek may only be found somewhere within the tangles of the Greenhill Woods. Sure to face dangers fearsome and fowl, the intrepid band must use all the skills at their disposal to survive against the devious machinations of the Gobbler and his nest of ultimate evil.

DRAMATIS PERSONAE

Name	Description	Main Description
Laveris	male human ranger 3	Part 1: Maywood and the Greenhill Woods
Minister McMadden	male human cleric 6	Part 1: Maywood and the Greenhill Woods
O'Meyer	male human commoner 3	Part 1: Maywood and the Greenhill Woods
Hillshire	male human aristocrat 3	Part 1: Maywood and the Greenhill Woods
Myles	male human barbarian 5	Part 1: Maywood and the Greenhill Woods
Widow Weldin	female human witch 2	Part 1: Maywood and the Greenhill Woods
Holcolmb	male dwarf expert 3	Part 1: Maywood and the Greenhill Woods
Captain Carver	male half-elf fighter 6	Part 1: Maywood and the Greenhill Woods
Q'into	male human druid 8	Part 1: Maywood and the Greenhill Woods

ADVENTURE BACKGROUND

For many seasons, settlers along the Greenhill road have led a peaceful coexistence with the Grass Sailor Loreclan who spend their fall and winter on the north bank of Clear Lake. Recently, tensions have grown between the two as settlers of Maywood disappeared while hunting within the Greenhill Woods. Exacerbating this situation, search parties found a knife belonging to one of the hunters and decorative trade feathers similar to those normally bound into the clothing of the Grass Sailors' Loreclannic knights. Pools of blood were found nearby.

Hunters fired on a Grass Sailor search party as it approached Maywood with news that they too were missing some of their brothers and sisters.

Now the people of Maywood are howling for the blood of the Grass Sailors. The Grass Sailors, who assume it was the folk of Maywood who made off with their people, are in turn prepared for a guerilla war against their former allies and trade partners.

Behind it all is the sinister mind of Matar Klukar, a worshipper of the demonic force known only as the Gobbler. Matar hides in the caverns beneath Council Bluff, slowly gathering minions and breeding a new race of evil to wipe out both peoples.

RISE OF THE TEMPLE OF THE GOBBLER

Matar Klukar has labored in secret for years, working to complete the Temple of the Gobbler within the caves beneath Council Bluff, in a place sacred to the Grass Sailors. There, amid a swampy backwater of the Turkey River, not far from the shores of Clear Lake, he completed the task set before him by the Gobbler. Carefully choosing his victims, he kidnapped or turned folk from Maywood and the encampment of the Grass Sailors to his service, and now seeks others for a much more fiendish purpose.

GETTING STARTED

As the adventure begins, you have two options of how the party approaches their foray into the Greenhill Woods.

- The characters find themselves in the Grass Sailor village and befriend the Loreclan people living there. Their holy man Q'into tells them of their plight and begs their assistance in making peace with the folk of Maywood.
- The characters encounter a group of soldiers from Fort Buturbal turning away angry villagers bent on attacking the Grass Sailor village. After hearing the complaints, they are pulled aside by Hillshire, the local elder who begs the party to look into the disappearances and prove that the peaceful Grass Sailors are not behind the abductions and suspected murders.



SCALING THE ADVENTURE

Feast of the Gobbler may be scaled for higher- or lower-level characters. Included in the monster appendix are variations on axe breaks that can make the adventure easier or harder, as well as unclassed dirty birds you may substitute for classed dirty birds to make the adventure easier for lower-level parties.

PART 1. MAYWOOD AND THE GREENHILL WOODS

A. LODGE OF THE ETERNAL ORDER OF ORION

A two-story log cabin chinked with mud and sporting a palisade wall is the first sight that greets travelers heading west along the Greenhill road.

This hunting lodge just outside of Maywood is a popular eatery and drinking hall for those citizens who make their living stalking game among the forests nearby. The lodge is currently under the directorship of **Laveris**, who was elected to the position after previous master Hanze Pepperidge disappeared while hunting bear somewhere in the area of Turkeyfoot. The lodge usually has 2d4 **hunters** present at all times either coming back from a hunt or getting ready to go out in search of game. They stretch their own hides and in turn sell them to Holcolmb the tanner in trade for coin that they use to replace old or broken camping and hunting equipment.

The lodge is well-stocked with liquor and dried goods, which were traded to the Grass Sailors when they and the folk of Maywood were on better terms. The booze now mainly fuels wild talk of getting revenge upon the Grass Sailors.

LAVERIS XP 600

CR 2

Male human ranger 3
N Medium humanoid (human)
Init +6; **Senses** Perception +7

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 20 (3d10+3)
Fort +3, **Ref** +5, **Will** +2

Speed 30 ft.
Melee mwk battleaxe +4 (1d8/×3) or
short sword +3 (1d6/19-20)
Ranged mwk longbow +6 (1d8/×3)
Special Attacks combat style (archery), favored enemy (animals +2)

Str 10, **Dex** 15, **Con** 11, **Int** 8, **Wis** 12, **Cha** 9
Base Atk +3; **CMB** +3; **CMD** 15
Feats Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Acrobatics +2 (-2 to jump), Handle Animal +3, Knowledge (nature) +5, Linguistics +1, Perception +7, Stealth +5, Survival +7
Languages Common, Giant, Gnome
SQ favored terrain (forest +2), track +1, wild empathy +2
Other Gear +1 studded leather, arrows (20), mwk battleaxe, mwk longbow, short sword

HUNTER (2d4) XP 200

CR 1/2

hp 12 (Pathfinder Roleplaying Game NPC Codex, “Novice Scout”)
Change Race to Human

LAVERIS, PROPRIETOR OF THE LODGE OF THE ETERNAL

ORDER OF ORION

Laveris is somewhat of a bigot who believes the Grass Sailors are up to no good and tends to rabble-rouse against them. Believing himself to be better than the local Loreclan people, he considers their skill at woodcraft to be secondary to his knowledge of forests and game. He is a superstitious man who thinks that the Grass Sailors were responsible for the disappearance of his good friends Louis and Rich, telling anyone who asks him that the Grass Sailors used witchcraft to beguile and murder his friends.

If a situation occurs where guards attempt to break up a fight between the folk of Maywood and the Grass Sailors, Laveris is sure to be there stirring up trouble.

The Order of Orion is a fraternal society made up completely of human males who revere and revile the goddess of the hunt. In their version of the story of the goddess and Orion, the goddess seduced Orion to steal his hunting skills and in turn spread it out among the animals of the forest and gifted it to the sylvan races. It is thus the hunters' duty to slay and consume the beasts of the wood to gain a part of this prowess. In essence, they are stealing back that which the goddess took, continuing the cycle of seduction, consumption, and sacrifice.

B. THORP OF MAYWOOD

The folk of Maywood are mostly made up of settlers from the Duchy of Ysser and the Kingdom of Foere who headed to the Elderwood to seek their fortune and to find freedom from religious persecution in their homeland. Most of the folk of the thorp make their living through crafts that they trade to one another and, until recently, to the Grass Sailors. Several of the hardworking folk are strictly religious in their devotion to the teachings of St. Harizon, the patron of chastity and hard work. Of course, exceptions exist to every rule, and their closed community is overseen and protected by the nearby military garrison of Fort Buturbal, which still owes its allegiance to the fatherland.

Currently the thorp is in an uproar due to what is believed to be Grass Sailor aggression against the settlement. Cursory conversations with the locals reveal a slew of missing persons, and accusations. Most of the locals are also very furtive, jittery, and nervous in their conversations with the player characters.

The following information can be gathered from most civilians in the thorp. Beyond what is offered here, the characters are otherwise encouraged to check the various shops and locations for more information.

1. Hanze Pepperidge went missing while hunting in the woods.
2. Punkin, of Punkin's Spice recently went missing, and by the way do you have any coffee?
3. Scouts claim that feathered men roam the woods. Likely Grass Sailor raiders. Also do you have any spiced coffee?
4. Fort Buturbal is up the road to the West a little ways. It is an outpost of the Duchy of Ysser. Also, I could really use a cup of Punkin's spiced. Do you have any?

B-1. CHURCH OF ST. HARIZON THE CHASTE

This large wooden structure is the cultural and spiritual center of Maywood and dedicated to the religious teachings of St. Harizon, an apostate who challenged traditional notions of the purpose of the Blessed Tesseract. Although not every member of the community follows his strict brand of chaste living, teetotaling, hard work, and bathing with one's clothes on, everyone in the Thorp of Maywood knows that at least paying the teachings some lip service keeps their name out of the local rumor mill.

Minister McMadden oversees the instruction in the teachings of St. Harizon for his parishioners, which is to say that he spends an extraordinary amount of time taking confession from the females of the community and listening in on the gossip of the week while eating pastries and drinking white wine, or, until recently, Punkin's spiced coffee.

McMadden knows enough about what is going on to suspect that the Grass Sailors are not behind the disappearances at all. He has heard rumors of a feathered man stalking the outskirts of town. Widow Weldin even spoke of the feathered man sneaking into her home one night and standing over her bed to watch her when he thought she was asleep.

McMadden has thus far tried his best to keep these rumors to a minimum and has even gone so far as to dismiss these sightings and visions of a feathered man as some form of mass hysteria. Or he points out that it may have merely been a Grass Sailor scout seen in the fog of morning or the light of dusk.

McMadden fears that should his parishioners become too spooked, they will abandon St. Harizon and Maywood, and return to the Duchy of Ysser whence they came.

MINISTER MCMADDEN
XP 1,600

CR 5

Human cleric of St. Harizon 6
N Medium humanoid (human)
Init +1; **Senses** Perception +4

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 33 (6d8+6)

Fort +5, **Ref** +3, **Will** +11

Speed 30 ft.

Melee light mace +3 (1d6-1)

Special Attacks channel positive energy 5/day (DC 15, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +10)

At will—lore keeper (25), remote viewing (6 rounds/day)

7/day—rebuke death (1d4+3)

Cleric Spells Prepared (CL 6th; concentration +10)

3rd—create food and water, magic vestment, remove curse, speak with dead[D] (DC 17)

2nd—aid, calm emotions (DC 16), detect thoughts[D] (DC 16), lesser restoration, zone of truth (DC 16)

1st—bless, bless water (DC 15), command (DC 15),

comprehend languages[D], remove fear

0 (at will)—guidance, light, mending, purify food and drink (DC 14)

D Domain spell; Domains Healing, Knowledge

Str 8, **Dex** 12, **Con** 10, **Int** 13, **Wis** 18, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 14

Feats Brew Potion, Combat Casting, Endurance, Iron Will

Skills Diplomacy +11, Knowledge (arcana) +10, Knowledge (religion) +10, Spellcraft +10

Languages Common, Elven

SQ healer's blessing

Other Gear light mace

B-2. HARD CIDER TAVERN

The Hard Cider Tavern is the only place in Maywood outside of the hunters' lodge where alcoholic spirits of any kind are served, and they are frowned upon by most of the local Foerdewaith residents.

