



THE LABYRINTH OF HUNGRY GHOSTS

By Tom Phillips



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PATHFINDER SOCIETY SCENARIO #7-19

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Pathfinder Society Scenario #7-19: The Labyrinth of Hungry Ghosts is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). 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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THE LABYRINTH OF HUNGRY GHOSTS

BY TOM PHILLIPS



Dozens of stone pillars known as the Gloomspires rise from the ocean west of the Eye of Abendego. Built during the Age of Serpents by a humanoid race remembered only as the Makers, many of these columns contain numerous levels and chambers since used by both the devious and the desperate to hide themselves and their wealth. Since ancient times, the Gloomspires have intrigued explorers, yet the columns' ever-present wind-resistant fog and their tendency to shift locations at random means studying any one in particular—much less getting an accurate count of their number—is extremely difficult. Only for three nights during the winter and summer solstices do the columns stay still.

Venture-Captain Calisro Benarry has studied the Gloomspires for years, but their capricious movements have stymied her efforts. Following a lead found in the logbook of the pirate captain Mazzer Thrennt, she sent a team of Pathfinders into one of the columns to secure the *Orb of Stars*, a relic of an order of astronomers from the lost kingdom of Lirgen. The relic has the power to change the alignment of the stars—or at least how those in the area perceive them—tricking the Gloomspires into believing that a solstice is currently in effect. A team of Pathfinders recovered the orb and defeated some of the spire's denizens. During their mission, this team confirmed rumors that the column was the tomb of notorious wizard and pirate captain Sempet Sevenfingers. They also discovered a path leading deeper into the tomb, but a magically warded door prevented them from entering its deeper levels.

Calisro Benarry recently hired a Thuvian caravel, the *Pride of Aspenthar*, to ferry another Pathfinder team to explore the second level of Sevenfingers's domain. Equipped with Benarry's magical *folding boat* and led by the paladin Jaohd Ilzinian, the team was tasked with using the *Orb of Stars* to freeze the Gloomspires in place so they could reach the site safely. However, when the Pathfinders failed to return for their rendezvous with Benarry at their appointed time, Benarry feared the worst. The venture-captain has had just enough time

WHERE ON GOLARION?

This adventure takes place in the Gloomspires, specifically the second level of Sevenfingers's tomb. The Gloomspires are located roughly 100 miles due west of the western edge of the Eye of Abendego, midway between Mediogalti Island and the westernmost isles of the Shackles. For more information regarding the regions bordering the Gloomspires, see *Pathfinder Campaign Setting: Isles of the Shackles*, *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores everywhere, and online at paizo.com.



to cobble together a replacement team and return to the Gloomspires in time for the next solstice—their only chance to mount a rescue in the next half year.

In truth, most of the original Pathfinder team is dead. An ancient and malevolent spirit the team encountered possessed Jaohd Ilzinian and orchestrated the deaths of his companions. Wearing Ilzinian's body, the spirit has made its way quickly to the summit of Sevenfingers's tomb, and it is eager to lure more souls to their doom.

ADVENTURE SUMMARY

Venture-Captain Calisro Benarry sails the PCs to the Gloomspires aboard the *Grimming Pixie*, her ship and

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG NPC Codex*, *Pathfinder RPG Occult Adventures* (OA), and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Relevant rules from the *Bestiary* volumes and the *NPC Codex* are reprinted at the back of the adventure.

traveling Pathfinder lodge. Once the ship arrives at the Gloomspires, Benarry sends PCs into Sevenfingers's tomb to rescue a team of Pathfinders, or to recover their remains, and to retrieve both the *Orb of Stars* and the *folding boat* that she lent to the original team.

High atop Sevenfingers's tomb, the PCs encounter a band of marooned sailors, survivors of the doomed *Pride of Aspenthar*. These sailors have captured the leader of the missing Pathfinder team, Jaohd Ilzinian. He is an honorable paladin, but a malevolent force from within Sevenfinger's tomb has taken over his mind. After the PCs rescue Ilzinian from the sailors, the possessed paladin tries to lure the PCs into the tomb. The PCs may deduce that Ilzinian is under a sinister influence if they notice inconsistencies in his story, and may attempt to expel the spirit.

Within the tomb, the PCs explore an extra-dimensional maze of trapped souls and flesh-hungry undead and find the inner sanctum of the spirit that possessed Jaohd Ilzinian. There, the PCs either face the recently expelled spirit or the paladin acting under the spirit's control, as well as the spirit's ravenous undead mate.

GETTING STARTED

The scenario begins with a briefing from Venture-Captain Calisro Benarry.

On the *Grinning Pixie's* deck, Venture-Captain Calisro Benarry stands defiantly amid the howling wind and driving rain. The powerfully built half-orc's voice carries over the storm. "There!"

she yells, pointing to the northwest. "We've reached the Gloomspires." As if on cue, numerous impossibly narrow fingers of black rock suddenly appear in the distance. The unnatural structures exude a sensation of unnatural and profound dread. Benarry laughs deeply as the sensation descends.

A PC who played #6–o6 *Hall of the Flesh Eaters* has previously adventured in the Gloomspires, and was likely part of the team that recovered the *Orb of Stars* mentioned below in the first place. If any PC played in that adventure, Venture-Captain Benarry says the following.

"I bet you're glad to be back to these gods-accursed spires! I sent in another team to continue the good work you started, and things didn't go so well. You're the closest thing to an expert on this rock we have, so I'm trusting you to bring the team through this mission safely."

The venture-captain continues.

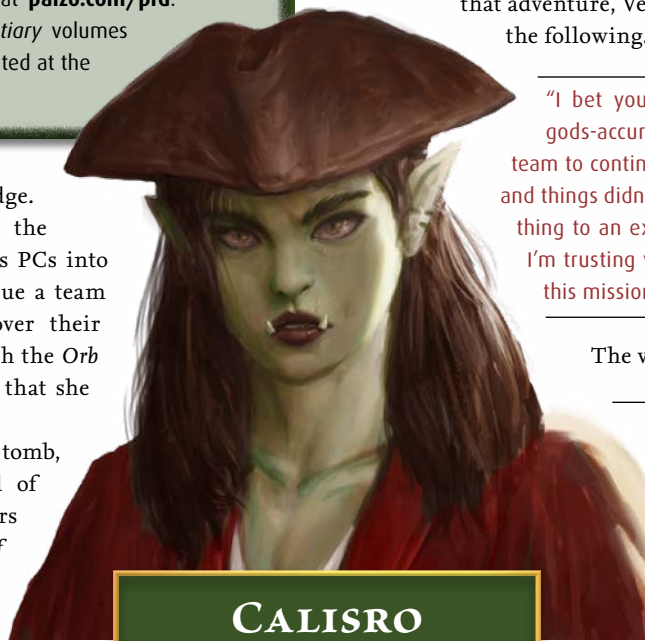
She leans in closer. "Let's review some of the details of your mission." Her eyebrows furrow. "Two months ago, I sent another team of Pathfinders to Old Sevenfingers's tomb aboard a Thuvian caravel called the *Pride of Aspenthar*. The *Pride* and the Pathfinders never returned to Drenchport. Divinations confirmed

that the ship was lost. It apparently sank after transporting the Pathfinders to the tomb, but no Pathfinders were on board. I sent the team into the second level of the tomb—a place called the Labyrinth of Hungry Ghosts. I put a veteran explorer named Jaohd Ilzinian in charge of the team. He's a paladin of Shelyn known for his skill at fighting against things that should be dead.

"Ilzinian's team carried the *Orb of Stars* with them. It's a powerful magic item that freezes the Gloomspires in place so they can be explored safely. As you can see," she says, gesturing to the spires, "the orb isn't working. In the last few minutes, those columns have shifted twice. Without the orb, the spires only stand still on the solstice."

Benarry allows her words to sink in before continuing. "The solstice begins in a few hours, so you'll be able to make your way to the tomb just fine. I need you to climb up to Sevenfingers's tomb, find out what happened to the Pathfinders, and recover the *Orb of Stars*. Also, I let Jaohd borrow *Old Flotsam*, my folding boat. She's precious to me, and I'd really like her back."

A sudden flash of lighting and the roar of distant thunder



CALISRO
BENARRY

punctuate the captain's words, and she smirks. "Sounds simple enough, don't it? The spires will stay in place for three days. If you find the orb, you'll get two weeks. If you stay longer than that, you lubbers might run into trouble sailing back out. I'll circle the *Pixie* around the spires for three weeks just in case. Any questions before you jump in the rowboat?"

The Gloomspires and Sempet Sevenfingers are well-known legends in the region. Before continuing, allow the PCs a chance to remember some facts about these topics. PCs who played *Hall of the Flesh Eaters* may recall some of this information.

KNOWLEDGE (ARCANA) OR KNOWLEDGE (HISTORY)

Based on the results of a Knowledge (arcana) or Knowledge (history) check, the PCs might already know about the Gloomspires. Each PC recalls all the information whose DC is less than or equal to the result of her check.

15+: The Gloomspires are an ancient field of massive stone columns that rise from the Arcadian Ocean. Most sages say they were already old when the Ghol-Gan Empire was young. The Gloomspires are hollow and contain many chambers and passages, all of which are believed to be cursed, monster-infested, or both.

20+: Since the time of the Ghol-Gan Empire, many of the Gloomspires have been explored, and some have even been claimed and repurposed by other beings. Of these, Sevenfingers's tomb is the most well known.

25+: The Gloomspires are inundated with strange, reality-warping effects. The columns occasionally shift their positions, and many explorers report feeling a sense of wrongness and foreboding just from being in the area. This bizarre magic also makes teleportation and plane-traveling magic very difficult, though summoning spells tend to function normally.

30+: A humanoid race of powerful sorcerers called the Makers constructed the Gloomspires during the Age of Serpents. The Makers are believed to have escaped enslavement in a nightmarish realm and fled to Golarion.

KNOWLEDGE (ARCANA), KNOWLEDGE (HISTORY), OR KNOWLEDGE (LOCAL)

Based on the results of a Knowledge (arcana), Knowledge (history), or Knowledge (local) check, the PCs might already know about Sempet Sevenfingers. Each PC recalls all the information whose DC is less than or equal to the result of her check.

15+: Sempet Sevenfingers was a legendary pirate who was active in the region 300 years ago.

20+: From his dreaded flagship, the *Voracious*, Sevenfingers commanded a small fleet of pirate ships. His practice of using kuru cannibals to augment his boarding parties inspired fear and hatred across the Shackles.

25+: Sevenfingers was a powerful wizard who dabbled in necromancy and communed with evil outsiders, entities from the Dark Tapestry, and other beings from unspeakable realms beyond Golarion.

30+: Sevenfingers had dealings with the denizens of Leng. His flagship, the *Voracious*, was actually a black ship of Leng, gifted to Sevenfingers by his dreadful allies.

The PCs might have questions for Benarry. Possible questions and her answers appear below.

What are the Gloomspires? "They're a cluster of columns that rises out of the sea, about a hundred miles west of the Eye of Abendego. The columns are 500 feet tall and all look the same on the outside. On the inside, they're hollow and full of chambers and passages, which they say are home to monsters, traps, and worse. Some say there are twenty columns, others say fifty. The fog never blows away, so it's damn near impossible to count them properly."

Who built the Gloomspires? "An ancient race of powerful sorcerers called the Makers built the place. Supposedly they fled to our world in prehistoric times, escaping slavery to someone even more powerful. The Makers either died out or moved on before the Ghol-Gani cyclopes rose to power thousands of years ago."

What is the Orb of Stars? "The Saoc Brethren of Lirgen made the orb. It can hold the Gloomspires in place long enough for us to study the site properly."

Who was Sevenfingers? "He was a powerful wizard and pirate who sailed the Shackles three centuries ago. After a very long and successful career full of killing and looting, he buried himself alive in one of the Gloomspires. His legendary tomb has lured pirates, explorers, and treasure-hunters to their doom ever since."

What can you tell us about Jaohd Ilzinian and his companions? "Jaohd is a Taldan paladin who worships Shelyn. He's tall and scrawny, with gray eyes and red hair. He joined the Society thirteen years ago and become an expert on spirits and haunts. His longsword, a fine blade he calls *Ether's Kiss*, can hurt creatures with no real body of their own. Jaohd went into the Gloomspires with four other agents: the Taldan twins Alrasus and Naphinia, known for their quick fingers and quicker wits; Zumek, a Kellid warrior who could wrestle a crocodile and win; and Yetisiel, an elf with the power of storms in her blood."

If the PCs need any gear, the *Grinning Pixie's* quartermaster can sell them nearly any mundane or alchemical gear in addition to magic items worth 2,500 gp or less.

Treasure: Benarry gives the PCs two pouches of *grave salt* (*Pathfinder RPG Ultimate Equipment* 301) and a *wand of ghostbane dirge* (*Pathfinder RPG Advanced Player's Guide* 225) wrapped in a shroud. The wand has 6 charges remaining. She explains, "That ratty scrap of cloth is connected to

Sevenfingers himself. A mystic old sea dog performed a ritual to connect it to the wand. He said it should make the magic item more effective in the Gloomspires, as long as you don't unwrap it. You let me know if he was trying to pull something on me, and I'll go get my coin back." The ritual was successful—as long as the PCs don't remove the wand from the shroud, the Will save DC to resist the wand's effects within the Gloomspires is 17.

