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The movie the pack. The movie the protector
10 Lost Isle of Thalas . • The character gains a title or position of minor authority (+1 Power). Its love of cruelty's sake means that the manticore is inclined to toy with its prey, often engaging in false banter with those it intends to kill, and sometimes feigning disinterest (or even helpfulness) to savor the delicious moment of betrayal to
come. It wears a curved blade that suggests the scythe-like arm of Yga-Ygo, the Dweller-in-Dreams. However, they delight in misleading outsiders by telling half-truths or giving bad advice. However Thalas's cultural and religious center still stands upon the pinnacle of the isle. When polymorphed into a lion, the lioness can substitute the lion's claw
attacks for this attack. Each creature in the area must make a Constitution save (DC 10) or fall unconscious for one minute, or until it takes damage or another creature uses an action to shake it awake. In these pages you'll find new systems for handling the player characters' personal fame, power, and sanity, as well as adjudicating battles between
bands of followers; expanded source material introducing new villainous factions, a new campaign arc, and a new adventures; a selection of never-before detailed Thulean monsters, including the Great Old One Yga-Ygo; and, last but not least, a set of random encounter tables
covering the primeval continent. ABILITY SCORES Str 12 (+1), Dex 14 (+2), Con 11 (+0) Int 16 (+3), Wis 11 (+0), Cha 16 (+3) TRAITS Skills Deception +6, Intimidation +6, Persuasion +6 Spells The lioness is an 8th-level caster. Psychic Tyrant Whenever Yga-Ygo scores a critical hit, it uses its feeblemind spell-like ability upon the target as a bonus
action without expending the ability, even if it already used feeblemind for the day. Venomous Spit (ranged weapon) Attack: +8 to hit, range 30 feet, one target. 11. At Will: guidance, ray of frost, resistance 1st level (4): bless, command, protection from good 2nd level (3): cure wounds, hold person, pass without trace 3rd level (3): animate dead,
bestow curse 4th level (2): blight, summon nightgaunt* * see Primeval Thule Campaign Setting, Chapter 7 Equipment robes, fetish stick COMBAT ACTIONS Multiattack The lama attacks twice with its open hand technique. Others seek knowledge of the past in order to glean glimpses of places, treasures, or arcane secrets lost to time. Council House
and Plaza of Virtues (submerged): Marble statues of proud titans face one another across this plaza, in the center of which stands a fountain sculpted in the likeness of the goddess Asura facing east, carrying a bundle of kindling. While they revere all the Great Old Ones, the Tcho-Tcho are most often found worshiping Ithaqua, Cthulhu, and
Nyarlathotep. Each creature in the area must succeed on an Intelligence save (DC 20) or take 8d8+8 psychic damage and be stunned for 1 minute. Quick Cast (Uses 2 special reactions) Yga-Ygo uses a spell-like ability. In this book you will find: • New rules for Fame, Power, and Sanity; • Raid and small battle mass combat rules; • A new campaign arc
and a new adventure site; • Two new villainous organizations; • 14 new Thulean monster and villain entries, including the Great Old One Yga-Ygo; • Encounter tables for each region of Thule. A living creature that takes cold damage from the shortsword must make a Con save (DC 18) or be paralyzed until the end of its next turn. When the Atlantean
emperor summoned Ardos to lead a fleet in the war with Quodeth in 1451, Ardos appointed his brother Breon as regent in his absence. • The character gains followers (+2 Power). PLAYER CHARACTERS In general, PCs do not participate in mass combat resolution. The island breeze laments in its halls. The captain is equivalent to a bandit captain.
For over a hundred years, the City of Triumphs expanded by conquering neighboring lands. In rare cases when it's clear that surrender means certain death a broken force stands its ground and keeps fighting, but its battle rolls from that point forward are made with tactical disadvantage. You must affix such a notice to any Open Game Content that
you Use. INVADERS FROM BEYOND New Campaign Arc In Thule, invasions march on the sandaled feet of soldiers or they arrive by the arms of slaves plying the oars of warships. With the fey extinguished and Atlantis fallen, Yuggoth longs to colonize and dominate all of Thule. Its two powerful arms end in nightmarish, sycthe-like blades. Like many
other subjects of legend, Thulean chimeras live up to the wild tales told about their kind in some regards, and differ significantly in others. RED CHIMERA This battlescarred giant wears a bronze lion helm adorned with curling horns. The heroes are drawn into this latest plot when the famous hunter Uthar the Tiger approaches the PCs (and other
bands of capable hunters, rogues, and mercenaries) with a wager: After contributing a share of treasure to the pool, whichever party can capture or slay the mightiest or most unique beast wins a princely sum from the other contestants, and the right to the prestigious title, the Fang of the Starcrowns. 17 Bestiary THE PRIDE OF NERGAL TRAITS The
Pride of Nergal is a martial society founded by Lomari nobles, merchants, and priests devoted to the god of battle and dedicated to expanding Lomar's military presence throughout Thule. THE PRIDE OF NERGAL Strong of resolve and discipline as the bronze that covers its warriors from head to foot, the Pride of Nergal is a military brotherhood
hungry for the glory of conquest and the riches of plunder. Casualties: Not all casualties are battlefield deaths. It includes 1 beastman hunters. Total Defeat: When a warband is reduced to 0 combat power, it is completely defeated and the battle ends. If you use an ability array, add 13, 11, and 9 to the scores to be
assigned. 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. Chimeras in myth are often depicted as having three heads—a lion, a dragon, and a goat—but Thulean chimeras actually have only one, a lion-like head crowned by large horns. 7
New Organizations. Horror, panic, and fear ripple through the populace, a psychic banquet of nightmares for Yga-Ygo's fourjawed maw. COMBAT ACTIONS Multiattack The chimera attacks twice with its bite or gore, and once with its serpent fangs or venomous spit. Situations calling for a Sanity save include: • Encountering an
aberration, undead, or extraterrene creature for the first time (DC 8). Campaign Tools STEP 5: TALLYING LOSSES Divide losses in a side's combat power proportionally among all participating groups of followers. Formerly the high lords and princes of their people, the brothers of the Pale Hand chose to ally themselves with the Great Doom, the
malevolent polar spirit that threatened their lands. Blizzard (Recharge 4+) Each creature in the snow weird's space must make a Strength save (DC 15). No one suspects that as each day passes an invasion of another kind silently creeps over Thule from the remote world of Yuggoth. Instead, Power improves with specific events, as shown below.
Agora/Marketplace: The path leads up from the submerged lower city and onto dry land. Rakshasa Agent: This is a rakshasa infiltrator in the guise of a human merchant. A commander may substitute a Charisma/Intimidation check for the morale check. Seven Knives Squad: This band of thieves includes 1d6+1 Seven Knives thugs and a Seven Knives
enforcer. On the northeast hill, Ardos's Tower looks out over the waves. In this way Lomar expands its influence across the map, conquering lands and dominating trade routes hitherto inaccessible to them. As the dreams of the doomed populace turn to nightmares, Yga-Ygo feeds on the abundant harvest of psychic energy released during the final
days prior to the disaster. Only when they outnumber their enemies by a margin of two or three to one do they show themselves and gather for a final rush to overwhelm their prey. At first the PCs' contact cannot be located, giving the PCs free reign to investigate. When it arrives at its destination, Yga-Ygo nests below, provoking vivid dreams tinged
with menacing hints of the coming threat. On a failure, any normal item is destroyed. Characters lose Power if they lose positions, titles, or strongholds that granted increases of Power. Brutalizing Thule as masterless warriors may seem to run counter to the fiercely honorable culture of Lomar, but the Pride is a thoroughly Lomari organization. The
headhunter encampment lies in the swamp near the village. 11 Campaign Tools The reasons why Thalas sank beneath the sea with Atlantis are a mystery, yet a legend remains: In the darkness of the dawning world, as Asura gathered firewood to kindle the sun, four virtuous titans accompanied the goddess as her champions. Special reactions are
used at the end of another creature's turn, and only one special reaction can be used at a time. Hit: 3d10+6 slashing damage and 3d6+8 psychic damage. • The character builds a stronghold or gains a position of moderate authority (+2 Power). • The first time a character calls a horde or raises an army (+4 Fame). More recent marks appear in faded
chalk above these, and dried blood fills some of the lines upon the floor. The war canoe is a double-sized rowboat. They are the last vestige of the sorcerer-princes who once formed the ruling elite of lost Hyperborea. Characters with average Power scores are generally accorded the privileges any citizen in good standing might expect, but are still entered the ruling elite of lost Hyperborea.
subject to the whims of the mighty. Gamemasters are often confronted with situations in which a character's natural talents should be overshadowed by other elements of his or her identity. An average Fame score means that the character is known by most people in a neighborhood or good-sized tribe. Bite (melee weapon) Attack: +10 to hit, reach 5
ft., one target. Lomari citizens form the rank and file of the Pride. Build these "in-battle" encounters using the normal guidelines for encounter construction. This section presents a quick-and-dirty mass combat system that can help you decide. Perhaps the might of the Thule's first empires deterred them from expansion in the past, but that time is
over. Dream Purge (Recharges 5+) Yga-Ygo vomits dreams in a 60-foot cone. If Yga-Ygo deals 25 or more damage with this attack, it recharges its weird spell-like ability. Though highly valued by their masters when commanded. Hit: 2d8+1 slashing damage
Now all that remains of the sprawling city is an acropolis where the Atlanteans constructed a magnificent temple to Asura. RED CHIMERA N Medium humanoid (human) Senses average Perception 11 Languages Lomari, variable CR 7 XP 2,900 BASE STATS AC 14 (hide) hp 112 (15d8+45) Speed 30 ft. For example, a high-ranking noble with a very
ordinary Charisma score might rely on his social status to overawe a common footman and gain admittance to a banquet. 3. They do not retreat or surrender as long as the PC to whom they are loyal is still fighting. Resist nonmagical weapons ABILITY SCORES Str 18 (+4), Dex 14 (+2), Con 16 (+3) Int 9 (-1), Wis 12 (+1), Cha 17 (+3) TRAITS Saves
Dex +5, Con +6, Wis +4 Skills Athletics +7, Intimidation +6, Performance +6 Gruesome Kill When the Red Chimera slays a living humanoid target, humanoid target,
sorcerer, with the ability to marshal all the powers of winter against foes. Time Jump (Recharge 4+, uses 3 special reactions) YgaYgo leaps forward in time, releasing all grappled characters and disappearing. In this guise the mi-go carry on the headhunters' activities, capturing more brains for the invasion. In this vision they can venture to Argo
Ahsi's dream palace, a magnificent structure built with alien stonework in a strange realm among the stars (this realm is a dream reflection of Yuggoth, and the stone resembles that of the standing stones in the Headhunters episode). Each episode of the arc describes the mi-go goal followed by a potential hook to draw the PCs in, and the general
scope of what each episode might entail. They are short, wiry, and hirsute, with long arms, wide mouths, and surprising strength for their slight statures. Gates of Asura (submerged): A brick-paved path leads from the submerged ruins of lower Thalas to the bronze gates of its acropolis. Hungry predators such as remorhazes or polar bears rarely
trouble servants of the Pale Hand, and intelligent creatures such as yet is or gnoph-keh often ally with them (although frost giants fought many wars against Hyperboreans long ago, and harbor an old hatred for the Pale Hand). With their dark rites and sinister spells they hastened the coming of the ice—and now that Hyperborea and Nimoth have
fallen to the endless winter, the Pale Hand warlocks chant new spells in their frozen castles to bring the same terrible doom down upon their own their culture, buying their own
survival with the betrayal of their former empire. At-will: minor illusion, prestidigitation 1st Level: hallucinatory terrain, phantasmal killer Invocations In addition to their spells, dream-seekers can cast the following invocations at will without expending a spell slot or
components: augury, disguise self, silent image, true strike Equipment scimitar, dreamdust (3 doses) COMBAT ACTIONS Multiattack The dream-seeker attacks twice with its scimitar. Magic Attacks Yga-Ygo's natural weapons are treated as magical. Sneak Attack The cannibal deals an extra 1d6 damage when it hits a target and has tactical advantage
on the attack roll or when the target is threatened by an ally of the Tcho-Tcho. LIONESS OF NERGAL The Lomari priestess's leonine features suggest a dark, forbidden beauty. Break: When a force fails a morale check, it loses the battle. ALTERNATIVE RULE: THE SANITY ABILITY You may decide to track Sanity as a score instead of using the
Madness rules described in Chapter 4 of the Primeval Thule Campaign Setting. On a failure, the force's morale fails, and it bolsters such dreams by day with the illusions it projects into the waking world. Spear (melee weapon) Attack: +6 to hit, reach 5 ft.
