



cor-ri-gen-dum: an error in a printed work discovered after printing and shown with its correction on a separate sheet.

Hook Mountain AP Corrigendum

Page 12: Rukus Graul

- (Tim Shadow) Rukus can't use the spear two-handed and takes a -2 penalty to hit when wielding a two-handed weapon. The melee section of Rukus's stat block should be changed as follows:
Melee +1 spear +13/+8 (1d8+10/x3)
- Gear
(Tim Shadow) Belt of Giant Str +2 - Only the +4 version is listed in the DMG, but going by basic magic item creation rules it should cost 4,000gp not the 16,000gp listed in the DMG.

Page 18: A8 Mammy's Room (EL11)

Q:(cwslyclgh) *question about the zombies in Mammy's room... are they really supposed to have 55 HP each (seems kind of steep of a creature listed as CR 1/2).*

A:(James Jacobs) HA! Originally, these were ogre zombies. We changed them to ogrekin, but forgot to fix their hit points. They should have 16 hit points.

Page 19: A12 Hucker's Laire (EL8)

(Tim Shadow) Hucker Graul's raging damage is off by one point. Change the melee section to the following:

Melee +1 ogre hook +13 (1d12+11/x3)

Page 20: A14 Tendriculos Pit (CR6)

Q:(tdewitt274) *Hucker tries to flee when reduced in HP. As I'm sure that the PCs will block the only door, what kind of material is used for the walls. I was thinking he could break through the wall in a "desperate attempt to flee".*

A:(Nicolas Logue) I think the smashing through the walls is an EXCELLENT way to go. I imagine the walls are made of termite eaten wood, except the hefty support pillars that keep Mammy's disgusting girth aloft. *Shadow Note: Termite eaten wood would have Hardness 2 with 20hp and a Break DC13.*

Page 22: Jakardros Sovark

Q:(DarkArt) *Am I right to assume that the BAB of Jakardros should include a secondary attack at +3, since his primary bonus is currently +8?*

A:(James Jacobs) If he gets a weapon, yes. His stats as listed are for his unarmed state when the PCs find him; same goes for Vale too. When they're unarmed, they don't get that secondary attack.

A:(Tim Shadow) Hate to disagree with James Jacobs, but a unarmed attack is a simple weapon not a natural attack. Their for it gets multiple attacks for a high BAB, but use what ever ruling makes you feel better.

Page 23: Kaven Windstrike

Q:(PadaGaki) *Kaven Windstrike is the one that betrayed the black arrows, does he also have a Sihedron tattoo? It might aid in the party finding out he had a part to play in the whole assault.*

A:(James Jacobs) He does indeed have a Sihedron tattoo. It's on his shoulder, and he does try to keep it hidden, but it could certainly slip and be noticed with a DC 20 Spot check at the right time.

Page 26: Old Guard Tower (EL8)

Q:(DarkArt) Also, I wanted to confirm B4 (the old guard tower) as the same as where it's indicated on the map, which looks like a wooden and roofed house-shaped structure. (Which would mean that the tower is not circular but rectangular)

A:(James Jacobs) That is indeed the correct spot for the tower. The map doesn't quite match the text perfectly there, alas; we should have changed the description of area B4 to match the map, but didn't have time, alas.

Page 29: B13. Secret Armory (EL4)

Q:(Ken Finlayson) Are there really supposed to be six +2 shocking burst arrows? As I understand it, a +2 shocking burst arrow costs 32,007 gp, so a cache of six costs 192,042 gp - that's 96,021 gp if sold.

A:(Gurubabaramalamaswami) 50 +2 shocking burst arrows would cost 32,350 gp. A single +2 shocking burst arrow cost 647 gp (32,350 divided by 50). Six +2 shocking burst arrows costs 3,882 gp. Which is still a pretty good haul for this level. DMG: pp. 222-223. Table 7-9: Weapons and table 7-13: Common Ranged Weapons. With appropriate footnotes.

Page 33: B30. Commanders Quarters (EL11)

1. Harlock "Hookmaw" Kreeg

(Tim Shadow) The creature section says Harlock "Hookmaw" Kreeg, but lists stats for Gragavan Kreeg. I recommend simply using the stats on page28 for Harlock "Hookmaw" Kreeg. You may also wish to know that you can order the exact mini for Harlock "Hookmaw" Kreeg from the Paizo Store [HERE](#).