THE GLOOMSPIRES

The Gloomspires have long influenced the mythology of the Shackles region, and the site has spawned countless tavern tales, though the spine-chilling legends concerning Sempet Sevenfingers remain the most popular.

THE MAKERS

The Gloomspires were created during the Age of Serpents by a race of humanoids called the Makers. The Makers fled to the region after having been held in thrall by an even more powerful group. Scholars debate whether these builders originated from another continent, another planet, or another plane altogether. The Makers wielded powerful magic (as evidenced by the overwhelming enchantments that continue to influence the ruins), and each column served as the personal demesne of a Maker.

Though exceptionally long-lived, the Makers were not immortal, and if any of their descendants survived into later ages, there is no evidence as to what or where those creatures might be. What does seem clear is that by the time the Ghol-Gani began worshipping nature spirits and constructing their first primitive settlements, the Makers were no more, and the Gloomspires stood abandoned.

INHABITANTS

After the Makers' disappearance, the Gloomspires became a favorite destination for explorers, treasure-hunters, and colonists of all kinds. The first to arrive were the ancient Ghol-Gani, whose great cities of Garkotar and Tzaarban stood within a few hundred miles of the site. Though most cyclopes shunned the Gloomspires, a few of the more adventurous giants turned columns into laboratories, prisons, temples, and tombs. Other races, such as the serpentfolk and urdefhan, discovered the Gloomspires via subterranean passages connecting a few of the columns' lowest levels with the caverns of Nar-Voth.

In the past 600 years, visitors from Garund and Avistan—mostly pirates—also explored the site, though the majority of these explorers stumbled upon the Gloomspires by accident or were marooned there. A few enterprising and powerful individuals have converted the columns into temporary lairs, treasure vaults, or permanent abodes over the years. Of these residents, Sempet Sevenfingers remains the most notorious.

FEATURES OF THE GLOOMSPIRES

The following special features are present inside and around the Gloomspires.

Alien Architecture and Atmosphere: At first glance, the clean, rectangular design of the Gloomspires looks rather plain. However, this apparent simplicity belies the structures' complex alien architecture, which manifests in peculiar ways. Explorers within a column occasionally see the walls, ceilings, and floors shift and quiver in their peripheral vision. Another, more subtle effect of this strange geometry is the slight distortion of the column's dimensions; despite countless attempts to reconcile the numbers, explorers find the straight-sided columns are a uniform 120 feet across, yet the summits often measure as much as 180 feet to a side.

Additionally, a palpable sense of wrongness saturates the Gloomspires. Shadows flicker and move in unnatural directions, strange sounds and unidentifiable scents tease the senses, and alternating sensations of claustrophobia and agoraphobia periodically assail visitors. Though these alien features and sensations have no actual game effects, clever GMs can use them to nurture an ambiance of danger and foreboding.

Doors: Unless otherwise noted, the doors in the Gloomspires are 8-foot-tall, 4-foot-wide slabs of seamless dark gray stone (hardness 8, 90 hit points, Break DC 40). Each door has a stone handle and opens fairly easily, requiring a move action and a successful DC 8 Strength check. The doors are 10 inches thick and provide excellent sound insulation; increase the DC of Perception checks made to listen through a door by 10 rather than 5.

Floors, Walls, and Ceilings: The passages and chambers within the Gloomspires are constructed of huge blocks of dark gray stone. Most passages are 12 feet high, and most chambers have ceilings that are 20 feet high.

Skylights: Some of the chambers within the Gloomspires feature triangular niches that contain skylights—small windows only about a foot square. During the daylight hours, they provide dim light.

Twisted Magic and Dangerous Geometry: A powerful variant form of the *forbiddance* spell (CL 20) radiates from the Gloomspires out to a distance of 1 mile. This effect seals the Gloomspires against all interplanar travel and teleportation into or within the site. Such effects automatically fail, and if a creature attempts such magic while within 10 feet of a spire, the stone attempts to siphon away the caster's life energy, dealing 1d6 points of damage per spell level (Fortitude DC 20 half). A creature who dies from this damage is utterly consumed by the site's strange geometry. Only a *miracle* or *wish* can restore such a creature. Summoning spells function normally.

Visibility: Strange, wind-resistant fog permanently envelops the Gloomspires. This behaves in many ways like

fog cloud with the following exceptions. Creatures within 15 to 20 feet from an observer have concealment, and creatures farther away have total concealment. The Gloomspires are massive enough that a creature can discern their vague outlines from up to 500 feet away. Spells and effects that manipulate the wind and weather (like *control weather*) and spells with the air descriptor (like *gust of wind* and *wind wall*) disperse the fog within the spell's area of effect for the duration of the spell. *Miracle* and *wish* disperse all of the fog covering the Gloomspires, though it returns after 1d6 hours. The interior chambers of Sevenfingers's tomb do not contain a significant amount of fog unless otherwise noted.

A. ATOP SEVENFINGERS'S TOMB

Climbing the narrow, winding steps to the top of Sevenfinger's tomb takes 2 hours. The tomb's summit is covered with thick tropical foliage, most reaching the height of 30 to 40 feet. The areas on the flip-mat marked as trees represent this thick foliage, which is difficult terrain. The ever-present mists limit visibility atop Sevenfingers's to 15 feet. No animals live here, and sounds are muffled.

A1. Arrival Point

A lush canopy of tropical trees, flowering vines, and thick undergrowth forms a dark green wall around this small clearing. To the south is the edge of the column, and a sheer 500-foot drop.

The stairs lead to this empty clearing near the southwestern edge of the column. PCs who succeed on a DC 15 Perception or Survival skill check notice a number of humanoid bootprints crossing through the clearing and can track the prints to area A2.

A2. Sailors' Camp (CR 6 or 9)

Though the jungle canopy over this clearing is exceptionally thick, a small campfire set in its center illuminates the area significantly. The clearing contains a makeshift camp, with a handful of improvised beds made from old sails and numerous stools and tables scavenged and repurposed from flotsam.

Creatures: This camp belongs to the surviving crew of the *Pride of Aspenthar*, the ship that Calisro Benarry hired to ferry Ilzinian's Pathfinder team to Sevenfingers's tomb. When Ilzinian and his team failed to return to at their appointed time, the *Pride of Aspenthar*'s captain refused his crew's pleas to flee the Gloomspires. Two days later, half of the crew mutinied and a bloody battle ensued. At some point during the melee, the *Pride of Aspenthar* was cast adrift, breached

ILZINIAN'S POSSESSION

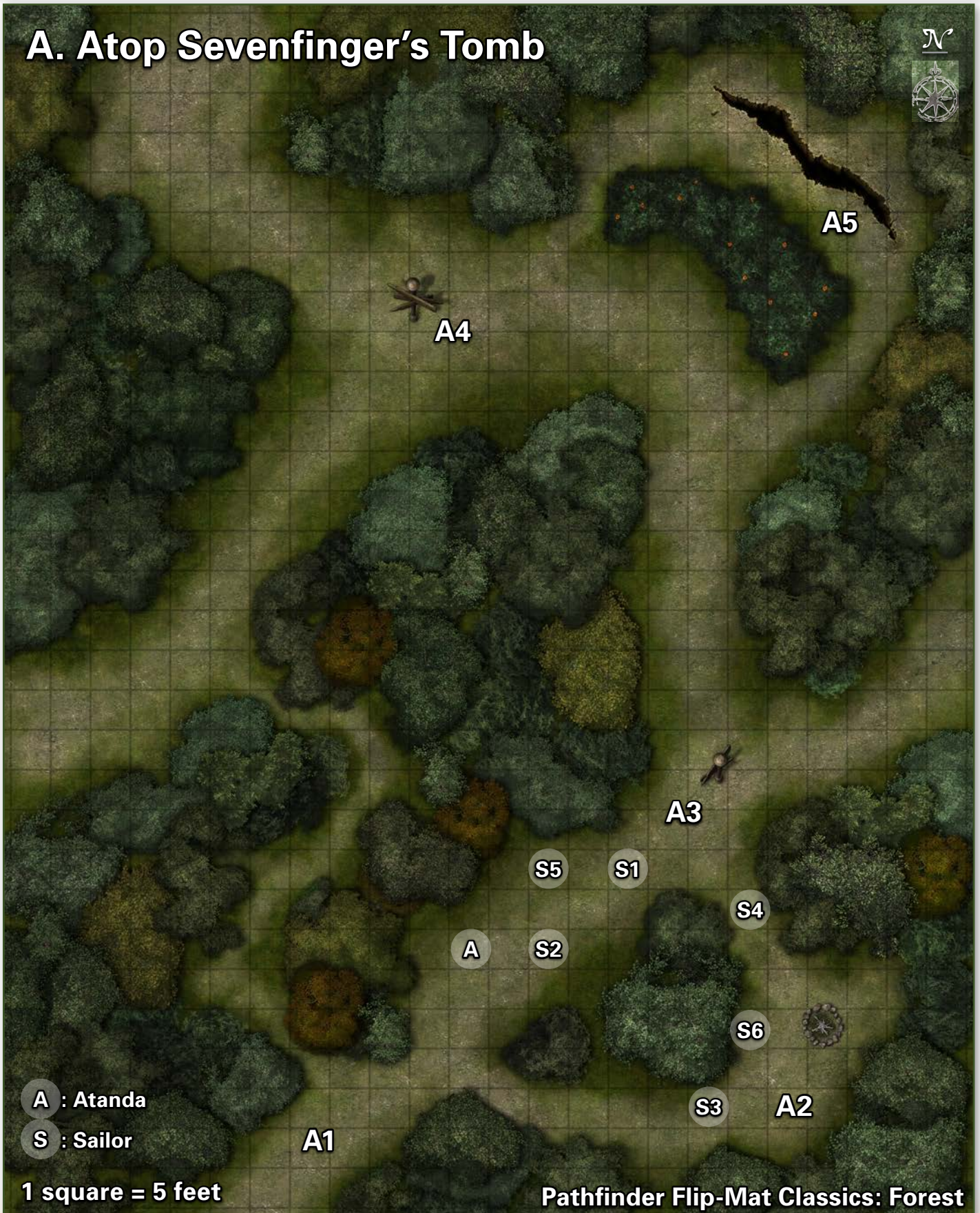
Jaohd Ilzinian is under the control of the spirit of Tzur-Vaal, one of the ancient Makers responsible for building the Gloomspires. This is a *greater possession* effect (*Pathfinder RPG Occult Adventures* 181). GMs are encouraged to review the rules for possession on pages 206–207 of the *Occult Adventures*. All mechanical effects of possession are included in Jaohd's possessed statistics in area B5. Tzur-Vaal has the Hidden Presence feat (*Occult Adventures* 135), which helps him hide from divinations and pass through some magical wards. The spirit plans to guide the PCs to area B5 and present them as meals to his mate. Though he wants the PCs to make it to area B5 alive, he prefers that they expend their resources and arrive weakened and wounded so they are easier to defeat. Tzur-Vaal's statistics and background appear in area B5 along with statistics for Ilzinian.

Whenever the PCs confront Ilzinian about a suspicious aspect of his behavior, Tzur-Vaal falsely explains that he must have been enchanted or cursed while exploring the labyrinth. Instead of rolling for his Bluff checks, he receives a result of 22 (26 in Subtier 6–7). Apply penalties for unreasonable statements as listed in the Bluff skill. Each encounter area contains an Ilzinian section, which provides guidelines for Tzur-Vaal's actions while the ghost possesses the paladin's body. In all encounters that the PCs face before area B5, Tzur-Vaal holds Ilzinian's action until all of the PCs take their turns. He feigns being overly cautious and uses the aid another action throughout the combat to increase a PC's AC. If the PCs discover the possession and move against him, he forces Ilzinian to fight them.

If the PCs liberate Ilzinian from Tzur-Vaal's control, they discover that the paladin has suffered a serious mental breakdown that prevents him from remembering any events that transpired after his team first entered the tomb. His divinely granted immunity to fear has caused this trauma to manifest in amnesia and profound sense of disorientation and guilt rather than open terror. His faith in Shelyn will help him recover over time if he receives counseling at a temple of his goddess—the *heal* spell can cure Ilzinian immediately. He still participates in combat, and he is determined to protect the PCs from the misfortune that befell his own team.

its hull on an outcropping of rock, and quickly sank. A few survivors made it to the top of Sevenfingers's tomb. Atanda, the *Pride of Aspenthar*'s cruel first mate, leads the camp. The sailors follow her commands without question—especially after Atanda tossed one of them over the side of the column for questioning one of her orders. In Subtier 3–4, Atanda is a half-orc ranger, and in Subtier 6–7, she is a halfling druid.

A. Atop Sevenfinger's Tomb



The sailors captured Jaohd Ilzinian when he emerged from the tomb. Atanda knows the Pathfinders were equipped with a magical *folding boat*, but the item was not among Ilzinian's gear when he emerged from the tomb. In fact, one of Ilzinian's companions carried the *folding boat* into the tomb, but died shortly after entering (see area B1 for details). Since Tzur-Vaal is unable to read Ilzinian's mind, he doesn't know where to find the *folding boat*. When the PCs approach the clearing, they hear Atanda's shrill voice as she threatens to cut off the paladin's toes if he doesn't reveal the boat's location.

Atanda and the sailors left some of their treasure on the *Pride of Aspenthar*—they have the reduced gear list included in their stat blocks below.