O'Meyer, the innkeeper, is friendly and a little less uptight and reserved than some of the other folk of Maywood, especially when it comes to strangers. O'Meyer is assisted by his daughter **Susan-Jean** and his maid, **Hester**. O'Meyer is a member in good standing with the Church of St. Harizon. The rooms are of good quality, and the food and beverage served is also good to excellent.

O'Meyer has heard the rumors of the Feathered Man and believes it to be no more than a Grass Sailor war party prowling and looking to murder the men and kidnap the women.

O'MEYER

CR 1

XP 400

Human commoner 3

CN Medium humanoid (human)

Init -1; **Senses** Perception +4

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 20 (3d6+9)

Fort +5, **Ref** +0, **Will** +1

Speed 30 ft.

Melee The Baster +3 (1d6)

Str 10, **Dex** 8, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 10

Feats Great Fortitude, Prodigy, Simple Weapon Proficiency (club), Weapon Focus (club)

Skills Perception +4, Profession (barkeep) +7, Profession (brewer) +8

Languages Common

Other Gear leather apron, "The Baster" (mwk club), 470 gp

Susan-Jean and Hester

CR 1/2

XP 200

hp 7 (Pathfinder Roleplaying Game GameMastery Guide, "Barmaid")

B-3. HILLSHIRE'S FARM

Hillshire is local acting barrister, reeve, and all-around village elder to the folk of Maywood. Hillshire was the first to make friends with the Grass Sailor priest Q'into and doesn't believe a lick of the stories of a "feathered man" or that any murder has taken place. He thinks that political forces such as the new merchant, Myles — who arrived from the Ysser — are attempting to stir up trouble for some unknown political end, as the problems and disappearances began shortly after Myles arrived in town.

Hillshire begs the characters to look into the disappearances and hopes that sending outsiders to deal with the dirty work takes some pressure off the soldiers from Fort Buturbal so they can then police the road and protect the thorp. He offers the characters 100 gp each if they bring back information proving who or what is behind the disappearances and end the dangerous course his people are on once and for all.

HILLSHIRE

CR 1

XP 400

Human aristocrat 3

NG Medium humanoid (human)

Init -1; **Senses** Perception +8

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 17 (3d8+3)

Fort +1, **Ref** +0, **Will** +5

Speed 30 ft.

Melee mwk longsword +3 (1d8-1/19-20)

Ranged mwk light crossbow +2 (1d8/19-20)

Str 9, **Dex** 8, **Con** 10, **Int** 13, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** +1 (+3 disarm); **CMD** 10 (12 vs. disarm)

Feats Combat Expertise, Improved Disarm, Weapon Focus (longsword)

Skills Diplomacy +6, Profession (barrister) +10, Perception +8, Perform (oratory) +6, Ride +5, Sense Motive +8

Languages Common, Elven

Other Gear crossbow bolts (10), mwk light crossbow, mwk longsword, Lawbook of Maywood

B-4. MYLES' BLANKET OF THE DUCHY AND DRIED GOODS

This trading post is a relatively new addition to Maywood. **Myles**, a scarred and burly bear of a man, sells blankets, dried goods, arrows, camping gear, and provisions for everyday life. He also peddles some finer items such as cups and plates imported all the way from Ysser. Myles looks somewhat out of place behind the counter, as he seems the sort of man who would be more suited to bearing a greatsword and leading soldiers in battle than selling candles to old ladies.

Myles at one point was even put in the stocks at the behest of Hillshire, until divine magic indicated that Myles was telling the truth and that he knew nothing of the reason for any disappearances.

Like Laveris, Myles is outspoken in his dislike of the Grass Sailors, and often states that soldiers from Fort Buturbal better get used to the idea of killing Loreclan knights. The Duchy of Ysser is expanding after all, and there will be no room for the old inhabitants and their primitive ways.

Myles is truly a despicable character who was sent by a viceroy of the Kingdom of Foere as a special agent to spy upon the folk of Maywood and their peculiar devotion to the teachings of St. Harizon.

Myles has actually seen the so-called Feathered Man lurking about the outskirts of the thorp but keeps this information to himself. He was drunk at the time and doesn't like to admit seeing things such as humanoids with sharp beaks when he has been into his cups.

MYLES

CR 4

XP 1,200

Human barbarian 5

NE Medium humanoid (human)

Init +5; **Senses** Perception +8

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 48 (5d12+15)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities improved uncanny dodge, trap sense +1

Speed 40 ft.

Melee +1 greatsword +11 (2d6+7/19-20)

Ranged mwk composite longbow +7 (1d8+4/x3)

Special Attacks rage (14 rounds/day), rage powers (powerful blow +2, reckless abandon)

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Improved Initiative, Point-Blank Shot, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +9 (+13 to jump), Climb +12, Perception +8, Ride +9, Survival +8, Swim +12

Languages Common, Dwarven

SQ fast movement

Other Gear mwk studded leather, +1 greatsword, arrows (20), mwk composite longbow (+4 Str)

B-5. THE WIDOW WELDIN

Minier, known as the **widow Weldin**, is a young woman dressed in the garb of a mourning wife. She is actually a witch, although she keeps this fact a closely guarded secret from the folk of Maywood for fear of being burned at the stake. Because of her powers and mastery of natural and arcane forces, Matar Klukar seeks to turn her to his side. On more than one occasion, she espied the Feathered Man within her home or observing her while she danced by firelight, lathered with sweat in a hidden forest glade.

Minier keeps up her ruse as a devout follower of the teachings of St. Harizon by continually going to confession and prayer studies led by Minister McMadden. In this way, she hopes to keep one step ahead of those who would burn mystics at the stake and possibly seduce the oafish minister in the process. A follower of Chernunnos, also called the Green Father, Minier enjoys nothing more than sneaking off into the forests at night and dancing naked under the full moon, where she performs fertility rituals to her dark god of nature and magic.

WIDOW WELDIN

CR 1

XP 400

Human witch 2

N Medium humanoid (human)

Init +1; **Senses** Perception +2

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 11 (2d6+4)

Fort +1, **Ref** +1, **Will** +5

Speed 30 ft.

Melee quarterstaff +0 (1d6-1)

Special Attacks hexes (charm, feral speech, healing)

Witch Spells Prepared (CL 2nd; concentration +5)

1st—charm person (DC 14), mage armor, unseen servant

0 (at will)—detect magic, message, read magic, stabilize

Patron Animals (green whispers)

Str 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 14, **Cha** 10

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

Feats Silent Spell, Still Spell

Skills Diplomacy +2, Handle Animal +2, Heal +7, Knowledge (arcana) +8, Knowledge (nature) +8, Spellcraft +8

Languages Common, Dwarven, Elven, Halfling

SQ witch's familiar (cat named Punkin' Pie)

Other Gear quarterstaff

PUNKIN' PIE

Cat

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +5

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 5 (1d8-1)

Fort +1, **Ref** +4, **Will** +4

Defensive Abilities improved evasion

Speed 30 ft.

Melee bite +5 (1d3-4), 2 claws +5 (1d2-4)

Space 2 ft.; **Reach** 0 ft.

Str 3, **Dex** 15, **Con** 8, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +1; **CMB** +1; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse[B]

Skills Climb +6, Diplomacy +0, Handle Animal +0, Heal +3,

Perception +5, Spellcraft +0, Stealth +14; Racial Modifiers +4

Climb, +4 Stealth

SQ empathic link

B-6. HOLCOLMB'S TANNERY AND FURRIER

Holcolmb, a peaceful dwarven tanner, runs a good business. He buys furs and skins from the Grass Sailors and the local hunters, and pays a fair price and ships the items back to the Kingdom of Foere. Not a follower of Harizon or one to take sides, Holcolmb knows nothing of any feathered men and believes only what he sees.

HOLCOLMB

XP 400

Dwarf expert 3

LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +0 (+2 to notice unusual stonework)

AC 10, touch 10, flat-footed 10

hp 26 (3d8+12)

Fort +3, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

Speed 20 ft.

Melee longspear +3 (1d8+1/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks hatred

Str 13, **Dex** 10, **Con** 14, **Int** 11, **Wis** 11, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 13 (17 vs. bull rush, 17 vs. trip)

Feats Prodigy, Toughness

Skills Acrobatics +0 (-4 to jump), Appraise +6 (+8 to assess nonmagical metals or gemstones), Craft (alchemy) +6, Craft (leather) +8, Knowledge (nature) +6, Perception +0 (+2 to notice unusual stonework), Profession (tanner) +8, Sense Motive +6; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Other Gear longspear

CR -

B-7. PUNKIN'S SPICE

This shop is rarely open these days, and as the characters enter the village they find the "closed" sign hanging over the lintel of the door. When it is open, the shop is managed by a Punkin, a tall, thin middle-aged fellow who seems to be an expert at all forms of herbal remedy, oil, tincture, and seasoning. He keeps an apartment in the second story of the shop.

Local ladies are especially upset that the store is closed, as they have developed an insatiable thirst for the coffee that "Punkin" brews up during the crisp mornings beginning in the early fall. The fact that they miss their daily coffee and its seemingly magical flavor may come up in casual conversation as the characters explore the village.

In reality, "Punkin" is Matar Klukar using the guise of an apothecary to spy on the local folk and keep himself in closer proximity to the widow Weldin.

