



7 ADVENTURES



Were you planning on helping?" Valeros called. Steel clanged against steel as he met the first cultist's blade. He could hold them on the stairs, but not forever. And where there was one cultist, there were a hundred.

"I thought you didn't need help from a 'little slip of a thief,'" Merisiel sang back. Valeros howled in frustration.

"Will you let it go already? We don't have a lot of time for apologies, here." A blade bit into his thigh, its bloody spray emphasizing his point.

Merisiel nodded absently, looking toward the flaming braziers. "Don't worry," she said. "I have an idea..."

ELEMENTS OF ADVENTURE

Past the elaborate details and fantastical beasts, beyond the schemes of villains and works of strange magic, lies the culmination of the Game Master's craft: the development and harmonizing of numerous characters, plots, creatures, and settings into a single vibrant, dangerous, and enthralling experience: a Pathfinder Roleplaying Game adventure. More than simply the sum of its parts, a great adventure transcends any host of villains, arsenal of cunning traps, legion of monsters, or stack of stat blocks. Brought to life by the interplay of a creative GM with dynamic players, a great adventure is something akin to a living fantasy story, thrilling and captivating in a way that—like an epic work of fiction—draws participants into the tale, makes them integral parts of the excitement, and leaves them yearning to see how the story unfolds. Such an adventure is both the pinnacle and the goal of the Game Master's art.

Yet building such an adventure proves no mean feat, and it relies on a variety of factors. While the previous chapters of this guide have laid the groundwork to help GMs choose and create many of the elements that go into crafting a great gaming experience, these elements all come together in the adventure and the act of storytelling itself. To help GMs in the sometimes daunting task of pulling together a great fantasy adventure, this chapter presents a storehouse of advice, inspiration, and tools for GMs to plan and create adventures in a wide variety of settings. From advice on managing staple elements of nearly any plot, to helpful new rules elements to enhance campaigns venturing into classic RPG locales, to random encounter tables easily customized for use in nearly any setting, this chapter is designed to be a constant aid to GMs, no matter what types of campaigns they decide to run.

WHAT MAKES A GREAT ADVENTURE?

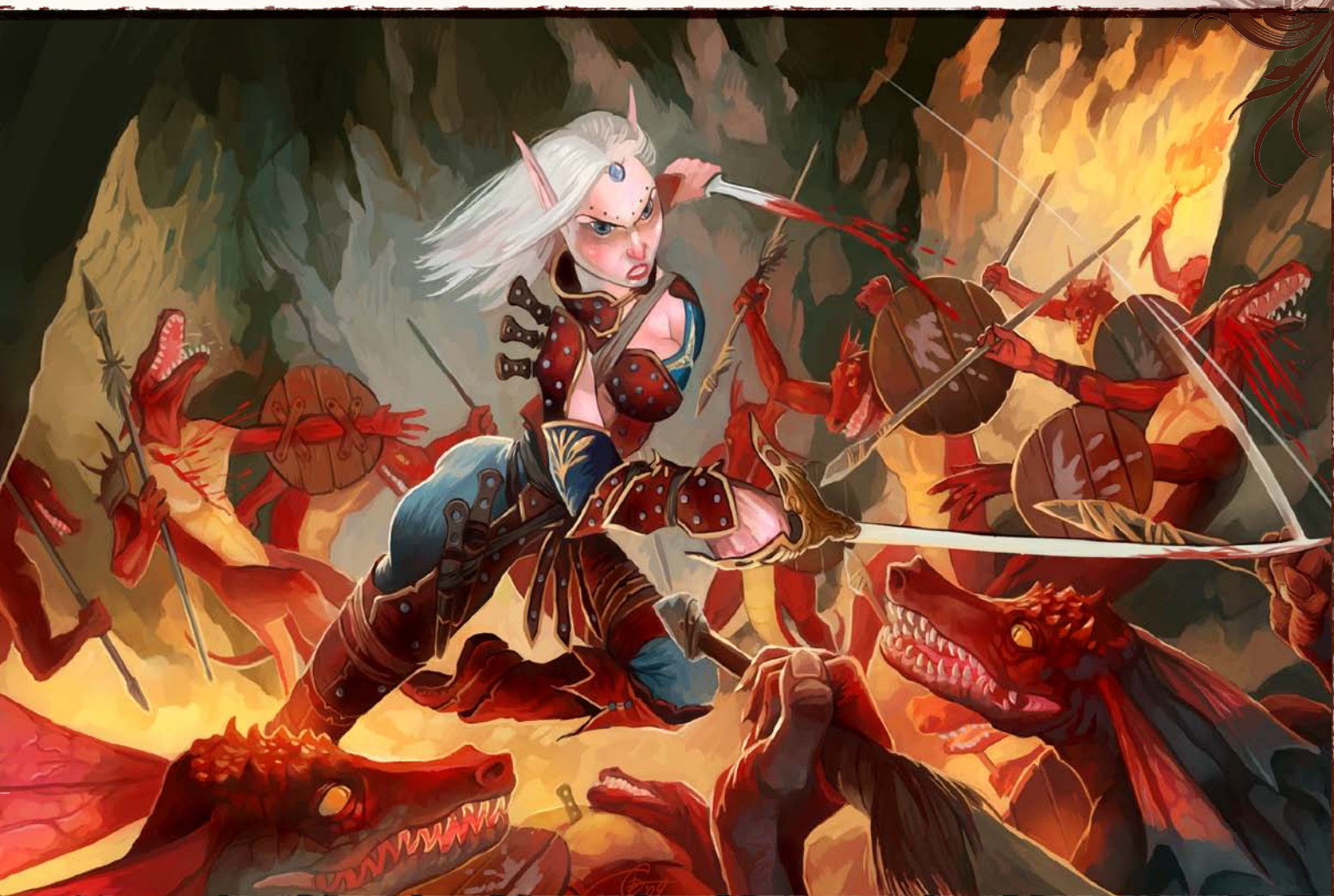
The question of what defines a great Pathfinder Roleplaying Game adventure conjures to mind a wide variety of potential answers, from artistic ideas regarding the combination of great storytelling and enthusiastic players to more literal mixtures of planning, plot, and rules. In the end, though, the answer tends to be subjective: a great adventure is any blend of preparation, storytelling, roleplaying, and strategy that keeps both the GM and players involved, entertained, and coming back for more. Whether the adventure is custom-designed or drawn directly from printed products, there is no right or wrong way to play, as long as the entire group is having fun.

Yet as simple as this golden rule of gaming might seem, creating and running a fantastic adventure can involve lots of work and a significant investment of time.

Even running a published adventure module can mean hours of reading to familiarize yourself with the content, as heading into a game session only half prepared and trusting in improvisation can lead a game into unforeseen and possibly undesired territory. The better prepared a GM is, or at least appears to be, the more time PCs can spend playing. The best GMs prepare for an adventure by doing what they must to present a seamless roleplaying experience. For those knowledgeable of a campaign's setting and comfortable with creating content on fly, this might mean very little. For others, this could mean hours of reading and crafting ancillary plots and characters in case an adventure takes an unanticipated course. Neither course nor any other method of preparation is necessarily favorable over others, as each GM should find a method that keeps him entertained and lets him comfortably tell the stories he chooses. The major goal, though, is seamlessness, the appearance that the GM has accounted for every eventuality the PCs might arrive at or, even better, that the GM is simply the mouthpiece of a world where all things are possible. Such is always an illusion, though, a mask for the GM's preparation and imagination. Yet, the less time a GM needs to spend digging through rulebooks, pausing to think up character names and traits, or not appearing to know what's going on in his own game, the more believable and ultimately the more successful the adventure. To aid in all this, the current chapter highlights several general locations common to Pathfinder RPG adventures. Each section features considerations a GM preparing for his adventure might take into account, as well as a wide variety of tables to aid in making interesting and evocative choices spontaneously should the PCs take some unexpected route or to merely help add a bit more detail.

CHOOSING YOUR ADVENTURE

Specifics of storytelling style and ongoing plots aside, all adventures find common elements in the settings where their action unfolds. In the Pathfinder RPG, certain settings come up again and again: taverns where heroes meet for the first time and rest between adventures, dungeons rife with traps and monsters, untamed wilds full of mystery and danger, cities teeming with cutpurses and political subtlety, vast seas where swashbucklers and cutthroats sail into the unknown, and otherworldly planes where the impossible takes shape. While adventures certainly might occur in other venues, most conform in one way or another to the general settings described here—including the microcosm of the tavern, due to its traditional importance in the game. When planning or playing an adventure, it often helps to have an understanding of what type of locale forms the setting for your adventure. Most of the time this proves obvious—when the PCs are shopping and



carousing, they're likely in an urban setting, but when they're exploring the back country, they're probably in the wilderness. Such settings bring with them a variety of concerns and rules elements that the GM should be familiar with (or at least have on hand) as the adventure unfolds. If an adventure calls for the PCs to fight against privateers, for example, the GM should have the rules for swimming and drowning handy; it can also be helpful to know the parts of a ship and what creatures might randomly appear from the water. A major goal of this chapter is to collect these details and point the GM toward other useful pieces of information, providing much of the relevant details he needs to run a convincing adventure.

Just because an adventure takes place in a standard setting doesn't mean that location always acts like a typical example of its kind. If the PCs find themselves slinking through the alleys of a drow city, the location likely functions much more like a dungeon than a city. By the same token, a forest under the effects of powerful fey magic might behave less like part of the wilderness and more akin to a plane unto itself. In such cases, rules

not commonly associated with that type of setting might apply, driving home a sense of strangeness or menace that can help a setting feel all the more distinct. Thus, some of the most interesting and memorable uses of such elements might occur when they arise outside their typical settings.

Once the GM knows what type of adventure he wants to run, consulting the details and special rules in this chapter and the *Pathfinder RPG Core Rulebook* can help highlight those aspects that make the chosen location unique. Players should be able to feel that adventuring in a dungeon, underwater, and on the planes are all distinctly different experiences, presenting unique challenges and choices. Melding the descriptions of such settings with game components that help drive home the feel and personality of an adventure site can add variation and detail to any story. If the GM can meld both the descriptive and rules elements of the game—whether through creativity, rules knowledge, well-reasoned improvisation, quick reference, or a combination of these traits—the players' roleplaying experiences will be all the richer.

DUNGEONS

One of the most beloved and common adventuring sites in the game is the dungeon. In the Pathfinder Roleplaying Game, the word “dungeon” has a much wider definition than merely an underground prison cell—instead, “dungeon” in this chapter refers to a connected series of rooms and hallways within which are scattered numerous encounters with monsters, traps, and other challenges. A dungeon, under this definition, could be the underground levels of a fortress, the fortress itself, a series of caverns, a basement under a house, the house itself, a lonely tower in the woods, a shipwreck, a treasure vault, an abandoned crypt, or any other location that has a series of hard boundaries to limit exploration. Generally, these boundaries are represented by solid walls, but in some cases they can be dense vegetation (such as in a hedge maze), treacherous cliffs (for a series of mountain ledges), or even a fence enclosing a large area (like a graveyard). The key defining feature of a dungeon is simply that the encounter areas are connected and self-contained.

There’s a reason that dungeons are so common in the game—they represent the simplest method of constructing an adventure, since a dungeon map really is nothing more than a flow chart. At their most basic, the chambers of a dungeon represent decision points and the hallways represent paths between those points. The layout of a dungeon removes many variables from the game, allowing the GM to focus on a limited number of areas that he knows the PCs are likely to visit. Since you know what rooms and what routes are available before the game even begins, you can prepare for encounters much more easily than you can for an adventure set in a city or the wilderness, where the flow chart concept is no longer literally represented by the solid stone walls and becomes more of an abstract guide for plotting purposes.

THE DUNGEON CONCEPT

Just because dungeons are some of the simplest adventure sites to build and run doesn’t mean that they need to be simplistic. A dungeon can be quite complex, filled with intrigue and dynamic elements. The first thing to do when creating a dungeon for your players to explore is to decide on the dungeon’s basic concept—what kind of dungeon it is. Are you building an underground complex of chambers below a ruined castle occupied by a tribe of goblins? Is the dungeon a series of caves burrowing through a volcanic mountain ruled by fire giants? Is it an immense shipwreck at the bottom of the sea? A wizard’s tower that has sunk into a swamp? A haunted mine? A partially collapsed manor? A dragon’s lair? Choosing a basic concept for your dungeon at the beginning helps guide the creative process of mapping and populating it.

DRAWING A DUNGEON MAP

For the same reasons it’s good to outline a story before writing it, it’s good to create the map of your dungeon before populating it with encounters. The map is the outline of the dungeon adventure, after all—in drawing the map, you set the boundaries of what your adventure will contain. You should certainly have a general idea of the types of encounters your dungeon will need when you start, but don’t be afraid to let the dungeon drawing itself inspire you as well.

One important thing to realize at the outset is that your dungeon map doesn’t have to be pretty—it merely has to be legible and understandable to you or whoever will be using the map. Nonetheless, cultivating some skill at cartography can really help you keep yourself organized—it’s easier to come back to a legible map you drew years ago than it is to one that’s barely more than chicken scratchings.

A good way to build skill at mapping dungeons is to copy them from published products. Get yourself a big pad or notebook filled with graph paper. Whenever you see a nice map in one of those products, pick up a pen or pencil and try to duplicate that map. Before long, you’ll be drawing your own maps—and it can’t hurt to keep drawing maps even when you aren’t preparing for a specific game.

Sketching the Map

Using a pencil, sketch out the basic shape of your map. You can indicate the position and relative size of rooms by simply drawing rough shapes and circles and then labeling each—“kitchen,” “library,” “owlbear lair,” and so on. If your dungeon is in an aboveground structure or other location with a definite border, draw this in to constrain your design. Once you’re happy with the basic shape, go ahead and start drawing rooms and hallways, then drop in symbols for dungeon features. Make notes in the margins or in rooms to remind you of ideas for the rooms’ contents as you create them.

Here are several things to keep in mind while you’re creating your map:

Map Symbols: Use symbols to represent common features found in most dungeons—doors, stairs, traps, pillars, and more. Using these standardized map symbols keeps your maps from becoming too cluttered with written notes and tags. Common map symbols are shown on page 175.

Avoid Empty Rooms: Unless you’re specifically designing a dungeon that is partially abandoned or you’re trying to lull your PCs into a false sense of security, don’t add too many empty rooms, as they can clutter your map.

Don’t Overdraw: If you have an idea of how many encounters you want or how long you want a session of dungeon exploration to run, don’t build a dungeon that’s too small or too big. Take note of how long it generally takes your group to play through an average encounter (whether

MAP SYMBOLS

1  Door	21  Fountain	41  Throne
2  Double Door	22  Altar	42  Chimney
3  Secret Door	23  Pool	43  Brazier
4  One Way Door	24  Well	44  Statue
5  False Door	25  Pillar	45  Railing
6  Archway	26  Covered Pit	46  Curtain
7  Concealed Door	27  Open Pit	47  Bed
8  Illusionary Wall	28  Trap Door—Ceiling	48  Dais
9  Ladder	29  Trap Door—Floor	49  Campfire
10  Portcullis or Bars	30  Secret Trap Door	50  Stalactite
11  One Way Secret Door	31  Trap	51  Stalagmite
12  Window	32  Spiral Stairs	52  Sinkhole
13  Arrow Slit	33  Stairs	53  Natural Stairs
14  Fireplace	34  Slide Trap	54  Submerged Path
15  Locked Door	35  Table	55  Lake
16  Wall Carving	36  Chest	56  Stream or River
17  Sarcophagus	37  Cabinet	57  Depression
18  Upright Sarcophagus	38  Barrel	58  Elevated Ledge
19  Rubble	39  Box	59  Ledge
20  Cage	40  Chair	60  Natural Chimney

10 minutes, a half-hour, an hour, or whatever) and design with that timeframe in mind. If your group generally clears one room an hour and you want the dungeon to take up two 5-hour sessions, make sure the dungeon contains only about 10 rooms.

Leave Room for Expansion: Unless you're certain you don't want to return to your dungeon later or want it to serve as a truly enclosed area, it's usually a good idea to include some sort of concession toward future expansion. A tunnel running off the edge of the map, a river or large underground pool, or a large pit can all lead the way to new areas just beyond the boundaries of your creation.

Avoid Symmetry: Refrain from creating symmetrical dungeons in which one half is an exact mirror image of the other—not only is this somewhat unrealistic, but it robs the players of the thrill of exploration once they realize that they only have to explore half of a dungeon to see it all.

Vary Room Shapes: Just as symmetry is bad, so is over-reliance on square or rectangular rooms. By including strangely shaped rooms, alcoves, multilevel rooms, irregular caverns, and other variations in room size

and shape, you not only provide each room's combat encounters with different tactical elements, but your map becomes a more interesting location to draw, look at, and play in.

Wide Corridors: Remember that combat in the Pathfinder RPG is based on 5-foot squares. If you fill your dungeon with 5-foot-wide hallways, you're not only forcing many prospective battles to narrow down to one-on-one conflicts between one monster and one player, you're also making it more difficult for monsters of Large size or bigger to live in or move about in your dungeon. Also keep the size of the dungeon's inhabitants in mind—if your dungeon is a cloud giant's floating castle, for example, the rooms and corridors should be giant-sized, not human-sized.

Inking the Map

Once you're happy with your map sketch, grab your pens and start inking it. You can use different pens to denote different features on your map; a wide felt-tip pen works well for thick walls, for example, while a fine-tipped pen works better for details like doors and map symbols. Once you've inked the map, erase extraneous pencil lines

(keeping any notes you want to save, of course). Next, get your coloring supplies and add color as necessary—blue for water, green for vegetation, or whatever works best. If you color in nothing else, use black to fill in areas of solid stone to help define the actual parts of the map your players can explore.

You can scan your map at this stage as well and use a paint program to color larger areas. Scanning a map and using image manipulation software is also a great way to correct errors you made during the inking process.

Tagging the Map

Once your map is inked and colored, it's essentially ready for play. All that's left is to tag it with number locations that key the map to the encounter descriptions in your notes. Using a number key helps to keep your map's details from being obscured by descriptive words. If possible, use a pen of a different color than anything else on your map so the number tags stand out and are easy to see—alternatively, you can circle the number tags or mark them with a highlighter.

Adding Details to the Map

While not strictly necessary, adding additional elements to your map can make it more attractive. Details such as furniture (tables, chairs, beds, and chests are all good examples), light sources (fireplaces or firepits, windows, skylights, and so on), and architectural features add a touch of realism to inhabited dungeons. Be careful not to add too many extra details to the map, however—not only can they clutter your map and obscure important information, but they can have a detrimental effect on combat as well. Remember that characters and monsters need room to fight and maneuver, and a room filled with superfluous furniture can make combat overly complex.

DUNGEON ECOLOGY

Once you've created your dungeon map, you're ready to populate it. If you're building a static dungeon, you can simply fill it with traps and guardians and other challenges as you wish, with little concern as to how each area interacts with the others.

But if you're building a living dungeon, there are more considerations you'll want to address. In particular, if your dungeon is the lair for a number of living creatures, keep in mind that they don't just sit in their rooms in stasis waiting for a group of heroes to blunder into their clutches—at least, dungeon denizens don't always behave this way. Usually, you'll want to design your dungeon with its ecology in mind.

Food and Water: If there's not a constant source of food in or nearby your dungeon, your monsters will need storerooms in which to stockpile their food. Even if there

is a handy supply of food, monsters whose territories are blocked from access to these ready supplies will need some sort of concession toward food and water. A river running through a dungeon is a handy way to supply both of these necessities, as are magic items like *decanters of endless water*, *rings of sustenance*, and *sustaining spoons*. Finally, including a cleric of at least 5th level in a group gives that group access to *create food and water* spells.

Shelter and Access: All of your dungeon denizens need somewhere to live. The main thing to keep in mind here is that a monster's lair should be sized appropriately for the monster. The larger the monster, the larger its lair needs to be. As a general rule, it's good to give a monster living space that's at least nine times its own space. And unless you want your monster to be trapped in its lair, make sure it can access other parts of the dungeon, including an exit (by squeezing, at minimum).

ENCOUNTER ARCHETYPES

Most dungeons feature a variety of encounter archetypes. By including encounters from as many of these archetypes as possible, you can keep your dungeon from feeling repetitive and give different characters the opportunity to shine. Even better, it's a lot easier to keep your players' attention if they're not sure how the next room around the corner will challenge them. Listed here are seven different encounter archetypes.

Combat: In a combat encounter, the PCs are faced with a foe or foes that bar progress—in order to complete the encounter, the PCs must defeat the foes in combat. A combat encounter can be with a single opponent or a group of foes. In most dungeons, combat encounters are the rule. Rules and guidelines for building balanced combat encounters can be found on pages 397–399 of the *Core Rulebook*.

Hazard/Obstacle: This kind of encounter presents the characters with a dangerous condition they need to navigate in order to proceed. A room filled with yellow mold, a chasm with a rotten rope bridge, a pool of lava, an unstable chamber with a crumbling ceiling, or even something as simple as a barricaded door can serve as a hazard or obstacle. Generally, a hazard or obstacle is an encounter that is solved not through combat but through a combination of skill checks, saving throws, attack rolls, and the application of magic spells.

Puzzle: A puzzle encounter presents the players, not the characters, with a challenge. These can be riddles, shifting tiles, mazes, word puzzles, or anything else that must be solved by brain power, logic, or experimentation. Often a puzzle encounter can be enhanced by giving the players a handout or prop that lets them directly manipulate or study the puzzle. A puzzle generally can't be solved with die rolls, but if your group gets stuck on a puzzle, you should

consider letting them make appropriate skill checks to learn clues (or even the solution) from you.

Random Encounter: A random encounter is an unusual encounter that isn't tied to a specific location in your dungeon. The classic method of building random encounters is to create an encounter table of possible encounters (see pages 182–183 for several sample dungeon encounter tables). Then, when a random encounter is called for, you can simply roll the dice and let fate determine what the PCs run into. Traditionally, checks for wandering monsters from a random encounter table are made every so often (either once per hour, four times a day, every time the PCs rest, or whatever works best for you) by rolling d100. A heavily populated area with lots of potential encounters might have a 20% or higher chance of a random encounter occurring at each check, while a remote or relatively empty area might have only a 2% chance per check. It's important not to let random encounters become the adventure, though—an endless parade of wandering monsters can quickly turn into a dull slog through forgettable combats, and a poorly timed or unlucky roll can impose a powerful foe on a party when they're in no shape to cope with it. Random encounters should be used as sparingly as possible—they're a great tool to use when play bogs down (such as if the PCs insist on resting after every encounter or exhaustively searching a huge, empty room), but they shouldn't become the dungeon's defining theme.

Story Encounter: Since story encounters rarely involve any actual danger or impediment to physical progress through a dungeon, they are often forgotten during the design process. Yet in some ways, story encounters are the most important encounter type of them all, for they allow the players to learn about your dungeon and world. There's no point in creating a multi-page history for a dungeon if there's no way for your players to learn about it! A story encounter can come in the form of a roleplayed conversation with a friendly dungeon denizen or talkative ghost, a carving on a wall, an old journal, or even just an opportunity for a player to make a Knowledge check when faced with a particularly unusual scene in a dungeon to learn more about the dungeon's story.

Trap: These classic encounters are similar to hazards and obstacles in that they are generally dangerous and can be defeated with a combination of skill checks, saving throws, attack rolls, and the application of magic spells. Their primary difference from hazards is that traps are hidden from view and, unless the player characters are careful, can strike without warning. As a general rule, you should use traps sparingly, since randomly springing traps on a group only serves to slow down the course of play as increasingly paranoid players check every 5-foot square and every doorknob for hidden perils. Often, it's a simple matter of giving the players some kind of warning

RESTING IN THE DUNGEON

It happens to every adventuring party—you power through half dozen or so encounters and suddenly the prospect of facing the tougher encounters at the end of the dungeon with your depleted resources seems foolish. Often, the party has progressed far enough into the dungeon that merely leaving the dungeon and coming back isn't an option—especially if there are a lot of deadly hazards or traps along the way, or if the dungeon's denizens are likely to repopulate rooms with reinforcements.

In such situations, a group of adventurers often chooses to rest inside of a dungeon. Don't let this rattle you! In fact, you should consider putting a few rooms in your dungeon (especially if it's a large complex) that can be easily defended or work well as campsites. When a group of PCs decides to rest in a dungeon, decide if the threats that remain will challenge the adventurers—if you know that they need to recover their strength, you should let them rest (but only after instilling a little bit of paranoia by getting a schedule of watches and details on how they fortify their campsite). But if you know that the group still has the resources to forge ahead, feel free to have wandering monsters come by to harass the characters while they relax.

If your PCs are habitual dungeon relaxers who rest after every encounter, the dungeon's inhabitants should catch on after a few naps and set up some ambushes or assaults on the characters' campsite. The goal is to keep the PCs challenged without making things hopelessly difficult, and to allow them time to recover when you feel they really need it—don't let them dictate when they'll have the luxury of a full night's sleep!

beforehand that they're heading into a trapped area—story encounters are great for this purpose.

Special Encounters: Finally, you can include special encounters. The easiest way to make a special encounter is to combine two or more of the archetypes listed above into a single encounter—a battle against fire elementals in a burning building is a combination combat and hazard encounter. A riddling sphinx that attacks any group that can't answer her riddle within 24 seconds is a combination puzzle and combat encounter. A chase can serve as a special encounter, as can purely roleplaying encounters. One particularly important special encounter that every dungeon should have is the “climactic” encounter, where the PCs confront one of the dungeon's rulers or reach the goal of their delve. A climactic encounter should usually be a deadly or epic encounter (typically with a CR of 3 or 4 above the average party level), and often combines three or more of the above archetypes (usually combat, hazard, and story).

DUNGEON TOOLBOX

An innocent facade can often hide a dark secret, and who knows what lurks behind that stuck door or beyond that rusty portcullis? When looking for a lair for your villains or the inspiration to create a new trap-filled vault, consider using the ideas below, or simply use the following tables to generate a home for a villain you didn't expect the PCs to follow.

TABLE 7-1: PLACES TO FIND DUNGEONS

d%	Dungeon Setting
1-3	An underground river
4-6	Within a river dam
7-9	Amid the rubble of a ruined citadel
10-12	Below a graveyard
13-15	In an insane asylum
16-18	Inside an ice floe
19-21	In another dimension/demiplane
22-24	Within earthquake-plagued caverns
25-27	In a hollow mountain
28-30	Deep in a desert of shifting tunnels
31-33	Abutting to a secret escape route
34-36	In a pyramid
37-39	Below a mausoleum
40-42	Within a museum
43-45	Under a castle
46-48	Part of a menagerie
49-51	In a lighthouse
52-54	Under a tower
55-57	In a prison
58-60	Within a cathedral
61-63	Under the docks
64-66	In the sewers
67-68	Amid an underground canal
69-70	Built into an arena
71-72	Part of forgotten labyrinth
73-74	Connecting to a beast's den
75-76	Under a tavern
77-78	In a cliff village
79-80	Inside a giant tree
81-82	Part of a frozen city
83-84	Inside a painting
85-86	In a gigantic statue
87-88	Under a roc nest
89-90	Within a sunken ruin
91-92	Hidden inside a giant egg
93-94	Formed within a massive fossil
95	Amid the rubble of a ruined giant city
96	Inside a crashed space vessel
97	Unearthed by a giant ant nest
98	Grown within a deity's corpse
99	On an island in a volcano
100	Inside a moon, star, or another planet

TABLE 7-2: TYPES OF DUNGEONS

d%	Dungeon Setting
1-2	A hedge maze
3-4	A riverboat
5-6	A wizard's tomb
7-8	A bandit lair
9-10	A vast former mine now long abandoned
11-12	An abandoned casino
13-14	An old theater
15-16	Fog-shrouded dungeon that traps the PCs
17-18	Chambers where gravity regularly reverses
19-20	Moving clockwork dungeon
21-22	Incredibly narrow limestone gorges
23-24	Planes linked by portals
25-26	The belly of a ship-swallowing sea creature
27-28	A perilous bog and quicksand-filled mire
29-30	A slavers' headquarters
31-32	Rapids and river channels sweeping through a valley
33-34	A giant tree riddled with many crevices and hollows
35-36	A melting iceberg
37-38	A monster infested palace of glass
39-40	A slowly flooding dungeon
41-42	The afterlife
43-44	A dream
45-46	Sunken ancient green byways linking fey lands
47-48	A nightmare
49-50	An iron obelisk of great size
51-52	A floating bog containing sunken tombs
53-54	An evil giant's castle
55-56	A partially submerged clock tower
57-58	A floating castle that appears only at night
59-60	A massive, partially hollow, slowly melting candle
61-62	A graveyard of giant skeletons
63-64	A glacier of poisoned water
65-66	An undead town where life goes on
67-68	The massive skull of an ancient dragon
69-70	A sunken iron ship below a fenland
71-72	A tangled forest of thorny trees
73-74	A giant insect-infested temple
75-76	A volcanic tomb
77-78	A living iron ship
79-80	A sinking maze
81-82	Endless stone bridges across a void of purple fog
83-84	A huge web
85-86	Giant rat tunnels
87-88	A colossal walking iron man
89-90	A living iron maze
91-92	What's down the plug-hole of a wizard's sink
93-94	A garden of poisonous living fungi
95-96	A sentient tomb
97-98	A solid storm cloud
99-100	A giant hourglass slowly filling with sand

TABLE 7-3: DUNGEON ENTRANCES

d%	Entrance
1-2	A well
3-4	A mineshaft
5-6	A rope-bridge between tidal stacks
7-8	In a tavern cellar
9-10	A cave shaped like a skull
11-12	A chimney
13-14	The mouth of a large statue
15-16	A slide
17-18	A cold, bottomless pit
19-20	A ruined road descends into an ivy covered hole
21-22	A mausoleum
23-24	A knight's sarcophagus
25-26	An ancient door carved with warnings
27-28	A stone valve covered in runes
29-30	A grinning demon mouth
31-32	A portal filled with shimmering green light
33-34	An almost-impossible-to-reach cave in a cliff
35-36	A bulette skull
37-38	Heavy rain seeps into a hidden slough
39-40	A sunken greenway
41-42	An iron puzzle door
43-44	A volcano vent
45-46	A tidal cave
47-48	A church steeple rising out of the ground
49-50	An arch of huge thorns
51-52	An oven with a collapsed back wall
53-54	A large wine barrel clawed open from the inside
55-56	A slippery metal ladder nailed behind a waterfall
57-58	A fountain that reaches down to an underground river
59-60	A door reached via a giant set of scales
61-62	A pit of quicksand
63-64	A whirlpool
65-66	A hole suddenly opens in the city streets
67-68	Mist
69-70	A snapping dragon turtle skull
71-72	A mudslide opens up a hidden cave system
73-74	Hurricane in huge doorway appears once a year
75-76	A summoned imp can lead the way to portal
77-78	A doorway that can only be summoned by incantation
79-80	A building collapses overnight into hidden dungeon
81-82	A stone that draws aside at midnight
83-84	A maelstrom deep at sea
85-86	A catapult that throws person through a portal
87-88	A magic mirror
89-90	A wall safe opening onto an extradimensional vault
91-92	Magical wood that, when burned, creates a staircase
93-94	A magically animated maw
95-96	A lighthouse that casts a solid beam
97-98	A bridge made from rainbows
99-100	A moonbeam reveals a door in a stone circle

TABLE 7-4: DUNGEON ROOMS

d%	Room
1-2	Antechamber
3-4	Armory
5-6	Audience chamber
7-8	Banquet hall
9-10	Barracks
11-12	Bestiary/menagerie
13-14	Choke point (ambushes, controlling flow of invaders)
15-16	Closet
17-18	Cold room (storage of perishable goods)
19-20	Common room
21-22	Crypt
23-24	Dining hall
25-26	Elevator
27-28	Gallery
29-30	Garbage pit
31-32	Great hall
33-34	Greenhouse
35-36	Guard room
37-38	Guest room
39-40	Infirmary
41-42	Jail
43-44	Kennel
45-46	Kitchen
47-48	Laboratory
49-50	Library
51-52	Living quarters (communal)
53-54	Living quarters (family)
55-56	Living quarters (personal)
57-58	Map room
59-60	Nursery
61-62	Observatory
63-64	Pantry
65-66	Pool
67-68	Privy
69-70	Shrine
71-72	Slave pit
73-74	Smithy
75-76	Spring
77-78	Stable
79-80	Storeroom
81-82	Target range
83-84	Temple
85-86	Throne room
87-88	Torture chamber
89-90	Training hall
91-92	Trophy room
93-94	Vault
95-96	Well
97-98	Workroom
99-100	Workshop

TABLE 7-5: MUNDANE ROOM CHARACTERISTICS

d%	Characteristic
1-2	Slopes (up or down)
3-4	Dampness on walls/floor
5-6	Steady drip from ceiling
7-8	Puddles on floor
9-10	Covered in bite marks
11-12	Slippery
13-14	Chocked with webs
15-16	Open crevice or pit
17-18	Littered with bones
19-20	Full of strange echoes
21-22	Bridge or plank
23-24	Littered with broken pottery
25-26	Curtain
27-28	Lots of dried blood
29-30	Filled with droppings
31-32	Wreathed in strange black ivy
33-34	Full of unsettling fungi
35-36	Filthy
37-38	Infested with vermin
39-40	Pipes drip slimy brackish water onto floor
41-42	Covered in lichens
43-44	Small, rusty-iron section of wall
45-46	Covered in mold
47-48	Walls made of curious hexagonal stones
49-50	Cobbled floor made of gravestones
51-52	Slimy
53-54	Very slimy
55-56	Has butcher's hooks hanging from ceiling
57-58	Wall exude yellowish, foul smelling discharge
59-60	Scratches on walls
61-62	Covered in graffiti
63-64	Water can be heard rushing immediately below
65-66	Chalk warnings appear on walls
67-68	Half filled with water
69-70	Full of rusty weapons and skeletons
71-72	Secret door behind fireplace
73-74	Burned
75-76	Cracks across floor
77-78	Cracks across ceiling
79-80	Cracks along walls
81-82	Held up by pit-props that look very weak
83-84	Has an overbearing smell of rotting fruit
85-86	Strange tapping sounds heard behind walls
87-88	Weeping heard occasionally
89-90	Full of empty gibbets
91-92	Iron maidens that line the walls are rusted shut
93-94	Floor moves in one direction
95-96	Floor drops suddenly by 5 feet for no obvious reason
97-98	Totally submerged
99-100	Full of flames

TABLE 7-6: EXOTIC ROOM CHARACTERISTICS

d%	Characteristic
1-2	Fresco depicts grisly death of viewer
3-4	Filled with the sound of sobbing, coming from a crypt
5-6	Carved with faces depicting different alignments
7-8	Candelabrum sheds black light from violet candles
9-10	Statue on rotating pedestal
11-12	Is a huge trap
13-14	Walls like a rib cage
15-16	Crammed with mummified frogs
17-18	Iron spears rise randomly from a sieve-like floor
19-20	Fire bursts randomly from a floor covered in holes
21-22	Covered in pictures of evil peacock eyes
23-24	Has a huge violet eye fresco in its center
25-26	Appears to be the roots of some vast tree
27-28	Boiling mud crossed by very narrow stone bridges
29-30	Filled with giant spider husks of increasing size
31-32	Is filled with a huge cage
33-34	Has doors in the ceiling
35-36	Fountains carved to resemble hydras
37-38	Floor appears like a black lake but is actually glass
39-40	Raised terraces lead to central carving of bat-god
41-42	Slips sharply into a black pit of nothingness
43-44	Filled with the sounds of thunder
45-46	Is a huge shaft crossed by boughs of trees
47-48	Faceless statues point at one PC upon entry
49-50	Roof is a stained glass window depicting spiders
51-52	Black fog appears suddenly
53-54	Iron weights drop from roof at random times
55-56	Endless stairway descends in room's center
57-58	Waterfall in room's center powers waterwheel
59-60	Magical voices sing hymns as the PCs enter
61-62	Is filled with explosive gas that is otherwise harmless
63-64	Is completely covered in tentacle carvings
65-66	Has eight huge bells suspended above the floor
67-68	Has a carving of a black devil-headed elephant
69-70	Every inch covered in angels
71-72	Iron devil statue speaks
73-74	Goes up and down
75-76	Entire floor pivots, dropping those who enter
77-78	Ceiling begins to sink upon entry
79-80	Archways lead to other places
81-82	Sculptures of gargoyles tearing apart angels
83-84	The walls are covered in mirrors that reflect nothing
85-86	Rotates faster and faster once entered
87-88	Gargoyles along ceiling shout abuse
89-90	Randomly dimension doors those that cross it
91-92	Altar attacks characters with magic
93-94	Has a magic pool
95-96	Is the stomach of a creature
97-98	Weeps to itself
99-100	Is alive

TABLE 7-7: 100 PIECES OF MINOR AND MAJOR DUNGEON DRESSING

d%	Minor Objects	Major Objects
1	Abacus	Alcove
2	Ashtray	Altar
3	Astrolabe	Anvil
4	Barrel	Archway
5	Basin	Balcony
6	Basket	Bar
7	Bellows	Bed
8	Blanket	Bell/gong
9	Bloodstain	Bench
10	Bones	Bookcase
11	Books	Brazier
12	Boots	Bridge
13	Bottle	Bunk
14	Box	Cabinet
15	Broken weapons	Cage
16	Brush	Candelabrum
17	Bucket	Carpet
18	Calendar	Casket
19	Candle	Cauldron
20	Cane	Chair/stool
21	Cards	Chair with straps
22	Carrying case	Chandelier
23	Chamber pot	Chariot/wagon
24	Clothing	Chest
25	Cobwebs	Chimes
26	Cosmetics	Clock
27	Dice	Cot
28	Dishes	Couch
29	Dried blood	Crate
30	Dust	Crib
31	Fan	Crucible
32	Fire starting kit	Cupboard
33	Fishing rod	Curtain/tapestry
34	Flask	Dais
35	Food (edible)	Dome
36	Food (spoiled)	Door
37	Fungus	Divan
38	Game board	Dresser
39	Glass	Drysink
40	Globe	Fetters
41	Gloves	File cabinet
42	Hair	Fireplace/fire pit
43	Hammer	Font
44	Hand mirror	Forge
45	Hat	Fountain
46	Helm	Fresco
47	Horseshoe	Furnace
48	Hourglass	Gallows/guillotine
49	Ink	Gibbet
50	Insects	Grindstone

d%	Minor Objects	Major Objects
51	Key	Hogshead
52	Knife	Hookah
53	Kettle	Horn
54	Lamp	Idol
55	Lantern	Instrument (large)
56	Letter opener	Iron maiden
57	Leash	Keg
58	Lock	Ladder
59	Manacles	Loom
60	Model ship	Mat
61	Mop	Millwheel
62	Mud	Mirror
63	Nest	Mosaics
64	Oil	Mounting block
65	Paint	Pallet
66	Pen/paper	Pedestal
67	Pipe/pouch	Pentagram
68	Plate	Pew
69	Pole	Pillar
70	Portable instrument	Pillory
71	Pots and pans	Pit
72	Pottery fragments	Podium
73	Papers	Pool
74	Parasol	Rack
75	Pouch	Rubble
76	Prosthetic limb	Saddle
77	Rope	Safe
78	Rusty chain	Sconce
79	Rusty nails	Screen
80	Sack/bag	Shelf
81	Scissors	Shrine
82	Scale	Sideboard
83	Shaving kit	Spiral stair
84	Shovel	Stand
85	Spent torch	Statue
86	Straw bedding	Steeple
87	Ruler	Stool
88	Tray	Stove
89	Tongs	Table
90	Torch	Tapestry
91	Toy	Throne
92	Tuning fork	Torture equipment
93	Urn	Trunk
94	Utensil	Tub
95	Vase	Tun
96	Wall fixtures	Urn
97	Wall markings	Washstand
98	Wax	Well
99	Wheelbarrow	Winch
100	Whistle	Wood bench

TABLE 7-8: DRAGON'S LAIR

d%	Encounter	Avg. CR	Source
1-3	1d4 pseudodragons	3	<i>Bestiary</i> 229
4-8	1 gelatinous cube	3	<i>Bestiary</i> 138
9-10	1 violet fungus	3	<i>Bestiary</i> 274
11-17	1 mimic	4	<i>Bestiary</i> 205
18-19	1d6 darkmantles	4	<i>Bestiary</i> 55
20-24	1 minotaur	4	<i>Bestiary</i> 206
25-29	1d6 cave fishers	5	<i>Bestiary</i> 41
30-32	1 giant frilled lizard	5	<i>Bestiary</i> 194
33-38	1d4 rust monsters	5	<i>Bestiary</i> 238
39-41	1d8 spider swarms	5	<i>Bestiary</i> 258
42-43	1d6 monitor lizards	5	<i>Bestiary</i> 194
44-47	1d6 giant scorpions	6	<i>Bestiary</i> 242
48-50	1d8 giant leeches	6	<i>Bestiary</i> 187
51-56	1 black pudding	7	<i>Bestiary</i> 35
57-60	1d6 cloaklers	8	<i>Bestiary</i> 47
61-67	1d6 basilisks	8	<i>Bestiary</i> 29
68-70	1 intellect devourer	8	<i>Bestiary</i> 180
71-75	1d4 salamanders	8	<i>Bestiary</i> 240
76-82	1 young red dragon	10	<i>Bestiary</i> 98
83-88	1 hezrou	11	<i>Bestiary</i> 62
89-92	1 adult red dragon	14	<i>Bestiary</i> 98
93-97	1d6 ropers	15	<i>Bestiary</i> 237
98-99	1 marilith	17	<i>Bestiary</i> 63
100	1 ancient red dragon	19	<i>Bestiary</i> 99

TABLE 7-9: GOBLIN DEN

d%	Encounter	Avg. CR	Source
1-4	1d6 lizards	1/3	<i>Bestiary</i> 131
5-10	1d4 goblins	1	<i>Bestiary</i> 156
11-16	1d6 dire rats	1	<i>Bestiary</i> 232
17-20	1d4 giant centipedes	1	<i>Bestiary</i> 43
21-24	1d4 hobgoblins	1	<i>Bestiary</i> 175
25-27	1d4 mites	1	<i>Bestiary</i> 207
28-31	1d8 fire beetles	1	<i>Bestiary</i> 33
32-34	1 bugbear	2	<i>Bestiary</i> 38
35-36	1 choker	2	<i>Bestiary</i> 45
37-40	1 rat swarm	2	<i>Bestiary</i> 232
41-44	1 dire bat	2	<i>Bestiary</i> 30
45-48	1 monitor lizard	2	<i>Bestiary</i> 194
49-51	1d4 giant frogs	3	<i>Bestiary</i> 135
52-55	1d4 venomous snakes	3	<i>Bestiary</i> 255
56-63	2d6 goblins	3	<i>Bestiary</i> 156
64-69	1d4 goblin dogs	3	<i>Bestiary</i> 157
70-73	1d4 spider swarms	3	<i>Bestiary</i> 258
74-78	1d4 wolves	3	<i>Bestiary</i> 278
79-82	2d4 stirges	3	<i>Bestiary</i> 260
83-86	1d6 giant spiders	4	<i>Bestiary</i> 258
87-89	1d4 worgs	4	<i>Bestiary</i> 280
90-91	1 barghest	4	<i>Bestiary</i> 27
92-94	1d6 shocker lizards	5	<i>Bestiary</i> 248
95-100	3d8 goblins	5	<i>Bestiary</i> 156

TABLE 7-10: GRAVEYARD/NECROPOLIS

d%	Encounter	Avg. CR	Source
1-8	1d10 zombies	3	<i>Bestiary</i> 288
9-13	1 gelatinous cube	3	<i>Bestiary</i> 138
14-17	1d6 spider swarms	4	<i>Bestiary</i> 258
18-23	2d10 skeletons	4	<i>Bestiary</i> 250
24-27	1d6 skeletal champions	5	<i>Bestiary</i> 252
28-31	1 gibbering moulder	5	<i>Bestiary</i> 153
32-36	1d8 ghouls	5	<i>Bestiary</i> 146
37-40	1d4 vampire spawn	6	<i>Bestiary</i> 271
41-44	1d4 gray oozes	6	<i>Bestiary</i> 166
45-48	1d4 mummies	7	<i>Bestiary</i> 210
49-52	2d4 wights	7	<i>Bestiary</i> 276
53-54	1 shadow demon	7	<i>Bestiary</i> 67
55-58	1d4 brute wights	7	<i>Bestiary</i> 276
59-62	1d6 wraiths	8	<i>Bestiary</i> 281
63-68	2d6 shadows	8	<i>Bestiary</i> 245
69-72	1d4 spectres	9	<i>Bestiary</i> 256
73-75	1d4 black puddings	9	<i>Bestiary</i> 35
76-79	1d6 ghosts	10	<i>Bestiary</i> 144
80-83	1d4 clay golems	10	<i>Bestiary</i> 159
84-88	1d4 greater shadows	10	<i>Bestiary</i> 245
89-92	1d4 vampires	11	<i>Bestiary</i> 270
93-95	1 stone golem	11	<i>Bestiary</i> 163
96-98	1d6 mohrgs	11	<i>Bestiary</i> 208
99-100	1 lich	12	<i>Bestiary</i> 188

TABLE 7-11: LOST JUNGLE CITY

d%	Encounter	Avg. CR	Source
1-5	Poisoned dart trap	1	<i>Core Rulebook</i> 420
6-10	1 dire bat	2	<i>Bestiary</i> 30
11-13	1 assassin vine	3	<i>Bestiary</i> 22
14-19	Pit trap	3	<i>Core Rulebook</i> 420
20-25	Camouflaged pit trap	3	<i>Core Rulebook</i> 420
26-33	1d4 gorillas	4	<i>Bestiary</i> 17
34-36	1 minotaur	4	<i>Bestiary</i> 206
37-39	1 army ant swarm	5	<i>Bestiary</i> 16
40-42	1 basilisk	5	<i>Bestiary</i> 29
43-46	1 basidiond	5	<i>Bestiary</i> 28
47-50	1d6 darkwood cobras	5	<i>Bestiary</i> 182
51-55	1d4 giant wasps	5	<i>Bestiary</i> 275
56-60	1d6 dire apes	6	<i>Bestiary</i> 17
61-64	1 ankylosaurus	6	<i>Bestiary</i> 83
65-70	1d4 gargoyles	6	<i>Bestiary</i> 137
71-75	1 girallon	6	<i>Bestiary</i> 154
76-80	1d8 velociraptors (deinonychus w/young creature template)	6	<i>Bestiary</i> 84
81-84	1d6 giant stag beetles	7	<i>Bestiary</i> 33
85-88	1d4 mummies	7	<i>Bestiary</i> 210
89-92	1 dire tiger	8	<i>Bestiary</i> 265
93-95	1 tyrannosaurus	9	<i>Bestiary</i> 86
96-98	1 guardian naga	10	<i>Bestiary</i> 212
99-100	1 stone golem	11	<i>Bestiary</i> 163

TABLE 7-12: PLANAR STRONGHOLD

d%	Encounter	Avg. CR	Source
1–4	1 hound archon	4	<i>Bestiary</i> 19
5–9	1d6 vargouilles	5	<i>Bestiary</i> 272
10–15	1d4 barghests	6	<i>Bestiary</i> 27
16–19	1d6 hell hounds	6	<i>Bestiary</i> 173
20–25	1 kyton	6	<i>Bestiary</i> 185
26–27	1 salamander	6	<i>Bestiary</i> 240
28–31	1 xorn	6	<i>Bestiary</i> 284
32–34	1 invisible stalker	7	<i>Bestiary</i> 181
35–41	2d4 yeth hounds	7	<i>Bestiary</i> 286
42–47	1 lillend	7	<i>Bestiary</i> 26
48–51	1d6 bearded devils	8	<i>Bestiary</i> 73
52–58	1d6 xills	8	<i>Bestiary</i> 283
59–65	1d6 phase spiders	8	<i>Bestiary</i> 226
66–69	1d4 shadow demons	9	<i>Bestiary</i> 67
70–72	1d4 succubi	9	<i>Bestiary</i> 68
73–75	1 nessian warhound	9	<i>Bestiary</i> 173
76–80	1d4 erinyes	10	<i>Bestiary</i> 75
81–82	1 hezrou	11	<i>Bestiary</i> 62
83–87	1d4 bebilihs	12	<i>Bestiary</i> 32
88–92	1d4 retrievers	13	<i>Bestiary</i> 234
93–95	1d6 rakshasas	13	<i>Bestiary</i> 231
96–97	1 nalfeshnee	14	<i>Bestiary</i> 65
98–99	1 marilith	17	<i>Bestiary</i> 63
100	1 pit fiend	20	<i>Bestiary</i> 80

TABLE 7-13: UNDERWATER RUIN

d%	Encounter	Avg. CR	Source
1–3	2d6 skeletons	3	<i>Bestiary</i> 250
4–8	1d4 octopi	3	<i>Bestiary</i> 219
9–12	1d4 electric eels	4	<i>Bestiary</i> 119
13–17	1d6 giant crabs	5	<i>Bestiary</i> 50
18–21	1d6 Med water elementals	6	<i>Bestiary</i> 126
22–24	1d4 sea hags	6	<i>Bestiary</i> 243
25–28	2d6 lacedons	6	<i>Bestiary</i> 146
29–33	2d4 skums	6	<i>Bestiary</i> 253
34–37	1d4 crab swarms	6	<i>Bestiary</i> 50
38–43	2d6 sahuagins	7	<i>Bestiary</i> 239
44–47	1d4 giant moray eels	7	<i>Bestiary</i> 119
48–55	2d6 sharks	7	<i>Bestiary</i> 247
56–58	1 aboleth	7	<i>Bestiary</i> 8
59–62	1d6 Large water elementals	8	<i>Bestiary</i> 126
63–66	1d6 scrags	8	<i>Bestiary</i> 268
67–72	1d8 orcas	9	<i>Bestiary</i> 88
73–76	1d4 elasmosauruses	9	<i>Bestiary</i> 84
77–80	1 greater water elemental	9	<i>Bestiary</i> 126
81–85	1d4 dire sharks	11	<i>Bestiary</i> 247
86–89	1d4 giant squids	11	<i>Bestiary</i> 259
90–91	1 hezrou	11	<i>Bestiary</i> 62
92–95	1d6 giant octopi	11	<i>Bestiary</i> 219
96–98	1 sea serpent	12	<i>Bestiary</i> 244
99–100	1 kraken	18	<i>Bestiary</i> 184

TABLE 7-14: UNHOLY TEMPLE

d%	Encounter	Avg. CR	Source
1–4	1d4 iron cobras	4	<i>Bestiary</i> 182
5–9	1d6 cultists	5	see page 278
10–14	2d8 zombies	5	<i>Bestiary</i> 288
15–17	1d4 dire apes	5	<i>Bestiary</i> 17
18–21	1d6 mithril cobras	6	<i>Bestiary</i> 182
22–27	1d8 quasits	6	<i>Bestiary</i> 66
28–30	2d4 vargouilles	6	<i>Bestiary</i> 272
31–35	1d4 mummies	7	<i>Bestiary</i> 210
36–40	1d4 archaeologists	8	see page 297
41–43	1d4 girallons	8	<i>Bestiary</i> 154
44–46	1 ogre mage	8	<i>Bestiary</i> 221
47–49	1d6 bearded devils	8	<i>Bestiary</i> 72
50–55	1d6 lamias	9	<i>Bestiary</i> 186
56–61	1d4 medusas	9	<i>Bestiary</i> 201
62–64	1d4 succubi	9	<i>Bestiary</i> 68
65–69	1 rakshasa	10	<i>Bestiary</i> 231
70–74	1d4 efreet	10	<i>Bestiary</i> 140
75–77	1d4 dire tigers	10	<i>Bestiary</i> 265
78–82	1 cult leader	11	see page 279
83–86	1d4 spirit nagas	11	<i>Bestiary</i> 213
87–89	1 barbed devil	11	<i>Bestiary</i> 72
90–94	1d4 clay golems	12	<i>Bestiary</i> 159
95–98	1d4 stone golems	13	<i>Bestiary</i> 163
99–100	1 glabrezu	13	<i>Bestiary</i> 61

TABLE 7-15: WIZARD'S LABORATORY

d%	Encounter	Avg. CR	Source
1–3	1d8 dogs	1	<i>Bestiary</i> 87
4–7	1 cockatrice	3	<i>Bestiary</i> 48
8–12	1d4 iron cobras	4	<i>Bestiary</i> 182
13–16	1d4 gorillas	4	<i>Bestiary</i> 17
17–21	1 mimic	4	<i>Bestiary</i> 205
22–27	1d8 homunculi	5	<i>Bestiary</i> 176
28–33	1d4 animated objects	5	<i>Bestiary</i> 14
34–35	1 gibbering moulder	5	<i>Bestiary</i> 153
36–38	1d6 vargouilles	5	<i>Bestiary</i> 272
39–42	1d4 gelatinous cubes	5	<i>Bestiary</i> 138
43–47	1d4 gargoyles	6	<i>Bestiary</i> 137
48–52	1d8 wererats	6	<i>Bestiary</i> 197
53–58	1 flesh golem	7	<i>Bestiary</i> 160
59–61	1d4 basilisks	7	<i>Bestiary</i> 29
62–63	1 black pudding	7	<i>Bestiary</i> 35
64–67	1 dracolisk	7	<i>Bestiary</i> 170
68–72	1d6 ice golems	8	<i>Bestiary</i> 161
73–75	1 intellect devourer	8	<i>Bestiary</i> 180
76–78	1d6 wood golems	9	<i>Bestiary</i> 164
79–84	1d4 chimeras	9	<i>Bestiary</i> 44
85–89	1 clay golem	10	<i>Bestiary</i> 159
90–94	1 stone golem	11	<i>Bestiary</i> 163
95–97	1 retriever	11	<i>Bestiary</i> 234
98–100	1 iron golem	13	<i>Bestiary</i> 162

PLANAR

Beyond the mundane world of humans, elves, gnomes, and dwarves lie vast realms known as the planes of existence. Almost limitless in size and potential, the various planes embody the fundamental aspects of reality: alignments, elements, energies, and so on. Each plane is a universe unto itself; it follows its own natural laws and has its own unique inhabitants—the outsiders that occasionally visit or are summoned to the mortal world, be they gods, angels, demons, devils, or even stranger creatures. Literally anything is possible on the planes, making them a perfect location for exotic, terrifying, wondrous, and deadly adventures.

WHAT IS A PLANE?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe, with its own natural laws. The planes break down into a number of general types: the Material Plane, the transitive planes, the Inner Planes, the Outer Planes, and the demiplanes.

Material Plane: The Material Plane is the most Earthlike of all the planes, and operates under the same set of natural laws that our own world does. This is the default plane for most adventures.

Transitive Planes: These three planes have one important common characteristic: each is used to get from one place to another. The Astral Plane (although technically an Outer Plane) is a conduit to all other planes, while the Ethereal Plane and the Shadow Plane both serve as means of transportation within the Material Plane, which they're connected to. These planes have the strongest regular interaction with the Material Plane and can be accessed using various spells. They have native inhabitants as well.

Inner Planes: These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself. The Negative Energy Plane, the Positive Energy Plane, the Plane of Air, the Plane of Earth, the Plane of Fire, and the Plane of Water are all Inner Planes.

Outer Planes: The deities live on the Outer Planes, as do creatures such as celestials, fiends, and other outsiders. Each of the Outer Planes has an alignment representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation. Abaddon, the Abyss, Elysium, Heaven, Hell, Limbo, Nirvana, Purgatory, and Utopia are all Outer Planes.

Demiplanes: This catch-all category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe. Planar traits are broken down into a number of general areas. All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: The dominance of particular elemental or energy forces is determined by these traits.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular morality or ethos.

Magic Traits: Magic works differently from plane to plane; magic traits set the boundaries for what magic can and can't do on each plane.

Physical Traits

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

Gravity

The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity: Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a plane's description, assume that it has the normal gravity trait.

Heavy Gravity: The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Acrobatics, Climb, Ride, and Swim checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters that fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity: The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more. Characters on a plane with the light gravity trait take a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh

half as much, and weapon ranges double. Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives. Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet fallen (maximum 20d4).

No Gravity: Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull.

Objective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward. In addition, the direction of "down" may vary from place to place within the plane.

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but it is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

Time

The rate at which time passes can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they gain or lose time while moving between planes, but from their point of view, time always passes naturally.

Normal Time: Describes how time passes on the Material Plane. One hour on a plane with normal time equals 1 hour on the Material Plane. Unless otherwise noted in a plane's description, assume it has the normal time trait.

Erratic Time: Some planes have time that slows down and speeds up, so an individual may lose or gain time

as he moves between such planes and any others. To the denizens of such a plane, time flows naturally and the shift is unnoticed. The following is provided as an example.

d%	Time on Material Plane	Time on Erratic Time Plane
01–10	1 day	1 round
11–40	1 day	1 hour
41–60	1 day	1 day
61–90	1 hour	1 day
91–100	1 round	1 day

Flowing Time: On some planes, the flow of time is consistently faster or slower. One may travel to another plane, spend a year there, and then return to the Material Plane to find that only 6 seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real. When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the flow in the other plane.

Timeless: On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait affects certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane. The danger of a timeless plane is that once an individual leaves such a plane for one where time flows normally, conditions such as hunger and aging occur retroactively. If a plane is timeless with respect to magic, any spell cast with a noninstantaneous duration is permanent until dispelled.

Shape and Size

Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

Infinite: Planes with this trait go on forever, though they may have finite components within them. Alternatively, they may consist of ongoing expanses in two directions, like a map that stretches out infinitely. Unless otherwise noted in its description, assume that a plane is effectively infinite.

Finite Shape: A plane with this trait has defined edges or borders. These borders may adjoin other planes or be hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape: On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. Some spherical planes are examples of self-contained, finite planes, but they can also be cubes, tori, or flat expanses with magical edges that teleport the traveler to the opposite edge when she crosses them. Some demiplanes are self-contained.

Morphic Traits

This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while some respond to physical or magical efforts. Others can only be manipulated by extremely powerful creatures.

Alterable Morphic: On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort. Unless otherwise noted in a plane's description, assume it has the alterable morphic trait.

Divinely Morphic: Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. They may cause these areas to change instantly and dramatically, creating great kingdoms for themselves. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort.

Highly Morphic: On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Some such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

Magically Morphic: Specific spells can alter the basic material of a plane with this trait.

Sentient: These planes respond to a single entity's thoughts—those of the plane itself. Travelers might find the plane's landscape changing as a result of what the plane thinks of the travelers, becoming either more or less hospitable depending on its reaction.

Static: These planes are unchanging. Visitors cannot affect living residents of the plane or objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however. Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

Elemental and Energy Traits

Four basic elements and two types of energy combine to make up everything. The elements are earth, air, fire, and water; the types of energy are positive and negative. The Material Plane reflects a balancing of those elements and energies—all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; such traits are noted in a plane's description only when they are present.

Air-Dominant: Consisting mostly of open space, planes with this trait have just a few bits of floating stone or other solid matter. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth-dominant planes because these planes are tight and claustrophobic to them, but suffer no inconvenience beyond having difficulty moving.

Fire-Dominant: Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated.

Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Water-Dominant: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach a pocket of air likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire take 1d10 points of damage each round.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. There are two kinds of negative-dominant traits: minor negative-dominant and major negative-dominant. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more dangerous. Each round, those within must make a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Positive-Dominant: An abundance of life characterizes planes with this trait. Like negative-dominant planes,

positive-dominant planes can be either minor or major. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a DC 15 Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, which kills it.

Alignment Traits

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may have a tougher time dealing with the plane's natives and situations.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident. Many planes have no alignment traits; these traits are noted in a plane's description only when they are present.

Good-Aligned/Evil-Aligned: These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned: Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Neutral-Aligned: These planes stand outside the conflicts between good and evil and law and chaos.

Mildly Aligned: Creatures who have an alignment opposite that of a mildly aligned plane take a –2 circumstance penalty on all Charisma-based checks. A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

Strongly Aligned: On planes that are strongly aligned, a –2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks made by all creatures

not of the plane's alignment. The penalties for the moral and ethical components of the alignment trait stack.

A strongly neutral-aligned plane stands in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a –2 circumstance penalty on Intelligence-, Wisdom-, or Charisma-based checks made by any creature that isn't neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a –2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a –4 penalty.

Magic Traits

A plane's magic trait describes how magic works on that plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Normal Magic: This magic trait means that all spells and supernatural abilities function as written. Unless otherwise noted in a plane's description, assume that it has the normal magic trait.

Dead Magic: These planes have no magic at all. A plane with the dead magic trait functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use *teleport* or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane. Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own. If a spell is enhanced, it functions as if its caster level was 2 higher than normal.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Limited Magic: Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications. Magic can be limited to effects from certain schools or subschools, effects with certain descriptors,

or effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work.

Wild Magic: On a plane with the wild magic trait, spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a caster level check (DC 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult Table 7–16: Wild Magic Effects.

THE GREAT BEYOND

In the cosmology of the Pathfinder Roleplaying Game, the planes are collectively known as the Great Beyond, and form a vast, nesting sphere. At the heart of the sphere lie the Material Plane and its twisted reflection, the Shadow Plane, bridged by the mists of the Ethereal Plane. The elemental planes of the Inner Sphere surround this heart. Farther out, beyond the void of the Astral Plane, sits the unimaginably vast Outer Sphere, which is itself surrounded and contained by the innumerable layers of the Abyss.

The planes that make up the Great Beyond are briefly detailed below. For additional information on these planes, see *Pathfinder Chronicles: The Great Beyond*.

Material Plane

The Material Plane is the center of most cosmologies and defines what is considered normal. It is the plane most campaign worlds occupy.

The Material Plane has the following traits:

- **Normal Gravity**
- **Normal Time**
- **Alterable Morphic**
- **No Elemental or Energy Traits:** Specific locations may have these traits, however.
- **Mildly Neutral-Aligned:** Though it may contain high concentrations of evil or good, law or chaos in places.
- **Normal Magic**

Shadow Plane

The Shadow Plane is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Shadow Plane to cover great distances quickly. The Shadow Plane is also coterminous to other planes. With the right spell, a character can use the Shadow Plane to visit other realities. The Shadow Plane is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Shadow Plane home.

The Shadow Plane has the following traits:

- **Magically Morphic:** Parts of the Shadow Plane continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. In addition, certain spells, such as *shadow conjuration* and *shadow evocation*, modify the base material of the Shadow Plane. The utility and power of these spells within the Shadow Plane make them particularly useful for explorers and natives alike.
- **Mildly Neutral-Aligned**
- **Enhanced Magic:** Spells with the shadow descriptor are enhanced on the Shadow Plane. Furthermore, specific spells become more powerful on the Shadow Plane. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%). Despite the dark nature of the Shadow Plane, spells that produce, use, or manipulate darkness are unaffected by the plane.
- **Impeded Magic:** Spells with the light descriptor or that use or generate light or fire are impeded on the Shadow Plane. Spells that produce light are less effective in general, because all light sources have their ranges halved on the Shadow Plane.

Negative Energy Plane

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits:

- **Subjective Directional Gravity**
- **Major Negative-Dominant:** Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- **Enhanced Magic:** Spells and spell-like abilities that use negative energy are enhanced. Class abilities that use negative energy, such as channel negative energy, gain a +4 bonus to the save DC to resist the ability.
- **Impeded Magic:** Spells and spell-like abilities that use positive energy (including cure spells) are impeded. Characters on this plane take a –10 penalty on saving throws made to remove negative levels bestowed by an energy drain attack.

Positive Energy Plane

The Positive Energy Plane has no surface and is akin to the Plane of Air with its wide-open nature. However,

TABLE 7-16: WILD MAGIC EFFECTS

d%	Effect
01–19	The spell rebounds on its caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or 80 feet for long-range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). Similarly, an item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40–43	The spell does not function. Instead, a <i>deeper darkness</i> effect and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, an item loses charges, and the effect counts against an item's or spell-like ability's use limit.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is forced upon her. Then, because her mortal frame is unable to contain that power, she is immolated, like a mote of dust caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane has the following traits:

- **Subjective Directional Gravity**
- **Major Positive-Dominant:** Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- **Enhanced Magic:** Spells and spell-like abilities that use positive energy are enhanced. Class abilities that use positive energy, such as channel positive energy, gain a +4 bonus to the save DC to resist the ability.
- **Impeded Magic:** Spells and spell-like abilities that use negative energy (including inflict spells) are impeded.

Plane of Air

The Plane of Air is an empty plane, consisting of sky above and sky below. It is the most comfortable and survivable of the Inner Planes and is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

The Plane of Air has the following traits:

- **Subjective Directional Gravity:** Inhabitants of the plane determine their own “down” direction. Objects not under the motive force of others do not move.
- **Air-Dominant**
- **Enhanced Magic:** Spells and spell-like abilities with the air descriptor or that use, manipulate, or create air (including those of the Air domain and the elemental [air] bloodline) are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the earth descriptor or that use or create earth (including those of the Earth domain, spell-like abilities of the elemental [earth] bloodline, and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

Plane of Earth

The Plane of Earth is a solid place made of soil and stone. An unwary traveler might find himself entombed within this vast solidity of material and crushed into nothingness, with his powdered remains left as a warning to any foolish enough to follow. Despite its solid, unyielding nature, the Plane of Earth is varied in its consistency, ranging from soft soil to veins of heavier and more valuable metal.

The Plane of Earth has the following traits:

- **Earth-Dominant**
- **Enhanced Magic:** Spells and spell-like abilities with the earth descriptor or that use, manipulate, or create earth

or stone (including those of the Earth domain and the elemental [earth] bloodline) are enhanced.

- **Impeded Magic:** Spells and spell-like abilities with the air descriptor or that use or create air (including those of the Air domain, spell-like abilities of the elemental [air] bloodline, and spells that summon air elementals or outsiders with the air subtype) are impeded.

Plane of Fire

Everything is alight on the Plane of Fire. The ground is nothing more than great, ever-shifting plates of compressed flame. The air ripples with the heat of continual firestorms and the most common liquid is magma. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without needing fuel or air, but flammables brought onto the plane are consumed readily.

The Plane of Fire has the following traits:

- **Fire-Dominant**
- **Enhanced Magic:** Spells and spell-like abilities with the fire descriptor or that use, manipulate, or create fire (including those of the Fire domain or the elemental [fire] bloodline) are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the water descriptor or that use or create water (including spells of the Water domain, spell-like abilities of the elemental [water] bloodline, and spells that summon water elementals or outsiders with the water subtype) are impeded.

Plane of Water

The Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, and between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam suspended within this endless liquid, drifting on the tides.

The Plane of Water has the following traits:

- **Subjective Directional Gravity:** The gravity here works similarly to that of the Plane of Air, but sinking or rising on the Plane of Water is slower (and less dangerous) than on the Plane of Air.
- **Water-Dominant**
- **Enhanced Magic:** Spells and spell-like abilities with the water descriptor or that use or create water (including those of the Water domain or the elemental [water] bloodline) are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the fire descriptor or that use or create fire (including spells



of the Fire domain, spell-like abilities of the elemental [fire] bloodline, and spells that summon fire elementals or outsiders with the fire subtype) are impeded.

Ethereal Plane

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct; colors blur into each other and edges are fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the latter is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, insubstantial, and utterly silent to someone on the Material Plane.

The Ethereal Plane has the following traits:

- **No Gravity**
- **Alterable Morphic:** The plane contains little to alter, however.
- **Mildly Neutral-Aligned**
- **Normal Magic:** Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane. The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings; these can cross from the Material Plane to the Ethereal Plane. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

Astral Plane

The Astral Plane is the space between the Inner and Outer Planes, and coterminous with all of the planes. When a character moves through a portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane briefly touch the Astral Plane. The Astral Plane is a great, endless expanse of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

The Astral Plane has the following traits:

- **Subjective Directional Gravity**
- **Timeless:** Age, hunger, thirst, afflictions (such as diseases, curses, and poisons), and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- **Mildly Neutral-Aligned**
- **Enhanced Magic:** All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell or Quicken

Spell-Like Ability feats. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell or spell-like ability can be cast per round.

Abaddon (Neutral Evil)

A realm of vast wastelands under a rotten sky, Abaddon is perpetually cloaked in a cloying black mist and the oppressive twilight of an endless solar eclipse. The poisoned River Styx has its source in Abaddon, before it meanders like a twisted serpent onto other planes. Abaddon may be the most hostile of the Outer Planes; it is the home of the daemons, fiends of pure evil untouched by the struggle between law and chaos, who personify oblivion and destruction. Daemons, which are ruled by four godlike archdaemons, are feared throughout the Great Beyond as devourers of souls.

Abaddon has the following traits:

- **Divinely Morphic:** Deities with domains in Abaddon can alter the plane at will.
- **Strongly Evil-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the evil descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the good descriptor are impeded.

The Abyss (Chaotic Evil)

Surrounding the Outer Sphere like the impossibly deep skin of an onion, the layered plane of the Abyss begins as gargantuan canyons and yawning chasms in the fabric of the other Outer Planes, bordered by the foul waters of the River Styx. Coterminous with all of the Outer Planes, the infinite layers of the Abyss connect to one another in constantly shifting pathways. There are no rules in the Abyss, nor laws, order, or hope. The Abyss is a perversion of freedom, a nightmare realm of unmitigated horror where desire and suffering are given demonic form, for the Abyss is the spawning ground of the innumerable races of demons, among the oldest beings in all the Great Beyond.

The Abyss has the following traits:

- **Divinely Morphic and Sentient:** Deities with domains in the Abyss can alter the plane at will, as can the Abyss itself.
- **Strongly Chaos-Aligned and Strongly Evil-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the chaotic or evil descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the lawful or good descriptor are impeded.

Elysium (Chaotic Good)

A vast land of untamed wilderness and wild passions, Elysium is the plane of benevolent chaos. Freedom and self-sufficiency

OTHER NAMES

While the planar descriptions in this book present the names most commonly used on the Material Plane to refer to the planes, many of them are also known by other names. The following list is just a sampling of other common names occasionally used for these planes.

Plane	Other Names
Material Plane	the Universe
Shadow Plane	the Netherworld, Plane of Death
Negative Energy Plane	the Nothing, the Void
Positive Energy Plane	Creation's Forge, the Furnace
Plane of Air	the Endless Sky, the Firmament
Plane of Earth	the Eternal Delve, the Foundation
Plane of Fire	the Everlasting Flame, the Inferno
Plane of Water	the Boundless Sea, the Deep
Ethereal Plane	the Ghost World, the In-Between
Astral Plane	River of Souls, the Silver Path, the Soulstream
Abaddon	Gehenna, Hades, Niflheim
The Abyss	Pandemonium, the Outer Rifts, Tartarus
Elysium	Asgard, Olympus, Valhalla
Heaven	Arcadia, Paradise, Seven Heavens
Hell	Acheron, the Pit
Limbo	Entropy, the Primal Chaos
Nirvana	Great Wilderness, Happy Hunting Grounds
Purgatory	Duat, the House of Dust
Utopia	the Eternal City, the Perfect City

abound here, personified in the azatas native to the plane. In Elysium, selfless cooperation and fierce competition clash with the violence of a raging thunderstorm, but such conflicts never overshadow the lofty concepts of bravery, creativity, and good unhindered by rules or laws.

Elysium has the following traits:

- **Divinely Morphic:** Deities with domains in Elysium can alter the plane at will.
- **Strongly Chaos-Aligned and Strongly Good-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the chaotic or good descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the lawful or evil descriptor are impeded.

Heaven (Lawful Good)

The soaring mountain of Heaven towers high above the Outer Sphere. This ordered realm of honor and compassion is divided into seven layers. Heaven's slopes are filled with planned, orderly cities and tidy, cultivated gardens and orchards. Though they began their existences as mortals,

Heaven's native archons see law and good as indivisible halves of the same exalted concept, and array themselves against the cosmic perversions of chaos and evil.

Heaven has the following traits:

- **Divinely Morphic:** Deities with domains in Heaven can alter the plane at will.
- **Strongly Law-Aligned and Strongly Good-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the lawful or good descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the chaotic or evil descriptor are impeded.

Hell (Lawful Evil)

The nine layers of Hell form a structured labyrinth of calculated evil where torment goes hand in hand with purification. A plane of iron cities, burning wastelands, frozen glaciers, and endless volcanic peaks, Hell is divided into nine nesting layers, each under the malevolent rule of an archdevil. Torture, anguish, and agony are inevitable in Hell, but they are methodical, not spiteful or capricious, and serve a deliberate master plan under the watchful eyes of the disciplined ranks of Hells' lesser devils. The nine layers of Hell, from first to last, are Avernus, Dis, Erebus, Phlegethon, Stygia, Malebolge, Cocytus, Caina, and Nessus.

Hell has the following traits:

- **Divinely Morphic:** Deities with domains in Hell can alter the plane at will.
- **Strongly Law-Aligned and Strongly Evil-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the lawful or evil descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the chaotic or good descriptor are impeded.

Limbo (Chaotic Neutral)

A vast ocean of unrestrained chaos and untapped potential surrounds and is coterminous with each of the Outer Planes. This is Limbo—beautiful, deadly, and truly endless. From its unplumbed depths were born all the other planes, and to its anarchic depths will all creation eventually return. Where the formless sea of Limbo laps against the shores of other planes, its substance takes on some measure of stability, and it is within these borderlands that travel is safest, though it is still fraught with danger from Limbo's chaos-warped inhabitants. Deeper into the plane, Limbo's native proteans cavort in the Primal Chaos, creating and destroying the raw stuff of chaos with unfathomable abandon.

Limbo has the following traits:

- **Subjective Directional Gravity and Normal Gravity:** On the few islands of stability within Limbo, gravity is more likely to be normal (down is toward the center of mass). Everywhere else, gravity is subjective directional.
- **Erratic Time**
- **Highly Morphic**

- **Strongly Chaos-Aligned**
- **Wild Magic and Normal Magic:** On the few islands of stability within Limbo, magic is more likely to be normal. Magic is wild everywhere else.

Nirvana (Neutral Good)

Nirvana is an unbiased paradise existing between the two extremes of Elysium and Heaven. Its stunning mountains, rolling hills, and deep forests all match a visitor's expectations of a pastoral paradise, but Nirvana also contains mysteries that lead to enlightenment. Nirvana is a sanctuary and a place of respite for all who seek redemption or illumination. Nirvana's native agathions have willingly postponed their own transcendence to guard Nirvana's enigmas, while celestial beings fight the forces of evil across the planes.

Nirvana has the following traits:

- **Divinely Morphic:** Deities with domains in Nirvana can alter the plane at will.
- **Strongly Good-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the good descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the evil descriptor are impeded.

Purgatory (Neutral)

Every soul passes through Purgatory to be judged before being sent on to its final destination in the Great Beyond. Vast graveyards and wastelands fill its gloomy expanses, along with dusty, echoing courts for the judgment of the dead. Purgatory is home to the aeons, a race who embody the dualistic nature of existence and who are constantly both at war and at peace with each other and themselves.

Purgatory has the following traits:

- **Timeless:** Age, hunger, thirst, afflictions (such as diseases, curses, and poisons), and natural healing don't function in Purgatory, though they resume functioning when the traveler leaves Purgatory.
- **Divinely Morphic:** Deities with domains in Purgatory can alter the plane at will.
- **Strongly Neutral-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the death descriptor, or from the Death or Repose domains, are enhanced.

Utopia (Lawful Neutral)

Utopia is a bastion of order against the chaos of Limbo and the countless demonic hordes of the Abyss. A great city of eternal perfection, Utopia's streets and buildings are paragons of architecture and aesthetics; everything is ordered and nothing happens by chance. While no one race rules Utopia, axiomites and inevitables make their homes here, forever striving to expand their perfect city.

Utopia has the following traits:

- **Finite Shape**
- **Divinely Morphic:** Deities with domains in Utopia can alter the plane at will.
- **Strongly Law-Aligned**
- **Enhanced Magic:** Spells and spell-like abilities with the lawful descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the chaotic descriptor are impeded.



PLANAR TOOLBOX

The planes offer limitless possibilities for destinations, inhabitants, and adventures. What PCs might find on the other side of a portal might be an exotic foray in a wondrous land, or a campaign-changing expedition into the impossible. In either case, the following tables should help GMs planning adventures beyond the realms of mortals.

TABLE 7-17: RANDOM PLANAR DESTINATIONS

d%	Plane
01–04	Material Plane
05–09	Ethereal Plane
10–14	Shadow Plane
15–21	Astral Plane
22–23	Plane of Air
24–25	Plane of Earth
26–27	Plane of Fire
28–29	Plane of Water
30–37	Utopia
38–44	Hell
45–52	Heaven
53–59	Limbo
60–66	Abyss
67–74	Elysium
75–81	Abaddon
82–89	Nirvana
90–97	Purgatory
98	Negative Energy Plane
99	Positive Energy Plane
100	Random Demiplane

TABLE 7-18: DEMIPLANES

d%	Demiplane
1–5	Utamuck: Demiplane of spiritual journeys
6–10	Cathus: Demiplane of intelligent cats
11–15	Kenrin: Demiplane of natural alchemy
16–20	Morto: Demiplane of guilt made manifest
21–25	Grasbin: Demiplane of pleasant memories
26–30	Caglin: Demiplane of insect collective intelligence
31–35	Dispan: Demiplane of unwritten books
36–40	Sackon: Demiplane of lost or misplaced objects
41–45	Stais: Demiplane of living diseases
46–50	Oremo: Demiplane of hungry zombies
51–55	Octlamber: Demiplane of living crystal
56–60	Belnatil: Demiplane of minor prophecies
61–65	Marrowmal: Demiplane of forgotten words
66–70	Kinara: Demiplane of sentient magical tumors
71–75	Nallen: Demiplane of regret and injustice
76–80	Destor: Demiplane of innate teleportation
81–85	Carticus: Demiplane of hunting spiders
86–90	Marsus: Demiplane of inherent minor magic
91–95	Thache: Demiplane of lost children
96–100	Hastovan: Demiplane of false pleasures

TABLE 7-19: PORTAL DESCRIPTIONS

d%	Portal
1–2	A cascade of silver and copper coins
3–4	A rectangle of deepest blue that ripples like a flag
5–6	A carved circular hole in a great dolmen
7–8	A circular opening covered by rusted swords that open on demand
9–10	A huge mouth with a gale rushing from within
11–12	A giant keyhole
13–14	A great tome filled with pictures of exotic locations
15–16	A shimmering pool of greenish light
17–18	A black swirling fog with dancing lights within
19–20	A fountain of sparkling motes of light
21–22	A fresco
23–24	A giant drawer which tugs back strongly
25–26	A waterfall of singing angels
27–28	A horizontal oval of crystal-clear water
29–30	An ornate wardrobe
31–32	A curtain of dripping wax
33–34	A well that seems to descend forever
35–36	A gaping hole that oozes strands of sticky goo
37–38	A wicker man
39–40	A doorway that disappears if viewed directly
41–42	A cave entrance wreathed in moss-covered statues
43–44	A curtain of tiny ivory flakes carved to look like snow
45–46	A stone arch carved with runes
47–48	A triangle that glows and emits the faint odor of fruit
49–50	A dancing globe of ball lightning
51–52	A shadow of a door that looms tall on a nearby wall
53–54	A clockwork puzzle door
55–56	A carriage
57–58	A magical cabinet that seems impossible to open
59–60	A golden haze that smells of baking bread
61–62	An ornate mirror held by three stone golems
63–64	A table-sized ball of almost blinding light
65–66	An opening in an ancient hedgerow
67–68	An empty picture frame floating in mid-air
69–70	A black whirlpool
71–72	An orb that cycles through images of the constellations
73–74	A gate made of screaming severed heads
75–76	A lighthouse that casts a beam of solid light
77–78	An oily black chute with the sound of sobbing below
79–80	A pool of frantically waving severed arms
81–82	A statue of a yawning, grotesquely bloated old woman
83–84	A floating red egg about the size of a rearing horse
85–86	An iron tower with only one high window
87–88	A vivid, ever-changing landscape
89–90	A stone maw of grinding teeth
91–92	A giant stylized scroll that matter passes through
93–94	A corridor of whirling blades leading to a black slit
95–96	A whirlpool of bubbling chocolate
97–98	A black rainbow
99–100	An iron mouth that snaps shut at irregular intervals

TABLE 7-20: ASTRAL PLANE

d%	Encounter	Avg. CR	Source
1–4	1d4 hound archons	6	<i>Bestiary</i> 19
5–7	1d8 lantern archons	6	<i>Bestiary</i> 20
8–10	1d6 half-celestial unicorns	7	<i>Bestiary</i> 169
11–15	1 invisible stalker	7	<i>Bestiary</i> 181
16–21	1d4 half-fiend minotaurs	8	<i>Bestiary</i> 171
22–26	1d6 bralanis	9	<i>Bestiary</i> 24
27–29	1d4 lillends	9	<i>Bestiary</i> 26
30–34	1 spirit naga	9	<i>Bestiary</i> 213
35–42	1d6 ghosts	10	<i>Bestiary</i> 144
43–48	1d6 spectres	10	<i>Bestiary</i> 256
49–54	1d4 night hags	11	<i>Bestiary</i> 215
55–57	1d4 bone devils	11	<i>Bestiary</i> 74
58–60	1 devourer	11	<i>Bestiary</i> 82
61–62	1d4 nessian hell hounds	11	<i>Bestiary</i> 173
63–67	1 lich	12	<i>Bestiary</i> 188
68–72	1 ghaele	13	<i>Bestiary</i> 25
73–77	1 astral deva	14	<i>Bestiary</i> 10
78–81	1 trumpet archon	14	<i>Bestiary</i> 21
82–85	1 planetar	16	<i>Bestiary</i> 11
86–90	1 horned devil	16	<i>Bestiary</i> 76
91–95	1 marilith	17	<i>Bestiary</i> 63
96–97	1 balor	20	<i>Bestiary</i> 58
98–99	1 pit fiend	20	<i>Bestiary</i> 80
100	1 solar	23	<i>Bestiary</i> 12

TABLE 7-21: ETHEREAL PLANE

d%	Encounter	Avg. CR	Source
1–5	1d4 lantern archons	4	<i>Bestiary</i> 20
6–9	1 mimic	4	<i>Bestiary</i> 205
10–13	1d4 shadows	5	<i>Bestiary</i> 245
14–15	1 nightmare	5	<i>Bestiary</i> 216
16–20	1 phase spider	5	<i>Bestiary</i> 226
21–25	1d4 barghests	6	<i>Bestiary</i> 27
26–27	1 kyton	6	<i>Bestiary</i> 185
28–30	1d6 Medium air elementals	6	<i>Bestiary</i> 120
31–36	1d6 yeth hounds	6	<i>Bestiary</i> 286
37–40	1 spectre	7	<i>Bestiary</i> 256
41–45	1 invisible stalker	7	<i>Bestiary</i> 181
46–49	1 greater shadow	8	<i>Bestiary</i> 245
50–57	1d6 wraiths	8	<i>Bestiary</i> 281
58–63	1d4 dread wraiths	8	<i>Bestiary</i> 281
64–65	1d4 lamias	8	<i>Bestiary</i> 186
66–71	1 night hag	9	<i>Bestiary</i> 215
72–73	1 spirit naga	9	<i>Bestiary</i> 213
74–78	1d6 xills	9	<i>Bestiary</i> 283
79–85	1d6 ghosts	10	<i>Bestiary</i> 144
86–87	1d6 greater barghests	10	<i>Bestiary</i> 27
88–89	1 cauchemar nightmare	11	<i>Bestiary</i> 216
90–93	1d4 vampires	11	<i>Bestiary</i> 270
94–98	1 lich	12	<i>Bestiary</i> 188
99–100	1 trumpet archon	14	<i>Bestiary</i> 21

TABLE 7-22: SHADOW PLANE

d%	Encounter	Avg. CR	Source
1–4	1d4 vargouilles	4	<i>Bestiary</i> 272
5–9	2d6 zombies	4	<i>Bestiary</i> 288
10–14	1d4 wights	5	<i>Bestiary</i> 276
15–18	2d4 ghouls	5	<i>Bestiary</i> 146
19–25	1d6 shadows	6	<i>Bestiary</i> 245
26–31	1d8 skeletal champions	6	<i>Bestiary</i> 252
32–36	1 will-o'-wisp	6	<i>Bestiary</i> 277
37–41	1 kyton	6	<i>Bestiary</i> 185
42	1d4 mummies	7	<i>Bestiary</i> 210
43–45	1d6 barghests	7	<i>Bestiary</i> 27
46–49	1d6 gargoyles	7	<i>Bestiary</i> 137
50–55	1 shadow demon	7	<i>Bestiary</i> 67
56–61	1 greater shadow	8	<i>Bestiary</i> 245
62	1 mohrg	8	<i>Bestiary</i> 208
63–66	1 dark naga	8	<i>Bestiary</i> 211
67–71	1d6 wraiths	8	<i>Bestiary</i> 281
72–74	1d4 lamias	8	<i>Bestiary</i> 186
75–77	1 night hag	9	<i>Bestiary</i> 215
78–81	1d4 spectres	9	<i>Bestiary</i> 256
82–86	1d4 ogre mages	10	<i>Bestiary</i> 221
87–91	1 rakshasa	10	<i>Bestiary</i> 231
92–96	1d6 ghosts	10	<i>Bestiary</i> 144
97–98	1 lich	12	<i>Bestiary</i> 188
99–100	1d4 retrievers	13	<i>Bestiary</i> 234

TABLE 7-23: CHAOS-ALIGNED PLANE

d%	Encounter	Avg. CR	Source
1–6	2d6 tieflings	4	<i>Bestiary</i> 264
7–10	1d6 yeth hounds	6	<i>Bestiary</i> 286
11–14	2d4 dretches	6	<i>Bestiary</i> 60
15–21	1d4 satyrs	6	<i>Bestiary</i> 241
22–27	2d4 unicorns	7	<i>Bestiary</i> 269
28–31	1d6 harpies	7	<i>Bestiary</i> 172
32–36	2d4 pegasi	7	<i>Bestiary</i> 225
37–39	1d6 half-celestial unicorns	7	<i>Bestiary</i> 169
40–42	1d4 bralanis	8	<i>Bestiary</i> 24
43–46	1d6 babaus	8	<i>Bestiary</i> 57
47–50	1 spirit naga	9	<i>Bestiary</i> 213
51–55	1d6 nymphs	10	<i>Bestiary</i> 217
56–58	1 white dragon (adult)	10	<i>Bestiary</i> 100
59–64	2d4 lamias	10	<i>Bestiary</i> 186
65–69	2d4 succubi	11	<i>Bestiary</i> 68
70–73	1d6 marids	12	<i>Bestiary</i> 142
74–77	1d4 bebiliths	12	<i>Bestiary</i> 32
78–81	1 ghaele	13	<i>Bestiary</i> 25
82–84	1 glabrezu	13	<i>Bestiary</i> 61
85–89	1 crag linnorm	14	<i>Bestiary</i> 190
90–93	1d4 storm giants	15	<i>Bestiary</i> 152
94–96	1 copper dragon (ancient)	17	<i>Bestiary</i> 106
97–98	1 shoggoth	19	<i>Bestiary</i> 249
99–100	1 balor	20	<i>Bestiary</i> 58