SUBTIER 3–4 (CR 6)

ATANDA CR 3

NE border guard (*Pathfinder RPG NPC Codex* 129, see page 24)

hp 30

Special Attacks favorite enemy (humans +2)

Combat Gear +1 *flaming arrows* (3), *potion of divine favor*, *potion of shield of faith* **Other Gear** mwk chain shirt, mwk composite longbow (+2 Str) with 20 arrows, mwk falchion

TACTICS

During Combat Atanda orders the sailors to attack while she tries to keep her distance. She casts *resist energy* (fire) on herself, and then makes attacks with her bow, using her +1 *flaming arrows* and targeting any humans first. If a PC engages her in melee, she drops her bow and fights with her falchion.

Morale Atanda has no intention of facing justice for her crimes. She fights to the death.

SAILORS (3) CR 2

N veteran buccaneers (*Pathfinder RPG NPC Codex* 267, see page 27)

hp 26 each

Ranged heavy crossbow +7 (1d10/19–20)

Combat Gear *potion of bull's strength*, *potion of cure light wounds*, alchemist's fire; **Other Gear** studded leather, heavy crossbow with 10 bolts, mwk scimitar, throwing axe

TACTICS

During Combat The sailors draw scimitars and charge the PCs.

Morale The desperate sailors fight to the death as long as Atanda is still conscious. However, if the PCs defeat Atanda and at least one other sailor, the remaining sailors toss down their scimitars and beg the PCs to spare their lives.

SUBTIER 6–7 (CR 9)

ATANDA CR 7

NE sea captain (*Pathfinder RPG NPC Codex* 67, see page 26)

SCALING ENCOUNTER A2

To accommodate a group of four PCs, make the following adjustments to the encounter.

Subtier 3–4: Remove one sailor, and remove the *potions of bull's strength* from the remaining sailors. Place three *potions of bull's strength* inside the box in area B1.

Subtier 6–7: Remove three sailors. The remaining sailors surrender if the PCs defeat Atanda and another sailor.

AC 23, touch 14, flat-footed 20

hp 61

Gear mwk heavy wooden shield, mwk scimitar, mwk sling with 20 bullets, *cloak of resistance* +1, *headband of inspired wisdom* +2, grappling hook, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch

TACTICS

Before Combat As the PCs approach the spire, Atanda casts *barkskin*, *bull's strength*, *freedom of movement*, and *greater magic fang*.

During Combat Atanda uses wild shape to transform a Huge triceratops and attacks the PCs. Statistics for both her halfling and triceratops forms appear in the appendix on page 26.

Morale Atanda has no intention of facing justice for her crimes. She fights to the death.

SAILORS (6) CR 2

N veteran buccaneers (*Pathfinder RPG NPC Codex* 267, see page 27)

hp 26 each

Ranged heavy crossbow +7 (1d10/19–20)

Combat Gear *potion of bull's strength*, *potion of cure light wounds*, alchemist's fire; **Other Gear** studded leather, heavy crossbow with 10 bolts, mwk scimitar, throwing axe

TACTICS

During Combat The sailors draw scimitars and charge the PCs.

Morale The desperate sailors fight to the death as long as Atanda is still conscious. However, if the PCs defeat Atanda and at least three other sailors, the remaining sailors toss down their scimitars and beg the PCs to spare their lives.

Development: If the PCs kill Atanda and accept the surrender of the remaining sailors, the sailors automatically become friendly. They relate the fate of the *Pride of Aspenthar* and profess their innocence of any wrongdoing. In fact, these sailors fought alongside their doomed captain and Atanda only pressed them into her service after they ended up marooned atop Sevenfingers's tomb. Unless coerced with magic, the sailors refuse to enter the tomb. Instead, they agree to remain atop the Gloomspire until the PCs return from their mission.

Ilzinian: Ilzinian lies on the ground next to the campfire. He is blindfolded and his hands and ankles are bound with Atanda's silk rope. When the PCs make their presence known, Ilzinian goes limp and appears to pass out. This is a ruse by Tzur-Vaal, who uses his Bluff skill to feign unconsciousness until the PCs resolve the encounter with the marooned sailors. After combat ends, the possessed Ilzinian pretends to wake. He introduces himself in Celestial, and claims that his experiences in the tomb have left him only able to communicate in "the blessed tongue of Shelyn". This is an unreasonable claim, which imposes a -5 penalty on his Bluff check if the PCs attempt Sense Motive checks against him. See the Ilzinian's Possession sidebar on page 7 for additional details about his behavior.

Treasure: If the PCs do not defeat Atanda and her allies, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 344 gp.

Out of Subtier: Reduce each PC's gold earned by 596 gp.

Subtier 6–7: Reduce each PC's gold earned by 849 gp.

A3. Effigy

Months ago, a group of marooned kuru cannibals erected a gruesome skull-headed effigy from tree branches, jungle vines, and the bloodstained bones of their cannibalized companions in the middle of this clearing.

A4. Ghol-Gani Stone

In the center of this clearing stands a large monolith, about five feet in diameter and twelve feet tall. Carved into the dark stone are the faces of dozens of one-eyed humanoid creatures, their mouths agape as if preparing to appease an unspeakable hunger.

Visitors from ancient Ghol-Gan erected this standing stone. It once siphoned energy from Sevenfingers's tomb to generate powerful necromantic effects. Since the passing of Ghol-Gan, the magic has diminished, though the stone still radiates a faint aura of necromancy and evil. Creatures approaching within 10 feet of the stone must succeed on a DC 12 Will save or become shaken for 1d6 rounds. This is a mind-affecting fear effect.

A5. Tomb Entrance

A crack in the earth splits the ground here, most of it covered by thick weeds and the roots of a huge strangler fig tree. Below the tangled roots is a deep shaft that descends into the gloom.

This is the entrance of Sevenfingers's tomb. Since the events of *Hall of the Flesh Eaters*, no creatures have moved to occupy the uppermost level, and it takes the Pathfinders only a short time to reach the second level.

The heavy door to the second level has been chopped to pieces, though the PCs can tell it once depicted an immense scowling face. A PC who succeeds at a DC 15 Knowledge (engineering) check deduces that someone used an adamantite sword to laboriously destroy the door. A PC who owns an adamantite weapon gains a +5 bonus on this skill check and can attempt it untrained.

B. THE LABYRINTH OF HUNGRY GHOSTS

The second level of Sevenfingers's tomb is known as the Labyrinth of Hungry Ghosts, for it has long been infested with malevolent ghosts, haunts, and corporeal undead that hunger for the flesh and souls of the living. See the Features of the Gloomspires section on page 6 for construction details and special features.

B1. Misty Death (CR 6 or CR 9)

The spiral stairs descend 80 feet from the Hall of the Flesh Eaters to a large mist-filled chamber.

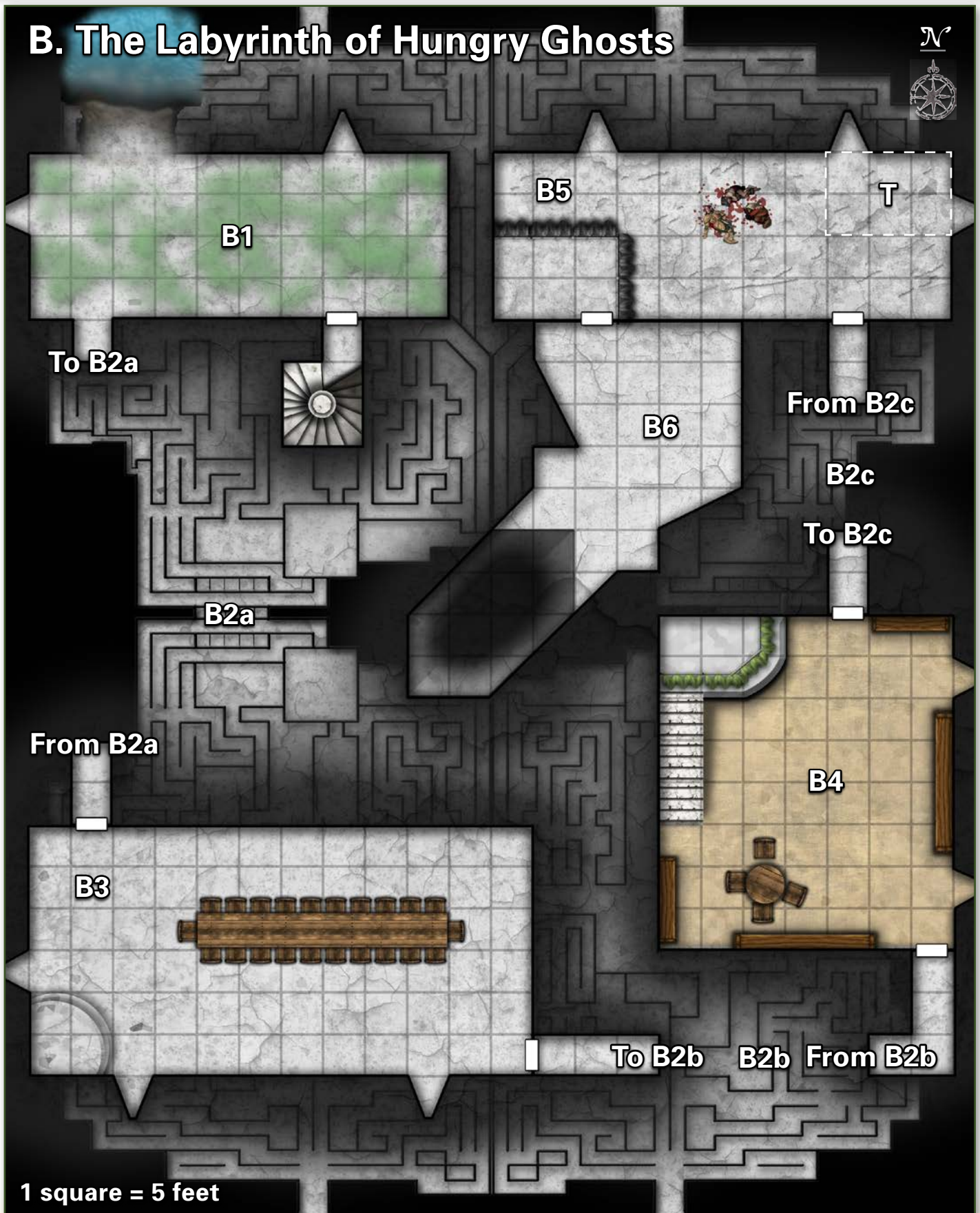
Sevenfingers designed this mist-shrouded chamber as a trap. He removed a large section of the north wall, creating a 12-foot long, 10-foot high breach. Beyond the breach is a sheer 420-foot drop to the frothing sea. A great deal of mist has seeped into chamber from this opening, though it isn't as thick as the mists outside of the tomb. The mist grants all creatures more than 20 feet away concealment (25% miss chance) and a +5 bonus to Stealth checks. The floor is spattered with dried bloodstains—the Pathfinder agent Zumek met his end in this room, and his body has been tossed in the northwest corner. A PC who succeeds at a DC 15 Heal check (DC 19 in Subtier 6–7) realizes that negative energy was ultimately what killed him.

Creatures: Hidden within the mist are a sentient ooze and one or more devious wights. If Ilzinian is reduced to 30 or fewer hit points (45 or fewer in Subtier 6–7), he pretends to notice Zumek's body, and falls to his knees by Zumek's side in feigned mourning. Tzur-Vaal guesses that Zumek was one of Ilzinian's former allies.

SUBTIER 3–4 (CR 6)

| HUNGRY MIST | CR 5 |
|----------------------------------------------------------------|------|
| Variant hungry fog (<i>Pathfinder RGP Bestiary</i> 3 152) | |
| N Huge ooze | |
| Init -3; Senses blindsight 60 ft.; Perception -5 | |
| Aura bewitching brume (10 ft., DC 8) | |
| DEFENSE | |
| AC 5, touch 5, flat-footed 5 (-3 Dex, -2 Size) | |
| hp 45 (7d8+14) | |
| Fort +4, Ref -1, Will -3 | |

B. The Labyrinth of Hungry Ghosts



1 square = 5 feet

SCALING ENCOUNTER B1

Make the following adjustments to accommodate a group of four PCs.

Subtier 3–4: Remove the wight from the encounter. Place three *potions of bull's strength* inside the box.

Subtier 6–7: Remove one of the brute wights from the encounter. A +1 *longspear* is on the floor near Zumek's body.

Defensive Abilities gaseous, negative energy affinity; **DR** 5/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10 **Weaknesses** vulnerable to wind

OFFENSE

Speed fly 15 ft. (perfect)

Melee +5 touch (4d6 negative energy)

Space 15 ft.; **Reach** 15 ft.

Special Attacks enveloping mists (DC 15, 2d6 negative energy and staggered)

TACTICS

During Combat The hungry mist moves to envelop as many PCs as possible. It pursues fleeing PCs, but does not venture more than 60 feet from area B1.

Morale The hungry fog fights to the death.

STATISTICS

Str —, **Dex** 4, **Con** 14, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5, **CMB** +5, **CMD** 12 (can't be tripped)

SPECIAL ABILITIES

Bewitching Brume (Su) Any creature within 10 feet of a hungry mist or currently being affected by its enveloping

mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry mist can engulf foes in its path as a part of a standard action. It merely has to move over opponents, affecting as many as it can cover. Targeted creatures can either make an attack of opportunity against the mist or attempt a DC 15 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the hungry mist moves forward. Unlike a typical creature's engulf ability, a hungry mist's engulf does not restrict its targets' movement, grant them the pinned condition, or attempt to suffocate them. A creature that begins its turn engulfed takes 2d6 damage from the mists and is staggered for 1 round. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A hungry mist has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A hungry mist is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

WIGHT

CR 3

hp 26 (*Pathfinder RPG Bestiary* 276, see page 27)

TACTICS

During Combat The wight tries to use stealth to hide and ambush the first PC to enter the chamber. It is aware of the advantages it has when fighting inside the hungry mist and does its best to remain within it. The wight does attack Ilzinian—it knows that Tzur Vaal is possessing him.

Morale The wight fights until destroyed. The wight only pursues fleeing PCs if the hungry mist does as well.

SUBTIER 6–7 (CR 9)

HUNGRY FOG

CR 6

hp 59 (*Pathfinder RPG Bestiary* 3 152, see page 11)

TACTICS

Use the tactics for the hungry mist in Subtier 3–4.

WIGHT GUARDIANS (2)

CR 6

Cairn wight fighter 2 (*Pathfinder RPG Bestiary* 276)

LE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

HUNGRY FOG

hp 67 each (6 HD; 4d8+2d10+38)

Fort +10, **Ref** +5, **Will** +8 (+1 vs. fear)

Immune undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee +1 *longspear* +12 (1d8+8/×3 plus energy drain) or slam +10 (1d4+2 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 18)

TACTICS

During Combat The wights try to use stealth to hide and ambush the first PC to enter the chamber. They are well aware of the advantages it has when fighting inside the hungry mist and does its best to remain within it. The wights do not attack Ilzinian—they know that Tzur Vaal is possessing him.

Morale As long as any PCs remain in area **B1**, the wights fight until destroyed. The wights only pursue fleeing PCs as far as the hungry fog does (and therefore do not pursue them if the hungry fog has been knocked unconscious or killed).

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 13, **Wis** 19, **Cha** 23

Base Atk +5; **CMB** +10; **CMD** 24

Feats Blind-Fight, Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (longspear)

Skills Intimidate +15, Knowledge (religion) +10, Perception +16, Sense Motive +9, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Aklo, Common

Gear +1 *longspear*

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight guardian becomes a wight in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hit points per Hit Die. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

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

Ilzinian: After the fight, Ilzinian asks the PCs for healing, claiming that he has already used up all of his healing for the day. He also asks the PCs to return to the spire above to help bury his companion, in hopes that this request will help him seem like a genuine paladin.

Rewards: Calisro Benarry's *folding boat* lies in the corner of the room next to Zumek's corpse. It is currently folded, meaning it appears as a small wooden box about 12 inches long, 6 inches wide, and 6 inches deep. The box holds a *candle of spirit protection* (*Pathfinder RPG Occult Adventures*

SCALING AREA B2

To accommodate a group of 4 PCs, reduce the DCs of all skill checks in the labyrinth by 3, and reduce the DC of the Reflex save to avoid an angry spirit's bite by 2.

256), a *potion of heroism*, and 55 gp. Zumek's body is wearing a suit of masterwork hide armor, a masterwork composite longbow, and two quivers containing a total of 40 arrows. His masterwork longspear lies on the floor near his body. In Subtier 6–7, there is no longspear on the floor (the wights are wielding Zumek's two +1 *longspears*), and the longbow is a masterwork composite longbow (+4 Str).

Treasure: If the PCs do not defeat the creatures in this area, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 281 gp.

Out of Subtier: Reduce each PC's gold earned by 477 gp.

Subtier 6–7: Reduce each PC's gold earned by 673 gp.

B2. Labyrinth

The stonework changes dramatically here, as large blocks of dull gray stone abruptly give way to smooth, highly polished black marble. Though the marble is seamless and unadorned, shadows skitter across its surface—moving faster when viewed out of the corner of the eye. These ephemeral shapes and spectral wisps occasionally take on vague humanoid forms with horror-stricken faces. Somewhere in the distance, a low growling sound echoes from deeper within the tomb.

The areas marked **B2a**, **B2b**, and **B2c** contain the passageways from which this level gets its name. PCs entering these areas quickly discover the labyrinth's perplexing, extra-dimensional nature, as the ever-twisting maze consists of hallways, stairs, ramps, and long lightless galleries that could not possibly fit inside the Gloomspire's normal dimensions. Additionally, the strange reality-warping magic that infuses the Gloomspires causes walls and corridors regularly shift positions or cease to exist entirely. These supernatural physical alterations always occur out of sight, but they emit a sound reminiscent of the growl of an enormous predatory beast.

Navigating the labyrinth takes time and clever thinking. The PCs can roll either a Survival check or a Knowledge (dungeoneering) check, with the result indicating the time it takes for them to pass through the labyrinth to the next room. PCs cannot take 10 or 20 on this check, but they can use the aid another action to assist the PC rolling the skill check. In Subtier 6–7, increase each of these DCs in the table below by 4. Each PC who succeeds at a DC 17 Knowledge (planes) or Knowledge (arcana) check (DC 21 in Subtier 6–7) provides an additional +2 bonus on the

SCALING ENCOUNTER B3

Make the following adjustments to accommodate a group of four PCs.

Subtier 3–4: Reduce the Will save DC to resist the haunt to 15, and the Perform (dance) DCs required to end the haunt early or destroy it to 18. Remove one ectoplasmic reveler from the encounter.

Subtier 6–7: Use the revelry haunt from Subtier 3–4, and remove one ectoplasmic reveler from the encounter.

skill check to navigate the labyrinth. Although Tzur-Vaal can navigate these labyrinths without fail, he does not have Ilzinian take the lead. However, he does have the paladin assist the PCs, providing them a +2 bonus on the skill check if he is present.

| Check Result | Amount of Time |
|--------------|-----------------------------------------|
| 10 or less | The PCs are lost for 1 day. Roll again. |
| 15 | 8 hours |
| 20 | 4 hours |
| 25 | 2 hours |
| 30 or higher | 1 hour |

Hazard: Though no living creatures patrol the labyrinth, its passageways are haunted. Trapped within the polished black stonework are countless spirits and lost souls, the haunted vestiges of beings that died in the tomb. These utterly silent spirits appear as vague outlines and blurry humanoid forms that glide across the black marble. The spirits are only dangerous if a PC touches the marble with bare skin for a prolonged period of time. If a PC touches bare skin to the stonework, the ghostly vestiges grow more distinct and agitated. If the PC continues to touch the stonework, there is a cumulative 25% chance per round that one of the hungry ghosts trapped within the stonework lashes out and tries to bite the PC. The PC touching the wall must succeed at a DC 15 Reflex save to avoid the ravenous spirit's incorporeal bite (DC 19 in Subtier 6–7). A PC that fails the Reflex save takes 1d8 points of damage plus 2 points of bleed damage. Once a ravenous spirit tastes a PC's blood, the spirits become increasingly agitated and begin to follow the PCs through the maze. Thereafter, each time a PC touches bare skin to the stonework, a spirit targets the PC with an incorporeal bite as described above.

B3. Spectral Banquet (CR 5 or CR 8)

This chamber resembles a lord's banquet hall, complete with a fireplace and a long oak dining table. Dozens of ghostly entities fill the chamber. A score of lords and ladies are seated at the

table enjoying a feast, a group of minstrels play lively music in one corner, and more revelers dance and cavort in an open area to the south.

The furniture and the sword listed in the Rewards section are real; everything else in this room (the spirits, food, fireplace fire, and musicians' instruments) are ghostly manifestations.

Creatures: Though most of these attendees are harmless spirits, there are a few malevolent entities here. When the haunt below triggers, the malevolent revelers attack. Sevenfingers's dealings with Leng allowed the plane's influence to infuse his spire, imbuing the undead with a spark of intelligence and elemental resistances. Both Ilzinian and Tzur-Vaal are immune to fear effects, so they are immune to the haunt. If Ilzinian is still possessed, he attempts to pry a PC away from the haunt, to no avail. If he can act of his own free will, Ilzinian attacks the ectoplasmic revelers.

Haunt: The dangerous energies of the haunt attempt to force victims into an tiring spectral dance.

SUBTIER 3–4 (CR 5)

ECTOPLASMIC REVELERS (3) CR 1

Variant ectoplasmic human aristocrat 1 (*Pathfinder RPG*

Bestiary 4 82)

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 14 each (2d8+5)

Fort +1, **Ref** +0, **Will** +4

DR 5/slashing; **Immune** undead traits

Resist cold 5, electricity 5

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +4 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

TACTICS

During Combat The ectoplasmic revelers attack the PCs with their slams, positioning themselves so that dancing PCs are likely to provoke an attack of opportunity.

Morale Consumed with hatred for the living, the ectoplasmic revelers fight until destroyed.

STATISTICS

Str 16, **Dex** 11, **Con** —, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness^B, Weapon Focus (slam)

Skills Perception +5, Perform (dance) +6

SQ phase lurch

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 12 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

REVELRY HAUNT

CR 2

CE persistent haunt (area B3)

Caster Level 4th

Notice automatic (the approach of a ghostly reveler is obvious)

hp 18; **Trigger** proximity; **Reset** 1 day

Effect One round after living creatures enter the chamber, a ghostly reveler approaches each victim, bows graciously, and invites her to dance. A victim that fails a DC 17 Will save is immediately caught up in a whirling dance as her ghostly partner spins her wildly about the chamber for 1 minute. The dance forces affected victims to use a move action to move their full speed each round, but they can select their paths and take standard, swift, immediate, and free actions as normal. After 1 minute of dancing, affected victims take 1d4 Wisdom damage and are fatigued until they rest for 8 hours. Each round during the dance, a victim can attempt a DC 20 Perform (dance) check as a standard action to end the dance prematurely and avoid the Wisdom damage and fatigue.

Destruction If two victims succeed at DC 20 Perform (dance) checks during the same haunting, the dance abruptly ends for all victims without inflicting Wisdom damage or causing fatigue. This display of skill destroys the haunt.

SUBTIER 6-7 (CR 8)

ECTOPLASMIC DANCERS (3)

CR 4

Variant ectoplasmic human rogue 4 (*Pathfinder RPG*)

Bestiary 4 82)

NE Medium undead

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 natural, +2 Dex)

hp 33 each (4d8+15)

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

Defensive Abilities evasion; **DR** 5/slashing; **Immune** undead traits

Resist cold 5, electricity 5

OFFENSE

Speed 30 ft.; *air walk*

Melee 2 slams +10 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze, sneak attack +2d6

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

TACTICS

During Combat The ectoplasmic revelers attack the PCs with their slams, flanking with each other whenever they can.

Morale Consumed with hatred for the living, the ectoplasmic revelers fight until destroyed.

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** 8, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Improved Initiative, Iron Will, Toughness, Weapon Focus (slam)

Skills Perception +6, Perform (dance) +9

SQ phase lurch, rogue talents (combat trick, weapon training)

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 14 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

REVELRY HAUNT

CR 3

CE persistent haunt (area B3)

Caster Level 6th

Notice automatic (the approach of a ghostly reveler is obvious)

hp 24; **Trigger** proximity; **Reset** 1 day

Effect As Subtier 3-4, but the Will save to resist is DC 20, and the Perform (Dance) DC to destroy the haunt permanently is 24.

Ilzinian: If the PCs recognize the sword *Ether's Kiss* and mention that it is Ilzinian's (see Rewards), Tzur-Vaal feigns surprise that his fuzzy memories could have led him to overlook the blade and then tries to claim it. If the PCs stop him, Tzur-Vaal grows angry and growls an obscenity under his breath (in Aklo). A PC hears the obscenity if she succeeds at a DC 15 Perception check (DC 20 in Subtier 6-7). Unwilling to risk violence at this point, Tzur-Vaal reluctantly allows the PCs to maintain control of the weapon. If Ilzinian is not possessed, he recognizes the sword and sighs with relief as he retrieves it.

Rewards: Mounted over the fireplace is Jaohd Ilzinian's sword, *Ether's Kiss*, a +1 *ghost touch* longsword. In Subtier 6-7, *Ether's Kiss* is instead a +2 *ghost touch* longsword. Tzur-Vaal left the dangerous weapon here and ordered the malevolent spirits to guard it. When the PCs defeat

SCALING ENCOUNTER B4

Make the following adjustments to accommodate a group of four PCs.

Subtier 3–4: Remove one Besmaran celedon from the encounter.

Subtier 6–7: Remove one advanced Besmaran celedon from the encounter.

the ectoplasmic revelers, their essence coalesces into a glowing orb of green fluid. A PC who succeeds at a DC 15 Knowledge (arcana) check (DC 19 in Subtier 6–7) recognizes that this fluid, if refined, could be used to fight against incorporeal creatures. However, the refinement requires reagents and tools that the PCs are not currently carrying. If the PCs collect this fluid, they receive the Ectoplasmic Enhancement boon on their Chronicle sheets.

Treasure: If the PCs do not retrieve *Ether's Kiss*, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 192 gp.

Out of Subtier: Reduce each PC's gold earned by 442 gp.

Subtier 6–7: Reduce each PC's gold earned by 692 gp.

B4. The Emerald Kiss (CR 6 or 9)

This chamber is furnished to resemble the parlor of an upscale brothel, but it is covered in a thin layer of dust. Shelves holding various trinkets, ships in bottles, and decorative glassware line the walls. A table and three large chairs, all made of fine mahogany, sit in the southern end of the room. Garlands of dried flowers surround a fancy ceramic urn on the table. To the north, a short flight of stone steps extend to a raised area obscured by an emerald-colored lace curtain. Bronze statues of women in sailor's garb with hollow eye sockets stand at the base of the dais. Each of the statues is covered in a green patina. Sad, brooding music fills the chamber, emanating from a quartet of ghostly musical instruments that float several feet off the floor.

This chamber is modeled after an infamous den of vice called the Emerald Kiss, which was popular in Ilizmagorti three centuries ago.

Creatures: This chamber is the haunt of the ghost of Lady Kaviiri, an entertainer and courtesan who rose to fame in Ilizmagorti 300 years ago. She and Sevenfingers were romantically involved until the two had a violent falling out that ended with Lady Kaviiri's decapitation. Sevenfingers took her ashes and placed them in this chamber behind the lace curtain, which he decorated as a reminder of the better times they had shared together. Somewhat eccentric in life, she has grown increasingly mad over the centuries and now haunts this chamber, followed by ominous brooding music and ghostly musical

instruments. Though prone to violence, Lady Kaviiri might not attack if a PC displays an appreciation for her music. A PC that succeeds at a DC 15 Perform (musical instrument or singing) or a DC 15 Knowledge (local) check recognizes the melancholic old tune being played by the ghostly instruments (these DCs both increase to 20 in Subtier 6–7). If a PC produces a musical instrument and attempts to play or sing along with the ghostly musicians, the PC can attempt a DC 15 Perform (musical instrument or singing) check to impress Lady Kaviiri (DC 20 in Subtier 6–7). The PCs can attempt to perform even if they don't recognize the tune beforehand, but the DC of the Perform check to impress Lady Kaviiri increases by 5. If the PCs impress the ghost, move to the Development section below.

On the other hand, if the PCs fail to impress her, or they openly mock, ignore, or attempt to touch or interfere with the instruments, Lady Kaviiri becomes enraged. A PC can try to convince Lady Kaviiri that no disrespect was intended with a successful DC 22 Bluff or Diplomacy check (DC 26 in Subtier 6–7). If this check is successful, Lady Kaviiri immediately stays her hand and acts as if she is impressed. However, any future slight, attempts at mockery, or even the use of sarcasm enrages her and incites her to attack until destroyed.

The statues in this room are celedons who serve the goddess Besmara by watching over Sevenfinger's treasure. They only attack the PCs if they do not pass Lady Kaviiri's test. A PC who succeeds at a DC 16 Knowledge (arcana) or Knowledge (religion) check recognizes that the hollow eye sockets are a sign that something is severely wrong with these celedons and suspects that they may be nearing a crisis of faith. Such a PC also knows that celedons explode if they abandon their faith, leaving behind a mindless husk. A PC can attempt a DC 20 Diplomacy or Knowledge (religion) check as a standard action to trigger such a crisis. If this skill check succeeds, each celedon must succeed at a DC 20 Will save or lose her faith and explode in a blast of energy that deals 4d6 points of damage to all creatures within 10 feet (Reflex DC 14 negates). In Subtier 6–7, the DC of the Diplomacy or Knowledge (religion) check increases to 25 and the DC of the Reflex save to avoid the explosion increases to 18. If Ilzinian is not possessed, he marvels at the lifelike quality of the celedons, stating that only a true master could make a sculpture with such attention to detail, and he speculates that they may actually be alive.

SUBTIER 3–4 (CR 5)

BESMARAN CELEDONS (2)

CR 1

hp 25 each (*Pathfinder RPG Bestiary* 5 52, see page 24)

TACTICS

Before Combat The celedons do not move or attack unless Lady Kaviiri attacks or is injured.

During Combat The celetons take up defensive positions in front of Lady Kaviiri and do their best to intercept enemies that try to approach her.

SPECIAL ABILITIES

Granted Power (Su) The celetons' granted power is the copycat power of the Trickery domain. As a move action up to 5 times per day, the celeton can create an illusory duplicate of herself. This double functions as a single *mirror image* and lasts for 1 round, or until the illusory duplicate is dispelled or destroyed. She cannot have more than one copycat at a time. This ability does not stack with the *mirror image* spell.

LADY KAVIIRI CR 3

Female human (Garundi) ghost aristocrat 3 (*Pathfinder RPG Bestiary* 144)

CN Medium undead (humanoid, human, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

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

hp 28 (3d8+15)

Fort +5, **Ref** +4, **Will** +3

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +3 touch (3d6)

TACTICS

Before Combat Lady Kaviiri lurks behind the lace curtain on the raised platform, curious to see how the PCs react.

During Combat Lady Kaviiri storms down the stairs and attacks the PC who showed her the greatest disrespect first.

Morale Lady Kaviiri cannot tolerate disrespect. If the PCs cross her, she fights until dispersed, trusting her rejuvenation to restore her within a few days.

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 10, **Cha** 19

Base Atk +2; **CMB** +3; **CMD** 17

Feats Alertness, Improved Initiative, Lightning Reflexes, Toughness

Skills Diplomacy +10, Fly +9, Knowledge (local) +6, Perception +16, Perform (dance) +10, Profession (courtesan) +6, Sense Motive +8, Stealth +9; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common, Osiriani

SUBTIER 6-7 (CR 8)

GREATER BESMARAN CELETONS (3) CR 2

Advanced celeton (*Pathfinder RPG Bestiary* 5 288, 52)

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 25 (1d10+20)

Fort +0, **Ref** +2, **Will** +6

Immune construct traits

OFFENSE

Speed 30 ft.

Melee shortsword +4 (1d6+3/19-20)

Special Attack bardic performance (8/day)

TACTICS

Use the celeton tactics listed in Subtier 3-4.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** 13, **Wis** 18, **Cha** 17

Base Atk +1; **CMB** +2; **CMD** 12

Feats Iron Will, Skill Focus (Knowledge [religion])^a

Skills Knowledge (religion) +5, Perception +5, Sense Motive +5

Languages Common, Aklo

SQ granted power, song of the gods

SPECIAL ABILITIES

Granted Power The celetons' granted power is the copycat power of the Trickery domain. As a move action up to 5 times per day, the celeton can create an illusory duplicate of herself. This double functions as a single *mirror image* and lasts for 1 round, or until the illusory duplicate is dispelled or destroyed. She cannot have more than one copycat at a time. This ability does not stack with the *mirror image* spell.

Song of the Gods (Su) A celeton has the bardic performance ability of a 3rd-level bard, granting her access to the countersong, fascinate, inspire courage, and inspire competence performances. Rather than Perform, a celeton uses Knowledge (religion) when necessary (such as to determine the saving throw result for countersong). She can make use of this ability 8 times per day and can employ either her voice or any musical instrument.

LADY KAVIIRI CR 7

CN Female human (Garundi) ghost aristocrat 7 (*Pathfinder RPG Bestiary* 144, see page 25)

hp 73



CELETON

TACTICS

Before Combat Lady Kaviiri lurks behind the lace curtain on the raised platform, curious to see how the PCs react.

During Combat Lady Kaviiri appears at the top of the stairs and opens combat by using her frightful moan ability. She otherwise acts as described in Subtier 3–4.

Development: If the PCs impress Lady Kaviiri, she applauds their “refined taste.” She then introduces herself and offers the PCs a deal. She answers three questions for them if they promise to take her funerary urn from the table and sprinkle her ashes into the sea. This will put her spirit to rest. Here are some possible questions and answers.

Who are you? “I am the Lady Kaelitessa Aruvari Kaviiri, and in life I was a celebrated entertainer and professional paramour of Ilizmagorti. For a short time, I was the favored consort of the pirate-wizard Sempet Sevenfingers, may his black soul be damned!”

How did you die? “My beloved and I had a falling out because of my flirtatious nature and his inability to truly love anyone but himself. In a jealous wrath, he ordered one of his crew to behead me.”

Where is Sevenfingers now? “I know not. I hope his twisted soul rots in the lowest Hell.”

What dangers can we expect to encounter as we move deeper into the labyrinth? Lady Kaviiri believes that she is still in her brothel in Ilizmagorti, so any mention of a labyrinth or tomb confuses her. “A pair of creatures—an ancient spirit and his undying bride—visit me from time to time. They dwell that way.” She points to the corridor leading north. “Careful, dear, I think they might just gobble up someone as tasty as you.”

Have you seen our missing Pathfinders? Ilzinian and his companions managed to impress Lady Kaviiri when they passed through her chambers. “Why yes! Charming guests. They passed through here a short time ago, but have not returned.”

Ilzinian: If Ilzinian is present when the PCs speak with Lady Kaviiri, she waits until after the PCs have a chance to speak with her, and then welcomes Ilzinian and asks about his missing companions. If the spirit of Tzur-Vaal still possesses the paladin, Lady Kaviiri recognizes the spirit’s presence. However, Lady Kaviiri considers Tzur-Vaal a friend, and does her best not to reveal his true nature. A PC that succeeds at a DC 20 Sense Motive check notices that Lady Kaviiri is overly interested in Ilzinian. If asked about her interest, Lady Kaviiri shakes her head and mutters darkly, “Bad manners, my old friend. It’s good to see you after all this time, but you’ve taken a huge risk. There are bound to be consequences.” She then fades away, unwilling to meddle further in Tzur-Vaal’s affairs. If he is questioned, Tzur-Vaal uses his Bluff skill to feign ignorance and blames Lady Kaviiri’s comments on madness.

B5. Makers’ Sanctum (CR 7 or CR 10)

Three wall-mounted flaming stone braziers illuminate this unfurnished chamber. Lying on the floor in the middle of the chamber are three mangled humanoid bodies—two male humans and a female elf. Gouges and long scratch marks mar all of the walls of this stone room, as well as several areas on the floor and ceiling. A heavy black curtain cordons off the far southwest corner of the chamber.

The light from the braziers is the result of *continual flame* effects (CL 20th). The northeast corner contains a permanent *silence* effect (CL 20th) that fills a 10-foot area and extends from the floor to the ceiling.

The bodies belong to three of Jaohd Ilzinian’s Pathfinder companions. His fourth associate’s remains are located at area **B1**. The bodies’ mangled condition and the amount of blood on the floor make the square containing the bodies is difficult terrain. A closer look reveals that the bodies are covered with spices and seasonings (doused with wine and fish oil and covered with coriander, shaved nutmeg, molasses, and sugar). A PC who succeeds at a DC 10 Heal check determines that the Pathfinders were killed by a combination of claw and bite attacks, as well as lacerations from a longsword. The Pathfinders were in fact slaughtered by Aluu-Nekva and Tzur-Vaal, who used Ilzinian’s body (and his sword *Ether’s Kiss*) to help end the Pathfinders’ lives. Aluu-Nekva then added the seasonings to the bodies in her mad attempt to create the perfect combination of flesh and spice in the belief that it will restore her mind and body. She has been sampling portions of the bodies every few days as they “ripen”.

Creatures: Aluu-Nekva lurks behind the black curtain. If Tzur-Vaal was expelled from Jaohd Ilzinian’s body already, his ghost is here as well. In Subtier 3–4, Aluu-Nekva is a variant zombie that draws strength from the power of Leng. In Subtier 6–7, she is a gaki instead. Two allips lurk in the northeast corner of the room (three in Subtier 6–7). The area of the map marked with a **T** is under a permanent *silence* effect (CL 20), which blocks the allip’s babble ability until they emerge from it.

During of the Age of Serpents, Tzur-Vaal and his mate Aluu-Nekva—the original masters of the Gloomspire that would one day become home to Sevenfingers’s tomb—arrived on Golarion with others of their kind. Though exceptionally long-lived, the Makers were not immortal. Midway through the Age of Serpents, most of them had perished or abandoned Golarion to join the ranks of the bonesages of Eox. However, a handful chose to remain, including Tzur-Vaal and Aluu-Nekva. As the pair neared the end of their natural lives, they attempted to embrace lichdom together, though they failed spectacularly and

perished. Tzur-Vaal soon rose as a ghostly creature and his mate rose as a flesh-hungry undead. However, Aluu-Nekva lost her sorcerous abilities and was stricken with severe amnesia. She retains only a vague memory of her former life and struggles to form new memories.

Since the couples' transformation, Tzur-Vaal's sorcerous abilities diminished greatly. When Sempet Sevenfingers explored the Gloomspires, he easily subjugated the two undead Makers and pulled many arcane secrets from them. In the three centuries since Sevenfingers's passing, the Makers have regained their status as the masters of the Labyrinth of Hungry Ghosts. Tzur-Vaal has come to believe that if he indulges Aluu-Nekva's desire to consume the "right" mixture of flesh, food, and drink, she will regain her lost body and her shattered memories.

When the Pathfinder Jaohd Ilzinian and his companions arrived, Tzur-Vaal possessed the paladin and helped his mate kill Ilzinian's allies. However, when Aluu-Nekva did not regain her lost form or memories after feeding on the dead Pathfinders, she quickly turned on Tzur-Vaal's host, eager to consume the paladin's flesh. Tzur-Vaal fled and made his way near to the summit of Sevenfingers's tomb, emerging at the beginning of the solstice. When he encountered the marooned sailors of the *Pride of Aspenthar*, Tzur-Vaal allowed himself to be captured in the hopes of tricking more mortals into entering the Labyrinth of Hungry Ghosts.

SUBTIER 3-4 (CR 7)

ALLIPS (2) CR 3

hp 30 (*Pathfinder RGP Bestiary* 3 12, see page 24)

TACTICS

During Combat The allips immediately move to engage intruders. When they emerge from the *silenced* area, all creatures inside **B5** are subjected to their babble ability. Aluu-Nekva and Tzur-Vaal are both immune to this effect. Ilzinian is not immune, but while he is possessed, the fascination does not impede Tzur-Vaal's ability to make him attack the PCs.

Morale The allips fight until destroyed.

ALUU-NEKVA CR 3

Variant human zombie (*Pathfinder RPG Bestiary* 288)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 29 (4d8+8)

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

Immune undead traits

OFFENSE

Speed 40 ft.

SCALING ENCOUNTER B5

To accommodate a group of four PCs, make the following adjustments to the encounter.

Subtier 3-4: Remove one allip from the encounter.

Subtier 6-7: Remove two allips from the encounter. Aluu-Nekva's desperation grants her the sickened condition.

Melee slam +7 (1d6+4), tongue +2 (1d6+2 plus strength sap)

Special Attacks strength sap

TACTICS

During Combat Aluu-Nekva moves to attack the closest character—including Tzur-Vaal if he still possesses Ilzinian.

Morale Aluu-Nekva's desire to recover her mind by feasting on the right flesh overrides all of her other concerns. If the PCs attempt to flee, she pursues them to the best of her ability. However, in her frenzied state, she is incapable of traveling more than 3 rounds into the shifting labyrinth before becoming lost.

STATISTICS

Str 19, **Dex** 16, **Con** —, **Int** 7, **Wis** 10, **Cha** 15

Base Atk +3, **CMB** +7, **CMD** 20

Feats Combat Reflexes, Toughness

Skills Intimidate +9, Perception +7

Languages Aklo

SPECIAL ABILITIES

Strength Sap (Ex) If Aluu-Nekva hits a living creature with her tongue attack, she drinks some of its blood, dealing 2 points of Strength damage.

JAOHD ILZINIAN (FREE-WILLED) CR 3

Male human paladin 4

LG Medium humanoid (human)

Init +5; **Senses** Perception +1

Aura courage (10 ft.)

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, -1 Dex)

hp 44 (4d10+4)

Fort +8, **Ref** +4, **Will** +9

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee *Ether's Kiss* +8 (1d8+4/19-20) or

mwk adamantite longsword + 8 (1d8+3)

Special Attacks channel positive energy 3/day (DC 16, 2d6), smite evil 2/day (+4 attack and AC, +4 damage)

Paladin Spell-Like Abilities (CL 4th; concentration +8)

At will—*detect evil*

Paladin Spells Prepared (CL 1st; concentration +5)

1st—*bles*

TACTICS

Before Combat Ilzinian casts *bles*.

During Combat Ilzinian attacks with *Ether's Kiss* if he reclaimed the sword from area **B3**, or with his adamantine longsword if he did not. He targets Tzur-Vaal first.

Morale Ilzinian is ready to die to protect the PCs, and he only flees all of the PCs flee as well.

STATISTICS

Str 14, **Dex** 13, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +4; **CMB** +6; **CMD** 17

Feats Blind-Fight, Channel Smite, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics -7 (-11 when jumping), Craft (sculpture) +5, Diplomacy +11, Heal +6, Knowledge (religion) +8, Sense Motive +3

Languages Celestial, Common

SQ lay on hands 6/day (2d6), mercy (shaken)

Gear mwk full plate, *Ether's Kiss* (+1 ghost touch longsword) or mwk adamantine longsword, wooden holy symbol of Shelyn

JAOHD ILZINIAN (POSSESSED)

CR 3

Male possessed human paladin 4

LG Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, -1 Dex)

hp 44 (4d10+4)

Fort +1, **Ref** +3, **Will** +8

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee *Ether's Kiss* +6 (1d8+4/19-20) or mwk adamantine longsword +6 (1d8+3)

Special Attacks possession (DC 17)

Sorcerer Spells Known (CL 3rd; concentration +9)

1st (7/day)—*color spray* (DC 17), *ray of enfeeblement* (DC 17), *magic missile*

0 (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *flare* (DC 16), *mage hand*

TACTICS

During Combat Ilzinian attacks the PCs with *Ether's Kiss* if he reclaimed the sword from area **B3**, or with his adamantine longsword if he did not. Tzur-Vaal does his best to make sure that the paladin is not the closest creature to Aluu-Nekva—he knows that she tends to lash out at the closest meal. The possessed paladin attacks the most dangerous PC first, based on the PCs' actions in previous encounters.

Morale Tzur-Vaal forces Ilzinian to fight to the death.

STATISTICS

Str 14, **Dex** 13, **Con** 10, **Int** 18, **Wis** 18, **Cha** 22

Base Atk +3; **CMB** +5; **CMD** 16

Feats Deceitful, Eschew Materials⁸, Hidden Presence^{0A}

Skills Bluff +12, Disguise +13, Intimidate +13, Knowledge (arcana) +11, Perception +11, Sense Motive +11, Spellcraft +11, Stealth +8

Languages Abyssal, Aklo, Celestial, Draconic, Infernal

SQ possessed

Gear mwk full plate, *Ether's Kiss* (+1 ghost touch longsword) or mwk adamantine longsword, wooden holy symbol of Shelyn

SPECIAL ABILITIES

Possessed (Su) Ilzinian is possessed by the ghost of Tzur-Vaal, who controls his every word and action and constantly taunts the helpless paladin telepathically.

Possession (Su) See Tzur-Vaal's possession ability on page 21.

TZUR-VAAL

CR 5

CE Medium unique undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 19, touch 19, flat-footed 16 (+6 deflection, +3 Dex)

hp 42 (4d8+24)

Fort +7, **Ref** +4, **Will** +8

Defensive Abilities channel resistance +4, incorporeal;

Immune undead traits; **Resist** cold 30, electricity 30; **SR** 16

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (5d6, Fort DC 17 half)

Special Attacks possession (DC 17)

Sorcerer Spells Known (CL 3rd; concentration +9)

1st (7/day)—*color spray* (DC 17), *ray of enfeeblement* (DC 17), *magic missile*

0 (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *flare* (DC 16), *mage hand*

TACTICS

Before Combat If the PCs expel Tzur-Vaal from the paladin before reaching area **B5**, he flees to Aluu-Nekva's side.

During Combat While possessing Jaohd Ilzinian, Tzur-Vaal fights as described in the paladin's tactics above. Once he is expelled from Ilzinian, he attempts to possess the PCs that he guesses is the most weak-willed based on his observations of their abilities. In his ghostly form, Tzur-Vaal prefers to keep his distance from his enemies and use his offensive spells. If the PCs destroy Aluu-Nekva, he screams in agony and flees to area **B6**, hoping to bait the PCs into fighting him while he receives healing from the Oblivion Shaft.

Morale While possessing a creature, Tzur-Vaal fights until his host is knocked unconscious or killed. He allows the PCs to flee into the labyrinth as long as they do not destroy Aluu-Nekva. However, if the PCs flee after destroying his mate, he retreats to area **B6** for healing and then pursues them through the labyrinth and beyond, following them relentlessly until destroyed.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 18, **Wis** 18, **Cha** 22

Base Atk +3; **CMB** +6; **CMD** 22

Feats Deceitful, Eschew Materials⁸, Hidden Presence^{0A}

Skills Bluff +12, Disguise +13, Fly +11, Intimidate +13, Knowledge (arcana) +11, Perception +19, Sense Motive +11,

Spellcraft +11, Stealth +18; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Aklo, Celestial, Draconic, Infernal

SPECIAL ABILITIES

Corrupting Touch (Su) Tzur-Vaal can damage his foes passing part of his incorporeal body through a foe's body as a standard action. 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. A DC 17 Fortitude save halves the damage inflicted.

Possession (Su) Once per round, Tzur-Vaal can attempt to possess a creature within 200 feet. This ability otherwise functions as per *greater possession*^{OA} (CL 10). The target can resist the attack with a successful DC 17 Will save. A creature that succeeds at this saving throw is immune to this ability for 24 hours.

Spells Tzur-Vaal casts spells as a 3rd-level sorcerer.

SUBTIER 6–7 (CR 10)

ALLIPS (3)

CR 3

hp 30 each (*Pathfinder RGP Bestiary* 3 12, see page 24)

TACTICS

Use the tactics from Subtier 3–4.

ALUU-NEKVA

CR 7

Gaki (*Pathfinder RPG Bestiary* 4 118, see page 25)

hp 74

TACTICS

Before Combat Aluu-Nekva casts *invisibility* and uses flight to ascend 20 feet off the floor. She allows the allips to fight for two rounds before entering combat.

During Combat If her constant *detect evil* ability detects an evil aura on a PC, she moves to attack that PC first. Otherwise she moves to attack the closest character—including Tzur-Vaal if he still possesses Ilzinian.

Morale Allu-Nekva's desire to recover her mind by feasting on the right flesh overrides all of her other concerns. If the PCs attempt to flee, she pursues them to the best of her ability. However, in her frenzied state, she is incapable of traveling more than 3 rounds into the shifting labyrinth before becoming lost.

JAOLD ILZINIAN (FREE-WILLED)

CR 6

Human paladin 7

LG Medium humanoid (human)

Init +3; **Senses** Perception +1

Aura courage (10 ft.)

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 77 (7d10+7)

Fort +9, **Ref** +7, **Will** +8

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee *Ether's Kiss* +12/+7 (1d8+5/19–20) or
mwk adamantine longsword +11/+6 (1d8+3)

Special Attacks channel positive energy 3/day (DC 19, 4d6),
smite evil 3/day (+4 attack and AC, +7 damage)

Paladin Spell-Like Abilities (CL 7th; concentration +11)
At will—*detect evil*

Paladin Spells Prepared (CL 4th; concentration +8)
1st—*bless*, *hero's defiance*^{APG}

TACTICS

Before Combat Ilzinian casts *bless*. *Ether's Kiss* is his divine bonded weapon, so if he is holding the sword before combat, he activates his divine bond ability. The bonuses from divine bond are not included in his statistics.

During Combat Ilzinian attacks with *Ether's Kiss* if he reclaimed the sword from area B3, or with his adamantine longsword if he did not. He targets Tzur-Vaal first.

Morale Ilzinian is ready to die to protect the PCs, and he only flees all of the PCs flee as well.

STATISTICS

Str 14, **Dex** 13, **Con** 10, **Int**

12, **Wis** 8, **Cha** 18

Base Atk +7; **CMB** +9;

CMD 20

Feats Blind-fight,
Channel Smite,
Extra Channel,
Improved
Channel, Improved
Initiative, Weapon
Focus (longsword)

Skills Acrobatics –6
(–10 when jumping),
Craft (sculpture)
+9, Diplomacy +14,
Heal +10, Knowledge
(religion) +11, Sense
Motive +3

Languages Celestial,
Common

SQ divine bond (weapon
+1, 1/day), lay on
hands 7/day (3d6),
mercies (fatigued,
shaken)

Gear mwk full plate,
Ether's Kiss (+2 ghost
touch longsword)



TZUR-VAAL

or mwk adamantine longsword, wooden holy symbol of Shelyn

JAOLD ILZINIAN (POSSESSED) CR 6

Human paladin 7

LG Medium humanoid (human)

Init +3; **Senses** Perception +15

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 77 (7d10+7)

Fort +2, **Ref** +3, **Will** +5

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee *Ether's Kiss* +11/+6 (1d8+5/19–20) or
mwk adamantine longsword +10/+5 (1d8+3)

Special Attacks possession (DC 19)

Sorcerer Spells Known (CL 6th; concentration +12)

3rd (4/day)—*babble*^{OA} (DC 19)

2nd (7/day)—*create pit*^{APG} (DC 18), *glitterdust* (DC 18)

1st (8/day)—*color spray* (DC 17), *grease* (DC 17), *magic missile*, *ray of enfeeblement* (DC 17)

0 (at will)—*acid splash*, *bleed* (DC 16), *daze* (DC 16), *detect magic*, *flare* (DC 16), *ghost sound* (DC 16), *mage hand*

TACTICS

During Combat Ilzinian attacks the PCs with *Ether's Kiss* if he reclaimed the sword from area **B3**, or with his adamantine longsword if he did not. Tzur-Vaal does his best to make sure that the paladin is not the closest creature to Aluu-Nekva—he knows that she tends to lash out at the closest meal. The possessed paladin attacks the most dangerous PC first, based on the PCs' actions in previous encounters.

Morale Tzur-Vaal forces Ilzinian to fight to the death.

STATISTICS

Str 14, **Dex** 13, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 19

Feats Deceitful, Eschew Materials^B, Hidden Presence^{OA}, Improved Initiative, Toughness

Skills Bluff +16, Disguise +17, Intimidate +17, Knowledge (arcana) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +12

Languages Abyssal, Aklo, Celestial, Draconic, Infernal

SQ possessed

Gear mwk full plate, *Ether's Kiss* (+2 ghost touch longsword) or mwk adamantine longsword, wooden holy symbol of Shelyn

SPECIAL ABILITIES

Possessed (Su) Ilzinian is possessed by the ghost of Tzur-Vaal, who controls his every word and action and constantly taunts the helpless paladin telepathically.