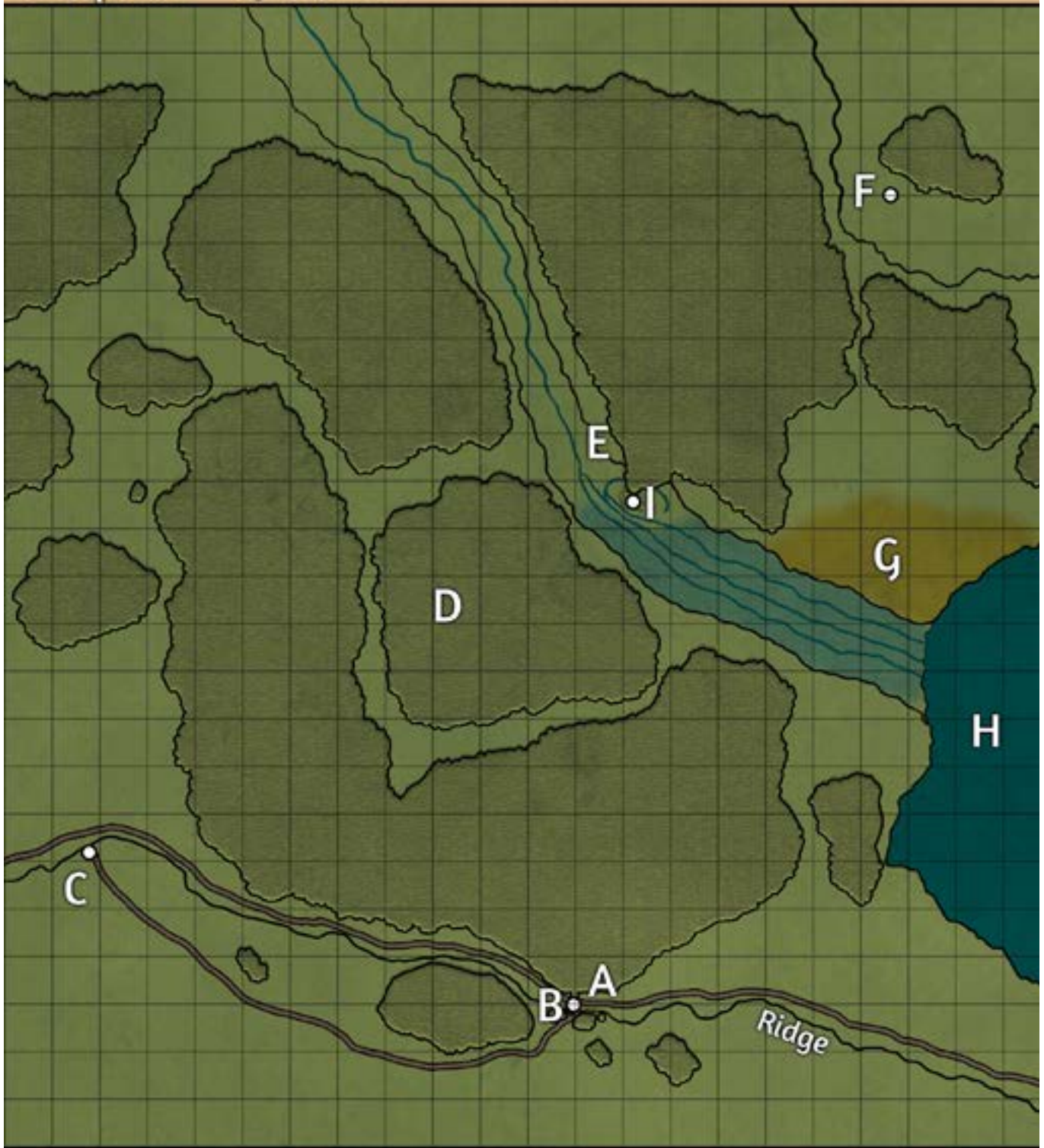
If characters decide to break into Punkin's Spice and search the home, they find 20 vials of essential oils in cinnamon, nutmeg, and ginger. The vials are worth 5 gp each. There is also 10 pounds each of powdered versions of these spices worth 1 gp per pound and 100 pounds of coffee labeled "locally sourced, sustainable, and conflict free" on the bags. The coffee is worth 1d6 gp per pound. A large hand crank-operated coffee roasting kettle occupies the back half of the shop.

A successful DC 15 Perception check while searching the apartment upstairs uncovers a scrap of a map in the fireplace that shows the location of Council Bluff and has a few words written on it that read, "through these falls and onwards to the temple ruin."

CR 1

Overland – Maywood and the Greenhill Woods

1 Square - 1/4 Mile



C. FORT BUTURBAL

Fort Buturbal sits on a rise above the tiny Thorp of Maywood and oversees much of the arboreal landscape of the Greenhill Woods. The peak of Council Bluff (area **I**), Clear Lake (area **H**), and smoke from the campfires of the Grass Sailors (area **F**) can be viewed on a clear day from the top of its wooden guard tower.

The garrison of Fort Buturbal consists of 40 men-at-arms (male and female human **guards**) of the Duchy of Ysser and is administrated by a gruff military captain named **Carver**. Carver is a good soldier who got into trouble with his former command and ended up pulling retirement duty in a peaceful corner of the frontier. Peaceful, that is, until citizens started vanishing and hunters started taking shots at the local Grass Sailors.

Captain Carver is reluctant to send troops into the Greenhill Woods in pursuit of Grass Sailors until he knows for sure they are his true enemies. The Grass Sailors outnumber his small garrison by three to one. Even with better equipment and four stout walls, he figures his troops wouldn't last a week against an onslaught of angry Loreclan knights. The folk of Maywood wouldn't stand a chance at all.

Fearful of what the bigoted, superstitious locals in Maywood might think, Captain Carver does his best to conceal his ancestry.

CAPTAIN CARVER XP 1,600

CR 5

Half-elf fighter 6

NG Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +1

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +3 shield)

hp 51 (6d10+18)

Fort +7, **Ref** +3, **Will** +1 (+2 vs. fear); +2 vs. enchantments
Immune sleep

Speed 30 ft.

Melee +1 bastard sword +13/+8 (1d10+8/19-20)

Special Attacks weapon training (heavy blades +1)

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 21

Feats Cleave, Cleaving Finish, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Power Attack, Skill Focus (Ride), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Handle Animal +10, Perception +1, Ride +12; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ armor training 1, elf blood

Other Gear +1 chain shirt, +1 heavy steel shield, +1 bastard sword

GUARD (40)

CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

D. THE GREENHILL WOODS

The Greenhill Woods — a region of the greater Elderwood Forest — are lush, even in autumn, with leaves that seem to glow in every brilliant shade of red, gold, and fire-orange. The groundcover, still green before the first snow and not yet choked by falling leaves, is made up of grabbing vines, nettles, and poison ivy. Anyone walking through this forest does so at half speed due to the terrain conditions, and moving silently through areas of fallen leaves proves to be difficult to all but those possessed of a natural affinity to do so, such as druids and certain wild beasts. Creatures other than druids, rangers, and native wildlife have disadvantage on Stealth checks to move silently over fallen leaves.

GREENHILL WOODS RANDOM ENCOUNTERS

Roll 1d20 on the following table for each mile the characters travel through the Greenhill Woods.

1d20	Encounter
1	2d4 hunters
2	2d6 Grass Sailor warriors
3	1d4 giant bees
4	Dire boar
5	1d4 dire wolves
6	1d4 harpies
7	1d2 gobbler-bears
8	Brown bear
9	1d2 axe beaks
10	1d4 dirty birds
11	Yambling mound
12	1d2 archer bushes
13	Awakened shrub
14	1d2 killer cranberry bushes
15–20	No encounter



ARCHER BUSH (1d2) CR 2
XP 600
hp 21 (Tome of Horrors Complete, “Archer Bush”)

AXE BEAK (1d2) CR 2
XP 600
hp 22 (Pathfinder Roleplaying Game Bestiary 3, “Axe Beak”)

BROWN BEAR CR 4
XP 1,200
hp 42 (Pathfinder Roleplaying Game Bestiary, “Bear, Brown”)

DIRE BOAR CR 4
XP 1,200
hp 42 (Pathfinder Roleplaying Game Bestiary, “Boar, Dire”)

DIRE WOLF (1d4) CR 3
XP 800
hp 37 (Pathfinder Roleplaying Game Bestiary, “Wolf, Dire”)

DIRTY BIRD (1d4) CR 2
XP 600
hp 17 (Appendix A: New Monsters, “Dirty Bird”)

GIANT BEE (1d4) CR 1
XP 400
hp 16 (Pathfinder Roleplaying Game Bestiary, “Bee, Giant”)

GOBBLER-BEAR (1d2) CR 4
XP 1,200
hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

GRASS SAILOR WARRIOR (2d6) CR 1/2
XP 200
hp 17 (Pathfinder Roleplaying Game NPC Codex, “Savage Mercenary”)

HARPY (1d4) CR 4
XP 1,200
hp 38 (Pathfinder Roleplaying Game Bestiary, “Harpy”)

HUNTER (2d4) CR 1/2
XP 200
hp 12 (Pathfinder Roleplaying Game NPC Codex, “Novice Scout”)
 Change Race to Human

KILLER CRANBERRY BUSH (1d2) CR 2
XP 600
hp 30 (Appendix A: New Monsters, “Killer Cranberry Bush”)

YAMBLING MOUND CR 6
XP 2,400
hp 67 (Pathfinder Roleplaying Game Bestiary, “Shambling Mound”)

E. THE TURKEY FOOT RIVER

This small river branches into three streams that feed the marshes of the Maywood Sand Pits (area **G**) before pouring into Clear Lake (area **H**). The river is fordable either through the marshy wetlands that make up the three branches of the Turkey Foot area or in an area of shallow cedar-lined rapids to the north. This crossing is plagued with mud pits, quicksand, biting insect swarms, and beasts.

The second crossing is several miles to the north where large stones and shallower waters allow easy passage. In general, the river is safe for swimming.

F. GRASS SAILOR VILLAGE OF ELK RUN

The Grass Sailors live in a highland area called Elk Run along the north bank of Clear Lake. Their village consists of several thatched huts and a central meeting place, communal dining hall, and the home of the Grass Sailor chieftain and his family. The Grass Sailors are known for their kindness in times of peace and ferocity in times of war. They make a living by hunting and trapping, trading, and scouting. Around 100 Grass Sailor warriors are in the village, with an additional 120 noncombatants made up of elderly, children, and those who nurture them. Recently, many of their warriors disappeared while hunting and gathering in the area of the Turkey Foot, where the river breaks into three smaller streams that weave their way through the Maywood Sand Pits before filling Clear Lake.



THE TURKEY FOOT RANDOM ENCOUNTERS

Roll 1d12 on the following table for each mile that the characters travel through the river and marsh area of the Turkey Foot.

1d12	Encounter
1	1d2 trolls
2	1d2 giant frogs
3	Wyvern
4	1d2 monstrous crayfish
5	Giant lizard
6	Giant spider
7	Gobbler-bear
8	1d2 axe beaks
9	1d4 dirty birds
10	Yambling mound
11–12	No encounter

AXE BEAK (1d2) **CR 2**
XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 3, “Axe Beak”)

DIRTY BIRD (1d4) **CR 2**
XP 600

hp 17 (Appendix A: New Monsters, “Dirty Bird”)

GIANT FROG (1d2) **CR 1**
XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, “Frog, Giant”)

GIANT LIZARD **CR 3**
XP 800

hp 30 (Tome of Horrors Complete, “Lizard, Giant Rock-Horned (Blood Lizard)”)

GIANT SPIDER **CR 1**
XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary, “Spider, Giant”)

GOBBLER-BEAR **CR 4**
XP 1,200

hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

MONSTROUS CRAYFISH **CR 3**
XP 800

hp 26 (Tome of Horrors Complete, “Crayfish, Monstrous”)

TROLL (1d2) **CR 5**
XP 1,600

hp 63 (Pathfinder Roleplaying Game Bestiary, “Troll”)

Wyvern **CR 6**
XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary, “Wyvern”)

YAMBLING MOUND **CR 6**
XP 2,400

hp 67 (Pathfinder Roleplaying Game Bestiary, “Shambling Mound”)

The Grass Sailors are peaceful and friendly to visitors to their land and, although on edge, they hope to find skillful allies to help them recover their missing people. This is not to say that characters coming into Elk Run with the intent to kill them should expect the Grass Sailors to flee or roll over and die. Such invaders can expect the Grass Sailor knights to fiercely defend their hunting areas and holy sites.

