**From the Tome of Righteous Repose**

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**GM Resources**

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

**How to Play**

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

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

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

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

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

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

**SUMMARY**

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

Due to the replayable nature of the scenario, Besnik may send the PCs to any of three locations: an orc-ravaged dwarven ruin in Belkzen, a forgotten crypt in Lastwall, or an old Shining Crusade fortification in Ustalav.
Once the PCs identify the location, they travel to it with relatively few problems. At each location, they encounter one of four encounter arcs, each of which includes two different threats, as well as three additional dungeon elements. You can select roll randomly for the locations and their threats or choose specific elements, as is explained below.

### RUNNING THIS SCENARIO

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

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

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

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

Now that you are familiar with the storyline and have determined all the elements that need to be placed in your dungeon, review the map and encounter area descriptions for your dungeon location (see pages 9–11 for Belkzen, pages 14–16 for Lastwall, and pages 18–19 for Ustalav). Place encounters first, attempting to keep them as spread out as possible while maintaining verisimilitude. When the PCs face the various encounters, they should face only one threat at a time unless they are specifically trying to trigger multiple encounters at once. In a situation where one encounter would naturally trigger a second encounter—particularly if there are loud spell or weapon effects, an NPC calls for help, or the like—the second threat should not arrive until at least the fourth round of combat. Before the additional encounter, the PCs can take time to equip gear, cast spells, or approach carefully to avoid an ambush.

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

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

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

### GETTING STARTED

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

Read or paraphrase the following to get the adventure underway.

*Loud and raucous conversation filters through the door from the common room of the Usカル Lin Lodge, which doubles as the*
Ace of Dreams gambling house. “I know it’s here. I had it just a moment ago.” Venture-Captain Shevar Besnik lifts piles of papers and numerous boxes off of his desk, stacking them on various side tables and chairs in his clean but overly cluttered office. The tall, Varisian man’s face parts in a toothy grin as he lifts up a solid oak box. “Found it!” As if to punctuate his discovery, a crowd of players in the gambling hall erupts in cheers.

Distracted for a moment, Besnik stares at the closed office door that leads to the common room. “Desna laughs. Well, she laughs at me, but she smiles on them.” The venture-captain shrugs. “All they have is gold; what I have in here is far more valuable.”

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

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

“Care to peruse the pages with me?”

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

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

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

**What happened with the Knights of Ozem last time?** “Have you heard of the Boartusk Twins? Garl and Shrade saved the lives of one of my teams a few years back, so I offered them field commissions. Then they got us in trouble by using wayfinders like badges of authority. I shipped them down to Old Mutton Chops for some training, but gaining the knights’ trust again is taking time.”

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

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

**The crusaders allow you to run a gambling hall in Lastwall?**

Theventure-captain quotes the crusaders’ statements with a wrinkled nose and a haughty, superior tone. “They ‘allow its continued existence by their good graces,’ but only because they can’t legally force me to close it down. Plus, I think they like having all the dirty, underhanded scum in one place so they can keep an eye on them. Having all the disreputable types in one area does allow me to pick up a good amount of gossip, too. Like the story of ol’ Lady Withren—whew!”

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

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

**What is the Sancta Iomedaea?** “It’s a huge, overly...
glamorous temple to Iomedae in Vigil, rumored to be the first of her temples. I always smile when I think about it. Ah, memories.”

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

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

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

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

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

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

**KNOWLEDGE (HISTORY OR RELIGION)**

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

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

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

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

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**THE YOHANATOTSU SISTERS**

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

The Venture-Captain jolts upright. “Minkai art! Let’s see, the Minkai Empire was founded in 3619, and the empire’s first explorers didn’t reach the west coast of the continent until at least 3691 AR, which leaves only sixty years before the beginning of the Shining Crusade itself. These women could have been among the first Minkai citizens to reach the Inner Sea! Let’s see, what secrets does the poem on this page hold?”

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

**BELKZEN**

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

Read or paraphrase the following.

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

**KNOWLEDGE (LOCAL OR GEOGRAPHY)**

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

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

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

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

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

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

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

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

BESNIK’S INSIGHT

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

FUSTBICKLE’S CLUE

PCs who analyze Fustbickle’s poem can attempt a DC 18 Knowledge (geography), Survival, or other relevant skill check at your discretion (DC 22 in Subtier 6–7). If their result for the Knowledge (history or local) check earlier (see above) was 20 or higher, they gain a +2 bonus on this skill check. A thorough analysis of the poem reveals the following information, which is sufficient to pinpoint the location: the Stranglegut clan was a prominent horde of orcs allied with the Whispering Tyrant; in their day, they controlled the orc’s largest settlement, Urgir. Kala’s Rage was the name of a massive waterfall in Belkzen, 40 miles east of Urgir. Over time, the mountains became dry and the waterfall slowed to a trickle, earning the waterfall the name Kala’s Tears.

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

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

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

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

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

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

Subtier 3–4: Reduce each PC’s gold earned by 75 gp.
Out of Subtier: Reduce each PC’s gold earned by 134 gp.
Subtier 6–7: Reduce each PC’s gold earned by 193 gp.
BELKZEN ADVENTURE BACKGROUND
When the Knights of Ozem buried the samurai, they cast forbiddance over her grave and the adjoining rooms. In the centuries since, an earthquake has disrupted the forbiddance. Before the magical protection expired, several orcs died attempting to enter these rooms, giving the place a reputation for being haunted. The Rotten Tongue orc clan controlled the ruin for some time before abandoning it a few months ago to seek out greater glory. The ruin still bears signs of their presence.

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

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

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

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

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

**BELKZEN TREASURE PACKAGES**

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<th>Package Name</th>
<th>Subtier 3–4</th>
<th>Subtier 6–7</th>
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<tr>
<td>Alchemical supplies</td>
<td>Acid flask (12), alchemist’s fire (12), antitoxin (2), antiplague (2), elixir of fire breath, shadow essence poison (4)</td>
<td>Deathblade poison (2), fuse grenades (12), shadow essence poison (4), volatile vaporizer (1st level)</td>
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<td>Ceremonial orc weapon</td>
<td>+1 kukri with a bloodstone handle (worth 2,704 gp)</td>
<td>Bloodletting kukri with a cut ruby (worth 1,000 gp) set in its pommel, oil of keen edge</td>
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<td>Magical stash</td>
<td>Potion of cure moderate wounds (2), potion of lesser restoration, wand of burning hands (CL 5; 23 charges)</td>
<td>Amulet of elemental vengeance (combines the abilities of an amulet of elemental strife with a necklace of fireballs with four spheres [4d6 fire damage each] remaining)</td>
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A. Dwarven Temple
After climbing halfway up a rocky mountain to a wide ledge, the PCs reach an obvious entrance carved into the rock. Unless otherwise stated, the walls and ceilings within are made of hewn stone, 10 feet high, and all rooms are completely dark.

A1. Entrance
Hot winds blow ash through the air; it collects against the rocky wall of this ancient structure. Four stone columns mark the entrance, where a fifteen-foot-wide stair descends into darkness.

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

A2. Shrine of Shizuru
This room’s stonework suggests a dwarven architect, but the floor and walls display carvings of Tien design.
When crusaders reached the samurai, she had already perished; they laid her to rest in nearby dwarven ruins they intended to repurpose. While renovating the structure, they dedicated this room as a shrine to Shizuru. Carvings of swimming carp, Shizuru’s sacred animal, cover the western wall. The eastern wall carving depicts a katana over the sun, Shizuru’s holy symbol. On the northern wall is a carving of two Minkai elven women standing before funerary pyre. The floor boasts the carving of an imperial sky dragon.

A3. Chapel to Nulgreth

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

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

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

A4. Destroyed Reliquary

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

A5. Imperial Dragon Statue

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

A6. Meeting Room

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

A7. Orc Barracks

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

A8. Grand Hall

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

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

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

A9. Shadowy Pit

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

A10. Damaged Statue

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

A11. Darklands Statue

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

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

A12. Spoiled Spring

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

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

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

A13. Stairway Down

This rubble-choked stairway to the next level is beyond the scope of this adventure.
### A14. Hot Spring Bathing Pool

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

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

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

### A15. Shrine to Kols

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

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

### A16. Vault Antechamber

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

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

### A17. Refuse Pile

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

### A18. Ancestor Shrine

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

Dwarves built this chamber to honor dead ancestors, and placed a statue of Magrim on the pedestal. A decade ago, a Rotten Tongue chieftain, Gurklar, destroyed the statue and displayed his taxidermic animal companion on the empty pedestal. Insects have since found the rock serpent corpse and consumed its poorly preserved flesh.

### A19. Vault

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

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

### LASTWALL

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

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

### GATHER INFORMATION (DIPLOMACY) OR KNOWLEDGE (LOCAL)

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

- **10+:** The government of Lastwall is run by the military with a single elected leader, the watcher-lord. Though the Knights of Ozem are prominent in both the military and politics, not all citizens are knights, nor even soldiers.
- **15+:** Followers of good deities are abundant Lastwall, but so are followers of other militaristic deities such as Gorum. Though known as a nation of paladins and clerics, many of the soldiers in Lastwall are not very religious.
- **20+:** Defenses against the orcs have been waning, and many Lastfolk are concerned that if the orcs organize enough to mount an offensive, Lastwall may not survive the attack.
- **25+:** The crusaders spend most of their resources guarding their borders, while dark forces go unnoticed inside the country. Yet if the knights move resources from
the battlefront to patrol the interior, the borders could quickly crumble.

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

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

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

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

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

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

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

**Treasure**: Besnik gives the PCs a traveler’s any-tool[^1], a wand of cure moderate wounds (5 charges), and a wand of protection from evil (7 charges). In Subtier 6–7, replace the wand of cure moderate wounds with a wand of cure serious wounds (5 charges). If the PCs were able to find the location of the site on their own, he uses the gold he would have otherwise spent toward that end on providing the PCs additional gear based on their destination.

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

**Subtier 6–7**: Besnik provides PCs with two +2 holy arrows (or two pieces of +1 holy ammunition of the PCs’ preferred type). The wand of cure serious wounds also has two additional charges.

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

- **Subtier 3–4**: Reduce each PC’s gold earned by 75 gp.
- **Out of Subtier**: Reduce each PC’s gold earned by 134 gp.
- **Subtier 6–7**: Reduce each PC’s gold earned by 193 gp.

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

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

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

**Hazard**: All creatures that begin their turn or pass within 5 feet of the rift take 260 points of negative energy damage (Will DC 14 half). Creatures passing through the rift take 360 points of negative energy damage with no save. In Subtier 6–7, the rift deals 460 points of negative energy damage to nearby creatures (Will DC 17 half), or 660 points of negative energy damage to creatures that pass through it.

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

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

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

LASTWALL TREASURE PACKAGES

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

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

B1. Crypt Entrance
A cavernous chamber reaches east and west, and several smaller corridors branch outward from it. Dust and neglect mark this chamber, and darkness fills its corners. To the east lies a single stone sarcophagus. A long passage of text is carved into the wall behind the sarcophagus.

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

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

B2. Magical Lab

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

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

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

B3. Aristocratic Crypts
This long and winding hall contains the crypts of three major houses; each section has a single stone sarcophagus for the most prominently interred ancestor. Recesses in the walls hold other, less important family members. All are empty save for bits of burial cloth.

B4. Officer’s Ossuary
Notable officers of the Shining Crusade were once laid to
rest on stacked alcoves in the walls of this chamber; those alcoves are now bare.

**B5. Shrine to Pharasma**

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

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

**B6. Common Ossuary**

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

**B7. Flooded Stairway**

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

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

**B8. Tian Ossuary**

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

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

**B9. Lillend Statue**

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

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

**B10. Halls of Names**

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

**B11. Prisoners’ Ossuary**

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

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

**B12. Spirit Statues**

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

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

**B13. Funerary Chamber**

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

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

The ceiling of this room is 30 feet high.

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

**B14. Lord’s Crypt**

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

Several elderly nobles commissioned this crypt, seeking
the prestige of being buried alongside the crusaders. They hired the best stoneworkers to fashion their tombs. With a successful DC 25 Knowledge (nobility) check, a PC recognizes the crests of houses Caliphvaso, Ordranti, Immarin, Kavapesta, and Siervage.

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

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

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

### USTALAV

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

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

#### KNOWLEDGE (HISTORY, LOCAL OR RELIGION)

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

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

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

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

### BESNIK’S INSIGHT

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

#### FUSTBICKLE’S CLUE

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

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

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

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

If the PCs were able to find the location of the site on their own, he uses the gold he would have otherwise spent researching it on providing the PCs additional gear based on their destination.

    Subtier 3–4: Besnik provides the PCs with six flasks of holy water and one soul stimulant.
    Subtier 6–7: Besnik provides the PCs with six flasks of holy water, one scroll of lesser restoration, two potions of lesser restoration and one soul stimulant.

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

    Subtier 3–4: Reduce each PC's gold earned by 75 gp.
    Out of Subtier: Reduce each PC's gold earned by 124 gp.
    Subtier 6–7: Reduce each PC's gold earned by 193 gp.

### USTALAV ADVENTURE BACKGROUND

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

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

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

### USTALAV ADVENTURE GOAL

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

**Diplomacy, Intimidate, or Survival (DC 15, or DC 20 in Subtier 6–7):** If you are not running the Undead Crusader arc, the PCs can ask one of the dungeon's inhabitants for information about the site. Be generous in revealing the following information. The inhabitant mentions that the major threat looted a sarcophagus for its treasure and dumped the “shiny old skeleton” outside, and then provides enough information about the location for the PCs to find it. Alternatively, the PCs can find the body by following old tracks that lead to the site where the major threat dumped it.

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

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

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

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

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

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

### USTALAV TREASURE

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

**USTALAV TREASURE PACKAGES**

<table>
<thead>
<tr>
<th>Package Name</th>
<th>Subtier 3–4</th>
<th>Subtier 6–7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crusader’s blade</td>
<td>+1 fire-forged longsword</td>
<td>+1 undead-bane longsword</td>
</tr>
<tr>
<td>Restorative cache</td>
<td>Restorative ointment (3 apps)</td>
<td>Martyr’s tears (contains 18 hit points)</td>
</tr>
<tr>
<td>Magical reserve</td>
<td>Pearl of power (1st level), wand of gust of wind (18 charges)</td>
<td>Restorative ointment</td>
</tr>
</tbody>
</table>

**C. BENEATH THE HUNGRY MOUNTAINS**

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

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

Use the map on page 14 for this ruin.

**C1. Hall of Discouragement**

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

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

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

**C2. Hero’s Tomb**

A single sarcophagus dominates the east end of this room. The walls are adorned with engravings of soldiers in plate armor holding their helms reverently to their sides, eyes downcast.

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

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

**C3. Workshops**

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

**C4. Armory**

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

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

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

**C5. Stained Laboratory**

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

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

**C6. Shrine**

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

C7. Magical Spring

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

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

C8. Archery Range

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

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

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

C9. Naga Statue

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

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

C10. Barracks

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

C11. Supply Storage

Old crates lay open and scattered around the room. Bare shelves contain little more than patches of mold, and water trickles down the moldy west wall.

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

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

C12. Celestial Gallery

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

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

C13. Dining Hall

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

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

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

C14. Hero’s Crypt

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

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

ADVENTURE REWARDS

Each location includes a set of three treasure packages, which you can find in each location’s description (for Belkzen, Lastwall, and Ustalav, see pages 8, 13, and 18,
Each encounter arc also includes two additional treasure packages: one for the major threat and one for the linked threat. You should have five treasure packages in total.

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

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

### REWARDS SUMMARY

<table>
<thead>
<tr>
<th>Description</th>
<th>Subtier 3–4</th>
<th>Out of Subtier</th>
<th>Subtier 6–7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Find adventure site</td>
<td>75 gp</td>
<td>140 gp</td>
<td>205 gp</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Treasure Package (3)</td>
<td>225 gp each</td>
<td>375 gp each</td>
<td>525 gp each</td>
</tr>
<tr>
<td>Linked Threat</td>
<td>250 gp</td>
<td>450 gp</td>
<td>650 gp</td>
</tr>
<tr>
<td>Major Threat Treasure</td>
<td>300 gp</td>
<td>550 gp</td>
<td>800 gp</td>
</tr>
</tbody>
</table>

### ENCOUNTER ARC DESCRIPTIONS

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

Violence is not the only way to defeat encounters. The PCs can circumvent any encounter in the scenario except the major encounter by using skill checks. However, each time the PCs bypass an encounter, other denizens of the dungeon become more suspicious. The PCs can negotiate safe passage past an encounter with a reasonable argument and successful DC 20 Diplomacy, Bluff, or Intimidate check (DC 24 in Subtier 6–7). Each time the PCs negotiate safe passage, the DC of these skill checks increases by 5. For example, if PCs playing in Subtier 3–4 negotiate safe passage past two encounters, the DC to gain safe passage past a third encounter is 30. Typically, the PCs can use other skills to bypass the linked encounter; specific examples are listed in each adventure arc’s description. However, the linked encounters for the Raider arc and the Undead Crusader arc cannot be bypassed with a Bluff, Diplomacy, or Intimidate check. Refer to the description of these arcs below for more details.

### ORC TROOP

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

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

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

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

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

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

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

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

**Treasure:** The orcs’ treasure packages are their gear.
UNDEAD CRUSADER

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

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

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

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

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

The lamp is inscribed with the words “The Light Shines Brightest When Sword and Flame Become One.” To use the lamp properly, a PC must strike its flint with a bladed weapon and succeed at an attack roll against AC 15 (AC 20 in Subtier 6–7). If the attack roll fails by 5 or more, the lamp is crushed; otherwise, the PC can try again.

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

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

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

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

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

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

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

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

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

**DRAGON**

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

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

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

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

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

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

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

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

**Treasure:** The dragon’s treasure package is a small hoard of gemstones, jewelry, and gold worth 1,900 gp (in Subtier 6–7, the hoard is worth 5,000 gp). The linked threat has a *cloak of the hedge wizard* (divination). In Subtier 6–7, the linked threat instead has a *dragonslayer’s shield*.

**RAIDERS**

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

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

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

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

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

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

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

**Treasure:** The raiders’ treasure package is their gear. There is a *javelin of lightning*, a *ring of arcane signets*¹⁴ and 500 gp worth of gems in the sealed room. In Subtier 6–7, there is also a *miser’s mask*¹⁵ and additional gems worth 500 gp.

**CONCLUSION**

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

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

The venture-captain also comments on the PCs’ specific mission, praising them for their successes. If the PCs achieved the secondary success condition, he adds, “Though I may joke about the crusaders, they play a vital part in the service of good. You, too, have done important work today. You have removed a pressing danger and helped the spirit of an ancient hero find rest. Well done, Pathfinders. I hope you are as proud of yourselves as I am of you.”

**PRIMARY SUCCESS CONDITIONS**

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

- **Belkzen:** The PCs found the remains of the fallen samurai and recovered her *+1 holy katana*.
- **Lastwall:** The PCs discovered the rift and successfully performed the ritual to close it.
- **Ustalav:** The PCs determined that a holy ritual happened at the site.

**SECONDARY SUCCESS CONDITIONS**

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

- **Belkzen:** The PCs performed the proper funerary rites for the fallen samurai, cremating her completely (or all but her skull), then returned her ashes to her family, the Ossuaries of the Fallen in Vigil, or another appropriate organization.
- **Lastwall:** The PCs closed the rift.
- **Ustalav:** The PCs repaired the damage to the holy ritual.
Player Handout #1: “Sonnet of the Shattered Sword”

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

From tow’ring giant green, a challenge thrown;
The chieftain Slarg upon the bloody field
That she would stand in front of him alone
And not for less than death would either yield.

With cries of faith east to the rising sun
The brave samurai charged and met his steel
Her blade she shoved beneath his ribs, she spun
A scratch from poisoned blade forced her to keel

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

Player Handout #2: “Ode to the Lost”

Oh Heroes,
Ne’er shall we see you again in life,
For we hid you like buried treasure
‘Neath the halls of poor, sweet Mordesha,
Away from our foes’ rasping voices.
Yet they found you, sharpened your edges
Turned you loose as wild dogs
In poor, sweet Mordesha.
Though we remember you,
We’ll forget where you rest.
The knights have clamored long
For ignorance of your fate.
Our thoughts of you burn bright
But brighter is poor, sweet Mordesha
Her chimneys rise as skel’tal fingers
Desperate call, betrayal anew
We turn away, willfully blinded
From the eyes of poor, sweet Mordesha.
Player Handout #3: “Rondeau of Righteous Retention”

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

Only few, the location know,
In case Tar-Baphon's power grow
And find [Illegible]
Trusted few knew [Illegible]
But they were [Illegible]
Still the Tyrant lurks below.
APPENDIX 1: RANDOM ELEMENTS

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

LOCATIONS AND ENCOUNTER ARCS

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

<table>
<thead>
<tr>
<th>1d12</th>
<th>Location</th>
<th>Encounter Arc</th>
<th>1d12</th>
<th>Location</th>
<th>Encounter Arc</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Belkzen</td>
<td>Orc troop</td>
<td>7</td>
<td>Ustalav</td>
<td>Raiders</td>
</tr>
<tr>
<td>2</td>
<td>Lastwall</td>
<td>Raiders</td>
<td>8</td>
<td>Belkzen</td>
<td>Undead crusader</td>
</tr>
<tr>
<td>3</td>
<td>Belkzen</td>
<td>Dragon</td>
<td>9</td>
<td>Lastwall</td>
<td>Dragon</td>
</tr>
<tr>
<td>4</td>
<td>Belkzen</td>
<td>Orc troops</td>
<td>10</td>
<td>Lastwall</td>
<td>Orc troop</td>
</tr>
<tr>
<td>5</td>
<td>Ustalav</td>
<td>Orc troop</td>
<td>11</td>
<td>Ustalav</td>
<td>Undead crusader</td>
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<tr>
<td>6</td>
<td>Ustalav</td>
<td>Dragon</td>
<td>12</td>
<td>Lastwall</td>
<td>Undead crusader</td>
</tr>
</tbody>
</table>

ENCOUNTER ARC TABLES

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

ORC TROOP ENCOUNTER ARC: MAJOR AND LINKED THREATS


**SUBTIER 3–4**

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Bozena (orc scout), 2 orc thugs</td>
<td>Remove 1 orc thug</td>
<td>2 orc thugs</td>
<td>Orcs are fatigued</td>
</tr>
<tr>
<td>3–4</td>
<td>Groblek (orc tactician) and 2 orc war drummers</td>
<td>Remove 1 war drummer</td>
<td>Orc scout</td>
<td>Orc is fatigued</td>
</tr>
<tr>
<td>5–6</td>
<td>Shirish (orc pyro) and 2 orc war drummers</td>
<td>Remove 1 war drummer</td>
<td>2 orc thugs</td>
<td>Orcs are fatigued</td>
</tr>
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</table>

**SUBTIER 6–7**

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<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Groblek (orc champion) and 2 orc scouts</td>
<td>Groblek is sickened</td>
<td>Bear priest, 2 orc thugs</td>
<td>Replace bear priest with orc scout</td>
</tr>
<tr>
<td>3–4</td>
<td>Bozena (bear priest), 2 orc tacticians, orc scout, 2 orc thugs</td>
<td>Remove orc tacticians</td>
<td>Orc immolator, 2 orc thugs</td>
<td>Remove both orc thugs</td>
</tr>
<tr>
<td>5–6</td>
<td>Shirish (orc immolator), bear priest, 4 orc thugs</td>
<td>Remove orc bear priest</td>
<td>2 orc tacticians, orc scout</td>
<td>Remove 1 tactician</td>
</tr>
</tbody>
</table>

UNDEAD CRUSADER ENCOUNTER ARC: MAJOR AND LINKED THREATS

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

**SUBTIER 3–4**

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Akina and 3 skeletal champions</td>
<td>Weaken Akina¹, remove 1 skeletal champion</td>
<td>Advanced unfettered phantom</td>
<td>Phantom is staggered</td>
</tr>
<tr>
<td>3–4</td>
<td>Yua and 1 advanced unfettered phantom</td>
<td>Weaken Yua²</td>
<td>3 skeletal champions</td>
<td>2 skeletal champions</td>
</tr>
<tr>
<td>5–6</td>
<td>Michiko and 2 phantom armors</td>
<td>Weaken Michiko³, remove 2 phantom armors</td>
<td>2 shadows</td>
<td>Shadows’ Str damage is 1d4</td>
</tr>
</tbody>
</table>

¹ Akina’s dominate ability is 1/day and the DC to resist her energy drain is 14.
² Reduce Yua’s corrupting touch to 4d6 points of damage (Fort DC 14 half). She has already cast two 2nd-level spells today.
³ Reduce Michiko’s natural armor by 4 and remove her channel destruction ability.
### SUBTIER 6–7

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Akina and 3 wraiths</td>
<td>Weaken Akina¹, remove 1 wraith</td>
<td>Bodak</td>
<td>Add the degenerate template²</td>
</tr>
<tr>
<td>3–4</td>
<td>Yua and 4 advanced unfettered wraiths</td>
<td>Remove 2 phantoms</td>
<td>Mohrg</td>
<td>Add the degenerate template²</td>
</tr>
<tr>
<td>5–6</td>
<td>Michiko and 2 dullahan</td>
<td>Weaken Michiko¹ and remove 1 dullahan</td>
<td>Greater shadow</td>
<td>Shadow's Str damage is 1d6</td>
</tr>
</tbody>
</table>

¹ Akina’s dominate ability is 1/day and the DC to resist her energy drain is 16.  
² See page 35.  
³ Reduce Michiko’s natural armor by 4 and remove her channel destruction ability.

### DRAGON ENCOUNTER ARC: MAJOR AND LINKED THREATS

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

### SUBTIER 3–4

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Karkadon, orc thug</td>
<td>Remove orc thug</td>
<td>2 orc thugs</td>
<td>Orcs are fatigued</td>
</tr>
<tr>
<td>3–4</td>
<td>Blemia, shadow drake</td>
<td>Remove shadow drake</td>
<td>Nightgaunt and dark creeper</td>
<td>Remove dark creeper</td>
</tr>
<tr>
<td>5–6</td>
<td>Skeshnil, dark slayer</td>
<td>Remove dark slayer</td>
<td>3 shadow drakes</td>
<td>Remove 1 drake</td>
</tr>
</tbody>
</table>

### SUBTIER 6–7

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Karkadon, 3 orc scouts</td>
<td>Remove 2 orc scouts</td>
<td>Orc immolator, 2 orc thugs</td>
<td>Remove orc thugs</td>
</tr>
<tr>
<td>3–4</td>
<td>Blemia</td>
<td>Add</td>
<td>2 shadow drakes and 3 shae</td>
<td>Remove 1 drake and 1 shae</td>
</tr>
<tr>
<td>5–6</td>
<td>Skeshnil, 2 dark callers</td>
<td>Remove dark callers</td>
<td>Weakened denizen of Leng and 2 dark slayers</td>
<td>Weaken denizen* and remove 1 slayer</td>
</tr>
</tbody>
</table>

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

### RAIDERS ENCOUNTER ARC: MAJOR AND LINKED THREATS

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

### SUBTIER 3–4

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Cave stalker¹, storm sorcerer</td>
<td>Sorcerer has one 3rd-level spell</td>
<td>Sealed monster</td>
<td></td>
</tr>
<tr>
<td>3–4</td>
<td>Storm sorcerer¹, 2 spry ambushers</td>
<td>Remove 1 spry ambusher</td>
<td>Sealed monster</td>
<td></td>
</tr>
<tr>
<td>5–6</td>
<td>Cave stalker¹, 2 murderous halflings</td>
<td>Remove 1 murderous halfling</td>
<td>Sealed monster</td>
<td></td>
</tr>
</tbody>
</table>

¹ Raider leader

### SUBTIER 6–7

<table>
<thead>
<tr>
<th>1d6</th>
<th>Major Threat</th>
<th>Major Threat (4 players)</th>
<th>Linked Threat</th>
<th>Linked Threat (4 players)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Norwhip (trickster mage)¹², 2 cave stalkers, 4 spry ambushers</td>
<td>Remove 1 cave stalker and 2 spry ambushers</td>
<td>Sealed monster</td>
<td></td>
</tr>
<tr>
<td>3–4</td>
<td>Laurathsa (seductive enchanter)¹, 2 storm sorcerers, 4 murderous halflings</td>
<td>Remove 1 sorcerer and 2 halflings</td>
<td>Sealed monster</td>
<td></td>
</tr>
<tr>
<td>5–6</td>
<td>Khalanna (orc slayer)¹, seductive enchanter, 2 storm sorcerers</td>
<td>Remove seductive enchanter</td>
<td>Sealed monster</td>
<td></td>
</tr>
</tbody>
</table>

¹ Raider leader  
² Replaces phantasmal killer with wandering star motes³⁴⁵
**Sealed Monsters**

<table>
<thead>
<tr>
<th>1d6</th>
<th>Sealed Monster</th>
<th>Sealed Monster</th>
<th>Sealed Monster</th>
<th>Sealed Monster</th>
</tr>
</thead>
<tbody>
<tr>
<td>(3–4)</td>
<td>(3–4, 4 Players)</td>
<td>(6–7)</td>
<td>(6–7, 4 Players)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Psychopomp, catrina</td>
<td>Add degenerate template</td>
<td>2 bralani azatas</td>
<td>Modify tactics</td>
</tr>
<tr>
<td>2</td>
<td>Aeon, othaos</td>
<td>Add degenerate template</td>
<td>Celestial chimera</td>
<td>Chimera</td>
</tr>
<tr>
<td>3</td>
<td>Dream dragon, wyrmling</td>
<td>Add degenerate template</td>
<td>Grythyk (advanced legion archon)</td>
<td>Legion archon</td>
</tr>
<tr>
<td>4</td>
<td>Augmented pixie</td>
<td>Pixie</td>
<td>Axiomite</td>
<td>Add degenerate template</td>
</tr>
<tr>
<td>5</td>
<td>Ironbane (Advanced rust monster)</td>
<td>Rust monster</td>
<td>Mihstu</td>
<td>Add degenerate template</td>
</tr>
<tr>
<td>6</td>
<td>Lurker in light</td>
<td>Add degenerate template</td>
<td>Bodak</td>
<td>Add degenerate template</td>
</tr>
</tbody>
</table>

1. See page 35.
2. The azata that acts first in initiative flees after 2 rounds of combat.
3. Lower the DC of the Diplomacy or Knowledge (religion) check by 2.
4. As celestial chimera, including the CN alignment. Remove DR, SR, energy resistances, and smite evil. The creature still holds a deep hatred for evil and acts as specified in the tactics.
5. Replace the pixie's charm arrows with confusion arrows (as the spell *confusion* with a 1 minute duration, DC 15 Will negates). It uses these arrows instead of its *lesser confusion* spell. Additionally, it can cast *baleful polymorph* 1/day (DC 18).

**Additional Threats**

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

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

1. See page 35.
2. As fiendish gargoyle, including the evil alignment. Remove DR, SR, energy resistances, and smite good.
3. The gibbering mouther loses its spittle attack. Decrease the DC of the Will save to resist its gibbering to 11.

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

<table>
<thead>
<tr>
<th>1d10</th>
<th>Subtier 3–4</th>
<th>Subtier 6–7</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Electricity arc trap</td>
<td>Roll twice on subtier 3–4</td>
</tr>
<tr>
<td>2</td>
<td>Wall scythe trap</td>
<td>Camouflaged, spiked pit trap</td>
</tr>
<tr>
<td>3</td>
<td>Mnemonic crystals</td>
<td>Insanity mist trap</td>
</tr>
<tr>
<td>4</td>
<td>Wyvern arrow trap</td>
<td>Hail of arrows trap</td>
</tr>
<tr>
<td>5</td>
<td>Green slime</td>
<td>Yellow mold (2 patches)</td>
</tr>
<tr>
<td>6</td>
<td>Rot grubs</td>
<td>Shocking floor trap</td>
</tr>
<tr>
<td>7</td>
<td>Bad air (flammable)</td>
<td>Cave-in</td>
</tr>
<tr>
<td>8</td>
<td>Dweomersink</td>
<td>Dweomersink (CR 9)</td>
</tr>
<tr>
<td>9</td>
<td>Enraged defenders haunt</td>
<td>Trampling spirits haunt</td>
</tr>
<tr>
<td>10</td>
<td>Tyrant’s recruitment haunt</td>
<td>Tyrant’s embrace haunt</td>
</tr>
</tbody>
</table>
APPENDIX 2: EXAMPLE DUNGEON

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

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

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

Looking over the Belkzen map, Sharon places each encounter in a different room, careful to set them evenly around the map. She puts the major encounter in area A16, the linked encounter in an area A7, the animate dream in area A4, the stirges in area A12, and the cave-in the hallway between areas A2 and A3. She puts treasure packages in the rooms with the stirges, animate dream, and cave-in; the major and linked threats have their own treasure. She decides to put one treasure package inside the stirge nest (Perception DC 20) and another in a secret compartment behind a carp in area A2 (Perception DC 25). Satisfied with her choices, she places the adventure goal (the body of Samurai Yohanatotsu) in area A19. Selections made, she then starts to look through her box of pawns.
APPENDIX 3: ORC TROOP ENCOUNTERS
This section contains the stat blocks for the orc troop encounter major and linked threats.

BEAR PRIEST
This brawny half-orc has prominent tusks and wears armor made of bones.

BEAR PRIEST CR 7
Female half-orc skald (totemic skald) 8 (Pathfinder RPG Advanced Class Guide 49, 117)
NE Medium humanoid (human, orc)
Init +10; Senses darkvision 60 ft., scent; Perception +8

DEFENSE
AC 17, touch 9, flat-footed 17 (+3 armor, +5 natural, –1 rage)
hp 87 (8d8+48)
Fort +13, Ref +3, Will +11; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities orc ferocity

OFFENSE
Speed 40 ft.
Melee mwk greataxe +11/+6 (1d12+6/x3) or mwk chakram +10/+5 (1d8+4) or bite +10 (1d4+4), 2 claws +10 (1d6+4)
Ranged mwk chakram +7 (1d8+4)

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

Skald Spell-Like Abilities (CL 8th; concentration +12)
2/day—charm animal (bears only) (DC 15)
Skald Spells Known (CL 8th; concentration +12)
3rd (3/day)—confusion (DC 17), cure serious wounds, haste
2nd (5/day)—blindness/deafness (DC 16), darkness, mirror image, sound burst (DC 16)
1st (5/day)—cause fear (DC 15), cure light wounds, expeditious retreat, saving throwsACG (DC 15), vanishACG (DC 15)
0 (at will)—daze (DC 14), detect magic, mending, message, sparkACG (DC 14), summon instrument

TACTICS
Before Combat The priest drinks a potion of barkskin. If aware of imminent danger, she casts mirror image and expeditious retreat. The effects of these spells are included in her statistics.
During Combat The priest activates her inspired rage singing song, applying its effects to herself and her allies. These effects include granting her allies the effects of song of the beast and animal fury. She then casts haste before rushing in to battle, reserving her other spells for if the PCs prove particularly troublesome to defeat in melee.
Morale The bear priest retreats if brought below 30 hit points, planning to return later for her revenge.

Base Statistics Without raging song and her spells, the bear priest’s statistics are Senses darkvision 60 ft.; AC 15, touch 10, flat-footed 15; hp 55; Fort +9, Will +8; Speed 30 ft.; Melee +9/+4 mwk greataxe (1d12+3/x3) or mwk chakram +8/+3 (1d8+2); Ranged mwk chakram +6 (1d8+2); Str 14, Con 14; CMB +8; CMD 18; Skills Climb +6

STATISTICS
Str 18, Dex 10, Con 22, Int 8, Wis 12, Cha 18
Base Atk +6; CMB +10; CMD 19
Feats Extra Rage PowerACG (3), Lingering PerformanceACG, Scribe Scroll
Skills Climb +8, Intimidate +15, Knowledge (geography and nature) +7, Perception +8, Perform (oratory and percussion) +15, Spellcraft +3; Racial Modifiers +2 Intimidate
Languages Common, Orc
SQ animal focus (bearACG), bardic knowledge +4, lore master 1/day, orc blood, rage powers, totem empathy +12, versatile performances (oratory, percussion), wild shape
Combat Gear potion of barkskin, potion of cure serious wounds, scroll of glitterdust, scroll of see invisibility, wand of blur (18 charges), war paint of the terrible visageACG; Other Gear +1 defiant (human) bone studded leatherACG, mwk chakramACG, mwk greataxe, cloak of resistance +1, 59 gp

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

ORC CHAMPION CR 9
Male orc fighter 10
CE Medium humanoid (orc)
Init +7; Senses darkvision 60 ft.; Perception +3

DEFENSE
AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)
hp 99 (10d10+40)
Fort +9, Ref +6, Will +1 (+3 vs. fear)

Defensive Abilities bravery +3, ferocity

Weaknesses light sensitivity

OFFENSE
Speed 30 ft.
Melee +1 orc double axe +16/+11 (1d8+11/19–20/x3), +1 orc double axe +16/+11 (1d8+7/19–20/x3) or +1 orc double axe +18/+13 (1d8+11/19–20/x3)
Ranged mwk composite shortbow +15/+10 (1d6+5/x3)

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

TACTICS
During Combat The orc champion attacks with his double axe. Morale The orc champion fights to the death.