Possession (Su) See Tzur-Vaal's possession ability below.

TZUR-VAAL CR 8

CE Medium unique undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 19, touch 19, flat-footed 16 (+6 deflection, +3 Dex)

hp 88 (8d8+56)

Fort +8, **Ref** +5, **Will** +10

Defensive Abilities channel resistance +4, incorporeal;

Immune undead traits; **Resist** cold 30, electricity 30, **SR** 19

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +9 (8d6, Fort DC 19 half)

Special Attacks possession (DC 19)

Sorcerer Spells Known (CL 6th; concentration +12)

3rd (4/day)—*babble*^{OA} (DC 19)

2nd (7/day)—*create pit*^{APG} (DC 18), *glitterdust* (DC 18)

1st (8/day)—*color spray* (DC 17), *grease* (DC 17), *magic missile*, *ray of enfeeblement* (DC 17)

0 (at will)—*acid splash*, *bleed* (DC 16), *daze* (DC 16), *detect magic*, *flare* (DC 16), *ghost sound* (DC 16), *mage hand*

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +6; **CMB** +9; **CMD** 25

Feats Deceitful, Eschew Materials^B, Hidden Presence^{OA}, Improved Initiative, Toughness

Skills Bluff +16, Disguise +17, Fly +11, Intimidate +17, Knowledge (arcana) +15, Perception +23, Sense Motive +15, Spellcraft +15, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Aklo, Celestial, Draconic, Infernal

SPECIAL ABILITIES

Corrupting Touch (Su) Tzur-Vaal can damage his foes passing part of his incorporeal body through a foe's body as a standard action. 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. A DC 19 Fortitude save halves the damage inflicted.

Possession (Su) Once per round, Tzur-Vaal can attempt to possess a creature within 200 feet. This ability otherwise functions as *greater possession*^{OA} (CL 10). The target can resist the attack with a successful DC 19 Will save. A creature that succeeds at this saving throw is immune to this ability for 24 hours.

Spells Tzur-Vaal casts spells as a 6th-level sorcerer.

Treasure: On the bodies of the mangled Pathfinders, the PCs find two masterwork rapiers and a scroll case containing a *scroll of darkvision*, a *scroll of glitterdust*, and a *scroll of mirror image* (CL 9). In Subtier 6–7, the case also contains a *scroll of dimension door* and a *scroll of enervation*.

The Pathfinders' armor is shredded beyond repair. Stacked behind the black curtain are several crates containing various spices and seasonings worth 100 gp. The *Orb of Stars* is lying on the floor in front of one of the crates, along with a bottle of *nightmarish pigments*. *Nightmarish pigments* function as *marvelous pigments*, except the items they create subtly bend, warp, and discolor, and they occasionally show reflections of horrific vistas or screaming maws. As a result, they cannot be mistaken for objects made of standard valuable materials like gold. One pot of *nightmarish pigments* is sufficient to create a 125-cubic-foot object by depicting it two-dimensionally over a 25-square-foot surface. The pigments can create a collection of mundane items whose value does not exceed 500 gp. In Subtier 6–7, one of the crates also contains a pouch of *void dust* (*Pathfinder RPG Ultimate Equipment* 324).

Rewards: If the PCs do not defeat Tzur-Vaal, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 478 gp.

Out of Subtier: Reduce each PC's gold earned by 752 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,026 gp.

B6. The Oblivion Shaft

A yawning pit full of crackling black energy fills the southwest corner of this otherwise empty chamber.

This shaft connects to the next level of the tomb (300 feet below), and as its entire length is infused with negative energy. Living creatures that touch the crackling black energy take increasing amounts of negative energy damage each round that they remain in contact with it, and undead creatures heal the same amount (1d6 the first round, 2d6 the second, and so on, up to a maximum of 3d6 in Subtier 3–4 and 6d6 in Subtier 6–7). Oddly, the negative energy effect only affects beings descending the shaft or who remain stationary within it, not those who ascend it. Spending 1 round ascending resets the damage back to 1d6. The area below this shaft is beyond the scope of this adventure.

CONCLUSION

If the PCs manage to secure the *Orb of Stars* and leave the Gloomspires (assume the PCs are under no time pressure to navigate the labyrinth), they can return to the *Grinning Pixie* and report to Calisro Benarry. On the other hand, if

they fail to retrieve the *Orb of Stars*, the spires only remain stable for 3 days after the beginning of the scenario before they start shifting again. This shifting has no effect while the PCs are inside the spires, but it makes returning to the *Grinning Pixie* treacherous. If the PCs attempt to return to the *Grinning Pixie* after 3 days without the *Orb*, they must succeed at a DC 15 Profession (sailor) check (DC 18 in Subtier 6–7) to return to the *Grinning Pixie* without damaging their boat. Failing this check causes the boat to sustain considerable damage. Venture-Captain Benarry rescues the PCs, but she charges them some of the cost of repairing the boat. This amounts to 100 gp per PC in Subtier 3–4, or 300 gp per PC in Subtier 6–7.

Before ordering the *Pixie* to return to Drenchport, Benarry congratulates the PCs for their heroic efforts. If the PCs return with Jaohd Ilzinian alive and well, the paladin hands *Ether's Kiss* to the PCs, and he insists that they take it as a token of his gratitude. He tells the PCs that he plans to travel to a nearby temple of Shelyn to recover from his trials. Benarry is especially pleased to see Ilzinian. She apologizes to him for everything that he has gone through in the spires, and promises to sail him to the temple of his choice herself. If the PCs mention and describe the Oblivion Shaft (area B6), Benarry can barely contain her enthusiasm, and she hints strongly that she may have another mission for the PCs in the near future.

If the PCs return the folding boat *Old Flotsam* to Benarry, they each earn the Savior of Old Flotsam boon on their Chronicle sheets. If they destroyed the ectoplasmic revelers in area B3 and collected the concentrated sample, they each earn the Ectoplasmic Enhancement boon on their Chronicle sheets.

REPORTING NOTES

If the PCs rescue Jaohd Ilzinian, check box A on the reporting sheet.

PRIMARY SUCCESS CONDITIONS

PCs who verify the fate of the Pathfinder team members and retrieve the *Orb of Stars* succeed at their primary success condition and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs earn a second Prestige Point if they destroy both Aluu-Nevka and Tzur-Vaal, and Jaohd Ilzinian survives the scenario.

APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

| ALLIP | CR 3 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| <i>Pathfinder RPG Bestiary</i> 3 12 | |
| CE Medium undead (incorporeal) | |
| Init +5; Senses darkvision 60 ft.; Perception +7 | |
| Aura babble (60 ft., DC 15) | |
| DEFENSE | |
| AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex) | |
| hp 30 (4d8+12) | |
| Fort +4, Ref +4, Will +4 | |
| Defensive Abilities channel resistance +2, incorporeal; | |
| Immune undead traits | |
| OFFENSE | |
| Speed fly 30 ft. (perfect) | |
| Melee incorporeal touch +4 (1d4 Wisdom damage) | |
| Special Attacks babble, touch of insanity | |
| STATISTICS | |
| Str —, Dex 12, Con —, Int 11, Wis 11, Cha 16 | |
| Base Atk +3; CMB +4; CMD 17 | |
| Feats Improved Initiative, Lightning Reflexes | |
| Skills Fly +16, Intimidate +10, Perception +7, Stealth +8 | |
| Languages Aklo, Common | |
| SQ madness | |
| DESCRIPTION | |
| This malignant cloud of shadows boils in the air, its skeletal maw eerily babbling as the creature's claws manifest from the darkness. | |
| SPECIAL ABILITIES | |
| Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based. | |
| Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage. | |
| Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based. | |

| BORDER GUARD | CR 3 |
|-------------------------------------|------|
| <i>Pathfinder RPG NPC Codex</i> 129 | |
| Half-orc ranger 4 | |

| NE Medium humanoid (human, orc) | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| Init +4; Senses darkvision 60 ft.; Perception +8 | |
| DEFENSE | |
| AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex) | |
| hp 30 (4d10+4) | |
| Fort +5, Ref +8, Will +2 | |
| Defensive Abilities orc ferocity; Resist fire 10 | |
| OFFENSE | |
| Speed 30 ft. | |
| Melee mwk falchion +7 (2d4+3/18-20) | |
| Ranged mwk composite longbow +9 (1d8+2/×3) | |
| Special Attacks favored enemy (elves +2) | |
| Ranger Spells Prepared (CL 1st; concentration +2) | |
| 1st— <i>resist energy</i> | |
| STATISTICS | |
| Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 8 | |
| Base Atk +4; CMB +6; CMD 20 | |
| Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot | |
| Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8 | |
| Languages Common, Orc | |
| SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3 | |
| Combat Gear +1 flaming arrows (3), <i>potion of cure moderate wounds</i> , <i>potion of divine favor</i> , <i>potion of shield of faith</i> ; | |
| Other Gear masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, <i>elixir of hiding</i> , 26 gp | |

| CELEDON | CR 1 |
|----------------------------------------------------------------------------------------|------|
| <i>Pathfinder RPG Bestiary</i> 5 52 | |
| N Medium construct | |
| Init +0; Senses darkvision 60 ft., low-light vision; Perception +2 | |
| DEFENSE | |
| AC 12, touch 10, flat-footed 12 (+2 natural) | |
| hp 25 (1d10+20) | |
| Fort +0, Ref +0, Will +4 | |
| Immune construct traits | |
| OFFENSE | |
| Speed 30 ft. | |
| Melee shortsword +2 (1d6+1/19-20) | |
| Special Attack bardic performance (6/day) | |
| STATISTICS | |
| Str 12, Dex 11, Con —, Int 9, Wis 14, Cha 13 | |
| Base Atk +1; CMB +2; CMD 12 | |
| Feats Iron Will, Skill Focus (Knowledge [religion]) | |
| Skills Knowledge (religion) +3 | |
| Languages Common | |
| SQ granted power, song of the gods | |
| DESCRIPTION | |
| This metallic sculpture of an idealized humanoid figure sparkles with divine luster. | |

SPECIAL ABILITIES

Granted Power A celedon enjoys the favor of the deity who created her. Every celedon chooses one of her deity's domains and gains that domain's first granted power. Alternatively, she can choose the prophet's touch ability below. A celedon only chooses this power once and can never change her granted power.

Prophet's Touch (Su) Three times per day, a celedon can make a melee touch attack that, on a hit, forces the target to succeed at a DC 11 Fortitude save or become stunned for 1 round. A creature that succeeds is staggered for 1 round instead. Whether or not the target succeeds, any spells or effects that detect alignment read the target as being the same alignment as the celedon's deity for as long as they are stunned or staggered. This save DC is Charisma-based.

Song of the Gods (Su) A celedon has the bardic performance ability of a 3rd-level bard, granting her access to the countersong, fascinate, inspire courage, and inspire competence performances. Rather than Perform, a celedon uses Knowledge (religion) when necessary (such as to determine the saving throw result for countersong). She can make use of this ability a number of times per day equal to 4 + her Wisdom modifier and can employ either her voice or any musical instrument.

GAKI

CR 7

Pathfinder RPG Bestiary 4 118

NE Medium undead

Init +6; **Senses** darkvision 60 ft., detect evil; **Perception** +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 74 (9d8+32)

Fort +5, **Ref** +7, **Will** +9

Immune undead traits

Weaknesses aversion to sun and moon, compulsive hunger, vulnerable to cold and fire

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +9 (2d6+3), bite +9 (2d6+3 plus grab)

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

Special Attacks blood drain (1d2 Constitution), fear cone (30 ft., DC 16)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect evil*

At will—*invisibility*

1/day—*disguise self*

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** 9, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes

Skills Intimidate +14, Perception +13, Stealth +14

Languages Common

DESCRIPTION

This skeletal creature with a long, thin neck seems to float above the ground. Its jaw is elongated, showing sharp, worn teeth.

SPECIAL ABILITIES

Aversion to Sun and Moon (Ex) A gaki takes 1d4 points of fire damage every round it's exposed to the light of a full moon. It takes 1d4 points of cold damage every round it is exposed to direct sunlight.

Blood Drain (Ex) A gaki deals 1d2 Constitution damage to a foe it is grappling at the end of its turn.

Compulsive Hunger (Ex) Despite being undead, a gaki is plagued by an insatiable hunger, and believes it can gain a normal body or rest in peace if it consumes the right mixture of flesh, food, and drink. A gaki that finds a corpse or is offered food, wine, holy water, or flowers must succeed at a DC 20 Will save or spend one turn trying to grab and consume it. Its narrow neck prevents it from swallowing more than a tiny amount, and it gives up after 1 round of attempting to do so. A gaki that consumes holy water in this way is not harmed by it.

GHOST

CR 7

Pathfinder RPG Bestiary 144

Human ghost aristocrat 7

CE Medium undead (augmented humanoid, incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 73 (7d8+42)

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

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort DC 18 half)

Special Attacks frightful moan (DC 18)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 20

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

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9; **Racial**

Modifiers +8 Perception, +8 Stealth

Languages Common

DESCRIPTION

This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn't exist.

SPECIAL ABILITIES

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. 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. A Fortitude save halves the damage inflicted.

Frightful Moan (Su) The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Rejuvenation (Su) A ghost cannot be permanently laid to rest or destroyed until a certain task is performed. Until then, a "destroyed" ghost restores itself in 2d4 days.

SEA CAPTAIN CR 7

Pathfinder RPG NPC Codex 67

Halfling druid 8

NE Small humanoid (halfling)

Init +7; **Senses** Perception +15

DEFENSE

AC 23, touch 14, flat-footed 20 (+4 armor, +3 Dex, +3 natural, +2 shield, +1 size)

hp 61 (8d8+22)

Fort +9, **Ref** +7, **Will** +12; +2 vs. fear, +4 vs. fey and plant-targeted effects

OFFENSE

Speed 20 ft.

Melee mwk scimitar +11/+6 (1d4+3/18-20)

Ranged mwk sling +11/+6 (1d3+3)

Special Attacks wild shape 3/day

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

8/day—lightning lord

7/day—storm burst

Druid Spells Prepared (CL 8th; concentration +12)

4th—*control water*, *flame strike* (DC 18), *freedom of movement*, *sleet storm*⁰

3rd—*call lightning*⁰ (DC 17), *greater magic fang*, *protection from energy*, *quench*, *wind wall*

2nd—*barkskin*, *bull's strength*, *fog cloud*⁰, *gust of wind* (DC 16), *warp wood*

1st—*cure light wounds* (4), *endure elements*, *obscuring mist* 0 (at will)—*create water*, *detect magic*, *flare* (DC 14), *light*

D domain spell; **Domain** Weather

TACTICS

Base Statistics Without *barkskin* and *bull's strength*, the druid's statistics are **AC** 23, touch 14, flat-footed 20; **Melee** mwk scimitar +11/+6 (1d4+1/18-20); **Ranged** mwk sling +11/+6 (1d3+1); **Str** 12; **CMB** +6; **CMD** 19; **Skills** Climb +6, **Swim** +3.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 21

Feats Improved Initiative, Natural Spell, Toughness, Weapon Finesse

Skills Acrobatics +1 (–3 when jumping), Climb +8, Fly +6, Handle Animal +5, Heal +11, Knowledge (nature) +10, Perception +15, Spellcraft +7, Survival +13, Swim +5

Languages Common, Druidic, Goblin, Halfling

SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear potion of mage armor, **Other Gear** mwk heavy wooden shield, mwk scimitar, mwk sling with 20 bullets, *cloak of resistance* +1, *headband of inspired wisdom* +2, grappling hook, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch

SEA CAPTAIN (TRICERATOPS) CR 7

Pathfinder RPG NPC Codex 67

Halfling druid 8

NE Huge animal

Init +5; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 24, touch 9, flat-footed 21 (+4 armor, +1 Dex, +9 natural, +2 shield, –2 size)

hp 61 (8d8+22)

Fort +9, **Ref** +5, **Will** +12; +2 vs. fear, +4 vs. fey and plant-targeted effects

OFFENSE

Speed 20 ft.

Melee gore +12 (2d10+11)

Special Attacks trample (1d8+11, DC 20), wild shape 3/day

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

8/day—lightning lord

7/day—storm burst

Druid Spells Prepared (CL 8th; concentration +12)

4th—*control water*, *flame strike* (DC 18), *freedom of movement*, *sleet storm*⁰

3rd—*call lightning*⁰ (DC 17), *greater magic fang*, *protection from energy*, *quench*, *wind wall*

2nd—*barkskin*, *bull's strength*, *fog cloud*⁰, *gust of wind* (DC 16), *warp wood*

1st—*cure light wounds* (4), *endure elements*, *obscuring mist* 0 (at will)—*create water*, *detect magic*, *flare* (DC 14), *light*

D domain spell; **Domain** Weather

TACTICS

Base Statistics Without *barkskin*, *bull's strength*, and *greater magic fang*, the druid's statistics in triceratops form are **AC** 21, touch 9, flat-footed 18; **Melee** gore +8 (2d10+6); **Special Attacks** trample (1d8+6, DC 18); **Str** 18; **CMB** +12; **CMD** 23.

STATISTICS

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

Base Atk +6; **CMB** +14; **CMD** 25

Feats Improved Initiative, Natural Spell, Toughness, Weapon Finesse

Skills Acrobatics -1 (-5 when jumping), Climb +11, Fly +4, Handle Animal +5, Heal +11, Knowledge (nature) +10, Perception +15, Spellcraft +7, Survival +13, Swim +8

Languages Common, Druidic, Goblin, Halfling

SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear *potion of mage armor*; **Other Gear** mwk heavy wooden shield, mwk scimitar, mwk sling with 20 bullets, *cloak of resistance* +1, *headband of inspired wisdom* +2, grappling hook, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch

VETERAN BUCCANEER

CR 2

Pathfinder RPG NPC Codex 267

Human warrior 4

CE Medium humanoid (human)

Init +3; **Senses** Perception -1

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 26 (4d10+4)

Fort +4, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+1/18-20)

Ranged mwk heavy crossbow +8 (1d10/19-20) or throwing axe +7 (1d6+1)

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Mobility, Toughness

Skills Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17

Languages Common, Orc

Combat Gear *elixir of swimming*, *potion of bull's strength*, *potions of cure light wounds* (2), *potion of jump*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp

WIGHT

CR 3

Pathfinder RPG Bestiary 276

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth

Languages Common

SQ create spawn

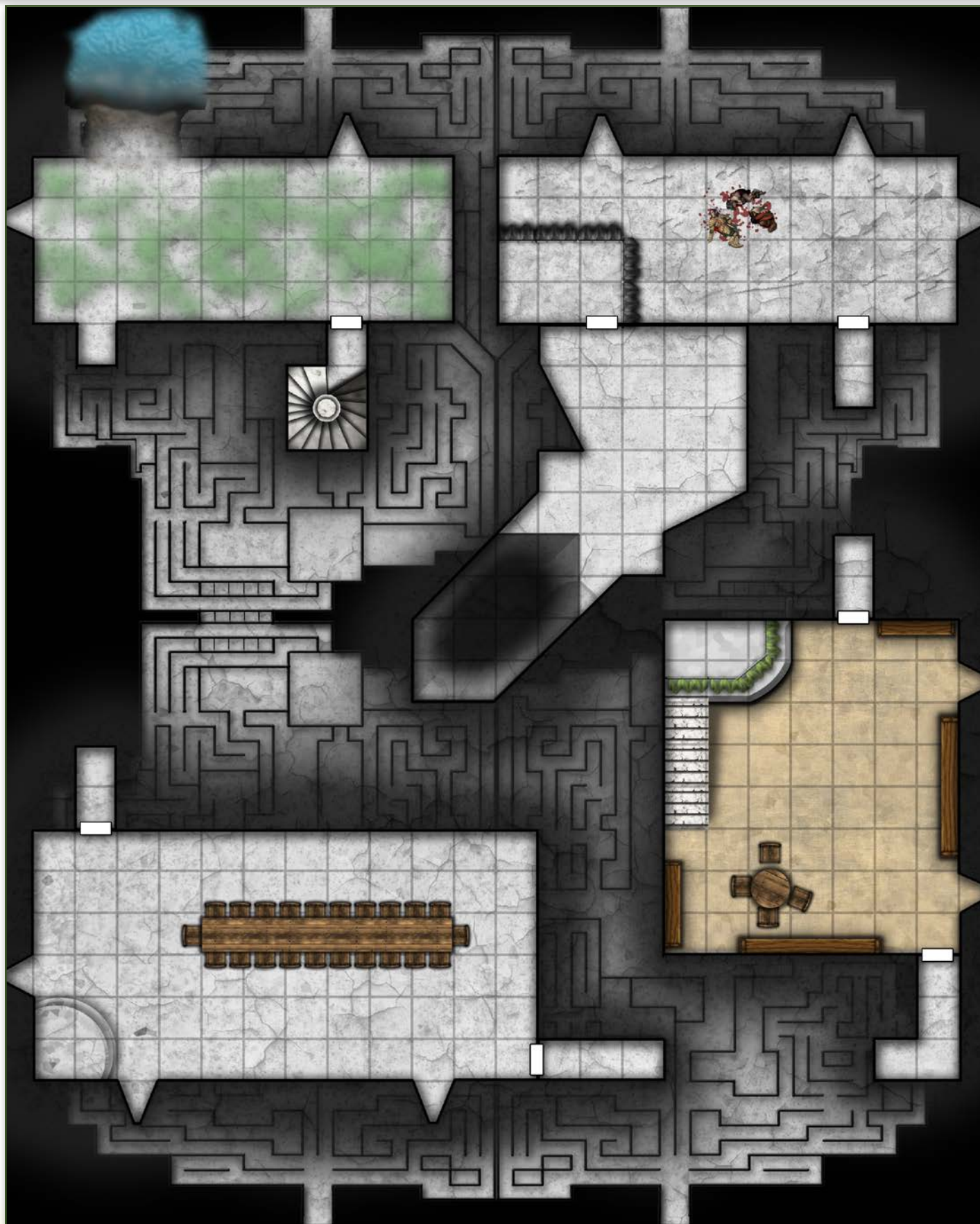
DESCRIPTION

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hit points per Hit Die. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

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



THE LABYRINTH OF HUNGRY GHOSTS

Pathfinder Society Scenario #7-19: The Labyrinth of Hungry Ghosts

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

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☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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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 #7-19: The Labyrinth of Hungry Ghosts

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Ectoplasmic Enhancement: You recovered a sample of concentrated ectoplasm from the Gloomspires. You may activate this ectoplasm as a swift action to treat all of your natural attacks, unarmed strikes, and weapon attacks as if they had the *ghost touch* property for 1 round. If you have at least one level in the spiritualist class, the *ghost touch* property persists for 3 rounds and also affects her phantom's natural attacks. When you use this boon, cross it off your Chronicle sheet.

Nightmarish Pigments: You found a pot of *nightmarish* pigments, which you may purchase for 1,000 gp. *Nightmarish pigments* function as *marvelous pigments*, except the items they create subtly bend, warp, and discolor, and they occasionally show reflections of horrific vistas or screaming maws. As a result, they cannot be mistaken for objects made of standard valuable materials like gold. One pot of *nightmarish pigments* is sufficient to create a 125-cubic-foot object by depicting it two-dimensionally over a 25-square-foot surface. The pigments can create a collection of mundane items whose value does not exceed 500 gp.

Savior of Old Flotsam: In thanks for retrieving her precious folding boat, Venture Captain-Benarry commissions you a single token made out of a splinter of *Old Flotsam* herself. This special *feather token* functions as a *feather token* (swan boat), except that the boat appears stocked with a wooden chest full of useful items. The chest contains a *potion of cure light wounds*, a set of masterwork thieves' tools, 100 sheets of parchment, a vial of ink with an inkpen, a fishing net, 20 days worth of trail rations, and 10 gallons of cheap ale. The chest and its items persist after the boat's duration expires. You may purchase the *feather token* (*Old Flotsam*) for 450 gp or 1 Prestige Point.

All Subtiers

+1 flaming ammunition (166 gp; limit 3; may be any type of ammunition)
+1 ghost touch longsword (8,315 gp)
candle of spirit protection (1,500 gp; *Pathfinder RPG Occult Adventures* 256)
grave salt (1,110 gp; *Pathfinder RPG Ultimate Equipment* 301)
nightmarish pigments (1,000 gp; see above)
potion of bull's strength (300 gp)
potion of heroism (750 gp)
scroll of darkvision (150 gp)
scroll of glitterdust (150 gp)
scroll of mirror image (CL 9; 450 gp, limit 1)
wand of ghostbane dirge (6 charges; 540 gp, limit 1; *Pathfinder RPG Advanced Player's Guide* 225)

Subtier 6-7

+2 ghost touch longsword (18,315 gp)
cloak of resistance +1 (1,000 gp)
headband of inspired wisdom +2 (4,000 gp)
scroll of dimension door (700 gp)
scroll of enervation (700 gp)
void dust (4,500 gp; *Pathfinder RPG Ultimate Equipment* 324)

| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|---------|-------------------------------|---------------------------------|
| 3-4 | 648 | 1,295 |

| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|----------------|-------------------------------|---------------------------------|
| Out of Subtier | 1,134 | 2,268 |

| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|---------|-------------------------------|---------------------------------|
| 6-7 | 1,620 | 3,240 |

| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|---------|-------------------------------|---------------------------------|
| — | — | — |

| MAX GOLD |
|--------------------------------|
| Starting XP |
| + <small>GM's Initials</small> |
| XP Gained (GM ONLY) |
| = |
| Final XP Total |

| | | |
|------|---------------------------|---------------|
| FAME | | |
| | Initial Prestige | Initial Fame |
| | + | GM's Initials |
| | Prestige Gained (GM ONLY) | |
| | - | |
| | Prestige Spent | |
| | | |
| | Current Prestige | Final Fame |

| | | |
|------|---------------------|---------------|
| GOLD | | |
| | Starting GP | |
| | + | GM's Initials |
| | GP Gained (GM ONLY) | |
| | + | GM's Initials |
| | Day Job (GM ONLY) | |
| | - | |
| | Gold Spent | |
| | = | |
| | Total | |

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #