

PATHFINDER SOCIETY®

YEAR OF THE STOLEN STORM



FROM THE TOME
OF RIGHTEOUS REPOSE

By Andrew Hoskins



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HOW TO PLAY

Pathfinder Society Scenario #8-07: From the Tome of Righteous Repose is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7).

The setting and encounters in this adventure are flexible. The section on page 4 titled Running This Scenario provides detailed GM instructions that describe how to construct this adventure. Unlike a typical Pathfinder Society scenario for characters higher than 1st level, players and GMs can replay this adventure for credit.

This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.



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GM RESOURCES

From the Tome of Righteous Repose makes use of various resources depending on the encounter arc. The encounters include creatures drawn from *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG NPC Codex*. All treasure items that the PCs can gain in this scenario appear in *Pathfinder RPG Ultimate Equipment* (UE). Every encounter arc uses the *Pathfinder RPG Advanced Player's Guide* (APG) for some of its possible encounters. The orc troop arc uses the *Pathfinder RPG Advanced Class Guide* (ACG) for some possible encounters, and both the orc troop and dragon arcs may include a kineticist, which can be found in *Pathfinder RPG Occult Adventures* (OA). In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. The relevant rules from the *Bestiary* volumes, *Monster Codex*, and *NPC Codex* are reprinted in Appendices 3-9 for the GM's convenience.



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FROM THE TOME OF RIGHTEOUS REPOSE

By Andrew Hoskins



Twelve years ago, Venture-Captain Shevar Besnik won a large gambling hall in the city of Vellumis on a bet. While gambling halls are legal in the crusader nation of Lastwall, they draw the scorn of numerous locals who would prefer not to host what they see as dens of vice in their righteous nation. Besnik's gambling hall does attract some of the seedier elements of society, and the venture-captain leverages his access to the miscreants who linger there to learn the latest rumors and gossip. This information often leads him to interesting sites and unclaimed relics before noble crusaders can march in and secure those priceless artifacts for themselves.

In order to retain his foothold in Vellumis, Besnik must curry favor from Lastwall's pious defenders from time to time. He recently acquired the *Tome of Righteous Repose*, an old collection of poetic stories of tragic and glorious deaths from the Shining Crusade. The Shining Crusade holds special significance in Lastwall, as this lengthy war against the forces of the infamous lich known as the Whispering Tyrant precipitated the nation's founding. The tome gives Besnik the opportunity he needs to offer the local nobles an attractive gift, but he knows they are likely to want something more substantial than a moldy tome. Besnik plans to send groups of Pathfinders out to various sites to search for evidence that corroborates the stories in the tome and collect relics along the way. He intends to keep and catalogue the best items, donating the rest to the temples and churches of Lastwall as an offering of goodwill.

The three stories Besnik fixates upon all directly or indirectly involve the Yohanatotsu sisters, Akina, . In life, these three elves were all devout worshippers of Shizuru who traveled over the Crown of the World to help in the Shining Crusade as their goddess commanded. In death, the three sisters fell to the Whispering Tyrant's corruption and became undead monstrosities. Whichever story the venture-captain chooses for the PCs to follow, it points the way to a promising adventure site filed with danger and treasure.

SUMMARY

The PCs speak with Venture-Captain Shevar Besnik in one

WHERE ON GOLARION?

From the Tome of Righteous Repose begins in Uscalin Lodge in Vellumis; from there the PCs adventure to Belkzen or Ustalav, or within the country of Lastwall. Detailed information on Belkzen appears in *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes* and *Pathfinder Player Companion: Orcs of Golarion*. *Pathfinder Campaign Setting: Rule of Fear* describes the nation of Ustalav. Finally, *Pathfinder Campaign Setting: Cities of Golarion* details Lastwall's capital, Vigil. These titles are available at bookstores and hobby stores everywhere and online at paizo.com.



of the clean but cluttered back rooms of the Ace of Dreams, a rowdy inn and gambling hall in the heart of Lastwall. There the venture-captain reveals the *Tome of Righteous Repose*, an ancient book whose cryptic rhymes tell of locations that were significant during the Shining Crusade. He asks the PCs for help in locating one of the sites. If the PCs are unable to decipher the location, he hires a navigator to locate the site. Besnik then sends the PCs out to investigate, lending them some of his old adventuring supplies.

Due to the replayable nature of the scenario, Besnik may send the PCs to any of three locations: an orc-ravaged dwarven ruin in Belkzen, a forgotten crypt in Lastwall, or an old Shining Crusade fortification in Ustalav.

Once the PCs identify the location, they travel to it with relatively few problems. At each location, they encounter one of four encounter arcs, each of which includes two different threats, as well as three additional dungeon elements. You can select roll randomly for the locations and their threats or choose specific elements, as is explained below.

RUNNING THIS SCENARIO

This scenario is designed as a flexible adventure using the map *Pathfinder Flip Mat: Bigger Dungeon*. It provides options for many central components, including the setting and the encounters. The scenario is set in one of the following locations: Belkzen, Lastwall, or Ustalav. If it takes place in Belkzen, use the side of the flip mat depicted on page 9. If it takes place in Lastwall or Ustalav, use the side shown on page 14 instead.

Many of the dungeon's features are determined via tables in Appendix 1 (see page 26). For each table, you can roll randomly, or you can choose specific options. You can also roll on some charts and select options from others. In general, higher rolls on a chart result in harder encounters.

The first table determines the adventure's location and its encounter arc. The encounter arc determines the general theme and story of the adventure. The rest of the tables in Appendix 1 determine the five encounters that the PCs face during the adventure. In the section for the encounter arc you chose, use the table for your subtier to determine the scenario's climactic encounter, called the major threat, and another encounter connected to the climactic encounter, called the linked threat. After determining the major threat and the linked threat, proceed to the final two tables in the appendices: the Additional Threats table on page 28, and the Environmental Threats table on page 29. The Additional Threats table contains possibilities for another encounter that the PCs find in the dungeon, and the Environmental Threats table contains possible haunts, hazards, and traps. Select two different elements from the Additional Threats table and one element from the Environmental Threats table.

Once you have selected your encounters, read the adventure background, adventure goal, and treasure sections for your location (see page 8 for Belkzen, pages 12–13 for Lastwall, and pages 17–18 for Ustalav). The treasure section contains three sets of treasure that appear in your dungeon. Two additional sets of treasure are tied to your major and linked encounter; these items appear in the Treasure section at the end of your encounter arc's description. Next, read the description of the story behind your encounter arc. Encounter arc descriptions begin on page 20.

Now that you are familiar with the storyline and have determined all the elements that need to be placed in your dungeon, review the map and encounter area descriptions for your dungeon location (see pages 9–11 for Belkzen,

pages 14–16 for Lastwall, and pages 18–19 for Ustalav). Place encounters first, attempting to keep them as spread out as possible while maintaining verisimilitude. When the PCs face the various encounters, they should face only one threat at a time unless they are specifically trying to trigger multiple encounters at once. In a situation where one encounter would naturally trigger a second encounter—particularly if there are loud spell or weapon effects, an NPC calls for help, or the like—the second threat should not arrive until at least the fourth round of combat. Before the additional encounter, the PCs can take time to equip gear, cast spells, or approach carefully to avoid an ambush.

Now you're ready to place the treasure. Each set of treasure should appear with or near an encounter. Each location provides three treasure packages, listed near the beginning of the location's description (see page 8 for Belkzen, page 13 for Lastwall, and page 18 for Ustalav). The final two sets of treasure are paired with the encounter arc's major and linked encounter, and they depend upon the encounter arc; refer to the end of your encounter arc's description for details. More information about placing treasure in this scenario appears in the Adventure Rewards section on page 20. Finally, place any objects described in your location's adventure goal. In general, the PCs should have to face the dungeon's encounters in order to achieve the adventure goal. If you are running the Undead Crusader arc, you need to place a few additional items in the dungeon, as listed in that arc's description.

If possible, gather information from the players in advance about their past experiences with this scenario. As you assemble your adventure, consider avoiding options that your players have already experienced. If you do not know which PCs to expect and have enough time, consider selecting a location and story arc, and then preparing two or three thematically and mechanically different choices for each type of encounter. When in doubt, prepare only as much material as your time and circumstances allow; a well-prepared GM running a familiar adventure is better than a harried GM running material that is new to the players.

A detailed example of a hypothetical GM preparing this scenario appears in Appendix 2 on page 30.

GETTING STARTED

The PCs travel to Lastwall, where they meet with the Venture-Captain Shevar Besnik in the back room of the Ace of Dreams, a gambling house that serves as the Pathfinder Society's Uscalin Lodge.

Read or paraphrase the following to get the adventure underway.

Loud and raucous conversation filters through the door from the common room of the Uscalin Lodge, which doubles as the

Ace of Dreams gambling house. “I know it’s here. I had it just a moment ago.” Venture-Captain Shevar Besnik lifts piles of papers and numerous boxes off of his desk, stacking them on various side tables and chairs in his clean but overly cluttered office. The tall, Varisian man’s face parts in a toothy grin as he lifts up a solid oak box. “Found it!” As if to punctuate his discovery, a crowd of players in the gambling hall erupts in cheers. Distracted for a moment, Besnik stares at the closed office door that leads to the common room. “Desna laughs. Well, she laughs at me, but she smiles on them.” The venture-captain shrugs. “All they have is gold; what I have in here is far more valuable.”

Besnik opens the box’s lid painstakingly slowly, careful to keep the contents out of sight. With reverence, he lifts a large tome from the box and gently sets it on the table. “Careful, the binding hasn’t held up well. This is one of the few *Tomes of Righteous Repose* left in the world. I’m pretty sure there’s one in the library of the Sancta Iomedaea in Vigil, but I’m—well, let’s just say I’m no longer welcome there. That’s a story for another time.

“Up until today, I’ve only skimmed the pages. I didn’t want to damage it, but now that you’re here, I can’t wait any longer. Care to plumb the depths of this most ancient and wonderful storybook? Oh, the marvelous adventures we will soon read! This tome is a collection of tales describing how various crusaders died gloriously and honorably. I’m hoping to find some clues in the text that will lead us to an as-of-yet undiscovered site or relic. Maybe we can trade a bit of what we find with the Knights of Ozem and earn ourselves some goodwill. After what happened last time, we need it.

“Care to peruse the pages with me?”

The conversation with Venture-Captain Besnik should play out fairly organically. The PCs will likely have questions for Besnik while they peruse the tome. He provides them with the information listed below.

Who are the Knights of Ozem? “They’re an order of Iomedaeen knights based in Vigil. That’s about it; they aren’t typically an exciting bunch.”

What is Vigil? “Vigil is a military fortress that serves as the capital of Lastwall. It’s a sacred site for worshipers of Iomedae, and it produces more new paladins each year than any other place I know of.”

What happened with the Knights of Ozem last time? “Have you heard of the Boartusk Twins? Garl and Shrade

saved the lives of one of my teams a few years back, so I offered them field commissions. Then they got us in trouble by using *wayfinders* like badges of authority. I shipped them down to Old Mutton Chops for some training, but gaining the knights’ trust again is taking time.”

Old Mutton Chops? “You know, the venture-captain out of Absalom. Ambrus Valsin. My, but the man takes good care of his facial hair.”

Why is the lodge called Uscalin Lodge? “Funny story: I was playing a hand of golem in this very establishment against my fellow Pathfinder and good friend Uscalin—and by ‘good friend’ I mean ‘most bitter rival.’ Well, the snake won a big pot against me, but the smug bastard wanted more from my pockets. He doubled down and put this very establishment up as collateral. After a prayer to Lady Luck, I won the next pot and the place has been mine ever since! We started calling it Uscalin Lodge to get under his skin, and it just stuck.”

The crusaders allow you to run a gambling hall in Lastwall? The venture-captain quotes the crusaders’ statements with a wrinkled nose and a haughty, superior tone. “They ‘allow its continued existence by their good graces,’ but only because they can’t legally force

me to close it down. Plus, I think they like having all the dirty, underhanded scum in one place so they can keep an eye on them. Having all the disreputable types in one area does allow me to pick up a good amount of gossip, too. Like the story of ol’ Lady Withren—whew!”

What happened with Lady Withren? “Let’s just say it involves a cat, a rooster, and a misplaced bottle of *sovereign glue*. Quite embarrassing for her, really. Best not to mention it around her if you want to stay in her good graces.”

Why is the *Tome of Righteous Repose* important? “Well, early crusaders had amazing adventures fighting the Whispering Tyrant, orcs, and a whole host of other threats, but they don’t have very many records that aren’t as dry as an Iomedaeen’s hip-flask. This tome gives us important insights into the crusaders’ adventures. Rellakarabee Fustbuckle, the gnome author, interviewed dozens of crusaders and wrote about the most heroic and tragic deaths in this book. It wasn’t very widely published, so it’s been difficult to get my hands on it. The poetry is a bit purple, too. Not really my style—but perhaps it’s something you’d be able to interpret?”

What is the Sancta Iomedaea? “It’s a huge, overly



glamorous temple to Iomedae in Vigil, rumored to be the first of her temples. I always smile when I think about it. Ah, memories.”

What happened at the Sancta Iomedaea? “I was once the lover of one of the cathedral’s librarians; a brilliant, insightful woman. Let’s just say she got caught shirking her duties with me in a room of sacred texts. The head librarian was not pleased with us.”

Why haven’t you looked through the book until now? “Well, it’s a bit delicate; no telling how long the pages will last. I wanted to make sure we had multiple sets of eyes on it in case it gets damaged.”

GATHER INFORMATION (DIPLOMACY), KNOWLEDGE (LOCAL), OR LINGUISTICS

Based on the result of a Diplomacy check to gather information, a Knowledge (local) check, or a Linguistics check, the PCs might know more about Rellakarabee Fustbickle and his *Tome of Righteous Repose*. The PCs learn all of the information whose DC is equal to or less than the result of their check.

15+: Rellakarabee Fustbickle is a gnome poet, known mostly among literary scholars. His subject matter revolves around heroic figures and tragic deaths. His style is too melodramatic to gain significant acclaim, though he is popular in some circles.

20+: Fustbickle based his poems on true stories from the Shining Crusade. However, the finer details are ambiguous at best. Rumors suggest he was on speaking terms with the mortal Iomedae.

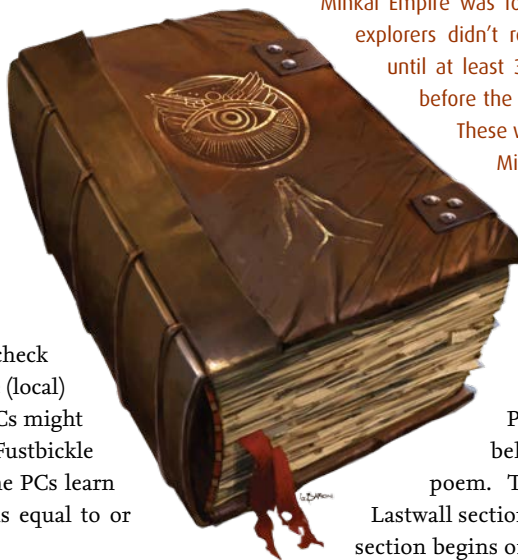
KNOWLEDGE (HISTORY OR RELIGION)

Based on the result of a Knowledge (history or religion) check, the PCs might know more about Lastwall. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Lastwall was established in 3828 AR, when it seceded from Taldor. It is a military dictatorship, primary focused on keeping the Whispering Tyrant locked away and the orc hordes of Belkzen at bay.

15+: Lastwall originated from the remnants of crusaders living in the area after the conclusion of the Shining Crusade, the great war against the evil wizard-king Tar-Baphon (also known as the Whispering Tyrant, who rose after his death as a lich).

20+: Lately, Lastwall has had to recruit less pious individuals to fill its ranks. On the borders, followers of Gorum and Kurgess are more common than paladins of Iomedae and Sarenrae.



THE YOHANATOTSU SISTERS

The Pathfinders come across a significant piece of art next to one of the poems in the *Tome of Righteous Repose*. The piece depicts three samurai in a Minkai art style. Venture-Captain Besnik reacts strongly to this piece.

The Venture-Captain jolts upright. “Minkai art! Let’s see, the Minkai Empire was founded in 3619, and the empire’s first explorers didn’t reach the west coast of the continent until at least 3691 AR, which leaves only sixty years before the beginning of the Shining Crusade itself.

These women could have been among the first Minkai citizens to reach the Inner Sea! Let’s see, what secrets does the poem on this page hold?”

Development: The poem on the page directs the PCs to a ruin in one of three locations: the Hold of Belkzen, Lastwall, or Ustalav. Proceed to your location’s section below for more information on the poem. The Belkzen section follows, the Lastwall section begins on page 11, and the Ustalav section begins on page 16.

BELKZEN

Give the PCs **Player Handout #1**, which contains the poem “Sonnet of the Shattered Sword.” Once the PCs have had the chance to read the poem, Besnik comments on the contents. Read or paraphrase the following.

So she died in battle, victim to orcs’ treachery. If we can locate this ruin and retrieve the samurai’s remains and her blade, we can present them to the Knights of Ozem for proper burial. Any ideas on where this might be? Looks like there are some clues in the poem.”

KNOWLEDGE (LOCAL OR GEOGRAPHY)

Based on the result of a Knowledge (local or geography) check, the PCs might know more about Belkzen. The PCs learn all of the information whose DC is equal to or less than the result of their check.

10+: Hordes of orcs live in the Hold of Belkzen, most of which is a barren wasteland with terrifying creatures and very few resources.

15+: Fresh water is one of the most important commodities when traveling in Belkzen, as there are very few natural sources available.

20+: Most major orc settlements and fortresses are in the ruins of castles and keeps built by the Shining Crusade or the dwarves before them.

KNOWLEDGE (HISTORY OR LOCAL)

Based on the result of a Knowledge (history or local) check, the PCs might know more about the “Sonnet of the Shattered Sword.” Variations of the sonnet have spread as heroic tales, but the truth behind the story and its origin had been shrouded in mystery. The PCs learn all of the information whose DC is equal to or less than the result of their check.

10+: A shining crusader charged into battle alone against a horde of orcs. Before dying, the crusader fought through the ranks and slew the chieftain, sending his clan running. This story is often used to teach faith in the face of impossible odds.

15+: The vast Stranglegut Clan was under the control of Tar-Baphon.

20+: When the sonnet’s hero died, the crusaders buried her and her sword, which had shattered against the orc’s bones, in a dwarven ruin. After the orc chief perished, his hordes fled. Without this victory, the Shining Crusade would have suffered major losses.

BESNIK’S INSIGHT

Venture-Captain Besnik shares the information that he knows if the PCs ask, providing them results as if he had rolled a 15 on these Knowledge checks. After the PCs determine what they already know, they can attempt to discern the location of the ruin from Fustbickle’s poem.

FUSTBICKLE’S CLUE

PCs who analyze Fustbickle’s poem can attempt a DC 18 Knowledge (geography), Survival, or other relevant skill check at your discretion (DC 22 in Subtier 6–7). If their result for the Knowledge (history or local) check earlier (see above) was 20 or higher, they gain a +2 bonus on this skill check. A thorough analysis of the poem reveals the following information, which is sufficient to pinpoint the location: the Stranglegut clan was a prominent horde of orcs allied with the Whispering Tyrant; in their day, they controlled the orc’s largest settlement, Urgir. Kala’s Rage

was the name of a massive waterfall in Belkzen, 40 miles east of Urgir. Over time, the mountains became dry and the waterfall slowed to a trickle, earning the waterfall the name Kala’s Tears.

If the PCs do not determine the location of the site referenced in the *Tome of Righteous Repose*, Besnik hires a scholar to decipher the poem, and then provides the information listed above. Before sending the PCs to the site, Besnik digs through his office and finds items to give the PCs that may help them on their adventure (see *Treasure* below).

Once the PCs have completed their preparations, they can depart for the ruin. The journey takes 13 days (assuming a 30-foot movement speed), all but the last 2 days of which pass through Lastwall. The last settlement the PCs pass is Castle Firrine, a fortified town on the border between Lastwall and the Hold of Belkzen. Within Belkzen itself, the PCs occasionally hear the echoes of orc war drums in the distance, but they do not run in to any significant danger.

Treasure: Besnik gives the PCs a *wand of cure moderate wounds* (5 charges), a *wand of protection from evil* (7 charges), and a *traveler’s any-tool*^{UE}. In Subtier 6–7, replace the *wand of cure moderate*

wounds with a *wand of cure serious wounds* (5 charges). If the PCs were able to find the location of the site on their own, he uses the gold he would have otherwise spent toward that end on providing the PCs additional gear.

Subtier 3–4: Besnik provides the PCs with one *potion of bear’s endurance* and one fire ward gel^{UE}.

Subtier 6–7: Besnik provides the PCs with two *potions of bear’s endurance* and two *potions of resist energy (fire)*.

Rewards: If the PCs do not discover the adventure site on their own, reduce each PC’s gold earned by the following amount.

Subtier 3–4: Reduce each PC’s gold earned by 75 gp.

Out of Subtier: Reduce each PC’s gold earned by 134 gp.

Subtier 6–7: Reduce each PC’s gold earned by 193 gp.



SCALING BELKZEN ADVENTURE GOAL

To accommodate a group of four PCs, reduce the DC of the Knowledge check by 2.

BELKZEN ADVENTURE BACKGROUND

When the Knights of Ozem buried the samurai, they cast *forbiddance* over her grave and the adjoining rooms. In the centuries since, an earthquake has disrupted the *forbiddance*. Before the magical protection expired, several orcs died attempting to enter these rooms, giving the place a reputation for being haunted. The Rotten Tongue orc clan controlled the ruin for some time before abandoning it a few months ago to seek out greater glory. The ruin still bears signs of their presence.

In the undead crusader encounter arc, the Yohanatotsu sister in question still lingers nearby. If the major threat is Akina or Michiko, she has removed the sword from the wall and wield it in combat. The force that corrupted the samurai covers the blade in a sickly yellow glow, which suppresses the weapon's *holy* special ability and repairs its broken condition whenever she holds it. While Yua, as a ghost, cannot wield the blade, she appears as if she were wielding a katana. In this event, treat the blade as if it had the *ghost touch* special ability, but only against the ghost of its former owner.

If you are not running the undead crusader encounter arc, pitons secure a katana against the wall. The blade shines with a radiant light. Beneath, an elf's skeleton lies buried in a carefully constructed cairn.

Treasure: The katana is a +1 *holy katana* with the broken condition.

BELKZEN ADVENTURE GOAL

Once the room with the samurai's body is safe, the PCs can attempt to lay her to rest properly. If the PCs succeed at a DC 18 Knowledge (local or religion) check, they know that Shizuran tradition is to cremate the body on a pyre under the midday sun, then distribute the ashes to the deceased's descendants. Similarly, Lastwall's tradition is to cremate the entire body save the skull, which is etched with the name and dates of birth and death then placed in The Ossuaries of the Fallen in Vigil. In Subtier 3–4, the samurai's body carries a badly damaged prayer book of Shizuru that assists the PCs in discerning the proper rite; this book grants them a +4 circumstance bonus on the skill check. Any sincere attempt to complete either of these objectives succeeds in bringing her soul to rest and earns the PCs their secondary success condition. PCs playing the undead crusader encounter arc must first destroy the undead creature before properly performing rites on the body.

BELKZEN TREASURE

Distribute all three of the following subtier-appropriate treasure packages throughout the dungeon.

BELKZEN TREASURE PACKAGES

Package Name	Subtier 3–4	Subtier 6–7
Alchemical supplies	Acid flask (12), alchemist's fire (12), antitoxin (2), antiplague ^{UE} (2), elixir of fire breath, shadow essence poison (4)	Deathblade poison (2), fuse grenades ^{UE} (12), shadow essence poison (4), volatile vaporizer ^{UE} (1st level)
Ceremonial orc weapon	+1 kukri with a bloodstone handle (worth 2,704 gp)	Bloodletting kukri ^{UE} with a cut ruby (worth 1,000 gp) set in its pommel, oil of keen edge
Magical stash	Potion of cure moderate wounds (2), potion of lesser restoration, wand of burning hands (CL 5; 23 charges)	Amulet of elemental vengeance (combines the abilities of an amulet of elemental strife ^{UE} with a necklace of fireballs with four spheres [4d6 fire damage each] remaining)

A. DWARVEN TEMPLE

After climbing halfway up a rocky mountain to a wide ledge, the PCs reach an obvious entrance carved into the rock. Unless otherwise stated, the walls and ceilings within are made of hewn stone, 10 feet high, and all rooms are completely dark.

A1. Entrance

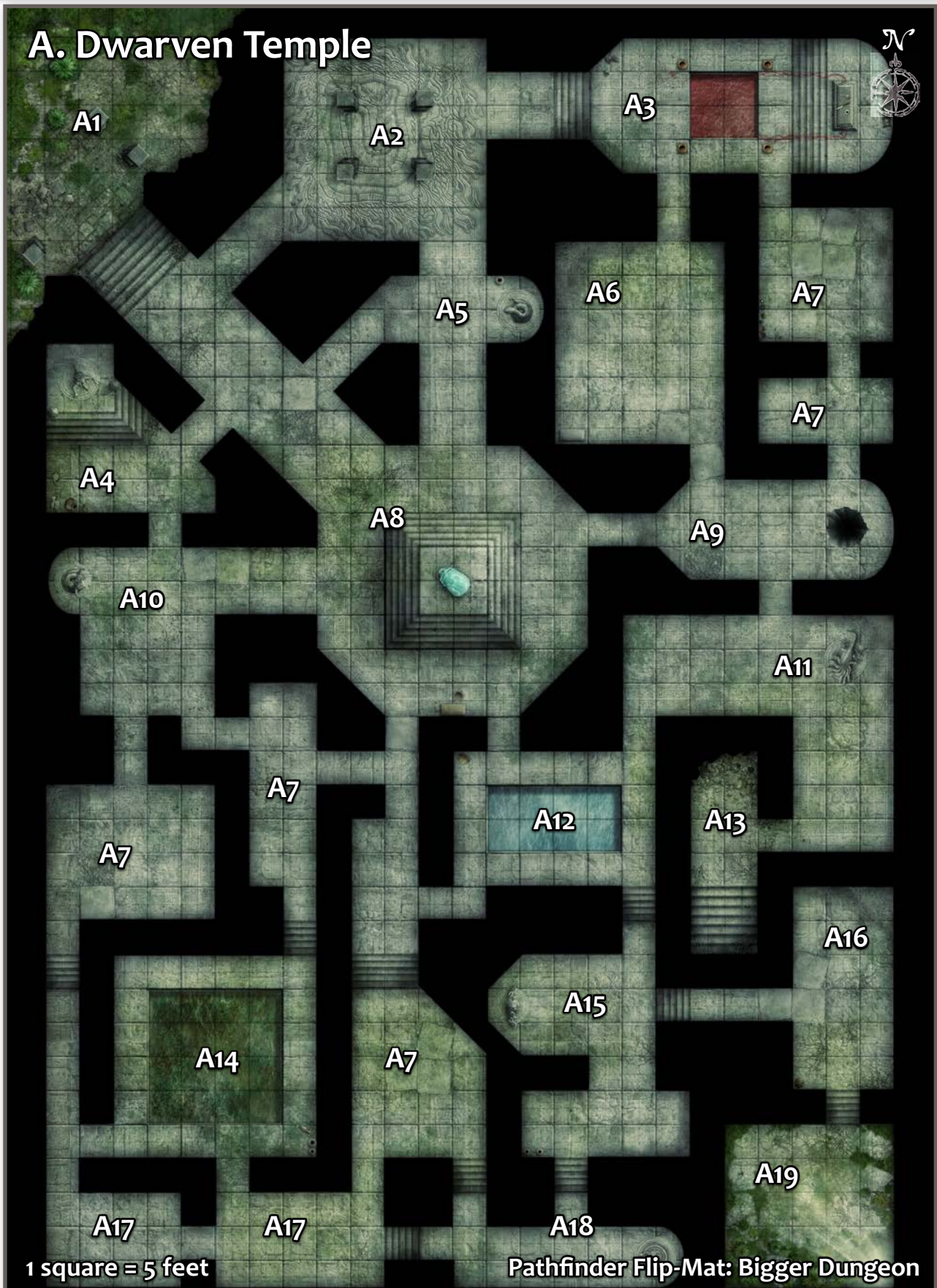
Hot winds blow ash through the air; it collects against the rocky wall of this ancient structure. Four stone columns mark the entrance, where a fifteen-foot-wide stair descends into darkness.