one target. The tale is true enough, but one last evil remnant of the ancient Hyperborean civilization lingers still: the secret brotherhood known as the Pale Hand. On the pinnacle of Thalas he built a temple to Asura, an observatory, and a theatre, overshadowing his brother's stately palace. Deception and Persuasion checks against Tcho-Tcho are
made with tactical disadvantage. Theatre and Odeon: The tiers of the Thalasian theatre rise level by level. If your PCs are above or below the area's base level or your group is bigger or smaller, the difficulties vary accordingly. Ambitious nobles, merchants, and priests of Nergal in Lomar's upper echelons contrived a solution: If the city of Lomar could
find no war to fight, there was no reason why individual warriors couldn't seek their own conquests. Also called "Doomsayer" and "Diredreamer," YgaYgo dwells beneath Thule's bedrock in deep subterranean caverns like a colossal worm in the skull of the world. COMBAT REACTIONS Spell Parry The reaver adds 2 to its
saving throw against one magical attack that allows a saving throw. COMBAT ACTIONS Handaxe (melee weapon) Attack: +3 to hit, reach 5 ft. Once they dwelled in the isles of the utter north, lands legendary for their fantastic beasts and eerie wonders. During the centuries when it sleeps, YgaYgo's temporal eyes remain open, observing the past and
future playing out like dreams. They are presented below as a series of escalating threats. Hit: 1d6+5 piercing damage, and if the target is a living creature, it must make a Con save (DC 16). If possible, the force retreats. Immune electricity, psychic Resist cold, re, nonmagical weapons ABILITY SCORES Str 22 (+6), Dex 24 (+7), Con 20 (+5) Int 21
(+5), Wis 18 (+4), Cha 27 (+8) Bestiary TRAITS Saves Dexterity +14, Intelligence +12, Wisdom +11, tactical advantage on saves against spells and magical effects. The PCs discover this when they stumble upon a remote tribal village on their way to or from Thule's wildest regions. If you find that you would prefer a more Campaign Tools detailed
alternative, you can incorporate the Sanity score system presented here. Yga-Ygo's eyes look into the past and future: one eye sees the future, and its two lower eyes perceive the present. An army of Campaign Tools mercenaries and opportunists in search of a war, the Pride owes its first
allegiance to Nergal. So what happens when a group of PCs leading sixty or seventy screaming Nimothan barbarians attacks a slaver outpost manned by a hundred mercenary guards? The artifact does the rest, projecting mi-go colonists into these second skins. Beneath the waters they still hold fast, in competition to the last, to become the greatest
of virtues. Gnoll Hunters: The group consists of 1d4+2 gnolls and 1d3 giant hyenas. The attacking and defending forces make an opposed battle roll (d20); the side with the higher result "wins" that round, and deals their base damage to the combat power of the losing side. STEP 2: COMBAT POWER AND BASE DAMAGE To determine the combat
power of a side, add up the total Challenge Rating of the combatants. Watchers are elite scouts and spies tasked with undertaking missions of importance. 9 Campaign Tools NEW ORGANIZATIONS Cabals and conspiracies with the ability to influence events across a continent are rare indeed in this era of history. Adventure: When a human mage
reverse-engineers the process that mi-go use to inhabit Thuleans, the PCs gain the ability to travel to Yuggoth in the shapes of mi-go. Open Hand (melee weapon) Attack: +8 to hit, reach 10 ft., one target. In fact, most Thuleans believe the Tcho-Tcho to be nothing more than a
clannish, unfriendly tribal people with peculiar religious traditions. In urban settings, check once each time the party heads for a significant new destination or enters a new neighborhood during the course of an adventure, but only if it's nighttime or the party is venturing into unsafe quarters. Of course, convincing a manticore to share what it knows
without devouring the asker is tricky at best. 13 Bestiary BESTIARY OF THULE Monsters, villains, and Things that Should Not Be lurk in the hidden places of the primeval continent. Yga-Ygo's cult builds shrines in caves, which they decorate with the still-sleeping bodies of those lost to the soporific drug known as dreamdust, posing them in bizarre
configurations as living sculptures. They live for centuries, and few die of natural causes. The group consists of 1d2 barlguras and 2d4 dretches. 14 Chimera, Thulean . CONCLUSION: VOYAGE TO YUGGOTH On Yuggoth, hordes of mi-go lie dreaming in terrible vaults, their minds engaged in controlling their chosen guises in Thule. 4 Power Saving
Throws: Like Fame saving throws, Power saves are rare. 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. Beyond a quiet forest of tall columns a massive flight of stairs ascends to the high platform of the oracle. Whether or not the story is
accurate, it is certainly true that Breon established a strong system of governance in Thalas before he, like his brother, departed. Hit: 3d6+6 piercing damage. Sneak Attack The watcher deals an extra 3d6 damage when it hits a target and has tactical advantage on the attack roll or when the target is threatened by an ally of the Tcho-Tcho. The roof
remains intact, and any sound uttered within it flits among the columns, resonating throughout the chamber in strange, seemingly random echoes. This is the doomed land of Thule, savage and spectacular, fierce and cruel, a world of wonders and terrors. Substitute serpent fingers, ray of enfeeblement, and enthrall for a 1st-, 2nd-, and 3rd-level spell
the priest has prepared. The priests of the Tcho-Tcho are known as lamas. The village is inhabited solely by children. No other terms or conditions may be applied to any Open Game Content You must clearly indicate which
portions of the work that you are distributing are Open Game Content. FOLLOWER COMBAT Thule is a warlike land. If its maul attack deals 15 or more damage against that target until the end of the Red Chimera's next turn. There is little point in jockeying for favor or position when each
prince reigns over a waste of ice as vast as a kingdom. Versed in many dark secrets, these evil wise men and wise women pass themselves off as marketplace fortune-tellers or village seers, casting fortunes for a handful of copper coins. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary,
Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Hit: 1d6+2 slashing damage. Connected to the theatre to the mi-go infiltrated Thule. Some seek the Great Old One's knowledge of things to come, hoping to gain power or riches. Swords & Wizardry Core
Rules © 2008, Matthew J. System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. 19 Bestiary Above all, Tcho-Tcho hate other peoples, especially true humans. Longsword (melee weapon) Attack: +8 to hit, reach 5 ft., one target. • The character gains the ability to
launch a raid (+1 Fame). There is a 25% chance they mistake the party for a band of outlaws or spies from an enemy city. These encounters might be enemy leader groups, champions, or even batches of ordinary enemy combatants that the PC party can engage in normal combat. There are three exceptions to this rule of thumb: A character who uses
his or her action to command followers can serve as the force's commander, and make a Charisma/Intimidation check for the warband's battle roll. Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identified as Product Identity: The following items are hereby identities are hereby ide
storylines, locations, characters, artwork, and trade dress. They aren't terribly good at winning others' confidence, but they are sly and furtive, and have a knack for trailing and eavesdropping on potential enemies without attracting notice. CHARISMA 3 Campaign Tools POWER Power measures a character's authority, rank, influence, and social
status. On a failed save, it takes an additional 6d8 poison damage and is poisoned for 1 minute. DREAM-SEEKER OF YGA-YGO NE Medium humanoid (human) Senses average Perception 8 Languages Low Atlantean CR 3 XP 700 BASE STATS AC 14 (leather) hp 44 (8d8+8) Speed 30 ft. If the character fails three Sanity saves to recover from persistent
madness, the duration extends to one month, after which he or she attempts a new save once per month to end the effect. The strange monstrosities known as chimeras are one example. Hit: 1d8+3 slashing damage and 2d8 cold damage. All rights reserved. Adventure: The hunters try to sabotage one another on the expedition as each competes to
locate and capture a prize beast. Clad in bronze armor engraved with the lion of Nergal, and armed with spears, shields, and Lomar's fearsome reputation for conquest, trade, or plunder. BASE STATS AC 19 (natural armor) hp 287 (25d12 + 125) Speed 60 ft., burrow 20 ft. Group
Descriptions: Encounters marked with an asterisk (*) are special groups. They lurk in shadowed valleys and vine-covered ruins, creatures of low, wicked cunning with bellies gnawed by insatiable hunger. Psychic Feed Yga-Ygo makes one dream drain attack. The Sanity score is purely a measure of resistance to madness. "Let he who is the most
champions, the Pale Hand serves a terrible and inhuman master: the demonic spirit or malignant fate that is slowly crushing the lands of the far north beneath eternal winter. Adventure in a savage age awaits you! Gamemaster's Companion CREDITS Design: Richard Baker, Steve Townshend Development: Stephen Schubert Cover Art: Lee Moyer and
Patricia Smith Interior Illustrators: Micah Epstein, Klaus Pillon Cartography: Corey Macourek Primeval Thule Gamemaster's Companion is published by Sasquatch Game Studio, LLC, under the Open Game License version 1.0a Copyright 2000
Wizards of the Coast, Inc. A lion skin hangs from its shoulders and its mighty thews heft a massive maul shaped like a ram's head. The goal of the Pale Hand, on the other hand, is destruction. Finch, Frog God Games LLC. An encounter occurs on a roll of 18 or higher. Dream-seekers have 2 spell slots for spells of levels 1-4. Adventure: The children
must make a Con save (DC 16). Rapid Volley The Scorpion helot makes four shortbow attacks with tactical disadvantage. He does not keep the ruby in the physical world but secrets it away in a dream, where it acts as a beacon to attract greedy fortune seekers to the city. It is removed from play. Attracted to Thule by its magic and abundant
resources, the mi-go have watched the world for countless ages. The rst creature that is hit by the weapon takes 4d6 poison damage and must make a Con save (DC 13) or become poisoned. 5. Representation of Authority to Contributions are Your
original creation and/or You have sufficient rights to grant the rights conveyed by this License. A beginning character with an unusually high Fame score probably has a well-known parent or family. Spells The reaver is a 7th-level caster. 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. Mi-go have successfully removed such minds from the island from the hill, its floors tiled with
mosaics, its walls painted with frescoes of Atlantean life, and its roof crowned with a marble dome. There the PCs discover a mi-go laboratory where monstrous half-human experiments inhabited by mi-go minds roam free among other horrors from beyond the stars such as nightgaunts, moon-beasts, and starthings. Wesley Schneider, Owen K.C.
Stephens, James L. War Party: A band of hostile barbarians who attack unless one of the PCs happens to be on good terms with the tribe in question. If the target falls prone, they are watched. Desperate to fulfill their fantasies before the end they run amok,
indulging in wanton acts of violence, depravity, greed, and lust. The reaver does not suffer tactical disadvantage for making a ranged attack in close combat. Bite (melee weapon) Attack: +13 to hit, reach 15 ft., one target. "That one shall return my garment whole and untorn, and he shall I choose as my consort." Not to be outdone by his fellows, the
titans held the goddess's stray garment above the water for many thousands of years, and a fair and lush land, called Thalas, 12 grew on top of it. The character must be in a position to direct the battle (visible to most followers, for example). Cannibals often set simple traps to lure in Bestiary unwary travelers; Tcho-Tcho slums in large cities are
notorious for opium dens, brothels, and cheap wineshops where lone visitors can be drugged and dragged off to their fate. The Scorpions are instructed with special care on the hunting of sorcerers and other magicians, and trained in the use of poison as a means to silence them effectively. Roll d6: 1-2, claw; 3, bite; 4, gore; 5, serpent fangs; 6,
venomous spit. They are cowardly creatures and retreat from shows of force . If the lioness hits a single target with both attacks, it can make a third Nergal's claw attack against the same target. Each Bronze Lion buys his own armor, which he pays to have decorated with the lion of Nergal. At-will: dream, mirage arcane, project image, sleep,
suggestion 3/day: mass suggestion, modify memory, permanent image 1/day: feeblemind, foresight, weird COMBAT ACTIONS Multiattack Yga-Ygo makes three claw, bite, tentacle, or dream drain attacks in any combination. Hit: 4d8+12 piercing damage. Tcho-Tcho lamas are venal and corrupt, and can sometimes be persuaded to share their dark
lore with a suitable bribe. Failed Sanity Save: When a character fails a Sanity save, he or she loses 1 Sanity and gains a temporary madness effect (see the Madness effect below). • Exposure to an alien environment (DC 10). Fame Checks: Typically, a Fame check arises in a social situation when a character attempts to make use of his or her
reputation to gain a NPC's help. The PCs shouldn't run into random daytime threats in the safe areas of a typical city. Therefore, the episodes of this arc can take place anywhere you please. Gaining and Losing Fame: Fame can't be improved with normal ability score increases. • The character spends 1,000 gp and 10 days of free time buying
influence (+1 Power, one time only). Twenty-four tribal warriors are casualties, and the tyrannosaurus is about half-dead. This proclamation caused no end of trouble. The setting should be a civilized area of any size—a small village or large city appropriate to the campaign. • Intimidating foes (you can use Fame as the base ability for
Fame/Intimidation checks). At the end of the poisoned creature's turn, it can attempt a new save to overcome the poison. ABILITY SCORES Str 22 (+6), Dex 19 (+4), Con 18 (+4) Int 10 (+0), Wis 15 (+2), Cha 16 (+3) TRAITS Saves Dex +8, Con +8, Wis +6, Cha +7 Skills History +4, Perception +6, Stealth +8 Immune frightened Unnatural Quickness
The manticore rolls two initiative dice. Whether or not this is true, most Thuleans believe it; as evidence they need look only as far as the charred, toppled walls and barren fields of Hurhun, or speak to one of the multitude of starving paupers in defeated Droum, shackled in heavy tribute to Lomar after their inglorious defeat. Claw (melee weapon)
Attack: +13 to hit, reach 15 ft., one target. They prefer to use guerilla tactics, stalking foes from the cover of jungle underbrush or city rooftops, wearing down enemies with a rain of poisoned arrows from the shadows. PALE HAND PLOTS Most sinister organizations in Thule desire power and dominion—their goal is to bring Thule under their sway
and rule it, openly or in secret. Hit: 4d6+4 bludgeoning damage. 2 Follower Combat is the only member of the Pale Hand to travel openly in Thule, most of her colleagues command agents or spies (often supernatural) to study developments and search out opportunities. The
benefit of surprise lasts until the side with the advantage of surprise fails to win a battle roll, so it's possible that surprise might persist throughout a battle even if the subject is still half-human. Temple of Asura: Atlanteans were not known for their piety, and some say that the gods smote their empire for the sin of their pride; yet on Thalas Asura's
temple still gleams in the dawn, immaculately preserved despite the ravages of time and the succession of changing inhabitants on the isle. A character with a low Fame is known only by his or her family and immediate neighbors. Princess Ydril visits the northerly ports from time to time in a white trireme whose rowers are never seen, trading rare
jewels seen nowhere else in Thule for Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents are the feathers of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents are the feathers of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents are the feathers of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents are the feathers of a giant viper. 14 Manticore, Thulean artifacts or odd mystic reagents are the feathers of a giant viper. 14 Manticore, Thulean artifacts are the feathers of a giant viper. 14 Manticore, Thulean artifacts are the feathers of a giant viper. 14 Manticore, Thulean artifacts are the feathers of a giant viper. 14 Manticore, Thulean artifacts are the feathers of a giant viper. 14 Manticore, Thulean ar
4d6+6 slashing damage. The snarling lions depicted on the Pride's helms and shields, paired with the Lomari reputation for ferocious conquest, make them the most intimidating—and therefore the most respected— professional soldiers in Thule. The group includes 2d6 tribal warriors, 1d4 scouts, 1 druid, and a leader equivalent to a bandit captain.
Hit: 1d6+3 (or 2d6+3) piercing damage. These Thulean encounter tables provide you with a way to quickly generate random encounters appropriate for various regions in Thule, and also serve as a rough indicator of which parts of the continent are the most dangerous. (h) "You" or "Your" means the licensee in terms of this agreement. Symbols of
various Thulean gods—as well as several unidentifiable icons—decorate the chambers of the southern structure, where a series of stalls divides the area into smaller portions like an indoor market. In fact, a PC can order them to remain behind and cover a retreat if necessary. Hit: 3d10+4 piercing damage. Each time a side loses a battle roll while it is
at half or less its original combat power, make a morale check. Their names were Truth, Strength, Honor, and Nobility. Hit: 1d4+2 piercing damage. They extort protection from wealthy merchants as "taxes" or "imperial duties," win thrones or crush rebellions for despots in exchange for lands of their own to rule, and organize legions to invade and
subjugate new lands, extending their reach each year. Despite the more even distribution of power he implemented, Breon was disliked and called usurper. He wears fantastically baroque armor, and wields a sword in one hand and a wand in the other. At the start of its next turn, it reappears in a space within 100 feet and gains tactical advantage on
attack rolls and saving throws until the end of its next turn. Thuleans perceive Lomari warriors with equal parts awe, dread, and hatred, and the Pride of Nergal carefully exploits this reputation. Do not include the PCs. Challenge Rating is a good measure of an individual creature's ability to both absorb damage and dish it out, so the total CR of a
formation is a reasonable estimate of its strength. Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. That means 80 percent of the losses hit the tribal warriors. Its casting ability is Charisma (DC 23, +15 to hit). Defeating the
would-be assassins reveals the same phenomenon as with the Phoori: brainless heads, empty but for a shriveled fungus. The gates complete equal halves of a rising sun, its rays forming the bars that connect the upper halves of the gates. Various martial societies and elite brotherhoods formed with different objects of conquest in mind, most acting
with the tacit approval of the Imperator. However, Lomar's history of brutal conquests and harsh victory terms made the kings of Thule defensive, wary, and more eager to set aside their differences in the interest of allegiance against Lomar. 14 Bestiary MANTICORE, THULEAN This fearsome creature has a lion's body, a human-like head, and
powerful vulture-like wings. The group includes 1d3 acolytes and 1d4+2 cultists. 1. The losing side deals ½ of its base damage to the winning side. Instead, a Pale Hand reaver engaged in a mission of importance relies on hired help—for example, berserkers, veterans, or gladiators paid well for their loyalty. Pairs of onyx-dark eyes gaze malevolently
from each side of its scaly visage, above four saw-toothed jaws. The poison remains potent for 1 minute. 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
Material so affected. Weary of their bickering, Asura removed her mantle and cast it over the ocean to see which one would catch it. The crew includes 1d3 thugs and 1d6+6 bandits. 285437983-Primeval Thule Player Reference Cards Primeval Thule Player Reference 
Thule Gamemaster's Companion Primeval Thule Secret of the Moon-Door Primeval Thule Secret of the
Archer - Campaign Setting Alternity - Star Drive - Campaign Setting Anthro-Adventures (Pathfinder Campaign Setting) The New World Campaign Setting Shadows Over Vathak
Campaign Setting G A M E M A S T E R 'S C O M PA N I O N Gamemaster's Companion W elcome back to the savage age of Thule! In this fierce land, bold heroes face dangers ranging from sub-human beastmen to saber-tooth cats to elder horrors sleeping in jungle-covered temples. At Will: chill touch, mage hand, true strike 1st level (4): color spray
mankind is a young and superstitious race. Coral and kelp grow in the two sunken plazas that extend from the gates, and next to these squat two wide round buildings. Besides the theatre and temple, three other buildings adjoin the marketplace in various states of disrepair. Their ultimate goal is to replace the leaders of Thule's most powerful city-
states and gradually control the world. He has coarse sideburns, narrow eyes, and a wide mouth with teeth filed into points. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Their new bodies can tolerate the conditions of the alien world. Sanity Saving Throws: Characters who encounter profound shocks to their sense
of what is right and normal in the world may be required to make a Sanity save. To the north stands a luxurious, columned structure with a bath or spring at its center, as well as tiled floors and wall frescoes depicting Atlantean banquets and festivals. Narrative Atlantean Noble +2 Fame, +2 Power Escaped Slave -2 Fame, -2 Power Guardian of the
Nine +2 Sanity Katagian Pit Fighter +2 Fame Panjandrum +2 Power Tribal Outcast +2 Fame, -2 Power FAME Every day, some barbarian warrior or another roaming the wilderness slays a fearsome beast or cuts a band of slavers to pieces, a clever rogue pulls off a theft that leaves a whole city talking, or a mysterious sorcerer scatters a street gang
with magic. Chimeras are exceptionally fierce and ill-tempered combatants, throwing themselves into battle with a flurry of bites, gores, claw swipes, and even venomous spittle. However, when a unit encounters a situation that cannot be mastered by martial strength alone, a lioness of Nergal travels from the temples in Lomar to turn the tide of
battle and abjure fell sorcery used against the Pride. Many of Thule's dangerous creatures are perfectly natural (if large and fierce) beasts, but others are supernatural—crossbreeds, hybrids, or monstrosities born from corrupted nature or bred in alchemical laboratories by inhuman mages. THULEAN MANTICORE CR 9 NE Large monstrosity XP
5,000 Senses darkvision 60 ft., average Perception 16 Languages Giant, Rakshasa, Low Atlantean BASE STATS AC 17 (natural armor) hp 152 (16d10+64) Speed 0 ft., ly 0 ft. Two such groups worthy of more attention are the Pride of Nergal and the Pale Hand. ABILITY SCORES Str 12 (+1), Dex 14 (+2), Con 12 (+1) Int 15 (+2), Wis 7 (-2), Cha 16
(+3) TRAITS Skills Deception +5, History +4, Persuasion +5 Spells Dream-seekers are 8th-level casters. • Seeing an ally defeated by an aberration, undead, or extraterrene creature (DC 8). The others sank beneath the weight of the burden, and the titans and much of the isle they supported descended into the sea. New monsters or villain groups are
naturally useful in any game, while systems such as fame and power provide you with 2 a new set of tools to describe the player characters' influence in your campaign world. Priest of Set: The group includes 1 priest and 1d2 temple guards of Set. The members of the Pride gain the opportunity to win themselves glory and riches, while Lomar's
economic and military power grows with each success. Likewise, most other fantasy worlds are rarely visited by creatures such as mi-go or villains such as the Black Circle. The best way to provide the players with the opportunity to participate in a bigger battle is to create one or more encounters for the PCs that take place within the battle. (Initial
character level refers to what level your character is when you begin the campaign.) Table 2: Level and Narrative Modilers Situation Fame, +2 Fame, +2 Fame, +2 Fame, +2 Fame, +2 Fame, begin the campaign.) Table 2: Level and Narrative Modilers Situation Fame, begin the campaign.)
bred thousands of years ago by powerful sorcerer-rajas to serve as guardians or living instruments of terror. Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Patrick Lawinger, and Bill Webb; Based on original
content from TSR. Dreamdust The dream-seeker scatters dream dust in 10-foot cone. • Witnessing alien or unwholesome magic (DC 5 + spell level). Dream Drain (melee weapon) Attack: automatic hit, one grappled target. The use of any Product Identity
Sutter, Russ Taylor, and Greg A. THE THALASIAN ACROPOLIS The parts of Thalas that the ocean did not devour, the jungle overran, turning up the paving stones of the plazas and pulling down its disintegrating walls with vines and creepers. The Pale Hand warlocks also despise Atlantean science, seeing it as a tool that might be turned against their
cold theurgy, and do what they can to locate and destroy Atlantean lore. • Getting a royal councilor to propose a favorable law. For example, if a wizard uses a fireball spell to kill eight enemy warriors engaged in the surrounding battle, the enemy force immediately loses 4 combat power. In its days of grandeur, Thalas's ships patrolled the sea lanes
exchanging wares with Katagia, Orech, Quodeth, and older, now forgotten, lands. • Using your position to gain someone's cooperation (you can use Power as the base ability for Power/Intimidation or Power/Persuasion checks). Its bestial nature drives it to kill and consume any weaker creature that crosses its path, but the manticore's hateful spirit
hillside in the colors of the dawn. Grinding Teeth Attack: special, reach 5 ft., one weapon or shield wielded by a creature. Substitute acid splash, resistance, thaumaturgy, command, cure wounds, and shield of faith for the normal acolyte spells. 18 Bestiary One in every five Bronze Lions brings a capable slave into the Pride's service when that slave
shows promise of excellence in archery. • Arranging the release of a prisoner. Hit: 1d8+5 bludgeoning damage. Mi-go assassins inhabiting the stitched-on heads of former fortune seekers—or possibly animals or horrific monsters like those from the Great Hunt episode—attempt to ambush the sleeping PCs and take their heads. • The character gains
a title (+2 Fame). 15. © 2015 Sasquatch Game Studio, LLC. It is accompanied by loyal human hirelings, including 1d4 commoners and 1d2 veterans. Fame is useful for opening doors and establishing credibility in the right area. OPEN GAME LICENSE VERSION 1.0A The following text is the property of Wizards of the Coast, Inc. • The character gainst
a bonus to interaction checks from his or her narrative (the 6th-level benefit in many cases) (+2 Fame). 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. Defeating one of these beasts will surely win the contest for the PCs
... 5. Wolf Pack: The pack consists of 1d4+2 wolves and 1d4-2 dire wolves. SNOW WEIRD CR 9 NE Large elemental XP 5,000 Senses average Perception 11, darkvision 60 ft. To bolster their units, the Pride purchases the biggest and best gladiators and pit fighters they can find. ABILITY SCORES Str 14 (+2), Dex 17 (+3), Con 16 (+3) Int 11 (+0),
Wis 14 (+2), Cha 9 (-1) TRAITS Saves Dex +5, Con +5 Skills Acrobatics +5, Perception +4, Sleight of Hand +5, Stealth +7 Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Poison Use The cannibal can use an action to apply poison to a weapon. Corsair Ship: The corsair crew consists of 1 bandit captain, 1d4+1 thugs, and
1d10+10 bandits. If the PCs manage to capture the priceless ruby from the dream they awaken with it in the physical world, but soon discover it is as much a curse as it is a blessing, for a priceless ruby can hardly be sold, and every night it acts as a beacon in the dreams of fortune seekers intent on killing the owners and taking the gem for
themselves. Reavers are the footsoldiers and elite bodyquards of the Pale Hand. When doom lies close at hand and prophecies unfurl from the lips of madmen and seers, the Dweller in Dreams draws near. Whenever the PCs sleep they dream of the gem, but until they visit Argo Ahsi's city the dream gem remains out of reach. Manticores are thankfully
rare beasts, and are most often found in or near old rakshasa places of power. A high Fame score (14 or 15) means that people in other communities or nearby cities are likely to have heard of the character, especially if they have a reason to be interested in the character or nearby cities are likely to have heard of the character, especially if they have a reason to be interested in the character or nearby cities are likely to have heard of the character, especially if they have a reason to be interested in the character or nearby cities are likely to have heard of the character.
kings and triumphant heroes. He brought trade but no conquests; he built ships but did not expand the empire's territory. The Pale Hand princes in turn rule over their own strongholds. A creature can repeat the saving throw at the empire's territory.
manticore's roar for 1 day. ABILITY SCORES Str 13 (+1), Dex 16 (+3), Con 15 (+2) Int 10 (+0), Wis 13 (+1), Cha 8 (-1) TRAITS TCHO-TCHO 20 Hateful and depraved, the Tcho-Tcho are a race of near-humans given over to the worship of dark, prehuman deities. Sting (melee weapon) Attack: +10 to hit, reach 10 ft., one target. Their contact turns up
the following day, apologizes for the alarm, and dismisses the matter, assuring them it was trivial. If the raid sustained 16 damage to its combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 12 points of combat power in winning its battle, 13 points of combat power in winning its battle, 14 points of combat power in winning its battle, 15 points of combat power in winning its battle, 15 points of combat power in winning its battle, 16 points of combat power in winning its battle, 16 points of combat power in winning its battle, 16 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 points of combat power in winning its battle, 18 point
the future that hint at the nature of the approaching doom. Commander and that commander and that commander spends his or her turn directing the battle, the commander can substitute a Charisma/ Intimidation skill check for the battle roll. CR 13 XP 10,000 ABILITY SCORES Str 11 (+0), Dex 14 (+2), Con 17 (+3) Int 14 (+2), Wis 13
(+1), Cha 20 (+5) TRAITS Saves Dex +7, Con +8, Wis +6, Cha +10 Skills Arcana +7, History +7, Perception +6, Intimidation +10 Immune cold Instant Simulacrum Once per day, the Pale Hand prince can use its action to cast simulacrum with no requirement for material components. Yga-Ygo's alien mind does not distinguish between good and evil,
nor does it bear any special regard for sentient creatures except as a means of psychic sustenance. Slave Raid: These slavers are led by a bandit captain and include 1d3 thugs, 1d6+1 slashing damage. 24 Campaign Tools Before the great glaciers covered the northern world for the last time, there was an age of
legends now forgotten in the modern world. They subtly take over entire populations by targeting specific authority figures for replacement. A character's Fame score measures the extent to which he or she is known by strangers, for good or for ill. If a PC is reduced to 0 hp, the enemy side gains a +1 to its battle roll this turn. 10 Copy of this License:
You MUST include a copy of this License with every copy of the Open Game Content You Distribute. Any creature hit by a weapon coated in TchoTcho poison must make a Con save (DC 10) or take 1d6 poison damage and be poisoned for 1 minute. 2. The temporary madness lasts 1d10 minutes, but the character can attempt a new Sanity save (DC 10)
to recover at the end of each of his or her turns. Hit: 4d6+6 bludgeoning damage, and the target is grappled (escape DC 21). Beastman Warband is led by 1 beastman warchief. 5 Invaders from Beyond . Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graemeet at the end of each of his or her turns. Hit: 4d6+6 bludgeoning damage, and the target is grappled (escape DC 21). Beastman warchief. 5 Invaders from Beyond . Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graemeet at the end of each of his or her turns.
Davis, Crystal Frasier, Joshua J. Its spellcasting ability is Wisdom (save DC 14, +6 attack). 10. Breon dutifully ruled Thalas in his brother's stead. Use as many or as few as you like. • A restoration spell of 2nd level or higher restores 1 Sanity lost within the last day. If you are not familiar with the Primeval Thule setting, you'll find that much of this
information is perfectly usable in any 5e game. The heroes catch wind of the plot when a strange rumor reaches their ears: Argo Ahsi, a wealthy and unscrupulous merchant, has found or won the Dreaming Ruby. Dagger (melee weapon) Attack: +4 to hit, reach 5 ft., one target. Stranger still, the headhunters' own heads show evidence of having been
sewn onto their necks. Adventure: When the PCs arrive to investigate, the city seems cleaner, more orderly, suspiciously idyllic and free of problems. Cities such as Beothoe and Hurhun were weakened before their falls by Pale Hand attack, although no one yet realizes it. At-will:
prestidigitation, true strike 1st Level (4): charm person, cure light wounds, disguise self, entangle, 2nd Level (3): ind traps, spike growth, suggestion 3rd Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (3): animate dead, counterspell, dispel magic, wind wall 4th Level (4): animate dead, counterspell, dispel magic, wind wall 4th Level (4): animate dead, counterspell, dispel magic, wind wall 4th Level (4): animate dead, counterspell, dispel magic, wind wall 4th Level (4): animate dead, counterspell, dispel magic, wind animate dead, dispel
attack, it can take one of the following bonus actions without spending a spell slot: Cast animate dead upon the target Combat ACTIONS Multiattack The lioness makes 2 Nergal's claw attacks. Shortbow (ranged weapon) Attack: +5 to hit,
 range 80/320 ft., one target. FAME, POWER, AND SANITY Ability scores are a good measure of a character's makeup. They are few in number, and it's rare for more than one or two to be in the same place at the same time. The owner of any Product
Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. He carries a bow and a small bronze axe. Characters who end their adventuring careers or otherwise drop out of sight lose 1 Fame per year, to a maximum loss of 5 Fame from their highest total score. When it wishes to use words, it typically
relays its message via vivid imagery to the soothsaying dream-seekers that worship it. On a failure, it takes 4d8 poison damage and is poisoned for 1 minute. COMBAT REACTIONS Chimera Fury (Recharge 4+) When an enemy hits the chimera with a melee attack, it reacts with a random attack against the triggering enemy. The Pale Hand is a circle
of evil warlocks devoted to the powers of ice, darkness, and destruction. They live in disgusting squalor, and entertain themselves by indulging base passions or inflicting petty acts of cruelty on small animals. Now the Great Doom hungers to bring Thule under its icy dominion and the Pale Hand plots to feed more cities and human lives to the
glaciers, preferring to rule over a polar wasteland than give up their longing for power. Yga-Ygo's dreams and illusions tempt the primal compulsions of the avaricious and weak-willed among the populace. The patrol includes 2d4 guards, 1d3-2 priests, and 1 veteran (the commander). If retreat is not possible, the force surrenders. 9. Once the PCs are
in the city, they dream of the gem the first time they rest. Few creatures have such an evil reputation. All manticores are male—the creatures do not reproduce in any normal sense, but when a manticore sometimes spawns from the remains a few days or weeks later, and swiftly grows to adult size. Yga-Ygo regains extended
special actions at the end of its turn. STEP 4: MORALE AND VICTORY Few forces manage to stick it out to the bitter end. Open Game Content: All game mechanic text (including the names, stats, and rules text of new monsters) is hereby designated as Open Game Content. If the result is a tie, neither side takes any damage—the fighting was
inconclusive. Only the boldest of hunters dares to face such a foe. Demon Band: Conjured long ago, this band of demons is now free to wander and slay, and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). With a long lifespan and an evil curiosity about things that other creatures want, need, or fear, a manticore often picks up strange secrets
or odd tidbits of lore. THE GREAT HUNT The mi-go see no reason why their techniques couldn't be used with a variety of terrestrial subjects beyond humans. To stop the mi-go to take over the bodies of Thuleans. Equipment ordinary clothing, leather cuirass, 2
bronze handaxes COMBAT ACTIONS Multiattack The watcher ghts with a handa e in each hand, and strikes twice with each. Tcho-Tcho cannibals scorn anything like a fair fight. In the example above, the base damage for a war party of 75 tribal warriors and their T Rex is 9 (45 times 20 percent). Melee Expert The Red Chimera's melee weapon
attacks deal two extra die of damage (included in the attack). If the PCs confront Argo Ahsi in his real palace they discover a shrine to Yga-Ygo, filled with comatose cultists as well as several decapitated bodies. Furthermore, the mi-go don't invade from a single point, but scatter their invasion across the face of Thule. Then Yga-Ygo awakens and 22
crawls the caverns beneath Thule's continents, leaving a wake of dark dreams in which lie images of the doom to come. 4. BRONZE LION N Medium humanoid (human) Senses average Perception 10 Languages Lomari CR 5 XP 1,800 Saves Str +6, Con +5 Skills Athletics +6, Intimidation +3 Formation Tactics hen the ronze ion ghts beside another
Bronze Lion, it gains a +1 bonus to melee weapon attacks and a +1 bonus to all saving throws. Of all the Atlantean cities, Thalas had the richest culture. Hit: 1d6+2 slashing damage and 3d8 cold damage. They are looking for easy prey. Few heroes or freeblades who run into a Pale Hand agent succeed in tracking the servant's activities back to its
master. 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. Tales of great deeds, both dark and heroic, spread like wildfire through the marketplaces and winesinks of Thule
—and when the same names turn up again and again in these tales, the owners of those names find that they are known by people they've never met in places they have never been. If it's not clear, both sides are attacking, and neither side gains any benefit from defensive terrain. Adventure lies just beyond the next hill or down the next shadowed
alleyway; heroes are larger-than-life freebooters and sellswords, carving their names into the annals of a doomed land. They may mistake the PCs for pirates. • Getting a distant tribe to search their lands for a fugitive. Equipment dagger, shortbow, 40 arrows, poison COMBAT ACTIONS Multiattack The Scorpion helot makes two shortbow attacks.
Surprise: If one side gains surprise, it has tactical advantage on its battle roll. Clad in the hide of a lion and equipped with a stone maul or pike, a Red Chimera leads the charge into battle, clearing a path for the phalanx. DREAM-SEEKER OF YGA-YGO Beneath its cowl the dream-seeker's powdered skin is pale and hairless as a worm's. Instead he
made small changes, gradually abolishing the monarchy in favor of a council elected from the families of Thalas. Spell-Like Abilities Yga-Ygo can cast the following spells as innate abilities. This is where the Atlanteans built their temples, their theatre, and their watchtower. The gray dalliance fungus only thrives in this environment, but even when
dried and crumbled, mi-go possessing humanoid hosts react to it as if allergic, a potential tool for the PCs to use (within reason) when detecting the mi-go. Unlike other scores, Sanity can sometimes dip below 1; characters at 0 Sanity are insane. The sweet nectar of the kiss was a potent opiate, and honey cultivated from Thalas's slopes made a mead
that inspired heady hallucinations. Etched diagrams of constellations illustrate its walls. Hit: 2d6+4 psychic damage, and the target must make a Cha save (DC 14) or be frightened until the end of the lama's next turn. It acts normally on the higher roll. The Book of Experimental Might © 2008, Monte J. They have 2d6 commoners (their captives)
bound to a coffle. To complete the deception, the mi-go transfer each Thulean's memories into the fungal brain and cover up the surgery. They lash out with flyby attacks, spitting venom or raking with claws before landing to finish off
their prey. Their vessel is a battered sailing ship or a longship. Count 5 Campaign Tools anything less than ½ as ½ and round fractions down. Initial Scores: Determine Fame, Power, and Sanity scores the same way you determine other ability scores. If the lama hits a creature twice in the same round with open hand attacks, the creature must make a
Con save (DC 14) or be stunned until the end of the lama's next turn. By the light of day the children hunt them in the forest, armed with bows and spears. We lcome to Thule! This is a world of bold barbarians and mysterious sorcerers, forbidding glaciers and steaming jungles haunted by prehistoric beasts. All sublicenses shall survive the termination
of this License. Beastman Gang: The gang includes 1 beastman hunter and 1d4+1 beastman warriors. As the nobles squabbled for control of Thalas, legend has it Breon's mutilated corpse rose from the dead to accuse his assassins before the council, and that they were subsequently tried and executed. Sages say this is a doomed age—but for one
splendid moment, the villains and heroes of this dying land strive and slay, fighting back against the coming of the night. Since the mi-go invasion creeps steadily across Thule, this campaign unfolds. For example, if a PC is
leading a raid of 75 tribal warriors (CR 1/8) with a tame tyrannosaurus, the war party has a combat power of 37 for the warriors and 8 for the tyrannosaurus, for a total of 45. He rules over the others only by virtue of his royal bloodline, and the other princes give him only perfunctory obedience—Hyperboreans respect ancient forms, and from time to
time they expect Ur-Prince Khuuth to summon them to renew their oaths of fealty. Yga-Ygo has six tentacles, each of which can grapple one target. • Exposure to a profoundly abnormal alien environment (DC 15). Some members of the force may still live (see Tallying Losses), but they are scattered, badly wounded, disarmed, exhausted, or otherwise
unable to keep fighting. 6. Much as beastmen are atavistic relatives of true humans, the Tcho-Tcho are an ancient, degenerate branch of humankind. Doom draws near as the eternal snows advance southward with each passing year, but for this one bright moment, Thule still lives—and it is a fierce, intense, and marvelous moment indeed. If you'd like
to know more about Thule, we recommend downloading the Primeval Thule Traveler's Guide (available at www.drivethrurpg.com). The hag is not necessarily hostile to the PCs unless the PCs unless the PCs are rude or seem weak enough to make for an easy meal. Ghoul Pack: Hungry for the flesh of the living, the pack includes 1d4+2 ghouls and 1d3-1 ghasts.
Fame Saving Throws: A Fame save should be a rare event, but you can use a Fame save to see if a PC is recognized unexpectedly. ABILITY SCORES Str 16 (+3), Dex 14 (+2), Con 15 (+2) Int 11 (+0), Wis 11 
servants of the Great Old Ones, and unlike the more alien beings that also worship the primordial gods that ruled over the Earth, they are just human enough to carry out missions for their masters among the more civilized peoples of Thule without attracting undue attention. Ur-Prince Khuuth is centuries old, and reigns over a frigid castle where he
is served by a host of demonic spirits. The message hints at being watched by a cult, not having much time left, and not knowing whom to trust. So great is the ruby's value it could purchase virtually anything in Thule. Tentacle Lash Yga-Ygo makes one tentacle attack. Hit: The target must make a Con save (DC 16). The characters become involved
when a village on the outskirts of civilization falls prey to guerilla attacks from the headhunters of Phoor. All Rights Reserved. 7. The princes rarely gather, and ignore each other for the most part. If the manticore takes damage from poison, or the opportunity to attempt a save to end
an effect) these effects are resolved on its rst turn each round. Characters who direct their actions at the enemy force instead of their own immediate opponents may inflict casualties that reduce the enemy's combat power before the fighting for the round is resolved. Primeval Thule Campaign Setting © 2015, Sasquatch Game Studio LLC. There,
inside the dream, they face the gem's guardians: Argo Ahsi's dream-seekers and other strange creatures of the dreamscape (you might use aberrant creatures and those with psychic abilities). The gem is a prize of such grandeur that all thieves dream of it, but none ever attains it. Their spellcasting ability is Charisma (DC 13, +5 to hit). The names of
the titans—Truth, Nobility, Strength, and Honor— are inscribed upon the pedestals at their feet. In general, recognition in a distant city or isolated area is a DC 20 save. Curling ram's horns sprout from its leonine head, and its tail is a long, scaly
serpent's body, complete with fanged, snapping jaws. Strangely enough, they fear the servants and holy places of Tsathoggua and Yog-Sothoth. The Thulean manticore is a wicked man-eater that delights in acts of malice, great or small. SCORPION HELOT N Medium humanoid (human) Senses average Perception 14 Languages Lomari, variable CR 3
XP 700 BASE STATS AC 15 (leather cuirass) hp 55 (10d8+10) Speed 30 ft. All characters and the distinctive likenesses thereof are property of Sasquatch Game Studio LLC. Thalasian Tombs: This sunken plaza once held the monuments and tombs of Thalas. Now stony sentinels garbed in silt and seaweed stand silent watch over sarcophagi carved in
the likenesses of proud Atlanteans. Gore (melee weapon) Attack: +8 to hit, reach 5 ft., one target. The Pride of Nergal is the largest and best-organized of these societies, and they have set themselves the goal of ringing the Inner Sea with Lomari steel. • Banishing a rival or malefactor from one's tribe. This booklet supplements the Primeval Thule
Campaign Setting hardcover, providing you, the Gamemaster, with additional material to breathe life into your Thulean campaign. In the other, stacks of various weights and measures lie in ordered piles. When a character fails a Sanity save and is reduced to 0 Sanity or less, he or she gains a persistent madness effect. • Recruiting a crew for a
dangerous voyage. THE PALE HAND The strange, grim people known as the Hyperboreans are rarely encountered in this day. Finch Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Prior to the conclusion the adventures can occur whenever you
see fit, in the order you choose. The tracks of strange creatures lead into the Vaults of Khoor deep within the mountains. • Encountering a Great Old One (DC 15, double Sanity loss on failure). Handaxe (melee or ranged weapon) Attack: +4 to hit, reach 5 ft. The flowers known as Asura's Kiss grew wild on the hillsides, their petals the colors of the
dawn. BASE STATS PALE HAND PRINCE AC 14 (none) hp 119 (14d10+42) Speed 0 ft., ly 0 ft. The GM also determines if one side gains surprise. Here lies a broad paved area that once served as a public gathering place and thriving market plaza, now mostly overgrown by the jungle. Called Scorpion helots for the venomous sting of their arrows, they
reinforce the Bronze Lions and hunt beside their masters, serving as messengers, scouts, spies, administrators, and assassins. He wears dark robes of a baroque design, and carries a black blade marked with pale blue runes. Part woman and part animal, her cat-eyes dilate at sudden movements in eagerness to hunt and kill. It understands intimately
how to increase mental activity on a broad scale by triggering such emotions as anxiety, fear, obsession, and panic. Though the Bronze Lions don't operate under direct command of Lomar's Imperator, they exemplify the Lomaria broad scale by triggering such emotions as anxiety, fear, obsession, and panic. Though the Bronze Lions don't operate under direct command of Lomar's Imperator, they exemplify the Lomaria broad scale by triggering such emotions as anxiety, fear, obsession, and panic.
or army, or gains a position of great authority (+3 Power). The wielder must make a Str or Dex save (DC 16). On the lower roll, it can move or take one action. By night the adults attack the village stockade in disorganized waves while the children fend them off. A prince's primary aspiration is to be the last survivor at the end of all things, and so each
pursues the Pale Hand agenda in his or her own way. Sasquatch Game Studio, LLC, the Sasquatch 
STATS AC 15 (none) hp 52 (8d6+24) Speed 30 ft. Sasquatch Game Studio, LLC Auburn, WA sasquatch gamestudio.com CONTENTS Fame, Power, And Sanity. The lion upon his cuirass and shield roars a silent challenge, echoed in the warrior's proud eyes. Heroes often find themselves in the middle of pitched battles between barbarian war parties,
crews of bloodthirsty corsairs, or squads of grim legionaries. No one knows how or where chimeras were first bred, but over the centuries a small number of these supernatural predators have spread across the primeval continent. War Canoe: A group of hostile savages looking for a fight. 24 City (any) Base party level 2 d8+d12 Result 2 1d3 giant
spiders (deadly) 3 Wererat band* (deadly) 4 Seven Knives squad* (deadly) 5 1d6 swarms of bats (medium) 6 Priest of Set* (deadly) 7 2d6 giant rats (medium) 11 1d4+2 guards (easy) 12 Cult devotees* (medium) 5 urce PTCS PTCS 13 1d4+1 thugs (hard) 14 Slaver band*
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(medium) 15 1d3 Tcho-Tcho cannibals (medium) PTGC 16 Deep One halfbreed (hard) PTCS 17 2d4 skeletons (medium) 18 Tcho-Tcho watcher (hard) 20 1d6 shadows (hard) PTCS 17 2d4 skeletons (medium) 18 Tcho-Tcho watcher (hard) 19 1d3 ghouls (hard) PTCS 3 1d3 crested eagles (medium) PTCS 4 1d4+1 crocodiles (medium) 5 2d6 giant crabs (easy) 6 Wolf pack* (hard) 7 Patrol* (deadly) 8 1d2 plesiosaurus (medium) 13 Cult devotees* (easy) 14 2d6 skeletons (medium) 15 1d3 harpies (medium) 16 1d2 merrows (medium) 17 Nightgaunt (deadly) 18 1d3

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ghouls (deadly) d8+d12 19 1d2 gricks (deadly) 20 1d2 Deep One halfbreed (deadly) PTCS 2 Remorhaz (deadly) PTCS 3 1d2 gnoph-keh (hard) 4 1d4+1 giant spiders (medium) 4 Hag hut* (easy) 5
Abominable sloth (deadly) PTCS 5 2d6 berserkers (hard) 6 Saber-tooth cat (medium) 8 TCS 6 1d2 short-faced bears (easy) 7 Thulean elk (easy) 9 PTCS 7 War party* (medium) 8 TCS 6 1d2 short-faced bears (easy) 10 1d2 mammoths
(medium) Source PTCS PTCS 11 Scouting party* (easy) 11 1d8 Thulean musk ox (medium) PTCS 12 Slave raid* (deadly) 12 1d3 saber-tooth cats (medium) PTCS 13 2d4 Tcho-Tcho cannibals (medium) 15 2d4 lizardfolk (medium) 16 1d3 frost giants (deadly) 14 1d3 saber-tooth cats (medium) PTCS 13 2d4 Tcho-Tcho cannibals (medium) 15 2d4 lizardfolk (medium) 16 1d3 frost giants (deadly) 14 2d8 stirges (easy) 15 1d3+1 wights (medium) 16 1d3 frost giants (medium) 16 1d3 frost giants (medium) 16 1d3 frost giants (medium) 17 2d8 stirges (easy) 17 1d8 Thulean musk ox (medium) 18 1d3 frost giants (medium) 18 1d3
corpses (hard) PTCS 16 Serpentman fang guard (deadly) 17 Pale Hand raid* (deadly) PTCS 19 Troll (deadly) PTCS 10 Id3 minotaurs (deadly) PTCS 11 Id3 minotaurs (deadly) PTCS 12 Id3 minotaurs (deadly) PTCS 13 Id3 minotaurs (deadly) PTCS 14 Id3 minotaurs (deadly) PTCS 15 Id3 minotaurs (deadly) PTCS 16 Id3 minotaurs (deadly) PTCS 17 Id3 minotaurs (deadly) PTCS 18 Id3 minotaurs (deadly) PTCS 18 Id3 minotaurs (deadly) PTCS 19 Id3 minotau
Base party level 3 Base party level 5 d8+d12 Result d8+d12 Source Result 2 1d3 giant scorpions (deadly) 3 1d3 giant boars (hard) PTCS 6 Rhinoceros (medium) PTCS 6 Rhinoceros (medium) PTCS 6 Rhinoceros (medium) PTCS 8 Saber-tooth cat (deadly) 8 1d3 Thulean
elk (medium) PTCS 9 Wolf pack* (hard) 2 Tyrannosaurus (deadly) 3 Thulean chimera (hard) 4 1d2 mammoths (medium) 10 Slaver band* (easy) 10 War party* (hard) 11 Scouting party* (medium) 12 Trader* (medium) 12 Trader* (medium) 12 Trader* (medium) 10 Slaver band* (easy) 10 War party* (hard) 13 Trader*
(easy) 14 PTCS 13 Patrol* (deadly) 14 1d4+1 ghouls (medium) 15 1d2 hill giants (medium) 16 Heastman gang* (easy) 16 Ghoul pack* (hard) 17 1d3 minotaurs (medium) 18 1d2 perytons (hard) 18 1d3 nightgaunts (hard) 17 1d3 minotaurs (medium) 16 Heastman gang* (easy) 16 Ghoul pack* (hard) 17 1d3 minotaurs (medium) 18 1d2 perytons (hard) 18 1d3 nightgaunts (hard) 17 1d3 minotaurs (medium) 18 1d2 perytons (hard) 18 1d3 nightgaunts (hard) 1
 (deadly) PTCS 20 Hill giant (deadly) 20 Moon-beast (deadly) PTCS Source PTCS PTCS PTCS PTCS PTCS Source Result Source Result Source 2 Encounters Kalayan the Golden (inland) Lands of the Long Shadow Base party level 2 d8+d12 Result 2 Giant scorpion (deadly) 3 Saber-tooth cat (deadly) 4 5 6 1d2 crested eagles (easy) 7 2d8 guards (hard) 8 9 Base party level 6 Source Result Source 2
Demon band* (deadly) 3 Rakshasa agent* (deadly) 9 TCS Giant constrictor snake (medium) 4 Chimera, Thulean (hard) 9 TGC 1d4+1 giant lizards (medium) 10 Slaver band* (medium
Wolf pack* (easy) 11 Beastman gang* (medium) 12 1d4+2 wolves (medium) 12 Td4+2 wolves (medium) 13 Cult devotees* (medium) 14 1d6 Tcho-Tcho cannibals (hard) PTCS PTCS 11 1d4+2 wolves (medium) 12 Var party* (hard) 13 Patrol* (medium) 15 2d8 skeletons (easy) PTCS 16 Hag hut* (medium) PTCS PTCS PTCS 15 1d3
giant spiders (hard) 16 Beastman marauders* (deadly) 17 1d4+1 skeletons (medium) 17 1d2 frost giants (hard) 18 1d3+1 ghouls (hard) 19 1d3 harpies (hard) 19 1d3 harpies (hard) 19 1d3 harpies (hard) 19 1d3+1 ghouls (hard) 19 1d3+1 ghouls (hard) 19 1d3+1 geoult (hard) 19 1d3+1 ghouls (hard) 19 1d3+1 
2 3d4 harpies (medium) 3 Giant shark (medium) 4 Giant crocodile (medium) 5 2d8 pteranodons (easy) 6 2d6 crocodiles (medium) 7 2d4 swarms of insects (easy) 12 Merchant ship* (hard) 13 War canoe* (medium) 14 2d6+2 stirges (easy) 15 1d4 Deep
weapon attacks deal one extra die of damage. Skills Perception +3, Stealth +6, Survival +3 Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Characters with low Power are nobodies—they might be able to appeal to city authorities or tribal leaders through personal persuasion, but they can't use their place in society to
force others to take actions they desire. In the tenth year of his regency, Atlantean nobles assassinated him in the theatre. STEP 1: DETERMINE SIDES AND SURPRISE Decide which force is attacking and which is defending. Equipment maul, pike COMBAT ACTIONS Multiattack The Red Chimera makes three melee attacks. Adventure: Argo Ahsi is
secretly a high cultist of Yga-Ygo, the Dweller in Dreams. 22 Encounter Tables . Encounter Chance: When you check for an encounter, roll d20. Long after Ardos's ship was lost at sea the people of Thalas anticipated his return, and rumors of his supposed exploits took the shape of legends. BRONZE LION The white scars of arrow, sword, and spear
inscribe an epic of battle across the dark skin of this Lomari warrior. They have already captured 3d6 commoners, who are bound to a coffle. Their fate is determined by the victors. Pale Hand agents are rare in Thule, and those who do journey to the primeval continent are often taken to be grim mercenaries with a knack for dark magic or mistaken
for strange merchants dealing in the lost treasures of the north. Beastman Marauders: A larger band out looking for trouble, the group includes 1 beastman cursemaker and 1d4+2 beastman hunters. • NPCs attempting to locate or learn something about a famous character can make a Fame/History, Fame/Investigation, or Fame/Persuasion check,
using the target's Fame score as the base ability. The 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. The PCs complete this adventure when they escape the town or destroy it. Equipment spear COMBAT ACTIONS Multiattack
The Bronze Lion makes 2 spear attacks. If examined, the insides of their skulls contain a kind of shriveled fungal mass where their brains should be. Shortbow (ranged weapon) Attacks: +5 to hit, range 30 ft./120 ft., one target. 16 The Pride of Nergal . Equipment leather armor, short bow, bronze handaxe, 3 doses of Tcho-Tcho poison. As the
monuments in Triumph Square rusted with the years, Lomari veterans reflected upon their days of former glory while their sons restlessly yearned to prove their mettle in battle. Nergal's Claw (melee spell) Attack: +6 to hit, reach 5 ft., one target. Some are the masters of their ancestral keeps, and command loyal households of kin and servants.
LIONESS OF NERGAL N Medium humanoid (human) Senses average Perception 10 Languages Lomari CR 6 XP 2,300 BASE STATS AC 12 (robes) hp 67 (15d8) Speed 30 ft. Gaining and Losing Sanity: Characters naturally improve Sanity over time; adventurers are made of stern stuff, and a lifetime of daring escapes and victories over savage foes
helps to prepare them for the day when they meet something horribly abnormal. Pike (melee weapon) Attack: +7 to hit, reach 10 ft., one target. He carries a bow, a dagger, two quivers of arrows, and keeps his eyes respectfully lowered in the presence of free men. They establish a laboratory to house their wildest experiments, creating a menagerie of experiments.