The Grass Sailors blame a being they refer to as the Feathered Man for stealing their people away and know him only by a warbling call sometimes overheard beneath the darkened boughs of the forest. The Feathered Man is a seminal figure in the folklore of the Grass Sailors, a being of darkness and destruction, a ravenous beast that feeds upon anything and everything in its path.

If asked, **Q'into** explains that the Feathered Man is known as a charlatan and glutton who wears many faces and serves another unspeakably evil master. Furthering Q'into's fears, his own son, Gaston, was sent to search for answers and is now the most recent of the Grass Sailors to have disappeared in the forest.

Q'into feels a dire curse has befallen the land and that it can be removed only if a holy man reaches Council Bluff and re-consecrates the sacred stones with holy water. This holy water must be drawn from Clear Lake on the night of a full moon and blessed immediately, before storing it within one of Q'into's sacred gourds.



Q'INTO XP 3,200

Human druid 8
NG Medium humanoid (human)
Init +1; **Senses** Perception +14

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 60 (8d8+24)

Fort +8, **Ref** +5, **Will** +9; +4 vs. fey and plant-targeted effects

Speed 30 ft. (20 ft. in armor)

Melee +1 shortspear +10/+5 (1d6+4)

Special Attacks wild shape 3/day

Druid Spells Prepared (CL 8th; concentration +11)

4th—command plants (DC 17), summon nature's ally IV

3rd—dominate animal (DC 16), nature's exile (DC 16), plant growth, speak with plants

2nd—animal messenger, barkskin, beastspeak, hold animal (DC 15)

1st—calm animals (DC 14), charm animal (DC 14), cure light wounds, goodberry, speak with animals

0 (at will)—detect magic, guidance, purify food and drink (DC 13), stabilize

Str 16, **Dex** 12, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 20

Feats Cleave, Cleaving Finish, Lightning Reflexes, Natural Spell, Power Attack

Skills Acrobatics -2 (-6 to jump), Climb +4, Handle Animal +11, Knowledge (nature) +12, Perception +14, Spellcraft +8, Survival +5, Swim +4

Languages Common, Druidic

SQ nature bond (Axe Beak Animal Companion), nature sense, trackless step, wild empathy +8, woodland stride

Other Gear +2 lamellar (horn) armor, +1 shortspear

ANIMAL COMPANION

CR -

Axe beak

N Large animal

Init +4; **Senses** low-light vision; Perception +10

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

hp 53 (7d8+21)

Fort +8, **Ref** +9, **Will** +2 (+4 morale bonus vs. enchantment effects)

Defensive Abilities evasion

Speed 50 ft.

Melee bite +9 (2d6+7)

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

Special Attacks sudden charge

Str 20, **Dex** 18, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Natural Attack (bite), Intercept Blow, Power Attack

Tricks Attack, Attack Any Target, Come, Defend, Down, Flank, Guard, Stay, Subdue

Skills Acrobatics +4 (+12 to jump), Perception +10

SQ attack, attack any target, come, defend, devotion, down, flank, guard, stay, subdue

G. MAYWOOD SAND PITS

The area of the lower Turkey Foot, known as the Maywood Sand Pits, is a quagmire of wetlands. Pinworms, mallards, and various giant fish live here within the swampy morass of cold water and cattails. Larger channels of clear water from the Turkey River divide the Sand Pits but are easily crossed in this lowland area. Crossing this area could prove treacherous and even fatal to those wearing heavy armor or riding on horseback, as they could find themselves quickly sinking into quicksand or stepping into a deep spot among the marsh grasses.

Each character should roll 1d6 for every mile they travel through the Maywood Pits. On a roll of 1, the character encounters quicksand. See the Quicksand sidebar for rules.

QUICKSAND

Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath.

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

H. CLEAR LAKE

Clear Lake is a small lake approximately four miles long and two miles wide surrounded by the fens of the Sand Pits on its western shore and with hardwood forests on its northern, eastern, and western shores. A boathouse anchored in the middle of the lake is home of **Josiaphus LaPorte**. Josiaphus was the first of the Foerdewaith people to take up residence in this portion of the northern reaches. He quickly learned the skills and woodcraft of the Grass Sailors and soon joined them, stripping all accoutrements of Foerdewaith civilization from his speech and mannerisms. He lives aboard this cabin on the water and warned the Grass Sailors against the evils of Foerdewaith civilization and the course where their trades with the southern immigrants will eventually lead.

Josiaphus is getting a bit long in the tooth to aid the party directly; however, if they promise to remove the evils from Council Bluff, he offers to give them 20 silver longbow arrows he crafted and prays that they strike true to their mark.

Note: Should the characters find themselves in a tight spot where their chances of survival are about to drop off the charts, it is reasonable to assume that Josiaphus followed them and comes to their "rescue." Such tactics should be held as a last resort, as it is preferable that the characters are the heroes of the adventure and fate's plot devices.

Josiaphus LaPorte
XP 800

CR 3

hp 30 (Pathfinder Roleplaying Game GameMastery Guide, "Tracker")



I. COUNCIL BLUFF

Council Bluff is a wooded outcropping of rock that stands in the “talons” of the Turkey Foot, where the river splits into smaller streams. Council Bluff affords the best view of the Greenhill Woods and is a place considered sacred to the Grass Sailors. Council Bluff is the place where all Loreclan business is conducted and where Grass Sailor shamans go to await their visions. Recently, caverns within the bowels of the stony hill have become the lair of Matar Klukar and his strange experiments that can be categorized only as crimes against nature.



COUNCIL BLUFF RANDOM ENCOUNTERS

Roll 1d12 for each mile that the characters travel in the area of Council Bluff and consult the following chart.

1d12	Encounter
1	1d4 dirty birds
2	Gobbler-bear
3	Awakened shrub
4	1d2 axe beaks
5	Axetrice
6	Giant spider
7	Harpy
8	1d4 archer bushes
9	1d4 killer cranberry bushes
10–12	No encounter

ARCHER BUSH (1d4) CR 2
 XP 600
 hp 21 (Tome of Horrors Complete, “Archer Bush”)

AXE BEAK (1d2) CR 2
 XP 600
 hp 22 (Pathfinder Roleplaying Game Bestiary 3, “Axe Beak”)

AXETRICE CR 3
 XP 800
 hp 22 (Appendix A: New Monsters, “Axetrice”)

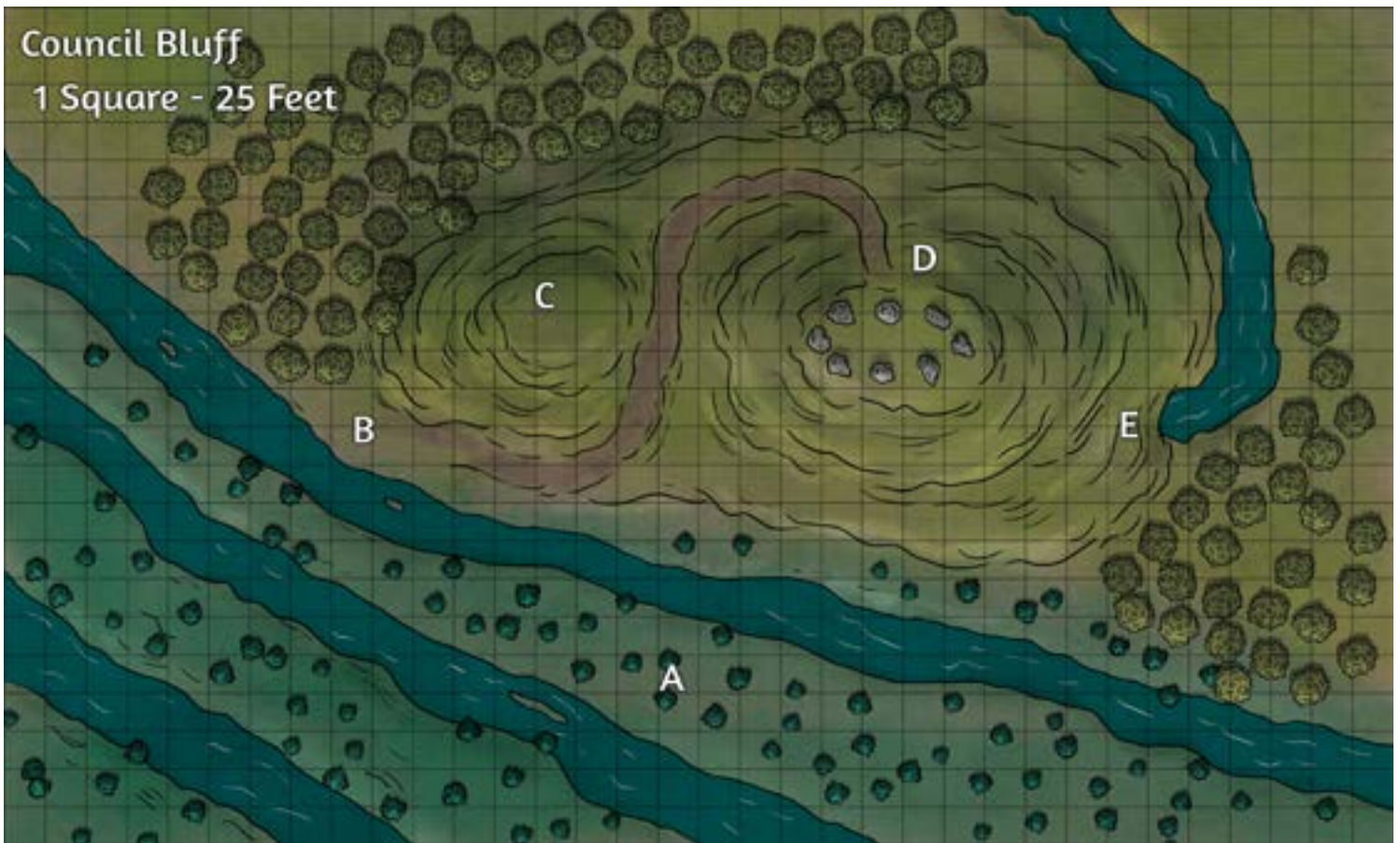
DIRTY BIRD (1d4) CR 2
 XP 600
 hp 17 (Appendix A: New Monsters, “Dirty Bird”)

GIANT SPIDER CR 1
 XP 400
 hp 16 (Pathfinder Roleplaying Game Bestiary, “Spider, Giant”)

GOBBLER-BEAR CR 4
 XP 1,200
 hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

HARPY CR 4
 XP 1,200
 hp 38 (Pathfinder Roleplaying Game Bestiary, “Harpy”)

KILLER CRANBERRY BUSH (1d4) CR 2
 XP 600
 hp 30 (Appendix A: New Monsters, “Killer Cranberry Bush”)



I-A. FENS

The fens that divide the Turkey Foot are filled with uneven, spongy ground and deep, water-filled pits that have become the grave of more than one hunter or explorer who became lost and exhausted by the hard trek.

Each character should roll 1d6 for every mile they travel through the fens. On a roll of 1, the character encounters quicksand. See the Quicksand sidebar for rules.

I-B. FOOT OF THE BLUFF

Tall grass, brambles, and gnarled trees surround the foot of Council Bluff. Hidden among the plethora of foliage is a footpath that leads to the top of the bluff itself, but requires a character to succeed at a DC 13 Perception or Survival check to discover. As the characters explore the base of Council Bluff, a squad of 4 **dirty birds** hiding along the hillside fire arrows upon the party. The dirty birds are bloated, large-sized humanoids covered in iridescent brown feathers tipped with tinges of orange and white.

DIRTY BIRD (4)
XP 600

CR 2

hp 17 (Appendix A: New Monsters, “Dirty Bird”)

I-C. FIRST CLEARING

The perimeter of this clearing has been replanted with a dense thicket of 3 **killer cranberry bushes**. These strange, carnivorous plants instantly attack anyone entering the clearing.

KILLER CRANBERRY BUSH (3)
XP 600

CR 2

hp 30 (Appendix A: New Monsters, “Killer Cranberry Bush”)



I-D. TOP OF THE BLUFF

Several stones in a semicircle line the top of the bluff. A character succeeding at a DC 15 Knowledge (Religion) check notices that the stones relate in some way to nature worship. The stones have recently been turned or pushed out of place. A character succeeding at a DC 15 Perception check discovers dried blood and brown feathers with black, orange, and white stripes upon them. The Grass Sailors use the area for manhood rites and vision quests by young knights of the village. Recently, Matar Klukar cast *unhallow* upon the area by sacrificing a member of the Grass Sailors and an abducted citizen of Maywood to appease the Gobbler. Fiends are exempt from the *unhallow*'s exclusion area, and non-evil creatures who fail their DC 17 Will saving throw are frightened, as per *cause fear*.

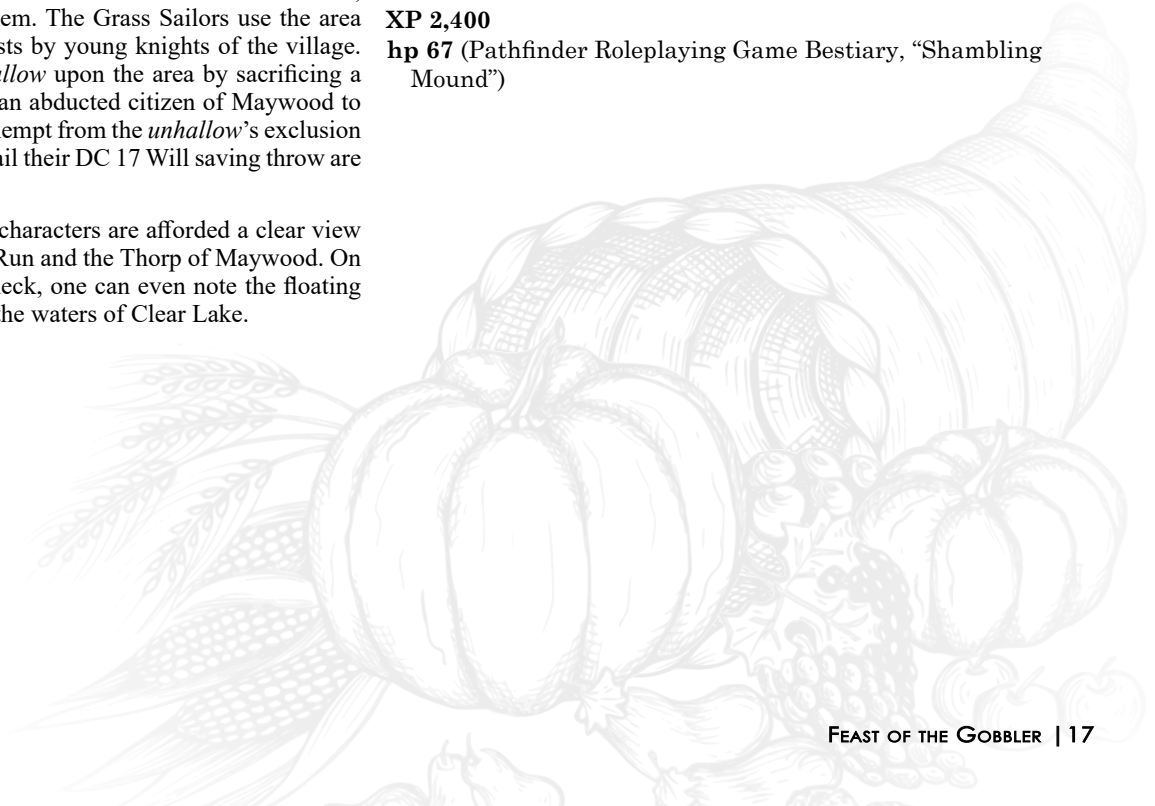
From the top of Council Bluff, characters are afforded a clear view of the Grass Sailor village of Elk Run and the Thorp of Maywood. On a successful DC 20 Perception check, one can even note the floating shack of Josiaphus LaPorte upon the waters of Clear Lake.

While the characters are exploring the top of the Council Bluff, the **yambling mound** attacks. A yambling mound is a rare species of shambling mound made up of tubers such as sweet potatoes. This yambling mound has no treasure, but is dripping with delicious roasted marshmallow goo.

YAMBLING MOUND
XP 2,400

CR 6

hp 67 (Pathfinder Roleplaying Game Bestiary, "Shambling Mound")



Cavern and Temple of the Gobbler



1 Square - 10 Feet

PART 2. INTO THE TEMPLE OF THE GOBBLER

In Part 2, the characters delve into the caverns beneath Council Bluff in search of answers behind the disappearances of folk from Maywood and the Grass Sailor village of Elk Run. They discover the horrors of the Gobbler, as forced upon these folk by Matar Klukar.

1. BACKWATER ENTRANCE

The thumb of the Turkey River flows from a concealed cave in the eastern shelf of Council Bluff. On a 1 on 1d6, a **gobbler-bear** lurks within the cavern, hungrily foraging for food and looking for a tasty meal of a stalwart adventurer.

Gobbler-bear CR 4
XP 1,200
hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

2. THE WATERFALL

The floor ascends until it reaches a natural waterfall. A character making a successful DC 15 Perception check of the waterfall discovers a hidden entrance that passes underneath the waterfall on the southern bank of the stream. This passage leads to area 2 and the darkened cavern beyond. Characters making a successful DC 15 Perception check also note a glint upon the northern shore of the stream. Crossing the stream requires a successful DC 13 Swim check to avoid being swept out of the cavern. If failed, a second successful DC 13 Swim check is required to avoid drowning.

Hidden among the mulch and detritus of the north shore is the broken skeleton of one of the missing hunters from the lodge of Orion. He was eaten by a **gobbler-bear** that sometimes lairs here (50% chance of encountering the bear as it returns to its lair). The hunter’s gear includes a handaxe, a longbow, 12 arrows, and two *potions of cure light wounds*.

Gobbler-bear CR 4
XP 1,200
hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

2-A. UNDER THE FALLS

A narrow stone pathway leads into area 3. The footing here is slippery and requires individuals unfamiliar with the path to succeed at a DC 13 Acrobatics check or slip and fall into the stream. Characters falling into the stream must succeed at a DC 13 Swim check to reach a shore or be whisked downstream and out into the Turkey River.

3. THE CENTRAL CAVERN AND UNDERGROUND POOL

Crossing through the waterfall reveals a large, dank cavern. A large pool of murky water fills the center of the cavern. Underground springs feed the pool. The pool in turn pours out into the stream that curves around the base of Council Bluff and eventually into the Turkey River.

3-A. UNDERGROUND POOL

The underground pool is approximately 30 feet deep and filled with warm water fed by hot springs bubbling up from cracks in the earth.



CAVERN AND TEMPLE OF THE GOBBLER

WANDERING MONSTERS

Check once every 15 minutes in the cavern and backwater entrance.

1d10	Encounter
1	1d4 axe beaks
2	1d4 + 1 dirty birds
3	1d2 gobbler-bears
4	Axetrice
5	1d2 axe beak crows
6	Two-headed axe beak
7–10	No encounter

AXE BEAK (1d4) **CR 2**
XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 3, “Axe Beak”)

AXE BEAK CROWER (1d2) **CR 3**
XP 800

hp 22 (Appendix A: New Monsters, “Axe Beak Crower”)

AXETRICE **CR 3**
XP 800

hp 22 (Appendix A: New Monsters, “Axetrice”)

DIRTY BIRD (1d4+1) **CR 2**
XP 600

hp 17 (Appendix A: New Monsters, “Dirty Bird”)

GOBBLER-BEAR (1d2) **CR 4**
XP 1,200

hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

Standard Features: The walls and floor of the cavern and Temple of the Gobbler are made up of natural and worked stone. All doors unless otherwise noted are locked ironbound wooden doors (2 inches thick; Hardness 5; hp 20; Break DC 23, Disable Device DC 20).

Light: The main cavern is unlit. Other areas are lit every 40 feet with *everburning torches* that are bolted into iron sconces on the walls.

The water is murky and home to a **giant gar** that feasts on **monstrous crayfish** that dwell near the warm cracks in the bottom of the pool. These creatures seldom come near the surface, but attack anything that falls into the water.

GIANT GAR **CR 6**
XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary 2, “Gar, Giant”)

MONSTROUS CRAYFISH (2d4) **CR 3**
XP 800

hp 26 (Tome of Horrors Complete, “Crayfish, Monstrous”)

TWO-HEADED AXE BEAK **CR 3**
XP 800

hp 22 (Appendix A: New Monsters, “Axe Beak, Two-Headed”)

The cavern extends around to the southwest along the edge of the lake. Passages lead to the south and west. It appears that passages to the north may be reached only by circuitously navigating the outer walls of the cavern.

In the center of the pool is a small island with a stone building built upon it (area **3-B**). A successful DC 13 Perception check reveals that the building appears to be guarded by a pair of rather large flightless birds that pace about scratching at the mud and stone with their iron hard talons. Should the birds notice the characters, they immediately begin loud gobbling and squawking.

3-B. INCUBATOR

The incubator is reached by crossing the footbridge in area **3-C**. The stone surrounding the incubator is guarded by pair of trained **axe beaks**.

Inside the incubator, 12 eggs are warmed by thermal activity from the hot springs beneath the pool. The eggs are cared for by 2 **dirty birds** who were once members of the Grass Sailor Loreclan. They were peaceful hunter-gatherers before Matar Klukar exposed them to the corrupting powers of the Gobbler and induced the change to their current state and twisted their minds to evil.

AXE BEAK (2) **CR 2**
XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 3, “Axe Beak”)

DIRTY BIRD (2) **CR 2**
XP 600

hp 17 (Appendix A: New Monsters, “Dirty Bird”)

Treasure: Axe beak eggs are valued at 40–80 gp on the open market as their young may be trained into efficient animal guardians or as riding mounts for up to Medium-sized riders.

3-G. FOOTBRIDGE

A five-foot-wide footbridge crosses the underground stream leading to the pool. The bridge is somewhat slippery due to condensation from the hot springs beneath the pool and requires anyone crossing it to make a successful DC 12 Acrobatics check or slip and fall into the underground pool. Attempting to cross the footbridge without first neutralizing the axe beaks in area **3-B** causes the axe beaks to come to the edge of the footbridge and peck at characters to thwart their progress to the incubator. Characters fighting on the bridge must succeed at a DC 11 Reflex saving throw for each attack they make against the axe beaks or fall into the underground pool.

4. BARRACKS OF THE DIRTY BIRDS

This unkempt chamber has all the appearances of a filthy bird's nest, and none of the appearance that humanoid beings live here. Resting, molting, or preening in this chamber at all times are 1d6 **dirty birds**. They immediately attack any non-dirty birds who enter the chamber.

DIRTY BIRD (1d6) **CR 2**
XP 600
hp 17 (Appendix A: New Monsters, "Dirty Bird")

Treasure: Five unlocked footlockers stuck in the corners of their "nests" contain the dirty birds' treasure, which consists of 3d20 sp per chest.

5. CHAMBERS OF MATAR KLUKAR

When not tending to the wishes of the Gobbler in the temple or spying on the folk of Elk Run or Maywood, **Matar Klukar** may be found here resting or plotting the destruction of civilization over a cup of spiced coffee. There is a 1-in-6 chance that Matar Klukar is present, unless alarms alerted him to the presence of invaders. In this case, he is found in the Temple of the Gobbler with a contingent of his finest dirty bird warriors preparing a counterattack.

A crude filing system contains the following documents that describe his nefarious plans for breeding fiendish axe beaks to overrun the countryside.

A wooden chest contains personal belongings not currently being used by Matar Klukar. The chest is locked and can be picked with a successful DC 20 Disable Device check. It is trapped with a poison needle trap (see below). Within the chest are a *cursed horn of devouring* (see **Appendix B: New Magic Items**), a +1 *dagger*, 3 *potions of cure moderate wounds*, and 300 gp.

MATAR KLUKAR **CR 7**
XP 3,200
hp 67 (Appendix A: New Monsters, "Matar Klukar")

TOM THE TURKEY **CR –**
hp 30 (Appendix A: New Monsters, "Matar Klukar, Tom the Turkey")

POISON LATCH NEEDLE TRAP **CR 2**
XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** none
Effect Atk +5 melee (1 damage plus greenblood oil)

Greenblood Oil
Type poison (injury); **Save** Fortitude DC 13; **Frequency** 1/round for 4 rounds; **Cure** 1 save
Effect 1 Con damage

6. FIENDISH AXE BEAK NEST

This room between the private chambers of Matar Klukar and the Temple of the Gobbler is the nest of 4 **fiendish axe beak** hens and their fiendish mutant rooster. The eggs that they lay are taken immediately to the incubator. The axe beaks are ferocious and loyal only to Matar Klukar. Currently, 1d2 eggs are within the nest.

FIENDISH AXE BEAK (5) **CR 2**
XP 600
hp 22 (Appendix A: New Monsters, "Axe Beak, Fiendish")

7. PEN OF THE GOBBLER-BEAR

A particularly vicious **gobbler-bear** is kept behind bars within this den. If enemies penetrate the cavern and an alarm is sounded, the gobbler-bear is released to deal with the intruders.

GOBBLER-BEAR **CR 4**
XP 1,200
hp 47 (Pathfinder Roleplaying Game Bestiary, "Owlbear")

8. CAVERN OF THE STUFFED ONES

This large cavern appears to be a twisted trophy room of unadulterated evil. Impaled upon spikes and chained to the walls are the horrid remains of beings that met their end at the hands of Matar Klukar and his fowl horn of gluttony. These poor men and women, whose bloated bellies and distended, ruptured bowels reek with the stench of death, appear to have been force-fed to the point that their very bodies could not withstand even one last wafer-thin mint.

As if this atrocity were not enough, each appears to have been, in turn, beaten, dipped in tar, and rolled in the molt feathers of one of the many strange bird creatures that live within this cavern of unspeakable horror. This horror is multiplied a thousand fold as the victims turn their hollow eyes and distended faces toward the characters and let out a rattling, gobbling moan. It appears that even in death these victims still hunger for more. The 6 **stuffed ones** pull themselves free of their impediments and attack.

STUFFED ONE (6) **CR 1/2**
XP 200
hp 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

9. PENS OF THE HATCHLINGS

This cavern has been converted into a sort of holding pen for six small, **recently-hatched fiendish axe beaks**. It is guarded by 3 **dirty birds** that release the hatchlings and lead them in an assault on any invaders.

It takes the dirty birds one round to open the pens. If they are slain before they do so, the hatchlings are basically helpless and at the mercy of anyone attacking them with ranged or reach weapons.

DIRTY BIRD (3) **CR 2**
XP 600
hp 17 (Appendix A: New Monsters, “Dirty Bird”)

RECENTLY HATCHED FIENDISH AXE BEAK (6) **CR 1**
XP 400
Fiendish young axe beak
CE Medium animal
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +9

AC 15, touch 15, flat-footed 10 (+5 Dex)
hp 16 (3d8+3)
Fort +4, **Ref** +8, **Will** +1
Resist cold 5, fire 5; **SR** 6

Speed 50 ft.
Melee bite +4 (1d6+3)
Special Attacks smite good 1/day, sudden charge

Str 14, **Dex** 21, **Con** 12, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** 19
Feats Run, Skill Focus (Perception)
Skills Acrobatics +5 (+9 to jump with a running start, +13 to jump), Perception +9

The pens are normally locked and require a successful DC 15 Disable Device check to open. The well-made doors are designed with the idea of keeping angry chicks from eating their hosts.

10. NEST OF THE AXETRICE

A realistic statue of a Grass Sailor Loreclannic knight stands near the entrance of this cave. His bow is long since broken off, but the lifelike carving of his muscular form and well-made gear indicate him to be the likeness of someone of importance to the Grass Sailor Loreclan.

This chamber is a nest to a temperamental **axetrice** that Matar Klukar likes to keep around for added security. The axetrice has been taught to avoid the dirty birds and gobbler-bears.

AXETRICE **CR 3**
XP 800
hp 22 (Appendix A: New Monsters, “Axetrice”)

The statue is actually the petrified body of **Bird’s Eye**, a famous scout and war chief of the Grass Sailors. If the characters find a way to return Bird’s Eye to flesh, he thanks them and offers them a *+1 arrow* as payment and stands with them in the event they have not yet cleared the Temple of the Gobbler.

BIRD’S EYE **CR 10**
XP 9,600
hp 102 (currently 15) (Pathfinder Roleplaying Game GameMastery Guide, “Chieftan”)

11. TEMPLE OF THE GOBBLER

The sounds of a gobbling and clucking chant in some strange avian tongue reverberate off the walls of this large, cavernous chamber. The walls are carved and painted with motifs of an obese demonic figure with a bald, bird-like head and wattles hanging from its beak and chin. A man stripped of all accoutrements is chained spread-eagle in a standing position in the center of the chamber. A feathered humanoid with a bald head and vestigial beak holds a cornucopia to the lips of the chained man, who seems compelled to gorge himself upon the food pouring from the twisted horn. Already, the man’s belly is distended and bloated, an obvious sign that he is near death from overeating.

If not encountered elsewhere, **Matar Klukar** is force-feeding Gaston, who is chained in the center of the chamber. Two dirty birds, **Louis and Rich**, and a pet **two-headed axe beak** are within this chamber, ready for the final showdown with the characters.

LOUIS AND RICH **CR 3**
XP 800
Dirty bird ranger 1
N Large monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; Perception +6

AC 16, touch 8, flat-footed 16 (+6 armor, -1 Dex, +2 natural, -1 size)
hp 27 (3d10+10)
Fort +5, **Ref** +4, **Will** +3

Speed 40 ft. (30 ft. in armor)
Melee shortspear +4 (1d8+2) or
2 claws +4 (1d6+2)
Ranged composite longbow +1 (2d6+2/×3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks favored enemy (humans +2)

Str 14, **Dex** 8, **Con** 16, **Int** 6, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 15
Feats Improved Initiative, Power Attack
Skills Knowledge (nature) +3, Perception +6, Survival +6

Languages Common, Dirty Bird

SQ track +1, wild empathy +0

Other Gear chainmail, arrows (20), composite longbow (+2 Str), shortspear

MATAR KLUKAR CR 7

XP 3,200

hp 67 (Appendix A: New Monsters, “Matar Klukar”)

Tom the Turkey CR –

hp 30 (Appendix A: New Monsters, “Matar Klukar, Tom the Turkey”)

TWO-HEADED AXE BEAK CR 3

XP 800

hp 22 (Appendix A: New Monsters, “Axe Beak, Two-Headed”)

Matar Klukar force-feeds victims with the *cornucopia of gluttony* (see **Appendix B: New Magic Items**) until their abdomen bursts and they die. He then slices them open with his sacrificial dagger and collects their blood in a golden chalice. Matar Klukar feeds this blood to those captured individuals who choose to join his cause rather than meet the fate of the stuffed ones in area 8. This blood, once desecrated in the name of the Gobbler, transforms the drinker into a dirty bird.

The Gobbler (see **Appendix A: New Monsters**), a strange demonic force from the Abyss, granted Matar Klukar many powers with which to spread his evil across the lands. Given time, Matar Klukar and his army of dirty birds and mutant axe beaks may indeed strike a swath of death and destruction across the wilderness, striking terror deep into the Duchy of Waymarch. This is the party’s opportunity to stop Matar Klukar in his tracks.

The largest carving of the Gobbler features a pair of unusually brilliant jet-black gemstones. Each is valued at 400 gp. However, anyone stealing the gemstones must succeed at a DC 15 Fortitude saving throw or become a wereturkey (as werebat, except replacing all instances of the word bat with turkey) in 1d6 days due to the curse of the Gobbler upon thieves of his unholy shrine. If the save is successful, the thief suffers no adverse effects and the gems may be sold normally. Louis and Rich wear tarnished silver signet rings upon their clawed fingers that denote their former allegiance to the Order of Orion. The rings are worth 5 gp; if returned to the hunter’s lodge, the characters are given 20 gp each. Laveris also makes a public apology and becomes friend and ally to the Grass Sailors for the rest of his days.

CONCLUDING THE ADVENTURE

The adventure ends when the characters defeat Matar Klukar, and rescue Gaston and return him to Elk Run. Word soon spreads that the secrets of the mysterious disappearances in the Greenhill Woods have been uncovered. Due to the large number of axe beak carcasses the characters likely left in their bloody wake, Q’into and Hillshire hold a feast in the honor of their heroes. The feast lasts for several days and includes games, activities, and promises of peace between Maywood and Grass Sailors. In the end, the characters are likely pleasantly full and more than happy to leave the area to work off the pounds of carbohydrates they consumed by searching for more and greater adventures.

YOU ARE WHAT YOU EAT!

Feast of the Gobbler is a 4,500-calorie adventure that should leave your adventurers bloated and disoriented, yet craving more! Included here is a list of the various benefits and penalties that can be earned from digging into the scrumptious morsels that they may harvest in the den of the Gobbler!

KILLER CRANBERRY COCKTAIL

The fruits of the killer plant taste like cranberries and are edible once the toxins are neutralized with a low dose of alcohol. The crushed berries can be mixed with wine or spirits to provide 1d6 hit points of healing. This effect may be used only once per day before the body becomes immune to the healing qualities. A single bush may contain enough berries to produce 1d6 healing doses, but each dose must be mixed with at least 8 fluid ounces of liquid wine or 1 ounce of liquid spirits.

ROAST AXEBEAK

Roasted axebeak is a surprisingly filling meal full of dense muscle-building proteins. Unfortunately, it is also filled with natural chemical substances. Devouring a four- to eight-ounce portion of roasted axebeak requires the consumer to succeed on a DC 12 Fortitude saving throw or become drowsy. A drowsy character has -2 on Perception checks and against saving throws vs. sleep or sleep-like magical abilities. The drowsiness lasts until the character rests for 1 hour. A character who succeeds in his or her saving throw heals 1d6 hit points and has +2 on Fortitude saves and Strength based rolls for the next hour.

ROASTED AXETRICE

Roasted axetrice affords the eater one-time resistance to magical paralysis or petrification. This effect works only once every 24 hours. Consuming a second portion within 24 hours negates the positive effect.

YAMBLING MOUND PIE

The yambling mound is full of delicious carbohydrates and sticky-sweet energy. When seasoned with cinnamon, ginger, cloves, and nutmeg and cooked in a lard-filled pie crust, it is a pleasure that literally makes the mouth water and the belly swell. A slice of fresh yambling mound pie has the equivalent effect of a *lessor restoration* spell and cures various maladies such as poisoning and loss of vision or hearing due to magical effects. Care needs to be taken in the eating of such delicacies, however, as eating a second slice within the same 24-hour period can have a deleterious effect. Negative effects from over consumption include rapid weight gain that makes it impossible for the eater to fit into their armor or any clothing more restrictive than an oversized tunic and bathrobe for 24 to 48 hours.

GOBBLER BEAR STEW

Gobbler bears are strong and ferocious, tasting like a combination of ursine game and wild turkey. When mixed with sage, salt, pepper, carrots, wild onion, garlic, and fresh stock, they create a hearty meal that grants the consumer +2 on all Strength-based checks for 1d4 hours. The meal requires a 4th-level spellcaster to prepare and creates 1d4 + 2 servings.

APPENDIX A: NEW MONSTERS

VARIANT AXE BEAKS

Included below are stat blocks for different variations on the axe beak that characters may encounter as they face the horrors of the *Feast of the Gobbler*. All of these use the standard axe beak stat block with the following changes:

AXETRICE CR 3
XP 800
N Large animal
Init +3; **Senses** low-light vision; Perception +9

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)
hp 22 (3d8+9)
Fort +6, **Ref** +6, **Will** +1
Immune petrification

Speed 50 ft.
Melee bite +5 (1d8+6 plus petrification)
Space 10 ft.; **Reach** 10 ft.
Special Attacks petrification, sudden charge

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +7; **CMD** 20
Feats Run, Skill Focus (Perception)
Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Perception +9

Special Abilities
Petrification (DC 14) (Su) An axeatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by an axeatrice's bite attack, it must succeed on a DC 14 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by an axeatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by an axeatrice in this manner can attempt a new DC 14 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by axeatrice bites removed, but not any existing Dexterity damage from other sources. An axeatrice is immune to the petrification ability of itself and of other axeatrices and cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

AXE BEAK CROWER CR 3
XP 800
N Large animal
Init +3; **Senses** low-light vision; Perception +9

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)
hp 22 (3d8+9)
Fort +6, **Ref** +6, **Will** +1
Immune sonic

Speed 50 ft.
Melee bite +5 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks sudden charge
Spell-Like Abilities (CL 7th; concentration +7)
1/1d6 rounds—shout (DC 14)

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +7; **CMD** 20
Feats Run, Skill Focus (Perception)
Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Perception +9

FIENDISH AXE BEAK CR 2
XP 600
CE Large animal
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)
hp 22 (3d8+9)
Fort +6, **Ref** +6, **Will** +1
Resist cold 5, fire 5; **SR** 7

Speed 50 ft.
Melee bite +5 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks smite good 1/day, sudden charge

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +7; **CMD** 20
Feats Run, Skill Focus (Perception)
Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Perception +9

AXE BEAK, TWO-HEADED CR 3
XP 800
N Large animal
Init +3; **Senses** low-light vision; Perception +9

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)
hp 22 (3d8+9)
Fort +6, **Ref** +6, **Will** +1

Speed 50 ft.
Melee bite +5 (1d8+6), bite +5 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks sudden charge

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +7; **CMD** 20
Feats Run, Skill Focus (Perception)
Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Perception +9

DIRTY BIRD (HUMAN/AXE BEAK HYBRID)

The dirty birds are the fowl creations of the evil wereturkey Matar Klukar. They are a cross between humans and axe beaks. They are tall, gangly humans with black feathers and round, pudgy bellies. Their legs end in three-toed, clawed feet — a throwback to their axe beak side. They are vaguely intelligent and capable of fighting with weapons.

DIRTY BIRD XP 600

N Large monstrous humanoid

Init -1; **Senses** darkvision 60 ft.; Perception +5

AC 10, touch 8, flat-footed 10 (-1 Dex, +2 natural, -1 size)

hp 17 (2d10+6)

Fort +3, **Ref** +2, **Will** +3

Speed 40 ft.

Melee shortspear +3 (1d8+2) or

2 claws +3 (1d6+2)

Ranged composite longbow +0 (2d6+2/×3)

Space 10 ft.; **Reach** 5 ft.

Str 14, **Dex** 8, **Con** 16, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 14

Feats Power Attack

Skills Acrobatics -1 (+3 to jump), Perception +5, Survival +5

Languages Common, Dirty Bird

Other Gear arrows (20), composite longbow (+2 Str), shortspear

Dirty Bird Racial Traits

- **Ability Score Modifiers:** +2 Strength, +6 Constitution, -4 Intelligence, -2 Charisma
- **Type:** Monstrous Humanoid
- **Size:** Dirty birds are Large creatures. They gain a +2 size bonus to Strength but suffer a -2 size penalty to Dexterity. They suffer a -1 size penalty to AC and attack rolls. They gain a +1 size bonus to CMB and CMD but suffer a -4 size penalty to Stealth checks. It has a space of 10 feet by 10 feet but has reach of 5 feet.
- **Base Speed:** Dirty Birds have a base speed of 40 feet.
- **Languages:** Dirty Birds speak Common and Dirty Bird.
- **Claws:** Dirty Birds have 2 claw attacks that deal 1d6 damage each.
- **Natural Armor:** Dirty Birds have +2 Natural Armor.

THE GOBBLER

Below are statistics and a description for the Gobbler, in the event he should become a standard part of your campaign.

Resembling an immensely overweight vrock, the Gobbler is nearing demon prince status. Quietly and secretly gobbling souls by the millions, his bulk and girth have grown with his voracious appetite for evil. The Gobbler recently began granting fiendish powers to his select few followers and set them on the mission of helping him fill his level of the Abyss with souls of the damned for him to feast upon. His disgusting appetites consume him, and even his fowl powers of evil are centered around them.

THE GOBBLER XP 614,400

Advanced mythic vrock

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)

Init +9; **Senses** darkvision 60 ft.; Perception +37

AC 33, touch 13, flat-footed 28 (+5 Dex, +20 natural, -2 size)

hp 407 (21d10+292)

Fort +24, **Ref** +19, **Will** +12

DR 10/good, 30/epic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 30 ft., fly 50 ft. (average)

Melee bite +32 (2d6+13 plus grab and bleed), 2 claws +32 (3d6+13 plus bleed), 2 talons +32 (1d8+13 plus bleed)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bleed (1d6), boiling gravy, dance of ruin, entrapping vines, gaze of gluttony, greater stunning screech, mythic power (4/day, surge +1d8), stuffing spores, stunning screech, swallow whole (AC 20, 40 hp), the dreaded mashed potato

Spell-Like Abilities (CL 21th; concentration +26)

At will—greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 20)

1/hour—summon (level 5, 1d4+1 vrocks 100%)

1/day—heroism, mirror image

Str 36, **Dex** 20, **Con** 34, **Int** 18, **Wis** 20, **Cha** 20

Base Atk +21; **CMB** +36 (+40 grapple); **CMD** 51

Feats Blind-fight, Cleave[M], Cleaving Finish, Combat

Reflexes[M], Great Cleave, Greater Blind-fight, Improved Blind-fight, Improved Cleaving Finish, Improved Initiative, Lightning Reflexes, Power Attack, Stand Still[B]

Skills Bluff +29, Fly +25, Intimidate +29, Knowledge (planes) +28, Perception +37, Profession (cook) +26, Sense Motive +29, Spellcraft +28, Stealth +21, Survival +29; **Racial**

Modifiers +8 Perception

Languages Abyssal, Celestial, Common, Dirty Bird, Infernal; telepathy 100 ft.