Dwarven statuary once embellished the outer walls of this temple to Torag, but centuries of firestorms have eroded them into obscurity. Vague outlines of enormous reliefs depicting dwarven warriors, poets, and masons cover the walls.

A2. Shrine of Shizuru

This room's stonework suggests a dwarven architect, but the floor and walls display carvings of Tien design.

A. Dwarven Temple



When crusaders reached the samurai, she had already perished; they laid her to rest in nearby dwarven ruins they intended to repurpose. While renovating the structure, they dedicated this room as a shrine to Shizuru. Carvings of swimming carp, Shizuru's sacred animal, cover the western wall. The eastern wall carving depicts a katana over the sun, Shizuru's holy symbol. On the northern wall is a carving of two Minkai elven women standing before funerary pyre. The floor boasts the carving of an imperial sky dragon.

A3. Chapel to Nulgreth

A charred orc corpse hanging over a pool of blood accentuates the grisly atmosphere in this befouled shrine.

When the Rotten Tongue orc clan settled here, they desecrated this sanctuary to Torag and rededicated it to Nulgreth, the orc god of bloodlust and fighting. Broken implements of bloodletting and torture lie on the bloodstained stone altar. The ceiling is 20 feet tall.

Hazard: While in this room, all creatures gain the benefits of the Bleeding Critical feat, and all blood shed in this room slowly oozes into the pool. These effects last until the creature leaves the room or the altar is destroyed (hardness 8, 50 hp).

A4. Destroyed Reliquary

This room was once filled with display cases of relics to various dwarven gods. Now, pottery chips and fractured pieces of stone clutter the floor. An unrecognizable statue stands on a high dais in the northwestern corner.

A5. Imperial Dragon Statue

Shining Crusade artisans erected a sovereign dragon statue to guard the shrine to Shizuru.

A6. Meeting Room

Burned wood, pottery fragments, and ancient dwarven utensils litter the floor. Carved maps of the surrounding area decorate the walls, though orcs have added their own grizzly markers to the stony cartography.

A7. Orc Barracks

Orcs' sleep mats, broken weapons, and dirty clothes clutter the area.

A8. Grand Hall

Atop a stepped dais is a gargantuan humanoid skull that glows with an eerie blue light. A wagon with a broken axle leans against the northern wall. Damaged wooden crates spill out from the cart onto the floor.

The current orc chief claims to have slain the creature

whose skull now rest on the dais. In truth, the chief found the skull in a cave while waiting out an emberstorm. The skull is under the effects of a *continual flame* spell, making it a perfect display of the clan's power. A PC who succeeds at a DC 25 Knowledge (local) check discerns that the skull came from a rune giant. The cart belonged to an alchemical weapons merchant before orcs slew him and took his cargo. His business contracts and ledgers remain in the wagon.

The angled ceiling in this room rises to 30 feet high at the center. The steep steps ascending 5 feet to the dais are difficult terrain.

A9. Shadowy Pit

A 5-foot-wide pit leads 100 feet down into a cave system, and eventually to the Darklands. The pit and areas beyond are outside the scope of this adventure.

A10. Damaged Statue

Orcs have been using a statue to practice fighting. The statue is now so heavily damaged that its original features are unrecognizable.

A11. Darklands Statue

The stone visage of a horrifying creature with several tentacles for a face sits in the corner of this room. The creature appears to be rearing back in preparation to strike.

This room once contained two statues depicting Torag about to land a killing blow on a Darklands creature, but the orcs destroyed Torag and left the monster. Fragments of the statue of Torag lie strewn about the room.

A12. Spoiled Spring

A rectangular basin of clear, warm water fills most of this room, leaving only a five-foot walkway around the edge. The humid air rising from the pool keeps plants, including forms of moss and fungi, alive along the room's walls and ceiling.

Dwarves diverted an underground cold spring from the Darklands into this room for a fresh supply of water. Over time, another water source has merged with the original, heating and tainting the water that emerges here. Orcs use the room as an emergency source of water and mushroom farm.

Hazard: Slime covers the floor; treat the entire room as if it were covered by a *grease* spell. Additionally, any humanoid who drinks the water becomes sickened for 1 hour.

A13. Stairway Down

This rubble-choked stairway to the next level is beyond the scope of this adventure.

A14. Hot Spring Bathing Pool

A gargantuan square pool, twenty feet wide and four feet deep, occupies most of this chamber. The steaming water releases a pungent odor.

Dwarven engineers diverted a hot spring into the room so travelers could clean themselves and relax. The crusaders later used the room for the same purposes. Fifty years ago, something beneath the ground spoiled the water; it has been poisonous and dangerously hot since.

Hazard: Creatures who enter the room are exposed to cackle fever (*Pathfinder RPG Core Rulebook* 557). Each minute that a creature spends in the room provides another exposure to the disease. The water is hot to the touch; creatures submerged in the water take 1d6 points of fire damage each round and are exposed to cackle fever.

A15. Shrine to Kols

A statue of a dwarven man strangling a snake stands in the northwest part of this irregularly shaped room.

The statue depicts Kols, dwarven demigod of duty and son of Torag. A PC who succeeds at a DC 20 Knowledge (religion) check recalls a legend in which Kols turned Droskar into a snake and nearly strangled him before Droskar managed to slither away.

A16. Vault Antechamber

This chamber shows evidence of several triggered and disabled traps. A heavy steel door seals a passageway to the south.

Dwarves originally had several mechanical and magical traps of the highest quality in this room to protect their vault beyond. In the millennia since they built the structure, looters have triggered or disabled the traps. The southern door is unlocked.

A17. Refuse Pile

This room contains little else than broken weapons and the eye-watering stench of fouled smallclothes.

A18. Ancestor Shrine

Imagery of skulls, dwarves in burial shrouds, and young dwarves praying adorn this long hall. Heraldic charts from several dwarven clans cover the southern wall. The skeleton of a large, serpentine creature is coiled on a stone pedestal in the eastern alcove.

Dwarves built this chamber to honor dead ancestors, and placed a statue of Magrim on the pedestal. A decade ago, a

Rotten Tongue chieftain, Gurklar, destroyed the statue and displayed his taxidermic animal companion on the empty pedestal. Insects have since found the rock serpent corpse and consumed its poorly preserved flesh.

A19. Vault

Lead sheets line portions of the stone walls, floor, and ceiling of this damp chamber; many more sheets lie on the floor, bent. Arcane runes are inscribed on the stone. Patches of fungal growth are fed by a slow trickle of water dripping into the room's cracked ceiling.

The dwarves would store their most prized possessions here, though the many protections of this room have broken or been destroyed over the millennia. The ceiling of this chamber is 20 feet tall.

LASTWALL

Give the PCs **Player Handout #2**. Once the PCs have had a chance to read the poem "Ode to the Lost," Besnik comments on the contents. Read or paraphrase the following.

"Mordesha? Is that the name of a place or a person? Are the samurai the heroes who the poem evokes? Wherever these terrible events took place holds the answers to our mystery. Once we can verify the location, we can share the information with the Knights of Ozem. If some dark force still haunts the place, remove it. I have a ritual that can unravel evil magic." Besnik searches through his office, eventually producing a finger-length scroll case.

GATHER INFORMATION (DIPLOMACY) OR KNOWLEDGE (LOCAL)

Based on the result of a Gather Information (Diplomacy) or Knowledge (local) check, the PCs might know more about current events in Lastwall. They learn all of the information whose DC is equal to or less than the result of their check.

10+: The government of Lastwall is run by the military with a single elected leader, the watcher-lord. Though the Knights of Ozem are prominent in both the military and politics, not all citizens are knights, nor even soldiers.

15+: Followers of good deities are abundant Lastwall, but so are followers of other militaristic deities such as Gorum. Though known as a nation of paladins and clerics, many of the soldiers in Lastwall are not very religious.

20+: Defenses against the orcs have been waning, and many Lastfolk are concerned that if the orcs organize enough to mount an offensive, Lastwall may not survive the attack.

25+: The crusaders spend most of their resources guarding their borders, while dark forces go unnoticed inside the country. Yet if the knights move resources from

the battlefield to patrol the interior, the borders could quickly crumble.

KNOWLEDGE (HISTORY OR LOCAL)

Based on the result of a Knowledge (history or local) check, the PCs might know more about the “Ode to the Lost.” They learn all of the information whose DC is equal to or less than the result of their check.

10+: During the Shining Crusade, Tar-Baphon used the corpses of his rivals as new recruits for his ever-growing undead armies.

15+: To protect their dead from joining the Whispering Tyrant’s army, the members of the Shining Crusade interred their dead in hidden crypts beneath consecrated cathedral grounds. Powerful necromancers could still overcome these protections and breach the crypts, however. Mordesha could be the name of one of these hidden sites.

BESNIK’S INSIGHT

Venture-Captain Besnik shares the information that he knows if the PCs ask, providing them results as if he had rolled a 15 on these Knowledge checks. After the PCs determine what they already know, they can attempt to discern the location of the ruin from Fustbickle’s poem.

FUSTBICKLE’S CLUE

PCs who analyze Fustbickle’s poem can attempt a DC 18 Knowledge (geography) check, Survival check, or other relevant skill check at your discretion (DC 22 in Subtier 6–7). If they received the DC 20 result from the Knowledge (history or local) check above, they gain a +2 bonus on the skill check to analyze the poem. A thorough analysis of the poem reveals the following information, which is sufficient to pinpoint the location. Though several old documents reference a town named Mordesha, it appears on no official maps. There is a fire-blackened field 46 miles north of Vellumis with tall cairns called Yua’s Fingers. Locals believe it is an old druid site, fouled by evil magic. Other rumors report the area to be haunted. The roads in the area curve a mile around it, requiring the PCs to hike through the forest to reach it.

If the PCs do not determine the location of the site referenced in the *Tome of Righteous Repose*, Besnik hires a scholar to decipher the poem, and then provides the information listed in the paragraph above. Before sending the PCs to the site, Besnik digs through his office and finds items to give the PCs that may help them on their adventure (see Treasure below).

Once the PCs have completed their preparations, they can depart for the ruin. The journey takes 2 days (assuming a 30-foot movement speed), and the PCs do not run into any significant danger.

Treasure: Besnik gives the PCs a *traveler’s any-tool*^{UE}, a *wand of cure moderate wounds* (5 charges), and a *wand of protection from evil* (7 charges). In Subtier 6–7, replace the *wand of cure moderate wounds* with a *wand of cure serious wounds* (5 charges). If the PCs were able to find the location of the site on their own, he uses the gold he would have otherwise spent toward that end on providing the PCs additional gear based on their destination.

Subtier 3–4: Besnik provides the PCs with one *oil of bless weapon* and two +1 *flaming arrows* (or two pieces of +1 *flaming ammunition* of the PCs’ preferred type). The *wand of cure moderate wounds* also has one additional charge.

Subtier 6–7: Besnik provides PCs with two +1 *holy arrows* (or two pieces of +1 *holy ammunition* of the PCs’ preferred type). The *wand of cure serious wounds* also has two additional charges.

Rewards: If the PCs do not discover the adventure site on their own, reduce each PC’s gold earned by the following amount.

Subtier 3–4: Reduce each PC’s gold earned by 75 gp.

Out of Subtier: Reduce each PC’s gold earned by 134 gp.

Subtier 6–7: Reduce each PC’s gold earned by 193 gp.

LASTWALL ADVENTURE BACKGROUND

Spies in Tar-Baphon’s service discovered and infiltrated one of the Shining Crusade’s major tombs concealed under the town of Mordesha. They murdered the crypt keepers during a funeral and ritually opened a massive rift into the Negative Energy Plane. Their dark rite animated hundreds of uncontrolled undead, which ravaged the town and surrounding areas before the crusade could stop them. Not having the immediate resources to close the portal, the crusaders razed the dead town and buried the entrance to the crypts.

Centuries later, erosion has exposed the entrance, allowing cruel things to take up residence there. The rift has shrunk over time to a mere 3 inches wide, but it still infects the area with dark energy.

One of the Yohanatotsu sisters fell in the fight against the undead legion, only to be swept up in the wave of necromantic energy and raised as an undead monstrosity herself. If you are running the undead crusader arc, that sister was sealed within the crypt. Even though erosion has reopened the entrance, she enjoys the presence of the rift and returns here frequently.

Hazard: All creatures that begin their turn or pass within 5 feet of the rift take 2d6 points of negative energy damage (Will DC 14 half). Creatures passing through the rift take 3d6 points of negative energy damage with no save. In Subtier 6–7, the rift deals 4d6 points of negative energy damage to nearby creatures (Will DC 17 half), or 6d6 points of negative energy damage to creatures that pass through it.

LASTWALL ADVENTURE GOAL

The PCs can close the rift by spending 1 hour performing the ritual from Besnik's scroll and succeeding at three DC 16 skill checks (DC 20 in Subtier 6–7). The possible skills for these checks are Knowledge (arcana, planes or religion), Linguistics, Perform (oratory), Spellcraft, and Use Magic Device. Each PC can attempt a single skill check. Expending an ability that releases positive energy, such as cure spells and channeling, grants a bonus on a single check. For spells, the bonus is equal to the level of the spell; for channeled positive energy, the bonus is equal to the number of dice rolled. Every 5 points by which a character exceeds the check's DC, the PCs earn an additional success.

Once the PCs complete the ritual, the scroll erupts into holy flame, consuming it. If the PCs succeeded at the ritual, the rift closes with a satisfying but harmless shock wave; otherwise, it remains open.

LASTWALL TREASURE

Distribute all three of the following subtier-appropriate treasure packages throughout the dungeon.

LASTWALL TREASURE PACKAGES

Package Name	Subtier 3–4	Subtier 6–7
Emergency supplies	<i>Gem of all elements</i> (acts as an elemental gem, but the user can choose when activating it whether to summon a large air, earth, fire, or water elemental)	Gravewatch pendant ^{UE}
Adventuring equipment	<i>Belt of tumbling</i> ^{UE} , <i>daredevil boots</i> ^{UE} , <i>potions of aid</i> (2)	<i>Ghostvision gloves</i> ^{UE} , <i>potion of remove curse</i> , <i>potion of remove disease</i> , <i>potion of remove blindness/deafness</i>
Magical cache	<i>Dust of illusion</i> , <i>wand of vanish</i> (CL 4, 24 charges)	<i>Knight's pennon (battle)</i> ^{UE} , <i>wand of daylight</i> (17 charges)

B. FORGOTTEN CRYPT

The PCs arrive during a thunderstorm to find a muddy field with pillars of blackened stone reaching to the sky like skeletal fingers. These forgotten chimneys are all that remain of Mordesha. Near one of these is a long set of stairs leading 100 feet underground. Unless otherwise stated, the dungeon walls and ceilings are made of hewn stone, 10 feet high. The rooms are completely dark unless a light source is explicitly described.

SCALING LASTWALL ADVENTURE GOAL

To accommodate a group of four PCs, they need to succeed at only two skill checks to close the rift.

B1. Crypt Entrance

A cavernous chamber reaches east and west, and several smaller corridors branch outward from it. Dust and neglect mark this chamber, and darkness fills its corners. To the east lies a single stone sarcophagus. A long passage of text is carved into the wall behind the sarcophagus.

A plaque on the lid of the sarcophagus bears the words “General Dame Vheist” and Aroden's holy symbol. The text on the wall behind the sarcophagus describes a mighty battle, in which the general charged at the point of a formation of cavalry into a valley full of undead.

PCs who succeed at a DC 15 Knowledge (history or nobility) check recognize the name of this important general. She died in 3825 AR at the decisive Battle of Crumblespine Ridge while leading her troops to victory.

B2. Magical Lab

Draconic and celestial symbols are etched into the walls at seemingly random intervals. An unadorned stone table stands in the east side of the room. Shelves worked into the walls are full of old books.

The symbols on the wall are part of abjuration effects that the room's original owners placed to help safeguard against mishap while conducting experiments with both arcane and divine magic. The books are almost all ruined, but one book, *Barricado Arcanae*, radiates a faint abjuration aura and is still legible. It is an ancient textbook for amateur wizards, teaching theories of abjuration. The text is written in archaic Common, but a PC who succeeds at a 10 Intelligence or Linguistic check can read it. According to the book, the magical effect that preserves it is an example of a practical application of abjuration.

Hazard: Searching through the old library stirs up contaminated dust. All creatures in the room are exposed to mindfire (*Core Rulebook* 557).

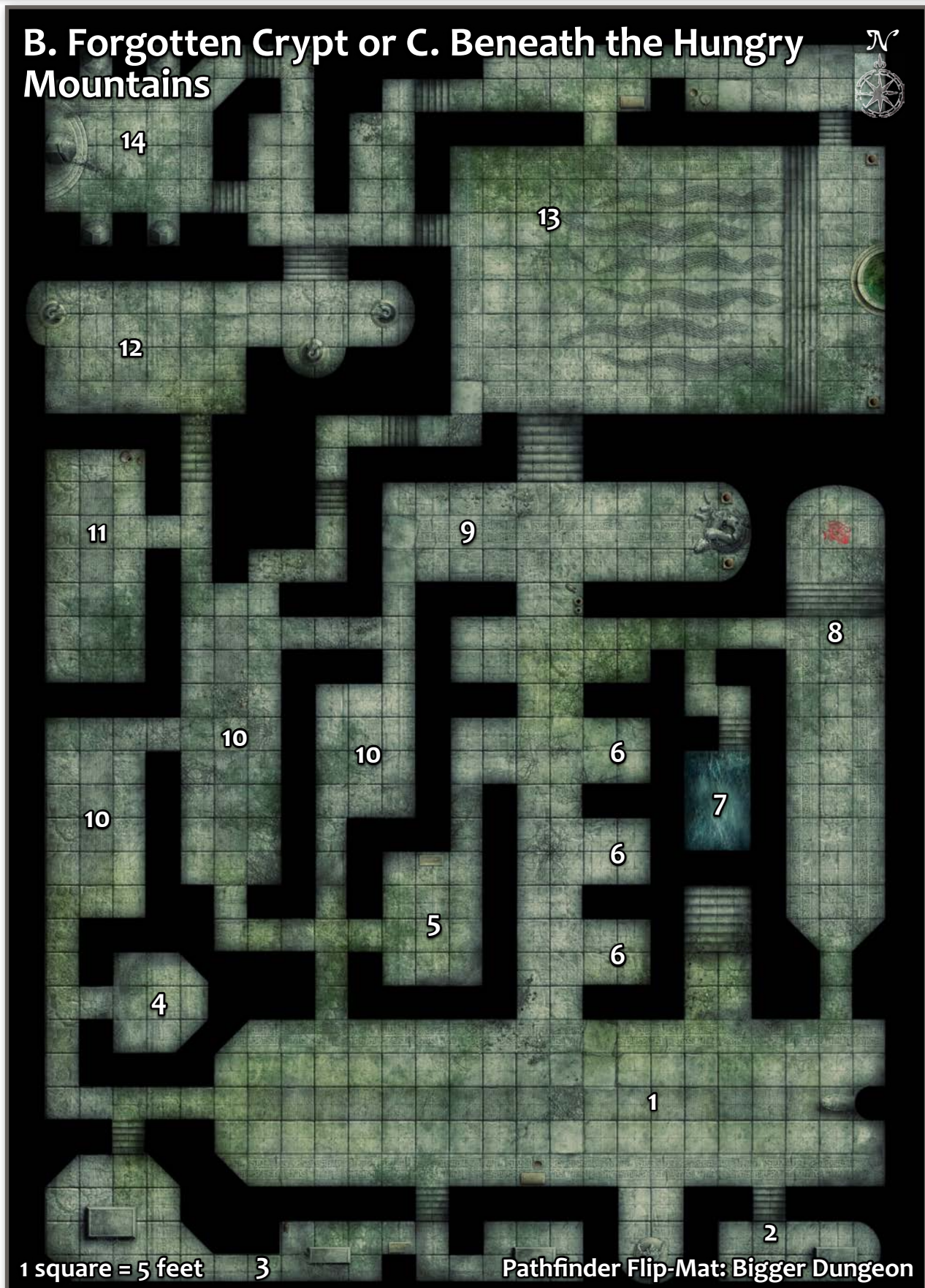
B3. Aristocratic Crypts

This long and winding hall contains the crypts of three major houses; each section has a single stone sarcophagus for the most prominently interred ancestor. Recesses in the walls hold other, less important family members. All are empty save for bits of burial cloth.

B4. Officer's Ossuary

Notable officers of the Shining Crusade were once laid to

B. Forgotten Crypt or C. Beneath the Hungry Mountains



1 square = 5 feet

Pathfinder Flip-Mat: Bigger Dungeon

rest on stacked alcoves in the walls of this chamber; those alcoves are now bare.

B5. Shrine to Pharasma

Swirling patterns line the walls of this small shrine. A small placard on the ground reads, "Those who perish fulfill life's duty."

The Pharasmins who wrote this grim inscription intended for it to be encouraging, but it does not necessarily serve that function.

B6. Common Ossuary

Niches in the walls hold stone boxes containing the bones of the dead, though many have been opened. Fragments of bone are scattered throughout the room.

B7. Flooded Stairway

Clear water swirls and shifts in this wide hallway. A staircase leads down into watery depths.

An underground river shifted, leaking into the lower floor's permeable stone. A current churns the water, occasionally creating an eerie sloshing sound. The flooded basement of this crypt is beyond the scope of this adventure.

B8. Tian Ossuary

The walls of this long hall are filled with niches, each holding a unique urn. On the north end of the hall is a raised platform with a red symbol painted on the ground.

The Shining Crusade cremated and interred Tian soldiers here. Shelves are sectioned off by country. The red symbol is an artistic combination of many Tien symbols that mean "peaceful journey."

B9. Lillend Statue

A statue of an elven woman with a snake's body lies crumbled at the east end of this long hallway. Dozens of fist-sized nooks line the walls near the statue.

A handful of nooks contain wax-sealed rolls of parchment containing stories of heroism during the Shining Crusade. Soldiers left the tales of fallen comrades here for bards and historians to pick up, hoping to immortalize their acts of bravery. A PC who succeeds at a DC 17 Knowledge (planes) check identifies the broken statue as a lillend azata, a type of benevolent outsider who chronicles lore and stories.

B10. Halls of Names

Carved on the walls are hundreds of names from dozens of cultures and races. A malicious creature scratched away many of the names, leaving large claw-marks.

B11. Prisoners' Ossuary

Piles of bones, generally sorted by type, litter this chamber. A tibia sharpened to a point lies near a circle scratched on the ground.

Soldiers left the remains of refugees and prisoners in this room, often placed in burial receptacles. Tar-Baphon's vile servants repurposed the bones for their own uses.

B12. Spirit Statues

Three white marble statues of featureless spirits echo the murals on the walls, which depict thousands of souls streaming toward a great spire.

A PC who succeeds at a DC 10 Knowledge (religion or planes) check knows the mural depicts the River of Souls flowing into Pharasma's Spire to be judged.

B13. Funerary Chamber

This vaulted room features a raised dais with a large, gold-flecked stone basin full of a green fluid. Arcane symbols painted on the basin glow amber. Six scorch-marks mar the floor of the chamber, all angled from the dais into the gallery.

Crusaders held funerary rites in this chamber, anointing the living with holy water from the basin. When spies loyal to Tar-Baphon infiltrated the crypt, they corrupted the holy basin, transforming its contents into unholy water. They then cast lightning bolts down at the gallery's occupants, killing them all instantly.

The ceiling of this room is 30 feet high.

Hazard: The corrupt basin contains 10 gallons of unholy water. The basin's influence increases the DCs of all negative energy spells and effects by 2 and decreases the DCs of all positive energy spells and effects by 2. Emptying or destroying the basin (hardness 8, 30 hp) or resanctifying the water ends the effect.

B14. Lord's Crypt

This grand chamber contains finely carved stone, opulent in contrast to the rest of the crypt. The heraldry of five major houses are inscribed into the wall above five ornate sarcophagi. Each sarcophagus stands ajar and empty.

Several elderly nobles commissioned this crypt, seeking

the prestige of being buried alongside the crusaders. They hired the best stoneworkers to fashion their tombs. With a successful DC 15 Knowledge (nobility) check, a PC recognizes the crests of houses Caliphvaso, Ordranti, Immarin, Kavapesta, and Siervage.

Tar-Baphon's necromancers delighted in raising the nobles, forcing them to watch their city die in agony. After this torment, the necromancers destroyed their souls, ensuring they would find no peace in the beyond.

This chamber's elegant ceiling rises to a height of 15 feet.

Hazard: The tattered remnants of the noble's souls still cling to this room. Any living creature in this room has a 10% chance on its turn to wail and bemoan the fate of Mordessa, taking no other actions. Only closing the portal to the Negative Energy Plane ends this effect.

USTALAV

Give the PCs **Player Handout #3**. The damage to the poem comes from smeared ink; spells such as *mending* and *make whole* cannot repair it. Once the PCs have had the chance to read the poem, Besnik comments on the contents. Read or paraphrase the following.

Besnik smiles reassuringly. "We may not be able to read every word of this poem, but what we can read is more than enough to tell us that we need to investigate this site. What is clear to me is that the poem references some sort of protection against the Whispering Tyrant. The Knights of Ozem have always been secretive about the many and varied ways they keep that old lich locked away in Gallowspire, even among themselves. It's possible that they have no idea this particular protection exists. Whatever Gydular is, it must be important."

KNOWLEDGE (ARCANA, HISTORY OR RELIGION)

Based on the result of a Knowledge (arcana, history or religion) check, the PCs might know more about Ustalav and Virlych. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Virlych is a desolate, mountainous county of Ustalav where nothing natural lives. The weather is punishing and the ground rocky. Travelers do sometimes pass through the accursed land, though.

15+: Gallowspire is the Whispering Tyrant's former fortress. When the Knights of Ozem imprisoned him there in 3827 AR, it marked the end of the Shining Crusade. They placed numerous secret wards and protections over his prison so that he could never escape.

20+: The forces of Lastwall no longer have a direct presence there, having been expelled by cultists and the unholy presence of the Whispering Tyrant, even in dormancy.

KNOWLEDGE (HISTORY, LOCAL OR RELIGION)

Based on the result of a Knowledge (history or local) check, the PCs might know more about the "Rondeau of Righteous Retention." They learn all of the information whose DC is equal to or less than the result of their check.

15+: To keep the Whispering Tyrant locked away, the Shining Crusade implemented a layered defense. Even if one line of defenses fails, there are several others keeping his immortal powers at bay.

20+: The Knights of Ozem have compartmentalized knowledge of the locks on Tar-Baphon's magical prison. This removes the threat of any one Knight becoming compromised and allowing an enemy to gain knowledge of all the prison's safeguards.

25+: Compartmentalized protection comes at a cost; if secrets are not passed down, then future generations will not know how to keep the lich imprisoned. Multiple layers of protection have been lost during the centuries following the Shining Crusade.

BESNIK'S INSIGHT

Venture-Captain Besnik shares the information that he knows if the PCs ask, providing them results as if he had rolled a 15 on these Knowledge checks. After the PCs determine what they already know, they can attempt to discern the location of the ruin from Fustbickle's poem.

FUSTBICKLE'S CLUE

PCs who analyze Fustbickle's poem can attempt a DC 18 Knowledge (geography) check, Survival check, or other relevant skill check at your discretion (DC 22 in Subtier 6–7). A thorough analysis of the poem reveals the following information, which is sufficient to pinpoint the location. Gydular's Point was once a famous peak in the Hungry Mountains, as the view if provided of the surrounding area was both majestic and militarily strategic. In 4187 AR, a powerful earthquake crumbled the peak, leaving massive slabs of jagged rock that locals renamed the Greyshards.

If the PCs do not determine the location of the site referenced in the *Tome of Righteous Repose*, Besnik hires a scholar to decipher the poem, and then provides the information listed in the paragraph above. Before sending the PCs to the site, Besnik digs through his office and finds items to give the PCs that may help them on their adventure (see *Treasure* below).

Once the PCs have completed their preparations, they can depart for the ruin. The journey takes 6 days (assuming a 30-foot movement speed. Halfway through their trek, they pass by the closest major settlement, the fortress of Hammer Rock on the border of Lastwall. The map of the ruin is the same map that appears in the Lastwall location; see page 14.

Treasure: Besnik gives the PCs a *traveler's any-tool*^{UE}, a *wand of cure moderate wounds* (5 charges), and a *wand of protection*

from evil (7 charges). In Subtier 6–7, replace the *wand of cure moderate wounds* with a *wand of cure serious wounds* (5 charges). If the PCs were able to find the location of the site on their own, he uses the gold he would have otherwise spent researching it on providing the PCs additional gear based on their destination.

Subtier 3–4: Besnik provides the PCs with six flasks of holy water and one soul stimulant^{UE}.

Subtier 6–7: Besnik provides the PCs with six flasks of holy water, one *scroll of lesser restoration*, two *potions of lesser restoration* and one soul stimulant^{UE}.

Rewards: If the PCs do not discover the adventure site's location on their own, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 75 gp.

Out of Subtier: Reduce each PC's gold earned by 134 gp.

Subtier 6–7: Reduce each PC's gold earned by 193 gp.

USTALAV ADVENTURE BACKGROUND

When the Whispering Tyrant was sealed away, echoes of his malevolence remained throughout the lands that he had once ruled. In order to seal away a particularly troubling pocket of necromantic energy, one of the Yohanatotsu sisters performed a powerful holy ritual, sacrificing her own life to fuel a ward. The ward held for centuries, but recent events have disrupted it, threatening to unleash the necromantic force once again.

If you are not running the Undead Crusader encounter arc, the most recent inhabitants of the dungeon disrupted the ward by looting her sarcophagus and discarding her skeleton outside.

If you are running the Undead Crusader arc, the ward gradually degraded over time, allowing a measure of the necromantic energy to seep forth. The first manifestation of this corruption appeared in the samurai herself, who rose as an undead. The corruption has begun to raise her loyal followers as well.

USTALAV ADVENTURE GOAL

The holy ward may be falling apart, but the PCs can restore it. If they succeed at two of the following skill checks, they learn enough information to determine that a ritual took place here. If they succeed at any four of the following skill checks, they glean enough information about the ritual to purify the site and restore the ward; they do not need to succeed at any further skill checks to do so. If you are running the Undead Crusader encounter arc, the PCs must defeat the undead samurai before they can restore the ward.

Diplomacy, Intimidate, or Survival (DC 20, DC 25 in Subtier 6–7): If you are not running the Undead Crusader arc, the PCs can ask one of the dungeon's inhabitants for information about the site. Be generous in revealing the following information. The inhabitant mentions that the

SCALING USTALAV ADVENTURE GOAL

To accommodate a group of four PCs, lower the DCs of all skill checks in this section by 2.

major threat looted a sarcophagus for its treasure and dumped the “shiny old skeleton” outside, and then provides enough information about the location for the PCs to find it. Alternatively, the PCs can find the body by following old tracks that lead to the site where the major threat dumped it.

If you are running the Undead Crusader arc, the PCs automatically find the body when they face the major threat; this counts as one of the skill checks required to restore the ward. Depending on the type of undead the samurai is, either her body has either risen as the corporeal undead that the PCs face, or it has risen as an incorporeal undead who has commanded her minions to move her skeleton to the room where she rests.

Appraise (DC 15, or DC 20 in Subtier 6–7): By examining the holy symbol of Shizuru on the ground near the samurai's tomb and succeeding at a skill check, the PCs determine that it was made from silver, and discern details of its construction that indicate it was designed for use as part of a holy ritual.

Heal (DC 15, or DC 20 in Subtier 6–7): If the PCs locate the samurai's body, they can attempt to discern how she died. A PC who succeeds at this skill check realizes that she died in a burst of holy energy.

Knowledge (engineering) or Survival (DC 15, or DC 20 in Subtier 6–7): A PC who succeeds at this skill check discerns that what at first appeared to be simple erosion on the walls of the hero's tomb is in fact the result of a concentrated burst of holy energy.

Perception (DC 15, or DC 20 in Subtier 6–7) A PC who succeeds at this check notices a discarded piece of vellum in the corner of one of the rooms. The vellum is fragile; handling it without causing it to crumble to pieces requires the PCs to cast restorative magic such as *mending* on it or succeed at a DC 15 Disable Device or Sleight of Hand check. The vellum provides a partial account of the samurai's holy ritual.

Perception (DC 20, or DC 25 in Subtier 6–7): A PC who succeeds at the Perception check notices a small cubbyhole near the ceiling in one of the rooms, with a bronze object peeking out of it. The bronze object is an embossed prayer to Shizuru. The prayer is a warrior's plea, asking for strength and courage when facing the final moments of life. One method of reaching the object is scaling the wall, which requires a PC to succeed at a DC 15 Climb check (DC 20 in Subtier 6–7).

USTALAV TREASURE

Distribute all three of the following subtier-appropriate

treasure packages throughout the dungeon.

USTALAV TREASURE PACKAGES

Package Name	Subtier 3–4	Subtier 6–7
Crusader's blade	+1 fire-forged longsword ^{UE}	+1 undead-bane longsword
Restorative cache	Restorative ointment (3 applications)	Martyr's tears ^{UE} (contains 18 hit points)
Magical reserve	Pearl of power (1st level), wand of gust of wind (18 charges)	Restorative ointment

C. BENEATH THE HUNGRY MOUNTAINS

As the PCs travel through the lifeless Hungry Mountains in Virlych toward their destination, a drizzle transforms into an ever more aggressive snowstorm, as if the weather itself were keeping them away, and strange whispers fill the air. As a small consolation, the tedious climb is shallow enough that the PCs are not exposed to the dangers of altitude sickness. Eventually, the PCs find a toppled obelisk on a peak marking the entrance to the underground fortress. A staircase descends 30 feet into the mountainside.

Unless otherwise stated, the dungeon walls and ceilings are made of hewn stone, and are 10 feet high. The rooms are completely dark unless a light source is explicitly described.

Use the map on page 14 for this ruin.

C1. Hall of Discouragement

A maze of sprung traps obstructs this large entrance hall. Blades, spikes, blast marks, and bones litter the ground. Carved holy symbols of Aroden, Sarenrae, and Pharasma cover the walls, but many of them have been vandalized.

Crusaders set up a variety of traps to slow down attackers if they found the location. Over the centuries, various creatures have stumbled on this location and triggered the traps, leaving a maze of rusted metal. The ceiling rises to 20 feet.

Hazard: The traps' exposed weapons make safely moving around the room difficult. Creatures moving along the ground at faster than half their speed must succeed at a DC 10 Acrobatics check or fall prone. Creatures that fall prone have a 50% chance of taking 1d8 points of damage from landing on the exposed blades and spikes.

C2. Hero's Tomb

A single sarcophagus dominates the east end of this room. The

walls are adorned with engravings of soldiers in plate armor holding their helms reverently to their sides, eyes downcast.

The sarcophagus contains the remains of one of the Yohanatotsu sisters along with her katana and armor. Minkai writing marks the lid with her family name. The sarcophagus is empty, and a holy symbol of Shizuru lies on the dusty ground nearby.

If you are using the Undead Crusader encounter arc, there are several open niches in the wall, where other coffins once rested. In addition, the sarcophagus's lid has cracked and fallen to the floor. If you are using another encounter arc, there are no such niches, and the sarcophagus's lid is ajar.

C3. Workshops

These workshops for repairing and maintaining weapons and armor served the Shining Crusade well, but are now in disarray. Broken tools lie strewn about.

C4. Armory

The heavy iron door to this room is ajar, its superior lock melted by acid.

Shelves of weapons and armor racks line the walls in this small chamber. The racks are well-stocked with tarnished and broken equipment.

The crusaders stored extra equipment here, ready to equip soldiers for a variety of needs. The PCs can find at least one piece of each type of weapon and armor found in the *Core Rulebook* here, but they all have the broken condition. An unassembled ballista lies among the forgotten armaments.

C5. Stained Laboratory

The walls of this room are covered in scorch marks and odd discolorations.

This room once held an impressive alchemical laboratory, but the tables and workbenches decayed and collapsed over time, shattering the delicate instruments they once held. Now only fragments of the laboratory remain. Rows of stone bookshelves line the walls, though many of the pages are torn out. An ancient book titled *Alchemikal Experiments*, an early primer on the study of alchemy, lies buried in the rubble, but it is a curiosity rather than a treasure.

C6. Shrine

Humble shrines provided the crusaders with a place to worship and give offerings. Each shrine features a small altar, religious carvings, and a shelf for holy books. From north to south, the shrines are dedicated to Aroden, Sarenrae, Torag, and Shizuru.

C7. Magical Spring

Warm, steamy water splashes down into the center of this small pool. A set of stairs leads down into the water.

Crusader clerics enchanted this 5-foot-deep pool with permanent *create water* and *purify food and drink* spells. The magic cleanses any soiling of the water within 10 minutes. A command word, etched on the wall, changes the water dropping from the ceiling between hot and cold.

C8. Archery Range

Racks for bows, crossbows, and other ranged weapons line the southern walls of the chamber. Receptacles for ammunition stand between the racks. A large arcane mark glows on the floor atop a raised platform.

PCs who succeed at a DC 19 Spellcraft or DC 15 Use Magic Device check identify the magic word to activate the glyph, which uses *minor creation* (CL 9) to form three humanoid-shaped archery targets at the top of the stairs.

Hazard: Crusader wizards sometimes used magical wind effects to add additional challenges to the archery practice. The magical effect was never deactivated and has gone haywire. Each round, a gust of wind (as per the spell) blows through the room in a random direction. A PC who succeeds at a DC 15 Disable Device or Use Magic Device check (DC 20 in Subtier 6–7) can end the effect; exceeding the DC by 5 allows the PC to control the direction for 2d4 rounds.

C9. Naga Statue

Coiled in the eastern alcove is the statue of a cobra-like snake with a contemplative humanoid face. Parts of the statue have crumbled and fallen to the ground, though enough detail remains to see sadness in the creature's stony eyes.

A PC who succeeds at a DC 20 Knowledge (history) check recognizes the statue as a depiction of Slassalla, a guardian naga who acted as magical council to the Knights of Ozem during the Shining Crusade. Historians debate just how influential she was in persuading them to turn the Whispering Tyrant's fortress into his prison.

C10. Barracks

Rusted metal beds, stacked three high, line the walls of this room. The mattresses are little more than dust held together by mold.

C11. Supply Storage

Old crates lay open and scattered around the room. Bare shelves

contain little more than patches of mold, and water trickles down the moldy west wall.

This room once held enough supplies for the crusaders stationed here to survive for a month. The rations are now nothing but dust.

Hazard: Creatures searching through room expose themselves a slime mold's fungal rot, which functions as a disease (save Fortitude DC 16; onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and fatigue; cure 1 save).

C12. Celestial Gallery

Three statues of lantern archons cast a steady light from the alcoves in this room. Murals depicting dog-headed figures and angelic humanoids battling undead horrors cover the walls.

The murals here depict a variety of archons fighting the forces of the Whispering Tyrant. The statues each feature a swirl of clouds holding the form of a lantern archon, which emits magical light as per heightened *continual flame* (5th level, CL 9).

C13. Dining Hall

Petrified oak banquet tables and benches form long lines in this large chamber. On a raised platform stands a large ceramic bowl, covered in runes and full of a greenish-yellow substance.

The ceramic bowl functions similarly to a *sustaining spoon* but is able to feed up to 40 people each day. Excess food from its last activation is consumed by mold if it is not thoroughly cleaned. Rooms to the north contain a makeshift kitchen. The main hall's ceiling rises to 20 feet.

Hazard: Eating or interacting with the mold exposes a creature to fungal rot (see area C11).

C14. Hero's Crypt

Four large, unadorned stone sarcophagi stand upright in alcoves along the north and south edges of this chamber, while a fifth stands on a small platform to the west. Above the platform, a large inscription reads, "They gave their lives to battle death."

Soldiers who died in the service of the crusade were interred here until their bodies could be delivered to Vigil or properly cremated. The sarcophagi are all empty. The ceiling is 20 feet high.

ADVENTURE REWARDS

Each location includes a set of three treasure packages, which you can find in each location's description (for Belkzen, Lastwall, and Ustalav, see pages 8, 13, and 18,

respectively). Each encounter arc also includes two additional treasure packages: one for the major threat and one for the linked threat. You should have five treasure packages in total.

Place these in the dungeon with or very near your encounters. Up to two of the treasure packages may be hidden, requiring a successful DC 20 and DC 15 Perception check to locate (DC 25 and 20 in Subtier 6–7). They could be hidden on the bottom of a pool of liquid, in a secret compartment, in a statue, or somewhere similar—it is up to you, the GM, to decide the specifics of where the items are located.

The following lists the reward value for each treasure package. Should the PCs fail to find a treasure package or defeat the associated encounter, reduce each PC's gold earned by the listed value. Should you need to skip encounters due to lack of time, include any skipped encounters' treasure with the next encounter.

REWARDS SUMMARY

Description	Subtier 3–4	Out of Subtier	Subtier 6–7
Find adventure site	75 gp	140 gp	205 gp
Location Treasure Package (3)	225 gp each	375 gp each	525 gp each
Linked Threat Treasure	250 gp	450 gp	650 gp
Major Threat Treasure	300 gp	550 gp	800 gp

ENCOUNTER ARC DESCRIPTIONS

The PCs face one of four possible encounter arcs. Each encounter arc provides a pair of encounters, as well as a general story that describes what the creatures in those encounters are doing for the different locations. The encounter arcs sometimes play out slightly differently depending upon the location. All story information related to the encounter arcs appears in the sections below.

Violence is not the only way to defeat encounters. The PCs can circumvent any encounter in the scenario except the major encounter by using skill checks. However, each time the PCs bypass an encounter, other denizens of the dungeon become more suspicious. The PCs can negotiate safe passage past an encounter with a reasonable argument and successful DC 20 Diplomacy, Bluff, or Intimidate check (DC 24 in Subtier 6–7). Each time the PCs negotiate safe passage, the DC of these skill checks increases by 5. For example, if PCs playing in Subtier 3–4 negotiate safe passage past two encounters, the DC to gain safe passage past a third encounter is 30. Typically, the PCs can use other skills to

bypass the linked encounter; specific examples are listed in each adventure arc's description. However, the linked encounters for the Raider arc and the Undead Crusader arc cannot be bypassed with a Bluff, Diplomacy, or Intimidate check. Refer to the description of these arcs below for more details.

ORC TROOP

A small but enterprising band of orcs from the Rotten Tongue clan is using the dungeon as a base of operations, but is still dealing with the current inhabitants. The linked threat acts as a scouting party, looking out for dangers inside and outside the dungeon. These orcs are willing to come to a truce if the PCs demonstrate their might. If the orcs spot a *wayfinder* or glyph of the open road, they assume the PCs are Pathfinders and not crusaders, and the PCs gain a +2 bonus on Charisma checks. Additional skills that can influence orcs are Craft (weapons or armor), Handle Animal, Profession (soldier), and Survival.

Belkzen: The orcs have used this site as a base of operations for generations and feel at home, but water is always scarce in Belkzen. Providing a mundane source of water grants a +4 bonus on skill checks against the orc scouting party, but offering an obviously magical source, such as *create water*, inspires fury. The orcs have been tricked before, and they know that magical water lasts only a day. They attack the PCs to capture the PC who can magically create water.

Lastwall: The orcs are planning to raid human settlements and caravans, and cannot afford to leave any witnesses alive. They start as hostile and are unlikely to be dissuaded, increasing the DC to dissuade them with any skill by 10.

Ustalav: The orcs here regularly raid humans for food and resources, so they are expecting an attack; their guard is up, increasing the DC to dissuade them with Diplomacy or Bluff by 10.

Major Encounters: The following NPCs can serve as the orc troop's chief.

Bozena Ursatuk believes in the most brutal form of survival of the fittest. She enjoys hunting humans and other intelligent prey to hone her skills, and she takes grisly trophies of her kills to inspire fear.

Groblek Targar takes great pride in his martial abilities. To maintain his hold on power, he engages in frequent brawls with his followers, "accidentally" killing any who have become powerful enough to pose a threat. He relishes the sound his enemies' bones make when he snaps them.

Shirish is quick to anger, and she expresses her rage by setting the offender on fire. She does not often intend to kill those she sets ablaze, but no one in her tribe dares to suggest that she would have more followers if she chose a less lethal punishment.

Treasure: The orcs' treasure packages are their gear.

UNDEAD CRUSADER

The Yohanatotsu sisters' souls have been twisted and cursed. The PCs have a chance to try and right the wrongs of the past and save the soul of one of these fallen soldiers. The undead in the linked threat are formed from the souls of soldiers who once fought loyally at the samurai's side, and it is extremely difficult to dissuade them from killing the PCs; the PCs must succeed at a DC 35 Intimidate or Knowledge (religion) check (DC 40 in Subtier 6–7).

However, the PCs have several means of gaining substantial bonuses on this check. A divine spellcaster who worships Shizuru gains a +5 bonus on this skill check, as the undead sense the presence of Shizuru's power. (This bonus stacks with the bonuses described below.)

Each location also contains three additional ways for the PCs to grant themselves a stacking +5 bonus on this skill check. Select three of the following four methods to include. If the PCs fulfill all three of these conditions, they receive an additional benefit—the entire dungeon is hit with the effects of a *consecrate* spell for 24 hours. Even if the dungeon does not contain an altar to Shizuru, the effect manifests as if it did contain one.

The first method is to pray at a shrine to Pharasma or a good-aligned deity. Delivering a sufficiently fervent prayer requires a PC to succeed at a DC 15 Knowledge (religion) check (DC 18 in Subtier 6–7). This DC decreases by 5 for worshipers of the deity, and by 10 for divine spellcasters who draw power from that deity. The second method is to present one of the sister's holy symbols of Shizuru. This symbol appears at a location of your choice within the dungeon. It is somewhat concealed, but the PCs can find it with a successful DC 15 Perception check (DC 20 in Subtier 6–7); for Ustalav, it is the same symbol that contributes to the PCs' adventure goal. The third method is to clean a monument to the Yohanatotsus' ancestors. This monument appears at a location of your choice within the dungeon. It is easy to spot, but it is fragile. Cleaning the monument without damaging it requires a successful DC 15 Disable Device or Sleight of Hand check (DC 18 in Subtier 6–7). The final means of gaining a bonus on this skill check involves a lamp. The lamp is inscribed with a message in Tien, which the PCs can decipher with a successful DC 15 Linguistics check if they do not speak the language. The exact means of using the lamp depends upon the location, as described below.

Belkzen: The Yohanatotsu sister in question perished after defeating the orc chieftain, and the crusaders failed to perform the proper burial ceremony (see Belkzen Adventure Goal on page 8). She was interred with several of her fellow fallen soldiers, who have now risen from the dead.

The lamp is inscribed with the words “The Light Shines Brightest When Sword and Flame Become One.” To use the lamp properly, a PC must strike its flint with a bladed weapon and succeed at an attack roll against AC 15 (AC 20 in

Subtier 6–7). If the attack roll fails by 5 or more, the lamp is crushed; otherwise, the PC can try again.

Lastwall: This samurai was laid to rest in Mordesha after dying bravely in battle. She awoke during the madness caused by the rift to the Negative Energy Plane and was conscripted into Tar-Baphon's service.

The lamp is inscribed with the message “In Purity Is Our Refuge from Corruption.” To use the lamp properly, the PCs must locate a statue of a demon and a wall carving of a paladin—these two features are in a location of your choice. They must place the demon statue in a room in such a way that its shadow falls only on the paladin. After the PCs find two of the three features, a PC who succeeds at a DC 15 Knowledge (history, local, or religion) or Perform (any) check recalls a Tien folk tale relevant to the situation. The moral of the tale is that even in the brightest light, a demon always casts a shadow. It is best, then, that the shadow be cast upon those with the honor and valor to withstand it.

Ustalav: After her heroic sacrifice to seal away a vestige of the Whispering Tyrant's power, the samurai rested peacefully for centuries. Now, the ward's corruption has raised her as an undead, a twisted mockery of her former self.

The lamp is somewhat damaged from years of disuse. It must be repaired and then filled with lamp oil that has been mixed with holy water. The PCs can find lamp oil elsewhere in the dungeon if they do not have any of their own. The lamp is inscribed with the message “Light Without Purity Reveals Falsehoods in the Place of Truth.” The PCs can align the lamp with a successful DC 15 Disable Device, Knowledge (engineering), or Sleight of Hand check. Failing this check by 5 or more breaks the lamp. Once the lamp has been repaired, it is possible to light it. Lighting the lamp without including holy water in the oil causes it to produce grotesque shadows on the walls of the room.

Major Encounters: The three Yohanatotsu sisters are Akina, Michiko, and Yua.

Akina was the youngest sister. In life, she was full of hope and joy, but her selfless nature and insurmountable spirit have transformed into a determined pursuit of her own self-interest, particularly hedonistic thrills. She now worships Urgathoa.

Michiko was the eldest and most serious of the three. Her armor has blackened as if blasted by fire and the holy symbol has cracked and mostly fallen off, leaving a misshapen blast mark reminiscent of Fumeiyoshi's unholy symbol. A slight orange glow seeps from the seams of the armor, as if the woman inside were on fire.

Yua was the middle child, born in a time of family strife; in life she often had a cheerful disposition, but is now sorrowful and in anguish. She still wields a spiritual representation of her katana, though the real katana and armor lies nearby, useless to her. She wears quasi-real armor that has a greenish tinge, but otherwise resembles the

lamellar she wore in life.

Treasure: The undead crusader's treasure package is her gear. The Linked Threat has a *searing arrow*^{UE} and an *aegis of recovery*^{UE}. In Subtier 6–7 it also has an *immovable rod*.

DRAGON

A young dragon (Blemia, Karkadon, or Skeshnil—see Major Encounters below) has decided to make this dungeon its temporary abode while searching for a new lair. Persuasive PCs may be able to recommend a better lair. The linked threat is the dragon's entourage or seneschal, who acts as caretaker for the lair. Additional skills that can influence the dragon's allies are Appraise, Knowledge (arcana, dungeoneering, geography, or nature), and Perform. If the PCs provide tribute to the dragon as a part of attempting this skill check, they gain a circumstance bonus (+1 for every 50 gp in Subtier 3–4, or +1 for every 100 gp in Subtier 6–7; max +10).

Belkzen: The dragon has grown tired of eating orc flesh. If the PCs present the dragon's followers with an offering of interesting food, they gain a +4 bonus on their skill check. This bonus increases to +8 if they provide the dragon's favorite food; Skeshnil enjoys pre-frightened living creatures, Blemia prefers undead, and Karkadon prefers extraordinarily spicy food.

Lastwall: Karkadon and Skeshnil are especially frustrated with the rift; if the PCs promise to close it, they gain a +4 bonus on their skill check against the dragon's followers. However, if the PCs declare their intention to close the rift to Blemia's followers, the followers immediately attack.

Ustalav: Undead creatures continue to menace the dragon, if the PCs can show they've defeated undead or can give advice on destroying them, they gain a +4 bonus on skill checks against the dragon's followers. The PCs may use Knowledge (religion) on this skill check.

Major Encounters: The PCs encounter one of the following dragons.

Blemia was born on the Shadow Plane, but she enjoys living in a place where she can more easily exert her own power. She claims to be descended from Argrinxyia, the great wyrm umbral dragon who rules over Shadow Absalom, and reacts violently to the slightest suggestion that this claim may be false.

Karkadon believes himself to be the most powerful creature around, and treats his orc caretakers as slaves and playthings, but finds himself continually bored. The orcs ally with him because he eats members of their rival orc tribes.

Skeshnil grows tired of invading the dreams of surface dwellers and seeks a lair in the Darklands, where he can draw inspiration for greater terrors. When the PCs arrive, he is negotiating with the dark folk for a foothold beneath the surface.

Treasure: The dragon's treasure package is a small hoard

of gemstones, jewelry, and gold worth 1,900 gp (in Subtier 6–7, the hoard is worth 5,000 gp). The linked threat has a *cloak of the hedge wizard*^{UE} (divination). In Subtier 6–7, the linked threat instead has a *dragonslayer's shield*^{UE}.

RAIDERS

A local leader of the Catspaw Marauders, an infamous bandit group, found information about a possible dungeon filled with loot, including a key that was rumored to be connected to that dungeon. The leader traveled with a group of underlings to the location, only to find that it was more dangerous than they were prepared to deal with. The entrance to one of the chambers is an iron door covered in chains that glisten with magical runes, and the chains are sealed with a superior-quality padlock that seems to match his key. The room is warded with moderate abjuration, conjuration, and evocation magic. The abjuration effect blocks teleportation into and out of the room, as per *forbiddance*, except it deals no damage. The conjuration effect provides the benefits of a *ring of sustenance* to any creatures within the room. Finally, the evocation effect maintains permanent *walls of force* along each of the room's walls, floor, and ceiling, covering every part of the room except the door. The creature from the Sealed Monster table lurks behind the door.

When the PCs come across the raiders, they tell the PCs truthfully that they are afraid to open the door. The raider leader claims that the group will allow the PCs to keep three-quarters of the treasure within in exchange for giving the PCs the key to enter the room. This claim is a lie; in truth, after waiting for the survivor to be softened up in the fight, the raiders plan to finish off any surviving creatures or PCs. The PCs can detect the ruse with a successful DC 15 Sense Motive check (DC 20 in Subtier 6–7). Note that the raiders do not carry any symbols or indications of their membership in the Catspaw Marauders, as they are not planning to exploit their group's reputation for duplicity and murder on this expedition.

All Locations: Convincing the creature in the sealed room to stop fighting requires meeting the conditions listed in the individual creature's tactics. If no conditions are listed, the creature cannot be convinced to end combat peacefully.

Major Encounter: One of the following NPCs leads the raider band.

Khalanna has an extreme prejudice against orcs. If there are any orcs in the party, the PCs gain a +4 bonus on the Sense Motive check to detect her deceitful offer, as she has trouble concealing her hatred.

Lauralthsa doesn't believe people can be trusted to keep to their agreements unless magically compelled to do so. She expects the PCs to betray her if she doesn't betray them first, and her comfort with deception increases the DC of the Sense Motive check to spot the ruse by 4.

Norwhip is quite sadistic. Regardless of the disposition of

the sealed creature, he wishes to see it suffer for making him wait for his treasure. He urges the PCs to slay the creature within, even if it is a good outsider. If they do not seem inclined to do so, he casts a *suggestion* spell in an attempt to force violent combat.

Treasure: The raiders' treasure package is their gear. There is a *javelin of lightning*, a *ring of arcane signets*^{UE} and 500 gp worth of gems in the sealed room. In Subtier 6–7, there is also a *miser's mask*^{UE} and additional gems worth 500 gp.

CONCLUSION

Once the PCs return to Uscalin Lodge, Venture-Captain Shevar Besnik asks them about their adventure. After the PCs recount the events, he remarks what a wonderful chronicle this will make once he's heard back from his other teams, who are also investigating passages from the tome.

If the PCs were successful, he congratulates them saying, "I knew you would triumph! Just goes to show I picked the right Pathfinders to seek out adventure while unknown dangers lurked. There could have been almost anything there! Go and rest while I put our report together for the Ten. Surely, this addition to the Chronicles will put Uscalin Lodge on the map."

The venture-captain also comments on the PCs' specific mission, praising them for their successes. If the PCs

achieved the secondary success condition, he adds, "Though I may joke about the crusaders, they play a vital part in the service of good. You, too, have done important work today. You have removed a pressing danger and helped the spirit of an ancient hero find rest. Well done, Pathfinders. I hope you are as proud of yourselves as I am of you."

PRIMARY SUCCESS CONDITIONS

The primary success condition depends on the location of the adventure site.

Belkzen: The PCs found the remains of the fallen samurai and recovered her +1 *holy katana*.

Lastwall: The PCs discovered the rift and successfully performed the ritual to close it.

Ustalav: The PCs determined that a holy ritual happened at the site.

SECONDARY SUCCESS CONDITIONS

The secondary success condition depends on the location of the adventure site.

Belkzen: The PCs performed the proper funerary rites for the fallen samurai, cremating her completely (or all but her skull), then returned her ashes to her family, the Ossuaries of the Fallen in Vigil, or another appropriate organization.

Lastwall: The PCs closed the rift.

Ustalav: The PCs repaired the damage to the holy ritual.

PLAYER HANDOUT #1: "SONNET OF THE SHATTERED SWORD"

*Stranglegut are legion, forces of death,
Soldiers of the lich who were promised might.
A bold samurai struck forth; in a breath
A thousand ores struck down before her sight.*

*From tow'ring giant green, a challenge thrown;
The chieftain Slarg upon the bloody øeld
That she would stand in front of him alone
And not for less than death would either yield.
With cries of faith east to the rising sun
The brave samurai charged and met his steel
Her blade she shoved beneath his ribs, she spun
A scratch from poisoned blade forced her to keel*

*In Torag's house the elf was last interred.
With view of Kala's Tears, her peace insured.*

PLAYER HANDOUT #2: "ODE TO THE LOST"

Oh Heroes,
Ne'er shall we see you again in life,
For we hid you like buried treasure
'Neath the halls of poor, sweet Mordesha,
Away from our foes' rasping voices.
Yet they found you, sharpened your edges
Turned you loose as wild dogs
In poor, sweet Mordesha.
Though we remember you,
We'll forget where you rest.
The knights have clamored long
For ignorance of your fate.
Our thoughts of you burn bright
But brighter is poor, sweet Mordesha
Her chimneys rise as skel'tal fingers
Desperate call, betrayal anew
We turn away, willfully blinded
From the eyes of poor, sweet Mordesha.

PLAYER HANDOUT #3: "RONDEAU OF RIGHTEOUS RETENTION"

The Whisp'ring Tyrant lurks below,
Feeding on peasants' fear and woe.
The god's faithful set a border,
Shielding with their knightly order.
Hidden beneath Gydular's snow
[Illegible] shining glow
[Illegible] darkness he would sow,
[Illegible] Minkai warder.
still the Tyrant lurks below.

Only few, the location know,
In case Tar-Baphon's power grow
And find [Illegible]
Trusted few knew [Illegible]
But they were [Illegible]
still the Tyrant lurks below.

APPENDIX 1: RANDOM ELEMENTS

The tables below provide the information necessary to run this scenario. Encounter statistics appear in Appendices 3–9.

LOCATIONS AND ENCOUNTER ARCS

First, roll to determine the adventure's location and encounter arc. Then roll on the corresponding encounter arc table.

LOCATIONS AND ENCOUNTER ARCS

1d12	Location	Encounter Arc	1d12	Location	Encounter Arc
1	Belkzen	Orc troop	7	Ustalav	Raiders
2	Lastwall	Raiders	8	Belkzen	Undead crusader
3	Belkzen	Dragon	9	Lastwall	Dragon
4	Belkzen	Raiders	10	Lastwall	Orc troop
5	Ustalav	Orc troop	11	Ustalav	Undead crusader
6	Ustalav	Dragon	12	Lastwall	Undead crusader

ENCOUNTER ARC TABLES

Each encounter arc has a major threat and a linked threat determined by rolling on the table for the appropriate subtier. For more information about the context of these encounters, see pages 20–23.

ORC TROOP ENCOUNTER ARC: MAJOR AND LINKED THREATS

The possible orc troop encounters appear in the table below. Their statistics appear on pages 31–34.

SUBTIER 3–4

1d6	Major Threat	Major Threat (4 players)	Linked Threat	Linked Threat (4 players)
1–2	Bozena (orc scout), 2 orc thugs	Remove 1 orc thug	2 orc thugs	Orcs are fatigued
3–4	Grobek (orc tactician) and 2 orc war drummers	Remove 1 war drummer	Orc scout	Orc is fatigued
5–6	Shirish (orc pyro) and 2 orc war drummers	Remove 1 war drummer	2 orc thugs	Orcs are fatigued

SUBTIER 6–7

1d6	Major Threat	Major Threat (4 players)	Linked Threat	Linked Threat (4 players)
1–2	Grobek (orc champion) and 2 orc scouts	Grobek is sickened	Bear priest, 2 orc thugs	Replace bear priest with orc scout
3–4	Bozena (bear priest), 2 orc tacticians, orc scout, 2 orc thugs	Remove orc tacticians	Orc immolator, 2 orc thugs	Remove both orc thugs
5–6	Shirish (orc immolator), bear priest, 4 orc thugs	Remove orc bear priest	2 orc tacticians, orc scout	Remove 1 tactician

UNDEAD CRUSADER ENCOUNTER ARC: MAJOR AND LINKED THREATS

The possible undead crusader encounters appear in the table below. Their statistics appear on pages 35–43.

SUBTIER 3–4

1d6	Major Threat	Major Threat (4 players)	Linked Threat	Linked Threat (4 players)
1–2	Akina and 3 skeletal champions	Weaken Akina ¹ , remove 1 skeletal champion	Advanced unfettered phantom	Phantom is staggered
3–4	Yua and 1 advanced unfettered phantom	Weaken Yua ²	3 skeletal champions	2 skeletal champions
5–6	Michiko and 2 phantom armors	Weaken Michiko ³ , remove phantom armors	2 shadows	Shadows' Str damage is 1d4

¹ Akina's dominate ability is 1/day and the DC to resist her energy drain is 14.

² Reduce Yua's corrupting touch to 4d6 points of damage (Fort DC 14 half). She has already cast two 2nd-level spells today.

³ Reduce Michiko's natural armor by 4 and remove her channel destruction ability.

SUBTIER 6-7

1d6	Major Threat	Major Threat (4 players)	Linked Threat	Linked Threat (4 players)
1-2	Akina and 3 wraiths	Weaken Akina ¹ , remove 1 wraith	Bodak	Add the degenerate template ²
3-4	Yua and 4 advanced unfettered phantoms	Remove 2 phantoms	Mohrg	Add the degenerate template ²
5-6	Michiko and 2 dullahans	Weaken Michiko ³ and remove 1 dullahan	Greater shadow	Shadow's Str damage is 1d6

¹ Akina's dominate ability is 1/day and the DC to resist her energy drain is 16.

² See page 35.

³ Reduce Michiko's natural armor by 4 and remove her channel destruction ability.

DRAGON ENCOUNTER ARC: MAJOR AND LINKED THREATS

The possible dragon encounters appear in the table below. Most of their statistics appear in the Dragon Encounters appendix starting on page 44.

SUBTIER 3-4

1d6	Major Threat	Major Threat (4 players)	Linked Threat	Linked Threat (4 players)
1-2	Karkadon, orc thug	Remove orc thug	2 orc thugs	Orcs are fatigued
3-4	Blemia, shadow drake	Remove shadow drake	Nightgaunt and dark creeper	Remove dark creeper
5-6	Skeshnil, dark slayer	Remove dark slayer	3 shadow drakes	Remove 1 drake

SUBTIER 6-7

1d6	Major Threat	Major Threat (4 players)	Linked Threat	Linked Threat (4 players)
1-2	Karkadon, 3 orc scouts	Remove 2 orc scouts	Orc immolator, 2 orc thugs	Remove orc thugs
3-4	Blemia	Add	2 shadow drakes and 3 shae	Remove 1 drake and 1 shae
5-6	Skeshnil, 2 dark callers	Remove dark callers	Weakened denizen of Leng and 2 dark slayers	Weaken denizen* and remove 1 slayer

* Remove the Denizen of Leng's dexterity drain and planar fast healing abilities.

RAIDERS ENCOUNTER ARC: MAJOR AND LINKED THREATS

The possible raider encounters appear in the table below. Their statistics appear on pages 51-62. The linked threat for all raiders encounters is a sealed monster; roll on the sealed monsters table on page 28.

SUBTIER 3-4

1d6	Major Threat	Major Threat (4 players)	Linked Threat
1-2	Cave stalker*, storm sorcerer	Sorcerer has one 3rd-level spell	Sealed monster
3-4	Storm sorcerer*, 2 spy ambushers	Remove 1 spy ambusher	Sealed monster
5-6	Cave stalker ¹ , 2 murderous halflings	Remove 1 murderous halfling	Sealed monster

* Raider leader

SUBTIER 6-7

1d6	Major Threat	Major Threat (4 players)	Linked Threat
1-2	Norwhip (trickster mage) ^{1,2} , 2 cave stalkers, 4 spy ambushers	Remove 1 cave stalker and 2 spy ambushers	Sealed monster
3-4	Lauralthsa (seductive enchanter) ¹ , 2 storm sorcerers, 4 murderous halflings	Remove 1 sorcerer and 2 halflings	Sealed monster
5-6	Khalanna (orc slayer) ¹ , seductive enchanter, 2 storm sorcerers	Remove seductive enchanter	Sealed monster

¹ Raider leader

² Replaces *phantasmal killer* with *wandering star motes*^{APG}

SEALED MONSTERS

1d6	Sealed Monster (3-4)	Sealed Monster (3-4, 4 Players)	Sealed Monster (6-7)	Sealed Monster (6-7, 4 Players)
1	Psychopomp, catrina	Add degenerate template ^{1, 2}	2 bralani azatas	Modify tactics ^{2, 3}
2	Aeon, othaos	Add degenerate template ¹	Celestial chimera	Chimera ^{2, 4}
3	Dream dragon, wyrmling	Add degenerate template ¹	Grythyk (advanced legion archon)	Legion archon
4	Augmented pixie ⁵	Pixie	Axiomite	Add degenerate template ^{1, 3}
5	Ironbane (Advanced rust monster)	Rust monster	Mihstu	Add degenerate template ¹
6	Lurker in light	Add degenerate template ¹	Bodak	Add degenerate template ¹

¹ See page 35.

² The azata that acts first in initiative flees after 2 rounds of combat.

³ Lower the DC of the Diplomacy or Knowledge (religion) check by 2.

⁴ As celestial chimera, including the CN alignment. Remove DR, SR, energy resistances, and smite evil. The creature still holds a deep hatred for evil and acts as specified in the tactics.

⁵ Replace the pixie's charm arrows with confusion arrows (as the spell *confusion* with a 1 minute duration, DC 15 Will negates). It uses these arrows instead of its *lesser confusion* spell. Additionally, it can cast *baleful polymorph* 1/day (DC 18).

ADDITIONAL THREATS

Roll twice on the table below to determine the scenario's additional threats. If the second result is the same as the first, reroll until you have two different additional threats.

ADDITIONAL THREATS

1d10	Subtier 3-4	Subtier 3-4 (4 players)	Subtier 6-7	Subtier 6-7 (4 players)
1-2	Roll on the environmental threat table (see below)			
3	3 skeletal champions	2 skeletal champions	3 advanced unfettered phantoms	Remove 1 phantom
4	8 stirge	6 stirge	As 3-4 plus 1 stirge queen	Stirge queen emerges from nest on round 1
5	Fiendish gargoyle	Gargoyle ²	Cephalophore	Add degenerate template ¹
6	2 assassin vines	Vines are sickened	3 ascomoids	2 ascomoids
7	Army ant swarm	Add degenerate template ¹	Rot grub swarm and 2 giant rot grubs	Remove giant grubs
8	Slithering tracker and amoeba swarm	Slithering tracker	Deathtrap ooze	Add degenerate template ¹
9	Ice golem	Breath weapon is 1/day	2 wood golems	Add degenerate template ¹
10	Gibbering moulder	Weaken gibbering moulder ³	Animate dream	Add degenerate template ¹

¹ See page 35.

² As fiendish gargoyle, including the evil alignment. Remove DR, SR, energy resistances, and smite good.

³ The gibbering moulder loses its spittle attack. Decrease the DC of the Will save to resist its gibbering to 11.

Environmental Threats Roll on the table below to determine the scenario's environmental threat. You might have already rolled on this table while generating additional threats; make sure the environmental threat you select in this step is unique, rerolling as needed.

ENVIRONMENTAL THREATS

1d10 Subtier 3-4

- 1 Electricity arc trap
- 2 Wall scythe trap
- 3 Mnemonic crystals
- 4 Wyvern arrow trap
- 5 Green slime
- 6 Rot grubs
- 7 Bad air (flammable)
- 8 Dweomersink
- 9 Enraged defenders haunt
- 10 Tyrant's recruitment haunt

Subtier 6-7

- Roll twice on subtier 3-4
- Camouflaged, spiked pit trap
- Insanity mist trap
- Hail of arrows trap
- Yellow mold (2 patches)
- Shocking floor trap
- Cave-in
- Dweomersink (CR 9)
- Trampling spirits haunt
- Tyrant's embrace haunt

APPENDIX 2: EXAMPLE DUNGEON

The following example details the process of building a dungeon for this scenario.

Sharon is building a dungeon for some of her regular players who are playing level 6 and 7 characters. She decides to start building the dungeon randomly, rolling on the Location and Encounter Arc table. She rolls a 1: Belkzen and orc troop. As she looks over the Subtier 6–7 table in the Orc Troop: Major Threat and Linked Threat section, the bear priest catches her eye, so she decides to select the threats on that line rather than rolling randomly. She then looks at the Additional Threats table on page 28. She decides that she would like to add a more supernatural threat to challenge the PCs, so she chooses the animate dream. She doesn't have a preference for the second additional threat, so she rolls it randomly; rolling a 4, she writes down the result: stirges and a hive queen stirge. Finally, she rolls randomly on the Environmental Threats table and gets a 7: a cave-in. With a chuckle, she writes that in her notebook, and then reviews her five encounters: bear priest with minions, an orc immolator with a pair of orc thugs, stirges with their hive queen, an animate dream, and a cave-in.

Next, Sharon reads the adventure background, adventure

goals, and treasure sections for Belkzen, followed by the description for the orc troop encounter arc. Belkzen's treasure section tells her three of the treasure packages for the adventure, and the Orc Troop's description tells her that the major and linked encounter both provide the treasure listed in the individual orcs' statistics. Satisfied that she understands the context of the adventure, the challenges the PCs will face, and the treasures they can gain, she prepares to place her encounter elements in the dungeon.

Looking over the Belkzen map, Sharon places each encounter in a different room, careful to set them evenly around the map. She puts the major encounter in area **A16**, the linked encounter in an area **A7**, the animate dream in area **A4**, the stirges in area **A12**, and the cave-in the hallway between areas **A2** and **A3**. She puts treasure packages in the rooms with the stirges, animate dream, and cave-in; the major and linked threats have their own treasure. She decides to put one treasure package inside the stirge nest (Perception DC 20) and another in a secret compartment behind a carp in area **A2** (Perception DC 25). Satisfied with her choices, she places the adventure goal (the body of Samurai Yohanatotsu) in area **A19**. Selections made, she then starts to look through her box of pawns.

APPENDIX 3: ORC TROOP ENCOUNTERS

This section contains the stat blocks for the orc troop encounter major and linked threats.

BEAR PRIEST

This burly half-orc has prominent tusks and wears armor made of bones.

BEAR PRIEST CR 7

Female half-orc skald (totemic skald) 8 (*Pathfinder RPG*

Advanced Class Guide 49, 117)

NE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+3 armor, +5 natural, -1 rage)

hp 87 (8d8+48)

Fort +13, **Ref** +3, **Will** +11; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities orc ferocity

OFFENSE

Speed 40 ft.

Melee mwk greataxe +11/+6 (1d12+6/×3)

or mwk chakram +10/+5 (1d8+4)

or bite +10 (1d4+4), 2 claws +10 (1d6+4)

Ranged mwk chakram +7 (1d8+4)

Special Attacks rage powers (animal fury, beast totem^{APG}, lesser beast totem^{APG}, scent, song of the beast), raging song 21 rounds/day (move action; inspired rage, song of marching, song of strength)

Skald Spell-Like Abilities (CL 8th; concentration +12)

2/day—*charm animal* (bears only) (DC 15)

Skald Spells Known (CL 8th; concentration +12)

3rd (3/day)—*confusion* (DC 17), *cure serious wounds*, *haste*

2nd (5/day)—*blindness/deafness* (DC 16), *darkness*, *mirror image*, *sound burst* (DC 16)

1st (5/day)—*cause fear* (DC 15), *cure light wounds*, *expeditious retreat*, *saving finale*^{APG} (DC 15), *vanish*^{APG} (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *mending*, *message*, *spark*^{APG} (DC 14), *summon instrument*

TACTICS

Before Combat The priest drinks a *potion of barkskin*. If aware of imminent danger, she casts *mirror image* and *expeditious retreat*. The effects of these spells are included in her statistics.

During Combat The priest activates her inspired rage raging song, applying its effects to herself and her allies. These effects include granting her allies the effects of song of the beast and animal fury. She then casts *haste* before rushing in to battle, reserving her other spells for if the PCs prove particularly troublesome to defeat in melee.

Morale The bear priest retreats if brought below 30 hit points, planning to return later for her revenge.

Base Statistics Without raging song and her spells, the bear

priest's statistics are **Senses** darkvision 60 ft.; **AC** 15, touch 10, flat-footed 15; **hp** 55; **Fort** +9, **Will** +8; **Speed** 30 ft.; **Melee** +9/+4 mwk greataxe (1d12+3/×3) or mwk chakram +8/+3 (1d8+2); **Ranged** mwk chakram +6 (1d8+2); **Str** 14, **Con** 14; **CMB** +8; **CMD** 18; **Skills** Climb +6

STATISTICS

Str 18, **Dex** 10, **Con** 22, **Int** 8, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +10; **CMD** 19

Feats Extra Rage Power^{APG} (3), Lingering Performance^{APG}, Scribe Scroll

Skills Climb +8, Intimidate +15, Knowledge (geography and nature) +7, Perception +8, Perform (oratory and percussion) +15, Spellcraft +3; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ animal focus (bear^{ACG}), bardic knowledge +4, lore master 1/day, orc blood, rage powers, totem empathy +12, versatile performances (oratory, percussion), wild shape

Combat Gear *potion of barkskin*, *potion of cure serious wounds*, *scroll of glitterdust*, *scroll of see invisibility*, *wand of blur* (18 charges), *war paint of the terrible visage*^{UE}; **Other Gear** +1 *defiant (human) bone studded leather*^{UE}, mwk chakram^{UE}, mwk greataxe, *cloak of resistance* +1, 59 gp

ORC CHAMPION

This confident orc wields a vicious, two-headed axe.

ORC CHAMPION CR 9

Male orc fighter 10

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)

hp 99 (10d10+40)

Fort +9, **Ref** +6, **Will** +1 (+3 vs. fear)

Defensive Abilities bravery +3, ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *orc double axe* +16/+11 (1d8+11/19-20/×3), +1 *orc double axe* +16/11 (1d8+7/19-20/×3) or +1 *orc double axe* +18/+13 (1d8+11/19-20/×3)

Ranged mwk composite shortbow +15/+10 (1d6+5/×3)

Special Attacks weapon training (axes +2, bows +1)

TACTICS

During Combat The orc champion attacks with his double axe.

Morale The orc champion fights to the death.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 6, **Cha** 10

Base Atk +10; **CMB** +14; **CMD** 27

Feats Cleave, Dazzling Display, Improved Critical (orc double axe), Improved Initiative, Improved Two-Weapon Fighting, Intimidating Prowess^{APG}, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon

Specialization (orc double axe)
Skills Intimidate +12, Perception +3
Languages Common, Orc
SQ armor training 2, weapon familiarity
Combat Gear +1 flaming arrow, *potions of cure moderate wounds* (2), *potion of heroism*; **Other Gear** +2 full plate, +1/+1 orc double axe, mwk composite shortbow (+4 Str) with 20 arrows, 88 gp

ORC IMMOLATOR

This tall orc's body is cloaked in an aura of flames.

ORC IMMOLATOR CR 7

Female orc pyrokineticist 8 (*Pathfinder RPG Bestiary* 222, *Pathfinder RPG Occult Adventures* 10)

NE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)

hp 79 (8d8+40; 24 non-lethal)

Fort +12, **Ref** +10, **Will** +3

Defensive Abilities ferocity, fortification 15%; **Resist** fire 6

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk cestus +11/+6 (1d4+4/19–20)

Ranged fire blast +11 touch (4d6+6 fire) or
 blue flame blast +11 touch (8d6+6 fire)

Special Attacks kinetic blast, metakinesis (empower)

Kineticist Wild Talents Known (CL 8; concentration +13)

Defense—searing flesh (6 fire damage)

Infusions—burning infusion (DC 18), extended range, fan of flames (DC 17), torrent (DC 17)

Blasts—blue flame blast (8d6+6 fire), fire blast (4d6+6 fire)

Utility—basic pyrokinesis, firesight, heat adaptation, searing flame, smoke storm

TACTICS

Before Combat At the start of each day she accepts 2 points of burn to improve her searing flesh and 1 point of burn to activate her Parting Blast feat. She also drinks a *potion of barkskin* before combat. The effects of the potion and burn are included in her statistics, including the bonuses she receives from elemental overflow.

During Combat She attempts to fight at range, targeting the most dangerous PC. If there are flammable objects around, she catches them on fire and then uses smoke storm.

Morale Believing she will be reborn in furious flame, she fights to the death, attempting to take down as many foes as possible with Parting Blast.

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 10, **Wis** 6, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 23

Feats Iron Will, Parting Blast^{OA}, Point-Blank Shot, Precise Shot

Skills Acrobatics +10, Intimidate +10, Knowledge (nature) +6, Perception +9, Profession (cook) +9, Stealth +7

Languages Common, Orc

SQ burn (2 points/round, max 7), elemental overflow +2, expanded element (fire), gather power, infusion specialization 2, internal buffer 1

Combat Gear *potion of barkskin*, *potion of cure serious wounds*, *war paint of the terrible visage*^{UE}; **Other Gear** +1 defiant (human) bone studded leather^{UE}, mwk cestus^{UE}, cloak of resistance +1, 395 gp

ORC PYRO

This tall orc's body is cloaked in an aura of flames.

ORC PYRO CR 5

Female orc pyrokineticist 6 (*Pathfinder RPG Bestiary* 222, *Pathfinder RPG Occult Adventures* 10)

NE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural) **hp** 60 (6d8+30; 18 non-lethal)

Fort +10, **Ref** +9, **Will** +1

Defensive Abilities ferocity, fortification 15%; **Resist** fire 6

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk cestus +8 (1d4+4/19–20)

Ranged fire blast +11 touch (4d6+6 fire)

Special Attacks kinetic blast, metakinesis (empower)

Kineticist Wild Talents Known (CL 8; concentration +13)

Defense—searing flesh (3 fire damage)

Infusions—burning infusion (DC 18), extended range, fan of flames (DC 16)

Blasts—fire blast (3d6+6 fire)

Utility—basic pyrokinesis, heat adaptation, searing flame, smoke storm

TACTICS

Before Combat At the start of each day she accepts 2 points of burn to improve her searing flesh and 1 point of burn to activate her Parting Blast feat. She also drinks a *potion of barkskin* before combat. The effects of the potion and burn are included in her statistics, including the bonuses she receives from elemental overflow.

During Combat She attempts to fight at range, targeting the most dangerous PC. If there are flammable objects around, she catches them on fire and then uses smoke storm.

Morale Believing she will be reborn in furious flame, she fights to the death, attempting to take down as many foes as possible with Parting Blast.

STATISTICS

Str 17, **Dex** 16, **Con** 18, **Int** 10, **Wis** 6, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 20

Feats Parting Blast^{OA}, Point-Blank Shot, Precise Shot

Skills Acrobatics +10, Intimidate +8, Knowledge (nature) +6, Perception +7, Profession (cook) +5, Stealth +7

Languages Common, Orc

SQ burn (2 points/round, max 7), elemental overflow +2, expanded element (fire), gather power, infusion specialization 1, internal buffer 1

Combat Gear *potion of barkskin*, *potion of cure light wounds*, *war paint of the terrible visage*^{UE}; **Other Gear** +1 defiant (human) bone studded leather^{UE}, mwk cestus^{UE}, cloak of resistance +1, 395 gp

ORC SCOUT

This scowling orc wears a wolf's pelt as a cloak.

ORC SCOUT CR 5

Pathfinder RPG Monster Codex 169

Male orc ranger 6

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 49 (6d10+12)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 40 ft.

Melee mwk battleaxe +10/+5 (1d8+3/×3)

Ranged +1 composite shortbow +10/+5 (1d6+4/×3)

Special Attacks combat style (archery), favored enemy (dwarves +4, humans +2)

Ranger Spells Prepared (CL 3rd; concentration +4)
1st—*longstrider*, *pass without trace*

TACTICS

Before Combat The orc scout casts *longstrider*. The effects of this spell are included in his statistics.

During Combat The scout attacks his foes from a distance with his shortbow. He targets dwarves and humans first.

Morale The orc scout flees if he is reduced to 10 hit points or fewer.

STATISTICS

Str 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +9; **CMD** 23

Feats Dodge, Endurance, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run

Skills Handle Animal +7, Intimidate +7, Perception +10, Stealth +12, Survival +10

Languages Common, Orc

SQ favored terrain (mountain +2), hunter's bond (companions), track +3, weapon familiarity, wild empathy +4

Combat Gear +1 flaming arrows (2), *potion of cure moderate wounds*, tanglefoot bags (2); **Other Gear** +1 studded leather, +1 composite shortbow with 40 arrows, mwk battleaxe, 56 gp

ORC TACTICIAN

This broad and muscular orc crouches, his fists at the ready.

ORC TACTICIAN CR 5

Male orc brawler 6 (*Pathfinder RPG Bestiary 222*, *Pathfinder RPG Advanced Class Guide 23*)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 55 (6d10+24)

Fort +7, **Ref** +8, **Will** +3

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee unarmed strike +12/+7 (1d8+5) or

unarmed strike flurry of blows +10/+10/+5 (1d8+5)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 18), maneuver training (trip +1), martial flexibility 6/day

TACTICS

Before Combat The tactician activates martial flexibility to give himself two feats. Good choices include Combat Expertise and Improved Trip.

During Combat The tactician uses flurry of blows to strike his foes, potentially tripping them as well.

Morale If the tactician is reduced to 15 hp or fewer, he flees.

STATISTICS

Str 20, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +11 (+12 trip); **CMD** 23 (24 vs. trip)

Feats Combat Reflexes, Improved Unarmed Strike, Power Attack, Step Up, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +10, Intimidate +7, Perception +9

Languages Common, Orc

SQ brawler's cunning, martial training

Combat Gear *potion of cure serious wounds*, *war paint of the terrible visage*^{UE}; **Other Gear** +1 deathless bone studded leather^{UE}, cloak of resistance +1, 395 gp

ORC THUG

This leather-clad orc draws a bone-handled shortsword.

ORC THUG CR 3

Pathfinder RPG Monster Codex 168

Male orc rogue 4

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 25 (4d8+4)

Fort +0, **Ref** +7, **Will** +0

Defensive Abilities evasion, ferocity, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6+3/19–20) or dagger +6 (1d4+4/19–20)

Ranged dagger +6 (1d4+3/19–20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The orc thug drinks a potion of invisibility to help him sneak into position.

During Combat The orc thug attempts to flank with his allies.

Morale The orc thug flees if reduced to 5 hit points or fewer.

STATISTICS

Str 17, **Dex** 16, **Con** 8, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19

Feats Improved Initiative, Toughness

Skills Appraise +8, Bluff +7, Climb +10, Escape Artist +10, Intimidate +7, Perception +6, Sense Motive +6, Sleight of Hand +10, Stealth +10

Languages Common, Goblin, Orc

SQ rogue talents (bleeding attack +2, fast stealth), trapfinding +2, weapon familiarity

Combat Gear *oil of magic weapon, potions of invisibility* (2);

Other Gear +1 leather armor, daggers (6), mwk short sword, 218 gp

ORC WAR DRUMMER

This orc's war drums let forth a steady, inexorable beat.

ORC WAR DRUMMER

CR 3

Pathfinder RPG Monster Codex 168

Male orc bard (savage skald) 4 (*Pathfinder RPG Advanced Player's Guide* 84)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 25 (4d8+4)

Fort +1, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7 (1d6+3/18–20)

Ranged javelin +4 (1d6+3)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, inspire competence +2, inspire courage +1, inspiring blow)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*hold person* (DC 15), *sound burst* (DC 14)

1st (4/day)—*grease* (DC 13), *hideous laughter* (DC 14), *lesser confusion* (DC 14), *summon monster I*

0 (at will)—*detect magic, ghost sound* (DC 12), *mage hand, prestidigitation* (DC 12), *read magic, summon instrument*

TACTICS

During Combat The orc war drummer activates inspire courage before entering melee. If the encounter contains multiple war drummers, one of them use spells to attempt to disable the PCs.

Morale The orc war drummer fights to the death as long as the war band leader continues to fight; otherwise, he flees.

STATISTICS

Str 17, **Dex** 12, **Con** 8, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 17

Feats Spell Focus (enchantment), Toughness

Skills Bluff +9, Intimidate +9, Knowledge (arcana) +10,

Perception +6, Perform (percussion) +11, Sense Motive +6, Spellcraft +8

Languages Common, Goblin, Orc

SQ bardic knowledge +2, versatile performance (percussion), weapon familiarity

Combat Gear *scroll of cat's grace, scroll of glitterdust, wand of cure light wounds* (20 charges); **Other Gear** mwk chain shirt, javelins (6), mwk scimitar, *cloak of resistance* +1, mwk drums, 129 gp

APPENDIX 4: UNDEAD CRUSADER ENCOUNTERS

This section contains the stat blocks for the undead crusader encounter major and linked threats.

DEGENERATE CREATURE SIMPLE TEMPLATE (CR -1)

Use this template whenever the four-player adjustment references a degenerate creature (*Pathfinder RPG Bestiary* 5 288). The quick rules are faster to apply and produce a nearly identical result to the rebuild rules.

Quick Rules: -2 on all rolls (including damage rolls) and to special ability DCs; -2 to AC and CMD; -2 hp/HD.

Rebuild Rules: -4 to all ability scores (minimum 1).

AKINA

This heavily armored, deathly pale woman with long, pointed ears brandishes a katana in her right hand.

AKINA (SUBTIER 3-4)	CR 5
Female vampire spawn fighter 1 (<i>Pathfinder RPG Bestiary</i> 270) CE Medium undead	
Init +2; Senses darkvision 60 ft.; Perception +8	
DEFENSE	
AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)	
hp 48 (4d8+1d10+20); fast healing 2	
Fort +5, Ref +3, Will +4	
Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10	
Weaknesses resurrection vulnerability, vampire weaknesses	
OFFENSE	
Speed 20 ft.	
Melee +1 <i>katana</i> +8 (1d8+5/18-20) and slam +2 (1d4+1 plus energy drain) or +1 <i>katana</i> +8 (1d8+4/18-20) or slam +7 (1d4+3 plus energy drain)	
Special Attacks blood drain, energy drain (1 level, DC 16), dominate (DC 16)	
TACTICS	
Before Combat Akina attempts to hide, preferring to wait on the ceiling before dropping down on her enemies below.	
During Combat Akina uses Spring Attack to move around the battlefield. She uses her vampiric abilities such as dominate only against major threats.	
Morale Overconfident in her vampiric abilities, Akina fights until destroyed.	
STATISTICS	
Str 16, Dex 14, Con —, Int 13, Wis 11, Cha 19	
Base Atk +4; CMB +5; CMD 17	
Feats Blind-Fight, Dodge, Mobility, Spring Attack	
Skills Intimidate +12, Knowledge (religion) +9, Perception +8, Ride +4, Stealth +14; Racial Modifier +8 Stealth	
Languages Common, Tien	
SQ gaseous form, shadowless, spider climb	

Gear mwk lamellar (steel) armor^{UE}, +1 *katana*^{UE}, mwk naginata^{UE}, mwk wakizashi^{UE}, 130 gp

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as per *dominate person* (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a vampire spawn's slam gains 1 negative level. This ability triggers only once per round, regardless of the number of attacks the vampire spawn makes.

Gaseous Form (Su) As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

AKINA (SUBTIER 6-7)

CR 8

Female elf vampire fighter (weapon master) 7 (*Pathfinder RPG*

Bestiary 270, *Pathfinder RPG Advanced Player's Guide* 109)

CE Medium undead (augmented humanoid, elf)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +1 dodge, +2 natural)

hp 92 (7d10+49); fast healing 5

Fort +10, **Ref** +8, **Will** +4; +2 vs. enchantments, +2 bonus vs. effects her katana

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** sleep, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 20 ft.

Melee +1 *katana* +16/+11 (1d8+10/18-20) and slam +7 (1d4+2 plus energy drain) or

+1 *katana* +16/+11 (1d8+12/18-20) or slam +12 (1d4+5 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), reliable strike, weapon training

TACTICS

Before Combat Akina attempts to hide, preferring to wait on the ceiling before dropping down on her enemies below.

During Combat Akina uses Spring Attack to move into a position where she threatens multiple targets, then using Whirlwind Attack and Lunge to cut them all down at once. She uses her vampiric abilities such as dominate only against major threats.

Morale Overconfident, Akina fights until destroyed.

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 14, **Wis** 10, **Cha** 20

Base Atk +7; **CMB** +12; **CMD** 27 (29 vs. disarm, 29 vs. sunder)

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Spring Attack, Toughness, Weapon Focus (katana), Weapon Specialization (katana), Whirlwind Attack

Skills Acrobatics +0, Bluff +13, Diplomacy +5, Intimidate +14, Knowledge (religion) +7, Linguistics +3, Perception +19, Ride +7, Sense Motive +12, Stealth +15; **Racial**

Modifiers +8 Bluff, +10 Perception, +8 Sense Motive, +8 Stealth, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien

SQ change shape (dire bat or wolf, *beast shape II*), elven magic, gaseous form, shadowless, spider climb, weapon guard

Gear +1 *lamellar (steel) armor*^{UE}, +1 *katana*^{UE}, mwk *naginata*^{UE}, mwk *wakizashi*^{UE}, 130 gp

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage.

The vampire restores 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Eastern Weapon Training Akina's training allows her to treat katana, naginata, and wakizashi as martial weapons.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains 2 negative levels. This ability triggers only once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Weakened Form Akina's transformation into a vampire was imperfect. She gains +2 natural armor from the transformation, rather than +6.

Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

BODAK

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.

BODAK

CR 8

Pathfinder RPG Bestiary 2 48

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

TACTICS

During Combat The bodak focuses its attacks on creatures that succumb to its gaze.

Morale The bodak fights until destroyed.

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +11, Perception +14, Stealth +10

Languages Common

SPECIAL ABILITIES

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

DULLAHAN

Clad in ragged black robes and tarnished armor, this grim, headless rider is surrounded by an aura of menace.

DULLAHAN

CR 7

Pathfinder RPG Bestiary 2 111

LE Medium undead

Init +2; **Senses** blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 85 (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 18

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 keen longsword +14/+9 (1d8+6/17–20 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

TACTICS

Before Combat The dullahan uses its summon mount ability.

During Combat The dullahan uses Ride-by Attack if it can to launch hit and run attacks. It saves its death's calling ability for a particularly troublesome PC.

Morale The dullahan fights until destroyed.

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +12; **CMD** 24

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10

Languages Common, Sylvan

Gear +1 full plate, +1 longsword

SPECIAL ABILITIES

Chilling Blade (Su) A dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the *keen* weapon special ability.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

MICHIKO

This armored knight's eyes blaze with unholy fury. Her katana is coated in a sheen of ice.

MICHIKO (SUBTIER 3-4)

CR 6

Female elf graveknight antipaladin of Fumeiyoshi 5 (*Pathfinder RPG Bestiary* 3 138, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead (augmented humanoid, elf)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura cowardice (10 ft.), sacrilegious aura (30 ft., DC 17)

DEFENSE

AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 natural)

hp 77 (7d10+45)

Fort +16, **Ref** +10, **Will** +12; +2 vs. enchantments

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** sleep, cold, electricity, fire, undead traits; **SR** 17

OFFENSE

Speed 20 ft.

Melee +1 frost katana +14 (1d8+10/18-20 plus 2d6 cold) or

mwk naginata +12 (1d8+9/x4 plus 1d6 cold) or

mwk wakizashi +12 (1d6+7/18-20 plus 1d6 cold)

Space 5 ft. **Reach** 5 ft. (10 ft. with naginata)

Special Attacks channel destruction (1d6 cold), channel negative energy 3/day (DC 17, 3d6), devastating blast (2d6 cold, DC 17, 3/day), smite good 2/day (+5 attack and AC, +5 damage), undead mastery (25 HD, DC 17)

Antipaladin Spell-Like Abilities (CL 5th; concentration +10)

At will—*detect good*

Antipaladin Spells Prepared (CL 2nd; concentration +7)

1st—*command* (DC 16), *doom* (DC 16), *protection from good*

TACTICS

Before Combat Michiko summons a phantom mount and prepares for battle.

During Combat Michiko attacks with her katana, focusing on frightened opponents and those who display holy symbols of good deities first.

Morale Michiko's hatred for the living and trust in her armor to revive her undead form drive her to fight until she is destroyed.

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +10; **CMD** 22

Feats Dazzling Display, Improved Initiative, Mounted Combat, Ride-by Attack, Power Attack, Toughness, Weapon Focus (katana)

Skills Bluff +9, Intimidate +21, Knowledge (religion) +8, Linguistics +3, Perception +11, Ride +14, Sense Motive +9;

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien

SQ cruelty (shaken), elven magic, fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruinous

revivification (cold), touch of corruption 7/day (2d6)

Other Gear +1 lamellar (steel) armor^{UE}, +1 katana^{UE}, mwk naginata^{UE}, mwk wakizashi^{UE}, 130 gp

SPECIAL ABILITIES

Channel Destruction (Su) Any weapon Michiko wields seethes with energy and deals an additional 1d6 points of cold damage.

Devastating Blast (Su) Three times per day, Michiko may unleash a 30-foot cone of ice as a standard action. This blast deals 2d6 points of cold damage (DC 17 Reflex half).

Eastern Weapon Training Akina's training allows her to treat katana, naginata, and wakizashi as martial weapons.

Phantom Mount (Su) Once per hour, Michiko can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on her total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, a graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This choice influences several of its special abilities. Michiko chose cold.

Undead Mastery (Su) As a standard action, Michiko can attempt to bend any undead creature within 50 feet to her will. The targeted undead must succeed at a Will save or fall under her control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by her undead mastery for 24 hours. Michiko can control up to 25 HD worth of undead; if she exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

MICHIKO (SUBTIER 6-7)

CR 8

Female elf graveknight antipaladin of Fumeiyoshi 7 (*Pathfinder RPG Bestiary* 3 138, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead (augmented humanoid, elf)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura cowardice (10 ft.), sacrilegious aura (30 ft., DC 18)

DEFENSE

AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 natural)

hp 106 (7d10+63)

Fort +17, **Ref** +11, **Will** +13; +2 vs. enchantments

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** sleep, cold, electricity, fire, undead traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee +1 *frost katana* +16/+11 (1d8+10/18-20 plus 2d6 cold) or mwk *naginata* +14/+9 (1d8+9/x4 plus 1d6 cold) or mwk *wakizashi* +14/+9 (1d6+7/18-20 plus 1d6 cold)

Space 5 ft. **Reach** 5 ft. (10 ft. with *naginata*)

Special Attacks channel destruction (1d6 cold), channel negative energy 4/day (DC 18, 4d6), devastating blast (4d6 cold, DC 18, 3/day), smite good 3/day (+5 attack and AC, +7 damage), undead mastery (35 HD, DC 18)

Antipaladin Spell-Like Abilities (CL 7th; concentration +12)
At will—*detect good*

Antipaladin Spells Prepared (CL 4th; concentration +9)
2nd—*bull's strength*
1st—*command* (DC 16), *doom* (DC 16), *protection from good*

TACTICS

Before Combat Michiko summons a phantom mount and prepares for battle.

During Combat Michiko attacks with her katana, focusing on frightened opponents and those who display holy symbols of good deities first.

Morale Michiko's hatred for the living and trust in her armor to revive her undead form drive her to fight until she is destroyed.

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +7; **CMB** +12; **CMD** 24

Feats Dazzling Display, Improved Initiative, Mounted Combat, Ride-by Attack, Power Attack, Shatter Defenses, Toughness, Weapon Focus (katana)

Skills Bluff +9, Intimidate +23, Knowledge (religion) +10, Linguistics +3, Perception +11, Ride +16, Sense Motive +11;

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien

SQ cruelties (shaken, staggered), elven magic, fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruinous revivification (cold), touch of corruption 8/day (3d6)

Other Gear +1 *lamellar (steel) armor*^{UE}, +1 *katana*^{UE}, mwk *naginata*^{UE}, mwk *wakizashi*^{UE}, 130 gp

SPECIAL ABILITIES

Channel Destruction (Su) Any weapon Michiko wields seethes with energy and deals an additional 1d6 points of cold damage.

Devastating Blast (Su) Three times per day, Michiko may unleash a 30-foot cone of ice as a standard action. This blast deals 4d6 points of cold damage (DC 18 Reflex half).

Eastern Weapon Training Akina's training allows her to treat katana, naginata, and wakizashi as martial weapons.

Phantom Mount (Su) Once per hour, Michiko can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on her total Hit Dice rather than caster level. A graveknight's mount looks

distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, a graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This choice influences several of its special abilities. Michiko chose cold.

Undead Mastery (Su) As a standard action, Michiko can attempt to bend any undead creature within 50 feet to her will. The targeted undead must succeed at a Will save or fall under her control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by her undead mastery for 24 hours. Michiko can control up to 35 HD worth of undead; if she exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

MOHRG

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG

CR 8

Pathfinder RPG Bestiary 208

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

TACTICS

During Combat The mohrg attempts to paralyze as many PCs as possible with its tongue, reserving its slams for PCs that seem to be resistant to its paralysis.

Morale The mohrg fights until destroyed.

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

PHANTOM ARMOR

This suit of armor moves with a warrior's deadly skill despite obviously being empty.

GUARDIAN PHANTOM ARMOR

CR 4

Pathfinder RPG Bestiary 4 213

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)
hp 13 (3d8)

Fort +1, **Ref** +2, **Will** +3

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20) or
2 slams +4 (1d4+2)

TACTICS

During Combat The armor attacks Michiko's target.

Morale The armor fights until destroyed.

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Perception +6, Stealth +7

Languages Common (can't speak)

SQ freeze (suit of armor)

PHANTOM, UNFETTERED

This strange ghostly creature seems to writhe in the throes of some uncontrollable emotion.

ADVANCED UNFETTERED PHANTOM

CR 5

Pathfinder RPG Bestiary 5 288, 190

N Medium outsider (phantom)

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)
or **AC** 22, touch 22, flat-footed 16 (+5 Dex, +6 deflection,
+1 dodge) when incorporeal

hp 52 (5d10+25)

Fort +9, **Ref** +5, **Will** +6

DR 5/slashing; **Immune** mind-affecting effects

OFFENSE

Speed 35 ft.

Melee 2 slams +10 (1d8+5)

Special Attacks phantasmagoric slam (anger)

TACTICS

During Combat The phantom attacks the nearest target first.

Morale The phantom flees into the floor if reduced to 10 hit points or fewer.

STATISTICS

Str 20, **Dex** 20, **Con** 21, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +5; **CMB** +10; **CMD** 25

Feats Dodge, Fleet, Power Attack, Run

Skills Acrobatics +13, Fly +13, Intimidate +11, Knowledge
(planes and religion) +10, Perception +10, Sense Motive +10,
Stealth +13

Languages Common

SQ incorporeal step

SPECIAL ABILITIES

Incorporeal Step (Su) When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

Phantasmagoric Slam (Su) An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom's emotional focus is anger, and is already reflected in the statistics above. An anger unfettered phantom's slam attack deals damage equal to 1d8 + its Strength modifier instead of the normal amount of damage (1d6 + its Strength modifier).

SHADOW

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

SHADOW

CR 3

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +4

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

TACTICS

During Combat The shadow targets noticeable followers of good-aligned deities first.

Morale The shadow fights until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (-4 in bright light)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHADOW, GREATER

This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire.

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)
hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn, strength damage

TACTICS

During Combat The shadow targets noticeable followers of good-aligned deities first.

Morale The shadow fights until destroyed.

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (-4 in bright light)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to the living creature that it targets. This is a negative energy effect. A target creature dies if this Strength damage equals or exceeds its actual Strength score.

SKELETAL CHAMPION

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

SKELETAL CHAMPION

CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19-20)

TACTICS

During Combat The skeletal champion attempts to flank with its allies before attacking.

Morale The skeletal champion fights until destroyed.

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative⁸, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth -1

Gear breastplate, heavy steel shield, mwk longsword

WRAITH

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

WRAITH

CR 5

Pathfinder RPG Bestiary 281

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy + 1d6 Con drain)

Special Attack create spawn

TACTICS

During Combat The wraith targets noticeable followers of good-aligned deities first.

Morale The wraith fights until destroyed.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and take a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

YUA

This stern, spectral woman wields a ghostly katana.

YUA (SUBTIER 3–4)

CR 5

Female elf ghost oracle 4 (*Pathfinder RPG Bestiary* 144, *Pathfinder RPG Advanced Player's Guide* 42)

CE Medium undead (augmented humanoid, elf, incorporeal)

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex)

hp 42 (4d8+24)

Fort +6, **Ref** +3, **Will** +3; +2 vs. enchantments

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** sleep, undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +5 touch (5d6)

Oracle Spells Known (CL 4th; concentration +9)

2nd (4/day)—*darkness*, *fog cloud*, *inflict moderate wounds* (DC 17)

1st (8/day)—*bane* (DC 16), *divine favor*, *enlarge person*, *inflict light wounds* (DC 16), *protection from good*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *guidance*, *mending*, *read magic*

Mystery Battle

TACTICS

During Combat Yua attacks her foes with her spectral katana. If the fight starts to go poorly for her, she casts *darkness*, hoping to force her foes to retreat and buy herself time to heal.

Morale Trusting in her rejuvenation to restore her to unlife, Yua fights until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 8, **Cha** 20

Base Atk +3; **CMB** +5; **CMD** 20

Feats Extra Revelation^{APG}, Silent Spell, Toughness

Skills Fly +12, Intimidate +9, Knowledge (religion) +8, Linguistics +5, Perception +12, Sense Motive +3, Spellcraft +5, Stealth +14; **Racial Modifiers** +10 Perception, +8 Stealth, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien

SQ elven magic, oracle's curse (deaf), revelations (skill at arms, surprising charge, war sight)

SPECIAL ABILITIES

Corrupting Touch (Su) By passing part of her incorporeal body through a foe's body as a standard action, Yua deals 5d6 points of damage (DC 16 Fortitude half). This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. She typically chooses to deal this damage with her katana.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the “destroyed” spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy Yua is to cremate her body and send her ashes to a resting place that her spirit deems acceptable, such as to her family or to the Ossuaries of the Fallen in Vigil.

YUA (SUBTIER 6–7)

CR 8

Female elf ghost oracle 7 (*Pathfinder RPG Bestiary* 144, *Pathfinder RPG Advanced Player's Guide* 42)

CE Medium undead (augmented humanoid, elf, incorporeal)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 23, touch 17, flat-footed 21 (+6 armor, +5 deflection, +2 Dex)

hp 76 (7d8+42)

Fort +7, **Ref** +4, **Will** +4; +2 vs. enchantments

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** sleep, undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee spectral katana +9 touch (8d6+6) or corrupting touch +7 touch (8d6)

Special Attacks spectral weapon

Oracle Spells Known (CL 7th; concentration +12)

3rd (5/day)—*blindness/deafness*, *inflict serious wounds* (DC 18), *invisibility purge*, *magic vestment*

2nd (7/day)—*darkness*, *fog cloud*, *inflict moderate wounds* (DC 17), *instant armor*^{APG}, *weapon of awe*^{APG}

1st (8/day)—*bane* (DC 16), *deathwatch*, *divine favor*, *enlarge person*, *entropic shield*, *inflict light wounds* (DC 16), *protection from good*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*

Mystery Battle

TACTICS

Before Combat Yua casts *instant armor* to create a suit of steel lamellar armor around her body. The bonuses of this spell are factored into her statistics. Note that while this spell is active, she cannot pass through walls.

During Combat Yua attacks her foes with her spectral katana. She uses her combat healer revelation to heal herself during the fight. If the fight starts to go poorly for her, she casts *darkness*, hoping to force her foes to retreat and buy herself time to heal.

Morale Trusting in her rejuvenation to restore her to unlife, Yua fights until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 8, **Cha** 20

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Casting, Extra Revelation^{APG}, Silent Spell, Toughness, Weapon Focus (katana)

Skills Bluff +6, Fly +15, Intimidate +15, Knowledge (religion) +9, Linguistics +5, Perception +14 (+17 on checks that do not rely on hearing), Ride +5, Sense Motive +9, Spellcraft +7,

Stealth +17; **Racial Modifiers** +10 Perception, +8 Stealth, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien

SQ elven magic, oracle's curse (deaf), revelations (combat healer, skill at arms, surprising charge, war sight)

SPECIAL ABILITIES

Combat Healer (Su) Yua's combat healer revelation works with inflict spells rather than cure spells.

Corrupting Touch (Su) By passing part of her incorporeal body through a foe's body as a standard action, Yua deals 8d6 points of damage (DC 19 Fortitude half). This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction.

Eastern Armor Training Yua may use *instant armor* to summon a suit of steel lamellar armor instead of banded mail.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy Yua is to cremate her body and send her ashes to a resting place that her spirit deems acceptable, such as to her family or to the Ossuaries of the Fallen in Vigil.

Spectral Weapon (Su) Yua can use her corrupting touch through a spectral version of the +1 *katana* she wielded in life. When she does so, she may add her Charisma bonus to damage rolls and augment her corrupting touch with any effect that would augment a weapon. This attack uses the critical threat range of corrupting touch, rather than that of a katana.

APPENDIX 5: DRAGON ENCOUNTERS

This section contains the stat blocks for the dragon encounter major and linked threats.

DEGENERATE CREATURE SIMPLE TEMPLATE (CR –1)

Use this template whenever the four-player adjustment references a degenerate creature (*Pathfinder RPG Bestiary* 5 288). The quick rules are faster to apply and produce a nearly identical result to the rebuild rules.

Quick Rules: –2 on all rolls (including damage rolls) and to special ability DCs; –2 to AC and CMD; –2 hp/HD.

Rebuild Rules: –4 to all ability scores (minimum 1).

BLEMIA

This sleek, dark dragon moves with a disturbing, serpentine grace, its eyes glowing as if lit from within by crimson embers.

BLEMIA (SUBTIER 3–4) CR 6

Wyrmling umbral dragon (*Pathfinder RPG Bestiary* 2 102)

CE Small dragon (extraplanar)

Init +6; **Senses** dragon senses; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 52 (7d12+7)

Fort +6, **Ref** +7, **Will** +7

Defensive Abilities negative energy affinity; **Immune** cold, death effects, energy drain, paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +9 (1d6+1), 2 claws +9 (1d4+1)

Special Attacks breath weapon (20-ft cone, DC 14, 2d8 negative energy)

TACTICS

During Combat Blemia opens with her breath weapon before switching to full attacks.

Morale Blemia is reluctant to abandon the hoard she has worked hard to acquire, but if she believes the PCs might actually be able to kill her—such as if they reduce her to 8 hit points or fewer—she snarls with rage and leaves, swearing vengeance on the Pathfinder Society.

STATISTICS

Str 13, **Dex** 14, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Hover, Improved Initiative, Multiattack, Power Attack

Skills Acrobatics +2 (+6 to jump), Bluff +12, Diplomacy +12, Fly +14, Knowledge (local) +12, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +16

Languages Abyssal, Draconic, Undercommon

SQ umbral scion

SPECIAL ABILITIES

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are therefore immune to energy drain and death effects.

BLEMIA (SUBTIER 6–7)

CR 10

Young umbral dragon (*Pathfinder RPG Bestiary* 2 102)

CE Large dragon (extraplanar)

Init +5; **Senses** dragon senses; Perception +17

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 104 (11d12+33)

Fort +10, **Ref** +8, **Will** +10

Defensive Abilities negative energy affinity; **Immune** cold, death effects, energy drain, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +15 (2d6+7/19–20), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail slap +13 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 negative energy, DC 18)

Spell-Like Abilities (CL 11th; concentration +14)

At will—*darkness*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*erase*, *obscuring mist*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *read magic*

TACTICS

Before Combat Blemia shrouds herself in *darkness*.

During Combat Blemia opens with her breath weapon before switching to full attacks.

Morale Blemia is reluctant to abandon her hoard, but if she believes the PCs might be able to kill her—such as if they reduce her to 15 hit points or fewer—she snarls with rage and leaves, swearing vengeance on the Pathfinder Society.

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +17; **CMD** 28 (32 vs. trip)

Feats Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Vital Strike

Skills Bluff +17, Diplomacy +17, Fly +9, Knowledge (arcana, local, planes) +17, Perception +17, Sense Motive +17, Stealth +11

Languages Abyssal, Common, Draconic, Undercommon

SQ ghost bane, umbral scion

SPECIAL ABILITIES

Ghost Bane (Su) A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

DARK CALLER

Wrapped in tatters of dark musty robes, this humanoid figure weaves malevolent magic.

DARK CALLER

CR 5

Pathfinder RPG Bestiary 4 42

CE Medium humanoid (dark folk)

Init +3; **Senses** *detect magic*, see in darkness; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 52 (8d8+16)

Fort +4, **Ref** +9, **Will** +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4+2/19–20 plus black smear poison)

Special Attacks death throes, sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect magic*

At will—*bleed* (DC 14)

3/day—*deeper darkness*, *shadow step*

1/day—*shadow conjuration* (DC 18)

TACTICS

Before Combat The dark caller casts *deeper darkness*.

During Combat The dark caller makes sneak attacks whenever possible.

Morale The dark caller flees if reduced to 8 hit points or fewer.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 22

Feats Augment Summoning, Dodge, Spell Focus (conjuration), Weapon Finesse

Skills Climb +6, Intimidate +5, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +8, Stealth +10, Use Magic Device +5;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow ritual

Gear mwk dagger, black smear (2 doses)

SPECIAL ABILITIES

Death Throes (Su) When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Shadow Ritual (Su) Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

DARK CREEPER

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

DARK CREEPER

CR 2

Pathfinder RPG Bestiary 53

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, **Ref** +6, **Will** +1

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d3/19–20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *detect magic*

TACTICS

Before Combat The dark caller casts *darkness*.

During Combat The dark caller makes sneak attacks whenever possible.

Morale The dark caller flees if reduced to 8 hit points or fewer.

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Gear dagger, black smear (3 doses)

SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

DARK SLAYER

This small humanoid is clothed in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.

DARK SLAYER

CR 3

Pathfinder RPG Bestiary 2 75

CE Small humanoid (dark folk)

Init +4; **Senses** detect magic, see in darkness; Perception +4

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 22 (4d8+4)

Fort +2, **Ref** +8, **Will** +1

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee kukri +8 (1d3–1/18–20 plus black smear poison)

Special Attacks death throes, sneak attack +2d6, soul harvest

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*detect magic*

At will—*bleed* (DC 12), *chill touch* (DC 13), *darkness*, *spectral hand*

3/day—*daze monster* (DC 14), *death knell* (DC 14), *inflict moderate wounds* (DC 14)

TACTICS

Before Combat The dark slayer casts *darkness*.

During Combat The dark slayer attacks with its kukri, attempting to trigger its soul harvest ability as much as possible. If the PCs prove difficult to hit, it uses *inflict moderate wounds* instead.

STATISTICS

Str 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +1; **CMD** 15

Feats Skill Focus (Use Magic Device), Weapon Finesse

Skills Climb +3, Perception +4, Spellcraft +7, Stealth +12, Use Magic Device +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ magical knack, poison use

Gear kukri, black smear (2 doses)

SPECIAL ABILITIES

Death Throes (Su) When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Magical Knack (Ex) Spellcraft and Use Magic Device are always class skills for dark slayers.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

DENIZEN OF LENG

Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.

WEAKENED DENIZEN OF LENG

CR 7

Variant denizen of Leng (*Pathfinder RPG Bestiary 2 82*)

CE Medium outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 77 (9d10+27); planar fast healing 5

Fort +9, **Ref** +10, **Will** +6

Defensive Abilities no breath, unusual anatomy; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 18

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+2 plus 1d6 Dexterity drain), 2 claws +13 (1d4+2)

Special Attacks sneak attack +4d6

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*tongues*

3/day—*detect thoughts* (DC 15), *hypnotic pattern* (DC 15), *levitate*, *minor image* (DC 15)

1/day—*locate object*, *plane shift* (DC 18, self only)

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 18, **Wis** 17, **Cha** 17

Base Atk +9; **CMB** +11; **CMD** 26

Feats Combat Expertise, Deceitful, Improved Feint, Persuasive, Weapon Finesse

Skills Bluff +19, Diplomacy +7, Disable Device +13, Disguise +10 (+14 as humanoid), Intimidate +10, Knowledge (planes) +16, Perception +15, Profession (sailor) +8, Sense Motive +15, Sleight of Hand +16, Spellcraft +11, Stealth +16, Use Magic Device +16; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid

Languages Aklo; *tongues*

SPECIAL ABILITIES

Dexterity Drain (Su) The otherworldly teeth and tongues of a denizen of Leng deal 1d4 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 17 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Planar Fast Healing (Su) A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas

where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

KARKADON

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

KARKADON (SUBTIER 3-4)	CR 6
Wyrmling red dragon (<i>Pathfinder RPG Bestiary</i> 98) CE Small dragon (fire)	
Init +6; Senses dragon senses; Perception +10	
DEFENSE	
AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size) hp 59 (7d12+14) Fort +7, Ref +7, Will +7 Immune fire, paralysis, sleep Weaknesses vulnerable to cold	
OFFENSE	
Speed 40 ft., fly 150 ft. (average) Melee bite +11 (1d6+4), 2 claws +11 (1d4+3) Special Attacks breath weapon (20-ft cone, DC 15, 2d10 fire)	
TACTICS	
During Combat Karkadon begins with his breath weapon before flying into melee. Morale Karkadon cannot comprehend the idea of losing to lesser beings. He fights to the death.	
STATISTICS	
Str 17, Dex 14, Con 15, Int 10, Wis 11, Cha 10 Base Atk +7; CMB +9; CMD 21 (25 vs. trip) Feats Improved Initiative, Iron Will, Power Attack, Vital Strike Skills Acrobatics +2 (+6 to jump), Bluff +10, Fly +14, Intimidate +10, Perception +10, Sense Motive +10, Stealth +16 Languages Draconic	

KARKADON (SUBTIER 6-7)	CR 8
Very young red dragon (<i>Pathfinder RPG Bestiary</i> 98) CE Medium dragon (fire)	
Init +5; Senses dragon senses, smoke vision; Perception +13	
DEFENSE	
AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural) hp 85 (9d12+27) Fort +9, Ref +7, Will +9 Immune fire, paralysis, sleep Weaknesses vulnerable to cold	
OFFENSE	
Speed 40 ft., fly 150 ft. (average)	

Melee bite +14 (1d8+7), 2 claws +14 (1d6+5), 2 wings +9 (1d4+2)

Special Attacks breath weapon (30-ft cone, DC 17, 4d10 fire)

TACTICS

During Combat Karkadon begins with his breath weapon before flying into melee.

Morale Karkadon cannot comprehend the idea of losing to lesser beings. He fights to the death.

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +1 (+5 to jump), Appraise +13, Bluff +13, Fly +13, Intimidate +13, Perception +13, Sense Motive +13, Stealth +13

Languages Common, Draconic

SPECIAL ABILITIES

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

NIGHTGAUNT

This lanky, ebony humanoid has batlike wings, horns, and a long prehensile tail, but lacks a face.

NIGHTGAUNT	CR 4
<i>Pathfinder RPG Bestiary</i> 4 203 CN Medium monstrous humanoid (extraplanar)	
Init +6; Senses all-around vision, blindsight 60 ft., darkvision 60 ft.; Perception +6	
DEFENSE	
AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural) hp 37 (5d10+10) Fort +3, Ref +8, Will +6 Defensive Abilities faceless; Immune cold, gaze attacks, inhaled poison, scent-based attacks	
OFFENSE	
Speed 30 ft., fly 40 ft. (average) Melee 2 claws +9 (1d6+4 plus grab) Special Attacks clutches, tickle	
TACTICS	
During Combat The nightgaunt uses its tickle ability to try to incapacitate one foe while attacking another with its claws. Morale If reduced to 10 hit points or fewer, the nightgaunt attempts to grab the smallest PC and fly off with her.	
STATISTICS	
Str 18, Dex 15, Con 14, Int 5, Wis 14, Cha 11 Base Atk +5; CMB +9 (+17 grapple); CMD 22 Feats Dodge, Improved Initiative, Lightning Reflexes Skills Fly +7, Perception +6, Stealth +11; Racial Modifiers +4 Stealth Languages Aklo (can't speak) SQ no breath	

SPECIAL ABILITIES

Clutches (Ex) A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

Faceless (Ex) A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

Tickle (Ex) As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Dexterity-based.

ORC IMMOLATOR

This tall orc's body is cloaked in an aura of flames.

ORC IMMOLATOR CR 7

Female orc pyrokineticist 8 (*Pathfinder RPG Bestiary* 222,

Pathfinder RPG Occult Adventures 10)

NE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)

hp 79 (8d8+40; 24 non-lethal)

Fort +12, **Ref** +10, **Will** +3

Defensive Abilities ferocity, fortification 15%; **Resist** fire 6

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk cestus +11/+6 (1d4+4/19-20)

Ranged fire blast +11 touch (4d6+6 fire) or blue flame blast +11 touch (8d6+6 fire)

Special Attacks kinetic blast, metakinesis (empower)

Kineticist Wild Talents Known (CL 8; concentration +13)

Defense—searing flesh (6 fire damage)

Infusions—burning infusion (DC 18), extended range, fan of flames (DC 17), torrent (DC 17)

Blasts—blue flame blast (8d6+6 fire), fire blast (4d6+6 fire)

Utility—basic pyrokinesis, firesight, heat adaptation, searing flame, smoke storm

TACTICS

Before Combat At the start of each day, she accepts 2 points of burn to improve her searing flesh and 1 point of burn to activate her Parting Blast feat. She also drinks a *potion of barkskin* before combat. The potion and burn effects are included in her statistics, including the bonuses she receives from elemental overflow.

During Combat She attempts to fight at range, targeting the most dangerous PC. If there are flammable objects around, she catches them on fire, and then uses smoke storm.

Morale Believing she will be reborn in furious flame, she fights to the death, attempting to take down as many foes as possible with Parting Blast.

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 10, **Wis** 6, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 23

Feats Iron Will, Parting Blast^{OA}, Point-Blank Shot, Precise Shot

Skills Acrobatics +10, Intimidate +10, Knowledge (nature) +6, Perception +9, Profession (cook) +9, Stealth +7

Languages Common, Orc

SQ burn (2 points/round, max 7), elemental overflow +2, expanded element (fire), gather power, infusion specialization 2, internal buffer 1

Combat Gear *potion of barkskin*, *potion of cure serious wounds*, *war paint of the terrible visage*^{UE}; **Other Gear** +1 defiant (human) bone studded leather^{UE}, mwk cestus^{UE}, cloak of resistance +1, 395 gp

ORC THUG

This leather-clad orc draws a bone-handled shortsword.

ORC THUG CR 3

Pathfinder RPG Monster Codex 168

Orc rogue 4

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 25 (4d8+4)

Fort +0, **Ref** +7, **Will** +0

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6+3/19-20) or dagger +6 (1d4+4/19-20)

Ranged dagger +6 (1d4+3/19-20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The orc thug drinks a *potion of invisibility* to help him sneak into position.

During Combat The orc thug attempts to flank with his allies whenever possible.

Morale The orc thug flees if reduced to 5 hit points or fewer.

STATISTICS

Str 17, **Dex** 16, **Con** 8, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19

Feats Improved Initiative, Toughness

Skills Appraise +8, Bluff +7, Climb +10, Escape Artist +10, Intimidate +7, Perception +6, Sense Motive +6, Sleight of Hand +10, Stealth +10

Languages Common, Goblin, Orc

SQ rogue talents (bleeding attack +2, fast stealth), trapfinding +2, weapon familiarity

Combat Gear *oil of magic weapon*, *potions of invisibility* (2); **Other Gear** +1 leather armor, daggers (6), mwk short sword, 218 gp

SHADOW DRAKE

This tiny black dragonlike creature has charcoal-colored scales and shadowy wings.

SHADOW DRAKE	CR 2
<i>Pathfinder RPG Bestiary</i> 4 80	
CE Tiny dragon (cold)	
Init +5; Senses darkvision 60 ft., low-light vision; Perception +7	
DEFENSE	
AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)	
hp 22 (3d12+3)	
Fort +4, Ref +8, Will +4	
Defensive Abilities shadow blend; Immune cold, paralysis, and sleep	
Weaknesses light sensitivity, vulnerable to fire	
OFFENSE	
Speed 20 ft., fly 90 ft. (perfect)	
Melee bite +10 (1d3–1), tail slap +5 (1d3–1)	
Space 2-1/2 ft.; Reach 0 ft. (5 ft. with tail)	
Special Attacks stygian breath	
TACTICS	
During Combat A shadow drake attacks with its breath weapon whenever it can, switching to its bite and tail slap only when cornered.	
Morale A shadow drake flees if reduced to 5 hit points or fewer, using its speed surge for additional mobility.	
STATISTICS	
Str 9, Dex 20, Con 12, Int 11, Wis 12, Cha 16	
Base Atk +3; CMB +6; CMD 15	
Feats Flyby Attack, Weapon Finesse	
Skills Acrobatics +8 (+4 when jumping), Disable Device +8, Fly +23, Perception +7, Sleight of Hand +8, Stealth +19; Racial Modifiers –4 Acrobatics when jumping	
Languages Common, Draconic	
SQ speed surge	
SPECIAL ABILITIES	
Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.	
Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.	
Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 12 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.	

SHAE

A white porcelain mask and elegant white clothing provide form and contrast to this shadowy woman's body.

SHAE	CR 4
hp 38 (<i>Pathfinder RPG Bestiary</i> 3 242)	
N Medium outsider (extraplanar)	
Init +6; Senses darkvision 60 ft., low-light vision; Perception +8	
DEFENSE	
AC 16, touch 16, flat-footed 10 (+6 Dex)	
hp 38 (4d10+16)	
Fort +8, Ref +7, Will +7	
Defensive Abilities amorphous, blur; Immune cold	
OFFENSE	
Speed 30 ft.	
Melee mwk falchion +8 (2d4+4/18–20 plus 1d6 cold) or touch +7 (1d6 cold)	
Spell-Like Abilities (CL 4th; concentration +7) Constant— <i>blur</i> At will— <i>lesser shadow evocation</i> (DC 16)	
TACTICS	
During Combat The shae uses its <i>lesser shadow evocation</i> to produce the effects of <i>scorching ray</i> before closing to melee.	
Morale The shae flees if it is reduced to 8 hit points or fewer.	
STATISTICS	
Str 16, Dex 22, Con 18, Int 21, Wis 13, Cha 17	
Base Atk +4; CMB +7; CMD 23	
Feats Combat Expertise, Iron Will	
Skills Acrobatics +13, Bluff +10, Diplomacy +10, Disguise +10, Intimidate +7, Knowledge (arcana) +9, Knowledge (planes) +12, Perception +8, Sense Motive +8, Stealth +13 (+23 in regions of low light or darkness), Use Magic Device +10; Racial Modifiers +10 Stealth in regions of low light or darkness	
Languages Aklo, Common, Shae	
Gear mwk falchion	
SPECIAL ABILITIES	
Cold (Su) A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.	
Lesser Shadow Evocation (Sp) This spell-like ability functions as <i>shadow evocation</i> , but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.	
SKESHNIL	
This ebony dragon with red frills appears terribly contorted and trails shadows.	
SKESHNIL (SUBTIER 3–4)	CR 6
Young nightmare dragon (<i>Pathfinder RPG Bestiary</i> 5 94)	

NE Medium dragon (extraplanar)

Init +5; **Senses** dragon senses, dreamsight, see in darkness; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 80 (7d12+35)

Fort +10, **Ref** +6, **Will** +7

Immune mind-affecting effects, paralysis, sleep; **SR** 17

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +13 (1d8+9), 2 claws +13 (1d6+6), 2 wings +11 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, DC 18, 6d6 acid)

TACTICS

During Combat Skeshnil begins with his breath weapon before closing to melee.

Morale If reduced to 10 hit points or fewer, Skeshnil attempts to bargain with the PCs, offering them its services in exchange for its life. However, this offer is actually a lie; the dragon plans to kill the PCs in their sleep at an opportune moment.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Bluff +12, Fly +11, Intimidate +12, Knowledge (planes) +11, Perception +12, Sense Motive +12, Stealth +11

Languages Common, Draconic

SPECIAL ABILITIES

Dreamsight (Su) A very young or older nightmare dragon can see the dreams of sleeping creatures.

SKESHNIL (SUBTIER 6-7)

CR 9

Young adult nightmare dragon (*Pathfinder RPG Bestiary 5* 94)

NE Large dragon (extraplanar)

Init +4; **Senses** dragon senses, dreamsight, see in darkness; Perception +17

Aura frightful presence (150 ft., DC 18)

DEFENSE

AC 23, touch 9, flat-footed 23 (+14 natural, -1 size)

hp 137 (11d12+66)

Fort +13, **Ref** +7, **Will** +10

DR 5/magic; **Immune** mind-affecting effects, paralysis, sleep; **SR** 20

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +19 (2d6+12), 2 claws +18 (1d8+8), tail slap +16 (1d8+12), 2 wings +16 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft cone, DC 21, 10d6 acid)

Psychic Magic (CL 11th; concentration +14)

6 PE—*ghost sound* (0 PE, DC 13), *true strike* (1 PE)

Psychic Spells Known (CL 3rd; concentration +5)

1st (6/day)—*command* (DC 13), *detect thoughts* (DC 13), *lesser confusion* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *lullaby* (DC 12), *mage hand*, *read magic*

TACTICS

During Combat Skeshnil begins with his breath weapon before closing to melee.

Morale If reduced to 20 hit points or fewer, Skeshnil attempts to bargain with the PCs, offering them its services in exchange for its life. This offer is a lie; the dragon plans to kill the PCs in their sleep at an opportune moment.

STATISTICS

Str 27, **Dex** 11, **Con** 22, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +0 (+12 to jump), Bluff +17, Fly +8, Intimidate +17, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +17, Sense Motive +17, Stealth +16

Languages Aklo, Common, Draconic

SQ change shape (any humanoid; polymorph)

SPECIAL ABILITIES

Dreamsight (Su) A very young or older nightmare dragon can see the dreams of sleeping creatures.

Psychic Magic (Sp) Skeshnil can cast *true strike* 6/day and *ghost sound* at will. His spells have thought components in place of verbal components and emotion components in place of somatic components. Thought components do not require speech, but the DC of a concentration check to cast a spell with a thought component increases by 10 unless he spends a move action to center himself first. He cannot cast a spell with an emotion component if under the effects of a non-harmless effect with the emotion or fear descriptor. These components are introduced in *Pathfinder RPG Occult Adventures*.

APPENDIX 6: RAIDERS ENCOUNTERS

This section contains the stat blocks for the raiders encounter major and linked threats.

DEGENERATE CREATURE SIMPLE TEMPLATE (CR -1)

Use this template whenever the four-player adjustment references a degenerate creature (*Pathfinder RPG Bestiary* 5 288). The quick rules are faster to apply and produce a nearly identical result to the rebuild rules.

Quick Rules: -2 on all rolls (including damage rolls) and to special ability DCs; -2 to AC and CMD; -2 hp/HD.

Rebuild Rules: -4 to all ability scores (minimum 1).

AEON, OTHAOS

Four limbs—two black and two white—reach out from a swirling vortex of pulsing light and deep darkness.

OTHAOS AEON	CR 5
<i>Pathfinder RPG Bestiary</i> 5 10	
N Medium outsider (aeon, extraplanar)	
Init +7; Senses darkvision 60 ft., see in darkness; Perception +12	
DEFENSE	
AC 18, touch 16, flat-footed 14 (+2 deflection, +3 Dex, +1 Dodge, +2 natural)	
hp 57 (6d10+24)	
Fort +6, Ref +8, Will +8	
Immune cold, critical hits, poison; Resist electricity 10, fire 10;	
SR 16	
OFFENSE	
Speed fly 30 ft. (average)	
Melee 4 slams +10 (1d4+4)	
Special Attacks banish darkness, consume light	
Spell-Like Abilities (CL 6th; concentration +8)	
At will— <i>dancing lights</i>	
3/day— <i>darkness</i>	
1/day— <i>daylight</i> , <i>deeper darkness</i>	
TACTICS	
Before Combat The aeon casts <i>daylight</i> .	
During Combat The aeon attacks with its slams, positioning itself next to as many foes as possible to deal damage with its consume light ability. It communicates to the PCs with its envisaging ability, showing them an image of crushing walls encroaching from all sides.	
Morale The aeon is startled and upset with its circumstances, but it bears no particular animosity toward the PCs. If the PCs disengage from combat, it does not pursue. Otherwise, it flees when it is reduced to 10 hit points or fewer.	
STATISTICS	
Str 18, Dex 16, Con 19, Int 11, Wis 17, Cha 14	
Base Atk +6; CMB +9; CMD 25	
Feats Dodge, Flyby Attack, Improved Initiative	
Skills Fly +12, Knowledge (arcana, history, nature, planes) +9, Perception +12, Sense Motive +12, Stealth +12	

Languages envisaging

SQ chiaroscuro, extension of all, void form

SPECIAL ABILITIES

Banish Darkness (Su) An othaos in an area of dim light or darkness (including supernatural darkness) can radiate intense light and heat. The light level in the square the othaos occupies increases by two levels for 1 round and the light level in all adjacent squares increases by one level. Apply this adjustment after determining the light level from all other sources (adjusting to include spells cast after the othaos uses this ability). All creatures adjacent to the othaos take 4d6 points of fire damage (Will DC 15 half). The save DC is Charisma-based.

Chiaroscuro (Su) An othaos aeon's physical form changes depending on the level of light present in its space. While in areas of dim light or darkness (as well as supernatural darkness), an othaos becomes invisible and gains the incorporeal subtype. While incorporeal, an othaos has no Strength score, can't make natural attacks, and loses its natural armor bonus (giving it a total AC of 16).

Consume Light (Su) As a standard action, an othaos in an area of normal or bright light can consume the light and heat around its body. The light level in the square the othaos occupies drops by two levels for 1 round and the light level in all adjacent squares drops by one level. Apply this adjustment after determining the light level from all other sources (adjusting further to include spells cast after the othaos uses this ability). All creatures adjacent to the othaos take 4d6 points of cold damage (Will DC 15 half). The save DC is Charisma-based.

Envisaging (Su) Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a nonverbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All (Ex) Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability

also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Void Form (Su) Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

AZATA, BRALANI

Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.

BRALANI AZATA

CR 6

Pathfinder RPG Bestiary 24

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 66 (7d10+28)

Fort +9, **Ref** +9, **Will** +6

DR 10/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., fly 100 ft. (perfect)

Melee +1 scimitar +13/+8 (1d6+8/18-20) or slam +12 (1d6+7)

Ranged +1 composite longbow +12/+7 (1d8+6/x3)

Special Attacks whirlwind blast

Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

TACTICS

During Combat The azata is furious about being confined and believes that the PCs were responsible. The azata flies around the room firing arrows at the PCs.

Morale The azata flees if he is reduced to 20 hit points or fewer. Otherwise after 3 rounds of combat, the azata calls out "How dare you imprison me?" to the PCs. If the PCs succeed at a DC 20 Diplomacy check as a standard action, they can convince the azata that they were not responsible. PCs who worship good deities receive +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. On a successful check, the azata apologizes for the misunderstanding and flies away.

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 26

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +22, Handle Animal +12, Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech

SQ wind form

Gear +1 scimitar, +1 composite longbow (+5 Str)

SPECIAL ABILITIES

Whirlwind Blast (Su) When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Wind Form (Su) A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

AXIOMITE

As this lithe humanoid moves, its flesh shimmers and wavers, temporarily breaking apart into motes of shimmering light.

AXIOMITE

CR 8

Pathfinder RPG Bestiary 2 36

LN Medium outsider (extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 85 (10d10+30); regeneration 5 (chaotic or magic)

Fort +6, **Ref** +11, **Will** +14

DR 10/chaotic; **Immune** disease, electricity, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee +1 longsword +16/+11 (1d8+7/19-20)

Spell-Like Abilities (CL 9th; concentration +14)

3/day—*dispel chaos*, *haste*, *hold monster* (DC 20), *lightning bolt* (DC 18), empowered *order's wrath* (DC 19), *telekinesis* (DC 20), *true strike*

1/day—summon inevitable (level 6, 1 zelekhut, see below), *true seeing*

TACTICS

During Combat The axiomite begins with *order's wrath*, and then focuses its further attacks on creatures that take damage from this spell. It does not attack lawful creatures.

Morale The axiomite immediately stops fighting the PCs if no PCs take damage from its *order's wrath*, or if every PC that took damage is unconscious. Otherwise, unless a lawful PC calls for a cease-fire and succeeds at a DC 20 Diplomacy check, it fights to the death.

STATISTICS

Str 21, **Dex** 19, **Con** 16, **Int** 21, **Wis** 20, **Cha** 20

Base Atk +10; **CMB** +15; **CMD** 30

Feats Dodge, Empower Spell-Like Ability (order's wrath), Improved Initiative, Iron Will, Mobility

Skills Craft (weapons) +18, Diplomacy +18, Fly +8, Knowledge (any three) +15, Knowledge (planes) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +17, Survival +18

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ crystalline dust form

Gear +1 longsword

SPECIAL ABILITIES

Crystalline Dust Form (Su) An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A *true seeing* spell reveals both forms simultaneously.

Summon Inevitable (Sp) Once per day, four axiomites may join hands to summon a single zelekhut inevitable as a full-round action.

BODAK

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.

BODAK

CR 8

Pathfinder RPG Bestiary 2 48

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

TACTICS

During Combat The bodak focuses its attacks on creatures that succumb to its gaze.

Morale The bodak fights until destroyed.

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +11, Perception +14, Stealth +10

Languages Common

SPECIAL ABILITIES

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

CAVE STALKER

A dour expression crinkles this dwarven man's face.

CAVE STALKER

CR 5

Pathfinder RPG NPC Codex 146

Dwarf rogue 6

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft., Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 54 (6d8+24)

Fort +5, **Ref** +8, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk short sword +6 (1d6+1/19–20)

Ranged +1 light crossbow +9 (1d8+1/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, sneak attack +3d6

TACTICS

During Combat The cave stalker uses Rapid Shot and Point-Blank Shot to attack his foes.

Morale The cave stalker is not interested in dying for the chance of treasure. He surrenders if reduced to 15 hit points or fewer.

STATISTICS

Str 13, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 18 (22 vs. bull rush or trip)

Feats Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow)

Skills Acrobatics +12 (+8 when jumping), Climb +12, Escape Artist +12, Knowledge (dungeoneering) +9, Perception +11 (+13 to notice unusual stonework), Stealth +12, Survival +8, Swim +10

Languages Common, Dwarven

SQ rogue talents (combat trick, resiliency, weapon training), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potions of spider climb* (2), *alchemist's fire* (2); **Other Gear** +1 studded leather, +1 light crossbow with 20 bolts, mwk short sword, climber's kit, 308 gp

CHIMERA

This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat.

CELESTIAL CHIMERA

CR 8

Pathfinder RPG Bestiary 294, 44

CN Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)
hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

DR 5/evil; **Resist** acid, cold, and electricity 10; **SR** 13

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (20-ft. cone, DC 17, 6d8 acid, usable every 1d4 rounds), smite evil 1/day

TACTICS

During Combat Startled from its confinement, the celestial chimera lashes out violently at the nearest creature.

Morale After three rounds, the chimera cries out, "I shall slay you, foul beings! The curse of evil shall not tread upon these halls!" If a PC succeeds at a DC 20 Diplomacy check as a standard action, they can convince the chimera to stand down. PCs who worship good deities receive +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. Otherwise, the chimera fights to the death.

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

Smite Evil As a swift action, the celestial chimera can grant itself a +9 on damage rolls against an evil creature. This bonus persists for 24 hours.

DREAM DRAGON, WYRMLING

Clouds trail from the edges of this graceful, nearly fanciful creature in hypnotizing patterns.

WYRMLING DREAM DRAGON

CR 6

Pathfinder RPG Bestiary 5 90

N Small dragon (extraplanar)

Init +6; **Senses** dragon senses; Perception +14

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 52 (7d12+7)

Fort +6, **Ref** +7, **Will** +6

Immune paralysis, sleep; **SR** 17

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +9 (1d6), 2 claws +8 (1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (20-ft cone, DC 14, 2d6 electricity), sleeping breath 1/day

TACTICS

During Combat The dream dragon opens with her electricity breath and sleeping breath abilities. She targets her melee attacks against creatures who are awake first.

Morale The dream dragon attempts to flee if reduced to 10 hit points or fewer. If the PCs struggle in the fight against her, she offers them the chance to surrender, letting them leave without further harm in exchange for giving her an interesting treasure to keep.

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Improved Initiative, Multiattack, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +2 (+6 to jump), Bluff +13, Diplomacy +13, Fly +14, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +14, Sense Motive +11, Stealth +16

Languages Aklo, Common, Draconic

SPECIAL ABILITIES

Sleeping Breath (Su) Once per day, a dream dragon can cause those who fail their saving throws against its breath attack to fall asleep for 1d4 rounds, as per the *sleep* spell. This is a mind-affecting sleep effect.

GRYTHYK

This celestial knight bears a flaming blade as it flies through the air on metallic wings that seem to grow from its armor.

GRYTHYK

CR 8

Advanced legion archon (*Pathfinder RPG Bestiary 3* 290, 19)

LG Medium outsider (archon, extraplanar, good, lawful)

Init +3; **Senses** darkvision 60 ft. detect evil, low-light vision; Perception +15

Aura aura of menace (DC 19)

DEFENSE

AC 25, touch 11, flat-footed 24 (+9 armor, +1 Dex, +5 natural; +2 deflection vs. evil)

hp 92 (8d10+48)

Fort +12, **Ref** +5, **Will** +10; +4 vs. poison, +2 vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 18

OFFENSE

Speed 40 ft., fly 90 ft. (average)

Melee +1 flaming burst greatsword +15/+10 (2d6+8/17–20 plus 1d6 fire)

Ranged +1 flaming javelin +12 (1d6+6 plus 1d6 fire)

Special Attacks flames of faith

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

3/day—*align weapon*, *mirror image*, *versatile weapon*

TACTICS

During Combat Grythk attacks the PCs with her greatsword, targeting any PCs that detect as evil first.

Morale At the time she was trapped, Grythk was on a mission from Heaven to slay a group of evil spellcasters. She believes that the PCs are allies of the ones she was sent to slay. After 3 rounds—or after all PCs with evil auras are unconscious if knocking them down takes longer than 3 rounds—she asks the PCs “Your nature is not evil. Why do you serve it?” If a PC succeeds at a DC 20 Diplomacy check as a standard action, they can convince the angel to stand down. PCs who worship good deities receive a +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. Otherwise, the angel fights to the death.

STATISTICS

Str 20, **Dex** 16, **Con** 23, **Int** 14, **Wis** 19, **Cha** 21

Base Atk +8; **CMB** +13; **CMD** 26

Feats Improved Bull Rush, Improved Critical (greatsword)^a, Power Attack, Vital Strike, Weapon Focus (greatsword), Whirlwind Attack^a

Skills Diplomacy +16, Fly +14, Intimidate +16, Knowledge (planes and religion) +13, Perception +15, Sense Motive +15, Survival +15

Languages Celestial, Draconic, Infernal; truespeech

SQ second skin

Gear mwk full plate

SPECIAL ABILITIES

Flames of Faith (Ex) A legion archon can manifest a +1 flaming burst greatsword or +1 flaming javelin as a move-equivalent action. The legion archon's sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.

Second Skin (Ex) A legion archon is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor. Most legion archons wear full plate armor.

IRONBANE

This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

IRONBANE

CR 5

Advanced rust monster (*Pathfinder RPG Bestiary* 294, 238)

N Medium aberration

Init +5; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +14

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 Dex, +7 natural)

hp 37 (5d8+15)

Fort +3, **Ref** +5, **Will** +7

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +8 (1d3+2), antennae +8 touch (rust)

TACTICS

During Combat The rust monster attacks the PC who is wearing or carrying the most metal first.

Morale The PCs can distract the rust monster for 10 rounds by throwing it a sufficiently large piece of metal, such as a suit of metal armor or a two-handed metal weapon. Otherwise, it fights until it knocks a PC unconscious, and then focuses its efforts on eating that PCs' metal gear, lashing out against anyone that tries to stop it.

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 2, **Wis** 17, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

Skills Climb +10, Perception +14

SPECIAL ABILITIES

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

LEGION ARCHON

This celestial knight bears a flaming blade as it flies through the air on metallic wings that seem to grow from its armor.

LEGION ARCHON

CR 7

Pathfinder RPG Bestiary 3 19

LG Medium outsider (archon, extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft. detect evil, low-light vision; Perception +13

Aura aura of menace (DC 17)

DEFENSE

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural; +2 deflection vs. evil)

hp 76 (8d10+32)

Fort +10, **Ref** +3, **Will** +8; +4 vs. poison, +2 vs. evil
DR 10/evil; **Immune** electricity, petrification; **SR** 18

OFFENSE

Speed 40 ft., fly 90 ft. (average)

Melee +1 *flaming burst greatsword* +13/+8 (2d6+5/17–20 plus 1d6 fire)

Ranged +1 *flaming javelin* +10 (1d6+4 plus 1d6 fire)

Special Attacks flames of faith

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

3/day—*align weapon*, *mirror image*, *versatile weapon*

TACTICS

During Combat The archon attacks the PCs with her greatsword, targeting any PCs that detect as evil first.

Morale At the time she was trapped, the archon was on a mission from Heaven to slay a group of evil spellcasters. She believes that the PCs are allies of the ones she was sent to slay. After 3 rounds—or after all PCs with evil auras are unconscious if knocking them down takes longer than 3 rounds—she asks the PCs “Your nature is not evil. Why do you serve it?” If a PC succeeds at a DC 18 Diplomacy check as a standard action, they can convince the angel to stand down. PCs who worship good deities receive +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. Otherwise, the angel fights to the death.

STATISTICS

Str 16, **Dex** 12, **Con** 19, **Int** 10, **Wis** 15, **Cha** 17

Base Atk +8; **CMB** +11; **CMD** 22

Feats Improved Bull Rush, Improved Critical (greatsword)
^B, Power Attack, Vital Strike, Weapon Focus (greatsword), Whirlwind Attack^B

Skills Diplomacy +14, Fly +12, Intimidate +14, Knowledge (religion) +11, Perception +13, Sense Motive +9, Survival +9

Languages Celestial, Draconic, Infernal; truespeech

SQ second skin

Gear mwk full plate

SPECIAL ABILITIES

Flames of Faith (Ex) A legion archon can manifest a +1 *flaming burst greatsword* or +1 *flaming javelin* as a move-equivalent action. The legion archon's sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.

Second Skin (Ex) A legion archon is proficient in all armor. It takes no reduction to its speed or any armor check penalties from any sort of armor. Most legion archons wear full plate armor.

LURKER IN LIGHT

This large-eyed humanoid looks like a glowing, emaciated elven child save for its small, transparent wings.

LURKER IN LIGHT

CR 5

Pathfinder RPG Bestiary 2 180

NE Small fey (extraplanar)

Init +8; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

hp 44 (8d6+16)

Fort +4, **Ref** +10, **Will** +9

Defensive Abilities blend with light; **Immune** blindness **DR** 5/cold iron

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +9 (1d3+1) or

dagger +9 (1d3+1/19–20 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +11)

At will—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *light*, *mage hand*

3/day—*daylight*, *blindness/deafness* (DC 16)

TACTICS

During Combat The lurker casts *daylight*, then attacks with its poisoned dagger, targeting dwarven PCs first. If the PCs reveal it, it uses *blindness/deafness* to attempt to blind a PC, the better to target that PC with its sneak attacks.

Morale The lurker attempts to flee if it is reduced to 7 hit points or fewer.

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +4; **CMB** +4; **CMD** 18

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Fly +17, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +16, Stealth +19, Survival +11

Languages Aklo, Common, Sylvan

SQ daylight door, poison use, ritual gate

SPECIAL ABILITIES

Blend With Light (Su) In areas of bright light, lurkers are invisible. As with *greater invisibility*, they may attack and still remain invisible. In shadowy illumination, a lurker loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20%) rather than total concealment.

Daylight Door (Sp) Once per day, a lurker can use *dimension door*, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Poison (Ex) Lurkers typically coat their daggers with shadow essence poison.

Shadow essence poison: Injury; save Fortitude DC 17;

frequency 1/round for 6 rounds; initial effect 1 Str drain;

secondary effect 1d3 Str damage; cure 1 save.

Ritual Gate (Su) By sacrificing one or more humanoid victims, a lurker or group of lurkers can create a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey, either to return home or to conjure allies. Creating a gate for travel requires the sacrifice of five victims—the gate created remains open for 1 minute. Creating a gate to bring allies to the Material Plane requires one sacrifice for every HD of the creature intended to pass through the gate (so five sacrifices can bring a lurker or a Medium air elemental, eight can bring a Large earth elemental, and so on). The sacrifices do not need to be simultaneous; as long as all sacrifices occur at some point during the hour-long ritual, the magic continues to build until it reaches the required total.

MIHSTU

A miasmal form roils as barbed tentacles emerge from the central mass, coalescing into razor-sharp talons and claws.

MIHSTU	CR 8
<i>Pathfinder RPG Bestiary 2</i> 190	
NE Medium outsider (air, elemental, extraplanar)	
Init +10; Senses darkvision 60 ft.; Perception +13	
DEFENSE	
AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)	
hp 92 (8d10+48)	
Fort +12, Ref +12, Will +4	
Defensive Abilities wind defense; DR 10/magic; Immune electricity, elemental traits; SR 19	
Weaknesses susceptible to cold	
OFFENSE	
Speed 20 ft., fly 20 ft. (good)	
Melee 4 tentacles +14 (1d4+1 plus grab)	
Special Attacks deadly embrace	
TACTICS	
During Combat The mihstu attempts to drain the PCs with its deadly embrace ability.	
Morale The mihstu flees if reduced to 10 hit points or fewer, or if the PCs use a cold effect and reduce it to 30 hit points or fewer.	
STATISTICS	
Str 12, Dex 23, Con 23, Int 14, Wis 14, Cha 13	
Base Atk +8; CMB +9 (+13 grapple); CMD 26 (can't be tripped)	
Feats Dodge, Improved Initiative, Mobility, Weapon Finesse	
Skills Acrobatics +17, Bluff +12, Escape Artist +17, Fly +21, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +17	
Languages Auran	
SQ gaseous	
SPECIAL ABILITIES	
Gaseous (Ex) A mihstu can pass through small holes, even cracks, without reducing its speed.	
Deadly Embrace (Ex) A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution	

damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles).

Susceptible to Cold (Ex) Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

Wind Defense (Ex) The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

MURDEROUS HALFLING

This halfling bears a pair of daggers and dozens of knife-fighting scars up and down her body.

MURDEROUS HALFLING	CR 3
<i>Pathfinder RPG NPC Codex</i> 81	
Halfling fighter 4	
CE Small humanoid (halfling)	
Init +4; Senses Perception +6	
DEFENSE	
AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)	
hp 30 (4d10+4)	
Fort +6, Ref +6, Will +2; +3 vs. fear	
Defensive Abilities bravery +1	
OFFENSE	
Speed 20 ft.	
Melee mwk dagger +9 (1d3+3/19–20), mwk dagger +9 (1d3+2/19–20)	
Ranged dagger +10 (1d3+3/19–20)	
TACTICS	
During Combat The halfling harasses slow foes with thrown daggers then slips past enemies to flank and dissect softer foes. In melee, she fights defensively (and gains a +3 dodge bonus from her ranks in Acrobatics). She keeps her <i>feather token</i> in reserve for dangerous spellcasters or when battle turns against her.	
STATISTICS	
Str 12, Dex 18, Con 12, Int 13, Wis 10, Cha 10	
Base Atk +4; CMB +4; CMD 18	
Feats Deadly Aim, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)	
Skills Acrobatics +10 (+6 when jumping), Bluff +4, Climb +3, Perception +6, Sleight of Hand +5, Stealth +11	
Languages Common, Goblin, Halfling	
SQ armor training 1	
Combat Gear <i>feather token</i> (whip), flask of acid; Other Gear +1 chain shirt, daggers (6), mwk daggers (2), 24 gp	

ORC SLAYER

This grim elf carries a strung bow and wears a loop of green ears around the quiver at her waist.

ORC SLAYER

CR 7

Pathfinder RPG NPC Codex 131

Elf ranger 8

CN Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +14

DEFENSE

AC 22, touch 15, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +2 natural)

hp 62 (8d10+14)

Fort +8, **Ref** +13, **Will** +4; +2 vs. enchantments

Immune sleep; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk elven curve blade +15/+10 (1d10+1/18–20)

Ranged +1 longbow +15/+10 (1d8+1/×3)

Special Attacks favored enemy (animals +2, orcs +4)

Ranger Spells Prepared (CL 5th; concentration +6)

2nd—*barkskin*, *cat's grace*

1st—*entangle*, *resist energy*

TACTICS

Before Combat The elf casts *barkskin*, *cat's grace*, and *resist energy* (fire).

During Combat The elf endeavors to keep a healthy distance between herself and her targets, exploiting cover where possible.

Base Statistics Without *barkskin*, *cat's grace*, and *resist energy*, the ranger's statistics are **Init** +4; **AC** 20, touch 15, flat-footed 16; **Ref** +11; **Melee** mwk elven curve blade +13/+8 (1d10+1/18–20); **Ranged** +1 longbow +13/+8 (1d8+1/×3); **Dex** 19; **CMD** 24; **Skills** Acrobatics +11, Ride +10, Stealth +14.

STATISTICS

Str 13, **Dex** 23, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 26

Feats Combat Reflexes, Deadly Aim, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse

Skills Acrobatics +13, Climb +9, Heal +8, Knowledge (dungeoneering, geography) +6, Knowledge (nature) +8, Perception +14, Ride +12, Stealth +16, Survival +12, Swim +7

Languages Common, Elven, Orc

SQ elven magic, favored terrain (forest +4, plains +2), hunter's bond (companions), swift tracker, track +4, weapon familiarity, wild empathy +7, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, +1 longbow with 20 arrows, mwk elven curve blade, cloak of resistance +1, ring of protection +1, 194 gp

PIXIE

This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.

PIXIE

CR 4

Pathfinder RPG Bestiary 228

NG Small fey

Init +5; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 17, flat-footed 12 (+5 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +9, **Will** +6

Defensive Abilities invisibility; **DR** 10/cold iron; **SR** 15

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee short sword +8 (1d4–2/19–20)

Ranged longbow +8 (1d6–2/×3)

Special Attacks special arrows

Spell-Like Abilities (CL 8th)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*
1/day—*dancing lights*, *detect thoughts* (DC 15), *dispel magic*,
entangle (DC 14), *lesser confusion* (DC 14), *permanent*
image (DC 19; visual and auditory elements only), *shield*

TACTICS

During Combat The pixie uses *permanent image* to create the illusion of a massive red dragon emerging from the chest to draw the PC's attention. It then attempts to turn their attacks on each other with *lesser confusion* while remaining invisible, reserving its sleep arrows for particularly troublesome PCs.

Morale The skittish pixie flees if it is reduced to 4 hit points or fewer.

STATISTICS

Str 7, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** –1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10

Languages Common, Sylvan

SPECIAL ABILITIES

Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict

damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a DC 15 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

PSYCHOPOMP, CATRINA

With lengthy curling hair, a dancer's dress, and a bouquet of flowers, this woman remains beautiful, despite having no flesh.

CATRINA PSYCHOPOMP

CR 5

Pathfinder PRG Bestiary 4 218

N Medium outsider (extraplanar, psychopomp)

Init +7; **Senses** darkvision 60 ft., low-light vision, spsenses; Perception +11

Aura calm emotions (30 ft., DC 17)

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 51 (6d10+18)

Fort +5, **Ref** +8, **Will** +9

DR 5/adamantine; **Immune** death effects, disease, poison;

Resist cold 10, electricity 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d8)

Special Attacks compel condemned, kiss of death

Spell-Like Abilities (CL 6th; concentration +10)

At will—*dancing lights*, *death watch*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *speak with dead*

3/day—*major image* (DC 20)

TACTICS

During Combat The catrina uses her compel condemned ability to attempt to bring the oldest-looking PC in to her kiss of death.

Morale One round before she would kill a target with kiss of death, the catrina informs the PCs that her target is fated to die. The PCs can dissuade her with a DC 16 Diplomacy or Knowledge (religion) check. Worshipers of Pharasma gain a +4 bonus on this skill check. Otherwise, the catrina fights until destroyed.

STATISTICS

Str 10, **Dex** 17, **Con** 16, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +6; **CMD** 19

Feats Combat Expertise, Improved Initiative, Iron Will

Skills Diplomacy +13, Heal +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Stealth +12, Use Magic Device +10

Languages Abyssal, Celestial, Common, Infernal; *tongues*, telepathy 100 ft.

SQ spirit touch

SPECIAL ABILITIES

Calm Emotions Aura (Su) A catrina's aura acts like a calm emotions spell with a radius of 30 feet. A creature that succeeds at its save is immune to that catrina's aura for 24 hours. The save DC is Charisma-based.

Compel Condemned (Su) As a standard action, a catrina can force one humanoid within 30 feet to make a DC 17 Will save or be affected as per *dominate person*. This ability functions exactly as that spell, but the catrina can only command an affected creature to approach and kiss her. This action is not considered to be against the target's nature or self-destructive. Any damage taken by the target (other than damage the catrina deals) immediately ends this effect.

Kiss of Death (Su) A catrina psychopomp can kill a grappled, helpless, or willing target with a long, passionate kiss. The target must succeed at a DC 17 Fortitude save or take 5d6 points of damage. Any creature damaged by the same catrina's kiss for 3 consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a –2 penalty on saving throws to resist this ability, while those in the venerable age category take a –4 penalty. This is a death effect. The save DCs are Charisma-based.

RUST MONSTER

This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

RUST MONSTER

CR 4

Pathfinder RPG Bestiary 238

N Medium aberration

Init +3; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 27 (5d8+5)

Fort +2, **Ref** +4, **Will** +5

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), antennae +6 touch (rust)

TACTICS

During Combat The rust monster attacks the PC who is wearing or carrying the most metal first.

Morale The PCs can distract the rust monster for 10 rounds by throwing it a sufficiently large piece of metal, such as a suit of metal armor or a two-handed metal weapon. Otherwise, it fights until it knocks a PC unconscious, and then focuses

its efforts on eating that PCs' metal gear, lashing out against anyone who tries to stop it.

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

Skills Climb +8, Perception +12

SPECIAL ABILITIES

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

SEDUCTIVE ENCHANTER

This confident elf wears a bright outfit and has a colorful snake tattoo that winds down her left arm.

SEDUCTIVE ENCHANTER

CR 7

Pathfinder RPG NPC Codex 183

Elf enchanter 8

NE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 natural)

hp 40 (8d6+10)

Fort +4, **Ref** +6, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6/18–20)

Ranged dagger +7 (1d4/19–20)

Special Attacks aura of despair (8 rounds/day)

Arcane School Spell-Like Abilities (CL 8th; concentration +12)
7/day—dazing touch

Enchanter Spells Prepared (CL 8th; concentration +12)
4th—*confusion* (DC 19), *dimension door*, *greater invisibility*,
phantasmal killer (DC 18)
3rd—*deep slumber* (DC 18), *dispel magic*, *hold person*
(DC 18), *phantom steed*, *suggestion* (DC 18)
2nd—*alter self*, *daze monster* (DC 17), *hideous laughter*
(DC 17), *invisibility*, *resist energy*

1st—*charm person* (2, DC 16), *color spray* (DC 15), *mage armor*, *shield*, *ventriloquism* (DC 15)

0 (at will)—*daze* (DC 15), *mage hand*, *resistance*, *touch of fatigue* (DC 14)

Opposition Schools divination, necromancy

TACTICS

Before Combat The wizard casts *mage armor*.

During Combat The wizard uses the spells *charm person*, *confusion*, and *suggestion* to turn opponents against each other. By casting *greater invisibility* on herself, the wizard remains hidden while manipulating her targets. The wizard uses her *wand of touch of idiocy* against enemy spellcasters.

Base Statistics Without *mage armor*, the wizard's statistics are
AC 15, touch 14, flat-footed 12.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 18

Feats Combat Casting, Craft Wand, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (enchantment)

Skills Acrobatics +8, Bluff +9, Diplomacy +6, Knowledge (arcana) +15, Knowledge (local, nobility) +11, Perception +9, Perform (dance) +4, Sense Motive +3, Spellcraft +15 (+17 identify magic item properties)

Languages Common, Draconic, Elven, Gnome, Orc, Sylvan

SQ arcane bond (viper), elven magic, enchanting smile, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scroll of dispel magic*, *scroll of suggestion*, *wand of charm person* (20 charges), *wand of fox's cunning* (10 charges), *wand of touch of idiocy* (10 charges); **Other Gear** dagger, rapier, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, spellbook, 303 gp

SPRY AMBUSER

This wiry gnome wears well-worn traveling cloths and a confident smirk, as though daring onlookers to challenge her.

SPRY AMBUSER

CR 3

Pathfinder RPG NPC Codex 97

Gnome monk 4

LN Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 17, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +1 monk, +1 size, +3 Wis)

hp 25 (4d8+4) **Fort** +5, **Ref** +6, **Will** +8; +2 vs. enchantments and illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d6+1) or

+1 kama +6 (1d4+2) or
unarmed strike flurry of blows +5/+5 (1d6+1)

Ranged shuriken +5 (1d1+1) or
shuriken flurry of blows +4/+4 (1d1+1)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, flurry of blows, stunning fist (4/day, DC 15)

Gnome Spell-Like Abilities (CL 4th; concentration +5)
1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

TACTICS

Before Combat The monk drinks her *potion of mage armor* and applies her *oil of magic weapon*.

During Combat The rogue uses Acrobatics skill to move through combat, helping allies flank.

Base Statistics Without *mage armor* and *magic weapon*, the monk's statistics are **AC** 18, touch 17, flat-footed 16; **Melee** kama +5 (1d4+1).

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 19

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +8, Bluff +5, Climb +6, Perception +12, Stealth +12

Languages Common, Elven, Gnome, Sylvan

SQ fast movement, ki pool (5 points, magic), maneuver training, slow fall 20 ft.

Combat Gear *potions of cure light wounds* (2), *potion of mage armor*, *oil of magic weapon*, smokestick, tanglefoot bag;
Other Gear kama, shuriken (20), *bracers of armor* +1, *cloak of resistance* +1, 124 gp

STORM SORCERER

This elf's loose-fitting clothes ripple as if by a breeze, and his hair crackles intermittently with incandescent sparks.

STORM SORCERER

CR 5

Pathfinder RPG NPC Codex 163

Elf sorcerer 6

NE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8-1/×3)

Ranged mwk longbow +6 (1d8/×3)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—*elemental ray* (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic*

Bloodline elemental (air)

TACTICS

Before Combat The sorcerer casts *mage armor*.

During Combat The sorcerer favors his electricity spells, casting *lightning bolt* or *scorching ray*, or using his *spectral hand* to deliver *shocking grasp* attacks. He prefers ranged combat, using a *scroll of fly* or *levitate* to avoid opponents on the ground.

Base Statistics Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 16

Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)

Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)

Languages Auran, Common, Draconic, Elven

SQ bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity

Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** mwk longbow with 20 arrows, spear, *cloak of resistance* +1, *ring of protection* +1; 375 gp

TRICKSTER MAGE

This gnome sports a robe of colorful stripes, bright blue hair, and a quiver of bolts and wands.

TRICKSTER MAGE

CR 7

Pathfinder RPG NPC Codex 165

Gnome sorcerer 8

CE Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

hp 46 (8d6+16)

Fort +3, **Ref** +4, **Will** +10; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee sickle +3 (1d4-2)

Ranged mwk light crossbow +8 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 8th; concentration +12)
1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*,
Speak with animals

Bloodline Spell-Like Abilities (CL 8th; concentration +12)
7/day—*laughing touch*

Sorcerer Spells Known (CL 8th; concentration +12)
4th (4/day)—*wandering star motes*^{APG} (DC 21)
3rd (6/day)—*deep slumber* (DC 19), *major image* (DC 20),
suggestion (DC 19)
2nd (7/day)—*hideous laughter* (DC 18), *hypnotic pattern*
(DC 19), *mirror image*, *scorching ray*
1st (7/day)—*charm person* (DC 15), *color spray* (DC 18),
entangle (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)
0 (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage*
hand, *message*, *ray of frost*, *read magic*, *touch of fatigue*
(DC 14)

Bloodline *fey*

TACTICS

Before Combat The sorcerer casts *mirror image*.

During Combat The sorcerer attempts to control or humiliate opponents with *wandering star motes*, *hideous laughter*, *suggestion*, or his *wand of grease*.

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +4; **CMB** +1; **CMD** 14

Feats Dodge, Eschew Materials, Greater Spell Focus (illusion),
Iron Will, Mobility, Spell Focus (illusion)

Skills Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5,
Perception +10, Spellcraft +8, Use Magic Device +11

Languages Common, Elven, Gnome, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), gnome magic,
woodland stride

Combat Gear *potion of cure moderate wounds*, *screaming bolts*
(3), *wand of grease* (20 charges), *wand of invisibility* (21
charges); **Other Gear** mwk light crossbow with 10 bolts, sickle,
bracers of armor +2, book of pressed fairy wings, 168 gp

APPENDIX 7: ADDITIONAL THREATS (SUBTIER 3-4)

PCs playing this adventure in Subtier 3-4 may encounter these additional threats.

AMOEBA SWARM

Thousands of tiny gelatinous clots of animate ooze swarm in a wet mound, surrounded by a cloying stink of rancid vinegar.

AMOEBA SWARM CR 1

Pathfinder RPG Bestiary 2 24

N Fine ooze (swarm)

Init -5; **Senses** blindsight 30 ft.; **Perception** -5

DEFENSE

AC 13, touch 13, flat-footed 13 (-5 Dex, +8 size)

hp 9 (2d8)

Fort +0, **Ref** -5, **Will** -5

Defensive Abilities ooze and swarm traits; Immune weapon damage

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee swarm (1d6 acid plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

TACTICS

During Combat The amoeba swarm rolls forward onto the nearest PC and spreads to any adjacent PCs.

Morale The swarm fights until dispersed.

STATISTICS

Str 1, **Dex** 1, **Con** 10, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +3, **Swim** +3

SQ amphibious

ANIMATED TRAINING DUMMY

This wooden training dummy brandishes a wooden practice blade.

ANIMATED TRAINING DUMMY CR 3

Animated object (small) (*Pathfinder RPG Bestiary 14*)

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 26 (3d10+10)

Fort +1, **Ref** +2, **Will** -4

Defensive Abilities hardness 5; Immune construct traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee 2 slams +4 (1d6)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +2; **CMD** 13

Skills Fly -5

SQ animated object construction points (additional movement: fly, improved attack, haunted, additional attack, reinforced, flammable)

SPECIAL ABILITIES

Flammable (Ex) This training dummy is vulnerable to fire.

Haunted (Ex) This training dummy is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be detected with *detect undead*.

Reinforced (Ex) This training dummy has one more Hit Dice than a typical animated object of its size.

ARMY ANT SWARM

A writhing carpet of ants seethes over the ground, consuming everything in its path.

ARMY ANT SWARM CR 5

Pathfinder RPG Bestiary 16

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +4

DEFENSE

AC 20, touch 20, flat-footed 18 (+8 size, +2 Dex)

hp 49 (11d8)

Fort +7, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks cling, consume, distraction (DC 15)

TACTICS

During Combat The army ant swarm covers as many PCs as possible.

Morale The swarm fights until dispersed.

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +8; **CMB** —; **CMD** —

Skills Climb +10, **Perception** +4; **Racial Modifiers** +4 **Perception**

SPECIAL ABILITIES

Cling (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to it takes 3d6 points of damage at the end of its turn each round. As a full-round action, it can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

ASSASSIN VINE

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

ASSASSIN VINE

CR 3

Pathfinder RPG Bestiary 22

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10 and fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+7), entangle

TACTICS

Before Combat The assassin vine stands still, hoping to be mistaken for a normal vine.

During Combat The assassin vine strikes the first creature to come within its reach.

Morale The assassin vine fights to the death.

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) When at rest, a DC 20 Perception check is required to notice an assassin vine before it attacks for the first time.

Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

GARGOYLE

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

FIENDISH GARGOYLE

CR 5

Pathfinder RPG Bestiary 294, 137

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +4

DR 5/good, 10/magic; **Resist** cold and fire 10; **SR** 10

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

Special Attacks smite good 1/day

TACTICS

Before Combat The gargoyle pretends to be a statue.

During Combat The gargoyle attacks the most lightly armored PC first.

Morale The gargoyle flees if reduced to 6 hit points or fewer.

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas);

Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Smite Good As a swift action, the fiendish gargoyle can grant itself a +5 on damage rolls against a good creature. This bonus persists for 24 hours.

GIBBERING MOUTHER

This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws yammering ceaselessly.

GIBBERING MOUTHER

CR 5

Pathfinder RPG Bestiary 153

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.;

Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

TACTICS

During Combat The gibbering mouter gibbers constantly. It attempts to engulf the nearest creature on its final two bites each round, saving its spittle to whichever other creature is giving it the most trouble.

Morale The gibbering mouter fights to the death.

STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; **Racial Modifiers** +4 Perception

Language Aklo

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering moulder sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering moulder can emit acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

GOLEM, ICE

This icy statue stands a head taller than a normal human. Frost coats it, and razor-sharp shards of ice adorn its limbs.

ICE GOLEM

CR 5

Pathfinder RPG Bestiary 161

N Medium construct (cold)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +1, **Will** +2

DR 5/adamantine; **Immune** construct traits, cold, magic

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+3 plus 1d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

TACTICS

During Combat The ice golem uses its breath weapon as often as it can, attacking with its slams on rounds when its breath weapon is not available.

Morale The golem fights until destroyed.

STATISTICS

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 18

SPECIAL ABILITIES

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as per slow) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

PHANTOM, UNFETTERED

This strange ghostly creature seems to writhe in the throes of some uncontrollable emotion.

ADVANCED UNFETTERED PHANTOM

CR 5

Pathfinder RPG Bestiary 5 288, 190

N Medium outsider (phantom)

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

or AC 22, touch 22, flat-footed 16 (+5 Dex, +6 deflection, +1 dodge) when incorporeal

hp 52 (5d10+25)

Fort +9, **Ref** +5, **Will** +6

DR 5/slashing; **Immune** mind-affecting effects

OFFENSE

Speed 35 ft.

Melee 2 slams +10 (1d8+5)

Special Attacks phantasmagoric slam (anger)

TACTICS

During Combat The phantom attacks the nearest target first.

Morale The phantom flees into the floor if reduced to 10 hit points or fewer.

STATISTICS

Str 20, **Dex** 20, **Con** 21, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +5; **CMB** +10; **CMD** 25

Feats Dodge, Fleet, Power Attack, Run

Skills Acrobatics +13, Fly +13, Intimidate +11, Knowledge (planes, religion) +10, Perception +10, Sense Motive +10, Stealth +13

Languages Common

SQ incorporeal step

SPECIAL ABILITIES

Incorporeal Step (Su) When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

Phantasmagoric Slam (Su) An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom's emotional focus is anger, and is already reflected in the statistics above. An anger unfettered phantom's slam attack deals damage equal to 1d8 + its Strength modifier instead of the normal amount of damage (1d6 + its Strength modifier).

SKELETAL CHAMPION

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

SKELETAL CHAMPION

CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

TACTICS

During Combat The skeletal champion attempts to flank with its allies before attacking.

Morale The skeletal champion fights until destroyed.

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative[®], Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, mwk longsword

SLITHERING TRACKER

A long, moist streak along the dark stone suddenly undulates like a serpent and then rises up to attack.

SLITHERING TRACKER

CR 4

Pathfinder RPG Bestiary 2 250

N Small ooze

Init +4; **Senses** blindsense 60 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 42 (4d8+24)

Fort +7, **Ref** +5, **Will** +1

Immune mind-affecting effects, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 2 slams +7 (1d6+3 plus grab and paralysis)

Special Attacks blood drain (1d2 Constitution), grab (Colossal)

TACTICS

Before Combat The tracker pretends to be a pool of fresh water. It chooses a location that is well suited to this ruse, such as a bowl or a fountain. If there are no good locations for this ruse, it simply attempts to blend in to its surroundings.

During Combat The tracker attacks the nearest creature first, attempting to paralyze it and drain its blood. It lashes out with its slam at any adjacent creature that attacks it, satisfied to sample blood from a variety of targets while it paralyzes troublesome threats.

Morale The tracker fights to the death.

STATISTICS

Str 16, **Dex** 18, **Con** 23, **Int** 11, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 19 (can't be tripped)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +11, Perception +7, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Undercommon (cannot speak)

SQ transparent

SPECIAL ABILITIES

Paralysis (Ex) Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the

paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

Transparent (Ex) Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

STIRGE

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

STIRGE	CR 1/2
<i>Pathfinder RPG Bestiary</i> 260	
N Tiny magical beast	
Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +1	
DEFENSE	
AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)	
hp 5 (1d10)	
Fort +2, Ref +6, Will +1	
OFFENSE	
Speed 10 ft., fly 40 ft. (average)	
Melee touch +7 (attach)	
Space 2-1/2 ft.; Reach 0 ft.	
Special Attacks blood drain	
TACTICS	
During Combat A stirge targets the least armored PC first. This stirge is infected with filth fever.	
Morale Until it drinks enough blood to sate its appetite (see blood drain), the hungry stirge fights to the death.	

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) If it is attached to a foe, a hungry stirge drains its victim's blood at the end of its turn, inflicting 1 point of Constitution damage on the target. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or another disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

APPENDIX 8: ADDITIONAL THREATS (SUBTIER 6–7)

PCs playing this adventure in Subtier 6–7 may encounter these additional threats.

ANIMATE DREAM

This indistinct figure suddenly takes on a nightmarish shape, not quite human or animal or fiend.

ANIMATE DREAM CR 8

Pathfinder RPG Bestiary 2 29

NE Medium outsider (extraplanar, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)

hp 90 (12d10+24)

Fort +10, **Ref** +8, **Will** +12

Defensive Abilities incorporeal; **SR** 19

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +16 (6d8 negative energy plus nightmare curse)

Spell-Like Abilities (CL 12th; concentration +17)

3/day—*deep slumber* (DC 18), *dimension door*, *nightmare* (DC 20)

1/day—*confusion* (DC 19), *fear* (DC 19), *phantasmal killer* (DC 19)

TACTICS

During Combat The animate dream harries as many PCs as possible with its spell-like abilities before closing to melee.

Morale If reduced to 15 hit points or fewer, the animate dream uses *dimension door* to flee.

STATISTICS

Str —, **Dex** 18, **Con** 15, **Int** 10, **Wis** 15, **Cha** 21

Base Atk +12; **CMB** +16; **CMD** 32

Feats Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility

Skills Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19

Languages telepathy 100 ft.

SPECIAL ABILITIES

Nightmare Curse (Ex) An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; *save* Will DC 21; *frequency* 1/day; *effect* 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or *dispel evil*, *dream*, or *remove curse*.

ANIMATED KNIGHT STATUE

This metal knight wields a gleaming longsword.

ANIMATED KNIGHT STATUE CR 5

Animated object (medium) (*Pathfinder RPG Bestiary 14*)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slash +5/+5/+5 (1d6+2/19–20)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

Skills Fly –8

SQ animated object construction points (additional attack [2], additional movement: fly, metal) haunted, slashing attack

SPECIAL ABILITIES

Haunted (Ex) This knight is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be detected with *detect undead*.

Slashing Attack (Ex) The knight's attacks are slashing attacks with the critical threat range of a longsword.

ASCOMOID

This misshapen sphere of pale yellow-green fungus rolls with an unnerving speed, spewing clouds of foul spores as it advances.

ASCOMOID CR 5

Pathfinder RPG Bestiary 3 20

N Large plant

Init +1; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

DR 10/piercing; **Immune** plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee slam +8 (2d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks poison, spores, trample (2d8+6, DC 17)

TACTICS

During Combat The ascomoid tramples nearby creatures, releasing clouds of spores in its wake.

Morale The ascomoid fights until destroyed.

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Improved Overrun^b

SPECIAL ABILITIES

Poison (Ex) Spores—inhaled; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 2 saves. The save DC is Constitution-based.

Spores (Ex) Once per round as a free action, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a DC 16 Fortitude save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid's poison (see above). The save DC is Constitution-based.

CEPHALOPHORE

Holding its own severed head in its hands, this tall marble statue looms stern and forbidding over its domain.

CEPHALOPHORE	CR 8
<i>Pathfinder RPG Bestiary 4 27</i>	
N Large construct	
Init +2; Senses darkvision 60 ft., low-light vision; Perception +1	
DEFENSE	
AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)	
hp 96 (12d10+30)	
Fort +4, Ref +6, Will +5	
Defensive Abilities shatter weapon; Immune construct traits; SR 20	
OFFENSE	
Speed 20 ft.	
Melee 2 slams +18 (2d6+7 plus dazing strike)	
Space 10 ft.; Reach 10 ft.	
Special Attacks dazing gaze	
TACTICS	
Before Combat The cephalophore stands perfectly still.	
During Combat On the first round of combat, the construct activates its gaze attack. On future rounds, it attacks the nearest creature.	
Morale The cephalophore fights until destroyed.	
STATISTICS	
Str 25, Dex 14, Con —, Int —, Wis 12, Cha 1	
Base Atk +12; CMB +20; CMD 32	
SQ shatter weapon, statue form	
SPECIAL ABILITIES	
Dazing Gaze (Su) A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.	
Dazing Strike (Su) A creature struck by the cephalophore's slam attack must succeed at a DC 16 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.	
Shatter Weapon (Ex) When a character strikes a cephalophore	

with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

Statue Form (Ex) If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

DEATHTRAP OOZE

The killing blade of this horrific trap drips with an animated sheen of foul brown-orange slime.

DEATHTRAP OOZE	CR 8
<i>Pathfinder RPG Bestiary 3 64</i>	
N Large ooze (shapechanger)	
Init -4; Senses blindsight 60 ft.; Perception -5	
DEFENSE	
AC 10, touch 5, flat-footed 10 (-4 Dex, +5 natural, -1 size)	
hp 126 (12d8+72)	
Fort +10, Ref +0, Will -1	
Immune acid, ooze traits	
OFFENSE	
Speed 20 ft., climb 20 ft.	
Melee slam +13 (2d6+7 plus 2d6 acid and grab)	
Space 10 ft.; Reach 10 ft.	
Special Attacks constrict (2d6+7 plus 2d6 acid)	
TACTICS	
Before Combat The deathtrap ooze takes the form of a wall scythe trap (see Appendix 9, page 74).	
During Combat The ooze attacks the nearest creature.	
Morale The ooze fights to the death.	
Statistics Str 20, Dex 3, Con 22, Int —, Wis 1, Cha 1	
Base Atk +9; CMB +15 (+19 grapple); CMD 21 (can't be tripped)	
Skills Climb +13	
SQ compression, trap form	
SPECIAL ABILITIES	
Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.	
Trap Form (Su) A deathtrap ooze can take 1 minute to assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it assumes the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the <i>Core Rulebook</i> include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that	

discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

GOLEM, WOOD

This human-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood.

WOOD GOLEM

CR 6

Pathfinder RPG Bestiary 164

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +5, **Will** +5

DR 5/adamantine; **Immune** construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (2d6+4)

Special Attacks splintering

TACTICS

During Combat The wood golem attacks the nearest creature, using its splintering ability as often as possible.

Morale The golem fights until destroyed.

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** —, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +12; **CMD** 25

SPECIAL ABILITIES

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- Warp wood or wood shape slows a wood golem (as the slow spell) for 2d6 rounds (no save).
- Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

STIRGE QUEEN

A bloated, red belly dangles beneath the furiously beating wings of this massive mosquito.

STIRGE QUEEN

CR 7

Advanced giant mosquito (Pathfinder RPG Bestiary 2 292, 193)

N Medium vermin

Init +9; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 23, touch 19, flat-footed 14 (+9 Dex, +4 natural)

hp 60 (8d8+24)

Fort +11, **Ref** +11, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +12 (1d8+9 plus bleed and grab)

Special Attacks bleed (2d6), blood drain (1d3 Constitution)

TACTICS

During Combat The mosquito queen attempts to feed the first PC she grabs to her nest, and then saves future PCs for herself.

Morale The mosquito queen fights to the death to protect her nest.

STATISTICS

Str 22, **Dex** 29, **Con** 21, **Int** —, **Wis** 17, **Cha** 10

Base Atk +8; **CMB** +12 (+16 grapple); **CMD** 29 (37 vs. trip)

Skills Fly +13, **Perception** +11; **Racial Modifiers** Perception+8

SPECIAL ABILITIES

Brood Nest (Ex) A mosquito queen may spend 8 hours to build a nest from glandular secretions and lay eggs inside the nest. The brood nest is an object one size category larger than the mosquito queen with hardness 2 and half her hit points. If mosquito queen succeeds on a grapple check while adjacent to her brood nest, she may choose to place the target inside the nest instead of dealing damage. This ability otherwise functions as the swallow whole universal monster ability (1d3 Constitution damage, AC 12, hardness 2, 42 hp). The nest is in the corner of the room that the mosquito queen rests in.

PARASITE, ROT GRUB SWARM

This nauseating carpet of wriggling white grubs undulates outward in a pallid wave of hunger.

PARASITE, ROT GRUB SWARM

CR 7

Pathfinder RPG Bestiary 3 215

N Fine vermin (swarm)

Init +2; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 85 (10d8+40)

Fort +11, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft.

Melee swarm (2d6 plus distraction and infestation)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 19), infestation

TACTICS

During Combat The rot grub swarm feeds on the nearest creature.

Morale The hungry swarm fights until dispersed.

STATISTICS

Str 1, **Dex** 15, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

SPECIAL ABILITIES

Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

PARASITE, GIANT ROT GRUB

This twitching, pale maggot is the size of a large dog. A circular mouth quivers and gasps at one end of its pulsating body.

PARASITE, GIANT ROT GRUB

CR 3

Pathfinder RPG Bestiary 3 215

N Small vermin

Init +1; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft.

Melee bite +6 (1d6+3 plus grab and poison)

Special Attacks gnaw, grab (Medium)

TACTICS

During Combat The rot grub feeds on the nearest creature.

Morale The hungry grub fights to the death.

STATISTICS

Str 14, **Dex** 12, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 15

SPECIAL ABILITIES

Gnaw (Ex) A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 5 rounds; *effect* 1d3 Str; *cure* 1 save.

APPENDIX 9: ENVIRONMENTAL THREATS

The environmental threats that the PCs may face are presented below, organized into haunts, hazards, and traps.

HAUNTS

The PCs may encounter the haunts below.

ENRAGED DEFENDERS HAUNT CR 6

LG haunt (30-ft. radius)

Caster Level 6th; **Notice** Perception DC 20 (to hear shouted battle commands)

hp 12; **Trigger** proximity; **Reset** 1 hour

EFFECT

Ghostly crusaders appear, shouting battle cries while intoxicated by the thrill of battle. An empowered spiritual weapon attacks all creatures in the radius (melee +6; 1d8+2 plus 50%).

DESTRUCTION

Calm the spirits by telling them the battle has ended or giving them a useful battle tactic, and then succeeding at a DC 20 Diplomacy, Knowledge (religion), or Profession (soldier) check.

TRAMPLING SPIRITS HAUNT CR 8

LG haunt (40-ft. radius)

Caster Level 8th; **Notice** Perception DC 26 (to hear galloping hooves)

hp 16; **Trigger** proximity; **Reset** 1 hour

EFFECT

Ghostly cavalry appear, charging toward some unseen foe. These spectral horses stampede over all creatures within the radius, dealing 8d6 points of damage (DC 18 Reflex half).

DESTRUCTION

Calm the spirits by telling them the battle has ended or giving them a useful battle tactic, and then succeeding at a DC 24 Diplomacy, Knowledge (religion), or Profession (soldier) check.

TYRANT'S EMBRACE HAUNT CR 8

LE haunt (40-ft. radius)

Caster Level 8th; **Notice** Perception DC 26 (to see a skeletal hand emerging)

hp 16; **Trigger** proximity; **Reset** 1 hour

EFFECT

Skeletal hands appear and attempt to grab living creatures. All creatures within the radius are affected by *enervation*, as the spell (+8 touch).

DESTRUCTION

Cleanse the room with holy water, *consecrate* the room, or cast *death ward* at the center of the haunt.

TYRANT'S RECRUITMENT HAUNT CR 6

LE haunt (30-ft. radius)

Caster Level 6th; **Notice** Perception DC 20 (to hear a cackling laugh)

hp 12; **Trigger** proximity; **Reset** 1 day

EFFECT

The laughing voice of a man fills the chamber, "Go, go and find more to worship Absalom's next god, Tar-Baphon." All creatures within the radius are affected by a *suggestion* to establish a secret cult to Tar-Baphon in the nearest settlement (DC 15 Will negates). Creatures whose alignment is chaotic or good receive a +2 bonus on this saving throw (for a total bonus of +4 for chaotic good creatures).

DESTRUCTION

Cleanse the room with holy water, *consecrate* the room, or cast a *bless* spell granted by a good deity.

HAZARDS

The PCs may encounter the hazards below.

BAD AIR (CR 4)

Source: *Pathfinder RPG GameMastery Guide* 244

Flammable vapors such as coal gas are dangerous and hard to spot; noticing these vapors in advance requires a creature to succeed at a DC 24 Survival check. The gases displace breathable air in the lungs. Creatures breathing the air must make a Fortitude save (DC 15 + 1 per previous check) each hour or become fatigued. After a creature becomes fatigued, slow suffocation sets in (*Pathfinder RPG Core Rulebook* 445). Creatures holding their breath can avoid these effects. In addition, any open flame or spark causes an explosion for 6d6 points of damage (Reflex save DC 15 for half) to all in the room or within 5 feet of an entrance. The fire burns away the oxygen in the air, leaving it unbreathable for 2d4 minutes. After an explosion, flammable gas usually takes several days to build up to dangerous levels again.

CAVE-IN (CR 8)

A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-wide slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a successful DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be attempted untrained as Intelligence checks. A dwarf can attempt such a check if he simply passes within 10 feet of a weakened ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they succeed at a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they succeed at a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must attempt a DC 15 Constitution check each minute. If

he fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

DWEOMERSINK (CR 6)

Source: *Pathfinder RPG GameMastery Guide* 244

Zones of magical entropy that disrupt spells, dweomersinks are occasionally formed at the sites of great magical duels, by the destruction of powerful artifacts, or by vortices of eldritch energy at the fringes of antimagic zones. They vary in size from small bubbles only a few feet across to large areas the size of a town. A successful DC 20 Spellcraft check detects a tingling in the air that heralds the presence of a nearby dweomersink. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as *dispel magic*, caster level 8th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex save DC 15 for half damage). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink.

DWEOMERSINK (CR 9)

As the CR 6 version of dweomersink, except the caster level of the *dispel magic* effect is 14 and the DC of the Reflex save to take half damage from its burst is 18.

GREEN SLIME (CR 4)

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

MNEMONIC CRYSTALS (CR 3)

Source: *Pathfinder RPG GameMastery Guide* 245

Mnemonic crystals are large (2–4 feet tall) clusters of violet quartz crystals that radiate a strong abjuration aura. They can be identified with a successful DC 25 Knowledge (arcana) check. Attuned to the unique energies of spellcraft, mnemonic crystals harvest magical energy for growth and

defense. The crystals drain prepared spells from spellcasters within 30 feet, who must make DC 22 Will saves each round while in the crystals' area. Failure results in the loss of one prepared spell, chosen randomly. Spontaneous spellcasters such as sorcerers are unaffected.

Damaging or breaking the crystals causes them to release their absorbed spells in a burst of mental energy that does 1d6 points of Wisdom damage to all creatures in a 10-foot radius. Mnemonic crystals are exceedingly fragile (hardness 0, 1 hit point). In areas thick with the crystals, creatures passing through must make DC 10 Acrobatics checks to avoid stepping on or brushing against the crystals and breaking them.

ROT GRUBS (CR 4)

Source: *Pathfinder RPG GameMastery Guide* 245

Parasites such as ear seekers or rot grubs cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

Rot grubs are nauseating parasites that feed on flesh and nest in corpses. Generally, a handful of the grubs infest a single corpse at a time, and a DC 15 Perception check is enough to notice and avoid the grubs. Otherwise, 1d6 grubs swiftly burst from the carcass to burrow into the creature, which can attempt a DC 15 Reflex save to avoid the grubs (but only if the creature is aware of the grubs' presence). Any amount of damage reduction is enough to provide immunity to infestation.

Once rot grubs have infested a living body, they burrow toward the host's heart, brain, and other key internal organs, eventually causing death. On the first round of infestation, applying flame to the point of entry can kill the grubs and save the host, but this inflicts 1d6 points of fire damage to the victim. Cutting the grubs out also works, but the longer the grubs remain in a host, the more damage this method does. Cutting them out requires a slashing weapon and a DC 20 Heal check, and inflicts 1d6 points of damage per round that the host has been infested. If the Heal check is successful, one grub is removed. *Remove disease* kills any rot grubs in or on a host.

ROT GRUBS

CR 4

Type infestation; **Save** Fortitude DC 17

Onset immediate; **Frequency** 1/round

Effect 1d2 Con damage per grub

YELLOW MOLD (CR 6)

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold

must succeed at a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

TRAPS

The PCs may encounter the traps below.

CAMOUFLAGED SPIKED PIT TRAP CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

ELECTRICITY ARC TRAP CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

HAIL OF ARROWS TRAP CR 9

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger visual (*arcane eye*); **Reset** repair

Effect Atk +20 ranged (6d6); multiple targets (all targets in a

20-ft. line)

INSANITY MIST TRAP CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

Insanity Mist—inhaled; *Save* Fortitude DC 15; *Frequency* 1/round for 6 rounds; *Effect* 1d3 Wis damage; *Cure* 1 save

SHOCKING FLOOR TRAP CR 9

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (alarm); **Duration** 1d6 rounds; **Reset** none

Effect spell effect (*shocking grasp*, Atk +9 melee touch [4d6 electricity damage]); multiple targets (all targets in a 40-ft.-square room)

WALL SCYTHE TRAP CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (2d4+6/×4)

WYVERN ARROW TRAP CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6 plus wyvern poison/×3)

Pathfinder Society Scenario #8-07: Tome of Righteous Repose

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- ☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #8-07: From the Tome of Righteous Repose

Character Chronicle #

☐ Core Campaign

Player Name A.K.A. Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

☐ **Righteous Redemption:** Thanks to your work bringing a lost hero's legacy to light, key leaders in the crusader nation of Lastwall have begun seeing Pathfinders less as ruffians and more as potential allies. Between adventures or while in Lastwall, you can check the box that precedes this boon to requisition one of the following: a satchel containing six flasks of holy water and an oil of bless weapon; two *scrolls of lesser restoration*; a combat-trained warhorse (heavy or light) with a military saddle, bit, bridle, and week of feed; a masterwork longsword; or a masterwork lance. This gear is yours to do with as you please, but it has an effective resale value of 0 gp.

☐☐☐ **Worthy Foe:** Lastwall is the Inner Sea's bulwark against countless evils, and you have proven yourself against a local villain. As a swift action, you can check a box that precedes this boon to gain one of two benefits against enemies that correspond to the threat you defeated. First, you can choose to gain a +2 bonus on attack and weapon damage rolls against such creatures, as well as a +2 dodge bonus to AC against such creatures' attacks. Alternatively, you can gain a +2 bonus on caster level checks to overcome those creatures' spell resistance, increase the save DC of your spells and abilities against those creatures by 1, and gain a +2 bonus on saving throws against those creatures' spells and abilities. Either benefit lasts until the beginning of your next turn.

Bones: You gain the benefits above against undead creatures.

Scales: You gain the benefits above against dragons and humanoids with the reptilian subtype.

Scoundrels: You gain the benefits above against humanoids with the human subtype.

Tusks: You gain the benefits above against magical beasts and humanoids with the orc subtype.

All Subtiers

+1 *fire-forged longsword*^{UE} (2,615 gp)
+1 *flaming ammunition* (166 gp, limit 2)
aegis of recovery^{UE} (1,500 gp)
antiplague^{UE} (50 gp)
belt of tumbling^{UE} (800 gp)
cloak of the hedge wizard^{UE} (2,500 gp)
daredevil boots^{UE} (1,400 gp)
fire ward gel^{UE} (150 gp)
gem of four elements (acts as an *elemental gem* but allows the user to summon a Large air, earth, fire, or water elemental; 2,750 gp, limit 1)
immovable rod (5,000 gp)
miser's mask^{UE} (3,000 gp)
restorative ointment (4,000 gp)
ring of arcane signets^{UE} (1,000 gp)
searing arrow^{UE} (1,516 gp)
shadow essence poison (250 gp, limit 4)
soul stimulant^{UE} (300 gp)
traveler's any-tool^{UE} (250 gp)
wand of burning hands (CL 5th, 23 charges; 1,725 gp, limit 1)
wand of cure moderate wounds (5 charges; 450 gp, limit 1)
wand of gust of wind (18 charges; 4,050 gp, limit 1)
wand of protection from evil (7 charges; 105 gp, limit 1)
wand of vanish (CL 4th, 24 charges; 1,440 gp, limit 1)
^{UE} This item appears in *Pathfinder RPG Ultimate Equipment*.

Subtier 6-7

+1 *holy ammunition* (366 gp, limit 2)
+1 *undead-bane longsword* (8,315 gp)
amulet of elemental vengeance (combines the effects of an *amulet of elemental strife*^{UE} and a *necklace of fireballs* [four 4d6 spheres remaining]; 6,250, limit 1)
bloodletting kukri^{UE} (6,308 gp)
deathblade poison (1,800 gp, limit 1)
fuse grenade^{UE} (100 gp)
ghostvision gloves^{UE} (4,000 gp)
gravewatch pendant^{UE} (6,000 gp)
knight's pennon of battle^{UE} (4,500 gp)
martyr's tear^{UE} (6,000 gp)
volatile vaporizer^{UE} (2,200 gp)
wand of cure serious wounds (5 charges; 1,125 gp, limit 1)
wand of daylight (17 charges; 3,825 gp, limit 1)
^{UE} This item appears in *Pathfinder RPG Ultimate Equipment*.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	650	1,300
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,133	2,265
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,615	3,230
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	Starting XP		
			GM's Initials
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige		Initial Fame
			GM's Initials
	Prestige Gained (GM ONLY)		
	Prestige Spent		
GOLD	Current Prestige		Final Fame
	Starting GP		
			GM's Initials
	GP Gained (GM ONLY)		
GOLD			GM's Initials
	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #