

Hex Descriptions for Exploration

Forest

The Greenbelt section of the Stolen lands measures some 7000 square miles, 4300 square miles of which are comprised of a deciduous forest known as the Narlmarches. The forest is characterized by much old-growth tree cover with Oak, Ash, Poplar, and Sycamore trees being the most numerous, though there are some Pine and Fir trees as one approaches the mountains (not actually in the Greenbelt).

Border (18—4 are encounter areas) 14 entries

1. This section of the Greenbelt is characterized by dense copses of early growth sycamore and poplar trees with thick underbrush. You find a patch of blackberries that hasn't been completely eaten by the birds and other forest creatures and have a nice snack of them. There aren't many old-growth trees here as this area is where the forest meets the plains of the Greenbelt, but you can tell that the forest is making a decided effort to push outward.
2. The Narlmarches Forest here is particularly snarly with dense undergrowth and thorny plants covering the ground while tough bushes and small pines take up the middle. There's a section of the woods here absolutely covered in spider webs and you're pretty sure that there's a colony of spiders that lives there, though none of you particularly wanted to disturb them. Thankfully, there were no signs of giant spiders, but the little ones are bad enough.
3. The Narlmarches Forest here has gone through a bad storm recently. Toppled trees and flattened undergrowth mark the storm's passage and makes tough going through this square. The sweet smell of honeysuckle guides you to a large, mostly untouched section of the woods with the bush growing rampant throughout and the buzz of bees guides you to a large hive of them in an old lightning-struck poplar tree. There must be a colony of tens of thousands of the bees, judging from the buzzing.
4. This section of the Narlmarches is sharply delineated from forest to plains. The tall grasses of the plains are much shorter here, and there's a section of ground that travels the border of the forest that's mostly bare of plants where fallen leaves make the soil too acidic for undergrowth to grow. You find a small den of foxes in one small grove of ash trees, but they run away as soon as you get to within fifty yards of them.
5. You find a large patch of raspberries growing in a clearing in this section of the woods, but the berries are not yet ripe enough to eat. At least, they don't look it. They're all whitish yellow, though they look large enough to eat [these are actually ripe, they're just albino red raspberries]. Besides the raspberries, though, this part of the woods looks much like the others, though it does border the plains.
6. A huge oak tree has fallen in this section of the woods; though it's actually fallen out of the woods and into the plains. The boughs of the tree are devoid of leaves and there are large bubble-like growths on the branches of the tree which indicate some kind of tree blight which felled this tree. Following the tree into the woods reveals a large, torn-up section of the forest floor where the great tree's tap root and other major roots lie exposed to the open air. It smells sour and wet and there are an abnormal amount of biting flies near here; not very pleasant.
7. You find a small pond that seems to be fed from a spring in its bottom in this section of the Narlmarches. It is unique in that it is absolutely clear and it is not fed by a stream. It seems to have formed out of a natural fissure in the earth and you're unsure of how deep the pond is, though it seems to be only forty or fifty feet across. You don't notice any fish in the pond, though there are some large frogs and one particularly large specimen of tiger newt that plops into the water at your approach. Where cattails and lily pads don't choke the water, you can actually see the bottom of the pond, the water is so clear.
8. There are some ancient and moss-grown standing stones in this section of the woods. The Narlmarches here gives way to the plains and it seems some ancient people must have thought this area was sacred or noteworthy enough to leave these large stones standing here, but you cannot figure out why. Any writing or symbols on the stones themselves have been worn away by weather and time and they don't seem to be arranged in any particular order.
9. An old section of road goes into the deeper Narlmarches from this section of the Greenbelt. The paving stones are all but buried in the undergrowth and grass, but you can tell that the road used to be well-maintained and probably well-travelled in the distant past. Deeper into the woods, the road disappears

and it just kind of peters out in the plains, the cobbles consumed by soil and the long grass.

10. You find the ruins of a hut in this section of the Northern Narlmarches. Closer investigation reveals that this was probably once a trapper's hut. The smell of old hides and faint rotten meat still permeates the dilapidated structure, though a family of raccoons seems to have moved in lately. Other than the hut, though, there is nothing of note here.
11. Beneath the shade of the trees in this section of the forest wild celandine plants grow with reckless abandon. The small yellow flowers are bright and cheerful against the forest floor. Occasionally, the forest floor seems to sparkle as one of the flowers turns its petals full on to the sun and almost flash with yellow. Their smell is subtle but sweet and not overpowering at all; the leaves of the celandine can be dried and used to make a tea and the flowers are a home remedy for curing warts.
12. The forest is a smaller presence here than the plains of the Greenbelt. A large family of pheasants takes to the air as you approach (Survival DC 18 or attack vs. AC 18 to take 1d6 pheasants on the wing). There are lots of white daisies growing amidst the grasses here and honey bees industriously buzz about them.
13. There is a creek here that might lead to one of the rivers in a meandering way. You see a family of deer along the creekbed, but they disappear before you can get within any kind of hunting range. The creek gets wider toward the center of this area, but it meanders and twists so much you have a hard time imagining how it flows. Within the creek, you notice that many of the rocks here have tiny sapphires embedded in them.
14. This part of the forest is strangely quiet, devoid of the normal birdsong and leafrattle of normal forest life. You notice small mounds in the plains which may explain it... Upon closer examination, there seems to be a species of giant ant (at least as big as a person's hand, maybe bigger) that has taken over this part of the forest. Once you've seen their dull brown carapaces once, you notice them all the time. You think it would probably be a bad idea to harm these ants as the systematic stripping of all animal life gives some idea as to these ants' natural aggression.

Deep Forest (29—13 are encounter areas; 5 river hexes) 16 entries

1. This section of the Northern Narlmarches is populated by tall ash and poplar trees, though you notice the silvery peeling bark of birch trees here and there as well. In one fairly open section of the forest, a truly large pecan tree grows to almost two hundred feet tall. The long and pointed shells of pecans pepper the ground for hundreds of feet around the area and you notice bear tracks in the soft soil.
2. You notice the smell before you see it. There's a den for what must be some large burrowing insect—we're talking at least six feet tall—in this section of the woods. Bones and discarded bits of animals litter the forest floor and the distinct earthy smell of chitin and rotting meat mix together to create a truly unique bouquet. You don't see the creature at the moment, but it could be stalking you at this very moment... *(this is a giant whiptail centipede den; 50/50 chance that it's there and attacks the party. It fights to the death to defend its home and will pursue its prey.)*
3. The hooting roar of an owlbear reaches your ears as you explore the woods here. You don't see the creature and the echoes in the woods could mean that it's a mile away or that it's around the next tree. You don't think it's too close, but it definitely makes you nervous. After a few tense minutes, though, no enraged owlbear comes tearing into you, so you continue nervously on. The closest you ever come to it is finding a pile of its dung on the ground.
4. In a patch of white oaks, grazing on some bushes are a small group of four or five wild elk. The small herd is a group of young males with their horns not fully grown in. While one or two graze, the others sport with each other, making mock battle with their fuzzy horns. They don't notice you until you get fairly close (Survival DC 25 to take one down), but disappear into the woods when they do notice you.
5. A truly massive boulder lies cracked open in the middle of a clearing here. You're not sure about its origin, but within the boulder, you see a profusion of smoky quartz crystals, some growths larger than the palm of your hand. The boulder must weigh upward of ten tons, but it is possible to chip away a crystal or two without damaging the entire matrix. Other than the amazing boulder, though, there's not much of note in this part of the forest.
6. Trekking through this section of the woods, the first thing you notice is the smell of rot, then you hear the ominous buzzing. Careful investigation reveals the corpse of a wild pig, a large puncture wound in its side teeming with flies and maggots—it must have died a few days ago. But the flies aren't the source of the buzzing. It's the truly enormous wasp nest constructed in a juncture of three ash trees. The papery structure serves as the home of wasps the size of small dogs and they hover around it protectively; occasionally, one wasp will fly off into the woods. They don't seem to notice you yet...better tread carefully around here. You definitely *don't* want a swarm of these bad boys on you. *[There is a 20% chance of a random encounter with 1d4 giant wasps here. If the combat lasts longer than 10 rounds, it brings the entire hive down on the party—at least 200 of the creatures, so much they blot out the sun and their buzzing reverberates in the chest—so it would be wisest to run from combat. The wasps won't pursue more than 2 rounds.]*

7. You come upon an abandoned campsite in the woods here. The firepit is cold, not even coals in the middle are still alive, so this must have been abandoned quite some time ago. But you can tell that at least five people camped here for a couple of nights, then moved on. You find a set of dice in the bushes that may have been dropped by one of the people who camped here.
8. A profusion of vines and rotting plants in this part of the Northern Narlmarches indicates the close presence of the intelligent plant known as the shambling mound. These creatures have very good camouflage as they look almost exactly like their environment. They're fearsome creatures with a proclivity for elf flesh. [There's a 50/50 chance of an encounter with a shambling mound here. If the players do get involved with one of these, it'd be wise for them to run. It's way above their level. If they do encounter it, it's a Perception vs. DC 26 to avoid being surprised by it.]
9. In the bottom of a hill here, you find an old bear den. It seems to be abandoned for the moment, but you see large clumps of bear hair and old bones on the tamped-down earth of the den. It goes back about twenty feet and is nice and cool, but the overwhelming smell of bear is nerve-wracking and you probably don't want to hang around for the bear to return.
10. In a clearing of this section of forest, you come upon a tall (about 15 feet) stone statue of a man with an elk's head overgrown with moss and lichen (Religion DC 15 to know that this is a depiction of Erastil). It seems to be very old as the details of the statue have been completely worn away. It looks to the south, hands planted on its hips in a stern fashion.
11. You find a pond choked with weeds and plants as you stumble out of a particularly thorny bush. Birds flit through the tree branches along the edge of the pond and an old tree trunk serves as a sunning spot for several turtles in the middle of the pond. There are a few clear areas along the edge of the pond which aren't completely choked with weeds and plantlife and you see a swirl in the water which indicates that there might be a truly large fish living in the depths here. *[A determined fisherman can make 4 DC 20 Survival checks in a row to catch a massive carp with gold and black scales—it weighs over 100 lbs. and takes 1d4 hours to bring in.]*

Deep Forest River Hexes

1. The sound of running water reaches your ears in this section of the forest. The (river name here) River flows through this part of the woods. You notice that the river rocks here are mostly flint with some limestone. This strikes you as a little odd, because while not rare, flint usually comes in nodules and usually in chalk or limestone from cliffs and there aren't any cliffs nearby. Some of the flints here are wickedly sharp, so it would be a good idea to be careful of your footing here lest you slip and hurt yourself on the knifelike edges of the rocks.
2. Cattails and skunk cabbage grow in profusion along the river bank of this part of the Northern Narlmarches. You emerged from the shady forest to find the (enter river name here) River flowing slowly through. Great blue herons stalk the river banks, almost hidden in the cattails and turtles sun themselves on sunken logs or rocks. You notice the flash of scales in the sun—this is good fishing territory! *[Survival DC 18 to catch a mix of 1d8 river trout, catfish, and pike/gar. There's a 20% chance that a fisherman will catch a large snapping turtle (weighing more than 40 lbs.) during their fishing trip, in which case, it's a Survival DC 25 to catch and kill the thing.]*
3. The forest here has the (river name here) River running through it in a series of small waterfalls. Small purple flowers grow along the banks of the river and tiny minnows swim in the pools created by the falling water. The rocks along the banks of the river are slippery and overgrown with moss, so it would be wise to watch your footing to avoid taking a cold plunge.
4. The Narlmarches open up to the (enter river name here) River and it's very wide here; almost 500 feet across. The river banks are unusually sandy and rocky and the approach to the riverbank is a little treacherous (Ref DC 15 to avoid taking 1d4 subdual/nonlethal damage approaching the river). However, the treacherous approach to the riverbank is worth it for one of the stranger sights you've ever seen. In a truly massive boulder along the riverbank—at least ten feet tall and fifteen feet long—seemingly sliced neatly in two is the fossilized skeleton of some ancient creature with very large, very sharp teeth. It guards its riverbank eternally now, snarling silently at the sun as it rises and sets.
5. The (enter river name here) River has slowed to a mere trickle here. Although there is a profusion of long green grasses, the ground is soupy and marshy here and you sink up to your ankle in the muck. There are places here where it's treacherous to walk—sinkholes and quickmud are fairly common here (and require a series of 3 successful Survival or Knowledge Nature/Geography DC 17 to avoid; if a sinkhole is stepped in or quickmud is 'found', the lucky player takes 1d8 nonlethal damage and it takes 1d3 hours to extricate them). Slogging through the muck is exhausting and largely unrewarding. There's lots of mosquitoes and biting flies and the mud is ever present. Finding dry enough ground to camp on is difficult and you're all exhausted by the time you finally leave this area. [An exhausted character moves at half speed, cannot run or [charge](#), and takes a -6 penalty to [Strength](#) and [Dexterity](#). After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause [fatigue](#).]

Plains

There are roughly 2800 square miles of planes in the Greenbelt, known as the Kamelands. These 30 hexes take up roughly half of the Greenbelt and are characterised by mostly flat land covered in tall grasses, though there are some hills and river marshes. Two lakes reside in the Kamelands: the Tuskwater and the Candlemere while 7 rivers meander through them. These plains are scrolling, alluvial, and lacustrine plains. There are prairies, meadows, grassland, and fields in these plains in addition to shrub swamps, ponds, rivers, streams, riverine floodplains and permanent lakes here.

Plains Hexes (30—9 encounter hexes; 7 river hexes; 2 lake hexes) 22 entries

- ~~This area of the Kamelands is a fairly typical mixed-grass prairie which is mostly flat, though the land tends to rise from east to north. There is a large, naturally-occurring field of sunflowers here, nodding their giant heads in the constant breeze, swaying gently. There must be at least a thousand of the flowers in this field.~~
- ~~A small herd of wild horses lives in this area. It seems to be about 60 members strong and they appear to be Konig horses, or King Horses, characterised by dun coats and a dark stripe running down their backs. They seem to be fairly skittish in the presence of humans, though nonhumans don't frighten them as much. They tend to stay away from two-legs in general, but it might be possible to catch and tame some of the horses. *[This would take a series of five successes before three failures of Survival or Handle Animal DC 25 to catch one of the horses and calm it enough to tame. Then it would take a series of 3 successes before 2 failures per week for three weeks of Handle Animal DC 23 to tame the horses enough to ride and accept a rider.]*~~
- As you're walking through this section of the Kamelands, you see something greyish caught on a shrub some distance away. Upon closer inspection, the greyish thing seems to be a section of the shed skin of a snake. The section is roughly three feet by four and appears to be just a fragment of the entire shed skin. As you continue on your explorations, you find five more pieces of the shed skin—all as large or larger than the one you found first—but no further sign of the giant snake.
- In the distance, you see the pure white coat and glinting horn of a wild unicorn. It seems to watch you as you explore the Kamelands, always staying a long distance away, but it makes no moves to approach you. Eventually it leaves, going in the direction of the Narlmarches.
- A vast profusion of wildflowers scents the breeze with their heady aromas while honey bees buzz about their blossoms. The flowers are truly amazing in their variety, no two seeming to be exactly alike. In fact, after a while of exploring, you're sure that no two of these flowers are alike. Each and every one of the millions of flowers in this section of the Kamelands is different from one another. You have no idea what could have caused this, though you suspect a magical or divine origin.
- The grass in this section of the Kamelands has been grazed down close to the ground, allowing you to have a nice clear ride. You notice a profusion of holes in the ground. These mystify you until you see the telltale head of a prairie dog poking up from one of the holes, then disappearing again. The prairie dog warren extends for almost the entire area which may mean that this is one *huge* community of prairie dogs, or many banded together.
- The mixed grass of the vast majority of the Kamelands gives way to extremely tall grass, reaching as high as 6 feet in some places. If you're riding a horse, you can see the effect the wind has on this plain as the tall grass waves gently in the breeze creating waves like a grass ocean. It's a surreal feeling riding through the plains. Occasional breaks in the grass reveal rocky ground where a snake will be sunning itself or a flight of butterflies might suddenly explode up from the grass around you. Other than the taller grass, though, nothing stands out about this part of the Kamelands.
- The tall grass here is dotted with small copses of black oak trees. A gyrefalcon winds its way slowly high overhead, searching for prey. You find the remnants of an ancient troop of soldiers in one of the black oak copses: moldering bones mostly returned to the soil with rusty weapons lying around. It's impossible to tell what killed them, but you get the sense that it would be a bad idea to disturb the skeletons. Leave the dead to their rest—always a good plan. *[Should they disturb the skeletons anyway, they'll cause 1d6 spectres to arise. Spectres are CR 7, way out of their league at the moment, and there's nothing valuable here anyway. If the players run, the spectres don't chase them farther than the bounds of the grove of trees.]*
- As you explore this area of the Kamelands, you notice something very strange about some of the rocks you find lying around. At first, you're not sure if you really believe your eyes, but then—yes—it *must* be. The rock is an exact carving of a prairie dog. Except that it's got a few gouges out of it. There are other rocks like the prairie dog: a butterfly, a wild pig, even a large snake. You begin to feel very uneasy about this area. *[Players have a 50/50 chance of encountering a cockatrice here. It's CR 3, so not too bad for them to handle.]*
- In the middle of this area you find an area where there are several boulders strewn around on the ground, piled atop one another in a rough cairn. Within one of these boulders—the tallest one (roughly 30 feet up)—a truly massive sword has been thrust point first. The sword looks even bigger than the massive zweihander swords used by some barbarian tribes. *[Should the players disturb this cairn, they'll only find the moldering bones of a giant tucked within. This tomb has been looted, though. There are 14 gp scattered throughout the rocks, but that's all that remains of the treasure. The skeleton's*

skull is also missing.]

11. Tall grass gives way to short in this boulder-strewn area of the Kamelands. The land rolls in gentle hills and dales and the party finds little in the way of wildlife. The reason why becomes apparent with the coming of evening. As the sun's setting rays stain the sky crimson, the brittle scream-howl of a wild warg can be heard on the night air, followed by at least six more. It seems that there is a pack of wild wargs out hunting—would you run or would you fight? *(It requires 4 successes before 2 failures of DC 21 Stealth or Survival to escape the wargs; otherwise, the party can sneak up on them in a surprise round and fight them. If they fail to escape, the wargs catch them and attack on the surprise round. This is a CR 7 encounter—it might be wiser to run).*
12. As the party wends its way among the lowland plains of Kameland, you come across a hole in a low hillock about ten feet wide. You notice that the ground outside the hole is bare dirt worn smooth and that all around the hole are bones with bits of fur or feathers still attached. Most of the bones seem to be wild horse bones or bison bones. Then you notice a distinctly ophidian stench wafting from the hole. It seems that you've come across the burrow of probably the biggest snake on Golarion. Its head is as wide across as an average human is tall and its dark brownish black scales look hard enough to turn steel. Oh yes; and it seems to be rather angry about your presence. Run or fight? *[Should the players decide to run, they'll need to get 4 successes before 3 failures on a DC 18 Survival check, should they decide to fight, they'll be fighting Xanator the Unclean, a huge Cottonmouth snake that grew to enormous size due to just being plain old mean enough to live well beyond a snake's usual existence. He's a CR 5 monster and he'll deal a nasty poisonous bite, but if the PCs manage to slay him, they'll find some treasure at the bottom of his burrow. They'll find, amidst piles of bones, scales, and fur, a +1 returning spear with the name "Wanda" carved into its haft, a wanted poster with the snake's picture on it reading "Wanted: Xanator the Unclean. Reward: 1000 gp" dated from 50 years ago clutched in the grip of a withered, blackened corpse, mummified. Also on the corpse is a tarnished silver amulet with a sparkling opal set into it worth 80 gp, 53 sp, and 30 cp in its purse.]*
13. On this rocky area of the Kamelands you come across a shallow depression in the earth that truly gets your heart beating fast. Within this shallow depression glitters a golden vein of metal in the rock! It must be gold! No...wait...it doesn't have that lovely softness of gold...In fact, when you scratch it, the metal sort of breaks with a brittle crack. It's pyrite. Damn. Still, it's the biggest vein of pyrite you've ever seen, even if pyrite is one of the most common minerals on the planet.
14. You come across a small hut nestled into the lee of a hill. It has a sod roof and smoke coming out of the chimney. Upon getting closer, you notice that the hut seems to be actually built *into* the hill, and is rather small for a human. Just then, the door opens and a grey-bearded dwarf bustles out with a long walking stick in one hand and held firmly in the other, the leash to a terrier dog. The dwarf startles when he sees you; he must not get many visitors out here. *[The dwarf is Rimlin, and he's a retired adventurer from the Kodar Mountains a hundred years ago seeking adventure in the Southlands. He got what he wanted, then watched as his adventuring companions all died one by one, all except for the elf, who still visits now and again. He's friendly enough, but doesn't want in on the adventuring life again. He'll give the party a couple days' trail rations, but won't invite them into his home. If asked about the land, he can tell the party about one hex they haven't visited near him. He knows about the Spider's Nest (area H) and crazy old Bokken (area D) as well as the Sootscale Caverns (area Y) and the Old Sycamore Tree (area R) where the mites live. He gives all these areas a wide berth and just walks the land with his dog, Ratscallion V.]*
15. As you round a small hill in the Kamelands plains, through the wildflowers and grass a dark stain on the land becomes visible to you. A dark stain that has been...well, destroyed. Utterly and thoroughly. You see the evidence of what must have been a *titanic* battle in the tumbled stones and blackened earth of a former temple to the hideous god Rovagug. Everyone knows the symbol of the Rough Beast and you can see it carved on the toppled pillars of this once-proud dark temple. Now, not even plants grow near the place. The earth still smells faintly of cinder and ash near the ruins and you get a very uncomfortable feeling when you get close to the ruined stones. The only thing which still stands (leans, really) is a pitted, rusted, iron statue of the Great Worm, now mostly melted to slag.
16. While exploring this area of the Kamelands, you see the biggest feather you've ever seen. It's six feet long and weighs ten pounds and is colored a dirty black. This must be a feather from the legendary giant birds called Rocs. Scanning the sky, you don't see any huge birds, but then again, that's not exactly surprising. Rocs are truly enormous birds and their territories can span hundreds of miles. Perhaps this feather came from a hunting Roc which snagged an elk or a horse, or maybe even a roving bison, then flew back to its nest—hopefully very far from here.

River Hexes

1. Through this marshy river wetlands area, the (river name here) winds. Tall reeds prevent good lines of sight and there are droves of biting midges and gadflies. Also swimming in the water are numerous river leeches. How charming. Hopefully, the large river pike or gar that you've seen swimming in the waters will eat them off of you. In any case, this is probably the hottest, wettest, and most miserable area of the Greenbelt you've ever explored.
2. The grassy plains of the main Kamelands give way to flat claybeds which run along the (name of river) River's banks. The clay is notable for its distinct striating patterns of red, orange and black. It's also notable for how sodden with water it is. And how much it resembles glue. Really *heavy* glue. On second thought, maybe it's not so interesting after all.
3. You've been waiting for this idyllic scene for perhaps the entire time you've been exploring the seemingly endless

Kamelands. Gently rolling hills lead down to the meandering (river's name here) River's sandy banks. The sun shines brightly and birds sing as they fly by. The river moves swiftly and cattails and reeds line the edges of the river. Out in the water, the telltale flash of silvery scales in the sunlight let you know that this would probably be an *excellent* fishing spot, especially over there, where there are some large boulders which stick out over the water. Yeah, there are probably some positively *enormous* river trout resting under those rocks. Who knows, you might even find some crawdads in the mud along the river bank? *[Survival DC 15 to catch 1d8 river trout all between 5 and 10 pounds. Also, should they wish it, they will get a nice harvest of freshwater clams, watercress, crawdads, and cattails for meals. It'll provide enough fresh food for 1d4 days.]*

4. A fifty foot tall waterfall crashes from a high rocky shelf into a deep pool in this area of the Kamelands. The (river's name here) River runs swiftly over a rocky bed and there are, in fact, several waterfalls like this, though this one is certainly the most memorable—and scenic. Footing around here is treacherous though, and care should be taken when exploring this area.
5. The croaks and calls of numerous frogs and toads echo throughout this area of the Kamelands. In an oxbow turn of the (river's name here) River, the water runs slow and sluggish, and has turned a muddy reddish brown. Large water lilies grow along the banks of the river providing excellent sunning spots for rather big bullfrogs and turtles. You're not sure, but would be willing to bet, that there are also probably numerous water moccasins and other poisonous aquatic snakes in the knee-length grass which grows right up to the river's edge, then turns into tall reeds and cattails. The river is wider here than elsewhere, so thankfully, it takes less time to explore this area and move onto the next (1 day less, in fact).
6. You find a scene of devastation along the marshy banks of the (river's name here) River as you begin your explorations. A village of boggards once stood here, but their reed huts have been smashed to splinters, their carefully tended blue dragonflies flit about the ruined village as if they don't know what to do. You see large, clawed footprints in the ground here like a huge three-toed bird simply flew in here and left. The footprints are about a foot and a half long and its stride indicate a bird that was...forty feet long. Wait, *forty feet long?! Then you hear the trumpeting roar of a truly large beast out over the hills and it hits every prey-nerve in you. That's the hunting roar of something big. [It's a T. Rex. Yeah, a T. Rex. The party'd better run for it. If they go hunting for it, they'll find it, but it's not hunting for anything right now. It's just eaten a village full of boggards and is sated. But the party had better not stick around or they'll find out just how terrifying the Tyrant King of Lizards truly is.]*
7. The smell of rotten fish assaults your noses as you continue exploring along the banks of the (river's name here) River. You come upon the corpse of a very big fish. At least, most of the fish. The back end of the fish. It's five by six feet and you can tell it's probably been either bitten in half, or more. You never knew that such large fish could live in freshwater rivers. You never knew there was anything that could bite a fish that big in half. Then you see a left-over tooth from whatever it was that bit the fish in half. It's a little under nine inches long and serrated along one side. Good gods above. This thing could probably have eaten the fish whole! The stench and decay on the corpse let you know that this was not recent—probably two or three days ago.

Lakeside Hexes

1. You come to the banks of the Tuskwater, the largest lake in the region. Its waters are deep and cold and it's almost a dozen miles wide and twice that long. It's shaped a little bit like a boar's tusk, which is what earned it its name. However, the interesting thing about this particular lakeside area is that (one of your party members) *swears* s/he saw a *huge* shadow in the water. But no matter how long the rest of you looked, you never spotted anything like it.
2. The Tuskwater meets the Gudrin River here and it's a watery, soupy mess. The river is pretty shallow by now and empties into the much deeper Tuskwater in a shallow area that must stretch for a mile. All around the shallow part, the deepest the water gets is ten feet and the rest of the solid ground is not actually very solid. It's muddy and nasty here with dragonflies, mosquitoes, black flies, and more just waiting for some warm-blooded mammals to suck the blood from.

Monsters

| Cockatrice CR 3 |
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| XP 800 |
| N Small magical beast |
| Init +3; Senses darkvision 60 ft., low-light vision; Perception +10 |
| Defense AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) hp 27 (5d10) Fort +4, Ref +7, Will +2 |
| Offense Speed 20 ft., fly 60 ft. (poor) Melee bite +9 (1d4–2 plus petrification) |
| Statistics Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 8 Base Atk +5; CMB +2; CMD 16 Feats Dodge, Skill Focus (Perception), Weapon Finesse Skills Fly +6, Perception +10 |
| Ecology Environment temperate plains Organization solitary, pair, flight (3–5), or flock (6–12) Treasure none |
| Special Abilities Petrification (Su) A cockatrice’s bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice’s bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature’s natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice’s bites immediately turns completely to stone, as if petrified by a <i>flesh to stone</i> spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution based. |

| Giant Wasp CR 3 |
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| XP 800 |
| N Large vermin |
| Init +1; Senses darkvision 60 ft.; Perception +9 |
| DEFENSE AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, –1 size) hp 34 (4d8+16) Fort +8, Ref +2, Will +2 Immune mind-affecting effects |
| OFFENSE Speed 20 ft., fly 60 ft. (good) Melee sting +6 (1d8+6 plus poison) Space 10 ft.; Reach 5 ft. |
| STATISTICS Str 18, Dex 12, Con 18, Int —, Wis 13, Cha 11 Base Atk +3; CMB +8; CMD 19 Skills Fly +3, Perception +9; Racial Modifiers +8 Perception |
| ECOLOGY Environment temperate forests Organization solitary, pair, group (3–6), or nest (7–19) Treasure none |
| SPECIAL ABILITIES Poison (Ex) Sting—injury; <i>save</i> Fort DC 18; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dexterity damage; <i>cure</i> 1 save. The save DC is Constitution-based, and includes a +2 racial bonus. |

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| Giant Whiptail Centipede CR 3 |
| XP 800 |
| N Huge vermin |
| Init +0; Senses darkvision 60 ft.; Perception +0 |
| Defense AC 11, touch 4, flat-footed 11 (+7 natural, –2 size, –4 squeezing) hp 38 (4d8+20) Fort +9, Ref +1, Will +1 Immune mind-affecting effects |
| Offense Speed 40 ft., climb 40 ft. Melee bite +4 (2d6+7 plus poison), tail slap –1 (1d3 nonlethal plus trip) Space 15 ft.; Reach 15 ft. (20 ft. with tail slap) |
| Tactics During Combat The whiptail attacks the closest target, pursuing it throughout the mite lair but not out of it. These stats have been modified for the fact that the centipede is forced to squeeze in the environs. Morale The centipede fights to the death. |
| Statistics Str 25, Dex 11, Con 21, Int —, Wis 10, Cha 2 Base Atk +3; CMB +12; CMD 22 (can't be tripped) Skills Climb +15 SQ compact |
| Special Abilities Compact (Ex) Although a giant whiptail centipede is a Huge creature, its compact and slender frame allow it to squeeze through areas as if it were a Medium creature—it still suffers normal effects for squeezing into small areas. Poison (Ex) Bite—injury; <i>save</i> Fort DC 14; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Dex; <i>cure</i> 1 save. Tail Slap (Ex) A whiptail centipede's tail slap attack inflicts nonlethal damage and gains no bonus from its strength score on damage |

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| Spectre CR 7 |
| XP 3,200 |
| LE Medium undead (incorporeal) |
| Init +7; Senses darkvision 60 ft.; Perception +17 |
| Aura unnatural aura (30 ft.) |
| Defense AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex) hp 52 (8d8+16) Fort +4, Ref +5, Will +9 Defensive Abilities incorporeal, channel resistance +2 Weaknesses resurrection vulnerability, sunlight powerlessness |
| Offense Speed fly 80 ft. (perfect) Melee incorporeal touch +10 (1d8 plus energy drain) Special Attacks create spawn, energy drain (2 levels, DC 16) |
| Statistics Str —, Dex 16, Con —, Int 14, Wis 16, Cha 15 Base Atk +6; CMB +6; CMD 21 Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch) Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11 Languages Common |
| Ecology Environment any Organization solitary, pair, gang (3–6), or swarm (7–12) |
| Special Abilities Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life. Resurrection Vulnerability (Su) A <i>raise dead</i> or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component. Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a <i>daylight</i> spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered. Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre. |

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| Shambling Mound CR 6 |
| XP 2,400 |
| N Large plant |
| Init +0; Senses darkvision 60 ft., low-light vision; Perception +11 |
| Defense AC 19, touch 9, flat-footed 19 (+10 natural, -1 size) hp 67 (9d8+27) Fort +9, Ref +5, Will +5 Immune electricity, plant traits; Resist fire 10 |
| Offense Speed 20 ft., swim 20 ft. Melee 2 slams +11 (2d6+5 plus grab) Space 10 ft.; Reach 10 ft. Special Attacks constrict (2d6+7) |
| Statistics Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9 Base Atk +6; CMB +12 (+16 grapple); CMD 22 Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam) Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; Racial Modifiers +4 Perception, +4 Stealth (+12 in swamps or forests) Languages Common, Sylvan (cannot speak) SQ electric fortitude |
| Ecology Environment temperate forest or marshes Organization solitary Treasure standard |
| Special Abilities Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour. |

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| Worg CR 2 |
| XP 600 |
| NE Medium magical beast |
| Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +11 |
| DEFENSE AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 26 (4d10+4) Fort +5, Ref +6, Will +3 |
| OFFENSE Speed 50 ft. Melee bite +7 (1d6+4 plus trip) |
| STATISTICS Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10 Base Atk +4; CMB +7; CMD 19 (23 vs. trip) Feats Run, Skill Focus (Perception) Skills Perception +11, Stealth +9, Survival +5; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival Languages Common, Goblin |

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3–11)

Treasure incidental

Xanator the Unclean (Huge Venomous Snake—Cottonmouth) CR 5**XP 1600**

Advanced venomous snake

N Huge animal

Init +3; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 17, touch 10, flat-footed 17 (+1 Dex, +8 natural, -2 size)

hp 50 (5d8+16)

Fort +10, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft., swim 20 ft.

Melee bite +8 (1d8+6 plus poison)

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 18 (can't be tripped)

Feats Improved Initiative, Weapon Finesse^B, Weapon Focus (bite)

Skills Acrobatics +9, Climb +11, Perception +10, Stealth +9, Swim +11

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 1 save.

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| Tyrannosaurus CR 9 |
| XP 6,400 |
| N Gargantuan animal |
| Init +5; Senses low-light vision, scent; Perception +37 |
| <p>Defense AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size) hp 153 (18d8+72) Fort +15, Ref +12, Will +10</p> |
| <p>Offense Speed 40 ft. Melee bite +20 (4d6+22/19-20 plus grab) Space 20 ft.; Reach 20 ft. Special Attacks swallow whole (2d8+11, AC 17, hp 15)</p> |
| <p>Statistics Str 32, Dex 13, Con 19, Int 2, Wis 15, Cha 10 Base Atk +13; CMB +28 (+32 grapple); CMD 39 Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception) Skills Perception +37; Racial Modifiers +8 Perception SQ powerful bite</p> |
| <p>Ecology Environment warm forest and plains Organization solitary, pair, or pack (3-6) Treasure none</p> |
| <p>Special Abilities Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.</p> |