

# MINI-DUNGEON TOME

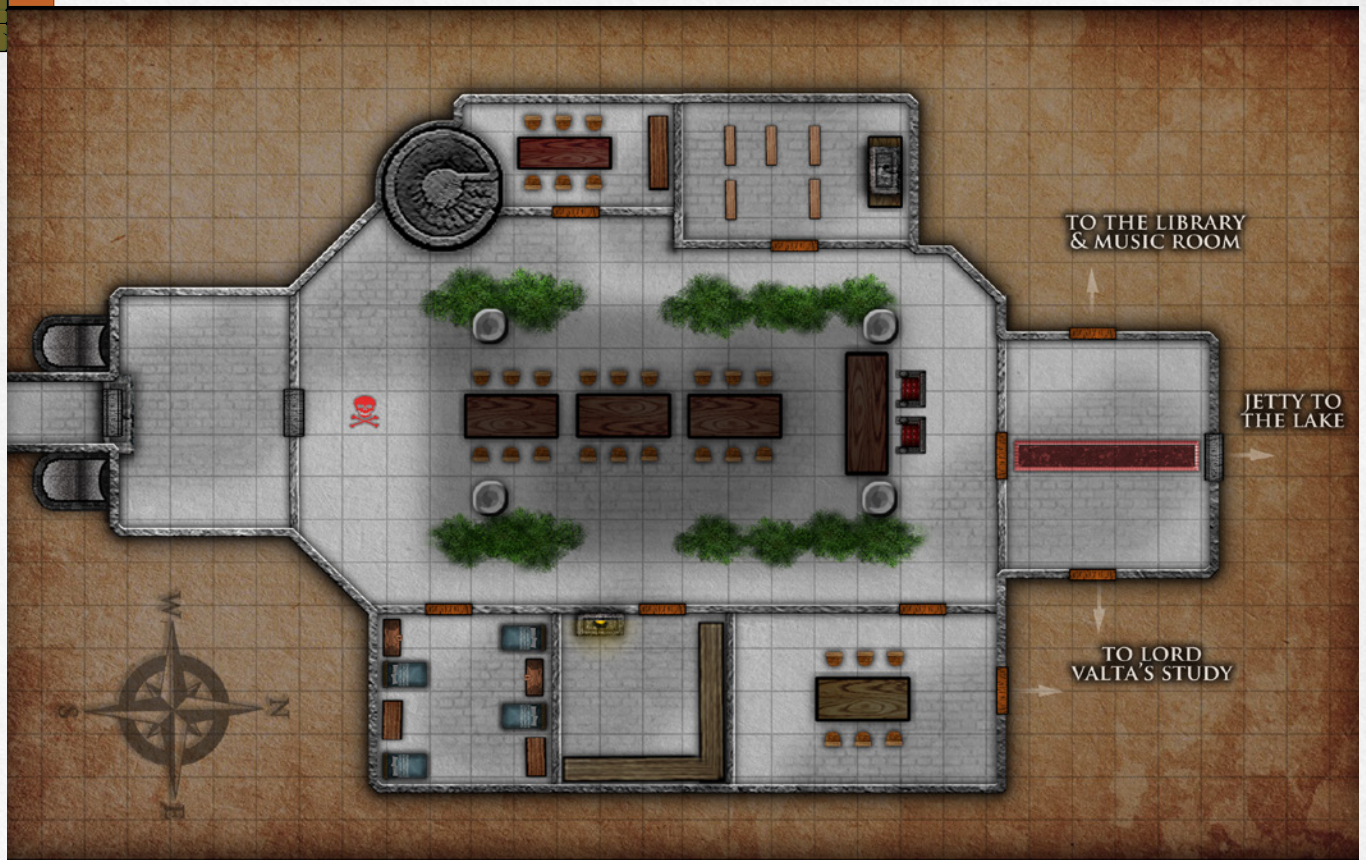
PREVIEW PACK 4



BACK US NOW ON  
**KICK  
STARTER**

**PATHFINDER**  
COMPATIBLE





## GOLEM GO-ROUND

THILO GRAF, BASED ON WORK BY WILL MYERS

The party has been recruited as an added security detail for the sumptuous wedding between stalwart **Prince Ruhtin** and brilliant **Princess Lumi**. It's the day before the wedding, and it's the rehearsal for the wedding festivities.

After meeting with **Viscount Sihteeri**, the PCs find themselves in the dining courtyard discussing how best to sweep the grounds in preparation for the royal wedding. As the PCs are security during the wedding, they are expected to participate in an inobtrusive manner in the formalized wedding dances. While these courtly dances are free form in structure, they adhere to a strict set of rules to avoid bumping into one another. The dance combines 6 basic steps with a few rules for how they can be used in sequence. Each step is a one-action activity and includes, unless otherwise noted. The dance metaphysically represents the ascension of the spirit of the couple, as marriage makes them transcend their former, solitary existence. Certain actions in the dance are associated with spirits rising, while others are associated with spirits falling, with the goal being for as many of the dancers to “ascend” alongside the bridal couple. Rising gains a **Dance Point**, while falling removes a **Dance Point**. Each PC must execute one step per round. If a PC ends a dance sequence

and has accumulated exactly the number of required **Dance Points** for a dance sequence, they have succeeded at it. Failing to attain the required number of **Dance Points**, or exceeding it on the last step, means that the character has failed at it but does not carry inherent repercussions. (Exceeding the **Dance Point** requirement is considered to be bad form, as it potentially puts the characters' station symbolically above the bridal couple.) The PCs can infer the number of **Dance Points** required and the steps of a sequence with a **DC 20 Society** or **Performance** check.

**Advance:** The dancer advances. A dancer may only Advance twice before needing to use another step. An Advance may be followed by an Advance, a Leap, or a Retreat. Maximum 2 Advances per dance sequence.

**Bow:** The dancer shows their respect to their fellow dancers with deep bows or curtsies. A Bow can be made to the left, or to the right. A Bow may be followed by a Bow, a Spin, or a Turn. A dancer may Bow twice in a dance sequence – once to the left, once to the right. The second Bow nets the dancer a Dance Point. If a dancer Spins after a Bow, the Spin must be made in the opposite direction of the Bow. Maximum 2 Bows per dance sequence, one to the left, one to the right.

**Leap:** The dancer makes a showy Leap across the dancefloor. The Leap may be forward, to the right, or to the left. The traditional Leap is 10 feet, but dancers wishing to Leap further may do so per the horizontal and vertical Leap rules. If the dancer succeeds at a **DC 22 Athletics check** (DC 23 for level 7, DC 24 for level 8), they gain **2 Dance Points** instead. A dancer may only Leap twice per dance sequence and must Retreat after making the Leap. Maximum 2 Leaps per dance sequence.

**Retreat:** The dancer retreats 5 feet. A dancer may Retreat once before needing to use another step. A Retreat makes a dancer lose **1 Dance Point**, but may be followed by all steps, except by another Retreat. Maximum 2 Retreats per dance sequence.

**Spin:** The dancer spins 360 degrees and moves five feet to the left or right. A dancer who Spins after a Turn or a Bow must Spin in the opposite direction of the Turn or Bow. A Spin may be followed by another Spin, an Advance, Leap, or Retreat. A Spin nets a dancer **1 Dance Point**, but the second consecutive Spin makes the dancer lose **1 Dance Point** instead. A third consecutive Spin nets the dancer **1 Dance Point** again. Maximum 3 Spins per dance sequence.

**Turn:** The dancer turns 90 degrees to the left or right. Any character who Spins after a Turn must Spin in the opposite direction of the Turn. A dancer may only make two Turns before needing to use another step. A Turn may be followed by an Advance, a Retreat, a Turn, or a Spin. The first Turn does not increase a dancer's Dance Points. The second consecutive Turn nets a dancer **1 Dance Point**. Maximum 3 Turns per dance sequence.

Once Viscount Sihteeri has explained the dance, the party can practice. The goal of the PCs is to gain **3 Dance Points** in exactly 6 dancing steps.

One, but not the only way to achieve this, would be:

Bow left (no **Dance Point**), Spin right (+1 **Dance Point**), Advance (+1 **Dance Point**), Advance (+1 **Dance Point**), Leap (+1 **Dance Point**), Retreat (-1 **Dance Point**)

After this rehearsal, **Prince Ruhtin** and **Princess Lumi** stroll around the courtyard's perimeter, engaged in a quiet conversation with one another, and then sit down on the thrones, watching the kitchen staff proceed to the dinner rehearsal. The party is free to position themselves in a position appropriate for a security detail.

Suddenly, the sound of shattering glass fills the air as an 8-foot-by-12-foot windowpane drops from the ceiling and crashes through the roof on the skull-and-crossbones spot indicated on the map. Kitchen staff poke in their heads to see what the commotion is, then scatter in terror as a figure made of wood, leather, and glass rises from the wreckage, its body full of strange grafted music instruments, part juggernaut and part one-man band. It plays a ghostly tune, very much akin to the dance the PCs just completed...save that it is laced with potent and dangerous magic channeled from elsewhere!

## Scaling the Module

If a standard alchemical golem would be too difficult for your PCs to defeat, you may decide that one or more of the golem's Alchemical Chambers ruptured during its initial fall. Alternately, perhaps a fault in the golem's construction caused it to lose its Golem Antimagic trait.

If your group does not enjoy the puzzle, have Lumi shout solutions to the party.

If your group enjoys the puzzle, consider either using a harder second sequence, or have the golem self-repair: Once its hp are reduced to 0, its magic begins to reassemble it, and the only way to prevent this, is with yet another dance sequence, this one requiring **5 Dance Points** in 10 steps. A possible solution for this sequence:

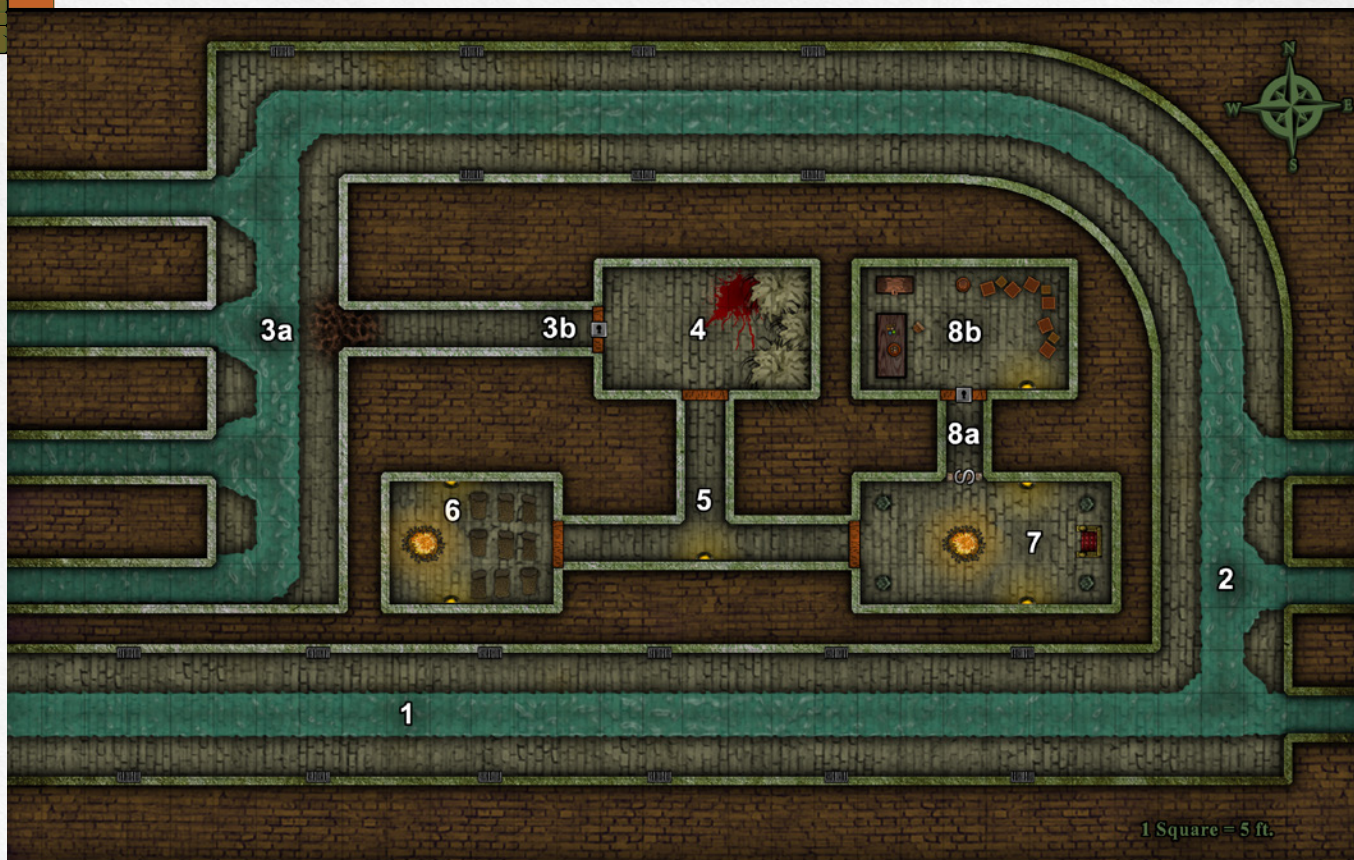
Spin left (+1 **Dance Point**), Spin right (-1 **Dance Point**), Spin left (+1 **Dance Point**), Leap (+1 **Dance Point**), Retreat (-1 **Dance Point**), Turn left (no **Dance Point**), Turn right (+1 **Dance Point**), Advance (+1 **Dance Point**), Advance (+1 **Dance Point**), Leap (+1 **Dance Point**).

The figure is a special one-man-band version of an **alchemical golem (308)**, and has **Perform +22**, but only a speed of 15 ft. while it is playing this ghostly tune. Maintaining the tune is a one-action activity for the golem. All characters present must succeed on a **DC 31 Will save** at the start of their turn, or be incapable of moving, as the golem's strange music transfixes all present. The golem rises from the shards and rubble, and focuses on Princess Lumi, beginning to move towards her—its directive is to capture the princess. The golem tries to move towards Lumi, grapple her, and escape via the castle's front gatehouse. The golem's magical music does have weak spot: By performing the proper dance sequence, it can be temporarily shut down, and dance steps are still very much possible. If the PCs don't come to this conclusion, Princess Lumi will deduce it after 1 round.

The golem's dance sequence consists of 7 steps, and requires a **Dance Point** total of 1, which can be deduced with a **DC 22 Society or Performance check**. Successfully completing the sequence shuts down the music for 1d6+1 rounds. One possible solution would be:

Bow left (no **Dance Point**), Bow right (+1 **Dance Point**), Turn right (no **Dance Point**), Turn left (+1 **Dance Point**), Retreat (-1 **Dance Point**), Spin left (+1 **Dance Point**), Retreat (-1 **Dance Point**)

Ruhtin and Lumi are no mere bystanders. On their turns, they draw their weapons and try to fight the golem. Treat Ruhtin and Lumi as Level 1 creatures with AC 15, a +7 bonus to attack rolls, saving throws, and skill checks, and 20 Hit Points. They are armed with rapiers (1d6+2 piercing damage). Convincing Ruhtin and Lumi to flee instead of fight requires a **DC 20 Diplomacy check** to Request them to flee. On a success, the young couple heads for Lord Valta's study, which eventually leads them deeper into the castle.



## WHAT THE DICKENS

RICHARD DEVELYN

In a stroke of incredible luck, a young human pickpocket named **Dodger (urchin)** managed to “relieve” an exotic noblewoman of her most prized possession: a *greater pendant of the occult*. Unbeknownst to Dodger, the noblewoman was actually a **raja rakshasa (315)** in disguise. When the authorities failed to recover the pendant, the noblewoman and her “brother” (**dandasuka, 315**) decided to take matters into their own hands. They adopted new disguises and established a thieves’ guild in the sewers beneath the city, in the hopes of attracting Dodger to their service.

The raja rakshasa has taken up the role of “Nancy,” a bawdy woman who lures in desperate urchins with promises of drink and meat pies. When one of her recruits shows talent, Nancy promotes them by sending them into the sewers to train with her bother, “Fagin” (the dandasuka disguised as an elderly rogue). The ruse has held up well, but thus far Dodger has eluded the rakshasa.

The adventure begins as the PCs hear Nancy yelling “Stop thief!” beside an open sewer grate. If the PCs approach

Nancy, she explains that an urchin snatched her necklace and fled into the sewers with it. “My necklace,” Nancy says tearfully, “It’s all I’ve got in the world!”

The rakshasa plays her part well, but PCs who succeed on a **DC 33 Perception check** sense something strange about her story. In truth, Nancy recognized Dodger in the street, but before she could capture the boy, he fled into the sewers. Nancy begs the party to go after the thief. If they agree, the PCs catch up with Dodger at **Area 2**.

### 1. The Main Channel

The water in the main channel is 3-feet deep and fast flowing. Waste occasionally pours in from grates along the walls, but otherwise it is a clean and efficient system.

### 2. Channel Runoffs

The PCs find Dodger cowering at the mouth of the northernmost side channel. He explains how, as Nancy chased him, he caught a glimpse of her true form: a woman

### Moderate 8

with the head of a tiger and her hands turned backwards! As Dodger finishes his tale, Nancy appears behind the PCs, having followed the party into the sewer: “My lord,” she clucks, “Such wickedness in one so young!”

Nancy insists Dodger is lying to cover his crimes. The PCs must decide for themselves whom to believe, but if they hesitate long, Nancy uses *Disturbing Vision*, targeting as many of the PCs as possible. She then lunges for Dodger.

If the battle turns against Nancy, she retreats to the training hall (**Area 7**). Whether Nancy flees the encounter or the party defeats her, Dodger begs the PCs to rescue his fellow pickpockets from Nancy’s brother, Fagin. Dodger wears Nancy’s *greater pendant of the occult* and happily offers it to the PCs as a reward, wanting nothing more to do with the item. Nancy carries a key to the doors in **Area 3B** and **Area 8A** in her pocket.

### 3A. Channel Overflow

The scorched ground here serves as a marker for the hideout’s entrance for anyone “in the know.”

### 3B. Hideout Entrance

The sturdy wooden door (Hardness 10, HP 40, BT 20) leading to Fagin’s hideout is locked. Both Nancy and Fagin carry a key. Without the key, the PCs must succeed at a **DC 25 Thievery check** to Pick the Lock or a **DC 30 Athletics check** to Force Open the door.

### 4. The Muck Room

The eastern end of this chamber is a 5-foot-deep pool filled with trash and dirty water. An **ofalth 313** lives in the muck, too fat to fit through either door. The rakshasas keep the ofalth well-fed, so it is exceptionally loyal to the fiends. It attacks any creature that enters the room.

### 5. Intersection

Beginning at this intersection, the complex is lit by *everburning torches* set in sconces. Spirited shouts can be heard from a door to the west.

### 6. Dormitory

Nancy and Fagin’s army of young pickpockets sleep in this room, sharing beds as necessary. Six

**pickpockets (burglars)** are present when the party arrives. The pickpockets are unlikely to attack the PCs, but they are fiercely loyal to Nancy and terrified of Fagin. The PCs must succeed on a **DC 20 Diplomacy check** to convince the pickpockets their employers are more than what they seem. The pickpockets turn against the rakshasa automatically if they see either of them in their true form.

### 7. Training Hall

Low 8

Fagin spends most of his time here training pickpockets by dancing around them silk handkerchiefs stuffed in his pockets. When the PCs arrive, he’s working with his three best students. If Nancy has alerted Fagin, both the rakshasas are in **Area 8B** instead, and the three **senior pickpockets (elite burglars)** stall the party so their employers can prepare for the combat.

A PC who examines the north wall and succeeds at a **DC 20 Perception check** to Search notices the secret door on the north wall. Any pickpocket the party befriends can point out the door, as well.

### 8A. Hall

The reinforced wood door (Hardness 10, HP 40, BT 20) at the north end of the hall is locked. Both Nancy and Fagin carry a key. Without the key, the PCs must succeed at a **DC 25 Thievery check** to Pick the Lock or a **DC 30 Athletics check** to Force Open the door.

### 8B. Storage

Trunks and crates in the northeast corner contain loot the pickpockets have stolen over the past few weeks (mostly jewelry and mundane items worth a total 75 gp).

There is a locked wooden chest in the northeast corner. Either of Nancy or Fagin’s keys open the lock, or the PCs can

Pick the Lock with a successful **DC 30 Thievery check**.

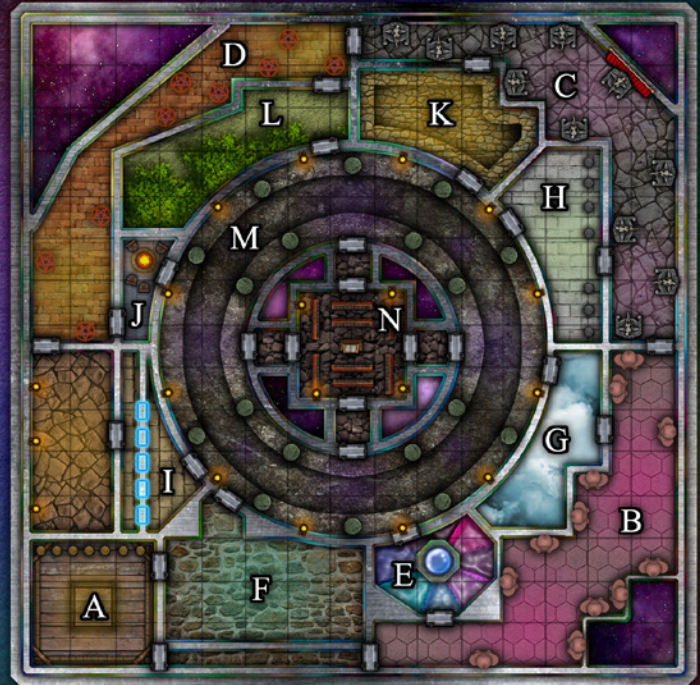
The chest contains 14 pp, 135 gp, 560 sp, and 340 cp, all kept inside a *bag of holding (type II)*, along

with a *wondrous figurine (jade serpent)*.





THE THEATRE



HASTUR'S DEMI-PLANE

## THE ENDING OF IT ALL

STEPHEN YEARDLEY

The Mother rested her hand upon the Great Serpent's head and whispered to her creation. She spoke of the *Creation Codex*, and of how the Deceiver had torn apart the planes to find it.

The Serpent listened obediently to the Mother's words. Using material torn from worlds across the multiverse, the Serpent created a demi-plane in which to hide the *Codex*. But the concentration required for this act meant that the Great Serpent overlooked the tiny yellow moth—a sliver of the Deceiver's essence—that slipped inside the demi-plane as it was sealed.

Upon reaching 20th level, the party receives a cryptic letter that reads: "I humbly ask you to help protect the great Book of Creation, the repository of all our futures." After the PCs finish reading the letter, it folds itself into an origami phoenix that ignites and takes flight, leaving a fiery trail across the sky.

The phoenix's trail leads to an abandoned theatre on the far side of the city. Inside, five unusual figures stand upon

the stage. A PC who succeeds at a **DC 40 Planar Lore** check recognizes the figures as petitioners from various Outer Planes: a bard from Hell, a fighter from Abaddon, a monk from Axis, a paladin from Heaven, and a sorcerer from Nirvana. Resting on a table between the figures is a palm-sized metal cube. Five of the cube's faces bear symbols of the petitioners' home planes. The sixth bears the stylized image of a yellow moth.

The monk greets the PCs as they enter by summoning an illusory copy of the *Creation Codex*. The tome appears well-made and old beyond reckoning. "Though you do not know it," the monk explains, "This book contains a record of your exploits. We have read of heroes such as you, although you are the only ones to come this far. But another has monitored your progress as well."

Suddenly, a roaring crowd appears in the theatre's previously vacant seats. Moments later, the monk reveals the crowd's true form: an **elite shoggoth (316)**. The shoggoth, the monk explains, is a spy for a being called the Deceiver.

If the PCs wish to save the world, they must defeat the shoggoth, enter the cube, and recover the *Creation Codex* before the Deceiver uses it to erase existence itself.

With this cryptic mandate, the petitioners disappear, and the shoggoth lurches toward the stage. The PCs can choose to engage the shoggoth or head directly into the cube. A character who touches any of the cube's six faces teleports to **Area A**.

All doors inside the cube slam shut behind the PCs each time they enter a new area. The doors are made of magically reinforced adamantine (Hardness 36, HP 144, BT 72). Opening a door requires its associated stone tokens (see **Area A**). Without these tokens, the PCs must make a successful **DC 45 Thievery check** to the Pick the Lock or a **DC 50 Athletics check** to Force Open the door.

### A. Green-Grown Rushes Trivial 20

Upon entering the cube, the PCs find themselves inside a 30-foot-square barn. Green rushes grow from the barn's bare-dirt floor. In the center of the barn stands an aged monk wearing tattered yellow robes. The man is so thin that light seems to pass right through him. The man tosses crumbs to a flock of cockatrices that peck at the dirt at his feet. As the PCs approach, the man disappears, causing the cockatrices to panic and attack the party as a **cockatrice swarm (284)**.

When reduced to 0 Hit Points, the cockatrice swarm transforms into dozens of small stone tokens: 1 circle, 2 ellipses, 3 triangles, 4 squares, 5 pentagons, 6 hexagons, 7 heptagons, 8 octagons, 9 nonagons, 10 decagons, 11 undecagons, and 12 dodecagons. The PCs can use the tokens to unlock the doors to **Areas B-K**.

### B. The Twelve Apostles Severe 20

Twelve **elite iron golems (308)** stand against the walls of this twisting corridor. The golems are crafted to appear as various Good and Lawful deities (chosen by the GM). The golems animate and attack as the party enters the room. A PC who worships one of the deities depicted by the golems discovers they cannot damage or harm that golem in any way.

Each golem has a dodecagonal recess in its chest. Fitting the 12 dodecagon tokens from **Area A** into the golems unlocks the doors to the room.

### C. The Eleven Who Went to the Heavens Severe 20

This dusty hall features eleven crumbling stone thrones. Slumped in each of the thrones is the skeleton of a human

king or queen. A tapestry on the northwest wall reads, "Even the fallen mighty must try to enter the heavens." The monk in yellow robes (from **Area A**) stands beside the nearest throne. As the PCs enter the room, the monk disappears and the skeletons animate as 11 **lesser deaths (310)**. Each skeleton has an undecagonal recess in its skull. Fitting the 11 undecagon tokens from **Area A** into the skeletons unlocks the doors.

### D. The Ten Commandments Severe 20

Each wall in this room bears a decagonal recess warded with a **power word kill rune (281)**. Fitting the ten decagon tokens from **Area A** into the recesses unlocks the doors.

### E. The Nine Bright Aligners Trivial 20

An **alignment wheel trap (276)** makes up the floor of this room. Each section of the trap has a nonagonal recess in its center. Fitting the nine nonagon tokens from **Area A** into the recesses unlocks the doors.

### F. The Eight Aberrant Rainers Moderate 20

The 8-foot-high ceiling of this chamber appears to be composed of black, rippling water. In fact, it is the bottom of a 30-foot-high flooded space. Eight **veiled masters (296)** swim in the dark water. One round after the party enters, the entire room is subjected to a *reverse gravity* spell, causing affected PCs to "fall" into the water. A PC who starts their turn in the water must succeed at a **DC 45 Fortitude saving throw** or become enfeebled 1 (or enfeebled 2 on a critical failure) for 1 minute. If the PCs defeat all eight veiled masters, the gravity in the room returns to normal.

Each veiled master has an empty, octagonal eye socket. Fitting the eight octagon tokens from **Area A** into the sockets unlocks the doors.

### G. The Seven Stars in the Sky Moderate 20

Seven **cornugons (301)** magically disguised as angels with multicolored wings dance near the ceiling of this 40-foot-high chamber. In addition to their other abilities, the cornugons' shimmering feathers function as a *scintillating pattern* spell (**DC 47 Will saving throw**). Destroying all the cornugons dispels the *scintillating pattern*. The PCs can also counteract the spell (8th level, **DC 41**); on a success, the illusion that disguises the cornugons also fades, revealing their true forms.

Each cornugon bears a heptagonal hollow between its wings. Fitting the seven heptagon tokens from **Area A** into the hollows unlocks the doors.

## H. Six Proud Walkers

**Severe 20**

Six **adamantine golems** (308) march up and down this hall. Each golem has a hexagonal recess above its heart. Fitting the 6 hexagonal tokens from **Area A** into the recesses unlocks the doors.

When the PCs first enter the room, the golems seem oblivious to their presence. A character who tries to fit a hexagonal token into a golem can attempt a **DC 41 Thievery check**. On a success, the character places the token into the golem, and the golem becomes an inanimate statue. On a failure, all remaining animate golems become aware of the party and attack.

## I. Five Symbols on the Doors

**Moderate 20**

Whether the PCs enter this room from the east or the west, five stone pedestals stand on the opposite side of five transparent doors. Atop each pedestal is an unbreakable glass box that contains a severed head resembling one of the PCs. Inscribed into the middle of each door is a **fireball rune** (294). Increase the Stealth and Disable DCs of the runes to **DC 50**. If triggered, a rune detonates as a 10th-level *fireball* (20d6 damage, **DC 40 basic Reflex save**) that deals damage of a different energy type (acid, cold, electricity, fire, sonic).

The pedestals appear on the opposite side of the doors even if the PCs return to this room from another direction. The glass boxes are immune to all damage and magical effects, but if the PCs pass through one of the transparent doors, the corresponding box disappears along with the head it contained. In its place is one of the following treasures: acid box—*greater pendant of the occult*; cold box—*diadem of intellect*; electricity box—*third eye*; fire box—*necklace of fireballs VII*, sonic box—*circlet of persuasion*.

In the base of each pedestal is a pentagonal indentation. The PCs can access the indentations regardless of whether they remove the glass boxes. Fitting the five pentagon tokens from **Area A** into the indentations unlocks the doors.

## J. The Four Gospel Makers

**Low 20**

Four skeletal humanoids sit in chairs arranged around a fire, enthusiastically discussing how “the words of deities dictate all, to all!” They are a cabal of **elite demiliches** (300) and welcome the chance to harvest the souls of nonbelievers! When they become aware of the PCs, the demiliches’ skulls separate from the rest of their bones, which then magically fuse to form a **skulltaker** (317). Each lich has a square-shaped hole at the base of its skull. Fitting the four square tokens from **Area A** into the holes unlocks the doors.

## K. The Three Rivals

**Low 20**

Three **mariliths** (300), servants of the Deceiver, spar to prove their worth to their master. When the PCs enter, the demons set aside their differences to attack the party. In addition to their other abilities, the mariliths deal 1d6 bleed damage on a successful longsword Strike. Each marilith has a triangular cavity in its back. Fitting the three triangle tokens from **Area A** into the cavities unlocks the doors.

## L. Two Clothed All In Green

**Trivial 20**

This extradimensional space is a fragment of a world engulfed by a primeval forest. Two **elite ancient green dragons** (304) hide among the foliage. They ambush the party as the PCs explore the area.

Each dragon has an elliptical recess on its underside. Fitting the two ellipses tokens from **Area A** into the recesses unlocks the doors.

## M. One Is One and All Alone

**Low 20**

The immense **Great Serpent (tor linnorm)**, once a servant of the Mother, has been corrupted by the Deceiver. It patrols this circular hallway, moving to stop anyone who tries to enter the library at the center of the cube (**Area N**). PCs who try to convince the Serpent of the Deceiver’s duplicity can attempt a **DC 43 Diplomacy check**. On a success, the Serpent lets the party pass without harm. On a failure, the Serpent attacks.

The Serpent has a circular hollow in its forehead. Fitting the circle token from **Area A** into the hollow unlocks the doors to the library. If the PCs befriend the Serpent, it willingly allows them to place the token in its forehead.

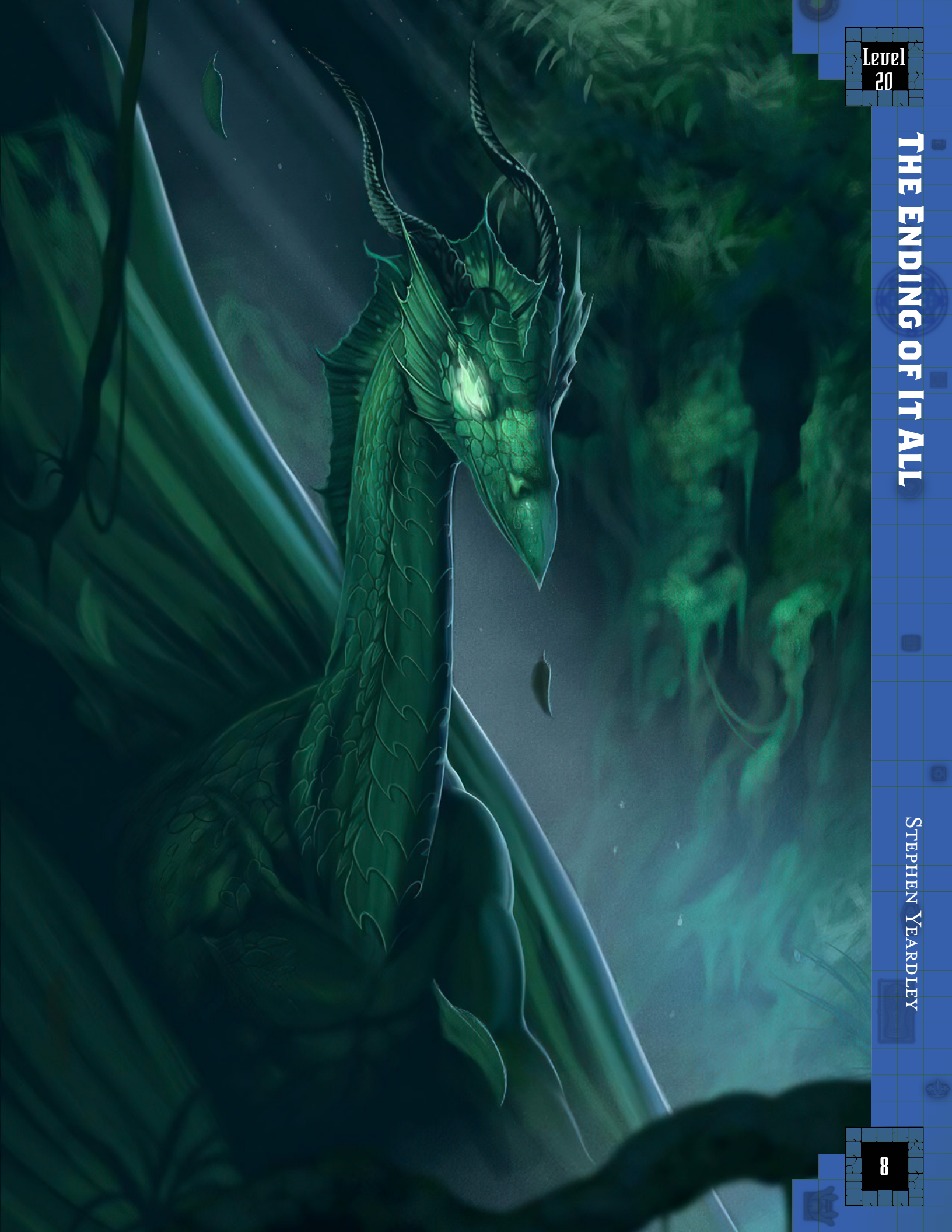
## N. The Library

**Extreme 20**

The *Creation Codex* rests on a table in the middle of this room. The **Deceiver (grim reaper, 309)**, the old man the party encountered in **Area A**. The Mother’s magic still protects the *Codex*, preventing the Deceiver from destroying it. However, if the Deceiver kills three or more PCs with its Death Strike ability, it harvests sufficient power to unravel the Mother’s wards and destroy the *Codex* forever.

Before the Deceiver rolls initiative, and again when it is first reduced to 160 Hit Points or less, four **lesser deaths** (310) under the Deceiver’s control appear in unoccupied spaces in the room and join the battle. If the PCs defeat the Deceiver and recover the *Codex*, the Mother rewards them by granting each of them one *wish*.





Level  
20

# THE ENDING OF IT ALL

STEPHEN YEARDLEY

8



## FLIGHT OF THE GRIPHONWIND

JUSTIN ANDREW MASON

The SS Gryphonwind is a Gryphonwind Class military airship, representing the latest in cutting-edge, arcane technology. She is equipped with the newly invented elemental energy converter (EEC), a magical device that powers all the ship's systems.

### Crew of the Gryphonwind

In addition to their other equipment, all crewmembers of the Gryphonwind wear *winged boots*. The ship's manifest may also include 3d4 soldiers (LN human **guard**) and 1d2 dignitaries (LN human **noble**).

**CPT Cidrick "Cid" Harlock:** Captain (LN male human **elite ship captain**) A gruff human man with long gray hair, Captain Cid abandoned his life as a feared airship pirate after a stint in prison and subsequent marriage to his now-deceased wife.

**CDR Ryn Harlock:** Navigator and First Mate (NG female half-elf **navigator**) A tall, athletic half-elf woman with flowing gold hair, Ryn is Captain Harlock's daughter. Ryn grew up around airships and is a highly skilled pilot as a result. Strong and independent, she strictly adheres to the ship's chain of command and has been awarded dozens of commendations.

**LT Ruty Rightway:** Gunner (N male human **bosun**) A hefty human man with spikey black hair, bushy beard, and bulbous nose, Ruty is

often mistaken for a dwarf. He speaks with an obvious lisp, the result of an injury that left his face permanently paralyzed on one side. Despite a lazy eye, Ruty's aim is impeccable. He loves sour whiskey.

**ENS Darro:** Deckhand and Mechanic (LN male goblin **smith**) Affectionately known as "Daring Darro" by the rest of the crew, Darro is a dedicated and fearless engineer. He ties himself to the ship's railing and dive overboard when repairs to the hull are needed. He is unusually intelligent for a goblin and harbors an unrequited love for Ryn.

**LTJG Aston Cartwright:** Arcane Engineer (NG male gnome **mage for hire**) A handsome young gnome with fire-red curls, Aston's invention of the EEC has cemented his reputation as a world-class arcane engineer. Though cocky and outspoken about his engineering skills, he is otherwise timid. Aston's civilian boyfriend, Alfrith Goldleaf (NG male elf **commoner**), sometimes "stows away" on flights. The other crew members are aware of this but play along.

### 1. Bridge Deck

The bridge at the fore of the airship is raised slightly above the ship's main deck. It features the navigation console, a large crystalline dome that displays a real-time map of the terrain in a

10-mile radius beneath the airship. A control panel control panel beside the console interfaces with all arcane systems on the ship. Pilot and gunner stations are located beside the console.

## 2. Captain's Perch

The captain's perch rises even higher than the bridge deck. It hosts a traditional ship's wheel to steer the airship in case the navigation panel is destroyed.

## 3. Retractable Top Deck

This section of deck retracts to allow access to the ship's hold. The hold is supported by reinforced hardwood beams and spans the length and breadth of the ship. The hold contains the EEC and accompanying engineering station and mundane supplies. The EEC emits a constant warmth that heats the entire ship. Passenger cabins occupy the back third of the hold. Hammocks can be strung between beams in the fore of the hold to create lodging for additional passengers.

## 4 & 5. Starboard and Port

The starboard and port runners each boast two mounted ballistae. Near each ballista is a stack of 50 silvered bolts.

## 6. Crew Quarters

The airship's crewmembers share a cabin toward the aft of the main deck. The cabin features amenities akin to an expensive inn suite, as well as a magically controlled climate. The room can also function as a meeting space and dining hall. The captain's coffer is stowed here.

## A & B. Adamantine Wings

Wings fashioned from high-grade adamantine direct the airship when ascending or descending. Destroying the wings (Hardness 34, HP 136, BT 68) prevents the ship from ascending, although the ship can still descend safely.

## C. Arcane Engine

The engine at the Gryphonwind's stern is powered directly by the EEC in **Area 3**. It is the ship's sole source of forward propulsion. The ship cannot ascend or make any forward motion if the engine is destroyed (Hardness 20, HP 120, BT 60). The ship can descend at a rate of 10 feet per round with a destroyed engine.

## Airship Encounters

The PCs undertake a mission to deliver supplies to a tsunami-ravaged city, but the quickest route is through cloud giant territory. During the trip, 1d4+2 **cloud giants** (307) riding **ancient white dragons** (304) surround the ship.

Saboteurs rig a bomb to the EEC and threaten to destroy the Gryphonwind.

A stowaway **leukodaemon** (300) plague spreads via the Gryphonwind.

## SS Gryphonwind

**VEHICLE 14**
**UNIQUE** **GARGANTUAN**
**Price** 10,000 gp (or more)

**Space** 200 feet long, 40 feet wide, 70 feet high

**Crew** 1 pilot, 4 other crew; **Passengers** 50

**Piloting Check** Arcana (DC 36), Crafting (DC 36), Nature (DC 36), or Piloting Lore (DC 34)

**AC** 32; **Fort** +26

**Hull Hardness** 25, **Hull HP** 240 (BT 120); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** 15 fire until broken

**Speed** fly 60 feet (alchemical, magical)

**Collision** 12d10 (DC 34)

**Elemental Energy Converter** The EEC powers the Gryphonwind's arcane systems. The converter acts as a battery that stores raw magic and converts it to elemental energy. It can store a maximum of 10 charges. While at least one charge remains, the airship can continue powered flight. Damage from a critical hit to the airship is dealt directly to the EEC. If the EEC is destroyed (Hardness 20, HP 120, BT 60), it temporarily retains charges, losing one charge every 3d4 rounds. If the converter is ever reduced to 0 charges, the airship enters freefall. If the Gryphonwind remains stationary for 24 hours, the EEC recharges naturally at a charge of 1 per day.

**Antimagic Forcefield** While the EEC has 2 or more charges, a creature within 5 feet of the Gryphonwind's navigation console (Area 1) can activate the ship's antimagic forcefield as a 3-action activity on their turn. Activating the forcefield expends 1 charge from the EEC. The forcefield persists for 1d6+10 rounds. The forcefield manifests as a one-way, 30-foot-thick barrier that functions as both an antimagic field and a wall of force in a 200-foot radius around the Gryphonwind. The forcefield affects only magic and objects moving through the barrier from the outside. It has no effect on the Gryphonwind or magic and objects moving through the barrier from inside.

**Mana Railgun Array** Three railguns make up the mana array. Each railgun has 10 charges and recharge at a rate of 1 per hour so long as the ship's EEC has 2 or more charges. The guns can swivel in all directions except directly up.

A creature within 5 feet of the airship's navigational console can take the Fire Mana Array action. The array can be fired using either one gun (monogun shot) or three guns simultaneously (trigun shot). A monogun shot expends 1 charge from the chosen railgun. A trigun shot expends 1 charge from all three railguns.

**Fire Mana Array** **◆◆◆** (electricity) A creature within 5 feet of the navigation console performs a 3-action activity on their turn. A bolt of arcane energy fires in a 120-foot line away from either one railgun (for a monogun shot) or all three railguns (for a trigun shot). The railguns have a chance of hitting determined by the target's size: Tiny 10%, Small 20%, Medium 40%, Large 80%. The lightning automatically hits Huge or larger targets. Targets hit by the lightning take 6d12 damage (**DC 36 basic Reflex save**) of a type determined by the gunner (acid, cold, electricity, or fire).

## OGL

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not

to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

*Open Game License v1.0a* © 2000, Wizards of the Coast, Inc.  
*System Reference Document* © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

*Pathfinder Core Rulebook (Second Edition)* © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

*Pathfinder Bestiary (Second Edition)* © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

*Pathfinder Bestiary 2 (Second Edition)* © 2020, Paizo Inc.; Authors: Alexander Augunas, Dennis Baker, Jesse Benner, Joseph Blomquist, Logan Bonner, Paris Crenshaw, Adam Daigle, Jesse Decker, Darrin Drader, Brian Duckwitz, Robert N. Emerson, Scott Fernandez, Keith Garrett, Scott Gladstein, Matthew Goodall, T.H. Gulliver, BJ Hensley, Tim Hitchcock, Vanessa Hoskins, James Jacobs, Brian R. James, Jason Keeley, John Laffan, Lyz Liddell, Colm Lundberg, Ron Lundeen, Jason Nelson, Randy Price, Jessica Redekop, Patrick Renie, Alistair Rigg, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Amber Stewart, Jeffrey Swank, Russ Taylor, and Jason Tondro.

*Pathfinder Gamemastery Guide* © 2020, Paizo Inc.; Authors: Alexander Augunas, Jesse Benner, John Bennett, Logan Bonner, Clinton J. Boomer, Jason Bulmahn, James Case, Paris Crenshaw, Jesse Decker, Robert N. Emerson, Eleanor Ferron, Jaym Gates, Matthew Goetz, T.H. Gulliver, Kev Hamilton, Sasha Laranoa Harving, BJ Hensley, Vanessa Hoskins, Brian R. James, Jason LeMaitre, Lyz Liddell, Luis Loza, Colm Lundberg, Ron Lundeen, Stephen Radney-MacFarland, Jessica Redekop, Alistair Rigg, Mark Seifter, Owen K.C. Stephens, Amber Stewart, Christina Stiles, Landon Winkler, and Linda Zayas-Palmer.