STATISTICS
Str 18, Dex 16, Con 14, Int 8, Wis 6, Cha 10
Base Atk +10; CMB +14; CMD 27

Feats Cleave, Dazzling Display, Improved Critical (orc double axe), Improved Initiative, Improved Two-Weapon Fighting, Intimidating ProwessACG, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon
**ORC IMMOLATOR**

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

**ORC IMMOLATOR CR 7**

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

NE Medium humanoid (orc)

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

**DEFENSE**

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

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

Fort +12, Ref +10, Will +3

Defensive Abilities ferocity, fortification 15%; Resist fire 6

Weaknesses light sensitivity

**OFFENSE**

Speed 30 ft.

Melee mwk cestus +11/+6 (1d4+4/19–20)

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

Special Attacks kinetic blast, metakinesis (empower)

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

Defense—searing flesh (6 fire damage)

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

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

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

**TACTICS**

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

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

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

**STATISTICS**

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

Base Atk +6; CMB +10; CMD 23

Feats Iron Will, Parting Blast™, Point-Blank Shot, Precise Shot

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

Languages Common, Orc

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

**ORC PYRO**

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

**ORC PYRO CR 5**

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

NE Medium humanoid (orc)

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

**DEFENSE**

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

Fort +10, Ref +9, Will +1

Defensive Abilities ferocity, fortification 15%; Resist fire 6

Weaknesses light sensitivity

**OFFENSE**

Speed 30 ft.

Melee mwk cestus +8 (1d4+4/19–20)

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

Special Attacks kinetic blast, metakinesis (empower)

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

Defense—searing flesh (3 fire damage)

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

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

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

**TACTICS**

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

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

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

**STATISTICS**

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

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

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

---

**Orc Tactician**

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

---

**Orc Thug**

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

---

**Feats** Parrying Attack**, Point-Blank Shot, Precise Shot**

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

**Languages** Common, Orc

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

**Combat Gear** potion of barksn, potion of cure light wounds, war paint of the terrible visage**, Other Gear** +1 defiant cloak of resistance +1, 395 gp

---

**Orc Scout**

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

---

**Orc Tactician**

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

CE Medium humanoid (orc)

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

**Defense**

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

hp 55 (6d10+24)

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

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

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**Orc Thug**

Male orc rogue 4

CE Medium humanoid (orc)

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

**Defense**

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

hp 25 (4d8+4)

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

**Defensive Abilities** evasion, ferocity, trap sense +1, uncanny dodge
**WEAKNESSES** light sensitivity

**OFFENSE**

**Speed** 30 ft.

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

**Ranged** dagger +6 (1d4+3/19–20)

**Special Attacks** sneak attack +2d6

**TACTICS**

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

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

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

**STATISTICS**

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

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

**Feats** Improved Initiative, Toughness

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

**Languages** Common, Goblin, Orc

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

**Combat Gear** oil of magic weapon, potions of invisibility (2);
Other Gear +1 leather armor, daggers (6), mwk short sword, 218 gp

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**ORC WAR DRUMMER**

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

**ORC WAR DRUMMER**

**CR 3**

*Pathfinder RPG Monster Codex* 168

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

**CE** Medium humanoid (orc)

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

**DEFENSE**

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

**hp** 25 (4d8+4)

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

**Defensive Abilities** ferocity

**WEAKNESSES** light sensitivity

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk scimitar +7 (1d6+3/18–20)

**Ranged** javelin +4 (1d6+3)

**Special Attacks** bardic performance 12 rounds/day

(Countersong, distraction, inspire competence +2, inspire courage +1, inspiring blow)

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

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

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

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

**TACTICS**

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

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

**STATISTICS**

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

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

**Feats** Spell Focus (enchantment), Toughness

**Skills** Bluff +9, Intimidate +9, Knowledge (arcana) +10, Perception +6, Perform (percussion) +11, Sense Motive +6, Spellcraft +8

**Languages** Common, Goblin, Orc

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

**Combat Gear** scroll of cat’s grace, scroll of glitterdust, wand of cure light wounds (20 charges); Other Gear mwk chain shirt, javelins (6), mwk scimitar, cloak of resistance +1, mwk drums, 129 gp
APPENDIX 4: UNDEAD CRUSADER ENCOUNTERS

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

DEGENERATE CREATURE SIMPLE TEMPLATE (CR –1)

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

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

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

AKINA

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

AKINA (SUBTIER 3–4)  CR 5
Female vampire spawn fighter 1 (Pathfinder RPG Bestiary 270)  CE Medium undead
Init +2; Senses darkvision 60 ft.; Perception +8
DEFENSE
AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)
hp 48 (4d8+1d10+20); fast healing 2
Fort +5, Ref +3, Will +4
Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10
Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE
Speed 20 ft.

Melee +1 katana +8 (1d8+5/18–20) and slam +2 (1d4+1 plus energy drain) or
+1 katana +8 (1d6+4/18–20) or
slam +7 (1d4+3 plus energy drain)
Special Attacks blood drain, energy drain (1 level, DC 16), dominate (DC 16)

TACTICS

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

During Combat Akina uses Spring Attack to move around the battlefield. She uses her vampiric abilities such as dominate only against major threats.

Morale Overconfident in her vampiric abilities, Akina fights until destroyed.

STATISTICS

Str 16, Dex 14, Con —, Int 13, Wis 11, Cha 19
Base Atk +4; CMB +5; CMD 17
Feats Blind-Fight, Dodge, Mobility, Spring Attack
Skills Intimidate +12, Knowledge (religion) +9, Perception +8, Ride +4, Stealth +14; Racial Modifier +8 Stealth
Languages Common, Tien
SQ gaseous form, shadowless, spider climb

Gear mwk lamellar (steel) armor, +1 katana, mwk naginata, mwk wakizashi, 130 gp

SPECIAL ABILITIES

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

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

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

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

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

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

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

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

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

Reducing a vampire’s hit points to 0 or lower incapacitates it but doesn’t always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire’s heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.
Female elf vampire fighter (weapon master) 7 (Pathfinder RPG Bestiary 270, Pathfinder RPG Advanced Player's Guide 109)

CE Medium undead (augmented humanoid, elf)
Init +8; Senses darkvision 60 ft., low-light vision; Perception +19

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +1 dodge, +2 natural)
hp 92 (7d10+49); fast healing 5
Fort +10, Ref +8, Will +4; +2 vs. enchanments, +2 bonus vs. effects her katana

Defensive Abilities channel resistance +4; DR 10/magic
Languages Common, Elven, Minkaian, Orc, Tien

Weaknesses vampire weaknesses

OFFENSE

Speed 20 ft.
Melee +1 katana +16/+11 (1d8+10/18–20) and slam +7 (1d4+2 plus energy drain) or +1 katana +16/+11 (1d8+12/18–20) or slam +12 (1d4+5 plus energy drain)

Special Attacks Blood drain, Children of the Night, Create Spawn, Dominate (Su), Energy Drain (Su), Reliable Strike, Weapon training

TACTICS

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

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

Morale Overconfident, Akina fights until destroyed.

STATISTICS

Str 20, Dex 18, Con −2, Int 14, Wis 10, Cha 20

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

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

Skills Acrobatics +0, Bluff +13, Diplomacy +5, Intimidate +14, Knowledge (religion) +7, Linguistics +3, Perception +19, Ride +7, Sense Motive +12, Stealth +15; Racial Modifiers +8 Bluff, +10 Perception, +8 Sense Motive, +8 Stealth, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien

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

Gear +1 lamellar (steel) armor, +1 katana, mwk naginata, mwk wakizashi, 130 gp

SPECIAL ABILITIES

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

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

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

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

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

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

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

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

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

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

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

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

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

BODAK

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

BODAK

Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14

DEFENSE
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40); fast healing 5
Fort +7, Ref +6, Will +8
DR 10/cold iron; Resist electricity, undead traits; SR 18

OFFENSE

Melee 2 slams +9 (1d8+1)

Special Attacks
dead gaze

TACTICS

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

Morale The bodak fights until destroyed.

STATISTICS

Str 16, Dex 15, Con +5, Int 13, Wis 12, Cha 16

Base Atk +7; CMB +8; CMD 21

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

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

Languages Common

SPECIAL ABILITIES

Death Gaze (Su) A bodak can launch hit and run attacks. It saves its death gaze ability for a particularly troublesome PC.

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

DULLAHAN

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

DULLAHAN

Pathfinder RPG Bestiary 2 111
LE Medium undead
Init +2; Senses blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 19)

DEFENSE
AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)
hp 85 (10d8+40); fast healing 5
Fort +7, Ref +5, Will +12

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

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee +1 keen longsword +14/+9 (1d8+6/17–20 plus 1d6 cold)

Special Attacks
dulling blade, death’s calling, summon mount

TACTICS

Before Combat The dullahan uses its summon mount ability.

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

Morale The dullahan fights until destroyed.

STATISTICS

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

Base Atk +7; CMB +12; CMD 24

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

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

Languages Common, Sylvan

Gear +1 full plate, +1 longsword

SPECIAL ABILITIES

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

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

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.
MICHIKO
This armored knight’s eyes blaze with unholy fury. Her katana is coated in a sheen of ice.

MICHIKO (SUBTIER 3–4)  CR 6
Female elf graveknight antipaladin of Fumeiyoshi 5 (Pathfinder RPG Bestiary 3 138, Pathfinder RPG Advanced Player’s Guide 118)
CE Medium undead (augmented humanoid, elf)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +11
Aura cowardice (10 ft.), sacrilegious aura (30 ft., DC 17)

DEFENSE
AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 natural)
hp 77 (7d10+45)
Fort +16, Ref +10, Will +12; +2 vs. enchantments
Defensive Abilities channel resistance +4, rejuvenation; DR 10/

OFFENSE
Melee +1 frost katana +14 (1d8+10/–20 plus 2d6 cold) or
mwk naginata +12 (1d6+9/×4 plus 1d6 cold) or
mwk wakizashi +12 (1d6+7/18–20 plus 1d6 cold)
Space 5 ft. Reach 5 ft. (10 ft. with naginata)
Special Attacks channel destruction (1d6 cold), channel negative energy 3/day (DC 17, 3d6), devastating blast (2d6 cold, DC 17, 3/day), smite good 2/day (+5 attack and AC, +5 damage), undead mastery (25 HD, DC 17)
Antipaladin Spell-Like Abilities (CL 5th; concentration +10)
At will—detect good
Antipaladin Spells Prepared (CL 2nd; concentration +7)
1st—command (DC 16), doom (DC 16), protection from good

TACTICS
Before Combat Michiko summons a phantom mount and prepares for battle.
During Combat Michiko attacks with her katana, focusing on frightened opponents and those who display holy symbols of good deities first.
Morale Michiko’s hatred for the living and trust in her armor to revive her undead form drive her to fight until she is destroyed.

STATISTICS
Str 20, Dex 14, Con —, Int 14, Wis 12, Cha 20
Base Atk +5; CMB +10; CMD 22
Feats Dazzling Display, Improved Initiative, Mounted Combat, Ride-by Attack, Power Attack, Toughness, Weapon Focus (Katana)
Skills Bluff +9, Intimidate +21, Knowledge (religion) +8,
Linguistics +3, Perception +11, Ride +14, Sense Motive +9;
Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties
Languages Common, Elven, Minkaian, Orc, Tien
SQ cruelty (shaken), elven magic, fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruinous revivification (cold), touch of corruption 7/day (2d6)
Other Gear +1 lamellar (steel) armor+, +1 katana+, mwk naginata+, mwk wakizashi+, 130 gp

SPECIAL ABILITIES
Channel Destruction (Su) Any weapon Michiko wields seethes with energy and deals an additional 1d6 points of cold damage.
Devastating Blast (Su) Three times per day, Michiko may unleash a 30-foot cone of ice as a standard action. This blast deals 2d6 points of cold damage (DC 17 Reflex half).
Eastern Weapon Training Akina’s training allows her to treat katana, naginata, and wakizashi as martial weapons.
Phantom Mount (Su) Once per hour, Michiko can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount’s powers are based on her total Hit Dice rather than caster level. A graveknight’s mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.
Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror’s body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight wakens fully healed.
Ruinous Revivification (Su) At the time of its creation, a graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This choice influences several of its special abilities. Michiko chose cold.
Undead Mastery (Su) As a standard action, Michiko can attempt to bend any undead creature within 50 feet to her will. The targeted undead must succeed at a Will save or fall under her control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by her undead mastery for 24 hours. Michiko can control up to 25 HD worth of undead; if she exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.

MICHIKO (SUBTIER 6–7)  CR 8
Female elf graveknight antipaladin of Fumeiyoshi 7 (Pathfinder RPG Bestiary 3 138, Pathfinder RPG Advanced Player’s Guide 118)
CE Medium undead (augmented humanoid, elf)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +11
Aura cowardice (10 ft.), sacrilegious aura (30 ft., DC 17)

DEFENSE
AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 natural)
hp 106 (7d10+63)
Fort +17, Ref +11, Will +13; +2 vs. enchantments
Defensive Abilities channel resistance +4, rejuvenation; DR 10/
magic; Immune sleep, cold, electricity, fire, undead traits;
SR 19
**From the Tome of Righteous Repose**

**Phantom Mount (Su)**

Once per hour, Michiko can summon a phantom mount.

**Eastern Weapon Training (Su)**

Michiko's training allows her to treat weapons with special abilities.

**Devastating Blast (Su)**

Three times per day, Michiko may unleash a devastating blast.

**Channel Destruction (Su)**

Any weapon Michiko wields seethes with energy and deals an additional 1d6 points of cold damage.

**Undead Mastery (Su)**

As a standard action, Michiko can attempt to revive her undead form and deal an additional 1d6+7 points of cold damage.

**Ruinous Revivification (Su)**

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

**STATISTICS**

- **Str 20, Dex 14, Con —, Int 14, Wis 12, Cha 20**
- **Base Atk +7; CMB +12; CMD 24**
- **Feats** Dazzling Display, Improved Initiative, Mounted Combat, Ride-by Attack, Power Attack, Shatter Defenses, Toughness, Weapon Focus (katana)
- **Skills** Bluff +9, Intimidate +23, Knowledge (religion) +10, Linguistics +3, Perception +11, Ride +16, Sense Motive +11
- **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties
- **Languages** Common, Elven, Minkaian, Orc, Tien
- **SQ** cruelties (shaken, staggered), elven magic, fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruination, undead mastery (35 HD, DC 18)
- **Other Gear** +1 lamellar (steel) armor, +1 katana, mwk naginata, mwk wakizashi, 130 gp

**SPECIAL ABILITIES**

- **Channel Destruction (Su)** Any weapon Michiko wields seethes with energy and deals an additional 1d6 points of cold damage.
- **Devastating Blast (Su)** Three times per day, Michiko may unleash a 30-foot cone of ice as a standard action. This blast deals 4d6 points of cold damage (DC 18 Reflex half).
- **Eastern Weapon Training (Su)** Akina’s training allows her to treat katana, naginata, and wakizashi as martial weapons.
- **Phantom Mount (Su)** Once per hour, Michiko can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount’s powers are based on her total Hit Dice rather than caster level. A graveknight’s mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.
- **Rejuvenation (Su)** One day after a graveknight is destroyed, its armor begins to rebuild the undead horror’s body. This process takes 1d10 days—after the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight wakens fully healed.
- **Undead Mastery (Su)** As a standard action, Michiko can attempt to revive any undead creature within 50 feet to her will. The targeted undead must succeed at a Will save or fall under her control. This control is permanent for un-intelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by her undead mastery for 24 hours. Michiko can control up to 35 HD worth of undead; if she exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.

**MOHRG**

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

**MOHRG**

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CE Medium undead

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

**DEFENSE**

- **AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**
- **hp 91 (14d8+28)**
- **Fort +6, Ref +10, Will +9**
- **Immune** undead traits

**OFFENSE**

- **Speed** 30 ft.
- **Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)
- **Special Attacks** create spawn, paralysis (1d4 minutes, DC 21)

**TACTICS**

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

Morale The mohrg fights until destroyed.

**STATISTICS**

- **Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 14**
- **Base Atk +10; CMB +15 (+19 grapple); CMD 30**
- **Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus ( Perception), Spring Attack
- **Skills** Climb +22, Perception +23, Stealth +21, Swim +19
SPECIAL ABILITIES

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

PHANTOM ARMOR

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

GUARDIAN PHANTOM ARMOR  CR 4
Pathfinder RPG Bestiary 4 213
NE Medium undead
Init +5; Senses darkvision 60 ft.; Perception +6

DEFENSE
AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)
hp 13 (3d8)
Fort +1, Ref +2, Will +3
Defensive Abilities channel resistance +2; Immune undead traits

OFFENSE
Speed 30 ft.
Melee mwk longsword +5 (1d8+2/19–20) or 2 slams +4 (1d4+2)

TACTICS
During Combat The armor attacks Michiko's target.
Morale The armor fights until destroyed.

STATISTICS
Str 14, Dex 13, Con —, Int 7, Wis 11, Cha 10
Base Atk +2; CMB +10; CMD 15
Feats Improved Initiative, Power Attack
Skills Perception +6, Stealth +7
Languages Common (can't speak)
SQ freeze (suit of armor)

PHANTOM, UNFETTERED

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

ADVANCED UNFETTERED PHANTOM  CR 5
Pathfinder RPG Bestiary 5 288, 190
N Medium outsider (phantom)
Init +5; Senses darkvision 60 ft.; Perception +10

DEFENSE
AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural) or AC 22, touch 22, flat-footed 16 (+5 Dex, +6 deflection, +1 dodge) when incorporeal
hp 52 (5d10+25)
Fort +9, Ref +5, Will +6
DR 5/slashing; Immune mind-affecting effects

OFFENSE
Speed 35 ft.
Melee 2 slams +10 (1d8+5)
Special Attacks phantasmagoric slam (anger)

TACTICS
During Combat The phantom attacks the nearest target first.
Morale The phantom flees into the floor if reduced to 10 hit points or fewer.

STATISTICS
Str 20, Dex 20, Con 21, Int 14, Wis 15, Cha 17
Base Atk +5; CMB +10; CMD 25
Feats Dodge, Fleet, Power Attack, Run
Skills Acrobatics +13, Fly +13, Intimidate +11, Knowledge (planes and religion) +10, Perception +10, Sense Motive +10, Stealth +13
Languages Common
SQ incorporeal step

SPECIAL ABILITIES
Incorporeal Step (Su) When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.
Phantasmagoric Slam (Su) An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom's emotional focus is anger, and is already reflected in the statistics above. An anger unfettered phantom's slam attack deals damage equal to 1d8 + its Strength modifier instead of the normal amount of damage (1d6 + its Strength modifier).

SHADOW

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

SHADOW  CR 3
Pathfinder RPG Bestiary 245
CE Medium undead (incorporeal)
Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE
AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 19 (3d8+6)
Fort +3, Ref +3, Will +4
Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE
Speed fly 40 ft. (good)
Melee incorporeal touch +4 (1d6 Strength damage)
Special Attacks create spawn

TACTICS
During Combat The shadow targets noticeable followers of good-aligned deities first.
Morale The shadow fights until destroyed.

STATISTICS
Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15
Base Atk +2; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception)
Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light (~4 in bright light)

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

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

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

GREATER SHADOW CR 8
Pathfinder RPG Bestiary 245
CE Medium undead (incorporeal)
Init +5; Senses darkvision 60 ft.; Perception +13

DEFENSE
AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)
hp 58 (9d8+18)
Fort +5, Ref +8, Will +7
Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE
Speed fly 40 ft. (good)
Melee incorporeal touch +11 (1d8 Strength)

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

STATISTICS
Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15
Base Atk +6; CMB +11; CMD 24
Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

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

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

GREATER SKELETAL CHAMPION CR 2
Pathfinder RPG Bestiary 252
Human skeletal champion warrior 1
NE Medium undead
Init +5; Senses darkvision 60 ft.; Perception +6

DEFENSE
AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)
hp 17 (3 HD; 2d8+1d10+3)
Fort +3 Ref +1 Will +3; channel resistance +4
DR 5/bludgeoning; Immune cold, undead traits

OFFENSE
Speed 30 ft.
Melee mwk longsword +7 (1d8+3/19–20)

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

STATISTICS
Str 17, Dex 13, Con —, Int 9, Wis 10, Cha 12
Base Atk +2; CMB +5; CMD 16
Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)
Skills Intimidate +7, Perception +6, Stealth –1
Gear breastplate, heavy steel shield, mwk longsword

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

WRAITH CR 5
Pathfinder RPG Bestiary 281
LE Medium undead (incorporeal)
Init +7; Senses darkvision 60 ft., lifesense; Perception +10
Aura unnatural aura (30 ft.)

DEFENSE
AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)
hp 47 (5d8+25)
Fort +6, Ref +4, Will +6
Defensive Abilities channel resistance +2, incorporeal; Immune undead traits
Weaknesses sunlight powerlessness

OFFENSE
Speed fly 60 ft. (good)
Melee incorporeal touch +6 (1d6 negative energy + 1d6 Con drain)
Special Attack create spawn

TACTICS
During Combat The wraith targets noticeable followers of good-aligned deities first.
Morale: The wraith fights until destroyed.

STATISTICS

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

Base Atk +3; CMB +5; CMD 21

Feats: Blind-Fight, Combat Reflexes, Improved Initiative

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

Languages: Common, Infernal

SPECIAL ABILITIES

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

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

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

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

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

YUA

This stern, spectral woman wields a ghostly katana.

YUA (SUBTIER 3–4) CR 5

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

CE Medium undead (augmented humanoid, elf, incorporeal)

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

DEFENSE

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

hp 42 (4d8×24)

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

Defensive Abilities: channel resistance +4, incorporeal, rejuvenation; immune sleep, undead traits

OFFENSE

Speed: fly 30 ft. (perfect)

Melee: corrupting touch +5 touch (5d6)

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

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

1st (8/day)—bane (DC 16), divine favor, enlarge person, inflict light wounds (DC 16), protection from good 0 (at will)—bleed (DC 15), create water, detect magic, guidance, mending, read magic

Mystery: Battle

TACTICS

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

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

YUA (SUBTIER 6–7) CR 8

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

CE Medium undead (augmented humanoid, elf, incorporeal)

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

DEFENSE

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

hp 76 (7d8×24)

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

Defensive Abilities: channel resistance +4, incorporeal, rejuvenation; immune sleep, undead traits

OFFENSE

Speed: fly 30 ft. (perfect)

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

Special Attacks: spectral weapon
Oracle Spells Known (CL 7th; concentration +12)
3rd (5/day)—blindness/deafness, inflict serious wounds (DC 18), invisibility purge, magic vestment
2nd (7/day)—darkness, fog cloud, inflict moderate wounds (DC 17), instant armor*, weapon of awe*
1st (8/day)—bane (DC 16), deathwatch, divine favor, enlarge person, entropic shield, inflict light wounds (DC 16), protection from good
0 (at will)—bleed (DC 15), create water, detect magic, guidance, light, mending, read magic

Mystery Battle

TACTICS

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

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

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

STATISTICS

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

Base Atk +5; CMB +7; CMD 22

Feats Combat Casting, Extra Revelation*, Silent Spell, Toughness, Weapon Focus (katana)

Skills Bluff +6, Fly +15, Intimidate +15, Knowledge (religion) +9, Linguistics +5, Perception +14 (+17 on checks that do not rely on hearing), Ride +5, Sense Motive +9, Spellcraft +7, Stealth +17; Racial Modifiers +10 Perception, +8 Stealth, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Minkaian, Orc, Tien
SQ elven magic, oracle's curse (deaf), revelations (combat healer, skill at arms, surprising charge, war sight)

SPECIAL ABILITIES

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

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

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

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

Spectral Weapon (Su) Yua can use her corrupting touch through a spectral version of the +1 katana she wielded in life. When she does so, she may add her Charisma bonus to damage rolls and augment her corrupting touch with any effect that would augment a weapon. This attack uses the critical threat range of corrupting touch, rather than that of a katana.
APPENDIX 5: DRAGON ENCOUNTERS

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

DEGENERATE CREATURE SIMPLE TEMPLATE (CR –1)

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

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

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

BLEMIA

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

**BLEMIA (SUBTIER 3–4)**  
**CR 6**  
Young umbral dragon (*Pathfinder RPG Bestiary* 2102)  
CE Small dragon (extraplanar)  
Init +6; Senses dragon senses; Perception +12

**DEFENSE**  
AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)  
hp 52 (7d12+7)  
Fort +6, Ref +7, Will +7

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

**OFFENSE**  
Speed 40 ft., fly 150 ft. (average)  
Melee bite +9 (1d6+1), 2 claws +9 (1d4+1)  
Special Attacks breath weapon (20-ft cone, 6d8 negative energy)

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

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

**STATISTICS**  
Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14  
Base Atk +7; CMB +7; CMD 19 (23 vs. trip)  
Feats Acrobatics +2 (+6 to jump), Bluff +12, Diplomacy +12, Fly +14, Knowledge (local) +12, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +16  
Languages Abyssal, Draconic, Undercommon  
SQ ghost bane, umbral scion

**SPECIAL ABILITIES**  
Umbral Scion (Ex) Umbral dragons have negative energy affinity and are therefore immune to energy drain and death effects.
Shadow Ritual (Su)

Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 1 new. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

Poison Use (Ex)

Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—\textit{injury}; save Fort DC 15; \textit{frequency} 1/round for 6 rounds; \textit{effect} 1d2 Str; cure 1 save.

Shadow Ritual (Su)

Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

Init +3; Senses detect magic, see in darkness; Perception +8

DEFENSE

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

hp 52 (8d8+16)

Fort +4, Ref +9, Will +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4+2/19–20 plus black smear poison)

Special Attacks death throes, sneak attack +2d6

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

\textit{Constant}—detect magic

\textit{At will}—bleed

\textit{3/day}—deeper darkness, shadow step

\textit{1/day}—shadow conjuration (DC 18)

TACTICS

Before Combat The dark caller casts \textit{deeper darkness}.

During Combat The dark caller makes sneak attacks whenever possible.

Morale The dark caller flees if reduced to 8 hit points or fewer.

STATISTICS

Str 17, Dex 14, Con 14, Int 13, Wis 14, Cha 18

Base Atk +8; CMB +8; CMD 22

Feats Augment Summoning, Dodge, Spell Focus (conjuration), Weapon Finesse

Skills Climb +6, Intimidate +5, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +8, Stealth +10, Use Magic Device +5;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow ritual

Gear mwk dagger, black smear (2 doses)

Death Throes (Su) When a dark creeper is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature’s Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—\textit{injury}; save Fort DC 15; \textit{frequency} 1/round for 6 rounds; \textit{effect} 1d2 Str; cure 1 save.

Shadow Ritual (Su) Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

DARK CREEPER

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

DARK CREEPER

CR 2

Pathfinder RPG Bestiary 53

CN Small humanoid (dark folk)

Init +3; Senses see in darkness; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, Ref +6, Will +1

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d3/19–20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd)

\textit{At will}—darkness, detect magic

TACTICS

Before Combat The dark caller casts \textit{darkness}.

During Combat The dark caller makes sneak attacks whenever possible.

Morale The dark caller flees if reduced to 8 hit points or fewer.

STATISTICS

Str 11, Dex 17, Con 14, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +1; CMD 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Gear dagger, black smear (3 doses)

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—\textit{injury}; save Fort DC 15; \textit{frequency} 1/round for 6 rounds; \textit{effect} 1d2 Str; cure 1 save.

Rag Armor (Ex) A dark creeper’s multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by \textit{deeper darkness}.  

FROM THE TOME OF RIGHTEOUS REPOSE
**DARK SLAYER**

This small humanoid is cloaked in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.

<table>
<thead>
<tr>
<th>DARK SLAYER</th>
<th>CR 3</th>
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<tbody>
<tr>
<td><em>Pathfinder RPG Bestiary</em> 2 75</td>
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<tr>
<td>CE Small humanoid (dark folk)</td>
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<tr>
<td><strong>Init</strong> +4; <strong>Senses</strong> detect magic, see in darkness; <strong>Perception</strong> +4</td>
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<tr>
<td><strong>DEFENSE</strong></td>
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<tr>
<td><strong>AC</strong> 15, touch 15, flat-footed 11 (+4 Dex, +1 size)</td>
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<tr>
<td><strong>hp</strong> 22 (4d8+4)</td>
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<tr>
<td><strong>Fort</strong> +2, <strong>Ref</strong> +8, <strong>Will</strong> +1</td>
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<tr>
<td><strong>Weaknesses</strong> light blindness</td>
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</tbody>
</table>

**OFFENSE**

**Speed** 30 ft.

**Melee** kukri +8 (1d3+1/18–20 plus black smear poison)

**Spells** death throes, sneak attack +2d6, soul harvest

**Spell-Like Abilities** (CL 4th; concentration +6)

- Constant—detect magic
- At will—bleed (DC 12), chill touch (DC 13), darkness, spectral hand
- 3/day—daze monster (DC 14), death knell (DC 14), inflict moderate wounds (DC 14)

**TACTICS**

**Before Combat** The dark slayer casts darkness.

**During Combat** The dark slayer attacks with its kukri, attempting to trigger its soul harvest ability as much as possible. If the PCs prove difficult to hit, it uses inflict moderate wounds instead.

**STATISTICS**

| **Str** 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 11, **Cha** 15 |
| **Base Atk** +3; **CMB** +1; **CMD** 15 |
| **Feats** Skill Focus (Use Magic Device), Weapon Finesse |
| **Skills** Climb +3, Perception +4, Spellcraft +7, Stealth +12, Use Magic Device +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth |
| **Languages** Dark Folk, SQ magical knack, poison use |
| **Gear** kukri, black smear (2 doses) |

**SPECIAL ABILITIES**

**Death Throes (Su)** When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

**Magical Knack (Ex)** Spellcraft and Use Magic Device are always class skills for dark slayers.

**Poison Use (Ex)** Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—*injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str, cure 1 save.*

**Soul Harvest (Su)** When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

**DENIZEN OF LENG**

Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.

<table>
<thead>
<tr>
<th>WEAKENED DENIZEN OF LENG</th>
<th>CR 7</th>
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</thead>
<tbody>
<tr>
<td>Variant denizen of Leng (<em>Pathfinder RPG Bestiary</em> 2 82)</td>
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<tr>
<td>CE Medium outsider (chaotic, evil, extraplanar)</td>
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<tr>
<td><strong>Init</strong> +4; <strong>Senses</strong> darkvision 60 ft.; <strong>Perception</strong> +15</td>
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<tr>
<td><strong>DEFENSE</strong></td>
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<tr>
<td><strong>AC</strong> 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)</td>
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<tr>
<td><strong>hp</strong> 77 (9d10+27); planar fast healing 5</td>
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<tr>
<td><strong>Fort</strong> +9, <strong>Ref</strong> +10, <strong>Will</strong> +6</td>
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<tr>
<td><strong>Defensive Abilities</strong> no breath, unusual anatomy; <strong>Immune</strong> poison; Resist cold 30, electricity 30; <strong>SR</strong> 18</td>
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</tr>
<tr>
<td><strong>OFFENSE</strong></td>
<td></td>
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<tr>
<td><strong>Speed</strong> 40 ft.</td>
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</tr>
<tr>
<td><strong>Melee</strong> bite +13 (1d6+2 plus 1d6 Dexterity drain), 2 claws +13 (1d4+2)</td>
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<tr>
<td><strong>Special Attacks</strong> sneak attack +4d6</td>
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<tr>
<td><strong>Spell-Like Abilities</strong> (CL 9th; concentration +12)</td>
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<tr>
<td>- Constant—tongues</td>
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<tr>
<td>- 3/day—detect thoughts (DC 15), hypnotic pattern (DC 15), levitate, minor image (DC 15)</td>
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<tr>
<td>- 1/day—locate object, plane shift (DC 18, self only)</td>
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</tr>
<tr>
<td><strong>STATISTICS</strong></td>
<td></td>
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<tr>
<td><strong>Str</strong> 14, <strong>Dex</strong> 18, <strong>Con</strong> 17, <strong>Int</strong> 18, <strong>Wis</strong> 17, <strong>Cha</strong> 17</td>
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<tr>
<td><strong>Base Atk</strong> +9; <strong>CMB</strong> +11; <strong>CMD</strong> 26</td>
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<tr>
<td><strong>Feats</strong> Combat Expertise, Deceitful, Improved Feint, Persuasive, Weapon Finesse</td>
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<tr>
<td><strong>Skills</strong> Bluff +19, Diplomacy +7, Disable Device +13, Disguise +10 (+14 as humanoid), Intimidate +10, Knowledge (planes) +16, Perception +15, Profession (sailor) +8, Sense Motive +15, Sleight of Hand +16, Spellcraft +11, Stealth +16, Use Magic Device +16; <strong>Racial Modifiers</strong> +4 Disguise when disguised as a Medium humanoid</td>
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<td><strong>Languages</strong> Aklo; tongues</td>
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**SPECIAL ABILITIES**

**Dexterity Drain (Su)** The otherworldly teeth and tongues of a denizen of Leng deal 1d4 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 17 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

**Planar Fast Healing (Su)** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas...
where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

**Unusual Anatomy (Ex)** A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

## KARKADON

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

### KARKADON (SUBTIER 3–4) CR 6

Wyrmling red dragon (*Pathfinder RPG Bestiary* 98)

CE Small dragon (fire)

**Init** +6; **Senses** dragon senses; Perception +10

### Defense

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

**hp** 59 (7d12+14)

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

**Immune** fire, paralysis, sleep

**Weaknesses** vulnerable to cold

### Offense

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

**Melee** bite +11 (1d6+4), 2 claws +11 (1d4+3)

**Special Attacks** breath weapon (20-ft cone, DC 15, 2d10 fire)

**Tactics**

**During Combat** Karkadon begins with his breath weapon before flying into melee.

**Morale** Karkadon cannot comprehend the idea of losing to lesser beings. He fights to the death.

### Statistics

**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 21 (25 vs. trip)

**Feats** Improved Initiative, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +2 (+6 to jump), Bluff +10, Fly +14, Intimidate +10, Perception +10, Sense Motive +10, Stealth +16

**Languages** Draconic

### KARKADON (SUBTIER 6–7) CR 8

Very young red dragon (*Pathfinder RPG Bestiary* 98)

CE Medium dragon (fire)

**Init** +5; **Senses** dragon senses, smoke vision; Perception +13

### Defense

**AC** 20, touch 13, flat-footed 19 (+1 Dex, +9 natural)

**hp** 85 (9d12+27)

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

**Immune** fire, paralysis, sleep

**Weaknesses** vulnerable to cold

### Offense

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

**Melee** bite +14 (1d8+7), 2 claws +14 (1d6+5), 2 wings +9 (1d4+2)

**Special Attacks** breath weapon (30-ft cone, DC 17, 4d10 fire)

**Tactics**

**During Combat** Karkadon begins with his breath weapon before flying into melee.

**Morale** Karkadon cannot comprehend the idea of losing to lesser beings. He fights to the death.

### Statistics

**Str** 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +9; **CMB** +14; **CMD** 25 (29 vs. trip)

**Feats** Cleave, Improved Initiative, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +1 (+5 to jump), Appraise +13, Bluff +13, Fly +13, Intimidate +13, Perception +13, Sense Motive +13, Stealth +13

**Languages** Common, Draconic

### Special Abilities

**Smoke Vision (Ex)** A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

## NIGHTGAUNT

This lanky, ebon humanoid has batlike wings, horns, and a long prehensile tail, but lacks a face.

### NIGHTGAUNT CR 4

Pathfinder RPG Bestiary 4 203

CN Medium monstrous humanoid (extraplanar)

**Init** +6; **Senses** all-around vision, blindsight 60 ft., darkvision 60 ft.; Perception +6

### Defense

**AC** 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

**hp** 37 (5d10+10)

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

**Defensive Abilities** faceless; **Immune** cold, gaze attacks, inhaled poison, scent-based attacks

### Offense

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +9 (1d6+4 plus grab)

**Special Attacks** clutches, tickle

### Tactics

**During Combat** The nightgaunt uses its tickle ability to try to incapacitate one foe while attacking another with its claws.

**Morale** If reduced to 10 hit points or fewer, the nightgaunt attempts to grab the smallest PC and fly off with her.

### Statistics

**Str** 18, **Dex** 15, **Con** 14, **Int** 5, **Wis** 14, **Cha** 11

**Base Atk** +5; **CMB** +9 (+17 grapple); **CMD** 22

**Feats** Dodge, Improved Initiative, Lightning Reflexes

**Skills** Fly +7, Perception +6, Stealth +11; **Racial Modifiers** +4 Stealth

**Languages** Aklo (can’t speak)

**SQ** no breath
BELIEVING she will be reborn in furious flame, she fights
Morale
She attempts to fight at range, targeting the

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

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

SPECIAL ABILITIES
Clutches (Ex) A nightgaunt has a +4 racial bonus on grapple
combat maneuver checks. If a nightgaunt uses its fly speed to
move itself and a grappled target, it can fly at full speed.
Faceless (Ex) A nightgaunt has no face, but can still see in all
directions as if its entire body were an eye. It is immune
to gaze attacks, but not to illusions that rely upon vision to
function. It has no need to breathe, and is immune to all
inhaled and scent-based effects.
Tickle (Ex) As a swift action, a nightgaunt can use its tail to
tickle a grappled or helpless foe with horrible efficiency. The
target must succeed at a DC 14 Fortitude save or be nauseated
for 1 round. The save DC is Dexterity-based.

ORC IMMOLATOR
This tall orc’s body is cloaked in an aura of flames.

ORC IMMOLATOR
Female orc pyrokineticist 8 (Pathfinder RPG Bestiary 222, 
Pathfinder RPG Occult Adventures 10)
NE Medium humanoid (orc)
Init +3; Senses darkvision 60 ft.; Perception +9
DEFENSE
AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)
hp 79 (8d8+40; 24 non-lethal)
Fort +12, Ref +10, Will +3
Defensive Abilities ferocity, fortification 15%; Resist fire 6
Weaknesses light sensitivity
OFFENSE
Speed 30 ft.
Melee mwk cestus +11/+6 (1d4+4/19–20)
Ranged fire blast +11 touch (4d6+6 fire) or blue flame blast +11
touch (8d6+6 fire)
Special Attacks kinetic blast, metakinesis (empower)
Kineticist Wild Talents Known (CL 8; concentration +13)
Defense—searing flesh (6 fire damage)
Infusions—burning infusion (DC 18), extended range, fan of
flames (DC 17), torrent (DC 17)
Blasts—blue flame blast (8d6+6 fire), fire blast (4d6+6 fire)
Utility—basic pyrokinesis, firesight, heat adaptation, searing
flame, smoke storm
TACTICS
Before Combat At the start of each day, she accepts 2 points of
burn to improve her searing flesh and 1 point of burn to activate
her Parting Blast feat. She also drinks a potion of barkskin before
combat. The potion and burn effects are included in her statistics,
including the bonuses she receives from elemental overflow.
During Combat She attempts to fight at range, targeting the
most dangerous PC. If there are flammable objects around,
she catches them on fire, and then uses smoke storm.
Morale Believing she will be reborn in furious flame, she fights
to the death, attempting to take down as many foes as
possible with Parting Blast.

STATISTICS
Str 18, Dex 16, Con 18, Int 10, Wis 6, Cha 8
Base Atk +6; CMB +10; CMD 23
Feats Improved Initiative, Toughness
Skills Appraise +8, Bluff +7, Climb +10, Escape Artist +10,
Intimidate +7, Perception +6, Sense Motive +6, Sleight of
Hand +10, Stealth +10
Languages Common, Goblin, Orc
SQ rogue talents (bleeding attack +2, fast stealth),
trapfinding +2, weapon familiarity
Combat Gear oil of magic weapon, potions of invisibility (2);
Other Gear +1 leather armor, daggers (6), mwk short sword,
218 gp
SHADOW DRAKE
This tiny black dragonlike creature has charcoal-colored scales and shadowy wings.

**SHADOW DRAKE**
CR 2
Pathfinder RPG Bestiary 4 80
CE Tiny dragon (cold)
Init +5; Senses darkvision 60 ft., low-light vision; Perception +7

**DEFENSE**
AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)
hp 22 (3d12+3)
Fort +4, Ref +8, Will +4
Defensive Abilities shadow blend; Immune cold, paralysis, and sleep
Weaknesses light sensitivity, vulnerable to fire

**OFFENSE**
Space 30 ft.; Reach 5 ft. (5 ft. with tail)
Melee bite +10 (1d3–1), tail slap +5 (1d3–1)
Speed 20 ft., fly 90 ft. (perfect)

**TACTICS**
During Combat A shadow drake attacks with its breath weapon whenever it can, switching to its bite and tail slap only when cornered.
Morale A shadow drake flees if reduced to 5 hit points or fewer, using its speed surge for additional mobility.

**STATISTICS**
Str 9, Dex 20, Con 12, Int 11, Wis 12, Cha 16
Base Atk +3; CMB +6; CMD 15
Feats Flyby Attack, Weapon Finesse
Skills Acrobatics +8 (+4 when jumping), Disable Device +8, Fly +23, Perception +7, Sleight of Hand +8, Stealth +19; **Racial**
Modifiers +4 Acrobatics when jumping
Languages Common, Draconic
SQ speed surge

**SPECIAL ABILITIES**
Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.
Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.
Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 12 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

SHAE
A white porcelain mask and elegant white clothing provide form and contrast to this shadowy woman’s body.

**SHAE**
CR 4
Pathfinder RPG Bestiary 3 242
N Medium outsider (extraplanar)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +8

**DEFENSE**
AC 16, touch 16, flat-footed 10 (+6 Dex)
hp 38 (4d10+16)
Fort +8, Ref +7, Will +7
Defensive Abilities amorphous, blur; Immune cold

**OFFENSE**
Speed 30 ft.
Melee mwk falchion +8 (2d4+4/18–20 plus 1d6 cold) or touch +7 (1d6 cold)

**SPELL-LIKE ABILITIES**
CL 4th; concentration +7
At will—lesser shadow evocation (DC 16)

**TACTICS**
During Combat The shae uses its lesser shadow evocation to produce the effects of scorching ray before closing to melee.
Morale The shae flees if it is reduced to 8 hit points or fewer.

**STATISTICS**
Str 16, Dex 22, Con 18, Int 21, Wis 13, Cha 17
Base Atk +4; CMB +7; CMD 23
Feats Combat Expertise, Iron Will
Skills Acrobatics +13, Bluff +10, Diplomacy +10, Disguise +10, Intimidate +7, Knowledge (arcana) +9, Knowledge (planes) +12, Perception +8, Sense Motive +8, Stealth +13 (+23 in regions of low light or darkness), Use Magic Device +10; **Racial**
Modifiers +10 Stealth in regions of low light or darkness
Languages Aklo, Common, Shae
Gear mwk falchion

**SPECIAL ABILITIES**
Cold (Su) A shae’s touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.
Lesser Shadow Evocation (Sp) This spell-like ability functions as shadow evocation, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

SKESHNIL
This ebony dragon with red frills appears terribly contorted and trails shadows.

**SKESHNIL**
CR 7
Pathfinder RPG Bestiary 5 94
Young nightmare dragon

**SKESHNIL (SUBTIER 3–4)**
CR 6
Young nightmare dragon (Pathfinder RPG Bestiary 5 94)
NE Medium dragon (extraplanar)

Init +5; Senses dragon senses, dreamsight, see in darkness; Perception +12

**DEFENSE**

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 80 (7d12+35)

Fort +10, Ref +6, Will +7

Immune mind-affecting effects, paralysis, sleep; SR 17

**OFFENSE**

Speed 60 ft., fly 150 ft. (average)

Melee bite +13 (1d8+9), 2 claws +13 (1d6+6), 2 wings +11 (1d4+3)

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

Special Attacks breath weapon (30-ft. cone, DC 18, 6d6 acid)

**TACTICS**

During Combat Skeshnil begins with his breath weapon before closing to melee.

Morale If reduced to 10 hit points or fewer, Skeshnil attempts to bargain with the PCs, offering them its services in exchange for its life. However, this offer is actually a lie; the dragon plans to kill the PCs in their sleep at an opportune moment.

**STATISTICS**

Str 23, Dex 13, Con 20, Int 12, Wis 14, Cha 15

Base Atk +7; CMB +13; CMD 24 (28 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Bluff +12, Fly +11, Intimidate +12, Knowledge (planes) +11, Perception +12, Sense Motive +12, Stealth +11

Languages Common, Draconic

**SPECIAL ABILITIES**

Dreamsight (Su) A very young or older nightmare dragon can see the dreams of sleeping creatures.

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**SKESHNIL (SUBTIER 6–7) CR 9**

Young adult nightmare dragon (Pathfinder RPG Bestiary 5 94)

NE Large dragon (extraplanar)

Init +4; Senses dragon senses, dreamsight, see in darkness; Perception +17

Aura frightful presence (150 ft., DC 18)

**DEFENSE**

AC 23, touch 11, flat-footed 23 (+14 natural, –1 size)

hp 137 (11d12+66)

Fort +13, Ref +7, Will +10

DR 5/magic; Immune mind-affecting effects, paralysis, sleep; SR 20

Offense

Speed 60 ft., fly 200 ft. (poor)

Melee bite +19 (2d6+12), 2 claws +18 (1d8+8), tail slap +16 (1d8+12), 2 wings +16 (1d6+4)

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

Special Attacks breath weapon (40-ft cone, DC 21, 10d6 acid)

Psychic Magic (CL 11th; concentration +14)

- 6 PE—ghost sound (0 PE, DC 13), true strike (1 PE)

Psychic Spells Known (CL 3rd; concentration +5)

- 1st (6/day)—command (DC 13), detect thoughts (DC 13), lesser confusion (DC 13)

- 0 (at will)—dancing lights, detect magic, lullaby (DC 12), mage hand, read magic

**TACTICS**

During Combat Skeshnil begins with his breath weapon before closing to melee.

Morale If reduced to 20 hit points or fewer, Skeshnil attempts to bargain with the PCs, offering them its services in exchange for its life. This offer is a lie; the dragon plans to kill the PCs in their sleep at an opportune moment.

**STATISTICS**

Str 27, Dex 11, Con 22, Int 14, Wis 16, Cha 17

Base Atk +11; CMB +20; CMD 30 (34 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +0 (+12 to jump), Bluff +17, Fly +8, Intimidate +17, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +17, Sense Motive +17, Stealth +16

Languages Aklo, Common, Draconic

SQ change shape (any humanoid; polymorph)

**SPECIAL ABILITIES**

Dreamsight (Su) A very young or older nightmare dragon can see the dreams of sleeping creatures.

Psychic Magic (Sp) Skeshnil can cast true strike 6/day and ghost sound at will. His spells have thought components in place of verbal components and emotion components in place of somatic components. Thought components do not require speech, but the DC of a concentration check to cast a spell with a thought component increases by 10 unless he spends a move action to center himself first. He cannot cast a spell with an emotion component if under the effects of a non-harmless effect with the emotion or fear descriptor. These components are introduced in Pathfinder RPG Occult Adventures.
APPENDIX 6: RAIDERS ENCOUNTERS

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

DEGENERATE CREATURE SIMPLE TEMPLATE (CR –1)
Use this template whenever the four-player adjustment references a degenerate creature (Pathfinder RPG Bestiary 5 288). The quick rules are faster to apply and produce a nearly identical result to the rebuild rules.

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

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

AEON, OTHAOS

Four limbs—two black and two white—reach out from a swirling vortex of pulsing light and deep darkness.

OTHAOS AEON

Pathfinder RPG Bestiary 5 10
N Medium outsider (aeon, extraplanar)
Init +7; Senses darkvision 60 ft., see in darkness; Perception +12
DEFENSE
AC 18, touch 16, flat-footed 14 (+2 deflection, +3 Dex, +1 Dodge, +2 natural)
hp 57 (6d10+24)
Fort +8, Ref +8, Will +8
Immune cold, critical hits, poison; Resist electricity 10, fire 10; SR 16
OFFENSE
Speed fly 30 ft. (average)
Melee 4 slams +10 (1d4+4)
Special Attacks banish darkness, consume light
Spell-Like Abilities (CL 6th; concentration +8)
At will—dancing lights
3/day—darkness
1/day—daylight, deeper darkness
TACTICS
Before Combat The aeon casts daylight.
During Combat The aeon attacks with its slams, positioning itself next to as may foes as possible to deal damage with its consume light ability. It communicates to the PCs with its envisaging ability, showing them an image of crushing walls encroaching from all sides.
Morale The aeon is startled and upset with its circumstances, but it bears no particular animosity toward the PCs. As a result, it disengages from combat, it does not pursue. Otherwise, it flees when it is reduced to 10 hit points or fewer.

Languages envisaging
SQ chiaroscuro, extension of all, void form

SPECIAL ABILITIES
Banish Darkness (Su) An othaos in an area of dim light or darkness (including supernatural darkness) can radiate intense light and heat. The light level in the square the othaos occupies increases by two levels for 1 round and the light level in all adjacent squares increases by one level. Apply this adjustment after determining the light level from all other sources (adjusting to include spells cast after the othaos uses this ability). All creatures adjacent to the othaos take 4d6 points of fire damage (Will DC 15 half). The save DC is Charisma-based.
Chiaroscuro (Su) An othaos othaos’s physical form changes depending on the level of light present in its space. While in areas of dim light or darkness (as well as supernatural darkness), an othaos becomes invisible and gains the incorporeal subtype. While incorporeal, an othaos has no Strength score, can’t make natural attacks, and loses its natural armor bonus (giving it a total AC of 16).
Consumes Light (Su) As a standard action, an othaos in an area of normal or bright light can consume the light and heat around its body. The light level in the square the othaos occupies drops by two levels for 1 round and the light level in all adjacent squares drops by one level. Apply this adjustment after determining the light level from all other sources (adjusting further to include spells cast after the othaos uses this ability). All creatures adjacent to the othaos take 4d6 points of cold damage (Will DC 15 half). The save DC is Charisma-based.
Envisaging (Su) Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon’s envisaging functions as a nonverbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.
Extension of All (Ex) Through an aeon’s connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability
also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

**Void Form (Su)** Though aeons aren’t incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon’s void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

### AZATA, BRALANI
Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.

#### BRALANI AZATA
*Pathfinder RPG Bestiary 24*

**CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)**

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

**DEFENSE**

- **AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
- **hp** 66 (7d10+28)
- **Fort** +9, **Ref** +9, **Will** +6
- **DR** 10/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 17

**OFFENSE**

- **Speed** 40 ft., fly 100 ft. (perfect)
- **Melee** +1 scimitar +16/+11 (1d6+7) or slam +12 (1d6+7)
- **Ranged** +1 composite longbow +12/+7 (1d8+6/+3)

**Special Attacks** whirlwind blast

**Spell-Like Abilities** (CL 6th)

- At Will—blur, charm person (DC 13), gust of wind (DC 14), mirror image, wind walk
- 2/day—lightning bolt (DC 15), cure serious wounds

**TACTICS**

**During Combat** The azata is furious about being confined and believes that the PCs were responsible. The azata flies around the room firing arrows at the PCs.

**Morale** The azata flees if he is reduced to 20 hit points or fewer. Otherwise after 3 rounds of combat, the azata calls out “How dare you imprison me?” to the PCs. If the PCs succeed at a DC 20 Diplomacy check as a standard action, they can convince the azata that they were not responsible. PCs who worship good deities receive +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. On a successful check, the azata apologizes for the misunderstanding and flies away.

**STATISTICS**

- **Str** 20, **Dex** 18, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15
- **Base Atk** +7; **CMB** +12; **CMD** 26
- **Feats** Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

### AXIOMITE
As this lithe humanoid moves, its flesh shimmers and wavers, temporarily breaking apart into motes of shimmering light.

#### AXIOMITE
*Pathfinder RPG Bestiary 2 36*

**LN Medium outsider (extraplanar, lawful)**

**Init** +8; **Senses** darkvision 60 ft.; Perception +18

**DEFENSE**

- **AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)
- **hp** 85 (10d10+30); regeneration 5 (chaotic or magic)
- **Fort** +6, **Ref** +11, **Will** +14
- **DR** 10/chaotic; **Immune** disease, electricity, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 19

**OFFENSE**

- **Speed** 30 ft., fly 30 ft. (good)
- **Melee** +1 longsword +16/+11 (1d8+7/19–20)

**Spell-Like Abilities** (CL 9th; concentration +14)

- 3/day—dispel chaos, haste, hold monster (DC 20), lightning bolt (DC 18), empowered order’s wrath (DC 19), telekinesis (DC 20), true strike
- 1/day—summon inevitable (level 6, 1 zelekhut, see below), true seeing

**TACTICS**

**During Combat** The axiomite begins with order’s wrath, and then focuses its further attacks on creatures that take damage from this spell. It does not attack lawful creatures.

**Morale** The axiomite immediately stops fighting the PCs if no PCs take damage from its order’s wrath, or if every PC that took damage is unconscious. Otherwise, unless a lawful PC calls for a cease-fire and succeeds at a DC 20 Diplomacy check, it fights to the death.
STATISTICS
Str 21, Dex 19, Con 16, Int 21, Wis 20, Cha 20
Base Atk +10, CMB +15, CMD 30
Feats Dodge, Empower Spell-Like Ability (order’s wrath), Improved Initiative, Iron Will, Mobility
Skills Craft (weapons) +18, Diplomacy +18, Fly +8, Knowledge (any three) +15, Knowledge (planes) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +17, Survival +18
Languages Abyssal, Celestial, Common, Draconic, Infernal
SQ crystalline dust form
Gear +1 longsword

SPECIAL ABILITIES
Crystalline Dust Form (Su) An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite’s true form, and it does not revert to a different form if killed. A true seeing spell reveals both forms simultaneously.

Summon Inevitable (Sp) Once per day, four axiomites may join hands to summon a single zelekhut inevitable as a full-round action.

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

BODAK
Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14
DEFENSE
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40)
Fort +6, Ref +5, Will +8
DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10
Weaknesses vulnerability to sunlight
OFFENSE
Speed 20 ft.
Melee 2 slams +9 (1d8+1)
Special Attacks death gaze

TACTICS
During Combat The bodak focuses its attacks on creatures that succumb to its gaze.
Morale The bodak fights until destroyed.

STATISTICS
Str 13, Dex 16; Con 16; Int 10; Wis 14, Cha 6
Base Atk +4; CMB +5; CMD 18 (22 vs. bull rush or trip)
Feats Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow)
Skills Acrobatics +12 (+8 when jumping), Climb +12, Escape Artist +12, Knowledge (dungeoneering) +9, Perception +11 (+13 to notice unusual stonework), Stealth +12, Survival +8, Swim +10
Languages Common, Dwarven
SQ rogue talents (combat trick, resilience, weapon training), trapfinding +3

Combat Gear potion of cure moderate wounds, potions of spider climb (2), alchemist’s fire (2), Other Gear +1 studded leather, +1 light crossbow with 20 bolts, mwk short sword, climber’s kit, 308 gp
**CHIMERA**

This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat.

**CELESTIAL CHIMERA**  CR 8

Pathfinder RPG Bestiary 294, 44

CN Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +10

**DEFENSE**

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 85 (9d10+36)

Fort +9, Ref +7, Will +6

DR 5/evil; Resist acid, cold, and electricity 10; SR 13

**OFFENSE**

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (20-ft cone, DC 17, 6d8 acid, usable every 1d4 rounds), smite evil 1/day

**TACTICS**

During Combat Started from its confinement, the celestial chimera lashes out violently at the nearest creature.

Morale After three rounds, the chimera cries out, “I shall slay you, foul beings! The curse of evil shall not tread upon these halls!” If a PC succeeds at a DC 20 Diplomacy check as a standard action, they can convince the chimera to stand down. PCs who worship good deities receive +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. Otherwise, the chimera fights to the death.

**STATISTICS**

Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10

Base Atk +7; CMB +14; CMD 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Acrobatics +2 (+6 to jump), Bluff +13, Diplomacy +13, Fly +14, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +14, Sense Motive +11, Stealth +16

Languages Aklo, Common, Draconic

**SPECIAL ABILITIES**

Smite Evil As a swift action, the celestial chimera can grant itself a +9 on damage rolls against an evil creature. This bonus persists for 24 hours.

**DREAM DRAGON, WYRMLING**

Clouds trail from the edges of this graceful, nearly fanciful creature in hypnotizing patterns.

**WYRMLING DREAM DRAGON**  CR 6

Pathfinder RPG Bestiary 5 90

N Small dragon (extraplanar)

Init +6; Senses dragon senses; Perception +14

**DEFENSE**

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

hp 52 (7d12+7)

Fort +6, Ref +7, Will +6

Immune paralysis, sleep; SR 17

**OFFENSE**

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

Melee bite +9 (1d6), 2 claws +8 (1d4)

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

Special Attacks breath weapon (20-ft cone, DC 14, 2d6 electricity), sleeping breath 1/day

**TACTICS**

During Combat The dream dragon opens with her electricity breath and sleeping breath abilities. She targets her melee attacks against creatures who are awake first.

Morale The dream dragon attempts to flee if reduced to 10 hit points or fewer. If the PCs struggle in the fight against her, she offers them the chance to surrender, letting them leave without further harm in exchange for giving her an interesting treasure to keep.

**STATISTICS**

Str 11, Dex 15, Con 12, Int 14, Wis 13, Cha 16

Base Atk +7; CMB +6; CMD 18 (22 vs. trip)

Feats Improved Initiative, Multiattack, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +2 (+6 to jump), Bluff +13, Diplomacy +13, Fly +14, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +14, Sense Motive +11, Stealth +16

Languages Aklo, Common, Draconic

**SPECIAL ABILITIES**

Sleeping Breath (Su) Once per day, a dream dragon can cause those who fall their saving throws against its breath attack to fall asleep for 1d4 rounds, as per the sleep spell. This is a mind-affecting sleep effect.

**GRYTHYK**

This celestial knight bears a flaming blade as it flies through the air on metallic wings that seem to grow from its armor.

**GRYTHYK**  CR 8

Advanced legion archon (Pathfinder RPG Bestiary 3 290, 19)

LG Medium outsider (archon, extraplanar, good, lawful)

Init +3; Senses darkvision 60 ft. detect evil, low-light vision; Perception +15

Aura aura of menace (DC 19)

**DEFENSE**

AC 25, touch 11, flat-footed 24 (+9 armor, +1 Dex, +5 natural; +2 deflection vs. evil)

hp 92 (8d10+48)

Fort +12, Ref +5, Will +10; +4 vs. poison, +2 vs. evil

DR 10/evil; Immune electricity, petrification; SR 18

**OFFENSE**

Speed 40 ft., fly 90 ft. (average)
**Melee** +1 flaming burst greatsword +15/+10 (2d6+8/17–20 plus 1d6 fire)
**Ranged** +1 flaming javelin +12 (1d6+6 plus 1d6 fire)
**Special Attacks** flames of faith
**Spell-Like Abilities** (CL 8th; concentration +13)
- Constant—detect evil, magic circle against evil
- At will—aid, continual flame, greater teleport (self plus 50 lbs. of objects only), message
- 3/day—align weapon, mirror image, versatile weapon

**TACTICS**

**During Combat** Grythk attacks the PCs with her greatsword, targeting any PCs that detect as evil first.

**Morale** At the time she was trapped, Grythk was on a mission from Heaven to slay a group of evil spellcasters. She believes that the PCs are allies of the ones she was sent to slay. After 3 rounds—or after all PCs with evil auras are unconscious if knocking them down takes longer than 3 rounds—she asks the PCs “Your nature is not evil. Why do you serve it?” If a PC succeeds at a DC 20 Diplomacy check as a standard action, they can convince the angel to stand down. PCs who worship good deities receive a +2 bonus; divine spellcasters who draw their power from a good deity instead receive a +5 bonus. Otherwise, the angel fights to the death.

**STATISTICS**

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**Gear** mkw full plate

**SPECIAL ABILITIES**

**Flames of Faith (Ex)** A legion archon can manifest a +1 flaming burst greatsword or +1 flaming javelin as a move-equivalent action. The legion archon’s sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.

**Second Skin (Ex)** A legion archon is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor. Most legion archons wear full plate armor.

**IRONBANE**
This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

**IRONBANE**
Advanced rust monster (Pathfinder RPG Bestiary 294, 238)
N Medium aberration
**Init** +5; **Senses** darkvision 60 ft., scent metals 90 ft.; **Perception** +14

**DEFENSE**
AC 22, touch 15, flat-footed 17 (+5 Dex, +7 nature)
hp 37 (5d8+15)
**Fort** +3, **Ref** +5, **Will** +7

**OFFENSE**
**Speed** 40 ft., climb 10 ft.
**Melee** bite +8 (1d3+2), antennae +8 touch (rust)

**TACTICS**

**During Combat** The rust monster attacks the PC who is wearing or carrying the most metal first.

**Morale** The PCs can distract the rust monster for 10 rounds by throwing it a sufficiently large piece of metal, such as a suit of metal armor or a two-handed metal weapon. Otherwise, it fights until it knocks a PC unconscious, and then focuses its efforts on eating that PCs’ metal gear, lashing out against anyone that tries to stop it.

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**Feats** Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

**Skills** Climb +10, Perception +14

**SPECIAL ABILITIES**

**Rust (Su)** A rust monster’s antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster’s antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

**LEGION ARCHON**
This celestial knight bears a flaming blade as it flies through the air on metallic wings that seem to grow from its armor.

**LEGION ARCHON**
Pathfinder RPG Bestiary 3 19
LG Medium outsider (archon, extraplanar, good, lawful)
**Init** +1; **Senses** darkvision 60 ft. detect evil, low-light vision; Perception +13
**Aura** aura of menace (DC 17)

**DEFENSE**
AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural; +2 deflection vs. evil)
hp 76 (8d10+32)
**Lurker in Light**

This large-eyed humanoid looks like a glowing, emaciated elven child save for its small, transparent wings.

**Pathfinder RPG Bestiary 2** 180
Ritual Gate (Su) By sacrificing one or more humanoid victims, a lurker or group of lurkers can create a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey, either to return home or to conjure allies. Creating a gate for travel requires the sacrifice of five victims—the gate created remains open for 1 minute. Creating a gate to bring allies to the Material Plane requires one sacrifice for every HD of the creature intended to pass through the gate (so five sacrifices can bring a lurker or a Medium air elemental, eight can bring a Large earth elemental, and so on). The sacrifices do not need to be simultaneous, as long all sacrifices occur at some point during the hour-long ritual, the magic continues to build until it reaches the required total.

MIHSTU
A miasmal form roils as barbed tentacles emerge from the central mass, coalescing into razor-sharp talons and claws.

**MIHSTU**

Pathfinder RPG Bestiary 2 190

NE Medium outsider (air, elemental, extraplanar)

**Init** +10; **Senses** darkvision 60 ft.; Perception +13

**DEFENSE**

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)  
hp 92 (8d10+48)  
Fort +12, Ref +12, Will +4

**Defensive Abilities** wind defense; DR 19

**Weaknesses** susceptible to cold

**OFFENSE**

**Speed** 20 ft., fly 20 ft. (good)

**Melee** 4 tentacles +14 (1d4+1 plus grab)

**Special Attacks** deadly embrace

**TACTICS**

**During Combat** The mihstu attempts to drain the PCs with its deadly embrace ability.

**Morale** The mihstu flees if reduced to 10 hit points or fewer, or if the PCs use a cold effect and reduce it to 30 hit points or fewer.

**STATISTICS**

Str 12, Dex 23, Con 23, Int 14, Wis 14, Cha 13

**Base Atk** +8; **CMB** +9 (+13 grapple); **CMD** 26 (can’t be tripped)

**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse

**Skills** Acrobatics +17, Bluff +12, Escape Artist +17, Fly +21, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +17

**Languages** Auran

**SQ** gaseous

**SPECIAL ABILITIES**

**Gaseous (Ex)** A mihstu can pass through small holes, even cracks, without reducing its speed.

**Deadly Embrace (Ex)** A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles).

**Susceptible to Cold (Ex)** Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

**Wind Defense (Ex)** The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

MURDEROUS HALFLING

This halfling bears a pair of daggers and dozens of knife-fighting scars up and down her body.

**MURDEROUS HALFLING**

Pathfinder RPG NPC Codex 81

CE Small humanoid (halfling)

**Init** +4; **Senses** Perception +6

**DEFENSE**

AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)  
hp 30 (4d10+4)

Fort +6, Ref +6, Will +2; +3 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk dagger +9 (1d3+3/19–20), mwk dagger +9 (1d3+2/19–20)

**Ranged** dagger +10 (1d3+3/19–20)

**TACTICS**

**During Combat** The halfling harasses slow foes with thrown daggers then slips past enemies to flank and dissect softer foes. In melee, she fights defensively (and gains a +3 dodge bonus from her ranks in Acrobatics). She keeps her feather token in reserve for dangerous spellcasters or when battle turns against her.

**STATISTICS**

Str 12, Dex 18, Con 12, Int 13, Wis 10, Cha 10

**Base Atk** +4; **CMB** +4; **CMD** 18

**Feats** Deadly Aim, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)

**Skills** Acrobatics +10 (+6 when jumping), Bluff +4, Climb +3, Perception +6, Sleight of Hand +5, Stealth +11

**Languages** Common, Goblin, Halfling

**SQ** armor training 1

**Combat Gear** feather token (whip), flask of acid; **Other Gear** +1 chain shirt, daggers (6), mwk daggers (2), 24 gp
**ORC SLAYER**

*This grim elf carries a strung bow and wears a loop of green ears around the quiver at her waist.*

---

**PIXIE**

*This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.*

---

**Combat Gear**

elven magic, favored terrain (forest +4, plains +2), hunter’s SQ

**Common, Elven, Orc Languages**

**Feats**

Combat Reflexes, Deadly Aim, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse

**Ranger Spells Prepared** (CL 5th; concentration +6)

- 2nd—barkskin, cat’s grace
- 1st—entangle, resist energy

**Before Combat**

The elf casts barkskin, cat’s grace, and resist energy (fire).

**During Combat**

The elf endeavors to keep a healthy distance between herself and her targets, exploits cover where possible.

**Base Statistics**

Without barkskin, cat’s grace, and resist energy, the ranger’s statistics areInit +4; AC 20, touch 15, flat-footed 16; Ref +11; Melee mwk elven curve blade +13/+8 (1d10+1/18–20); Ranged +1 longbow +13/+8 (1d8+1/×3); Dex 19; CMD 24; Skills Acrobatics +11, Ride +10, Stealth +14.

**STATISTICS**

Str 13, Dex 23, Con 12, Int 12, Wis 12, Cha 8

**Base Atk +8; CMD +9; CMD 26**

**Feats** Combat Reflexes, Deadly Aim, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse

**Skills** Acrobatics +13, Climb +9, Heal +8, Knowledge (dungeoneering, geography) +6, Knowledge (nature) +8, Perception +14, Ride +12, Stealth +16, Survival +12, Swim +7

**Languages** Common, Elven, Orc

**SQ** elven magic, favored terrain (forest +4, plains +2), hunter’s bond (companions), swift tracker, track +4, weapon familiarity, wild empathy +7, woodland stride

**Combat Gear** potion of cure moderate wounds; Other Gear +1 chain shirt, +1 longbow with 20 arrows, mwk elven curve blade, cloak of resistance +1, ring of protection +1, 194 gp

**PIXIE**

This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.

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**ORC SLAYER**

*Pathfinder RPG NPC Codex 131*

Elf ranger 8
CN Medium humanoid (elf)

Init +6; Senses low-light vision; Perception +14

**DEFENSE**

AC 22, touch 15, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +2 natural)

hp 62 (8d10+14)

Fort +8, Ref +13, Will +4; +2 vs. enchantments

**Imune** sleep; Resist energy

**STATISTICS**

Str 15, Dex 18, Con 24; +4 size

**SR** 15

**DEFENSE**

AC 18, touch 17, flat-footed 12 (+5 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, Ref +9, Will +6

**Defensive Abilities** invisibility; DR 10/cold iron; SR 15

**TACTICS**

**During Combat** The elf endeavors to keep a healthy distance between herself and her targets, exploiting cover where possible.

**Base Statistics**

Without barkskin, cat’s grace, and resist energy, the ranger’s statistics areInit +4; AC 20, touch 15, flat-footed 16; Ref +11; Melee mwk elven curve blade +13/+8 (1d10+1/18–20); Ranged +1 longbow +13/+8 (1d8+1/×3); Dex 19; CMD 24; Skills Acrobatics +11, Ride +10, Stealth +14.

**STATISTICS**

Str 13, Dex 23, Con 12, Int 12, Wis 12, Cha 8

**Base Atk +8; CMD +9; CMD 26**

**Feats** Combat Reflexes, Deadly Aim, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse

**Skills** Acrobatics +13, Climb +9, Heal +8, Knowledge (dungeoneering, geography) +6, Knowledge (nature) +8, Perception +14, Ride +12, Stealth +16, Survival +12, Swim +7

**Languages** Common, Elven, Orc

**SQ** elven magic, favored terrain (forest +4, plains +2), hunter’s bond (companions), swift tracker, track +4, weapon familiarity, wild empathy +7, woodland stride

**Combat Gear** potion of cure moderate wounds; Other Gear +1 chain shirt, +1 longbow with 20 arrows, mwk elven curve blade, cloak of resistance +1, ring of protection +1, 194 gp

**PIXIE**

This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.
This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

RUST MONSTER
Pathfinder RPG Bestiary 238
N Medium aberration
Init +3; Senses darkvision 60 ft., scent metals 90 ft.; Perception +12

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 27 (5d8+5)
Fort +2, Ref +4, Will +5

OFFENSE
Speed 40 ft., climb 10 ft.
Melee bite +6 (1d3), antennae +6 touch (rust)

TACTICS
During Combat The rust monster attacks the PC who is wearing or carrying the most metal first.

Morale The PCs can distract the rust monster for 10 rounds by throwing it a sufficiently large piece of metal, such as a suit of metal armor or a two-handed metal weapon. Otherwise, it fights until it knocks a PC unconscious, and then focuses...
its efforts on eating that PCs’ metal gear, lashing out against anyone who tries to stop it.

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**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Ability Focus (ruse), Skill Focus (Perception), Weapon Finesse

**Skills** Climb +8, Perception +12

**Special Abilities**

**Rust (Su)** A rust monster’s antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster’s antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

**SEDUCTIVE ENCHANTER**

This confident elf wears a bright outfit and has a colorful snake tattoo that winds down her left arm.

**SEDUCTIVE ENCHANTER**

**CR 7**

*Pathfinder RPG NPC Codex* 183

Elf enchanter 8

NE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +9

**DEFENSE**

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 natural)

hp 40 (8d6+10)

Fort +4, Ref +6, Will +8; +2 vs. enchantments

Immune sleep

**OFFENSE**

**Speed** 30 ft.

Melee rapier +4 (1d6+18–20)

Ranged dagger +7 (1d4+19–20)

**Special Attacks** aura of despair (8 rounds/day)

**Arcane School Spell-Like Abilities** (CL 8th; concentration +12)

7/day—dazing touch

**Enchanter Spells Prepared** (CL 8th; concentration +12)

1st—charm person (2, DC 16), color spray (DC 15), mage armor, shield, ventriloquism (DC 15)

0 (at will)—daze (DC 15), mage hand, resistance, touch of fatigue (DC 14)

**Opposition Schools** divination, necromancy

**TACTICS**

**Before Combat** The wizard casts mage armor.

**During Combat** The wizard uses the spells charm person, confusion, and suggestion to turn opponents against each other. By casting greater invisibility on herself, the wizard remains hidden while manipulating her targets. The wizard uses her wand of touch of idiocy against enemy spellcasters.

**Base Statistics** Without mage armor, the wizard’s statistics are AC 15, touch 14, flat-footed 12.

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**Base Atk** +4; **CMB** +4; **CMD** 18

**Feats** Combat Casting, Craft Wand, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (enchantment)

**Skills** Acrobatics +8, Bluff +9, Diplomacy +6, Knowledge (arcana) +15, Knowledge (local, nobility) +11, Perception +9, Perform (dance) +4, Sense Motive +3, Spellcraft +15 (+17 identify magic item properties)

**Languages** Common, Draconic, Elven, Gnome, Orc, Sylvan

**SQ** arcane bond (viper), elven magic, enchanting smile, weapon familiarity

**Combat Gear** potion of cure moderate wounds, potion of invisibility, scroll of dispel magic, scroll of suggestion, wand of charm person (20 charges), wand of fox’s cunning (10 charges), wand of touch of idiocy (10 charges); **Other Gear** dagger, rapier, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, spellbook, 303 gp

**SPRY AMBUSHER**

This wiry gnome wears well-worn traveling cloths and a confident smirk, as though daring onlookers to challenge her.

**SPRY AMBUSHER**

**CR 3**

*Pathfinder RPG NPC Codex* 97

Gnome monk 4

LN Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +12

**DEFENSE**

AC 21, touch 17, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +1 monk, +1 size, +3 Wis)

hp 25 (4d8+4)

Fort +5, Ref +6, Will +8; +2 vs. enchantments and illusions

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants), evasion

**OFFENSE**

**Speed** 30 ft.

Melee unarmed strike +6 (1d6+1) or
Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4,

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids, flurry of blows (4/day, DC 15)

**Gnome Spell-Like Abilities** (CL 4th; concentration +5)

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

**TACTICS**

**Before Combat** The monk drinks her potion of mage armor and applies her oil of magic weapon.

**During Combat** The rogue uses Acrobatics skill to move through combat, helping allies flank.

**Base Statistics** Without mage armor and magic weapon, the monk’s statistics are AC 18, touch 17, flat-footed 16; Melee kama +5 (1d+4+1).

**STORM SORCERER**

This elf’s loose-fitting clothes ripple as if by a breeze, and his hair crackles intermittently with incandescent sparks.

**STORM SORCERER**

Pathfinder RPG NPC Codex 163
Elf sorcerer 6
NE Medium humanoid (elf)
Init +6; Senses low-light vision; Perception +4

**DEFENSE**

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)
hp 35 (6d6+12)
Fort +4, Ref +5, Will +7; +2 vs. enchanments
Immune sleep; Resist electricity 10

**OFFENSE**

Speed 30 ft.
Melee spear +2 (1d8–1/×3)
Ranged mwk longbow +6 (1d8/×3)

**Bloodline Spell-Like Abilities** (CL 6th; concentration +9)
6/day—elemental ray (1d6+3 electricity)

**Sorcerer Spells Known** (CL 6th; concentration +9)
3rd (4/day)—lightning bolt (DC 17)
2nd (6/day)—gust of wind (DC 16), scorching ray (electricity), spectral hand
1st (7/day)—burning hands (electricity; DC 15), mage armor, magic missile, obscuring mist, shocking grasp
0 (at will)—acid splash (electricity), dancing lights, detect magic, light, mage hand, ray of frost (electricity), read magic

**Bloodline** elemental (air)

**TACTICS**

**Before Combat** The sorcerer casts mage armor.

**During Combat** The sorcerer favors his electricity spells, casting lightning bolt or scorching ray, or using his spectral hand to deliver shocking grasp attacks. He prefers ranged combat, using a scroll of fly or levitate to avoid opponents on the ground.

**Base Statistics** Without mage armor, the sorcerer’s base statistics are AC 14, touch 14, flat-footed 11.

**TRICKSTER MAGE**

This gnome sports a robe of colorful stripes, bright blue hair, and a quiver of bolts and wands.

**TRICKSTER MAGE**

Pathfinder RPG NPC Codex 165
Gnome sorcerer 8
CE Small humanoid (gnome)
Init +2; Senses low-light vision; Perception +10

**DEFENSE**

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)
hp 46 (8d6+16)
Fort +3, Ref +4, Will +10; +2 vs. illusions
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

**OFFENSE**

Speed 20 ft.
Melee sickle +3 (1d4–2)
Ranged mwk light crossbow +8 (1d6/19–20)
Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 8th; concentration +12)
1/day—dancing lights, ghost sound (DC 15), prestidigitation, speak with animals

Bloodline Spell-Like Abilities (CL 8th; concentration +12)
7/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +12)
4th (4/day)—wandering star motes\(^{\text{aur}}\) (DC 21)
3rd (6/day)—deep slumber (DC 19), major image (DC 20), suggestion (DC 19)
2nd (7/day)—hideous laughter (DC 18), hypnotic pattern (DC 19), mirror image, scorching ray
1st (7/day)—charm person (DC 15), color spray (DC 18), entangle (DC 15), magic missile, shield, ventriloquism (DC 18)
0 (at will)—daze (DC 16), detect magic, flare (DC 14), mage hand, message, ray of frost, read magic, touch of fatigue (DC 14)

Bloodline fey

TACTICS

Before Combat The sorcerer casts mirror image.

During Combat The sorcerer attempts to control or humiliate opponents with wandering star motes, hideous laughter, suggestion, or his wand of grease.

STATISTICS

Str 6, Dex 14, Con 12, Int 12, Wis 14, Cha 18

Base Atk +4; CMB +1; CMD 14

Feats Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)

Skills Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11

Languages Common, Elven, Gnome, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), gnome magic, woodland stride

Combat Gear potion of cure moderate wounds, screaming bolts (3), wand of grease (20 charges), wand of invisibility (21 charges); Other Gear mwk light crossbow with 10 bolts, sickle, bracers of armor +2, book of pressed fairy wings, 168 gp
APPENDIX 7: ADDITIONAL THREATS (SUBTIER 3–4)
PCs playing this adventure in Subtier 3–4 may encounter these additional threats.

AMOEBA SWARM
Thousands of tiny gelatinous clots of animate ooze swarm in a wet mound, surrounded by a cloying stink of rancid vinegar.

AMOEBA SWARM CR 1
Pathfinder RPG Bestiary 2 24
N Fine ooze (swarm)
Init –5; Senses blindsight 30 ft.; Perception –5
DEFENSE
AC 13, touch 13, flat-footed 13 (–5 Dex, +8 size)
hp 9 (2d8)
Fort +0, Ref –5, Will –5
Defensive Abilities ooze and swarm traits; Immune weapon damage

OFFENSE
Speed 10 ft., climb 10 ft., swim 20 ft.
Melee swarm (1d6 acid plus distraction)
Space 10 ft.; Reach 0 ft.
Special Attacks distraction (DC 11)

TACTICS
During Combat The amoeba swarm rolls forward onto the nearest PC and spreads to any adjacent PCs.
Morale The swarm fights until dispersed.

STATISTICS
Str 1, Dex 1, Con 10, Int —, Wis 1, Cha 1
Base Atk +1; CMB —; CMD —
Skills Climb +3, Swim +3
SQ amphibious

ANIMATED TRAINING DUMMY
This wooden training dummy brandishes a wooden practice blade.

ANIMATED TRAINING DUMMY CR 3
Pathfinder RPG Bestiary 1 14
N Small construct
Init +1; Senses darkvision 60 ft., low-light vision; Perception –5
DEFENSE
AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)
hp 26 (3d10+10)
Fort +1, Ref +2, Will –4
Defensive Abilities hardness 5; immune construct traits
Weaknesses vulnerable to fire

OFFENSE
Speed 30 ft., fly 30 ft. (clumsy)
Melee 2 slams +4 (1d6)

STATISTICS
Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1
Base Atk +3; CMB +2; CMD 13
Skills Fly –5
SQ animated object construction points (additional movement: fly, improved attack, haunted, additional attack, reinforced, flammable)

SPECIAL ABILITIES
Flammable (Ex) This training dummy is vulnerable to fire.
Haunted (Ex) This training dummy is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be detected with detect undead.
Reinforced (Ex) This training dummy has one more Hit Dice than a typical animated object of its size.

ARMY ANT SWARM
A writhing carpet of ants seethes over the ground, consuming everything in its path.

ARMY ANT SWARM CR 5
Pathfinder RPG Bestiary 1 6
N Fine vermin (swarm)
Init +2; Senses darkvision 60 ft., scent; Perception +4
DEFENSE
AC 20, touch 20, flat-footed 18 (+8 size, +2 Dex)
hp 49 (11d8)
Fort +7, Ref +5, Will +3
Defensive Abilities swarm traits; immune weapon damage

OFFENSE
Speed 30 ft., climb 30 ft.
Melee swarm (3d6)
Space 10 ft.; Reach 0 ft.
Special Attacks cling, consume, distraction (DC 15)

TACTICS
During Combat The army ant swarm covers as many PCs as possible.
Morale The swarm fights until dispersed.

STATISTICS
Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2
Base Atk +8; CMB —; CMD 17
Skills Climb +10, Perception +4; Racial Modifiers +4 Perception

SPECIAL ABILITIES
Cling (Ex) If a creature leaves an army ant swarm’s square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to it takes 3d6 points of damage at the end of its turn each round. As a full-round action, it can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.
Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.
ASSASSIN VINE
This gnarled vine, as thick as a man’s arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

**ASSASSIN VINE CR 3**
Pathfinder RPG Bestiary 22
N Large plant
Init +0; Senses blindsight 30 ft., low-light vision; Perception +1
DEFENSE
AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)
hp 30 (4d8+12)
Fort +7, Ref +1, Will +2
Immune electricity, plant traits; Resist cold 10 and fire 10
OFFENSE
Speed 5 ft.
Melee slam +7 (1d8+7 plus grab)
Space 10 ft.; Reach 10 ft.
Special Attacks constrict (1d8+7), entangle
TACTICS
Before Combat The assassin vine stands still, hoping to be mistaken for a normal vine.
During Combat The assassin vine strikes the first creature to come within its reach.
Morale The assassin vine fights to the death.

**GARGOYLE**
Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

**FIENDISH GARGOYLE CR 5**
Pathfinder RPG Bestiary 294, 137
CE Medium monstrous humanoid (earth)
Init +6; Senses darkvision 60 ft.; Perception +5
DEFENSE
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 46 (4d8+28)
Fort +8, Ref +4, Will +5
Defensive Abilities amorphous; DR 5/bludgeoning; Immune critical hits, precision damage
OFFENSE
Speed 10 ft., swim 20 ft.
Melee 6 bites +7 (1d4+2 plus grab)
Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)
TACTICS
During Combat The gibbering mouther gibbers constantly. It attempts to engulf the nearest creature on its final two bites each round, saving its spittle to whichever other creature is giving it the most trouble.
Morale The gibbering mouther fights to the death.

**GIBBERING MOUTHER**
This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws jamming ceaselessly.
**Feats**  Weapon Finesse, Weapon Focus (bite)
**Skills**  Perception +12, Swim +8; **Racial Modifiers** +4 Perception

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

**Languages**  Aklo

**SPECIAL ABILITIES**

**All-Around Vision (Ex)** A gibbering mouther sees in all directions at once. It cannot be flanked.

**Amorphous (Ex)** A gibbering mouther’s body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Blood Drain (Ex)** On a successful grapple check after grabbing, several of the creature’s mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim’s blood.

**Engulf (Ex)** This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouther’s body, where several of its mouths continue to feed and drain blood. A gibbering mouther can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouther’s damage reduction still applies to those inside), the mouther simply flows together again and can still use its engulf attack.

**Gibbering (Su)** As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther’s gibbering for 24 hours. The save DC is Constitution-based.

**Ground Manipulation (Su)** At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

**Spittle (Ex)** Each round as a free action, a gibbering mouther can emit acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

**GOLEM, ICE**
This icy statue stands a head taller than a normal human. Frost coats it, and razor-sharp shards of ice adorn its limbs.

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**ICE GOLEM**

**CR 5**

*Pathfinder RPG Bestiary 161*

**N Medium construct (cold)**

**Init** +1; **Senses**  darkvision 60 ft., low-light vision; Perception +0

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)

---

**hp** 53 (6d10+20)

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

**DR** 5/adamantine; **Immune** construct traits, cold, magic

**Weaknesses**  vulnerability to fire

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +9 (1d6+3 plus 1d6 cold)

**Special Attacks**  breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

**TACTICS**

**During Combat** The ice golem uses its breath weapon as often as it can, attacking with its slams on rounds when its breath weapon is not available.

**Morale**  The golem fights until destroyed.

**STATISTICS**

**Str 16, Dex 9, Con —, Int —, Wis 11, Cha 1**

**Base Atk +6; CMB +9; CMD 18**

**SPECIAL ABILITIES**

**Cold (Ex)** An ice golem’s body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

**Icy Destruction (Ex)** When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

**Immunity to Magic (Ex)** An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as per slow) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

**PHANTOM, UNFETTERED**
This strange ghostly creature seems to writhe in the throes of some uncontrollable emotion.

---

**ADVANCED UNFETTERED PHANTOM**

**CR 5**

*Pathfinder RPG Bestiary 5 288, 190*

**N Medium outsider (phantom)**

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

**DEFENSE**

**AC** 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)
or AC 22, touch 22, flat-footed 16 (+5 Dex, +6 deflection, +1 dodge) when incorporeal
hp 52 (5d10+25)
Fort +9, Ref +5, Will +6
DR 5/slashing; Immune mind-affecting effects

**Offense**

*Speed* 35 ft.
*Melee* 2 slams +10 (1d8+5)

**Special Attacks** phantasmagoric slam (anger)

**Tactics**

**During Combat** The phantom attacks the nearest target first.
**Morale** The phantom flees into the floor if reduced to 10 hit points or fewer.

**Statistics**

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

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

*Feats* Dodge, Fleet, Power Attack, Run

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

*Languages* Common

*SQ* incorporeal step

**SPECIAL ABILITIES**

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

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

---

**SKELETAL CHAMPION**

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

**SKELETAL CHAMPION**

*CR 2*

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

*NE* Medium undead

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

**Defense**

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

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

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

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

**Offense**

*Speed* 30 ft.

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

**Tactics**

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

**Morale** The skeletal champion fights until destroyed.

**Statistics**

*Str* 20, *Dex* 19, *Con* —, *Int* 11, *Wis* 10, *Cha* 12

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

*Feats* Cleave, Improved Initiative*, Power Attack, Weapon Focus (longsword)

*Skills* Intimidate +7, Perception +6, Stealth –1

*Gear* breastplate, heavy steel shield, mwk longsword

---

**SLITHERING TRACKER**

*A long, moist streak along the dark stone suddenly undulates like a serpent and then rises up to attack.*

**SLITHERING TRACKER**

*CR 4*

Pathfinder RPG Bestiary 2 250

*N* Small ooze

*Init* +4; *Senses* blindsense 60 ft.; Perception +7

**Defense**

*AC* 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

*hp* 42 (4d6+24)

*Fort* +7, *Ref* +5, *Will* +1

*Immune* mind-affecting effects, ooze traits

**Offense**

*Speed* 10 ft., climb 10 ft.

*Melee* 2 slams +7 (1d6+3 plus grab and paralysis)

*Special Attacks* blood drain (1d2 Constitution), grab (Colossal)

**Tactics**

**Before Combat** The tracker pretends to be a pool of fresh water. It chooses a location that is well suited to this ruse, such as a bowl or a fountain. If there are no good locations for this ruse, it simply attempts to blend in to its surroundings.

**During Combat** The tracker attacks the nearest creature first, attempting to paralyze it and drain its blood. It lashes out with its slam at any adjacent creature that attacks it, satisfied to sample blood from a variety of targets while it paralyzes troublesome threats.

**Morale** The tracker fights to the death.

**Statistics**


*Base Atk* +3; *CMB* +5 (+9 grapple); *CMD* 19 (can’t be tripped)

*Feats* Skill Focus (Perception), Skill Focus (Stealth)

*Skills* Climb +11, Perception +7, Stealth +20; *Racial Modifiers* +8 Stealth

*Languages* Undercommon (cannot speak)

*SQ* transparent

**SPECIAL ABILITIES**

**Paralysis (Ex)** Any creature that is hit by a slithering tracker’s slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the
From the Tome of Righteous Repose

Paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker’s paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

**Transparent (Ex)** Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker’s slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

**STIRGE**

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

**STIRGE CR 1/2**

Pathfinder RPG Bestiary 260

N Tiny magical beast

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +1

**DEFENSE**

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

hp 5 (1d10)

Fort +2, Ref +6, Will +1

**OFFENSE**

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks blood drain

**TACTICS**

**During Combat** A stirge targets the least armored PC first. This stirge is infected with filth fever.

**Morale** Until it drinks enough blood to sate its appetite (see blood drain), the hungry stirge fights to the death.

**STATISTICS**

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Base Atk +1; CMB +3 (+11 grapple when attached); CMD 9 (17 vs. trip)

**Feats** Weapon Finesse

**Skills** Fly +8, Stealth +16

**SQ** diseased

**SPECIAL ABILITIES**

**Attach (Ex)** When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target’s flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

**Blood Drain (Ex)** If it is attached to a foe, a hungry stirge drains its victim’s blood at the end of its turn, inflicting 1 point of Constitution damage on the target. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge’s appetite has been sated, the stirge detaches and seeks a new target.

**Diseased (Ex)** Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge’s blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or another disease (Pathfinder RPG Core Rulebook 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.
APPENDIX 8: ADDITIONAL THREATS (SUBTIER 6–7)

PCs playing this adventure in Subtier 6–7 may encounter these additional threats.

ANIMATE DREAM

This indistinct figure suddenly takes on a nightmarish shape, not quite human or animal or fiend.

ANIMATE DREAM CR 8
Pathfinder RPG Bestiary 2 29
NE Medium outsider (extraplanar, incorporeal)
Init +4; Senses darkvision 60 ft.; Perception +17
DEFENSE
AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)
hp 90 (12d10+24)
Fort +10, Ref +8, Will +12
Defensive Abilities incorporeal; SR 19
OFFENSE
Speed fly 40 ft. (perfect)
Melee incorporeal touch +16 (6d8 negative energy plus nightmare curse)
Spell-Like Abilities (CL 12th; concentration +17)
3/day—deep slumber (DC 18), dimension door, nightmare (DC 20)
1/day—confusion (DC 19), fear (DC 19), phantasmal killer (DC 19)

TACTICS
During Combat The animate dream harries as many PCs as possible with its spell-like abilities before closing to melee.
Morale If reduced to 15 hit points or fewer, the animate dream uses dimension door to flee.

STATISTICS
Str 4, Dex 18, Con 15, Int 10, Wis 15, Cha 21
Base Atk +3; CMB +5; CMD 32
Feats Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility
Skills Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19
Languages telepathy 100 ft.

SPECIAL ABILITIES
Nightmare Curse (Ex) An animate dream’s touch puts horrifying visions in the target’s mind. Curse—incorporeal touch; save Will DC 21; frequency 1/day; effect 1d4 Wisdom drain and target is fatigued; cure 3 consecutive saves or dispel evil, dream, or remove curse.

ANIMATED KNIGHT STATUE

This metal knight wields a gleaming longsword.

ANIMATED KNIGHT STATUE CR 5
Animated object (medium) (Pathfinder RPG Bestiary 14)
N Medium construct
Init +0; Senses darkvision 60 ft., low-light vision; Perception –5
DEFENSE
AC 16, touch 10, flat-footed 16 (+6 natural)
hp 36 (3d10+20)
Fort +1, Ref +1, Will –4
Defensive Abilities hardness 10; Immune construct traits
OFFENSE
Speed 30 ft., fly 30 ft. (clumsy)
Melee slash +5/+5/+5 (1d6+2/19–20)

STATISTICS
Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1
Base Atk +3; CMB +5; CMD 15
Skills Fly –8
SQ animated object construction points (additional attack [2], additional movement: fly, metal) haunted, slashing attack

SPECIAL ABILITIES
Haunted (Ex) This knight is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be detected with detect undead.
Slashing Attack (Ex) The knight’s attacks are slashing attacks with the critical threat range of a longsword.

ASCOMOID

This misshapen sphere of pale yellow-green fungus rolls with an unnerving speed, spewing clouds of foul spores as it advances.

ASCOMOID CR 5
Pathfinder RPG Bestiary 3 20
N Large plant
Init +1; Senses tremorsense 60 ft.; Perception +0
DEFENSE
AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)
hp 52 (7d8+21)
Fort +8, Ref +3, Will +2
DR 10/piercing; Immune plant traits; Resist electricity 10, fire 10
OFFENSE
Speed 40 ft.
Melee slam +8 (2d8+6)
Space 10 ft.; Reach 5 ft.
Special Attacks poison, spores, trample (2d8+6, DC 17)

TACTICS
During Combat The ascomoid tramples nearby creatures, releasing clouds of spores in its wake.
Morale The ascomoid fights until destroyed.

STATISTICS
Str 18, Dex 13, Con 17, Int —, Wis 11, Cha 1
Base Atk +5; CMB +10; CMD 21 (can’t be tripped)
Feats Improved Overrun

SPECIAL ABILITIES
Poison (Ex) Spores—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 2 saves. The save DC is Constitution-based.
Spores (Ex) Once per round as a free action, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a DC 16 Fortitude save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid’s poison (see above). The save DC is Constitution-based.

CEPHALOPHORE
Holding its own severed head in its hands, this tall marble statue looms stern and forbidding over its domain.

CEPHALOPHORE
CR 8
Pathfinder RPG Bestiary 4 27
N Large construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception +1

Defense
AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)
hp 96 (12d10+30)
Fort +4, Ref +2, Will +5
Defensive Abilities shatter weapon; Immune construct traits; SR 20

Offense
Speed 20 ft.
Melee 2 slams +18 (2d6+7 plus dazing strike)

Special Attacks dazing gaze
Tactics
Before Combat The cephalophore stands perfectly still.
During Combat On the first round of combat, the construct activates its gaze attack. On future rounds, it attacks the nearest creature.
Morale The cephalophore fights until destroyed.

Statistics
Str 25, Dex 14, Con —, Int —, Wis 12, Cha 1
Base Atk +12; CMB +20; CMD 32
SQ shatter weapon, statue form

Special Abilities
Dazing Gaze (Su) A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.
Dazing Strike (Su) A creature struck by the cephalophore’s slam attack must succeed at a DC 16 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.
Shatter Weapon (Ex) When a character strikes a cephalophore with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

Statue Form (Ex) If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

DEATHTRAP OOZE
The killing blade of this horrific trap drips with an animated sheen of foul brown-orange slime.

DEATHTRAP OOZE
CR 8
Pathfinder RPG Bestiary 3 64
N Large ooze (shapechanger)
Init –4; Senses blindsight 60 ft.; Perception –5

Defense
AC 10, touch 5, flat-footed 10 (–4 Dex, +5 natural, –1 size)
hp 126 (12d8+72)
Fort +10, Ref +0, Will –1
Immune acid, ooze traits

Offense
Speed 20 ft., climb 20 ft.
Melee slam +13 (2d6+7 plus 2d6 acid and grab)
Space 10 ft.; Reach 10 ft.
Special Attacks constrict (2d6+7 plus 2d6 acid)

Tactics
Before Combat The deathtrap ooze takes the form of a wall scythe trap (see Appendix 9, page 74).
During Combat The ooze attacks the nearest creature.
Morale The ooze fights to the death.

Statistics Str 20, Dex 3, Con —, Int —, Wis 1, Cha 1
Base Atk +9; CMB +15 (+19 grapple); CMD 21 (can’t be tripped)
Skills Climb +13
SQ compression, trap form

Special Abilities
Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) A deathtrap ooze can take 1 minute to assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it assumes the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the Core Rulebook include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5).
In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap’s statistics and damage. If a creature searching for traps exceeds the DC to find the ooze’s trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that
discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

GOLEM, WOOD
This human-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood.

WOOD GOLEM
CR 6
Pathfinder RPG Bestiary 164
N Medium construct
Init +3; Senses darkvision 60 ft., low-light vision; Perception +0
DEFENSE
AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 64 (8d10+20)
Fort +2, Ref +5, Will +5
DR 5/adamantine; Immune construct traits, magic
Weaknesses vulnerable to fire
OFFENSE
Speed 30 ft.
Melee 2 slams +12 (2d6+4)
Special Attacks splintering
TACTICS
During Combat The wood golem attacks the nearest creature, using its splintering ability as often as possible.
Morale The golem fights until destroyed.
STATISTICS
Str 18, Dex 17, Con —, Int —, Wis 17, Cha 1
Base Atk +8; CMB +12; CMD 25
SPECIAL ABILITIES
Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.
• Warp wood or wood shape slows a wood golem (as the slow spell) for 2d6 rounds (no save).
• Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
• A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.
Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

STIRGE QUEEN
A bloated, red belly dangles beneath the furiously beating wings of this massive mosquito.

STIRGE QUEEN
CR 7
Advanced giant mosquito (Pathfinder RPG Bestiary 2 292, 193)
N Medium vermin
Init +9; Senses darkvision 60 ft., scent; Perception +11
DEFENSE
AC 23, touch 19, flat-footed 14 (+9 Dex, +4 natural)
hp 60 (8d8+24)
Fort +11, Ref +11, Will +5
Immune mind-affecting effects
OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee bite +12 (1d8+9 plus bleed and grab)
Special Attacks bleed (2d6), blood drain (1d3 Constitution)
TACTICS
During Combat The mosquito queen attempts to feed the first PC she grabs to her nest, and then saves future PCs for herself.
Morale The mosquito queen fights to the death to protect her nest.
STATISTICS
Str 22, Dex 29, Con 21, Int —, Wis 17, Cha 10
Base Atk +8; CMB +12 (+16 grapple); CMD 29 (37 vs. trip)
Skills Fly +13, Perception +11; Racial Modifiers Perception+8
SPECIAL ABILITIES
Brood Nest (Ex) A mosquito queen may spend 8 hours to build a nest from glandular secretions and lay eggs inside the nest. The brood nest is an object one size category larger than the mosquito queen with hardness 2 and half her hit points. If the mosquito queen succeeds on a grapple check while adjacent to her brood nest, she may choose to place the target inside the nest instead of dealing damage. This ability otherwise functions as the swallow whole universal monster ability (1d3 Constitution damage, AC 12, hardness 2, 42 hp). The nest is in the corner of the room that the mosquito queen rests in.

PARASITE, ROT GRUB SWARM
This nauseating carpet of wriggling white grubs undulates outward in a pallid wave of hunger.

PARASITE, ROT GRUB SWARM
CR 7
Pathfinder RPG Bestiary 3 215
N Fine vermin (swarm)
Init +2; Senses blindsense 30 ft.; Perception +0
DEFENSE
AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)
hp 85 (10d8+40)
Fort +11, Ref +5, Will +3
Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage
OFFENSE
**Speed** 10 ft.  
**Melee** swarm (2d6 plus distraction and infestation)  
**Space** 10 ft.; **Reach** 0 ft.  
**Special Attacks** distraction (DC 19), infestation

**Tactics**  
**During Combat** The rot grub swarm feeds on the nearest creature.  
**Morale** The hungry swarm fights until dispersed.

**Statistics**  
Str 1, Dex 15, Con 18, Int —, Wis 10, Cha 1  
Base Atk +7; CMB —; CMD —

**Special Abilities**  
Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

**Parasite, Giant Rot Grub**  
This twitching, pale maggot is the size of a large dog. A circular mouth quivers and gasps at one end of its pulsating body.

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**Parasite, Giant Rot Grub**  
*CR 3*  
Pathfinder RPG Bestiary 3 215

N Small vermin  
Init +1; Senses blindsense 30 ft.; Perception +0

**Defense**  
AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)  
hp 34 (4d8+16)  
Fort +8, Ref +2, Will +1  
Immune mind-affecting effects

**Speed** 20 ft.  
**Melee** bite +6 (1d6+3 plus grab and poison)  
**Special Attacks** gnaw, grab (Medium)

**Tactics**  
**During Combat** The rot grub feeds on the nearest creature.  
**Morale** The hungry grub fights to the death.

**Statistics**  
Str 14, Dex 12, Con 18, Int —, Wis 10, Cha 1  
Base Atk +3; CMB +4 (+8 grapple); CMD 15

**Special Abilities**  
Gnaw (Ex) A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.  
Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 5 rounds; effect 1d3 Str; cure 1 save.
APPENDIX 9: ENVIRONMENTAL THREATS

The environmental threats that the PCs may face are presented below, organized into haunts, hazards, and traps.

HAUNTS

The PCs may encounter the haunts below.

<table>
<thead>
<tr>
<th>Haunt Name</th>
<th>CR</th>
<th>Level</th>
<th>Notice</th>
<th>HP</th>
<th>Trigger</th>
<th>Reset</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENRAGEd DEFENDERS HAUNT</td>
<td>6</td>
<td>6th</td>
<td>Perception DC 20</td>
<td>12</td>
<td>proximity;</td>
<td>1 hour</td>
<td>Ghostly crusaders appear, shouting battle cries while intoxicated by the thrill of battle. An empowered spiritual weapon attacks all creatures in the radius (melee +6; 1d8+2 plus 50%).</td>
</tr>
<tr>
<td>TRAMPLING SPIRITS HAUNT</td>
<td>8</td>
<td>8th</td>
<td>Perception DC 26 (to hear galloping hooves)</td>
<td>16</td>
<td>proximity;</td>
<td>1 hour</td>
<td>Ghostly cavalry appear, charging toward some unseen foe. These spectral horses stampede over all creatures within the radius, dealing 8d6 points of damage (DC 18 Reflex half).</td>
</tr>
<tr>
<td>TYRANT’S EMBRACE HAUNT</td>
<td>8</td>
<td>8th</td>
<td>Perception DC 26 (to see a skeletal hand emerging)</td>
<td>16</td>
<td>proximity;</td>
<td>1 hour</td>
<td>Skeletal hands appear and attempt to grab living creatures. All creatures within the radius are affected by enervation, as the spell (+8 touch).</td>
</tr>
<tr>
<td>TYRANT’S RECRUITMENT HAUNT</td>
<td>6</td>
<td>6th</td>
<td>Perception DC 20 (to hear a cackling laugh)</td>
<td>12</td>
<td>proximity;</td>
<td>1 day</td>
<td>The laughing voice of a man fills the chamber, “Go, go and find more to worship Absalom’s next god, Tar-Baphon.” All creatures within the radius are affected by a suggestion to establish a secret cult to Tar-Baphon in the nearest settlement (DC 15 Will negates). Creatures whose alignment is chaotic or good receive a +2 bonus on this saving throw (for a total bonus of +4 for chaotic good creatures).</td>
</tr>
</tbody>
</table>

HAZARDS

The PCs may encounter the hazards below.

<table>
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<tr>
<th>Hazard Name</th>
<th>Effect</th>
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</thead>
<tbody>
<tr>
<td>BAD AIR (CR 4)</td>
<td>Flammable vapors such as coal gas are dangerous and hard to spot; noticing these vapors in advance requires a creature to succeed at a DC 24 Survival check. The gases displace breathable air in the lungs. Creatures breathing the air must make a Fortitude save (DC 15 + 1 per previous check) each hour or become fatigued. After a creature becomes fatigued, slow suffocation sets in (Pathfinder RPG Core Rulebook 445). Creatures holding their breath can avoid these effects. In addition, any open flame or spark causes an explosion for 6d6 points of damage (Reflex save DC 15 for half) to all in the room or within 5 feet of an entrance. The fire burns away the oxygen in the air, leaving it unbreathable for 2d4 minutes. After an explosion, flammable gas usually takes several days to build up to dangerous levels again.</td>
</tr>
</tbody>
</table>
| CAVE-IN (CR 8)       | A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-wide slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a successful DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be attempted untrained as Intelligence checks. A dwarf can attempt such a check if he simply passes within 10 feet of a weakened ceiling. Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they succeed at a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they succeed at a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must attempt a DC 15 Constitution check each minute. If
he fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren’t buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 2 tons (4,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

DWEOMERSINK (CR 6)
Source: Pathfinder RPG GameMastery Guide 244

Zones of magical entropy that disrupt spells, dweomersinks are occasionally formed at the sites of great magical duels, by the destruction of powerful artifacts, or by vortices of eldritch energy at the fringes of antimagic zones. They vary in size from small bubbles only a few feet across to large areas the size of a town. A successful DC 20 Spellcraft check detects a tingling in the air that heralds the presence of a nearby dweomersink. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as dispel magic, caster level 8th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex save DC 15 for half damage). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink.

DWEOMERSINK (CR 9)
As the CR 6 version of dweomersink, except the caster level of the dispel magic effect is 14 and the DC of the Reflex save to take half damage from its burst is 18.

GREEN SLIME (CR 4)
This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

MNEMONIC CRYSTALS (CR 3)
Source: Pathfinder RPG GameMastery Guide 245

Mnemonic crystals are large (2–4 feet tall) clusters of violet quartz crystals that radiate a strong abjuration aura. They can be identified with a successful DC 25 Knowledge (arcana) check. Attuned to the unique energies of spellcraft, mnemonic crystals harvest magical energy for growth and defense. The crystals drain prepared spells from spellcasters within 30 feet, who must make DC 22 Will saves each round while in the crystals’ area. Failure results in the loss of one prepared spell, chosen randomly. Spontaneous spellcasters such as sorcerers are unaffected.

Damaging or breaking the crystals causes them to release their absorbed spells in a burst of mental energy that does 1d6 points of Wisdom damage to all creatures in a 10-foot radius. Mnemonic crystals are exceedingly fragile (hardness 0, 1 hit point). In areas thick with the crystals, creatures passing through must make DC 10 Acrobatics checks to avoid stepping on or brushing against the crystals and breaking them.

ROD GRUBS (CR 4)
Source: Pathfinder RPG GameMastery Guide 245

Parasites such as ear seekers or rot grubs cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

Rot grubs are nauseating parasites that feed on flesh and nest in corpses. Generally, a handful of the grubs infest a single corpse at a time, and a DC 15 Perception check is enough to notice and avoid the grubs. Otherwise, 1d6 grubs swiftly burst from the carcass to burrow into the creature, which can attempt a DC 15 Reflex save to avoid the grubs (but only if the creature is aware of the grubs’ presence). Any amount of damage reduction is enough to provide immunity to infestation.

Once rot grubs have infested a living body, they burrow toward the host’s heart, brain, and other key internal organs, eventually causing death. On the first round of infestation, applying flame to the point of entry can kill the grubs and save the host, but this inflicts 1d6 points of fire damage to the victim. Cutting the grubs out also works, but the longer the grubs remain in a host, the more damage this method does. Cutting them out requires a slashing weapon and a DC 20 Heal check, and inflicts 1d6 points of damage per round that the host has been infested. If the Heal check is successful, one grub is removed. Remove disease kills any rot grubs in or on a host.

ROD GRUBS

Type: infestation; Save: Fortitude DC 17
Onset: immediate; Frequency: 1/round
Effect: 1d2 Con damage per grub

YELLOW MOLD (CR 6)
If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold
must succeed at a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

TRAPS
The PCs may encounter the traps below.

CAMOUFLAGED SPIKED PIT TRAP CR 8
Type mechanical; Perception DC 25; Disable Device DC 20

Effects
Trigger location; Reset manual
Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

ELECTRICITY ARC TRAP CR 4
Type mechanical; Perception DC 25; Disable Device DC 20

Effects
Trigger touch; Reset none
Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

HAIL OF ARROWS TRAP CR 9
Type mechanical; Perception DC 25; Disable Device DC 25

Effects
Trigger visual (arcane eye); Reset repair
Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

INSANITY MIST TRAP CR 8
Type mechanical; Perception DC 25; Disable Device DC 20

Effects
Trigger location; Reset repair
Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)
Insanity Mist—inhaled; Save Fortitude DC 15; Frequency 1/round for 6 rounds; Effect 1d3 Wis damage; Cure 1 save

SHOCKING FLOOR TRAP CR 9
Type magic; Perception DC 26; Disable Device DC 26

Effects
Trigger proximity (alarm); Duration 1d6 rounds; Reset none
Effect spell effect (shocking grasp, Atk +9 melee touch [4d6 electricity damage]); multiple targets (all targets in a 40-ft.-square room)

WALL SCYTHE TRAP CR 4
Type mechanical; Perception DC 20; Disable Device DC 20

Effects
Trigger location; Reset automatic
Effect Atk +20 melee (2d4+6/+4)

WYVERN ARROW TRAP CR 6
Type mechanical; Perception DC 20; Disable Device DC 20

Effects
Trigger location; Reset none
Effect Atk +15 ranged (1d6 plus wyvern poison/+3)
<table>
<thead>
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<th>Event</th>
<th>Date</th>
<th>GM Number</th>
<th>Event Character</th>
<th>Date Character</th>
<th>Prestige Points</th>
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Pathfinder Society Scenario #8-07: From the Tome of Righteous Repose

This Chronicle sheet grants access to the following:

**Righteous Redemption:** Thanks to your work bringing a lost hero's legacy to light, key leaders in the crusader nation of Lastwall have begun seeing Pathfinders less as ruffians and more as potential allies. Between adventures or while in Lastwall, you can check the box that precedes this boon to gain one of two benefits against enemies that correspond to the threat you defeated. First, you can choose to gain a +2 bonus on attack and weapon damage rolls against such creatures, as well as a +2 dodge bonus to AC against such creatures' attacks. Alternatively, you can gain a +2 bonus on caster level checks to overcome those creatures' spell resistance, increase the save DC of your spells and abilities against those creatures by 1, and gain a +2 bonus on saving throws against those creatures' spells and abilities. Either benefit lasts until the beginning of your next turn.

- **Bones:** You gain the benefits above against undead creatures.
- **Scales:** You gain the benefits above against dragons and humanoids with the reptilian subtype.
- **Scoundrels:** You gain the benefits above against humanoids with the human subtype.
- **Tusks:** You gain the benefits above against magical beasts and humanoids with the orc subtype.

### All Subtiers

- +1 fire-forged longsword (2,615 gp)
- +1 flaming ammunition (366 gp, limit 2)
- aegis of recovery (1,500 gp)
- antiplague (50 gp)
- belt of tumbling (800 gp)
- cloak of the hedge wizard (2,500 gp)
- daredevil boots (1,400 gp)
- fire ward gel (150 gp)
- gem of four elements (acts as an elemental gem but allows the user to summon a Large air, earth, fire, or water elemental; 2,750 gp, limit 1)
- immovable rod (5,000 gp)
- miser's mask (3,000 gp)
- restorative ointment (4,000 gp)
- ring of arcane signets (1,000 gp)
- searing arrow (1,516 gp)
- shadow essence poison (250 gp, limit 4)
- soul stimulant (300 gp)
- traveler's any-tool (250 gp)
- wand of burning hands (CL 5th, 23 charges; 1,725 gp, limit 1)
- wand of cure moderate wounds (5 charges; 450 gp, limit 1)
- wand of cure wounds (18 charges; 4,050 gp, limit 1)
- wand of protection from evil (7 charges; 105 gp, limit 1)
- wand of vanish (CL 4th, 24 charges; 1,440 gp, limit 1)

### Subtier 6-7

- +1 holy ammunition (366 gp, limit 2)
- +1 undead-bane longsword (8,315 gp)
- amulet of elemental vengeance (combines the effects of an amulet of elemental strife and a necklace of fireballs [four 4d6 spheres remaining]; 6,250, limit 1)
- bloodletting kukri (6,308 gp)
- deathblade poison (1,800 gp, limit 1)
- fuse grenade (100 gp)
- ghostvision gloves (4,000 gp)
- gravewatch pendant (6,000 gp)
- knight's pennon of battle (4,500 gp)
- martyr's tear (6,000 gp)
- volatile vaporizer (2,200 gp)
- wand of cure serious wounds (5 charges; 1,125 gp, limit 1)
- wand of daylight (17 charges; 3,825 gp, limit 1)

**For GM Only**

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<tr>
<th>EVENT</th>
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<th>DATE</th>
<th>Game Master’s Signature</th>
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**Starting XP**

**XP Gained (GM ONLY)**

**Final XP Total**

**Initial Prestige**

**Initial Fame**

**Prestige Gained (GM ONLY)**

**Prestige Spent**

**Current Prestige**

**Final Fame**

**Starting GP**

**GP Gained (GM ONLY)**

**Day Job (GM ONLY)**

**Gold Spent**

**Total**