SQ manic dance of ruin

Special Abilities

- Boiling Gravy (1/minute, DC 32) (Su) Once per minute the Gobbler can emit a wave of gravy from his vile mouth and crop, accompanied by a piercing screech. Every creature within a 50-foot cone beginning at the Gobbler's beak suffers 12d8 points of fire damage (Reflex save for half). Furthermore, anyone in the area must succeed at a Fortitude save or be stunned for 1d6 rounds.
- Dance of Ruin (DC 25) (Su) Dance performed for 3 rnds releases 5d6 electricity damage to all within 100 ft. (Ref half). Additional dancers increase damage and DC.
- Entrapping Vines (Ex) As a swift action, use 1 power for 2d8 to adj non-demons, then 1d6 & entrap each rd (Ref neg).
- Gaze of Gluttony (At will, DC 25) (Sp) At will, as a standard action, the Gobbler can lock his gaze upon one opponent. Unless a Will save is successful, the target of his gaze immediately stops whatever they are doing, gorging themselves with anything that's edible. This effect continues with the victim taking 1d6 point of nonlethal damage per minute from over consumption (or hunger pains should they run out of food) until they are either relieved of this compulsion or they eat themselves into unconsciousness. The only means of removing this effect through the use of remove curse, limited wish, wish, or miracle.
- Greater Stunning Screech (1/hour, DC 32) (Su) As a standard action, stun non-demons in 30 ft for 1 rd (Fort neg). Use 1 power to stagger d6 rds.
- Stuffing Spores (1/3 rounds) (Ex) Adjacent foes take 2d8 + 1d4/round damage for 10 rounds.
- Stunning Screech (1/hour, DC 32) (Su) Screech stuns all except demons within 30 ft. for 1 rnd. (Fort neg.)
- Summon (level 5, 1d4+1 vrock 100%, 1/hour) (Sp) Summon creatures as though with summon monster spell
- The Dreaded Mashed Potato (At will, DC 25) (Su) The Gobbler invokes this terrible ability a will. This mincing, shuffling dance of corpulent undulating waves of fat and billowing feathers fortells great destruction, often killing those in the area of effect or at the very least it knocks the stuffings out of intended victims. Requiring two rounds of dancing, accompanied by low gobbling noises, bordering on growling - at the end of which a terrible, gruesome shock wave of booming energy flashes outward in a 180-foot radius. All non Vrock demons with this radius take 20d6 points of sonic damage (Reflex save for half).

KILLER CRANBERRY BUSH

These six-foot-tall sentient shrubs have long trailing vines that end in bright red sweet and sour berries the size of a child's fist. The plant's berries and flowers let out an enticing aroma that draws hungry creatures to their doom. Living beings entering the bush's 30 foot kill zone cause the plant to activate and attack, firing berries at living creatures around them in an attempt to strike its deadly seeds into its victims' flesh.

Once the root of the plant is severed the plant dies, rendering the deadly effects of the fruit's seeds harmless. The tamed fruit of a Killer Cranberry Bush is renowned for its supposed apothecary effects.

KILLER CRANBERRY BUSH

CR 2

XP 600

N Small plant

Init +0; **Senses** low-light vision, tremorsense 60 ft.; Perception +0

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +1

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stunning

Speed 10 ft.

Melee vine +4 (1d4)

Ranged berry +0 touch (1d8 force)

Special Attacks berry

Str 11, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 12 (can't be tripped)

Feats Stealth Synergy, Weapon Focus (berry)

Skills Acrobatics +0 (-8 to jump), Stealth +19

Special Abilities

- Berry (1d10/day) (Ex) range 30 ft., deals 1d8 points of force damage on impact, leaves behind a purple stain that lasts 1d4+1 days, each plant has 1d10 such berries but can only throw one per round
- Stealth Synergy Take the highest roll made by you and your allies on Stealth checks

MATAR KLUKAR

A horror visited upon mortals by the evils of the demonic entity known as The Gobbler, wereturkeys are a lycanthropic species who transform in appearance from that of a normal mortal to that of a gigantic turkey-human hybrid. While in hybrid form, the wereturkey attacks with its blade-like beak and ripping dagger-like spurs at the back of its heel.

Among the wereturkeys, none is more powerful than the trickster named Matar Klukar. Appearing as a portly man in his early thirties with a shaved head, weak double chin, and large Adam's apple, Matar Klukar's true origin is shrouded in mystery. It is believed that he received druidic training in the deep woods at some point in time where he was eventually seduced by The Gobbler and became The Gobbler's first emissary in the Lost Lands. It is unknown how many folk Matar Klukar has infected with his disease. What is known is that he is a zealot in the thrall of The Gobbler, and that he makes a wildly addicting cup of coffee.

MATAR KLUKAR

CR 7

XP 3,200

Human natural wereturkey cleric of The Gobbler 7

CE Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +4 (+8 when using blindsense)

AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)

hp 67 (7d8+28)

Fort +7, **Ref** +3, **Will** +9

DR 10/silver

Speed 30 ft., fly 40 ft. (average)

Melee +2 dagger +10 (1d6+6/19-20) or

bite +9 (2d6+4 plus curse of lycanthropy), 2 claws +8 (1d8+4)

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

Special Attacks channel negative energy 4/day (DC 14, 4d6),
curse of lycanthropy (DC 15)

Domain Spell-Like Abilities (CL 7th; concentration +11)

At will—speak with animals (10 rounds/day)

Cleric Spells Prepared (CL 7th; concentration +11)

4th—hunger for flesh (DC 18), spell immunity, unholy
blight[D] (DC 18)

3rd—bestow curse (DC 17), blindness/deafness (DC 17),
protection from energy, rage[D]

2nd—bull's strength, hold animal[D] (DC 16), hold person
(DC 16), resist energy, silence (DC 16)

1st—bless, calm animals[D] (DC 15), divine favor, entropic
shield, protection from good, shield of faith

0 (at will)—create water, detect magic, purify food and drink
(DC 14), read magic

D Domain spell; Domains Animal, Evil (Demon subdomain)

Str 19, **Dex** 13, **Con** 15, **Int** 14, **Wis** 18, **Cha** 13

Base Atk +5; **CMB** +10; **CMD** 22

Feats Brew Potion, Craft Wondrous Item, Dodge, Toughness,
Weapon Focus (bite)

Skills Fly -1, Handle Animal +8, Knowledge (arcana)
+12, Knowledge (nature) +12, Knowledge (religion) +12,
Perception +4 (+8 when using blindsense), Spellcraft +12;
Racial Modifiers +4 Perception when using blindsense

Languages Common, Dwarven, Elven

SQ animal companion (Axe Beak named Tom the Turkey),
change shape (human, hybrid, and turkey; polymorph), fury
of the abyss, lycanthropic empathy (+4 with axe beaks and
turkeys)

Combat Gear potion of cure light wounds x3; **Other Gear**
cornucopia of gluttony^B, +2 dagger, amulet of natural armor
+3, the key to Gaston's shackles, golden chalice worth 200 gp

Special Abilities

Curse of Lycanthropy (DC 15) (Su) Bitten humanoid enemy
within 1 size category contracts lycanthropy (Fort neg).

TOM THE TURKEY

Axe beak

N Large animal

Init +3; **Senses** low-light vision; Perception +7

AC 17, touch 13, flat-footed 13 (+3 Dex, +1 dodge, +4 natural,
-1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +7, **Will** +1

Defensive Abilities evasion

Speed 50 ft.

Melee bite +7 (1d8+7)

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

Special Attacks sudden charge

Str 20, **Dex** 16, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 23

Feats Dodge, Power Attack

Tricks Attack, Attack, Attack Any Target, Break Out, Defend,
Flank, Guard, Hunt, Subdue

Skills Acrobatics +3 (+11 to jump), Perception +7

SQ attack, attack any target, break out, defend, flank, guard,
hunt, subdue

APPENDIX B: NEW MAGIC ITEMS HORN OF DEVOURING

Aura moderate evocation; **CL** 7th; **Slot** —; **Price** 14,000 gp;
Weight 1 lb.

This large horn appears to all magical tests such as detect magic, identify, and analyze dweomer to be a magical *horn of blasting*. Once placed to the lips to sound however the mouthpiece of the horn of devouring expands around the head of the blower and begins to devour them. Allies of the horn blower have one round in which to pull their ally out, needing to win an opposed Strength check against the horns Strength of 20. Failure means the victim is consumed in 1d4 rounds, never to be seen again.

Feats Craft Wondrous Item, bestow curse, shout; **Cost** 7,000 gp

GORNUGOPIA OF GLUTTONY

Aura overwhelming conjuration; **CL** 17th; **Slot** —; **Price** 80,100 gp; **Weight** 5 lbs.

The enchanted, curved coronet is made from a gigantic rams horn and brings severe hunger to any that fall victim to its magical effect. It can be sounded once per day, projecting a 60-foot cone of sound from the blower, in a direction of their choosing. It can only be properly winded by a follower of the Gobbler. Those within the cone must succeed at a DC 14 Will save or be overwhelmed with insatiable hunger for 1d3 hours. As soon as the hunger pangs strike the victims the horn begins to pour fourth copious quantities of delectable foodstuffs at a rate of 10 pounds per minute. Unconsumed food begins to pile up around the horn as it continues to produce food until it is deactivated, or there is no one left within 20 ft. of the horn able to keep

eating. Anyone failing their Will save begins eating immediately, effectively becoming flat footed by their consumption activities. Anyone not immediately taking all their actions to eat suffers great pain, taking 1d4 points of nonlethal damage per round from hunger pains. At best, the victim can take a partial action with only one hand available as the remaining hand(s) are busy stuffing their face. No amount of eating can satiate the hunger, causing the eater to lapse into unconsciousness in 30 minutes from overeating. If prevented from eating by being restrained or a lack of food, the inflicted individual will begin taking 1d4 points of damage per minute from severe stomach acid production and muscles cramping (unconsciousness stops this effect). Use of remove curse, limited wish, miracle, wish, or purify food and water cures the subject immediately.

Feats Must worship the Gobbler, Craft Wondrous Item, contagion, create food and water, sympathy; **Cost** 40,100 gp.

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ADVENTURES
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Feast of the Gobbler

by Casey W. Christofferson

Feast of the Gobbler is an adventure for 4–6 characters of 3rd–5th levels. The party should include at least one cleric, a magic-user, a thief, and two or three fighter types to handle the brunt of any full-throttle combat the party may face.

If you enjoy this supplement, look for more Pathfinder releases from Frog God Games.



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