TABLE 7-24: EVIL-ALIGNED PLANE

d%	Encounter	Avg. CR	Source
1–7	1d8 quasits	6	<i>Bestiary</i> 66
8–11	1d6 yeth hounds	6	<i>Bestiary</i> 286
12–19	2d8 lemures	7	<i>Bestiary</i> 79
20–24	2d6 vargouilles	7	<i>Bestiary</i> 272
25–28	1d6 bearded devils	8	<i>Bestiary</i> 73
29–33	1d8 nightmares	8	<i>Bestiary</i> 216
34–37	1d6 half-fiend minotaurs	9	<i>Bestiary</i> 171
38–43	2d6 hell hounds	9	<i>Bestiary</i> 173
44–47	1d4 efreet	10	<i>Bestiary</i> 140
48–50	1d8 salamanders	10	<i>Bestiary</i> 240
51–54	2d4 xills	10	<i>Bestiary</i> 283
55–60	1d6 nabasus	11	<i>Bestiary</i> 64
61–64	1d6 dark nagas	11	<i>Bestiary</i> 211
65–67	1 retriever	11	<i>Bestiary</i> 234
68–72	1d6 vrocks	12	<i>Bestiary</i> 69
73–75	1 lich	12	<i>Bestiary</i> 188
76–78	1d6 night hags	12	<i>Bestiary</i> 215
79–82	1d4 hezrous	13	<i>Bestiary</i> 62
83–86	1d4 devourers	13	<i>Bestiary</i> 82
87–89	1d6 black dragons (adult)	14	<i>Bestiary</i> 92
90–93	1 horned devil	16	<i>Bestiary</i> 76
94–96	1 marilith	17	<i>Bestiary</i> 63
97–98	1 red dragon (adult)	19	<i>Bestiary</i> 98
99–100	1 pit fiend	20	<i>Bestiary</i> 80

TABLE 7-25: GOOD-ALIGNED PLANE

d%	Encounter	Avg. CR	Source
1–8	2d6 aasimars	4	<i>Bestiary</i> 7
9–12	1d4 giant eagles	5	<i>Bestiary</i> 118
13–16	1d6 dryads	6	<i>Bestiary</i> 116
17–21	1d6 unicorns	6	<i>Bestiary</i> 269
22–25	1d4 half-celestial unicorns	6	<i>Bestiary</i> 169
26–29	2d6 lantern archons	7	<i>Bestiary</i> 20
30–35	1d4 djinn	7	<i>Bestiary</i> 139
36–39	1d6 hound archons	7	<i>Bestiary</i> 19
40–44	2d4 pixies	8	<i>Bestiary</i> 228
45–48	1 copper dragon (young)	8	<i>Bestiary</i> 106
49–52	1d4 lillends	9	<i>Bestiary</i> 26
53–56	1d6 bralanis	9	<i>Bestiary</i> 24
57–62	1d4 treants	10	<i>Bestiary</i> 266
63–65	1d4 djinn nobles	10	<i>Bestiary</i> 139
66–69	1 gold dragon (young)	11	<i>Bestiary</i> 108
70–73	1d4 guardian nagas	12	<i>Bestiary</i> 212
74–77	1 bronze dragon (adult)	13	<i>Bestiary</i> 104
78–81	1 astral deva	14	<i>Bestiary</i> 10
82–84	1 phoenix	15	<i>Bestiary</i> 227
85–88	1d4 ghaeles	15	<i>Bestiary</i> 25
89–91	1 planetar	16	<i>Bestiary</i> 11
92–95	1d4 trumpet archons	16	<i>Bestiary</i> 21
96–98	1 silver dragon (ancient)	19	<i>Bestiary</i> 110
99–100	1 solar	23	<i>Bestiary</i> 12

TABLE 7-26: LAWFUL-ALIGNED PLANE

d%	Encounter	Avg. CR	Source
1–6	1d6 imps	5	<i>Bestiary</i> 78
7–10	1d4 barghests	6	<i>Bestiary</i> 27
11–16	1d4 mummies	7	<i>Bestiary</i> 210
17–21	1d6 hound archons	7	<i>Bestiary</i> 19
22–28	1d4 kytons	8	<i>Bestiary</i> 185
29–31	2d4 wraiths	9	<i>Bestiary</i> 281
32–34	1d6 xills	9	<i>Bestiary</i> 283
35–38	1d4 spectres	9	<i>Bestiary</i> 256
39–42	1d4 aboleths	9	<i>Bestiary</i> 8
43–46	1d4 ogre mages	10	<i>Bestiary</i> 221
47–50	2d6 manticores	10	<i>Bestiary</i> 199
51–55	1d6 medusas	10	<i>Bestiary</i> 201
56–59	1d6 ghosts	10	<i>Bestiary</i> 144
60–65	2d4 shaitans	11	<i>Bestiary</i> 143
66–69	1d4 nessian warhounds	11	<i>Bestiary</i> 173
70–74	1d4 rakshasas	12	<i>Bestiary</i> 231
75–78	1d6 couatls	13	<i>Bestiary</i> 49
79–81	1d8 bone devils	13	<i>Bestiary</i> 74
82–86	1d6 guardian nagas	13	<i>Bestiary</i> 212
87–90	1d4 barbed devils	13	<i>Bestiary</i> 72
91–93	1d6 ice devils	16	<i>Bestiary</i> 77
94–96	1d4 trumpet archons	16	<i>Bestiary</i> 21
97–98	1 blue dragon (ancient)	18	<i>Bestiary</i> 94
99–100	1 gold dragon (ancient)	20	<i>Bestiary</i> 108

TABLE 7-27: NEUTRAL-ALIGNED PLANE

d%	Encounter	Avg. CR	Source
1–7	1d6 merfolk	1	<i>Bestiary</i> 204
8–12	1d6 aasimars	2	<i>Bestiary</i> 7
13–16	1 mephit (any)	3	<i>Bestiary</i> 202
17–22	1d4 pseudodragons	3	<i>Bestiary</i> 229
23–27	1d8 tieflings	3	<i>Bestiary</i> 264
28–31	1d4 giant ants	4	<i>Bestiary</i> 16
32–36	1 gibbering moulder	5	<i>Bestiary</i> 153
37–41	1d4 giant scorpions	5	<i>Bestiary</i> 242
42–44	1d4 yeth hounds	5	<i>Bestiary</i> 286
45–47	1d6 rust monsters	6	<i>Bestiary</i> 238
48–53	1d6 ankhegs	6	<i>Bestiary</i> 15
54–60	1d6 jann	7	<i>Bestiary</i> 141
61–64	1 invisible stalker	7	<i>Bestiary</i> 181
65–66	1d8 giant mantises	7	<i>Bestiary</i> 200
67–69	1d6 phase spiders	8	<i>Bestiary</i> 226
70–74	1 gynosphix	8	<i>Bestiary</i> 257
75–77	1d4 dracolisks	9	<i>Bestiary</i> 170
78–80	1 roc	9	<i>Bestiary</i> 236
81–86	1d6 wyverns	9	<i>Bestiary</i> 282
87–91	1d4 dire tigers	10	<i>Bestiary</i> 265
92–95	1d4 dragon turtles	11	<i>Bestiary</i> 112
96–97	1 cloud giant	11	<i>Bestiary</i> 147
98–99	1 purple worm	12	<i>Bestiary</i> 230
100	1 sea serpent	12	<i>Bestiary</i> 244

TABLE 7-28: AIR-DOMINANT PLANE

d%	Encounter	Avg. CR	Source
1–7	1 dust mephit	3	<i>Bestiary</i> 202
8–12	1d4 ice mephits	5	<i>Bestiary</i> 202
13–17	1d4 pegasi	5	<i>Bestiary</i> 225
18–24	1d6 air mephits	6	<i>Bestiary</i> 202
25–28	1 white dragon (young)	6	<i>Bestiary</i> 100
29–30	1d6 giant eagles	6	<i>Bestiary</i> 118
31–36	1d8 Medium air elementals	7	<i>Bestiary</i> 120
37–42	1 invisible stalker	7	<i>Bestiary</i> 181
43–45	1d6 half-celestial unicorns	7	<i>Bestiary</i> 169
46–49	1d6 Large air elementals	8	<i>Bestiary</i> 120
50–56	1d6 djinn	8	<i>Bestiary</i> 139
57–59	1d8 harpies	8	<i>Bestiary</i> 172
60–62	1d4 will-o'-wisps	8	<i>Bestiary</i> 277
63–65	1d8 griffons	8	<i>Bestiary</i> 168
66	1d4 amir jann	9	<i>Bestiary</i> 141
67–70	1 roc	9	<i>Bestiary</i> 236
71–75	1d4 vizier djinn	10	<i>Bestiary</i> 139
76–79	1d4 greater air elementals	11	<i>Bestiary</i> 120
80–84	1 storm giant	13	<i>Bestiary</i> 152
85–88	1d6 couatls	13	<i>Bestiary</i> 49
89–93	1d6 cloud giants	14	<i>Bestiary</i> 147
94–97	1 astral deva	14	<i>Bestiary</i> 10
98	1 planetar	16	<i>Bestiary</i> 11
99–100	1 silver dragon (ancient)	19	<i>Bestiary</i> 111

TABLE 7-29: EARTH-DOMINANT PLANE

d%	Encounter	Avg. CR	Source
1–6	2d4 duergar	2	<i>Bestiary</i> 117
7–13	1 salt mephit	3	<i>Bestiary</i> 203
14–18	1d6 svirfneblin	4	<i>Bestiary</i> 261
19–24	1d4 Medium earth elementals	5	<i>Bestiary</i> 122
25–30	1d4 earth mephits	5	<i>Bestiary</i> 202
31–34	1d4 violet fungi	5	<i>Bestiary</i> 274
35–37	1d6 morlocks	5	<i>Bestiary</i> 209
38–40	1 copper dragon (young)	8	<i>Bestiary</i> 106
41–44	1d8 gargoyles	8	<i>Bestiary</i> 137
45–46	1 giant slug	8	<i>Bestiary</i> 254
47–50	1d6 cyclopes	8	<i>Bestiary</i> 52
51	1 behir	8	<i>Bestiary</i> 34
52–57	1 greater earth elemental	9	<i>Bestiary</i> 123
58–64	1d6 xorns	9	<i>Bestiary</i> 284
65–66	1d4 hill giants	9	<i>Bestiary</i> 254
67–70	1d6 Huge earth elementals	10	<i>Bestiary</i> 122
71–76	1d6 shaitans	10	<i>Bestiary</i> 143
77–81	1d4 stone giants	10	<i>Bestiary</i> 151
82–86	1 stone golem	11	<i>Bestiary</i> 163
87–90	1d4 clay golems	12	<i>Bestiary</i> 159
91–92	1 purple worm	12	<i>Bestiary</i> 230
93–95	1 roper	12	<i>Bestiary</i> 237
96–98	1 blue dragon (adult)	13	<i>Bestiary</i> 94
99–100	1 pasha shaitan	13	<i>Bestiary</i> 143

TABLE 7-30: FIRE-DOMINANT PLANE

d%	Encounter	Avg. CR	Source
1–5	1 steam mephit	3	<i>Bestiary</i> 203
6–11	2d6 fire beetles	3	<i>Bestiary</i> 33
12–13	1 janni	4	<i>Bestiary</i> 141
14–17	1 nightmare	5	<i>Bestiary</i> 216
18–25	1d6 magma mephits	6	<i>Bestiary</i> 202
26–29	1 pyrohydra	6	<i>Bestiary</i> 178
30–34	1d6 hell hounds	6	<i>Bestiary</i> 173
35–40	1d6 Medium fire elementals	6	<i>Bestiary</i> 124
41–47	1d8 fire mephits	7	<i>Bestiary</i> 202
48	1d8 giant scorpions	7	<i>Bestiary</i> 242
49–52	1d4 salamanders	8	<i>Bestiary</i> 240
53–54	1 sphinx	8	<i>Bestiary</i> 257
55–60	1d4 Huge fire elementals	9	<i>Bestiary</i> 124
61–65	1 malik efreeti	10	<i>Bestiary</i> 140
66–71	1 gold dragon (young)	11	<i>Bestiary</i> 108
72–74	1 cauchemar	11	<i>Bestiary</i> 216
75–77	1d4 nessian warhounds	11	<i>Bestiary</i> 173
78–81	1 elder fire elemental	11	<i>Bestiary</i> 125
82–88	2d4 efreet	12	<i>Bestiary</i> 140
89–92	1d6 fire giants	13	<i>Bestiary</i> 148
93–95	1 red dragon (adult)	14	<i>Bestiary</i> 98
96–97	1d4 iron golems	15	<i>Bestiary</i> 162
98–99	1 phoenix	15	<i>Bestiary</i> 227
100	1 brass dragon (ancient)	16	<i>Bestiary</i> 103

TABLE 7-31: WATER-DOMINANT PLANE

d%	Encounter	Avg. CR	Source
1–5	1d8 merfolk	2	<i>Bestiary</i> 204
6–13	1d6 Small water elementals	4	<i>Bestiary</i> 126
14–15	1 janni	4	<i>Bestiary</i> 141
16–17	1d6 boggards	5	<i>Bestiary</i> 37
18–22	1d8 octopi	5	<i>Bestiary</i> 219
23–27	1 cryohydra	6	<i>Bestiary</i> 178
28–31	1d4 sea hags	6	<i>Bestiary</i> 243
32–36	2d4 ooze mephits	7	<i>Bestiary</i> 203
37–41	1d4 Large water elementals	7	<i>Bestiary</i> 126
42–45	1d6 water mephitis	7	<i>Bestiary</i> 203
46–51	1d4 ice golems	7	<i>Bestiary</i> 161
52–54	1 chuul	7	<i>Bestiary</i> 46
55–58	2d6 sahuagin	7	<i>Bestiary</i> 239
59–62	1d6 orcas	8	<i>Bestiary</i> 88
63–66	1 elder water elemental	11	<i>Bestiary</i> 127
67–71	1 shahzada marid	11	<i>Bestiary</i> 142
72–76	1d4 giant squids	11	<i>Bestiary</i> 259
77–80	1d4 frost giants	11	<i>Bestiary</i> 149
81–88	1d6 marids	12	<i>Bestiary</i> 142
89–92	1 sea serpent	12	<i>Bestiary</i> 244
93–95	1 bronze dragon (adult)	13	<i>Bestiary</i> 104
96–97	1d4 ice devils	15	<i>Bestiary</i> 77
98–99	1 black dragon (ancient)	16	<i>Bestiary</i> 93
100	1 kraken	18	<i>Bestiary</i> 184

TAVERNS

It's an understatement to say that the tavern is a staple location in the fantasy genre. It's the perfect place for the PCs to meet up, conduct business, and wind down after an adventure. Shady characters abound in taverns and all manner of activities, legal or otherwise, can take place beneath their smoke-filled ceilings. Unfortunately, the tavern's ubiquity is such that players may treat it as something of a running joke. Unless you're willing to inject some variation into your taverns, the PCs will continually run into the same staple of surly bartenders, busty barmaids, and drunken patrons itching to get into a brawl at the drop of a hat.

This chapter looks at ways to add some variety into your campaign's taverns, inns, and restaurants, making them into memorable experiences that can liven up the phrase "So, you all meet in a tavern..."

SERVICES

By definition, a tavern is a business where customers can purchase alcoholic beverages. Sounds simple enough, right? But just as with modern bars, a fantasy tavern can be far more than just a place to get a flagon of ale. Defining what characters can find within a particular tavern goes a long way toward giving the place a unique feel.

Setting and Quality

One of the first aspects to determine is what sort of setting a tavern presents. Is it small and cramped, with greasy smoke obscuring the faces of the patrons? Perhaps it's enormous, with vaulted ceilings and multiple fireplaces providing light and flame for slowly-roasting boars on spits. You can also play against stereotype and have a clean and well-appointed country inn in an otherwise destitute area, or a worn and spartan tavern, with merely a bench or two to sit upon, in a wealthy part of town. Consider that in some places, a tavern may very well be the only entertainment around, meaning that most of its regular patrons might consider it a second home and treat it accordingly.

Table 7-32: Unique Tavern Traits table on page 200 can be used to give a tavern, inn, or restaurant some unusual flavor. Roll 1d3 different traits or simply choose a trait or two from the list.

Drinks

The vast majority of taverns serve drinks (whether alcoholic or not) made from local ingredients. In a temperate climate, wheat, hops, and barley are the most likely ingredients, and a tavern in such an area probably serves beer and ales. If bees are present, mead is another option. In more arid locales, grapes are more likely to grow well, and wine is

probably more prevalent. In places where crops or arable land is scarce, however, a tavern may serve fermented goat's milk, cactus juice, or even more exotic drinks.

But why stop there? Perhaps a tavern stocks truly unusual or rare drinks crafted from unique plants or even monsters. A tavern along a swampy track may distill a special liquor from ambulatory plant creatures, which gives it a potent kick. Depending on how prevalent magic is in your campaign, it's even possible that a tavern has an alchemist on staff who dabbles in the creation of remarkably strong, tasty, or even dangerous drinks. Drinks could be carbonated or flaming, could have an outward effect on imbibers (such as turning a drinker's hair blue), or could contain mild (or not so mild) hallucinogenic ingredients.

Food

Many taverns, and certainly most inns, offer food to their customers. As with drinks, menus typically consist of local fare, although more upscale restaurants, particularly those in urban settings, may offer food from farther away—ranging from mildly unusual dishes from the barony a few leagues away to exotic dishes from the farthest reaches of the globe. See page 159 in the *Pathfinder RPG Core Rulebook* for different types of common meals and their prices.

Offering exotic or bizarre food on a menu is another great way to make a tavern or inn more memorable. The players will quickly forget the tavern that just serves mutton, but they will probably remember the inn that serves poached drake eggs in firebrandy sauce.

Entertainment

Taverns primarily serve local customers, and the best way to keep them coming back is to provide some form of entertainment while they quaff their beer and dine on mutton or quail. While a simple singing minstrel is the stereotype, a tavern could also host a full band of musicians or possibly even a house band.

If the tavern is large enough, it may boast a small stage, allowing plays or other performances. Given the prevalence of magic, small-time illusionists can perform their coin tricks with full visual and auditory displays. Bards can tell tales of old or create new stories on the fly.

Remember that tastes in entertainment vary wildly from place to place. One town's tavern may boast extremely bawdy songs and "performances" that would make even a barbarian blush, while other, more conservative areas may restrict entertainment to hymns or morality plays. Taverns and inns often serve as convenient sites for prostitution, either from among its clientele or as a service of the establishment itself. Such services can be either open or covert, depending on the tavern's location.

Bedding

With the possible exception of a back bedroom used by the owner, taverns generally do not provide rooms to their patrons (the exception being taverns that also tolerate prostitution). Inns, of course, make their income by providing a place for people to sleep for the night. Even then, the quality of an inn dictates the privacy and comfort of its rooms. Poor quality inns offer little more than a spot on the floor or possibly a large, straw-filled mattress in a communal room with other patrons. Average inns have individual rooms capable of hosting two people in a single shared bed. Superior inns have private rooms, often with an adjoining antechamber, sitting room, or balcony.

Other Amenities

Taverns and inns serve as the focal points of most communities. The front of a tavern may boast a board with wanted posters, local decrees, available jobs, or requests for help, which the PCs might find of interest. The local sheriff or constable may use the tavern as second base of operations, deputizing any able-bodied citizens (or the PCs) as he sees fit.

STAFF AND PATRONS

Once you've determined the services of a tavern or inn, you need to populate it. Usually it's not necessary to create game statistics for the staff or patrons. If your players have a penchant for starting brawls, however, you can find stat blocks for some common bar staff and customers in Chapter 9. To determine what staff and patrons are working at or patronizing a tavern or inn, use the Tavern random encounter table on page 213 and adjust the numbers according to the size of the establishment.

Staff

Unless the business is closed, there is always at least one person running a tavern or inn (in most cases the owner of the business). Beyond that, the tavern needs bartenders, barmen, or barmaids, and, if it serves food, at least one cook. Most busy or popular taverns also employ one or more bouncers to keep the patrons in line. Depending on the size of the tavern, however, a single staff member could fill one or more of these roles—the owner might tend the bar and cook if necessary, or a barmaid could break heads if things get out of hand.

Patrons

Usually, the quality of a tavern or inn defines the type of people who patronize it. If a tavern serves as the hub of a community, its patrons are typically far more respectful of

the staff and the facilities than those of a watering hole in a major city that caters to travelers or transients who come in for a single drink or bit of business and never return. Remember that not every tavern should be the headquarters of the local thieves' guild—farmers, craftsmen, merchants, and even nobles all come to taverns just to have a drink or two and fraternize with their fellow citizens.

Describing Personalities

While every staff member of patron might not need a full stat block, it's a good idea to come up with a list of personality types and quirks and assign them to the characters that the PCs engage with. Merely adding a lisp to the bartender or giving the waitress a severe limp while she hobbles around the tavern with numerous full tankards of ale can go a long way toward making a tavern memorable.



TAVERN TOOLBOX

Over the course of a campaign, the PCs might seek solace in a blur of inns and taverns. But with a little effort and the help of the following charts full of details, the PCs may soon develop essential stopping places and favorite watering holes.

TABLE 7-32: UNIQUE TAVERN TRAITS

d%	Trait
1–3	Only opens on public holidays
4–6	In a former church
7–9	In a former theater
10–12	In a farmhouse
13–15	In a cellar
16–18	Partly ruined
19–21	Stocks or gallows inside
22–24	Magical lighting that slowly shifts hues
25–27	Full of the owner's dogs
28–30	Previous owner is buried in the cellar
31–32	Full of cats
33–34	Mounted monster head
35–36	Haunted grandfather clock that strikes thirteen
37–38	Recently was partially burnt down
39–40	Central pit for entertainment
41–42	A fortified keep with its own armory
43–44	Furniture is made from stone
45–46	Drinks delivered by magical or mechanical means
47–48	In a lighthouse
49–50	Extremely low ceilings
51–52	Bar is made from a sunken warship
53–54	Stuffed heads and antlers on every wall
55–56	Run by five sisters
57–58	Haunted
59–60	Once run by a succubus
61–62	Holds prayers every day
63–64	Unusual beverages bubbling behind the bar
65–66	Assigns seats at random
67–68	Adorned with numerous banners and weapons
69–70	Full of small caged animals
71–72	Collectively owned by the locals
73–74	Pentagram is carved on one wall
75–76	Every stranger who arrives must sing to be served
77–78	Mummified remains of a local hero are on display
79–80	Requires bar tabs signed in blood
81–82	Has an unusual mascot
83–84	Small, labyrinthine halls and rooms
85–86	Permanent recurring illusion
87–88	Patrons must spin the wheel to choose their drink
89–90	Original owner stuffed and mounted above bar
91–92	Home of "endless stew" (kept simmering for 30 years)
93–94	Fruit growing just outside is free for the plucking
95–96	Obnoxious patrons get thrown off the balcony
97–98	Lit with magic lanterns or bioluminescent creatures
99–100	Has a tree growing through the taproom

TABLE 7-33: RANDOM TAVERN NAME GENERATOR

d%	First Name	Second Name
1–2	Blind	Cat
3–4	Three	Fire
5–6	King's	with Eight Tails
7–8	Black	Cow
9–10	Fearsome	Spectacles
11–12	Yew	Burnt Down
13–14	Maid	Minotaur
15–16	Green	Hag
17–18	Blasted	Nightcap
19–20	Broken	Ankheg
21–22	Meg's	Chamber
23–24	Donkey	Blind Mice
25–26	Five	Ale
27–28	Dead	Honey
29–30	Jolly	Full Moon
31–32	Brass	Moon
33–34	Buxum	Rainbow
35–36	Six	Storm Clouds
37–38	Pirate's	Pipe
39–40	Carrots	Trousers
41–42	Burnt	Waif
43–44	Deviant	Hat
45–46	Thrice	Helmet
47–48	Empty	Kraken
49–50	Fearsome	Giant
51–52	Red	Cockerel
53–54	Yellow	Slug
55–56	Supine	Dryad
57–58	Thirsty	Pig
59–60	Fat	Rack
61–62	Thin	Iron Maiden
63–64	Burnt	House
65–66	Queen's	Barn
67–68	Captain's	Church
69–70	White	Well
71–72	Murdered	Manticore
73–74	Large	Haystack
75–76	Tiny	Hill
77–78	Round	Ferret
79–80	Hollow	Lurcher
81–82	Catapult	Lobster
83–84	Snail	Cliff
85–86	Nag's	Tarragon
87–88	Blunt	Slippers
89–90	Outrageous	Witch
91–92	Quiet	Gull
93–94	Noisy	Caravel
95–96	Boozy	Wagon
97–98	Magenta	Carriage
99–100	Stork	Moose

TABLE 7-34: MENU ITEMS

d%	Food	Cost
1-2	Apple cake	2 cp
3-4	Aunt Polly's pudding	1 sp
5-6	Boiled eels	2 sp
7-8	Boiled rabbit	1 sp
9-10	Boiled salmon	3 sp
11-12	Boiled trotters	1 sp
13-14	Boiled turnips	5 cp
15-16	Bread and butter pudding	3 cp
17-18	Broiled mackerel	3 sp
19-20	Clear soup	2 cp
21-22	Crab, whole fresh	3 sp
23-24	Crayfish soup	4 cp
25-26	Fried cow-heel	8 cp
27-28	Fried woodcock with wine sauce	4 sp
29-30	Game pie	5 sp
31-32	Gosling with damson cheese	5 sp
33-34	Grouse with gooseberry jam	4 sp
35-36	Haggis	2 sp
37-38	Hare soup	6 cp
39-40	Hashed mutton	1 sp
41-42	Hotch potch	1 sp
43-44	Jugged hare	3 sp
45-46	Lamb cutlets	3 sp
47-48	Leg of mutton	4 sp
49-50	Marrow dumplings	8 cp
51-52	Meat pie	1 sp
53-54	Mutton pudding	1 sp
55-56	Oxtail soup	8 cp
57-58	Oyster soup	2 sp
59-60	Pie	1 sp
61-62	Potted partridge	4 sp
63-64	Ptarmigan	5 sp
65-66	Rissoles of game	4 sp
67-68	Roast fowl	6 sp
69-70	Roast goose with apple sauce	7 sp
71-72	Roast landrail	4 sp
73-74	Roast ribs of beef	3 sp
75-76	Roast suckling pig	1 gp
77-78	Rumpsteak and mushrooms	5 sp
79-80	Sausages	1 sp
81-82	Simmered gurnet	3 sp
83-84	Skate in caper sauce	3 sp
85-86	Stew	5 cp
87-88	Stewed kidneys	4 sp
89-90	Stewed pigeons	2 sp
91-92	Trout	3 sp
93-94	Turbot with truffles	2 gp
95-96	Veal cutlets	1 gp
97-98	Vegetable broth	3 cp
99-100	Whole local cheese	1 gp

TABLE 7-35: AMENITIES

d%	Amenity	Nightly Cost
1-4	Bath, cold (hot)	2 cp (6 cp)
5-6	Blanket, extra (loan of)	5 cp
7-8	Camping/caravan pitch (per tent/wagon)	1 sp
9-10	Chamber pot (loan of)	2 cp
11-12	Chest hire, with very simple lock	2 sp
13-14	Chest hire, with average lock	4 sp
15-16	Chest hire, with good lock	8 sp
17-18	Chest hire, with superior lock	15 sp
19-20	Coach house (coach storage)	5 sp
21-22	Cobbling	2% cost of clothing
23-24	Companionship	1 gp+
25-26	Feather mattress (loan of)	2 sp
27-28	Feather pillow (loan of)	1 sp
29-30	Fire in room	5 cp
31-32	Guard dog (loan of)	2 sp
33-34	Guard (1st level warrior)	3 sp
35-36	Guide (per day)	3 sp
37-38	Hot water, bucket/pan (loan of)	3 cp
39-40	Ironing (per item)	2 cp
41-42	Lamp (loan of)	1 cp
43-44	Massage	1 sp
45-46	Meals in room	1 sp
47-48	Mirror (loan of)	1 sp
49-50	Paddock (per horse)	5 cp
51-52	Private room for meetings (per hour)	5 sp+
53-54	Room, common	2 sp
55-56	Room, shared	5 sp
57-58	Room, private	1 gp
59-60	Room, private, with very simple lock	15 sp
61-62	Room, private, with average lock	2 gp
63-64	Room, private, with good lock	4 gp
65-66	Room, private, with superior lock	8 gp
67-68	Sewing kit (loan of)	1 sp
69-70	Sleeping space, floor, away from fire	1 cp
71-72	Sleeping space, floor, next to fire	5 cp
73-74	Soap (loan of)	1 sp
75-76	Stabling, self-service	1 sp
77-78	Stabling, part livery (grooming, feeding)	2 sp
79-80	Stabling, full livery	5 sp
81-82	Suite, small (with good lock, fire)	4 gp
83-84	Suite, average (as above but bigger)	8 gp
85-86	Suite, good (as above but with superior lock)	16 gp
87-88	Suite, luxurious (as above but with servants)	32 gp+
89-90	Tailoring (per item)	2% cost of clothing
91-92	Warming pan (loan of)	5 cp
93-94	Washing (per item)	3 cp
95-98	Washstand with cold water (hot water)	3 cp (7 cp)
99-100	Writing set (loan of)	2 sp

URBAN

None would deny that opportunities for great adventure lie within the dank dungeons, winding caves, and sprawling wildlands of the world. However, the place where the PCs come back to sell their treasures, rest, and live their lives can hold excitement as well. Urban settings shouldn't be overlooked as a place of adventure. Filled with people, businesses, intrigue, and secret locations, cities can provide adventure hooks on literally every street corner.

This section looks at how settlements are put together, how the PCs move around them, what business can be conducted there, and how to craft your own adventures within a city, taking into account both real life elements and the incredible possibilities that magic affords to fantasy settings.

THE SHAPE OF CIVILIZATION

If you're building a settlement from scratch, you'll first need to determine how many people live there. Is it a tiny collection of houses along a lonely stretch of road? Is it a bustling village that sits at the crossroads of several major thoroughfares? Or is it a full city that serves as the hub for an entire region? Chapter 6 of this book contains a wealth of advice on how societies and civilizations function, but what happens when your PCs actually want to adventure in the city?

Before running an adventure in your city, you must decide what it looks and feels like. The first thing your PCs see as they approach a new city is its skyline. Unless you have a reason to avoid it, consider giving your city's skyline at least one notable landmark. If a city's skyline is shown in silhouette, a knowledgeable traveler should be able to recognize it. The landmark could be an unusually shaped building, a huge tower (such as a cathedral's bell tower), a castle atop a hill, an immense statue of a dragon, a decommissioned warship protruding from a too-small waterfront, or anything else you can imagine, but being able to remind the PCs what city you're talking about by mentioning this unique landmark gives you an incredibly useful resource.

The bulk of the buildings within any settlement are the homes of the people that live there. Many businesses merely present a storefront, with the rooms above or behind it serving as the owner's home. If you're following a medieval model for your city, then the typical home is host to a large number of people crammed into a relatively small space. The average peasant or freeman might only be able to afford a single room or two within a house, living cheek-to-jowl with his neighbors to either side and possibly above and below.

Buildings themselves are products of their environments and are built from materials readily available in the area. The terrain and climate of the land surrounding a city determines what that city is made of. A city in a temperate

coastal area might have mostly wooden buildings with some stone structures. A desert town would have adobe or stone buildings, or even structures dug into the earth itself to create dark, cool places for people to live. Cities built in swamps or wetlands might have massive levees and dams to keep the water at bay.

If you're having trouble visualizing the size and population of a village, town, or city, compare it to real-life locations and gauge accordingly. For example, at its height at the end of the 2nd Century, Rome boasted over a million people (although census records were sketchy—some report nearly 10 times that number!). During the 14th Century, Rome's population had declined drastically to around 50,000 people. Although these numbers might not seem particularly impressive compared to modern cities, Rome was considered massive and teeming with people.

A heavily populated city does not necessarily translate to urban sprawl. For example, when London reached the 80,000 mark in the 14th Century, the populace was still squeezed within the confines of the ancient walls built by the Romans several centuries earlier, resulting in atrocious living conditions.

Another way to help conceptualize such huge numbers of people is to look at sports arenas, some of which can hold the population of a small or medium-sized town within a single vast structure. The famous Coliseum in Rome could hold 50,000 people at a time. Modern Yankee Stadium can hold nearly 60,000 people.

You should also consider the settlement's level of sanitation and the presence of sewers. A city with decent sanitation copes with disease considerably better than those where people simply dump sewage in the streets. Settlements with sewers and other sanitation infrastructure also provide ready-made locations for your players to explore, hunting down criminals and cultists or searching for lost treasure, all beneath the feet of the unaware citizens walking the streets above.

Streets and Traffic

How do people get around in the town where they live? What are the streets and avenues of your settlement like? Is the town open, with wide avenues, or is it cramped, with houses crammed together, casting the streets and alleyways below into perpetual shadow?

Assuming that the settlement doesn't contain some sort of wide-ranging magical transport network, most people get around the old-fashioned ways—by foot, mount, or carriage. In most cities, these are the only options available. However, depending on the city and the level of technology and/or magic available, how the populace gets from Point A to Point B could be far more interesting.

Adult humans have a walking speed of around 3-1/2 miles per hour. Thus, walking across a small, open town

may take only a matter of minutes. Yet as cities grow in size, they become more difficult to swiftly navigate because of the density of people, animals, and vehicles on their winding streets. In large cities or metropolises with moderate-to-high population density, people on foot move at the rate of a single mile per hour.

Rather than walking, those who can afford the fare may also travel in animal-drawn vehicles, such as wagons, carriages, or hansom cabs. They might also travel in rickshaws or something equivalent. This method is probably more common in places where people are plentiful and horses, mules, and other beasts of burden are either rare, expensive, or both. Does your city sit on a river, or is it interlaced with canals? If so, then gondolas, barges, canoes, or other flat-bottomed boats are probably used as a major form of transportation. Cities and towns built in confined spaces may be far more vertical than less densely-built cities; the populace might make use of bridges, ladders, and even lifts to haul people up and down the several stories they need to traverse.

Beyond these mundane methods of movement, magic and technology can create truly bizarre or fantastic conveyances. In a high-magic game, magic carpets or the equivalent may be employed by the wealthy to travel within a city. Alternately, the city (or independent entrepreneurs) may possess its own “fleet” of specially trained griffons or other flying creatures capable of carrying one or more people to specific locations. In extreme cases, teleportation may even be relatively common, with special booths or “stepping portals” scattered throughout the city, allowing instantaneous transportation within the confines of the settlement or beyond. Take care to limit these magical methods in your game, though, unless you want a game where the wondrous becomes commonplace.

Keep in mind that the PCs can encounter danger and excitement even as they travel through a town or city. Besides the occasional assault by thieves, gangs, or other ruffians, the PCs may have to deal with animals run amok, riots, duels (mundane or magical) in the streets, fires, agitators, and any number of other interesting events. If a pickpocket manages to snag an item from one of the PCs, a rooftop chase might ensue as the PCs pursue the thief. A procession of nobles may stop and question the presence of the adventurers in their fair city. A random corpse in the gutters bearing the signs of a ritual murder may open up an investigation or mystery.

The city’s streets themselves bear consideration as well, for it is here that many of your urban-themed encounters will begin or end. A typical city street should be wide enough to allow two horse-drawn carriages to pass each other, with a little bit of additional room for foot traffic—as a result, well-traveled city streets

SETTLEMENT POPULATION RANGES

A settlement’s population is left to the GM to assign, but you can use a settlement’s type to help you determine just how many folks live in the city. Since the actual number of people who dwell in a settlement has no impact on game play, the number you choose is largely cosmetic—feel free to adjust the suggested values below to fit your campaign.

Settlement Type	Population Range
Thorp	Fewer than 20
Hamlet	21–60
Village	61–200
Small town	201–2,000
Large town	2,001–5,000
Small city	5,001–10,000
Large city	10,001–25,000
Metropolis	More than 25,000

should never be less than 30 feet wide, with major thoroughfares being 60 feet wide or wider. Back streets might be only 15 or even 10 feet wide—anything narrower than 10 feet will be difficult to navigate on horseback or via carriage. These narrow lanes are usually your city’s alleyways, only 5 to 10 feet across and often taking complex, winding routes between buildings.

Additional rules for city streets, for moving through crowds or across rooftops, and for cities in general can be found on pages 433–437 of the *Pathfinder RPG Core Rulebook*.

SETTLEMENTS IN PLAY

The best way to handle a settlement in your game, of course, is to plan it out, placing every shop and every home, naming every NPC, and mapping every building. Yet settlements are the most complicated locations you’re likely to ever feature in your game, and the prospect of fully detailing one is daunting, especially if your PCs are likely to visit multiple settlements.

Presented on the following pages are basic rules for a more streamlined method of handling settlements in your game. Essentially, these rules treat settlements almost as characters of their own, complete with stat blocks. Using these rules, you can generate the vital data for a settlement quickly and efficiently, and with this data you can handle the majority of your players’ interactions with the settlement.

Note that for particularly large cities, you can use multiple settlement stat blocks to represent different districts within a city. This allows you to have neighborhoods with distinct characteristics inside one city’s walls. GMs should feel free to add other new elements to create the cities they desire. A Settlement Sheet is included in the back of this book to record the details of your own settlements.

Guards! Guards!

It's inevitable—sooner or later, the PCs will want to call upon the town guard or cause a situation where citizens do so instead. Calling for the guard requires a Diplomacy check modified by the settlement's law modifier. It's only a DC 5 check to call for the guard—with a success, the guards generally arrive on the scene in 1d6 minutes. Every 5 points by which the Diplomacy check exceeds DC 5 (rounding down) reduces the arrival time by 1 minute—if this reduces their arrival time below 1 minute, the increments of reduction instead change to 1 round. For example, Ezren is being mugged by thugs and calls for the guard. The result of his Diplomacy check is a 23, and the GM rolls a 2 on 1d6 to determine how long it'll be before the guards arrive. Since Ezren rolled three times the amount he needed, the 2-minute wait time is reduced to 8 rounds.

The Settlement Stat Block

A settlement stat block is organized as follows.

Name: The settlement's name is presented first.

Alignment and Type: A settlement's alignment is the general alignment of its citizens and government—individuals who dwell therein can still be of any alignment, but the majority of its citizens should be within one step of the settlement's overall alignment. Alignment influences a city's modifiers (see page 206). The type is the size category the settlement falls into, be it thorp, hamlet, village, town (small or large), city (small or large), or metropolis. In most cases, rules play off of a settlement's type rather than its exact population total. A settlement's type determines many of its statistics (see Table 7–36: Settlement Statistics).

Modifiers: Settlements possess six modifiers that apply to specific skill checks made in the settlement. A settlement's starting modifier values are determined by its type. This value is further adjusted by the settlement's alignment, government, qualities, and disadvantages. Note that introducing settlement modifiers to your game will somewhat increase the complexity of skill checks by adding a variable modifier each time the PCs visit a new town or city—consider the use of these modifiers an optional rule. For a list of modifiers, see page 205.

Qualities: All settlements have a certain number of qualities that further adjust their statistics—think of qualities as feats for settlements. A settlement's type determines how many qualities it can have. For a list of qualities, see page 207.

Danger: A settlement's danger value is a number that gives a general idea of how dangerous it is to live in the settlement. If you use the urban encounters charts on pages 212–213 for random encounters in your city (or any

similar wandering monster chart that uses percentile dice and ranks its encounters from lowest CR to highest CR), use the modifier associated with the settlement's danger value to adjust rolls on the encounter chart. A settlement's base danger value depends on its type.

Disadvantages: Any disadvantages a settlement might be suffering from are listed on this line. A settlement can have any number of disadvantages you wish to inflict on it, although most settlements have no disadvantages. For a list of several possible disadvantages, see pages 207–208.

Government: This entry lists how the settlement is governed and ruled. The type of government a settlement follows affects its statistics (see pages 206–207).

Population: This number represents the settlement's population. Note that the exact number is flexible; a settlement's actual population can swell on market days or dwindle during winter—this number lists the average population of the settlement. Note that this number is generally used for little more than flavor—since actual population totals fluctuate, it's pointless to tether rules to this number. After the settlement's total population, a breakdown of its racial mix is listed in parentheses.

Notable NPCs: This section lists any notable NPCs who live in the city, sorted by their role in the community, followed by their name and then their alignment, gender, race, class, and level in parentheses.

Base Value and Purchase Limit: This section lists the community's base value for available magic items in gp (see pages 460–461 of the *Core Rulebook*). There is a 75% chance that any item of this value or lower can be found for sale in the community with little effort. If an item is not available, a new check to determine if the item has become available can be made in 1 week. A settlement's purchase limit is the most money a shop in the settlement can spend to purchase any single item from the PCs. If the PCs wish to sell an item worth more than a settlement's purchase limit, they'll either need to settle for a lower price, travel to a larger city, or (with the GM's permission) search for a specific buyer in the city with deeper pockets. A settlement's type sets its purchase limit.

Spellcasting: Unlike magic items, spellcasting for hire is listed separately from the town's base value, since spellcasting is limited by the level of the available spellcasters in town. This line lists the highest-level spell available for purchase from spellcasters in town. Prices for spellcasting appear on page 159 of the *Core Rulebook*. A town's base spellcasting level depends on its type.

Minor Items/Medium Items/Major Items: This line lists the number of magic items above a settlement's base value that are available for purchase. In some city stat blocks, the actual items are listed in parentheses after the die range of items available—in this case, you can use these pre-rolled

TABLE 7-36: SETTLEMENT STATISTICS

Type	Modifiers	Qualities	Danger	Base Value	Purchase Limit	Spellcasting
Thorp	−4	1	−10	50 gp	500 gp	1st
Hamlet	−2	1	−5	200 gp	1,000 gp	2nd
Village	−1	2	0	500 gp	2,500 gp	3rd
Small town	0	2	0	1,000 gp	5,000 gp	4th
Large town	0	3	5	2,000 gp	10,000 gp	5th
Small city	+1	4	5	4,000 gp	25,000 gp	6th
Large city	+2	5	10	8,000 gp	50,000 gp	7th
Metropolis	+4	6	10	16,000 gp	100,000 gp	8th

resources when the PCs first visit the city as the magic items available for sale on that visit. If the PCs return to that city at a later date, you can roll up new items as you see fit. See page 461 of the *Core Rulebook* for the number ranges determining how many items can be found in a community.

Settlement Modifiers

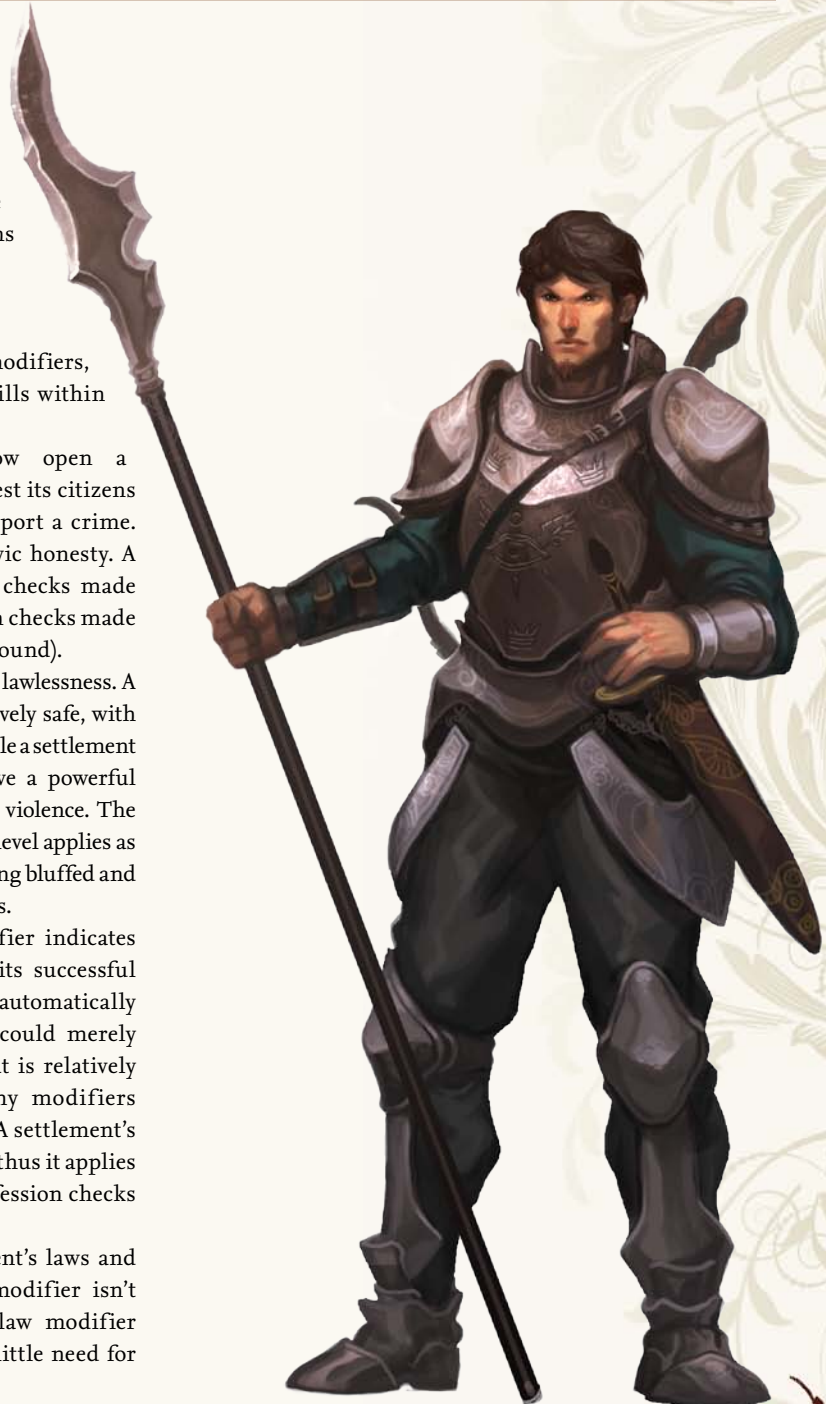
Life in a settlement is represented by six modifiers, each of which adjusts the use of specific skills within the city.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty. A settlement's corruption modifies all Bluff checks made against city officials or guards and all Stealth checks made outside (but not inside buildings or underground).

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare or even unknown, while a settlement with a high crime modifier is likely to have a powerful thieves' guild and a significant problem with violence. The atmosphere generated by a settlement's crime level applies as a modifier on Sense Motive checks to avoid being bluffed and to Sleight of Hand checks made to pick pockets.

Economy: A settlement's economy modifier indicates the health of its trade and the wealth of its successful citizens. A low economy modifier doesn't automatically mean the town is beset with poverty—it could merely indicate a town with little trade or one that is relatively self-sufficient. Towns with high economy modifiers always have large markets and many shops. A settlement's economy helps its citizens make money, and thus it applies as a modifier on all Craft, Perform, and Profession checks made to generate income.

Law: Law measures how strict a settlement's laws and edicts are. A settlement with a low law modifier isn't necessarily crime-ridden—in fact, a low law modifier usually indicates that the town simply has little need for





protection since crime is so rare. A high law modifier means the settlement's guards are particularly alert, vigilant, and well-organized. The more lawful a town is, the more timidly its citizens tend to respond to shows of force. A settlement's law modifier applies on Intimidate checks made to force an opponent to act friendly, Diplomacy checks against government officials, or Diplomacy checks made to call on the city guard (see sidebar).

Lore: A settlement's lore modifier measures not only how willing the citizens are to chat and talk with visitors, but also how available and accessible its libraries and sages are. A low lore modifier doesn't mean the settlement's citizens are idiots, just that they're close-mouthed or simply lack knowledge resources. A settlement's lore modifier applies on Diplomacy checks made to gather information and Knowledge checks made using the city's resources to do research when using a library.

Society: Society measures how open-minded and civilized a settlement's citizens are. A low society modifier might mean many of the citizens harbor prejudices or are overly suspicious of out-of-towners. A high society modifier means that citizens are used to diversity and

unusual visitors and that they respond better to well-spoken attempts at conversation. A settlement's society modifier applies on all Disguise checks, as well as on Diplomacy checks made to alter the attitude of any non-government official.

Settlement Alignment

A settlement's alignment not only describes the community's general personality and attitude, but also influences its modifiers. A lawful component to a settlement's alignment increases its law modifier by 1. A good component increases its society modifier by 1. A chaotic component increases its crime modifier by 1. An evil component increases its corruption modifier by 1. A neutral component increases its lore modifier by 1 (a truly neutral city gains an increase of 2 to its lore modifier). Alignment never modifies a settlement's economy modifier.

Settlement Government

Just like nations, towns and cities are ruled by governments. A settlement's government not only helps to establish

the flavor and feel of the community but also adjusts its modifiers. Choose one of the following as the settlement's government.

Autocracy: A single individual chosen by the people rules the community. This leader's actual title can vary—mayor, burgomaster, lord, or even royal titles like duke or prince are common. (*No modifiers*)

Council: A group of councilors, often composed of guild masters or members of the aristocracy, leads the settlement. (*Society +4; Law and Lore -2*)

Magical: An individual or group with potent magical power, such as a high priest, an archwizard, or even a magical monster, leads the community. (*Lore +2; Corruption and Society -2; increase spellcasting by 1 level*)

Overlord: The community's ruler is a single individual who either seized control or inherited command of the settlement. (*Corruption and Law +2; Crime and Society -2*)

Secret Syndicate: An unofficial or illegal group like a thieves' guild rules the settlement—they may use a puppet leader to maintain secrecy, but the group members pull the strings in town. (*Corruption, Economy, and Crime +2; Law -6*)

Settlement Qualities

Settlements often have unusual qualities that make them unique. Listed below are several different qualities that can further modify a community's statistics. A settlement's type determines how many qualities it can have—once a quality is chosen, it cannot be changed.

Note that many of the following qualities adjust a town's base value or purchase limit by a percentage of the town's standard values. If a town has multiple qualities of this sort, add together the percentages from modifiers and then increase the base value by that aggregated total—do not apply the increases one at a time.

Academic: The settlement possesses a school, training facility, or university of great renown. (*Lore +1, increase spellcasting by 1 level*)

Holy Site: The settlement hosts a shrine, temple, or landmark with great significance to one or more religions. The settlement has a higher percentage of divine spellcasters in its population. (*Corruption -2; increase spellcasting by 2 levels*)

Insular: The settlement is isolated, perhaps physically or even spiritually. Its citizens are fiercely loyal to one another. (*Law +1; Crime -1*)

Magically Attuned: The settlement is a haven for spellcasters due to its location; for example, it may lie at the convergence of multiple ley lines or near a well-known magical site. (*Increase base value by 20%; increase purchase limit by 20%; increase spellcasting by 2 levels*)

Notorious: The settlement has a reputation (deserved or not) for being a den of iniquity. Thieves, rogues, and

TABLE 7-37: AVAILABLE MAGIC ITEMS

Community Size	Base Value	Minor	Medium	Major
Thorp	50 gp	1d4 items	—	—
Hamlet	200 gp	1d6 items	—	—
Village	500 gp	2d4 items	1d4 items	—
Small town	1,000 gp	3d4 items	1d6 items	—
Large town	2,000 gp	3d4 items	2d4 items	1d4 items
Small city	4,000 gp	4d4 items	3d4 items	1d6 items
Large city	8,000 gp	4d4 items	3d4 items	2d4 items
Metropolis	16,000 gp	*	4d4 items	3d4 items

* In a metropolis, nearly all minor magic items are available.

cutthroats are much more common here. (*Crime +1; Law -1; Danger +10; increase base value by 30%; increase purchase limit by 50%*)

Pious: The settlement is known for its inhabitants' good manners, friendly spirit, and deep devotion to a deity (this deity must be of the same alignment as the community). (*Increase spellcasting by 1 level; any faith more than one alignment step different than the community's official religion is at best unwelcome and at worst outlawed—obvious worshipers of an outlawed deity must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence*)

Prosperous: The settlement is a popular hub for trade. Merchants are wealthy and the citizens live well. (*Economy +1; increase base value by 30%; increase purchase limit by 50%*)

Racially Intolerant: The community is prejudiced against one or more races, which are listed in parentheses. (*Members of the unwelcome race or races must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence*)

Rumormongering Citizens: The settlement's citizens are nosy and gossipy to a fault—very little happens in the settlement that no one knows about. (*Lore +1; Society -1*)

Strategic Location: The settlement sits at an important crossroads or alongside a deepwater port, or it serves as a barrier to a pass or bridge. (*Economy +1; increase base value by 10%*)

Superstitious: The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement. (*Crime -4; Law and Society +2; reduce spellcasting by 2 levels*)

Tourist Attraction: The settlement possesses some sort of landmark or event that draws visitors from far and wide. (*Economy +1; increase base value by 20%*)

Settlement Disadvantages

Just as a settlement can have unusual qualities to enhance its statistics, it can also suffer from disadvantages. There's

no limit to the number of disadvantages a community can suffer, but most do not have disadvantages, since a settlement plagued by disadvantages for too long eventually collapses. A disadvantage can arise as the result of an event or action taken by a powerful or influential NPC or PC. Likewise, by going on a quest or accomplishing a noteworthy deed, a group of heroes can remove a settlement's disadvantage. Several disadvantages are listed below.

Anarchy: The settlement has no leaders—this type of community is often short-lived and dangerous. (*Replaces settlement's Government and removes Government adjustments to modifiers; Corruption and Crime +4; Economy and Society -4; Law -6; Danger +20*)

Cursed: Some form of curse afflicts the city. Its citizens might be prone to violence or suffer ill luck, or they could be plagued by an infestation of pests. (*Choose one modifier and reduce its value by 4*)

Hunted: A powerful group or monster uses the city as its hunting ground. Citizens live in fear and avoid going out on the streets unless necessary. (*Economy, Law, and Society -4; Danger +20; reduce base value by 20%*)

Impoverished: Because of any number of factors, the settlement is destitute. Poverty, famine, and disease run rampant. (*Corruption and Crime +1; decrease base value and purchase limit by 50%; halve magic item availability*)

Plagued: The community is suffering from a protracted contagion or malady. (*-2 to all modifiers; reduce base value by 20%; select a communicable disease—there's a 5% chance each day that a PC is exposed to the disease and must make a Fortitude save to avoid contracting the illness*)

Sample Settlements

While it's nice to be prepared, and planning out cities can be fun in and of itself, it's not always possible to generate specific settlement stat blocks for every town and city that the PCs might visit. Sometimes the PCs decide to venture off in search of supplies instead of heading straight for the next dungeon, other times they make selling their newly acquired loot their highest priority. The following sample settlements are designed for precisely such occasions. Rather than a specific name, each of these sample settlements bears a generic title that indicates what kind of settlement it is or where it might be located.

CAPITAL CITY

N large city

Corruption +0; **Crime** +2; **Economy** +5; **Law** +2; **Lore** +5;

Society +2

Qualities academic, holy site, prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government autocracy

Population 18,000 (14,000 humans; 1,000 dwarves; 1,000 halflings; 500 elves; 1,500 other)

Notable NPCs

Captain of the Guard Jiranda Hollis (LN female human fighter 5)

High Priest Fallor Pollux (LG male human cleric 10)

Lord Mayor Alton Ralderac (N male human aristocrat 4)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 9th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

CITY OF THIEVES

CN small city

Corruption +3; **Crime** +5; **Economy** +4; **Law** -6; **Lore** +3;

Society +1

Qualities academic, notorious, racially intolerant (halflings), tourist attraction

Danger +15

DEMOGRAPHICS

Government secret syndicate

Population 10,000 (6,000 humans; 1,500 halflings; 1,000 half-orcs; 750 dwarves; 750 other)

Notable NPCs

Crimelord Kamus Rix (NE male half-orc fighter 2/rogue 6)

Headmistress of the Wizards' Academy Alamandra Talais
(N female human wizard 13)

Puppet Mayor Pavo Tumbor (LE male human aristocrat 2)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 37,500 gp; **Spellcasting** 7th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

CITY-STATE OF INTRIGUE

LE metropolis

Corruption +7; **Crime** +5; **Economy** +2; **Law** +0; **Lore** +5;

Society +1

Qualities holy site, notorious, prosperous, rumormongering citizens, strategic location, superstitious

Danger +20; **Disadvantages** anarchy

DEMOGRAPHICS

Government anarchy

Population 55,000 (31,000 humans; 10,000 halflings; 8,000 elves; 2,000 half-elves; 1,000 gnomes; 3,000 other)

Notable NPCs

Backbiting Socialite Viviana Dartmoor (LE female human aristocrat 4/sorcerer 3)

Powerless Queen-Regent Cordella I (NG female human aristocrat 3)

Social Critic Narcil Sharptongue (CN male half-elf bard 6)

MARKETPLACE

Base Value 27,200 gp; **Purchase Limit** 200,000 gp;

Spellcasting 8th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

CREEPY BACKWOODS HAMLET

NE hamlet

Corruption +1; **Crime** -5; **Economy** -2; **Law** +1; **Lore** -1;
Society -8

Qualities insular

Danger -5; **Disadvantages** cursed

DEMOGRAPHICS

Government overlord

Population 23 (23 humans)

Notable NPCs

- Patriarch Father Humms** (CE male human ranger 3)
- Village Idiot Junior Humms** (CN male human barbarian 1)
- Witch Mother Twixt** (NE female human adept 4)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp;

Spellcasting 2nd

Minor Items 1d6; **Medium Items** —; **Major Items** —

DWARVEN TRADE TOWN

LG large town

Corruption +0; **Crime** +0; **Economy** +2; **Law** -1; **Lore** -2; **Society** +5

Qualities pious, prosperous, strategic location

Danger +5

DEMOGRAPHICS

Government council

Population 2,500 (2,000 dwarves; 400 humans; 100 other)

Notable NPCs

- Forgefather Gundar Dorgrun** (LG male dwarf cleric 12)
- Guildsmistress Bilda Keldam** (LN female dwarf aristocrat 3/expert 3)
- Militia Captain Karnag Thosk** (NG male dwarf fighter 4)

MARKETPLACE

Base Value 2,800 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 6th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

ELVEN TOWN

CG small town

Corruption -2; **Crime** +1; **Economy** +0; **Law** +0;
Lore +2; **Society** -1

Qualities magically attuned, racially intolerant (dwarves, half-orcs, humans)

Danger +0

DEMOGRAPHICS

Government magical

Population 1,300 (1,000 elves; 100 gnomes; 100 half-elves; 100 other)

Notable NPCs

- Archwizard Talandrel Illarion** (NG male elf wizard 14)
- Dungsweeper Hrak** (CG male half-orc druid 4)
- Famous Thief The Crimson Rose** (CN female half-elf rogue 7)

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 6,000 gp; **Spellcasting** 7th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

FAILING FISHING VILLAGE

LN village

Corruption +0; **Crime** -4; **Economy** -1; **Law** +2; **Lore** +1;
Society +0

Qualities rumormongering citizens, superstitious

Danger +0; **Disadvantages** impoverished

DEMOGRAPHICS

Government autocracy

Population 70 (63 humans, 6 halflings, 1 half-elf)

Notable NPCs

- Mayor Tanner Basken** (LG male human expert 3)
- Sheriff Ira Skeen** (LN female human fighter 1/ranger 3)
- Soothsayer the Beachcomber** (N male human druid 2)

MARKETPLACE

Base Value 250 gp; **Purchase Limit** 1,250 gp;

Spellcasting 1st

Minor Items 1d4; **Medium Items** 1d2; **Major Items** —

SLEEPY CROSSROADS THORP

NG thorp

Corruption -4; **Crime** -4; **Economy** -4;
Law -6; **Lore** -5; **Society** 1

Qualities strategic location

Danger -10

DEMOGRAPHICS

Government council

Population 16 (13 humans, 2 halflings, 1 dwarf)

Notable NPCs

- Landlord and Innkeeper Jaycen Halls** (NG female human bard 4)
- Smith Erlan Urnst** (LN male dwarf expert 4/warrior 1)

Trading Post Owner Mr. Harlen Gnoat (NE male human expert 2)

MARKETPLACE

Base Value 55 gp; **Purchase Limit** 500 gp; **Spellcasting** 1st

Minor Items 1d4; **Medium Items** —; **Major Items** —



URBAN TOOLBOX

Whether as a place to rest between adventures or the setting of an entire campaign, cities offer the PCs a vast number of options and the potential to draw unanticipated elements into a campaign. Whether the GM is designing an entirely new community, adding details to an existing city, or adding new elements on the fly, the following tables can help better describe and define the next urban adventure.

TABLE 7-38: UNIQUE CITY DECORATIONS

d%	Decoration
1–3	Six-headed gargoyle fountain
4–6	Two huge feet, all that remains of a toppled statue
7–9	Iron column 20 feet high
10–12	Ancient, decaying elm tree
13–15	Large bathing pool fed by lion-faced outflows
16–18	Hot spring with a marble statue of a white dragon rising from its center
19–21	Three bronze horsemen looking west
22–24	Roadside shrine to a local saint
25–27	Bust of the local mayor
28–30	Gilded statue of the sun goddess
31–33	A stone carving of the god of magic standing over 20 feet tall
34–36	Black stone pyramid 10 feet high
37–39	Huge weathered sphinx
40–42	Line of 20 stylized stone faces
43–45	Bronze colossus of the city's patron god
46–48	Marble statue commemorating a local hero, showing him on a chariot pulled by eight white chargers
49–51	Fresco depicting a natural disaster
52–54	Three trees intertwined to create a crude throne
55–57	Golden orb on a plinth held aloft by stone rocs
58–60	Ancient, weathered statue of a mysterious woman in otherworldly garb
61–63	Stone platform jutting from the roof of the tallest building from which criminals are thrown
64–66	Small, bronze courtyard fountain
67–69	Street fountain and watering trough
70–72	Statue of a dwarf riding a griffon
73–75	Washing fountain decorated with carved oak leaves
76–78	Fountain held aloft by eight lions
79–81	Alley with 100 fountains
82–84	Fountain depicting six seahorses
85–87	Weathered dolmen
88–90	Sarcophagus carved with one-eyed crows
91–93	Stone altar
94–96	Marble statue of a scholar instructing a trio of admiring students
97–99	Retired guillotine
100	Large metal copy of a holy book; a novice turns the page each day with a key

TABLE 7-39: SHOP NAMES

d%	Shop
1–2	Jabe, Mulwithickle, and Fayeid, Tea Merchants
3–4	Sacril's Tobacconist
5–6	The Swordsharp Man
7–8	Hatter's Halberds
9–10	Whittlewood's Grocery Emporium
11–12	J.E. Jebbs and Sons, Undertakers
13–14	Quottle and Partners, Quality Distillers and Alchemists
15–16	Urah Quell Brewers
17–18	H.R. Lobb and Daughter, Antiquarian Maps and Tomes
19–20	Jogg's Butchers
21–22	Alanna's Answers, Full Service Divination
23–24	Peppermint Palace Pastries
25–26	The Crow's Nest Ropes and Rigging
27–28	Hugor's Statuary and Memoria
29–30	Tuttle and Weft, Ladies' Quality Garments
31–32	The Wine Warehouse
33–34	Dor and Totter Junkyard
35–36	Cakran, March, and Spade's Spices from Far Shores
37–38	Dobber Cartwright's Carts, Carriages, and Coaches
39–40	Milk and Dairy Farmers' Hall
41–42	Elnore's Copy Shop, Skilled in Five Languages!
43–44	The Shark Tooth Seller
45–46	Manem's, Jewelers by Royal Appointment for 400 Years
47–48	Yuran's Knife and Blade Sharpening Shop
49–50	Lavender and Perfumes
51–52	Murran's Self-Defense Academy
53–54	Dorrie's House of Discreet Delights
55–56	Urgin's Hair and Tooth Removal
57–58	Warred's Perfumery and Incense Emporium
59–60	Dokk and Gyorgi, Royal Wig Makers
61–62	Told's Tannery and Leather Goods Warehouse
63–64	Mother Cotter's, Seamstress
65–66	Trackady's Curios and Components
67–68	Artham's Runners, Linkboys, and Messenger Firm
69–70	Hardware, Metalware, and Household Emporium
71–72	The Sealing Wax Company
73–74	Grig's Hourglass Bazaar
75–76	The Flea Market
77–78	J.M. Wortley's Healer and Chirurgery Suppliers
79–80	Optical Objects Trading House
81–82	P.P. Partwill's Weapons and Wares
83–84	Purple Crescent Puppet Theater
85–86	The Portable Ram Shop
87–88	The Oil and Coal Barrow
89–90	J. Hartlin's Snuff Shop
91–92	Maps by Maurice
93–94	Books, Tomes, and Ledgers
95–96	Wood Paneling by Mennel Doorbry
97–98	Gentleman's Furnishing Entrepot
99–100	Three Coppers Secondhand Goods

TABLE 7-40: 100 CITY LOCATIONS

d%	Location
1	Abattoir: slaughterhouse
2	Abbey: large religious building
3	Alchemist: shop specializing in alchemical items
4	Amphitheater: large open air stadium
5	Apiary: collection of beehives for production of honey
6	Apothecary: the business premises of a medical man
7	Aqueduct: channel to move and deliver water
8	Arboretum: garden for exotic plants
9	Arena: stadium for sports and other entertainments
10	Armory: military building housing weapons and armor
11	Asylum: hospital for the treatment of the mentally ill
12	Aviary: building housing rare or useful birds
13	Baker: workroom or shop selling baked goods
14	Bandstand: open-air stage for concerts
15	Bank: secure building for the storage of valuables
16	Barber: business offering haircutting and dentistry
17	Barn: agricultural storage building
18	Barracks: military building housing soldiers
19	Basilica: religious meeting place
20	Bazaar: type of market
21	Bathhouse: building for public bathing and cleansing
22	Blacksmith: shop for worked metal goods
23	Brewery: building used to manufacture beer and ale
24	Bridge: structure connecting two separate areas
25	Brothel: building housing prostitutes
26	Bullring: arena for bullfighting
27	Butcher: workshop for the killing and cutting of meat
28	Canal: man-made watercourse
29	Carpenter: workshop where wood is worked
30	Cartographer: shop where maps are sold
31	Castle: large defensive structure
32	Cathedral: huge center of worship
33	Chapel: small religious building
34	Church: place of worship
35	Cistern: artificial reservoir
36	Citadel: fortress for protecting a large settlement
37	Coaching House: superior inn specializing in customers traveling by coach
38	Convent: religious establishment housing nuns
39	Cottage: small residence
40	Courthouse: official building for the judgement of law
41	Crematorium: building for the disposal of dead bodies
42	Distillery: building used to manufacture liquor and spirits
43	Docks: point of embarkation and unloading for ships
44	Dump: area for the disposal of garbage
45	Drying Room: building used to dry fish, meat, and so on
46	Embassy: official representative of a foreign nation
47	Exchange: place where traders meet to buy and sell
48	Flea Market: market specializing in secondhand goods
49	Folly: building made purely for decorative purposes
50	Forum: public meeting place
51	Fortress: large fortified military building
52	Gaol: prison or jail
53	Garden: space for growing flowers, vegetables, and so on
54	Gatehouse: defensive structure built around a gate
55	Granary: storehouse for grain or animal feed
56	Graveyard: place where the dead are buried
57	Hippodrome: stadium for horse or chariot racing
58	Hospice: guesthouse for travelers
59	Hospital: place where the sick are treated
60	Horse Mill: horse-powered mill for grinding grain
61	Inn: house providing food and lodging
62	Keep: defensive structure often built as part of a castle
63	Library: building housing a collection of written texts
64	Lighthouse: towering light used to warn ships of danger
65	Longhouse: timber structure used as a meeting place
66	Magic Shop: shop for the sale and trade of magic items
67	Manor: large residential building
68	Manse: large residential house
69	Market Square: communal area for commerce
70	Menagerie: collection of exotic animals
71	Mint: building where official money is made
72	Monastery: building where a religious community lives
73	Museum: building housing objects of historical interest
74	Pagoda: multi-tiered tower with overhanging eaves
75	Palace: opulent home of rich and important local people
76	Park: open space set aside instead of being developed, often landscaped and sometimes public
77	Pawnbroker: shop that exchanges money for items
78	Pigpen: agricultural building for raising pigs
79	Plaza: open urban public space
80	Poorhouse: place where the destitute are forced to work for room and board
81	Pyramid: massive pyramidal tomb
82	Rectory: home of a religious minister or cleric
83	Shanty/Slum: a badly built or maintained structure
84	Smokehouse: building for smoking meats
85	Souk: market and neutral ground
86	Square: open public space
87	Stable: shelter for horses and mounts
88	Tannery: workshop where leather is made
89	Tavern: premises selling alcohol
90	Temple: place of religious worship
91	Tenement: building made up of several smaller residential units
92	Theater: building used for the performance of plays
93	Tower: tall structure with multiple levels
94	Town Hall: administrative center of a district or town
95	Townhouse: superior urban residence
96	University: center for education
97	Vomitorium: passage from an amphitheater or stadium
98	Warehouse: large building used for bulk storage
99	Water Mill: mill powered by flowing water
100	Windmill: wind-powered mill, often for making flour

TABLE 7-41: ARENA

d%	Encounter	Avg. CR	Source
1–5	1 ettercap	3	<i>Bestiary</i> 129
6–11	1 lion	3	<i>Bestiary</i> 193
12–15	1 ogre	3	<i>Bestiary</i> 220
16–22	1 minotaur	4	<i>Bestiary</i> 206
23–27	1 tiger	4	<i>Bestiary</i> 265
28–29	1 yeti	4	<i>Bestiary</i> 287
30–33	1d4 giant mantises	5	<i>Bestiary</i> 200
34–37	1d6 sahuagins	5	<i>Bestiary</i> 239
38–42	1d4 giant scorpions	5	<i>Bestiary</i> 242
43–45	1 troll	5	<i>Bestiary</i> 268
46–50	1d6 wolverines	5	<i>Bestiary</i> 279
51–55	1d6 worgs	5	<i>Bestiary</i> 280
56–57	1 basilisk	5	<i>Bestiary</i> 29
58–59	1d4 centaurs	5	<i>Bestiary</i> 42
60–61	1 wood golem	6	<i>Bestiary</i> 164
62–68	1 girallon	6	<i>Bestiary</i> 154
69–73	1d4 owlbears	6	<i>Bestiary</i> 224
74–77	1d4 rhinoceroses	6	<i>Bestiary</i> 235
78–81	1d8 prisoners	6	see page 270
82–83	1d4 dire lions	7	<i>Bestiary</i> 193
84–87	1 gorgon	8	<i>Bestiary</i> 165
88–92	1d4 lamias	8	<i>Bestiary</i> 186
93–98	1d6 gladiators	8	see page 262
99–100	1 champion	9	see page 263

TABLE 7-42: CASTLE/ESTATE

d%	Encounter	Avg. CR	Source
1–5	1 squire	1/3	see page 268
6–11	1d4 noble scions	4	see page 288
12–17	1d6 guards	4	see page 260
18–20	1 medium	4	see page 299
21–26	1 minstrel	5	see page 273
27–31	1d6 guard officers	6	see page 261
32–34	1 holy warrior	6	see page 269
35–41	1 princess	6	see page 292
42–43	1 watch captain	6	see page 261
44–46	1d4 cavalry	7	see page 287
47–52	1 knight	7	see page 289
53–54	1 mayor	8	see page 309
55–58	1 merchant prince	9	see page 285
59–63	1d4 priests	10	see page 305
64–68	1 celebrity bard	10	see page 273
69–71	1 general	10	see page 287
72–74	1 guild master	10	see page 267
75–77	1 queen	10	see page 293
78–82	1 saint	11	see page 269
83–88	1d6 nobles	11	see page 289
89–92	1 captain	11	see page 295
93–95	1 sage	11	see page 297
96–98	1 high priest	12	see page 305
99–100	1 king	14	see page 293

TABLE 7-43: MENAGERIE/MUSEUM

d%	Encounter	Avg. CR	Source
1–3	1d8 skeletons	1	<i>Bestiary</i> 250
4–8	1 animated object	3	<i>Bestiary</i> 14
9–14	1 giant mantis	3	<i>Bestiary</i> 200
15–19	1d4 pseudodragons	3	<i>Bestiary</i> 229
20–24	1 unicorn	3	<i>Bestiary</i> 269
25–30	1 dire wolverine	4	<i>Bestiary</i> 279
31–35	1 griffon	4	<i>Bestiary</i> 168
36–39	1 tiger	4	<i>Bestiary</i> 265
40–42	1 mummy	5	<i>Bestiary</i> 210
43–45	1d4 cockatrices	5	<i>Bestiary</i> 48
46–50	1 giant frilled lizard	5	<i>Bestiary</i> 194
51–55	1 manticores	5	<i>Bestiary</i> 199
56–61	1d4 pegasi	5	<i>Bestiary</i> 225
62–64	1d6 iron cobras	5	<i>Bestiary</i> 182
65–67	1d6 skeletal champions	5	<i>Bestiary</i> 252
68–72	1d4 owlbears	6	<i>Bestiary</i> 224
73–75	1d4 rhinoceroses	6	<i>Bestiary</i> 235
76–82	1 chimera	7	<i>Bestiary</i> 44
83–84	1 behir	8	<i>Bestiary</i> 34
85–87	1 gorgon	8	<i>Bestiary</i> 165
88–91	1d4 elephants	9	<i>Bestiary</i> 128
92–95	1d6 girallons	9	<i>Bestiary</i> 154
96–98	1 clay golem	10	<i>Bestiary</i> 159
99–100	1 iron golem	13	<i>Bestiary</i> 162

TABLE 7-44: ROOFTOP

d%	Encounter	Avg. CR	Source
1–4	1 tiefling	1/2	<i>Bestiary</i> 264
5–7	1 cannibal	1/2	see page 306
8–13	1d4 dogs	1/2	<i>Bestiary</i> 87
14–19	1 drunkard	1	see page 303
20–24	1 doomsayer	1	see page 298
25–27	1 storyteller	1	see page 272
28–33	1 doppelganger	2	<i>Bestiary</i> 89
34–39	1 werewolf	2	<i>Bestiary</i> 198
40–44	1d6 bandits	2	see page 258
45–49	1d4 giant spiders	3	<i>Bestiary</i> 258
50–52	1d4 street thugs	3	see page 265
53–55	1d4 vagabonds	3	see page 291
56–61	1 shadow	3	<i>Bestiary</i> 245
62–65	1 giant eagle	3	<i>Bestiary</i> 118
66–72	1d4 burglars	4	see page 265
73–77	1d6 cultists	4	see page 278
78–81	1d6 dark creepers	5	<i>Bestiary</i> 53
82–84	1d6 rat swarms	5	<i>Bestiary</i> 232
85–87	1d4 dark stalkers	6	<i>Bestiary</i> 54
88–91	1d6 gargoyles	7	<i>Bestiary</i> 137
92–93	1 ghost	7	<i>Bestiary</i> 144
94–96	1 rakshasa	10	<i>Bestiary</i> 231
97–98	1 bandit lord	11	see page 259
99–100	1 cult leader	11	see page 279

TABLE 7-45: SEWER

d%	Encounter	Avg. CR	Source
1–5	1 bat swarm	2	<i>Bestiary</i> 30
6–10	1 wererat	2	<i>Bestiary</i> 197
11–13	1 rust monster	3	<i>Bestiary</i> 238
14–19	2d6 dire rats	3	<i>Bestiary</i> 232
20–23	1 gelatinous cube	3	<i>Bestiary</i> 138
24–28	1d4 goblin dogs	3	<i>Bestiary</i> 157
29–30	1 ooze mephit	3	<i>Bestiary</i> 203
31–34	1 centipede swarm	4	<i>Bestiary</i> 43
35–41	1d4 rat swarms	4	<i>Bestiary</i> 232
42–43	1d4 chokers	4	<i>Bestiary</i> 45
44–46	1d6 giant frogs	4	<i>Bestiary</i> 135
47–51	1 gray ooze	4	<i>Bestiary</i> 166
52–55	1 hydra	4	<i>Bestiary</i> 178
56–62	1 otyugh	4	<i>Bestiary</i> 223
63–67	1d6 crocodiles	5	<i>Bestiary</i> 51
68–72	1 gibbering moulder	5	<i>Bestiary</i> 153
73–76	1 ochre jelly	5	<i>Bestiary</i> 218
77–79	1d8 giant leeches	6	<i>Bestiary</i> 187
80–82	1 black pudding	7	<i>Bestiary</i> 35
83–85	1 flesh golem	7	<i>Bestiary</i> 160
86–89	1d6 leech swarms	7	<i>Bestiary</i> 187
90–94	1d4 chuuls	9	<i>Bestiary</i> 46
95–98	1 dire crocodile	9	<i>Bestiary</i> 51
99–100	1 frogemoth	13	<i>Bestiary</i> 136

TABLE 7-46: SLUM

d%	Encounter	Avg. CR	Source
1–6	1 pickpocket	1/2	see page 264
7–9	1 barmaid	1/2	see page 302
10–14	1 drunkard	1	see page 303
15–19	1 beggar	1	see page 300
20–23	1d6 dire rats	1	<i>Bestiary</i> 232
24–26	1d4 tieflings	1	<i>Bestiary</i> 264
27–33	1d6 dogs	1	<i>Bestiary</i> 87
34–39	2d4 cats	1	<i>Bestiary</i> 131
40–42	1 wanderer	2	see page 290
43–44	1 burglar	2	see page 265
45–51	1 rat swarm	2	<i>Bestiary</i> 232
52–56	1d6 tengus	2	<i>Bestiary</i> 263
57–59	1 storyteller	2	see page 272
60–65	1d4 prostitutes	3	see page 301
66–68	1 dealer	3	see page 301
69–70	1 shadow	3	<i>Bestiary</i> 245
71–74	1d4 doomsayers	3	see page 298
75–79	2d4 bandits	3	see page 258
80–81	1 turnkey	3	see page 271
82–87	1 barkeep	3	see page 303
88–90	1d6 street thugs	4	see page 265
91–95	1d4 wererats	4	<i>Bestiary</i> 197
96–98	1 fortune teller	5	see page 299
99–100	1d6 cultists	5	see page 278

TABLE 7-47: TAVERN

d%	Encounter	Avg. CR	Source
1–5	1 village idiot	1/3	see page 308
6–10	1 squire	1/3	see page 268
11–15	1 barmaid	1/2	see page 302
16–18	1 pickpocket	1/2	see page 264
19–22	1 farmer	1/2	see page 309
23–27	1d4 foot soldiers	1	see page 286
28–32	1 storyteller	1	see page 272
33–36	1 prostitute	1	see page 301
37–39	1 shopkeep	1	see page 284
40–43	1d6 shipmates	2	see page 294
44–51	1d4 drunkards	3	see page 303
52–57	1d4 vagabonds	3	see page 291
58–60	1 barkeep	3	see page 303
61–62	1 trapper	3	see page 276
63–65	1 guard officer	3	see page 261
66–67	1 dealer	3	see page 301
68–70	1 turnkey	3	see page 271
71–76	1d6 guards	4	see page 260
77–80	1 fortune teller	5	see page 299
81–84	1 minstrel	5	see page 273
85–89	1 traveling merchant	5	see page 285
90–94	1 sellsword	7	see page 283
95–97	1 first mate	8	see page 295
98–100	1 celebrity bard	10	see page 273

TABLE 7-48: THIEVES' GUILD

d%	Encounter	Avg. CR	Source
1–4	1d4 pickpockets	1	see page 264
5–9	1 street thug	1	see page 265
10–14	1d6 bandits	2	see page 258
15–18	1d6 tieflings	2	<i>Bestiary</i> 264
19–21	1 dark creeper	2	<i>Bestiary</i> 53
22–25	1d4 prostitutes	3	see page 301
26–28	1 dealer	3	see page 301
29–32	1 slaver	3	see page 266
33–37	Acid arrow trap	3	<i>Core Rulebook</i> 420
38–43	1d8 tengus	3	<i>Bestiary</i> 263
44–48	Wall scythe trap	4	<i>Core Rulebook</i> 420
49–52	1 mimic	4	<i>Bestiary</i> 205
53–56	Electricity arc trap	4	<i>Core Rulebook</i> 420
57–60	1 tomb raider	5	see page 275
61–68	1d8 burglars	6	see page 265
69–73	Flame strike trap	6	<i>Core Rulebook</i> 421
74–76	1d4 dark stalkers	6	<i>Bestiary</i> 54
77–80	1 medusa	7	<i>Bestiary</i> 201
81–85	1d4 highwaymen	8	see page 259
86–90	Shocking floor trap	9	<i>Core Rulebook</i> 421
91–94	1 rakshasa	10	<i>Bestiary</i> 231
95–97	1 guild master	11	see page 267
98–99	1 bandit lord	11	see page 259
100	1 pirate captain	11	see page 281

WATER

Water is both a great enabler and great destroyer of civilization. Life can't exist without it. Trade and travel are made much easier by its presence. Yet water can also kill, from drowning on a personal level to floods and tsunamis on a mass scale. Terrestrial life is dependent on water but at the same time fears it, as evidenced by tales as old as the sea itself, of monsters and the hideous fates that await travelers who dare to sail out of sight of land. What better place to set an adventure than on a twisting river, upon the high seas, or deep in the briny world below?

AQUATIC ADVENTURES

An aquatic adventure can take place anywhere that water is the primary terrain feature. This includes marshlands, rivers, lakes, pools, oceans, the Plane of Water, and the like. Aquatic adventures don't require the PCs to have the ability to breathe water, of course—the inclusion of water hazards for lower-level adventurers to navigate can add a nice bit of suspense and peril to an adventure.

Adapting to Aquatic Environments

The rules presented in the *Pathfinder RPG Core Rulebook* for underwater combat apply to creatures not native to this dangerous environment, such as most PCs. For extended aquatic adventures or for particularly deep explorations, PCs will doubtless need to use magic to continue their adventures. *Water breathing* is of obvious use, while *endure elements* can help with temperature. Pressure damage can be avoided entirely with effects such as *freedom of movement*. Polymorph spells are perhaps the most useful in water, though, if the form assumed is aquatic in nature.

Natural Adaptation: Any creature that has the aquatic subtype can breathe water easily and is unaffected by water temperature extremes that are found in that creature's typical environment. Aquatic creatures and creatures with the hold breath ability are much more resistant to pressure damage; they do not suffer damage from pressure unless they are moved instantaneously from one depth to another in the blink of an eye (in which case they adapt to the pressure change after successfully making five successive Fortitude saves against the pressure effects).

NAUTICAL ADVENTURES

Water can also provide the setting for a different and unique game experience—the nautical adventure. In such a scenario, the effects and dangers of underwater adventuring are replaced by surface hazards as the PCs and their opponents use vehicles like ships and boats to navigate the terrain. For the most part, shipboard adventures can be resolved normally, with a combat taking

place aboard a ship functioning almost identically to one that occurs on land. If the combat happens during a storm or in heavy seas, treat the ship's deck as difficult terrain. Remember to take into account the effects on spellcasters' concentration checks due to weather or the motion of the ship's deck (*Pathfinder RPG Core Rulebook* 206–207).

FAST-PLAY SHIP COMBAT

When ships themselves become a part of a combat, things get more unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat, only to provide you with a quick and easy set of rules to resolve such situations when they inevitably arise in a nautical adventure, whether it be a battle between two ships or between a ship and a sea monster.

Preparation: Decide what type of ships are involved in the combat (see Table 7–49: Ship Statistics). Use a large, blank battle mat to represent the waters on which the battle occurs. A single square corresponds to 30 feet of distance. Represent each ship by placing markers that take up the appropriate number of squares (miniature toy ships make great markers and should be available at most hobby stores).

Starting Combat: When combat begins, allow the PCs (and important NPC allies) to roll initiative as normal—the ship itself moves and attacks on the captain's initiative result. If any of the ships in the battle rely on sails to move, randomly determine what direction the wind is blowing by rolling 1d8 and following the guidelines for missed splash weapons (*Core Rulebook* 202).

Movement: On the captain's initiative count, the ship can move its current speed in a single round as a move-equivalent action for the captain (or double its speed as a full-round action), as long as it has its minimum crew complement. The ship can increase or decrease its speed by 30 feet each round, up to its maximum speed. Alternatively, the captain can change direction (up to one side of a square at a time) as a standard action. A ship can only change direction at the start of a turn.

Attacks: Crewmembers in excess of the ship's minimum crew requirement can be allocated to man siege engines. Rules for siege engines can be found on pages 434–436 of the *Core Rulebook*. Siege engines attack on the captain's initiative count.

A ship can also attempt to ram a target if it has its minimum crew. To ram a target, the ship must move at least 30 feet and end with its bow in a square adjacent to the target. The ship's captain then makes a Profession (sailor) check—if this check equals or exceeds the target's AC, the ship hits its target, inflicting damage as indicated on the ship statistics table to the target, as well as minimum damage to the ramming ship. A ship outfitted with an actual ram siege engine inflicts an additional 3d6 points of damage to the target (the ramming vessel suffers no additional damage).

TABLE 7-49: SHIP STATISTICS

Ship Type	AC	hp	Base Save	Maximum Speed	Arms	Ram	Squares	Crew
Raft	9	10	+0	15 feet	0	1d6	1	1/4
Rowboat	9	20	+2	30 feet	0	2d6+6	1	1/3
Keelboat	8	60	+4	30 feet*	1	2d6+6	2	4/15+100
Longship	6	75	+5	60 feet*	1	4d6+18	3	50/75+100
Sailing ship	6	125	+6	60 feet* (sails only)	2	3d6+12	3	20/50+120
Warship	2	175	+7	60 feet*	3	3d6+12	4	60/80+160
Galley	2	200	+8	90 feet*	4	6d6+24	4	200/250+200

Sinking

A ship gains the sinking condition if its hit points are reduced to 0 or fewer. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each hit on a sinking ship that inflicts damage reduces the remaining time for it to sink by 1 round per 25 points of damage inflicted. Magic (such as *make whole*) can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the sinking condition. Generally, nonmagical repairs take too long to save a ship from sinking once it begins to go down.



material (hardness 5 for most wooden ships). At 0 or fewer hit points, a ship gains the sinking condition as described above.

Base Save: The ship's base save modifier. All of a ship's saving throws (Fortitude, Reflex, and Will) have the same value. To determine a ship's actual saving throw modifiers, add the captain's Profession (sailor) modifier to this base value.

Maximum Speed: The ship's maximum tactical speed in combat. An asterisk indicates the ship has sails, and can move at double speed when it moves in the same direction as the wind. A ship with only sails can only move if there is some wind.

Arms: The number of siege engines (*Core Rulebook* 434–436) that can be fitted on the ship. A ram uses one of these slots, and only one ram may be fitted to a ship.

Ram: The amount of damage the ship inflicts on a successful ramming attack (without a ram siege engine).

Squares: The number of squares the ship takes up on the battle mat. A ship's width is always considered to be one square.

Crew: The first number lists the minimum crew complement the ship needs to function normally, excluding those needed to make use of the vessel's weapons. The second value lists the ship's maximum crew plus additional soldiers or passengers. A ship without its minimum crew complement can only move, change speed, change direction, or ram if its captain makes a DC 20 Profession (sailor) check. Crew in excess of the minimum have no effect on movement, but they can replace fallen crewmembers or man additional weapons.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, Table 7-49 categorizes seven standard ship sizes and their respective statistics. Just as the cultures of the real world have created and adapted hundreds of different types of seafaring vessels, races in fantasy worlds might create their own strange ships. GMs might use or alter the statistic above to suit the needs of their creations, and describe such conveyances however they please. All ships have the following traits.

Ship Type: This is a general category that lists the ship's basic type.

AC: The ship's base Armor Class. To calculate a ship's actual AC, add the captain's Profession (sailor) modifier to the ship's base AC. Touch attacks against a ship ignore the captain's modifier. A ship is never considered flat-footed.

hp: The ship's total hit points. In addition, all ships have a hardness rating based on their construction

WATER TOOLBOX

From adventures on the open ocean or under the sea, upon uncharted coasts or in maze-like river country, the potential for peril and discovery upon the waves is endless. The tables here present not just ideas and suggestions for elements GMs might include in their aquatic encounters, but details, personalities, and destinations ready for ocean-going adventures.

TABLE 7-50: UNDISCOVERED ISLANDS

d%	Island
1–4	Island with beaches full of smooth, multi-colored glass pebbles instead of sand
5–8	Coral atoll that absorbs sunlight during the day and then glows at night
9–12	Reef ruled by warring kingdoms of sentient crabs
13–16	The rocs' graveyard
17–20	Island filled with ruined temples dedicated to forgotten gods from every corner of the world
21–24	Island almost entirely made up of old shipwrecks
25–28	Frigid island in the far north filled with countless misshapen monsters trapped within its ice
29–32	Island with many spouts and jets of colored flame
33–36	Floating island that travels wherever the wind blows
37–40	Island where sentient beings and their possessions get shrunk down to 1/60 their normal size
41–44	Iceberg topped with an ice castle
45–48	Island whose inhabitants languish in a dreamy haze from a powerful narcotic plant grown there
49–52	Island filled with huge stone idols of unknown origin and purpose
53–56	Sandy islet filled with buried skeletons that rise up and attack anyone landing on the beaches
57–60	Island of cannibal apes
61–64	Island formed from the rotting corpses of two giant dragons who crashed while locked in combat
65–68	Northern island where ice and snow have all the colors of the rainbow
69–72	Island with trees that behave like natural siege artillery, firing enormous nuts and fruit at ships passing too close to shore
73–76	Caldera with bubbling sea-geysers inside its rim
77–80	Island that is one giant cathedral
81–84	Isle of the Dead, necropolis island occasionally glimpsed by travelers
85–88	Fey island that occasionally rises from the depths of an isolated loch
89–92	Island where the ghosts of fallen stars wait until the end of the world
93–96	Island of impossibly high cliffs whose interior has never been explored
97–100	Iceberg with a ship trapped within it

TABLE 7-51: PIECES OF INTERESTING FLOTSAM

d%	Flotsam
1–2	An empty raft
3–4	A message in a bottle
5–6	A ship in a bottle
7–8	A bloated, decaying kraken carcass
9–10	A dragon turtle shell
11–12	A ship's figurehead depicting a bloated green frog
13–14	A mermaid caught in a fisherman's net
15–16	An island of shipwrecks occupied by gargoyles
17–18	A raft with two mummies aboard
19–20	A charred oar
21–22	A coracle containing three skeletons
23–24	A rowing boat with two gibbeted corpses
25–26	The remains of a keelhaunched ogre
27–28	Three dead trolls choked with seaweed
29–30	A corked, empty <i>potion of water breathing</i> vial
31–32	The remains of a howdah
33–34	A complete caravel, seemingly abandoned hastily
35–36	A corroded copper teakettle
37–38	A model clipper ship filled with lead miniatures
39–40	A wicker sofa frame with a single cushion still attached
41–42	A fire-seared totem pole
43–44	A buoy with the word "Help!" scratched on it
45–46	A clothesline, linens, and two cracked poles
47–48	A maiden's ransacked hope chest
49–50	A wooden cage filled with drowned homing pigeons
51–52	A wooden scabbard wrapped in white silk
53–54	A floating ship's nameplate: <i>The Lucky</i>
55–56	A basket bearing a single mewling kitten
57–58	A lifeboat containing hundreds of waterlogged wigs
59–60	A severed arm chained to a broken oar.
61–62	A lute with the inscription, "Let the Heavens weep"
63–64	A scroll case inscribed with the letters "SofV"
65–66	A chest filled with shards of cuneiform tablets
67–68	A wooden ship's altar defaced with a shamrock brand
69–70	An upturned leather hat occupied by a spider
71–72	A hollowed bottom of a pumpkin the size of carriage
73–74	Gulls feeding on a drying rack filled with rotten fish
75–76	A small wharf, complete with a deckchair
77–78	A wooden steeple, its bell still chiming
79–80	A washed-away bridge
81–82	A floating isle of lashed flotsam
83–84	A lobster trap, with 1d4 lobsters inside
85–86	A set of false teeth sized for a giant
87–88	A thick board hung with common carpentry tools
89–90	A copper bathtub
91–92	A healer's kit labeled "Seasickness Pills"
93–94	A pair of leathery wings
95–96	A set of man-made wings, with roc feathers attached
97–98	An inflated pig's-bladder ball
99–100	A sail with a large, perfectly round hole in its center

TABLE 7-52: GHOST SHIPS AND SHIPWRECKS

d%	Ship Name and Description
1–2	The Angry Drake: a half-sized kobold warship
3–4	The Sparrow: a colossal axe lies buried in the hull of this ship
5–6	The Luckless: rotten carcasses litter the beach while broken remnants of this ship wash ashore
7–8	The Endless: the zombie crew of a shipwrecked ghost ship stagger in a storm
9–10	The Vile Axe: an orc warship lies broken on the cliffs, her vampire captain nowhere to be seen
11–12	The Funerary Barge: why has no one tried to retrieve the obvious gold and jewels littering this ship's deck?
13–14	The Visitor: some say this fey boat emerges from the tide some days, while others claim it sails on dark seas
15–16	The Storm: this dhow has completely broken in two, as if it was bitten in half
17–18	The Blue Ferret: seemingly crushed, this ship has a kraken's tentacle mummifying on its mast
19–20	The Green Misery: this broken ship lies strangled by ivy in a lagoon
21–22	The Dragon's Spine: how did the broken remnants of this caravel wash up 20 miles inland?
23–24	The Peacock and Leopard: this hag's ship looks like a torture chamber—is it as empty as it seems?
25–26	The Javelin: the charred mast suggests a lightning storm, but the log claims it happened on a clear night
27–28	The Hogshead: this eerily silent plague ship drifts ever closer to shore
29–30	The Splinterwill: this goblin frigate lies upside down on the beach
31–32	The Night Belle: gnawed remains indicate that the crew ate one another, but still had plenty of supplies
33–34	The Broadsword: mutiny tore this warship apart before her wizard captain blew it to pieces
35–36	The Libertine: the wreck of a harem boat occupied by hags and zombie harlots
37–38	Urloo's Fate: every living creature on this vessel was changed into a glass statue too fragile to move
39–40	The Robust: the hands and feet of every member of the crew have been nailed to the prow
41–42	The Dalmatian: the ghost of a wrongfully hanged sailor killed the rest of the crew and now waits for fresh victims
43–44	The White Herald: royals fled from the revolution but could not elude the fiend sent to slaughter them
45–46	The Sprat: a wide barge cursed by underwater harpies lies ruined beneath the waves
47–48	The Crystal Ball: fire killed the crew, but most of the ship's structure remains relatively intact, if charred
49–50	The Graycloak: convicts managed to take control of this prison ship, but not before the guards triggered the failsafe that trapped and sunk the ship

51–52	The Constellation: a collision with an iceberg left the crew of this frozen barque trapped and starving
53–54	The Saucy Strumpet: pirates lost a fight and the victors set them adrift after hanging the survivors
55–56	The Broken Bough: the ghost of the dryad whose tree became the mast haunts this flowering wreck
57–58	The Cutlass: nothing but clothes remain of the passengers and crew of this abandoned hooker
59–60	The Titan: the anchor and anchor chain refuse to move; eventually the crew abandoned ship in disgust
61–62	The Miracle: an enormous mimic-like creature that drifts into port and eats any crew that claims it
63–64	My Heart's Desire: thieves took over the local lighthouse and lured this ship into a reef
65–66	The Foamfriend: the crew managed to beach this ship before it sank
67–68	Gordor's Hammer: this warship took out two of the enemy before crashing into a third; debris from all four now mingles in an island lagoon
69–70	The Percival: a strange artifact might offer a clue as to how this vessel managed to crash miles from any water
71–72	The Lightbringer: the holy symbols on the sail didn't preserve this ship from sacrilegious pirates
73–74	The Tider: glimpsed through murky water, the crew are still at their posts and moving on this sunken cog
75–76	The Wildcard: creeping vines hint at how long this floating casino has lain abandoned on the river bank
77–78	The Independence: this scourge of slavers met its end through treachery in a supposedly safe harbor
79–80	The Sandspider: the lich who rules the island where this ship lies actually creates the treasure maps that lure so many adventuring bands to their doom
81–82	The Cornucopia: pleasure ship whose hull is intact, but everything inside has been eaten
83–84	The Docent: this menagerie transport vessel crashed onto an island now legendary for deadly beasts
85–86	Nefas Pedimin: this schooner, made from bones, terrorized the seas until a sorcerer broke its magic
87–88	The Festering Vaid: this ship is completely covered in cankerous black lichens
89–90	The Last Laugh: tainted food drove the crew of this pleasure yacht mad, causing most to jump overboard
91–92	The Open Book: the university that sponsored this vessel lost its investment when cannibals attacked
93–94	The Glimmer: this fishing vessel caught something with a blade, which cut the net and slaughtered the crew
95–96	The Poniard: the warriors laid to rest on this ship never got their proper funeral since it failed to burn
97–98	The Twilight Eternal: this plane-shifting galleon returned from its dimensional shortcut without its crew
99–100	The Maltmainge Tomorrow: still, silent crows perch upon every part of this well-preserved ship

TABLE 7-53: SAILORS AND BOATMEN

d%	Name and Description
1–2	Sing-Song Sane: the singing ferryman who knows 100 songs; sings a different one for every passenger
3–4	Cruel Kate: harlot with a heart of steel; foul-mouthed whore who operates the riverboats
5–6	Zanus the Troubadour: poetry-quoting gnome who punts customers up and down the river
7–8	Pike Pkily: the human fish, a champion swimmer rumored to have gills
9–10	Big Dill: strongest dockhand in the world, said to have hill giant blood in his veins
11–12	Ancient Hubert: the 200-year-old man, as full of stories as his mouth is empty of teeth
13–14	Captain Rhun: mad pirate captain (retired); only his mangy ship's dog will sit with him
15–16	Bletko Brothers: former acrobats, their work in the rigging is something to see
17–18	Blind Jake: blind old sailor who knows the rigging like the back of his hand
19–20	Bilgewater Bully: sailor who searches slops and bilges for lost treasure
21–22	Hobble: lost his legs to a shark, but says he can do anything a whole man can
23–24	"Coffin" Janu: morbid crewman who brings his casket with him whenever he goes to sea
25–26	Old Bonesy: skeleton of former shipmate no one has the heart to throw overboard
27–28	Nassain Lastleaf: grim elf wanderer who claims his homeland disappeared beneath the waves
29–30	"Mister" Smarts: 10-year-old midshipman who never hesitates to order floggings for sailors who displease him
31–32	Brianny Fortin: would-be mermaid who spends her off hours gazing dreamily into the depths
33–34	Argus No-Beard: disgraced dwarf harpooner who shaves daily but never misses his target
35–36	Xericuse: gloomy stargazer who spends his nights studying the skies
37–38	Wavrin: murderous cook who poisons selected crewmates as secret sacrifices to an evil sea god
39–40	Lasselle: peg-legged mutineer who blames the captain for his injury and plots a mutiny as revenge
41–42	Kristot: merchant logger who pilots a raft of fresh timber and trade goods downstream
43–44	Jinit Beiderdan: runaway bride who fled an arranged marriage to sail around the world
45–46	Skerit Scalesinger: fish charmer; fish actually leap up onto the deck when he sings
47–48	Eldrea Porto: misguided missionary who lectures the crew and people in port about the "truth"
49–50	Bintrin Whist: harmonica virtuoso who earns his keep with music rather than sailing skills
51–52	Flora Kain: amateur naturalist who collects and preserves insects from every port of call
53–54	"Blessed" Prig: lucky halfling; no one ever dies so long as he remains on board
55–56	Moirra DeLang: ship-wife who offers comfort to lonely sailors for a fee
57–58	Dask: half-orc brawler who takes on all comers but demands one copper from each spectator
59–60	Ophaira Yimmer: sarcastic puppeteer who entertains crew but negatively portrays officers
61–62	Saladin Greel: fearless marine who boards enemy ships with a bloody cutlass in each hand
63–64	Samdin Garah: half-elf spy sent by the government to investigate reports of officers abusing sailors
65–66	Twilla Gorn: peerless navigator who never gets lost but refuses to explain her secret
67–68	Dravin Corst: murderous riverman who strangles passengers with the silk cord he keeps wrapped around his pole
69–70	"Doc" Ferrin: amateur medic; a bankrupt tailor who learned how to stitch up his fellow sailors when he put to sea
71–72	Great Gabwell: huge man who looks like a pig, and eats like one too
73–74	Starg the Survivor: sailor who has survived no less than three keelhaulings
75–76	Gorus Bain: connected gondolier who knows which boats and wharves cater to which vices
77–78	"Heartbreak" Hinsin: sailing lothario who has a love interest in every port of call
79–80	Argin Willster: story-telling boatman who has an endless supply of stories about his vast family
81–82	Voris Uld: master carver who makes beautiful pieces of scrimshaw and wood but only while at sea
83–84	Mesner Taim: entrepreneurial boatman who offers a wide range of additional services to passengers
85–86	Brenn: exploration addict who always wants to get to a new destination
87–88	Burlon Afarn: joke wizard; crewmates enjoy teasing him about his imaginary magical powers and bilge rat familiar
89–90	Labella Loor: sneak thief who steals small valuables with her trained raven
91–92	Shandir Zim: plague carrier, chosen by the god of disease to spread contagion wherever he goes
93–94	Captain Simms: once wrestled a kraken
95–96	Captain Flashwell: the biggest booster on the Seventeen Seas
97–98	Captain Thonn: dwarf captain with gold teeth and two hooks for hands
99–100	Captain Z'gark: legendary hobgoblin sea captain; not an inch of his flesh is unscarred

TABLE 7-54: TYPES OF BOATS AND SHIPS

d%	Boat Type and Description
1–2	Barge: flat-bottomed freight boat
3–4	Barque: large ship with multiple masts
5–6	Bireme: ship with two tiers of oars
7–8	Brig: ship with two masts with square sails
9–10	Canoe: small, light boat propelled by paddles
11–12	Caravel: maneuverable sailing ship with multiple masts
13–14	Carrack: seagoing ship with three or four masts
15–16	Clipper: fast ship with multiple masts
17–18	Coracle: small wickerwork boat
19–20	Curragh: hide-covered version of coracle
21–22	Cutter: small ship with single mast
23–24	Dhow: coastal vessel with lateen sails
25–26	Dinghy: small sailing vessel
27–28	Dory: small, flat-bottomed fishing vessel
29–30	Dragon boat: long, narrow canoe
31–32	Dugout: canoe made from hollowed out tree trunk
33–34	Fireboat: firefighting boat
35–36	Galleon: large multi-decked sailing ship
37–38	Galley: large ship propelled by oars
39–40	Gondola: flat-bottomed boat worked by single oar
41–42	Hooker: sailing and fishing boat designed for high seas
43–44	Houseboat: boat outfitted as a floating house
45–46	Jolly boat: small clinker-built boat
47–48	Junk: flat-bottomed seagoing vessel
49–50	Kayak: one-man canoe with light frame
51–52	Keelboat: flat-bottomed river vessel
53–54	Koch: sailing ship designed for icy conditions
55–56	Knaar: seagoing merchant vessel with single mast
57–58	Lifeboat: boat designed to aid vessels in distress
59–60	Longboat: boat used to reach shore from larger vessels
61–62	Longship: long, narrow ship with single mast
63–64	Lugger: small ship with four sails
65–66	Narrow-boat: canal boat with narrow beam
67–68	Pinnace: small vessel with two masts
69–70	Pontoon: flat-bottomed boat used to support structures
71–72	Punt: flat-bottomed boat for shallow rivers
73–74	Raft: collection of logs fastened together
75–76	Sampan: small river and coastal boat
77–78	Schooner: small, seagoing fore-and-aft rigged vessel
79–80	Scow: large, flat-bottomed, square-ended boat
81–82	Skiff: small, light boat for rowing and sculling
83–84	Sloop: small, fore-and-aft rigged vessel with one mast
85–86	Tall ship: large, traditionally rigged sailing vessel
87–88	Trireme: warship with three tiers of oars
89–90	Trawler: vessel used for fishing with trawling net
91–92	Warship: ship built for combat
93–94	Whaleboat: ship used for hunting whales
95–96	Windjammer: large sailing ship with iron hull
97–98	Yacht: recreational boat
99–100	Yawl: sailing vessel with one mast

TABLE 7-55: CAPTAINS AND SHIPS

d%	Captain	Ship
1–2	"Coral Mouth" Kate	<i>Adventurous</i>
3–4	"Gullmouth" Garault	<i>Arcadia</i>
5–6	"Piebald" Paultz Patches	<i>Avalanche</i>
7–8	"Ruddernack" McGee	<i>Bilgerat</i>
9–10	Ace "Birdbelly" Stogen	<i>Bluewater</i>
11–12	Aggie Gams	<i>Bunyip</i>
13–14	Amalia "Huntress" Steerwright	<i>Dagon's Bastard</i>
15–16	Anthropius "Fox" Maciason	<i>Emperor</i>
17–18	Antoine Seabourne	<i>Faith Wife</i>
19–20	Arvey Blacktongue	<i>Flotsam</i>
21–22	Bartz Boilston	<i>Fogbringer</i>
23–24	Benson the Hulled	<i>Gallant</i>
25–26	Bilge-Splash Becks	<i>Garland</i>
27–28	Bilgewater Pete	<i>Gestalt</i>
29–30	Chesk Wilverton	<i>Gold Fever</i>
31–32	Cidian Whitch	<i>Gorum's Hammer</i>
33–34	Eldam Alamansor	<i>Hale & Hearty</i>
35–36	Givvi Meanteeth	<i>Hangman</i>
37–38	Groman Flanck	<i>Heron</i>
39–40	Harval Spue	<i>Hook</i>
41–42	Higg Ribbelby	<i>Koriander's Wrath</i>
43–44	Hosk "Sevenfingers" Legrau	<i>Largeness</i>
45–46	Ijora "The Storm Seer" Ettzi	<i>Madeleine</i>
47–48	Ilana Whistler	<i>No News</i>
49–50	J. E. Ritter	<i>Penora's Pride</i>
51–52	Jivvis "Codhead" La Rupe	<i>Pharasma's Messenger</i>
53–54	Keelboat Bill	<i>Pinkbelly</i>
55–56	Kelps Muggin	<i>Rabid Kraken</i>
57–58	Lady Amyretha Quintalian	<i>Ravenscar</i>
59–60	Larz Rivengob	<i>Riptide</i>
61–62	Luthron "The Pelican" Abele	<i>Ruby Porpoise</i>
63–64	Mucks Fallahan	<i>Ruddy Wreck</i>
65–66	Myra "The Carver" Sinsashi	<i>Rum Runner</i>
67–68	Orem "Fishlips" Yenessi	<i>Scurvy Crab</i>
69–70	Papa Barnacle	<i>Sea Weasel</i>
71–72	Peg-leg Peggy Potts	<i>Silver Bird</i>
73–74	Rip Carrington	<i>Skora's Ire</i>
75–76	Rufus Longwater	<i>Splinter</i>
77–78	Sags Sureslung	<i>Squaller</i>
79–80	Shanks Guffy	<i>Starsail</i>
81–82	Sherven Twobeards	<i>Starsinger</i>
83–84	Sir Apeldine Gantry	<i>Sunfish</i>
85–86	Skriv Tentooth	<i>Three Sheets</i>
87–88	Spits Bascap	<i>Typhoon Lotus</i>
89–90	Taggart Brockson	<i>Undaunted</i>
91–92	Thalina "Sea-Bitch" Andyll	<i>Walrus</i>
93–94	Theodore the Stained	<i>Waterstrider</i>
95–96	Westin Gale	<i>Waveraker</i>
97–98	Xobost Ietzam	<i>Western Promise</i>
99–100	Zhar Slitshanks	<i>Winter's Bite</i>

WILDERNESS

Game Masters frequently use wilderness travel simply as a means for the PCs to get from point A to point B, with an occasional random encounter thrown in to liven up the proceedings. But the wilderness has more to offer than just a path through the wasteland and a few wandering monsters. The GM's responsibility is to bring the wilds to life. Once he has a living, breathing wilderness, the GM can start to set a variety of adventures in the wild and across the world.

What sets a wilderness adventure apart? First, the obvious answer: the terrain is more open and traversable. The party may travel through declivities, valleys, and gorges, but in general, they'll have a wider, broader range for their trek. They will not be constrained by dungeon walls or cavern tunnels, and can choose their own pathways to their destination, but with these benefits come a wide variety of additional hazards and a potential for adventure.

CLIMATE AND WEATHER

Any world that supports life should contain a wide range of environments: diversity in the ecosystem helps support a diversity of life, though of course a fantasy world is subject to its own governing rules of physics and ecology. Still, to maintain a believable fantasy setting, a world-builder should make some effort to ensure the world conforms to known reality: most rivers should flow downhill, toward the sea, and boiling, sunbaked deserts should not be situated next to glaciers. Use common sense when transitioning between environments to retain believability in an adventure, unless you purposely want the party to notice the abrupt transition due to some localized arcane or metaphysical phenomenon.

The GM might consider penalizing PCs for wearing inappropriate attire in various climates and terrains: increased DCs on Acrobatics checks or additional movement penalties for heavily armored PCs in bogs, for instance, or even Survival checks with increasing DCs as the party moves into ever-more inhospitable climes. Suggested encounters are listed with many of these sections.

Climate

Each of the standard terrain types varies by climate. Climate differs from weather, though it affects the weather significantly. Climate describes the generally prevailing atmospheric conditions of a particular region on a planet and usually defines the seasonal temperature extremes. Note that weather and temperature can change dramatically between terrains even within a particular climatic zone—a warm summer evening in a temperate grassland may be a bone-chillingly cold night on a temperate mountain. The following climatic zones are therefore presented as guidelines, from the poles to the equator.

Arctic: The coldest climates surround the poles. These arctic regions are frequently frozen and covered with snow; they have with bitterly cold, dark winters and cool summers. The types of terrain found in arctic climates range from the taiga (the northern or southernmost forests, which extend to the farthest limit trees can grow) to tundra to trackless snowy steppes. The terrain types can be mountainous and glacier-bound, thickly forested, or flat and snow-covered. Despite the harsh conditions, a variety of hardy creatures live in the arctic.

Temperate: The temperate zone consists of two major subgroups: oceanic and continental. The coastal oceanic zones enjoy a largely steady temperature, regulated by the weather patterns across the ocean, whereas the inland continental zones are warmer in the summer and colder in the winter. How much warmer and how much colder depends on the various landmasses and prevailing weather patterns. The temperate zone covers fertile farmland, high mountains, verdant forests, grasslands, swamps, and many more terrain types. Temperate lands are highly desirable and travelers must be on the lookout for more than just monsters—brigands prey on caravans, armies wage war, and the politics of kingdoms and duchies make their own troubles.

Subtropical: Warmer than the temperate zone, the subtropics also vary widely in terrain type, from hot deserts to vast savannas to dense, broadleaf forests. Rainfall patterns vary widely in these regions, from dry to humid, and while the subtropics rarely see snow or frost, they can suffer intense cold snaps. As the climate tends toward moderation, the weather in the subtropics depends on the terrain to a greater extent.

Tropical: The tropics are the hottest part of a planet; lying along the equator, they come directly under the sun's glare for the entirety of the year. Rather than winter or summer, the tropics have a dry season and a wet season, based on the movement of the rain belt from south to north and back again. Again, however, terrain makes a difference: lush, verdant jungles enjoy frequent rainfall, enormous mountains can sport snow at high altitudes, and the sands of massive deserts shift back and forth on the winds.

Weather

Weather is a topic that rarely receives much attention in adventures, but it can make encounters much more memorable. A fight while ascending a cliff becomes more treacherous if the party must climb a mud-slicked donkey path. Perhaps the ominous chants of savage cultists rise above and intertwine with the thunder, and rain spatters in the blazing torches as the fell worshipers prepare their living sacrifices. The weather itself can be an enemy, as the party races for shelter in the face of a roaring tornado or frantically steers a ship to safe harbor as a hurricane lashes



the waves higher around them. Snowfall erases the tracks of kidnappers, and fog hides the breath of a dragon lurking in the brackish waters of a swamp.

A good GM considers the weather as an addition to regular adventures. How many days are routinely sunny, partly cloudy, or even merely overcast? How frequently does it rain? What are the major weather events that take place in a particular region, and how can travelers avoid them? These considerations include rain, thunder, lightning, floods, hurricanes, tornadoes, cyclones, and more. The weather can also combine with terrain to create truly deadly conditions, such as bogs, mudslides, and avalanches.

Another question to consider is what the locals do to protect themselves. Note that in a fantasy world this doesn't necessarily entail just dressing more warmly or finding shelter—it may also mean appeasing the spirits of nature or the gods through propitiatory sacrifices. Safeguarding oneself from the weather—be it scorching sun or howling blizzard—is a crucial part of traveling or living in the wilderness, and the best protection against the weather may not be the best defense in combat.

Types of weather that may factor into encounters include blizzards, severe cold or extreme heat, fog, hurricanes and typhoons, monsoons, dust storms, hailstorms, sandstorms, snowstorms, and thunderstorms (with or without lightning), tornadoes, and windstorms (see *Pathfinder RPG Core Rulebook* pages 437–440).

ENVIRONMENT

In addition to climate and weather, the environment itself can have an impact on adventures. The environment includes both landscapes and ecosystems. Landscape varies widely and is generally a function of both geology and geography—that is, the natural structure and substance of the land, and the physical features within a region. An ecosystem refers to the type of biological life in a region, rather than topology. The following terrain types can appear in virtually any climate, and each has its own unique hazards and considerations to take into account when used as the setting for an adventure. Remember that the possibility of becoming lost (*Core Rulebook* pages 424–425) exists in any terrain!

Deserts

Deserts are defined not by climate, but rather by the amount of rainfall a region receives; they can be cold, temperate, or hot. They exist in weather shadows, blocked from ordinary precipitation patterns. Desert vegetation is tough and sparse, able to store water for long periods, which means in turn that the soil in a desert is loose and barren, if not entirely rocky. Desert animals tend to be smaller insects, arachnids, mammals, and lizards, with some predatory birds. Venomous creatures are common. In hot deserts, the days are scorching; but at night the heat dissipates quickly, and those who don't have proper cover or clothing can suffer from exposure.

The following sections of the *Pathfinder RPG Core Rulebook* can help flesh out desert terrain. Desert terrain is described on pages 430–431, but encounters in the desert might also include exposure to either severe heat or cold (pages 442, 444); storms, whether blizzards (page 438), sandstorms (page 431), or thunderstorms (page 438), which can lead to flash floods in the higher deserts in particular (pages 432–433); and thirst, when water stores eventually vanish (pages 444–445).

Forests/Jungles

Forests and jungles are, in the broadest possible terms, places where a significant number of trees grow and where a wide variety of other plants and animals live and thrive. The type of forest changes by latitude and terrain, ranging from sparse evergreens and other conifers in the coldest and highest parts of the world to dense, broadleaf jungle in the tropics. The strength of a forest's canopy should be determined—if the canopy creates too much shadow on the ground below, it can prevent the growth of underbrush. Leafier and more mature trees cast greater shadows, and thus more of the forest's inhabitants may live in the trees.

The following sections of the *Pathfinder RPG Core Rulebook* can help flesh out forest or jungle terrain. Forest terrain is described on pages 425–427, but when adventuring in the forest or jungle, some possible encounters might also incorporate darkness (pages 442–443), falling branches or trees (pages 443–444), fog (page 439), forest fires and smoke (pages 426, 444), or swampy terrain (page 427). In addition, trees and undergrowth can provide cover and concealment (pages 195–197, 425–426).

Hills

Hills can be of many different types. They might be rolling hills in a broad grassland, or they can be the transitional point between plains and more rugged mountains. They could be small, craggy bluffs or smooth, gentle slopes. Much depends on the terrain surrounding the hilly area. Streams or rivers may wind between the hills, cutting their banks. If the hills are the tallest features in an area,

they are of immense strategic value: anyone who occupies them can see farther than would-be enemies.

The following sections of the *Pathfinder RPG Core Rulebook* can help flesh out hills terrain. Hills terrain is described on pages 427–428; hills also provide a good setting for both natural caves (page 428) and dungeons (pages 410–416). Additional environmental hazards for hill encounters include avalanches (page 429), the danger of falls (page 443), icy terrain (page 442), inclement weather (pages 437–440), rivers and streams (page 432), and rubble (page 430). Hills used as defensive positions might also incorporate trenches and berms (page 431).

Marshes, Swamps, and Bogs

Swamps are forested lowland marshes that sit at the junctures of multiple sources of water, maintaining a constant seep and flow that filters water from higher elevations. Bogs differ from swamps in several important regards: they lie in declivities that do not drain easily, and they are fed by rainfall, snowmelt, or acidic springs rather than by active streams or rivers. Bogs form when dead vegetation is prevented from fully decaying by the surrounding acidic water, forming a layer of peat, which inhibits further drainage of the area. All swamps support a huge variety of plant, animal, and insect life, though trees tend to be less plentiful. Swamps are humid, dank, and full of treacherous footing: shallow pools give way quickly to deeper pools, and woe to the heavily laden traveler who steps into quicksand without companions nearby.

The following sections of the *Pathfinder RPG Core Rulebook* can help flesh out marshes, swamps, and bogs. Marsh terrain is described on page 427. When traveling through swamps, one should always be wary of rotten vegetation, which can break suddenly under too much weight and cause falls (page 443), as well as quicksand (page 427) and deep pools of water, which can be spotted in the same manner as quicksand. Falling into such a pool requires a DC 10 Swim check and carries the possibility of drowning (page 445). The deep water in swamps, while providing cover, can also hamper movement (page 170).

Mountains

As with hills terrain, mountains come in a variety of shapes and sizes. In places where tectonic activity has for the most part stabilized and the rock is exposed to the upper air, the mountains are smoother and more eroded. In places where the earth is still relatively unstable, the mountains are harsher and more jagged and pose a greater (and more dangerous) challenge to climbers. Caves, chasms, cliff faces, and dense rubble are all common in mountains, to say nothing of the animals and monsters that make their homes in the peaks. Mountains flank strategic passes and overlook fertile valleys, which makes them common locales for fortresses and brigands.

The following sections of the *Pathfinder RPG Core Rulebook* can help flesh out mountain terrain. Mountain terrain is described on pages 428–430. Remember the effects of high altitude on those not acclimated to it (page 430). Mountain encounters might also include rockslides or avalanches of snow, mud, or rock (page 429), low clouds that function as fog (page 439), and ice sheets (page 430). Volcanic mountains add dangers of smoke and lava (page 444).

Plains

Plains are large swaths of flat terrain with few trees. Several types of plains exist in different climates: prairie, savanna, steppe, and the like. The most common place for people to live, plains serve as farmlands, enabling the growth of culture on a huge number of levels. Because plains are so valuable, they are frequently contested, and those who rule the plains defend their turf ferociously. Because they are relatively flat and easy to traverse, plains also make convenient battlefields, as they afford the room needed for large-scale maneuvers. Lakes, ponds, rivers, streams, irrigation ditches, and other natural and man-made features divide plains and serve as impediments to travel.

The following sections of the *Pathfinder RPG Core Rulebook* can help flesh out plains terrain. Plains terrain is described on pages 431–432. With few terrain features to shield them, plains are often beset by high winds (pages 439–440), causing dust storms (page 438) and even tornadoes (page 439–440). Grassfires are also a danger (treat as forest fires, page 426), and they can cause normally placid herd animals to stampede, effectively granting them the stampede and trample special abilities (*Pathfinder RPG Bestiary* 174, 305).

Underground

Caves form under a huge variety of circumstances: by the action of waves along the shore, internal erosion from underground streams, or acidic air and water, as well as by tectonic action. Unless frequently used as a passageway by cave dwellers, a cave has rough and erratic floors, and its passages expand and contract along their lengths. Drop-offs are frequent—travelers without safety lines are almost guaranteed to suffer falls. Even worse are cave-ins, which come with little warning and are occasionally the result of traps set by cave-dwelling creatures. Movement underground is difficult without a light source, and subterranean creatures will either be attracted to the light or squirm away from it as quickly as possible. Food is difficult to find in caves unless a creature has evolved specifically to eat subterranean lichens and molds—a prime reason for most creatures to live aboveground. Creatures that have adapted to the perpetual darkness learn to navigate by touch, smell, taste, and sound, and they are extraordinarily aware of intruders in their realm.

Dungeons are described in greater detail on pages 410–416 of the *Pathfinder RPG Core Rulebook* and pages 174–183 of this chapter. Hazards in the *Core Rulebook* that can help liven up underground encounters include cave-ins (page 415), suffocation (page 445), falling rocks (pages 443–444), darkness (pages 442–443), and dangerous molds and fungi (pages 415–416).

ENCOUNTERS ON A JOURNEY

Depending on how they're handled, cross-country journeys, voyages by sea, or treks between communities can be time consuming and difficult to run. Properly managed, though, they can be an integral part of an adventure, or even adventures unto themselves. In general, there is little reason to require the party to live through each moment of a long journey, leaving GMs to judge when to focus on day-to-day minutiae and when to fast forward to the next encounter. Adopting elements of the following techniques can help make a long journey more interesting and eventful.

Nothing Happens: Rarely should a day of travel pass where nothing happens. Some GMs and PCs in the midst of an intense story line might seek to rush past unrelated encounters on the road, glossing them over as an author might summarize a trek of days or weeks with a few words. While glossing over whole journeys should probably be avoided—what's the benefit of spells like *teleport* after all if travel by foot is no different?—GMs shouldn't feel like they have to slog through weeks of extra encounters just because the PCs chose to visit another city.

Daily Checks: If a GM chooses to have encounters occur during a journey, but doesn't want to run every step along the path, he might make a number of checks per day to keep the players on their toes. Occasional Perception checks as the party travels might allow them to notice specifics, from interesting landmarks and other travelers to dangerous beasts and ambushes. Each time they make a check, describe the area in a few quick words, and be ready to discuss the area further if they choose to investigate. Other challenges might call for the use of other skills, such as Climb, Handle Animal, Ride, Survival, or Swim, as appropriate. GMs should be mindful of when they call for checks to be made. Should a journey's narrative only pause for ambushes and dangers, the PCs will swiftly begin to dread every stop and description of the path ahead.

Ongoing Encounters: While definitely the most labor-intensive route, a GM might create specific encounters for a trip and have secondary spin-off adventures available for the party to pursue or ignore. This requires significantly greater preparation time but has the added benefit of creating new stories for the campaign and cutting down on the GM's need to craft impromptu content. The party might even choose to come back later to revisit interesting sites or plot lines.

WILDERNESS TOOLBOX

The wilderness presents a vast range of opportunities for adventure, not just as far as setting and locations go, but also in terms of hazards one might encounter, creatures to be faced, and natives or travelers also venturing through such areas. The following charts should help GMs add additional details to their adventures in the wilds, whether suggesting discoveries to make along the road, or serving as a reminder to mention the weather.

TABLE 7-56: THINGS FOUND ON THE ROADSIDE

d%	Item or Location
1–3	An abandoned cartwheel
4–6	A holy man meditating at a roadside shrine
7–9	A newly constructed traveler's waystation
10–12	A caravan of gypsies waiting for a birth
13–15	A statue of a two-headed goat
16–18	A covered well
19–21	A squashed hedgehog
22–24	A hermit's cave
25–27	A teahouse
28–30	An abandoned barn
31–33	The remnants of a campfire
34–36	A dead sheep
37–39	An old road, now overgrown and abandoned
40–42	A footpath leading away
43–45	A tumbled-down rock wall
46–48	A tree adorned in prayer flags
49–51	An oak tree split by lightning
52–54	The ruins of acroft
55–57	A standing stone
58–60	A tiny roadside tavern
61–63	An old blind woman begging for alms
64–66	A coin
67–69	Signs of a fight
70–71	A totem depicting foxes and wolves chasing owls
72–73	A boarded-up mineshaft
74–75	An overgrown graveyard
76–77	A broken, rusty halberd
78–79	A scarecrow
80–81	Three dead foxes strung up in a tree
82–83	A mangy old dog
84–85	The carcass of a giant, picked clean by vultures
86–87	An abandoned child
88–89	A gallows with a dead victim
90–91	A coaching inn
92–93	The corpse of a criminal in a hanging cage
94–95	A road repair gang
96–97	A pile of flagstones waiting to be laid
98–99	A milestone
100	A huge footprint

TABLE 7-57: TYPES OF WEATHER

d%	Weather
1–2	Balmy: mild and pleasant weather
3–4	Blizzard: a dense snowstorm
5–6	Bluster: strong wind
7–8	Breeze: light wind
9–10	Calm: no wind
11–12	Chill: unpleasantly cold
13–14	Cool: moderately cold
15–16	Cyclone: violent, destructive storm
17–18	Damp: moisture in the air
19–20	Deluge: sudden heavy rainfall
21–22	Dew: condensation forming just above the ground
23–24	Downpour: heavy rainfall
25–26	Draft: current of air
27–28	Drizzle: fine rain
29–30	Drought: continuous dry weather
31–32	Dust storm: severe windstorm lifting dust and sand
33–34	Fair: pleasant weather
35–36	Fog: thick mist or cloud
37–38	Freezing rain: rain that freezes when it lands
39–40	Frigid: intensely cold
41–42	Frost: frozen dew
43–44	Gale: strong wind
45–46	Hail: pellets of frozen rain
47–48	Haze: condensing ground vapor caused by heat
49–50	Heat wave: prolonged period of warm weather
51–52	Humid: warm, moist air
53–54	Hurricane: windstorm moving around a central point
55–56	Mild: moderately warm weather without rain
57–58	Mist: water vapor in the air
59–60	Monsoon: heavy, prolonged seasonal rain
61–62	Muggy: damp, warm, oppressive weather
63–64	Overcast: heavy cloud cover
65–66	Pea soup: thick yellow fog
67–68	Rain shower: short period of rainfall
69–70	Rainfall: prolonged period of rain
71–72	Sleet: ice pellets mixed with rain or snow
73–74	Smog: smoky fog
75–76	Snow flurry: short period of light snow
77–78	Snowstorm: prolonged heavy snow
79–80	Squall: sudden, localized storm
81–82	Storm: violent wind and rain
83–84	Sunny: bright, clear weather
85–86	Temperate: without extremes of warm or cold
87–88	Thunderstorm: storm with thunder and lightning
89–90	Tornado: destructive, rotating windstorm
91–92	Tropical storm: cyclonic storm from the tropics
93–94	Typhoon: violent cyclonic storm
95–96	Warm: moderately hot temperature
97–98	Whirlwind: violent wind moving in a circular motion
99–100	Whiteout: heavy snow, causing visibility problems

TABLE 7-58: SCENIC SPOTS

d%	Location
1-2	A tumbling waterfall cascades into a deep pond
3-4	A bent willow tree provides shelter
5-6	A ruined bridge carved with dancing angels
7-8	A quaint wishing-well
9-10	A limestone gorge filled with ancient trees
11-12	A lone tree upon a moor
13-14	Mighty stones have weathered into incredible shapes
15-16	Carved millstones lie abandoned in a flower meadow
17-18	A stone outcropping that looks like a dragon
19-20	The ruins of a once-majestic manor house
21-22	A crumbling hillside
23-24	A farmed valley with lush grass
25-26	The still waters of a pool reflect an ancient dolmen
27-28	A natural tower of broken, weathered stone
29-30	Sunlight suddenly strikes the purple heather
31-32	The sun picks out the hillside in a blaze of color
33-34	A ruined croft with the chimney still intact
35-36	A crumbling gatepost leading to a ruined croft
37-38	A cobbled track worn smooth with age
39-40	A standing stone in a hollow
41-42	Curious weathered stones tumble down the hillside
43-44	An old ruined chapel wreathed in ivy
45-46	A shallow cave with a moss-covered floor
47-48	A stone trough filled with flowers, overlooking a lake
49-50	An old stone bridge with a small religious shrine
51-52	A cairn with a wide panorama of the countryside
53-54	A weathered flagstone path leads to a rustic barn
55-56	A ruined tower surrounded by heather
57-58	Ancient trees gather on a small knoll
59-60	A fine bridge over a cool swimming hole
61-62	A stone circle in a forest clearing
63-64	An empty old burial cairn on the edge of a hillside
65-66	A forest clearing bathed in sunshine
67-68	An abandoned house by a river
69-70	A ruined mill surrounded by cascading waterfalls
71-72	A mighty oak towers over the path
73-74	A village pond with ducks and dragonflies
75-76	A holly bush with a ruined house within
77-78	A statue of a man with a cloak of flowers
79-80	A meadow filled with buttercups
81-82	An old graveyard at the foot of a cliff
83-84	A flagged ford across a river
85-86	An outcrop of rock that looks like an owl
87-88	Three intertwined apple trees
89-90	A curious rocky tor rising from a small copse of trees
91-92	A pond clogged with watercress and lilies
93-94	A green lane surrounded by ancient sycamore trees
95-96	A natural seat under a cliff, draped with kudzu
97-98	Bright red berries swing from the arch of a tree
99-100	A hollow holds three graves, surrounded by ivy

TABLE 7-59: TERRAIN TYPES

d%	Terrain
1-2	Antarctic: southerly area of extreme cold
3-4	Arctic: northerly area of intense cold
5-6	Basin: tract of land drained by a river
7-8	Beach: shoreline along a body of water
9-10	Bog: wet ground made up of decayed vegetation
11-12	Butte: isolated hill with steep sides
13-14	Caldera: cauldron-like bowl caused by a volcano
15-16	Canyon: deep gorge or ravine with steep sides
17-18	Cave: small subterranean opening
19-20	Cavern: large subterranean chamber
21-22	Cliff: steep-sided rock formation
23-24	Coast: tidal shore
25-26	Crater lake: lake formed in crater of a volcano
27-28	Desert: arid, barren land
29-30	Dunes: hills of sand in deserts
31-32	Farmland: agricultural land, often enclosed
33-34	Fen: low marshy or flooded area of land
35-36	Forest, coniferous: chiefly evergreen forest
37-38	Forest, deciduous: forest of trees that shed leaves
39-40	Glacier: slow-moving mass or river of ice
41-42	Hills: landforms that rise above the surrounding land
43-44	Icecap: permanent covering of thick ice
45-46	Isthmus: narrow strip of land connecting two areas
47-48	Jungle: land overgrown with vegetation
49-50	Knoll: small natural hill
51-52	Lake: large, inland body of water
53-54	Limestone upland: exposed limestone outcrop on hill
55-56	Meadow: land that periodically floods
57-58	Mesa: elevated area of flat land
59-60	Mire: swampy ground
61-62	Moors: upland landmass usually covered in heather
63-64	Mountain: prominent landmass of exposed rock
65-66	Mountain, high: mountain with permanent glaciers
67-68	Mountain pass: saddle point between mountains
69-70	Ocean: large body of water
71-72	Oxbow lake: U-shaped body of water
73-74	Peninsula: point of land almost surrounded by water
75-76	Plains: level tract of land
77-78	Plateau: elevated tract of relatively flat land
79-80	Ravine: small valley
81-82	Ridge: a continuous elevated crest
83-84	River: large watercourse
85-86	Scree: broken rock fragments at a mountain's base
87-88	Stream: small watercourse
89-90	Subterranean: below the surface, usually caverns
91-92	Swamp: wet, spongy ground
93-94	Tundra: vast, treeless region in arctic or antarctic area
95-96	Valley: long depression or hollow between hills
97-98	Volcanic: region with volcanic activity
99-100	Wetlands: wet, soggy, seasonally waterlogged area

TABLE 7-60: BEACH/COAST

d%	Encounter	Avg. CR	Source
1–3	2d4 lizards	1/2	<i>Bestiary</i> 131
4–8	1d6 merfolk	1	<i>Bestiary</i> 204
9–11	1d4 poison frogs	1	<i>Bestiary</i> 135
12–17	1d4 eagles	1	<i>Bestiary</i> 118
18–22	1 monitor lizard	2	<i>Bestiary</i> 194
23–29	1d8 hawks	2	<i>Bestiary</i> 131
30–34	1d8 shipmates	3	see page 294
35–40	1 pteranodon	3	<i>Bestiary</i> 85
41–43	1d4 giant frogs	3	<i>Bestiary</i> 135
44–47	1 giant eagle	3	<i>Bestiary</i> 118
48–51	1 crab swarm	4	<i>Bestiary</i> 50
52–57	1 sea hag	4	<i>Bestiary</i> 243
58–64	1d6 giant crabs	5	<i>Bestiary</i> 50
65–67	1 giant frilled lizard	5	<i>Bestiary</i> 194
68–69	1 cyclops	5	<i>Bestiary</i> 52
70–71	1d6 skum	5	<i>Bestiary</i> 253
72–74	1d4 griffons	6	<i>Bestiary</i> 168
75–79	1d8 sahuagin	6	<i>Bestiary</i> 239
80–82	1d4 giant stag beetles	6	<i>Bestiary</i> 33
83–85	1d6 harpies	7	<i>Bestiary</i> 172
86–89	1 giant octopus	8	<i>Bestiary</i> 219
90–94	1 first mate	8	see page 295
95–98	1 roc	9	<i>Bestiary</i> 236
99–100	1 pirate captain	11	see page 281

TABLE 7-61: ELDRITCH FOREST

d%	Encounter	Avg. CR	Source
1–5	1 pseudodragon	1	<i>Bestiary</i> 229
6–9	1 werewolf	2	<i>Bestiary</i> 198
10–12	1 yellow musk creeper	2	<i>Bestiary</i> 285
13–17	1 assassin vine	3	<i>Bestiary</i> 22
18–21	1 ettercap	3	<i>Bestiary</i> 129
22–24	1 giant mantis	3	<i>Bestiary</i> 200
25–31	1 owlbear	4	<i>Bestiary</i> 224
32–34	1 hydra	4	<i>Bestiary</i> 178
35–39	1d4 worgs	4	<i>Bestiary</i> 280
40–45	1 basilisk	5	<i>Bestiary</i> 29
46–51	1d4 dryads	5	<i>Bestiary</i> 116
52–56	1d4 unicorns	5	<i>Bestiary</i> 269
57–59	1d6 centaurs	6	<i>Bestiary</i> 42
60–61	1 girallon	6	<i>Bestiary</i> 154
62–67	1d4 half-celestial unicorns	6	<i>Bestiary</i> 169
68–70	1d4 satyrs	6	<i>Bestiary</i> 241
71–73	1 shambling mound	6	<i>Bestiary</i> 246
74–75	1 dire bear	7	<i>Bestiary</i> 31
76–81	1 nymph	7	<i>Bestiary</i> 217
82–85	2d4 pegasi	7	<i>Bestiary</i> 225
86–90	1d6 pixies	7	<i>Bestiary</i> 228
91–95	1 treant	8	<i>Bestiary</i> 266
96–98	1 gorgon	8	<i>Bestiary</i> 165
99–100	1 couatl	10	<i>Bestiary</i> 49

TABLE 7-62: OASIS

d%	Encounter	Avg. CR	Source
1–5	1 giant leech	2	<i>Bestiary</i> 187
6–8	1 monitor lizard	2	<i>Bestiary</i> 194
9–12	1d4 vagabonds	3	see page 291
13–18	1d4 cheetahs	4	<i>Bestiary</i> 40
19–22	1 mimic	4	<i>Bestiary</i> 205
23–30	1d6 wanderers	5	see page 290
31–35	1 traveling merchant	5	see page 285
36–39	1d4 Medium water elementals	5	<i>Bestiary</i> 126
40–42	2d4 hyenas	5	<i>Bestiary</i> 179
43–44	1d4 giant scorpions	5	<i>Bestiary</i> 242
45–46	1d6 aurochs	5	<i>Bestiary</i> 174
47	1 lamia	6	<i>Bestiary</i> 186
48–53	1d6 lions	6	<i>Bestiary</i> 193
54–56	2d6 gnolls	6	<i>Bestiary</i> 155
57–63	1 chuul	7	<i>Bestiary</i> 46
64–68	1 stegosaurus	7	<i>Bestiary</i> 85
69–72	1 medusa	7	<i>Bestiary</i> 201
73–75	1 brass dragon (young)	7	<i>Bestiary</i> 102
76–80	1d6 bison	7	<i>Bestiary</i> 174
81–82	1d6 mummies	8	<i>Bestiary</i> 210
83–87	1 sphinx	8	<i>Bestiary</i> 257
88–93	1d4 elephants	9	<i>Bestiary</i> 128
94–96	1 clay golem	10	<i>Bestiary</i> 159
97–100	1 rakshasa	10	<i>Bestiary</i> 231

TABLE 7-63: POLAR

d%	Encounter	Avg. CR	Source
1–4	1d6 owls	1	<i>Bestiary</i> 132
5–10	1 ice mephit	3	<i>Bestiary</i> 202
11–13	1 dire wolverine	4	<i>Bestiary</i> 279
14–18	1 polar bear (advanced bear)	5	<i>Bestiary</i> 31, 294
19–22	1 ice golem	5	<i>Bestiary</i> 161
23–25	1d4 yetis	6	<i>Bestiary</i> 287
26–33	2d6 wolves	6	<i>Bestiary</i> 278
34–36	1 cyrohydra	6	<i>Bestiary</i> 178
37–38	1 white dragon (young)	6	<i>Bestiary</i> 100
39–42	1 remorhaz	7	<i>Bestiary</i> 233
43–49	1d8 dire wolves	7	<i>Bestiary</i> 278
50–55	1d4 woolly rhinoceroses	8	<i>Bestiary</i> 235
56–57	1d8 frost wights	8	<i>Bestiary</i> 276
58–61	1 dire tiger	8	<i>Bestiary</i> 265
62–64	1d6 monster hunters	8	see page 257
65–69	1d4 beast masters	8	see page 263
70–73	1 frost giant	9	<i>Bestiary</i> 149
74–78	2d6 winter wolves	10	<i>Bestiary</i> 280
79–86	1d6 vikings	10	see page 281
87–91	1d6 frost giants	12	<i>Bestiary</i> 149
92–95	1d6 mastodons	12	<i>Bestiary</i> 128
96–97	1 silver dragon (adult)	14	<i>Bestiary</i> 110
98–99	1 white dragon (ancient)	15	<i>Bestiary</i> 100
100	1 ice linnorm	17	<i>Bestiary</i> 191

TABLE 7-64: SKY

d%	Encounter	Avg. CR	Source
1–4	1d4 eagles	1	<i>Bestiary</i> 118
5–6	1d6 owls	1	<i>Bestiary</i> 132
7–9	2d6 hawks	3	<i>Bestiary</i> 131
10–14	1d12 ravens	3	<i>Bestiary</i> 133
15–20	1 wasp swarm	3	<i>Bestiary</i> 275
21–25	1 half-celestial unicorn	4	<i>Bestiary</i> 169
26–29	2d6 stirges	4	<i>Bestiary</i> 260
30–35	1d4 pteranodons	5	<i>Bestiary</i> 85
36–40	1d4 giant wasps	5	<i>Bestiary</i> 275
41–45	1 manticore	5	<i>Bestiary</i> 199
46–49	1d6 cockatrices	6	<i>Bestiary</i> 48
50–52	1d4 gargoyles	6	<i>Bestiary</i> 137
53–58	1d4 griffons	6	<i>Bestiary</i> 168
59–65	1d8 giant eagles	7	<i>Bestiary</i> 118
66–70	1 huge air elemental	7	<i>Bestiary</i> 120
71–74	1 dracolisk	7	<i>Bestiary</i> 170
75–80	1d6 harpies	7	<i>Bestiary</i> 172
81–85	2d4 pegasi	7	<i>Bestiary</i> 225
86–88	1 green dragon (young)	8	<i>Bestiary</i> 96
89–92	1 roc	9	<i>Bestiary</i> 236
93–95	1d6 wyverns	9	<i>Bestiary</i> 282
96–97	1 couatl	10	<i>Bestiary</i> 49
98–99	1 gold dragon (young)	11	<i>Bestiary</i> 108
100	1 phoenix	15	<i>Bestiary</i> 227

TABLE 7-65: TEMPERATE PLAINS

d%	Encounter	Avg. CR	Source
1–3	1d8 cats	1	<i>Bestiary</i> 131
4–7	1 venomous snake	1	<i>Bestiary</i> 255
8–12	1 bat swarm	2	<i>Bestiary</i> 30
13–16	1 ankheg	3	<i>Bestiary</i> 15
17–21	1 cockatrice	3	<i>Bestiary</i> 48
22–26	2d6 goblins	3	<i>Bestiary</i> 156
27–28	2d4 ponies	3	<i>Bestiary</i> 177
29–32	1d6 horses	4	<i>Bestiary</i> 177
33–37	1d4 giant ants	4	<i>Bestiary</i> 16
38–40	1d4 ghouls and 1 ghast	4	<i>Bestiary</i> 146
41–44	1d4 dire bats	4	<i>Bestiary</i> 30
45–50	1d6 aurochs	5	<i>Bestiary</i> 174
51–52	1d4 centaur	5	<i>Bestiary</i> 42
53–57	1d4 pegasi	5	<i>Bestiary</i> 225
58–60	2d4 wolves	5	<i>Bestiary</i> 278
61–67	1d4 bison	6	<i>Bestiary</i> 174
68–71	1d6 giant scorpions	6	<i>Bestiary</i> 242
72–78	1d8 worgs	6	<i>Bestiary</i> 280
79–84	2d6 gnolls	6	<i>Bestiary</i> 155
85–89	1d6 rhinoceroses	7	<i>Bestiary</i> 235
90–93	1 dire tiger	8	<i>Bestiary</i> 265
94–96	1 gorgon	8	<i>Bestiary</i> 165
97–98	1 mastadon	9	<i>Bestiary</i> 128
99–100	1 guardian naga	10	<i>Bestiary</i> 212

TABLE 7-66: VOLCANO

d%	Encounter	Avg. CR	Source
1–4	2d6 duergar	3	<i>Bestiary</i> 117
5–9	1 basilisk	5	<i>Bestiary</i> 29
10–15	1 pyrohydra	6	<i>Bestiary</i> 178
16–20	1 half-fiend minotaur	6	<i>Bestiary</i> 171
21–23	1 wyvern	6	<i>Bestiary</i> 282
24–26	1 chimera	7	<i>Bestiary</i> 44
27–28	1d4 cyclopes	7	<i>Bestiary</i> 52
29–33	1d4 manticores	7	<i>Bestiary</i> 199
34–38	2d6 shocker lizards	7	<i>Bestiary</i> 248
39–41	2d4 yeth hounds	7	<i>Bestiary</i> 286
42–46	1 behir	8	<i>Bestiary</i> 34
47–52	1 copper dragon (young)	8	<i>Bestiary</i> 106
53–55	1d6 giant frilled lizards	8	<i>Bestiary</i> 194
56–60	1d6 salamanders	9	<i>Bestiary</i> 240
61–63	1 tyrannosaurus	9	<i>Bestiary</i> 86
64–68	1 roc	9	<i>Bestiary</i> 236
69–75	1 red dragon (young)	10	<i>Bestiary</i> 98
76–80	1 elder fire elemental	11	<i>Bestiary</i> 125
81–84	1d4 greater earth elementals	11	<i>Bestiary</i> 123
85–90	1d6 fire giants	13	<i>Bestiary</i> 148
91	1 storm giant	13	<i>Bestiary</i> 152
92–96	1 red dragon (adult)	14	<i>Bestiary</i> 98
97–98	1 phoenix	15	<i>Bestiary</i> 227
99–100	1 red dragon (ancient)	19	<i>Bestiary</i> 99

TABLE 7-67: WASTELAND

d%	Encounter	Avg. CR	Source
1–3	1d4 wights	5	<i>Bestiary</i> 276
4–8	2d4 dire bats	6	<i>Bestiary</i> 30
9–13	1d4 centipede swarms	6	<i>Bestiary</i> 43
14–16	2d4 ghosts	6	<i>Bestiary</i> 146
17–19	1d4 minotaurs	6	<i>Bestiary</i> 206
20–24	1 spectre	7	<i>Bestiary</i> 256
25–30	2d4 rust monsters	7	<i>Bestiary</i> 238
31–36	1 nabasu	8	<i>Bestiary</i> 64
37–41	1 erinyes	8	<i>Bestiary</i> 75
42–45	1d8 gargoyles	8	<i>Bestiary</i> 137
46–48	1d4 half-fiend minotaurs	8	<i>Bestiary</i> 171
49–51	1d8 harpies	8	<i>Bestiary</i> 172
52–54	1d6 wraiths	8	<i>Bestiary</i> 281
55–60	1 mohrg	8	<i>Bestiary</i> 208
61–65	1d6 mummies	8	<i>Bestiary</i> 210
66–70	1d6 ghosts	10	<i>Bestiary</i> 145
71–74	1d4 dark nagas	10	<i>Bestiary</i> 211
75–78	1d6 vrocks	12	<i>Bestiary</i> 69
79–81	1 lich	12	<i>Bestiary</i> 188
82–88	1d6 spirit nagas	12	<i>Bestiary</i> 213
89–93	1 purple worm	12	<i>Bestiary</i> 230
94–96	1d4 hezrous	13	<i>Bestiary</i> 62
97–99	1d6 devourers	14	<i>Bestiary</i> 82
100	1 shoggoth	19	<i>Bestiary</i> 249