2. (Tim Shadow) If you wish to add a bite attack to make Hookmaw's jaw more than just fluff change Hookmaw's stat block 'melee' section to the following:

*Melee +1 ogre hook +16/+11 (3d6+13 19-20/x3) and
bite +10 (1d8+3) or
bite +15 (1d8+10)*

Page 35: B36. Lucrecia's Retreat (EL7)

Wisdom Drain of 2d4 is correct. Just confirming here as both 1d6 and 2d4 was listed in PF#2.

Page 38: Black Magga Rises (EL15)

(Tim Shadow) *The following here is my opinion only.* Unless your group is all power gamers with great team work I doubt they can defeat this CR15 Gargantuan monster or even last 4 rounds against this beast. The DR of 15 that requires Magical Cold Iron alone makes this thing almost invincible for level 8 characters. Again in my opinion its better to use the Argorth on page 86 which is a spawn of the Mother of Oblivion. The defenses of the Argorth are more reasonable for a level 8 party. The Argorth should start with 112hp.

Page 42: C6. Ogre Demolition Crew (EL7)

Q: Exhausted Ogres(4): They are listed as normal ogres with 29hp, but it says Barbarian 4. The exhausted condition applies a -6 to Str which does not affect HP. So its up to each individual DM to decide if it should be 4 normal Ogres or 4 ogre barbarians.

A: (James Jacobs) These exhausted ogres are indeed just normal ogres.

Page 51: D6. The Clanhold (EL11)

Same mistake and answer as page 42.

Page 51: D7. Circle of the Sisters (EL9)

Joey Virtue stated up a alternate Lamatar Bayden that has more staying power. (*Tim Shadow*) I modified it slightly to better fit the picture and description of Lamatar (see [Stat Block A](#) below). (*Nicolas Logue*) If you have access to the Dread Wight template that might be a good one to slap on to a mid-high level ranger as well. Can't remember which book its in offhand...though I should, I use it all the time. Argh, curse my failing memory.

Page 52-53: D9. As the Dread Kings of Old (EL12)1. Stone Giants

(*James Jacobs*) The Stone Giants for this encounter should have 119hp as normal NOT the 45hp listed.

2. Barl Breakbones

Q:(*DmRostarr*) *Can someone explain to me how Barl Breakbones has a CR of 11 and not higher, since he has 7 levels of wizard??*

A:(*pres man*) There is the idea of "associated classes", classes that play to a creature's natural abilities. When giving a creature those, the CR increases 1-for-1, for a stone giant, that would probably be something like fighter or barbarian or such. With "[non-associated classes](#)", you increase the CR by 1 for each two levels, until you have as many levels as the racial HD of the creature. So a stone giant with 7 levels of wizard only increases its CR by 3 (3.5 actually, but you round down). So CR 8+3 = CR 11.

Hook Mountain Bestiary Corrigendum

Page 81: Smoke Haunt

(Tim Shadow) The touch AC of this creature should not include the +4 Natural AC so it should be as follows: *AC 20, touch 16, flat-footed 15 (+5 Dexterity, +4 natural, +1 size)*

Page 86: Argorth

(Tim Shadow) The Argorth is listed as having Cleave, but Cleave has a prerequisite of Power Attack which it does not have. As the Cleave feat is mentioned in its special ability section it can have the feat as a bonus feat which allows a monster to take a feat it does not have the prerequisites for. For more info see MM pg301 section Feats.

Page 88: Mother of Oblivion

Q:(Shisumo) *How in Lamashtu's name do they have a Hide modifier of +26?*

A:(cwslyclgh) I have no clue about this one, it looks like it should be +6 (18 ranks -12 for being gargantuan).

Hook Mountain FAQ – James Jacobs & Nicolas Logue

The following questions and answers were taken from the [Hook Mountain Massacre \(GM Reference\)](#) thread at the [Paizo forums](#). All the following questions and answers were answered by James Jacobs - Editor-in-Chief of Pathfinder or Nicolas Logue – Author of Pathfinder#3.

Q:(DarkArt) On the subject of Kaven, I'm curious about any specific details as to how the survivors begin to speculate betrayal. On another thread, Mr. Logue mentions how stretched thin the Black Arrows were, and I understand that Kaven divulged detailed details about the layout, patrols, etc., but was there anything specific that helped the Ogres take the fort so easily? My sense was that the Black Arrows were essentially taken with their pants down (perhaps during guard shift changes when most are asleep, maybe leaving the key (not necessarily a literal key) to bypass the gates?).

Particularly because the Black Arrows were stretched thin, I'd assume they'd be careful to maintain constant vigilance. It mentions that Lucrecia organized "several points of treachery," and I am aware that Kaven helped by delaying a patrol's return. What were the other points of treachery, and/or was the delay of the patrol the linchpin to the whole raid?

A:(James Jacobs) That's left pretty much up to the GM to fill in if needed, to be honest; it doesn't really matter to the flow of the adventure. Kaven's treachery was certainly the key element though; having the fort's second in command and about a quarter or more of their soldiers gone when the attack struck was pretty key to the assault.

Q:(doppleganger) I'm having trouble understanding how the inbred idiot creatures portrayed in the adventure are considered a plausible labor pool for the tasks required of them. Is it just a matter of the ogres being there? Why not also use the trolls? What made the ogres a viable choice?

A:(James Jacobs) The giants think that ogres would make great infantry, and that's actually the main reason that they're recruiting the Kreegs. But the Kreegs also happen to live in a cave with lots of iron ore, and have some forges, so before they set off for the main army camp, the plan was to have them crank out a bunch of weapons. They didn't use trolls because there weren't as many of them, and trolls are a lot harder to bully around than ogres.

A:(Nicolas Logue) The ogres had forges. They make their hooks for one, and the occasional odd tool or weapon. If you don't think inbred degenerates can use forges, I'll point you toward my extended family.

Also, no one's saying they are doing a good job. Mokmurian might have dispatched Barl to find some ogres to throw in the front ranks, and when he got there saw they had forges and the like, and so Barl sent word to Mokmurian "Hey, these ogres can forge weapons for the army." Mokmurian's got a thousand things on his mind so he's like "cool buddy, you make those weapons." And Barl's like "sweet, I can sit pretty here and play King...freaking awesome!"

Q:(JSL) The ogres at Hook Mtn., frankly lack anything of Evil. They're are brutal because they are ogres. They rape and eat people because they are ogres. Hell, they could be lions, it would make no difference. Lions eat people too.

A:(Nicolas Logue) Yeah, but Lions don't rape people. If you read the adventure with more of an open mind instead of shutting off, you'd see the ogres are a totally different brand of evil than Nualia, who is a villain we can sympathize with. These ogres are evil because they view smaller creatures as toys, playthings, sexual curiosities, and food. That's the evil they are.

Q:(Arctaris) Would RotRL suffer if I get rid of Black Magga entirely? I could say that the ogres managed to break the dam and then I wouldn't have to deal with her entirely. She seems like an encounter that would easily degenerate into a TPK and would leave everyone going "WTF? What was the point of that?" Opinions?

A:(Nicolas Logue) You could definitely cut her. But she's loads of fun if you build her up real dramatic like. In the proto-playtesting I did for Hook, I made sure the PCs knew the Lockness-like tales of Black Magga long before they even got to the Hook Mountain region. When the floods started, I let them know the cause right away, and one of the players was like "What if something else came over the dam with the flood water..." They were freaked as hell about Magga and enjoyed battling her. Though, you are right, she could easily destroy-a-f#&# a party. In my original it's possible to collapse the cathedral on her and she get's swept away in the debris, rather than have to duke it out with her. Kind of like a fun boss fight in God of War. You could go that route if you like. See thread [HERE](#) for more information.

Q: (Rynthief) One thing I did was take a page from *The Hills Have Eyes*. I added two patrols of Ogre Degenerates ([Classic Monsters Revisited](#)) to Fort Rannick. Each patrol is made up of two Ogre Degenerates, each with five levels of rogue, Stealthy, Skill Focus: Stealth, and the Nightstalker feat from *Classic Monsters Revisited*. This ends up with a +15 Stealth check. I also added Brutal Throw and a couple throwing axes each. These patrols are so deranged that even the base Kreegs fear them, as they are sneaky, brutal, Utterly Psychotic, and have throwing axes!

A: (Nicolas Logue) Dude...that's so wrong...I LOVE IT! :-)

A: (Tim Shadow) I created [Stat Block B](#) for a similar creature, but used scout levels from complete adventurer instead of rogue.

Q:(Joey Virtue) Would it be a bad thing to switch all the Ogres in Fort Rannick to Ogre Hooks?

A:(Tim Shadow) This is how I will be running things for my games. It fits and hopefully will foreshadow learning about the the ogres mass producing weapons in Hook Mountain.

Corrigendum Stat Blocks

Stat Block A: Lamatar Bayden

CR 5

Advanced Elite Wight

Always CE Medium undead(cold)

Init +3; **Senses** Darkvision 60ft; Listen +12, Spot +12; Perception +13^(PRPG)

DEFENSE

AC17, touch 13, flat-footed 14

(+3 Dex +4 Natural)

hp 56 (8d12) *PathfinderRPG 88hp (8d12 +32 from Cha)***Fort** +3, **Ref** +6, **Will** +8**Defensive Abilities** undead traits; **Immune** cold

OFFENSE

Spd 30ft**Melee** +1 longsword +9 (1d8+5 +1d6 cold 19-20/x2)

claw +3 (1d6+2 +1d6 Cold plus Energy Drain)

Space 5ft.; **Reach** 5ft.**Special Attacks** create spawn, energy drain

STATISTICS

Str 18(+4), **Dex** 16(+3), **Con** —, **Int** 11(+0), **Wis** 15(+2), **Cha** 18(+4)**Base Atk** +4; **Grp** +8; **CMB** +8^(PRPG); **CMD** 21^(PRPG)**Feats** Ability Focus (Energy Drain), Improved Natural Attack (Slam), Blind Fighting**Skills** Hide +12, Listen +12, Move Silently +20, Spot +12*PathfinderRPG Climb +15; Perception +13; Stealth +14; Intimidate +15***Languages** Common

SPECIAL ABILITIES

Energy Drain (Su) Living creatures hit by a Lamatar's claw attack gains one negative level. The DC is 20 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Lamatar gains 5 temporary hit points or 10 temporary hit points on a critical hit.

Stat Block B: Ogre, Degenerate^(Classic Monsters Revised) Scout

CR6

CE Large giant scout^(Complete Adventurer) 2**Init** +2; **Senses** Darkvision 60ft; Listen +5, Spot +5; Perception +9^(PRPG)

DEFENSE

AC18, touch 10, flat-footed 18

(+1 Dex, +5 Natural, +3 Armor, -1 Size)

hp 50 (4d8+16+2d8+8)**Fort** +9, **Ref** +3, **Will** +1**Defensive Abilities** immune to stun and daze, uncanny dodge

OFFENSE

Spd 40ft**Melee** throwing axe +11 (1d8+8)**Range** throwing axe +11 (1d8+8)**Space** 10ft.; **Reach** 10ft.**Special Attacks** skirmish(+1d6)

STATISTICS

Str 26(+8), **Dex** 12(+1), **Con** 18(+4), **Int** 4(-3), **Wis** 10(+0), **Cha** 5(-3)**Base Atk** +3; **Grp** +15; **CMB** +12^(PRPG); **CMD** 23^(PRPG)**Feats** Brutal Throw^(Complete Adventurer), Night Stalker^(Classic Monsters Revised)**Skills** Hide +4, Listen +5, Move Silently +5, Spot +5

PathfinderRPG Acrobatics +6; Perception +9; Stealth +12

Languages –

SQ [blindsight](#) 30ft, [scent](#), utterly psychotic^(Classic Monsters Revised)

SPECIAL ABILITIES

Utterly Psychotic (Ex) A degenerate's inbreeding results in its mind abandoning any semblance of rational thought. They are immune to any mind-affecting effect and know no fear. Also, anyone attempting to commune with a degenerate's mind either through telepathic communication or similar magic immediately takes 1d6 points of Wisdom damage. Additionally, degenerates do not register pain and ignore any effect that stuns or dazes them. They also fight unhampered until reduced to –10 hp.

Skirmish (Ex) A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn and only against living creatures that have a discernible anatomy.