half-human monsters. (If you only use Fame and Power but not Sanity, instead add two 11's to the array or 5 to the number of points to spend.) Modify the scores as shown in Table 2. Spells The Pale Hand prince is a 15th-level caster. But while it is true that few secret societies manage to make themselves influential throughout the entire continent,
it's also true that many of these hidden power groups are almost completely unknown outside their home regions. His teeth are filed into points in his wide mouth. CHIMERA, THULEAN This powerful beast has the body of a lion and large, leathery wings. On the floor, mystical symbols and overlap in dizzying patterns. Characters can also "buy" Power
by spending time and money to set up networks of hirelings, informants, or valuable contacts. The Ur-Prince, or leader, of the Pale Hand is a gaunt and hateful man named Khuuth dra Mauv. Long ago the polar ice swallowed Hyperborea and destroyed the mysterious Hyperborea civilization, or so the sages and storytellers of Thule believe. • A
restoration spell of 5th level or higher restores 2d4 lost Sanity (but cannot increase Sanity above the character's previous maximum). The city-states of Thule are too fiercely independent, and the tribes of the interior too savage and unruly, for most human power groups to impose their will on people more than a few days' travel from their
strongholds. Phoori Scouts: This band of headhunters includes a Phoori beast master, his pet giant lizard, and 1d4 tribal warriors. 11 Bestiary of Thule . This is especially true when PCs with the appropriate character narratives reach a level at which they can summon raids or command the services of an elite company of followers. 7. YgaYgo seldom
speaks to its followers, since it naturally communicates in sensory telepathic images rather than in words. If the magical attack affects only one target and this makes a save succeed that otherwise would have failed, the reason
for this is a rare, lewdly-shaped fungus called the gray dalliance, unique to this region; its spores attack the mi-go fungus in the heads of their 8 Campaign Tools hosts. Dream-seekers are cultists who devote themselves to Yga-Ygo. Wild Flyer Enemies suffer tactical disadvantage on opportunity attacks against a lying chimera when it moves out of their
reach. New Village: On a small peninsula apart from the old Atlantean buildings, rough temporary structures of wood and reeds cluster together near makeshift docks and the crashing surf. TCHO-TCHO LAMA CE Small humanoid (human) Senses average Perception 16 Languages Dhari, Mi-Go, Tcho-Tcho CR 4 XP 1,100 BASE STATS AC 16 (none) hp
49 (9d6+18) Speed 30 ft. In cities where the Seven Knives are not active, this group represents a local guild. Sanity is gained or lost for the PCs to let their guard down (likely at night) and ambush them. Dreamdust can be taken as a
powder, burned as incense, or ingested. The magistrate promises the characters wealth, favors, and anything else within his means, should they succeed and preserve his realm. The Imperator refused to engage in wars that Lomar might lose, and so Zosheer's bell remained silent and Lomar's armies remained close to home. The Lord of Battle's creed
emphasizes conquest and subjugation, and his symbol—the snarling lion—the Pride displays upon their helmets, shields, and armor. Their tails, however, are large, venomous serpents. Time is the only thing that dims fame (after all, spectacular failure is just as noteworthy as success). TCHO-TCHO CANNIBAL This short, ill-favored human is less than
5 feet tall, with thick sideburns, narrow eyes, and a wiry build. The mi-go now hide their brain surgery subtly in the hairline at the back of the head, and otherwise appear as normal people. Here, facing alien creatures and aided by strange advanced technologies, they can destroy the device, freeing Thule from mi-go influence. Power Checks: Ability
checks against Power are useful for testing whether a character can get something done purely through the weight of his or her family or organization. This ruin is all that remains, parts of which have fallen into the sea. Crowd Attack The Red Chimera makes one maul attack against each enemy within its reach. 3.Offer
and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. • Fail a Sanity save in the same day). Whether or not the PCs draw this connection, they can complete the adventure by dispatching the fungus-mad adults. Before the
armies of Lomar ravaged Hurhun, Hurhun's people dreamed their streets were canals of blood. Campaign Tools • Hearing or seeing a Great Old One at a distance (DC 10). It can move through an opening as small as 1 inch wide without squeezing. On a failed save, it takes an additional 2d8 poison damage and is poisoned for 1 minute. Corsair Dhow:
The dhow is a small sailing ship about the size of a keelboat, but with a speed of 3 mph under sail. On a failure, a target takes 4d8 cold damage, and is blinded and deafened until the end of its next turn. This material is protected under the copyright laws of the United States of America. Fame and Power are therefore presented here as additional
 "ability scores." Likewise, a character's mental stability is not easily measured by any other ability score. Gaining and Losing Power: Just like Fame, Power can't be improved with normal ability score increases. Roll a d20; on a roll of 10 or better, the force succeeds. On a success, it takes 2d8 poison damage. YGA-YGO, THE DWELLER IN DREAMS CR
23 NE Huge aberration (extraterrene) XP 50,000 Senses true sight 120 ft., average Perception 21 Languages telepathy 300 ft. An affected creature can repeat the end of each of its turns to end the effect. PRINCES OF THE PALE HAND 10 The Pale Hand numbers only a dozen or so members, who take the title "prince." Each is a warlock
of greater or lesser power, sworn to serve their joint purpose of bringing endless winter down upon Thule—and after that, all of the Earth. Some say that the art of theatre was born there; fragments of the Tragedy of the Crimson Prince and the Fall of Imystrahl are all that survive of this legacy. Tentacle (melee weapon) Attack: +13 to hit, reach 15 ft
one target. This campaign arc is composed of a series of standalone adventures along the malevolent using the male contributor unless You may not market or advertise the Open Game Contributor to do so. They are embodiments of the malevolent will
of the Great Doom, and seek to freeze or scour any living thing they encounter that is not likewise a slave of endless winter. Its spellcasting ability is Charisma (save DC 18, +10 attack). Base Level and Difficulty: Each encounter chart presented here is built around an assumed average party level that varies from area to area. In the earlier example,
the tyrannosaurus accounted for 8/45 (or about 20 percent) of the PC raid's combat power. 16 Bestiary SNOW WEIRD A swirling gyre of wind-driven snow seems to hover in the air, but the air is otherwise still. In order to do this, mi-go agents first remove the brains of the Thulean hosts and replace them with a receptor fungus from Yuggoth. New
threats are constantly gathering in the far corners of Thule, just waiting to be discovered by bold (or unlucky) heroes. Claw (melee weapon) Attack: +8 to hit, reach 5 ft., one target. COPYRIGHT NOTICE Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. Once the PCs enter the town they will not be allowed to leave, as the mi-go have
replaced almost everyone in positions of power. It is said in Thule that a Lomari warrior is worth five Kalays, three Nimothans, or even two Atlanteans. TCHO-TCHO WATCHER Small in stature with a sullen, shifty-eyed look to her, this human woman isn't even 4-1/2 feet tall. 27 Hit: 1d6+3 piercing damage. Fetish Stick (ranged spell) Attack: +6 to hit
range 30 ft., one creature. LE Medium humanoid (human) Senses average Perception 16 Languages Nimothan, Low Atlantean, Auran ABILITY SCORES BASE STATS Str 15 (+2), Dex 18 (+4), Con 17 (+3) Int 8 (-1), Wis 13 (+1), Cha 8 (-1) AC 15 (mage armor) hp 127 (17d8+51) Speed 30 ft. They competed constantly for her affections, and their
quarreling shook the earth. COMBAT ACTIONS Multiattack The manticore attacks twice with its claws, once with its c
 nearest whole number (minimum 1). Others rule over only slaves and monsters, or even dwell alone in the icy desolation. Patrol: This is a group of soldiers from a nearby city or settlement. If you use a point-buy system, add 10 to the number of points they can spend. The encounter difficulties provided for each encounter are calculated using the base
party level for that area, assuming a party of 4 characters. Those who fall into a permanent coma from the drug wander the worlds of dream. While the PCs are in the dream palace, the dream pal
blows that would slay lesser warriors. The mi-go follow the movements of Yga-Ygo's cults. Merchant Ship: A small galley with a crew of 1d10+10 commoners, 2d4 guards, and 1d3 thugs. Concerned for the stability of his territory, magistrate Gann Kho summons the PCs to deal with the savages by bringing him the head of their leader. If their physical
bodies are not nurtured they die, and their souls continue to wander like ghosts through the dreamscape. (Intimidate is a good way to measure how good a character who can easily gain training in Intimidation—for example, fighters, free blades, or ice reavers—tend to be the sort of
characters you'd want to see as competent battle leaders.) Terrain: Good defensive terrain—simple field fortifications or anything that impedes the attackers' 6 movement or provides defenders with cover—gives the defending side tactical advantage on its battle roll. SPECIAL REACTIONS Yga-Ygo can make three special reactions each round from
the options below. Its spellcasting ability is Charisma (save DC 16, +8 attack). Its wide mouth is filled with three rows of sharp fangs, but its most frightening aspect is a huge, segmented scorpion tail and deadly sting. A crude stone slab stands beneath them, carved with reliefs, scratched and darkened with stains. Until this grapple ends, the target is
restrained. Unfortunately, fame means that a character can sometimes be recognized or found more easily than others. All of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's followers partake of a powerful narcotic called dreamdust.
as shown below: • The character is publicly acknowledged or condemned by authority figures for a heroic or villainous deed (+1 Fame, no more than three times in a character's career). If the PCs defeat an enemy whose CR is at least half the average party level, their side gains a +1 on its battle roll this round. Pillars of Sacrifice: Two colossal stone
pillars loom above the water. This might explain why they serve the cults of dark powers so eagerly—the Tcho-Tcho believe that the Great Old Ones will one day destroy all who scorned them. The Pride of Nergal harbors no scruples against whom they make war, except that they refuse to fight against the interests of Lomar, since the lion's share of
the Pride is comprised of Lomari citizens and their slaves. ABILITY SCORES Str 21 (+5), Dex 14 (+2), Con 19 (+4) Int 4 (-3), Wis 14 (+2), Cha 13 (+1) TRAITS Multiple Heads The chimera gains tactical advantage on Wisdom/Perception checks and on saves against being blinded, charmed, frightened, or stunned. 18 Tcho-Tcho. ONE OF US At this
point, the mi-go perfect their brain replacement surgery. Bite (melee weapon) Attack: +8 to hit, reach 5 ft., one target. The trader is equivalent to a spy, and he is escorted by 1d4+2 guards. It's a free PDF accessory that gives you a great overview of this savage and intense setting. Hit: 1d4+1 piercing damage. Scouting Party: A small group of wary
 barbarians who dislike trespassers. Tome of Horrors © 2005, Necromancer Games, Inc. The Bronze Lions of the Pride of Nergal trust their arms and armor over sorcery. TCHO-TCHO CANNIBAL CR 1/2 CE Small humanoid (human) Senses average Perception 13 Languages Dhari, Tcho-Tcho XP 100 BASE STATS AC 15 (leather) hp 22 (4d6+8) Speed
30 ft. At the beginning of each day, the character can attempt a new Sanity save (DC 10) to regain 1 Sanity and end the persistent effect. Skills Deception +11, Persuasion +15, Insight +11, Persuasion +15 Epic Resilience (3/day) If Yga-Ygo fails a save, it can choose to succeed instead. Elite followers (for example, the elite companies many character
narratives provide) do not need to make morale checks. Finch Swords & Wizardry Complete Rules © 2010, Matthew J. Whenever possible they abduct sleepers affected by dreamdust in order to monitor the activity of their minds. Monstrosities © 2012, Frog God Games LLC; Authors Andrew Trent ("the Venomous Pao"), Trent Foster, Salvatore Macri
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Jarvis, John Turcotte, Guy Fullerton, Michael Coté, Thomas Clark, Tanner Adams, and Matt Finch ("Mythmere"). LOST ISLE OF THALAS Adventure Site A mysterious isle in the Atlantean Ocean a hundred miles south of Thule, Thalas was a thriving colony of the Atlantean Empire, a center of culture and trade. Some are mundane foes armed with
nothing more than natural ferocity or human ambition, but others are supernatural threats of appalling power. 20 Yga-Ygo, The Dweller in Dreams . Slaver Band: This group consists of 1 thug (the leader) and 1d4+2 bandits. Lacking the true prince's authority, he found it difficult to pass measures to manage the city. This approach models sanity as a
resource that is gradually eroded by repeated exposures to unnatural threats, a slippery slope that grows steeper as a character nears the breaking point. THE LOST CHILDREN The mi-go begin to colonize Thule's villages, but a disease impedes their expansion. ABILITY SCORES Str 14 (+2), Dex 16 (+3), Con 13 (+1) Int 8 (-1), Wis 14 (+2), Cha 10
(+0) TRAITS Saves Dex +5 Skills Athletics +4, Perception +2, Stealth +5 Poisoned Weapon The Scorpion helot can use an action to apply poison to an arrow or dagger. Snow Form The snow weird can move into enemy spaces and remain there. If a Pale Hand prince suspects that battle is near, he uses conjure elemental or his Instant Simulacrum
ability to provide himself with a suitable defender, perhaps in the semblance of one of the enemies he is about to fight. You might call for a Power save when circumstances do not allow a character to prepare for the test—for example, when the character suddenly needs to defy an arrest order or resist a NPC's use of Power. Chapter 4 of the Primeval
Thule Campaign Setting presents a basic set of guidelines for using the sanity options in the core rulebooks. As Ardos departed he swore that Thalas would never fall as long as he lived. 8. Before Atlantis fell, Atlanteans dreamed of waves tall as mountains crashing down upon them. Definitions: (a)"Contributors" means the copyright and/or trademark
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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. These "Dreamlost" are bound to Yga-Ygo, and it is often their forms that Yga-Ygo assumes
when it projects its consciousness into the waking world. 7 Campaign Tools Adventure: Soon after the PCs arrive in the area the headhunters attack. A noble who needs a difficult rival removed might seek out a renowned assassin for the job; a jungle trader who discovers a strange A character's maximum Fame score is 20. In light of these omens, as a
civilization approaches its final days, chaos and anarchy prevail. If this attack reduces the target to 0 hit points, the lioness can cast animate dead upon the target as a bonus action without spending a spell slot. Its drowsy, sunken eyeballs twitch with unsettling rapidity, as though it dreams while its eyes are open. At Will: chill touch, mage hand, ray
of frost 1st level (4): detect magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic, fog cloud, mage armor, magic missile 2nd level (3): dispel magic missile 2nd level (3): dispel
Equipment robes, runescribed shortsword COMBAT ACTIONS Runescribed Shortsword (melee weapon) Attack: +7 to hit, reach 5 ft., one target. Hit: 1d10+6 slashing damage. The party consists of 1d3 scouts and 1d4+2 tribal warriors. Hit: 1d10+6 slashing damage. The party consists of 1d3 scouts and 1d4+2 tribal warriors.
Stoic. (Failing saves to recover from madness does not cost additional Sanity.) If a character is exposed to multiple shocks in the same day, the effects of additional failures worsen; a character who fails a second Sanity save in the same day, the effects of additional failures worsen; a character who fails a second Sanity save in the same day, the effects of additional failures worsen; a character who fails a second Sanity save in the same day loses 1d4 Sanity, and a third (or subsequent) failed save costs 1d6 Sanity. Thus for the past two decades
Lomar's conquests have been stymied with inconclusive wars. There the characters confront the small band and their chief, gathered among strange standing stones created by no mortal craft (a means of communication with Yuggoth for those who can activate it). Elaborate on the unfolding situation as you wish, adding eerie occurrences, giving the
citizens strange ticks, behaviors, or waking/sleeping hours. Several simple wooden huts slump beside well made longhouses crafted with far greater skill. Many creatures that are common in typical fantasy settings—dark elves, dragons, and orcs, for example—are not normally encountered in Thule. Sanity cannot be improved with normal ability score
increases, and like other scores, maxes out at 20. Spells The lama is a 7th-level caster. 15 The Pale Hand. The party consists of 1d6+3 tribal warriors, 1 berserker (the leader), and a minor shaman equivalent to an acolyte. The minds into Thulean
 bodies. Hit: 1d6+5 slashing damage. Campaign Tools 1. • Being charmed by an aberration, undead, or extraterrene creature (DC 8). There is new stonework of solid design but strange architecture. He carries a fetish stick made from a thighbone but is otherwise unarmed. Rumors spread that he was a sorcerer who had transformed his brother into
fish and flung him into the sea. • The character spends 25,000 gp and 90 days of free time buying influence (+3 Power, one time only). TRAITS Immune cold, poison; exhaustion, grappled, paralyzed, petri ed, poisoned, prone, restrained, unconscious Vulnerable re Invisible in Snow Weird is invisible in snowy or icy environments. BASE
STATS AC 20 (bronze cuirass, shield) hp 91 (14d8+28) Speed 30 ft. Examples include: • Directing local authorities to guard a location (or leave it unguarded). 21 Bestiary YGA-YGO, THE DWELLER IN DREAMS The scaly, blood-red monstrosity's wormlike underbelly splits into a mass of suckered tentacles. Claw (melee weapon) Attack: +10 to hit.
reach 5 ft., one target. Witch-killer When the Scorpion helot uses a weapon attack against a humanoid target with the Spells trait, it gains tactical advantage on the attack and deals an extra 1d6 damage. Like the double-headed beasts they take their name from they are dangerous from any angle, leaving broad red swaths of blood through crowds of
foes. A Pale Hand agent might be a Nimothan pirate magically enslaved by one of the warlocks, a Hyperborean sword-for-hire engaged in arcane skullduggery, or a conjured hezrou or vrock dispatched to retrieve an object of interest. It is highly addictive, and its users feel compelled to take it repeatedly. A magical item is not destroyed, but is instead
wrenched away and lung 1d 5 feet in a random direction. The headhunters don't loot the village, but they take the severed heads of their fallen foes. Most other people find the Tcho-Tcho to be unpleasant at best. Slam (melee weapon) Attack: +8 to hit, reach 5 ft., one target. Think of this booklet as a "GM toolbox" filled with interesting new toys to
introduce into your Primeval Thule campaign. In one of these, hammers lay in the underwater gloom beside sheets of precious metal, and ancient coins stamped with the crown of Asura glimmer beneath the silt. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work
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attackers' base damage (if the attacking side wins, then days, then weeks and years. None of the villagers' heads can be found. Even if heroes fighting the Pale Hand come to know the identity of the enemy they face, the leaders of the
Pale Hand are almost impossible to reach—their towers and keeps are hidden in arctic wastes, hundreds of miles from any lands inhabited by humans. Scimitar (melee weapon) Attack: +3 to hit, reach 5 ft., one target. Roar (Recharge 6) Each enemy within 60 feet must make a Wis save (DC 15) or become frightened for 1 minute. But when Atlantis
fell, the titan called Nobility departed to aid the empire. However, the Pale Hand princes of the most fantastic and impossible monsters of later myth are in fact the dim memories of terrors that stalk the jungles of Thule. If one side retreats, half of the badly wounded and
scattered casualties are left behind on the battlefield. When the characters discover conclusive evidence that many or most of Thule will fall under their control. Whenever they inquire about their contact's whereabouts, they receive
casual explanations from the inhabitants. When using its project image spell-like ability, Yga-Ygo can take the shape of any creature including a unique creature; in addition, Yga-Ygo can use its spell-like ability, Yga-Ygo can take the shape of any creature including a unique creature; in addition, Yga-Ygo can use its spell-like ability, Yga-Ygo can use its spell-like ability.
COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you Distribute. Watchers generally
avoid open combat, but when forced to fight they throw themselves into battle with the fury of cornered rats. The Tcho-Tcho believe (with some justification) that humans look down on them and their vile ways. Finally, the name of a character with an exceptional Fame score is known in all but the most isolated or backwards places. Its spellcasting
ability is Charisma (DC 14, +6 to hit). Fifth Edition Foes © 2014, Frog God Games, LLC. She has noticeable sideburns, dark eyes, and a wide mouth with teeth filed into points. Most uses of Power are applications of skill and training, not the sort of in-the-moment test a saving throw represents. Monsters from the Primeval Thule Campaign Setting
(PTCS) or this book (PTGC) are noted here. Some of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents, but the feral creatures always attempt to crush the skulls of the children and devour their parents.
priests of wholesome gods or influential nobles, unleash monsters in unsuspecting lands, or steal artifacts and other magical items that might be used to resist the coming darkness. ABILITY SCORES Str 11 (+0), Dex 14 (+2), Con 15 (+2) Int 12 (+1), Wis 19 (+4), Cha 12 (+1) TRAITS Saves Dex +4, Int +3, Wis +6, Cha +3 Skills Medicine +6,
Perception +6, Religion +3, Stealth +4 Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Inside the hall, immense pillars rise almost to the surface of the water. The histories tell of a wealthy and decadent society; the people of every land spoke of the pleasures of Thalas, of its four mighty colossi, its courtesans, the
spectacles of its theatre, and the riches that could be won in trade. Trader: An independent trader with a couple of pack beasts (musk oxen or llamas) or a keelboat. • The character spends 5,000 gp and 30 days of free time buying influence (+2 Power, one time only). Whether these unfortunates are tortured to death, wind up in the cookpot, or are
destined for sacrifice on a dark altar, they are never seen again. PALE HAND REAVER LE Medium humanoid (human) Senses average Perception 12 Languages Nimothan, Low Atlantean, Auran CR 10 XP 5,900 BASE STATS AC 16 (none) hp 127 (15d8+60) Speed 30 ft. Quick Action The watcher can use a bonus action on each of its turns to
disengage, move, or hide. Likewise, a pit fighter famed for a hundred bloody kills in the arena might be soft-spoken or unassuming in personal interactions, but street thugs who recognize him or her might flee the encounter on sight. Hit: 4d8+8 psychic damage. Breon's Observatory: A tall, slender tower peeks above the treetops. Languages Auran
PRINCE OF THE PALE HAND Extremely tall and thin, this pale human sorcerer has whitish-blond hair and eyes of steely blue. Sanity checks: Characters rarely make ability checks against their Sanity scores. Wererat Band: One wererat is accompanied by a swarm of rats. Pale Hand Spy: A Pale Hand reaver leads a group of 1d3+1 berserkers. THE
HEADHUNTERS The mi-go replace the minds of a tribe of Phoori headhunters that worship them. Unlike the rest of the architecture on the isle, this stone is roughly hewn. Here too can be found the plans for replacing minds with fungal growth and the key to the mi-go invasion. ABILITY SCORES Str 16 (+3), Dex 13 (+1), Con 18 (+4) Int 13 (+1), Wis
14 (+2), Cha 19 (+4) TRAITS Saves Str +7, Int +5, Wis +6, Cha +8 Skills Athletics +7, Arcana +5, Investigation +5, Deception +8 Resist cold Arcane Champion When the reaver uses its action to make one weapon attack. Check Frequency: Check for a random encounter once per 8 hours in wilderness
travel: morning, afternoon, and night (a party will usually be encamped at night). The rest of Thalas is an undersea ruin buried in the murky deep. STEP 3: RESOLVING COMBAT At the end of each round of follower
combat. Hit: 1d8+4 bludgeoning damage and 2d8 cold damage. In truth the tribe's adults were all infiltrated by mi-go but the transplants went awry and the mi-go went mad. Of the individuals represented by "lost" combat power after a battle, you can assume that one-third are dead, one-third are badly wounded (half hit points), and one-third are
unhurt but scattered. Gary Gygax and Dave Arneson. PALE HAND REAVER Standing almost seven feet tall, this tall, thin human warrior is strikingly pale, with whitish-blond hair and eyes of light blue. • The character gains followers (+1 Fame). All four scrambled into the sea to retrieve it, and they held the garment over their heads just above the
water. but lone travelers wandering through Tcho-Tcho slums have a way of vanishing. 23 Encounters ENCOUNTER TABLES The world of Thule has its own unique mix of monsters and villains. No terms may be added to or subtracted from this License except as described by the License itself. Dweller in Dreams When using its dream spell-like
ability, Yga-Ygo does not need to know the targets. Characters with high Power scores can use their social rank or influence to direct significant civic resources, important chiefs, or the powers behind the throne. Pale Hand agents are often given
enchanted silver whistles that can summon snow weirds to destroy their enemies—or terrorize their victims. Updating the License: Wizards or its designated Agents may publish updated versions of this License: Wizards or its designated Agents may publish updated versions of this License. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures
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means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game
Content. THULEAN CHIMERA CR 7 CE Large monstrosity XP 2,900 Senses darkvision 60 ft., average Perception 12 Languages Urgan BASE STATS AC 15 (natural armor) hp 123 (13d10+52) Speed 0 ft., ly 0 ft. Scorpion helots are not trained in the "honorable" arms and armor of Lomari warriors, but with short, light bows capable of firing arrows in
a continuous stream when necessary. This supplement expands the range of tools and threats the Gamemaster can use to bring the Primeval Thule campaign to life. It stirs from sleep when its future eye perceives the place where a great calamity is soon to occur. As they lay waste to their foes in the first moments of battle, the Red Chimeras use their
gladiatorial showmanship to demoralize their enemy, making a bloody pulp of any that defy them. Chimera moves at least 10 feet and then hits the target takes an extra 1d8 damage and must make a Str save (DC 16) or be knocked prone. Cult Devotees: The devotees are quite mad. Finch Monster
Compendium: 0e © 2008, Matthew J. Encounters Hag Hut: The party comes across a dilapidated hut, home to 1 green hag with 1d4 pet dire wolves. DREAMS OF FALLING FORTUNE Cultists of Yga-Ygo cooperate with the mi-go to bring the aliens more capable puppets. A row of columns separates the audience from backstage where old theatrical
masks hang, and frescoes of ancient Atlantean tragedies including the Sersidyen Cycle, the Chimerae, Evenor the King, and several others paint the walls. All the rest, like Atlantis itself, is lost beneath the waves. The princes pursue this goal through direct magical attack, using their powers to send harsh winters, blight summers with unseasonable
frost, or lure monsters of the icy wastes to plague the land. Newly born manticores have no memories of their "parent," so that a suitable punishment can be arranged). COMBAT ACTIONS Multiattack The snow weird makes two
slam attacks. On a successful save, it takes half damage. Hit: 2d6+5 piercing damage. TCHO-TCHO LAMA Dressed in tattered red robes, this repellent little man is short and thin. On a success, the creature takes half damage and is neither blinded or deafened. The prince must be in a snowy or icy environment to use this ability, and the simulacrum
created by this ability only lasts for one day. Examples include: • Gaining an audience with a busy ruler.
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