THE SOLSTICE SCAR

By Andrew Hoskins
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## GM Resources

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Player’s Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Bestiary 4*, *Pathfinder Bestiary 5*, *Pathfinder Bestiary 6*, *Pathfinder RPG Monster Codex*, *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Villain Codex*. These rules can be found online for free as part of the *Pathfinder Roleplaying Game* Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the bestiaries and codices are reprinted at the back of the adventure in Appendices 1–15 for the GM’s convenience.

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## HOW TO PLAY

*The Solstice Scar* is a *Pathfinder Society* Scenario designed for 1st- through 11th-level characters (Tier 1–11; Subtiers 1–2, 3–4, 5–6, 7–8 and 10–11). This scenario is designed for play in the *Pathfinder Society* Roleplaying Guild, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read codices, and how to find games in your area, see the campaign’s home page at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).

This is Version B of an evolving storyline that is re-released regularly with updated content.
When the Shining Crusade defeated the dread lich Tar-Baphon in 3827 AR, the lich’s lieutenants scattered, hoping to evade the crusade’s triumphant armies. Eshimka, one of the nightwalkers serving Tar-Baphon, fled north to hide and build up its power. Ivorra, a disciple of the divine martyr Vildeis, tracked the evil creature into the Tusk Mountains. There she contacted a nearby tribe of Kellids known as the Twinhorn following, and together, they formed a plan to destroy the nightwalker.

On the winter solstice, they lured Eshimka to a circle of standing stones where the Twinhorn druids used their powerful magic to bind the nightwalker. Ivorra leapt from the shadows and attacked, burying her sacred dagger deep into Eshimka’s flesh before the blade snapped off near the hilt. Try as it might, the nightwalker could not pry the blade loose. As the druids’ ritual concluded at the darkest hour of the solstice, Eshimka sensed its imminent demise and used magic to escape back to the Negative Energy Plane.

After the escape of the nightwalker, Ivorra left the ruined hilt of her blade with the Twinhorns, instructing them to place it on the center stone each year when the world grew darkest. She then traveled north, pursuing new threats in her never-ending quest to eradicate evil from Golarion. The Twinhorns have kept their promise to Ivorra over countless generations, ensuring that their nomadic circuit always brings them back to the standing stones each winter.

For centuries, Eshimka has been able to travel the planes and build up its power, gathering armies of undead followers. However, the combination of the druids’ magic and the fragment of Ivorra’s blade have prevented the nightwalker from returning; the former bars it from traveling to the Material Plane except during the winter solstice, and the latter pulses painfully with holy power as a reminder of what awaits the undead menace if it returns. Eshimka is patient and waits for the day it can gain its revenge on mortals. Each year it prepares itself to travel back, but thinks better after sensing Ivorra—in truth the hilt of her dagger—waiting to finish it off.

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Where on Golarion?
Part 1 of this adventure takes place in Absalom, where the Twinhorn warriors have broken into the Blakros Museum and retrieved their stolen relic, setting off the museum’s numerous defenses in the process. After the PCs retrieve the hilt and make peace with the Kellids, they travel north to the Twinhorn camp at the base of the Tusk Mountains, but find that Eshimka’s vanguard has already begun its invasion of Golarion. After fending off the assault, the PCs travel farther north in the Tusk Mountains that bisect the Realm of the Mammoth Lords to find a lost hero, clash with a tribe of fanatic kobolds, and battle a flight of white dragons. For more information about the Realm of the Mammoth Lords, see *Pathfinder Campaign Setting: People of the North*, available in game stores and online at paizo.com.

Realm of the Mammoth Lords
- The Solstice Stones

Absalom
Belkzen
Recently, acquisition agents from the Blakros Museum discovered the Twinhorns’ interesting tradition while following the story of Ivvora, champion of the Shining Crusade. They approached the following, asking to buy the relic to display in their new exhibit. When the Twinhorns refused, the acquisition agents decided to steal it, unwilling to let such a rare treasure rest in the hands of barbaric northerners. They quickly traveled south, returning to Absalom with their prize. Once the following became aware of the theft, they dispatched a large group of warriors to retrieve the hilt, led by Medda, the following’s spiritual leader and keeper of Ivvora’s treasured weapon. They vowed to return with it before the winter solstice, for it was not a point of pride but a matter of life and death for all living creatures in their territory.

**SUMMARY**

The PCs begin the adventure in the Grand Lodge, having just participated in the Torchbearing, an annual event to train Pathfinders and build trust between its diverse agents. In Part 1, the PCs learn from Venture-Captain Ambrus Valsin that the Blakros Museum is under attack—again. He urges the PCs to help him disable the haywire defenses and arrest the thieves who invaded the museum. The PCs must deal with the magical wards, constructs, guard creatures, and even haunted Shining Crusade relics. Once they get to the third floor, they encounter Medda and her Twinhorn warriors. While interacting with them, a bound devil escapes into the cramped lounge; the Kellids and the PCs must work together to destroy this greater threat.

After the devil is dispatched, Medda has a warrior’s respect for the PCs and is willing to discuss the Kellids’ reason for attacking. Valsin is angered to learn that museum agents resorted to theft to gain relics and promises Medda that the PCs will accompany them back to the Tusk Mountains to return the hilt, beginning the next part.

Part 2 does not appear in Version B of this adventure. (In Part 2, the PCs secure passage for their convoy through the Hold of Belkzen and fight off renegade tribes’ raiders.)

In Part 3, the PCs arrive at the Twinhorn encampment too late; Eshimka’s forces have begun flooding through a portal at the standing stones. The PCs must fight back the undead and close the rift. Once it’s sealed, the PCs learn that the attack left an extraplanar scar. Expecting an even greater invasion the next solstice, the PCs must prepare to defeat Eshimka and end the threat forever.

In Part 4, the PCs follow in the footsteps of the paladin Ivvora, seeking the place where she died battling a powerful white dragon. There, Medda hopes to commune with Ivvora in the afterlife, learning how they can reforge the broken dagger or create a new weapon to destroy Eshimka. In the process, the PCs must fight the new generations of white dragons and their kobold servitors who now inhabit the area.

**RUNNING THE EVENT**

*The Solstice Scar* accommodates varying House sizes (anything from 3 tables to 150 tables or more). The introduction and player mustering phases are built into the scenario. There is no requirement to have everyone seated before players actually begin the introduction, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

For conveying data to larger numbers of tables, a projected display can help aid the House in having access to important information including art depictions of PCs locations, maps that illustrate travel across Avistan, and a gauge in each part showing how close the House is to earning a special benefit.

**GLOSSARY OF TERMS**

*The Solstice Scar* uses several terms unique to the Pathfinder Society Special format as listed below. Each participant’s role in the event is outlined under the respective entry.

**APL:** This term indicates the Average Party Level for a participating table.

**Courier:** For larger events, the HQ Staff will need to provide some extra volunteers to wander among the tables and collect notes that report successes from the various tables.

**House:** All the PCs participating in the adventure across all subtiers.
HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Overseer GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event’s start and ensure that they are all positioned to be able to see or hear it during the event.

Part: This event is broken into three separate segments. Within each part, each individual table can generally move through encounters at its own pace, but the entire House starts and ends each part simultaneously to ensure the stage of play remains synchronized across the entire House.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players are responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Table GM: These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the Overseer GM calls time, she should notify the Overseer GM; as time allows, either run an additional encounter or have the table take a short break before the next scene change.

Every Table GM should make a special note of her table’s average party level (APL) as calculated in the Pathfinder Society Roleplaying Guild Guide. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table’s APL to determine several important skill check and saving throw DCs.

AID TOKENS

During the event, it is possible for characters at one table to assist those at another with Aid Tokens. Each represents the assistance of an allied Pathfinder agent who assist the PCs. The House should begin with a number of Aid Tokens equal to one-third \( \left( \frac{1}{3} \right) \) the number of tables, and the Overseer GM should distribute these at random to tables before beginning.

Once per encounter, any character at a table can use an Aid Token to assist the group in one of the ways described below. Once a table uses an Aid Token, one of the players then passes the Aid Token to a neighboring table for them to use. A table can only benefit from one token per encounter. Because there are a limited number of Aid Tokens; hoarding one means that somebody else doesn’t get to use it.

If a table receives an Aid Token and doesn’t need its benefits, they’re encouraged to boost its potency by expending some of their own resources or attempting a skill check. Boosting an Aid Token, including attempting a skill check, is part of passing that Aid Token to another table. A table can neither retry such a skill check nor boost an Aid Token more than once before passing it to another table. A table may boost a token even while in combat without taking any in-round actions; the scenario assumes the aid was granted before that encounter began. Players should be encouraged to write their PC name down next to the boosted effect along with any other relevant information. Using a boosted effect consumes the boost; the player should erase the boost information from the Aid Token.

Some Aid Token benefits may be used only if already boosted by another table. An Aid Token’s benefits vary based on the table’s subtier, and these benefits can take one of the following forms.

Allied Offensive: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, anyone attacking the target is considered to be flanking it until the beginning of the attacker’s next turn. In Subtiers 5–6 and 7–8, this amount increases to 2d8 points. In Subtier 10–11, this amount increases to 3d8 points. To Boost: Succeed at an attack roll against an AC equal to an Average skill check. Boosted Effect: +1d8 points of damage.

Burst of Healing: A Pathfinder agent heals all of the PCs of 1d6 points of damage. In Subtiers 5–6 and 7–8, the amount healed increases to 3d6 points. In Subtier 10–11, the amount healed increases to 5d6 points. To Boost: Expend one use of channel positive energy or cast one spell with the healing descriptor with a spell level greater than or equal to your APL/2, rounded down. A PC must cast this spell, not simply activate a wand or scroll. Boosted Effect: +2d6 points of damage healed.

Timely Inspiration: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds. In Subtiers 1–2 and 3–4, the competence bonus is +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3. To Boost: Expend 3 rounds of bardic performance or similar ability. Boosted Effect: Increase the competence bonus by 1.

Provide Knowledge (Must Be Boosted): Gain the benefits of a Knowledge skill check or Spellcraft skill check used to identify a magical item; the type and difficulty (Easy, Average or Hard) depend on the table granting the benefit. To Boost:
Succeed at a Knowledge check of your choice, the result of the check (Easy, Average or Hard) should be noted on the Aid Token.

**Provide Spellcasting (Must Be Boosted):** Gain the benefits of a beneficial spell cast by an ally as listed on the Aid Token. *To Boost:* Cast one of the following spells and note your PC’s name and caster level on the Aid Token: *lesser restoration, neutralize poison, remove curse,* or *remove disease.* Only these spells may be granted. Expending resources that produce the effects of these spells, such as a paladin’s mercy class feature, may also grant these benefits.

**TIMELINE**
The Solstice Scar should take less than 5 hours. Each section transitions automatically after a certain amount of time passes. In general, each part should take no longer than 90 minutes, allowing approximately 30 minutes total for transitions, mustering, and filling out Chronicle sheets. Individual parts have more detailed information about their time breakdown.
PART 1: CHAOS AT THE MUSEUM

Medda and her warriors have scouted the Blakros Museum. They discovered Ivvora’s hilt on display on the 2nd floor and planned to come back for it once the museum closed. After sunset, they crept up, forced open the front door and headed upstairs under cover of obscuring mist.

Medda planned on taking Ivvora’s hilt and leaving right away, but the museum’s security features activated and blocked their escape. During the fight, the resonant power imbued in Ivvora’s hilt animated the Shining Crusade relics nearby, in some cases even awakening the spirits of long-dead crusaders. These haunted objects now run rampant through the museum, clashing with the site’s defenses and tearing apart the building. Nigel Aldain, the museum’s curator, tried to disable the security and calm the roused spirits, but his efforts couldn’t quell the phenomena. He immediately sought out help at the Grand Lodge.

BEGINNING PART 1

As the event begins, players have approximately 15 minutes for mustering, during which they may introduce themselves and learn about their team. Once the players arrive at the table, the Table GM should read or paraphrase the following.

The fourth and final day of training has come to a close at the Grand Lodge of Absalom, heralding the end of this year’s Torchbearing. Pathfinders the world over attend this annual symposium to share their knowledge, teach each other new skills, and reinforce their connections across the Inner Sea and beyond. To celebrate the end of festivities, the lodge has hosted a grand banquet in the visiting agents’ honor. A refreshing winter breeze blows through an open window, flickering torches and sending papers scattering. The smell of freshly baked desserts fills the air while initiates clear away the remnants of the first course.

If any of the PCs is a member of the Restful Pathfinders’ Lounge (by possessing the vanity of the same name from page 61 of *Pathfinder Campaign Setting: Pathfinder Society Field Guide*), they can attend a special private banquet that grants that PC the benefits of hero’s feast for the duration of Part 1. Each PC with this vanity can invite one guest (such as another PC or an animal companion) to gain the benefits, too.

The Three Masters, along with other notable Pathfinders, taught a variety of classes, from Golarion’s history to spellcasting techniques, and ran obstacle courses and a triathlon. Have the PCs describe the subject about which they learned the most, filling in details with your favorite Pathfinder agent. Each PC should choose one skill. For the duration of this adventure, that PC either treats it as a class skill or gains a +1 bonus on checks with that skill if it was already a class skill.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Based on the result of their skill check, the PCs might know more about the Torchbearing. They learn all of the information whose DC is equal to or less than the result of their check.

- **15+:** The Three Masters use the event to keep an eye out for particularly talented agents that embody the Pathfinder Society ideals: Explore, Report, and Cooperate.
- **20+:** At the end of the Torchbearing, the most exemplary agents are publicly recognized and given special wayfinders.
- **25+:** Sometimes Pathfinder agents disappear for hours during the course of events. Rumors suggest they are brought before The Decemvirate, but no one can agree on why.

Once the PCs have settled in, the Table GM should read or paraphrase the following, then give the players the Player Handout.

As the Pathfinders conclude the dessert course, a small origami swan flutters through the room and lands on the center of the table. In moments, it unfolds itself into a crisp and creaseless piece of paper.

After receiving the missive, the PCs might recall some information based on their studies and experiences.

**KNOWLEDGE (NOBILITY)**

Based on the result of their Knowledge (nobility) check, the PCs might know more about the Blakros Family. They learn all of the information whose DC is equal to or less than the result of their checks.

- **10+:** The Blakros are one of the wealthiest and most well-known merchant families from Taldor. They own a variety of businesses with interests all over the Inner Sea.
- **15+:** For years, the Pathfinder Society and the Blakros family have been allies, even if only at arm’s length. Occasionally the family invites notable Pathfinders to one of its high-society affairs.
- **20+:** The Blakros family has been involved with some shady organizations during its rise to power, including the Onyx Alliance and House Thrune.

**KNOWLEDGE (LOCAL)**

Based on the result of their Knowledge (local) checks, the PCs might know more about the Blakros Museum. They learn all of the information whose DC is equal to or less than the result of their checks.

- **10+:** The Blakros Museum is located in the Wise District, owned by the Blakros family, and curated by Nigel Aldain (a former Pathfinder). It is open to the public when an exhibit is on display. Though the exterior of the building is ugly and squat, patrons marvel at how much bigger it is on the inside.
The museum has been closed for the past several months, ramping up for a huge exhibit, “Legacy of the Shining Crusade,” opening next week.

Rumors suggest that shadow magic makes the inside of the museum larger. A few years ago the inside changed drastically, which drew the curiosity of many in Absalom.

Ralzeros the Overwatched was a powerful wizard who owned the building before the Blakros Family. Evidence suggests he cursed the building on his death. The number of accidents and strange events that occur there would seem to support that rumor.

**KNOWLEDGE (LOCAL)**

Based on the result of their Knowledge (local) checks, the PCs might know more about Nigel Aldain. They learn all of the information whose DC is equal to or less than the result of their checks.

**10+:** Though the relationship between the Society and Nigel is often strained, they remain steadfast allies. Nigel often collaborates with the Society, loaning artifacts and trading information. He has obsessively researched the Shining Crusade for the past several months.

**15+:** Nigel is a former Pathfinder who resigned after marrying Dhрамi Blakros; the position of curator was part of his marriage contract.

**20+:** Nigel’s museum has suffered many mishaps since he became curator, which the Society has regularly helped clean up. Nigel still tries to distance himself from the Society and act independently, but when trouble befalls the museum, he often turns to the Society for help.

**25+:** Recently, Nigel has spent a fortune in security for the museum, particularly in magical protections from the Arcanamirium and Golemworks in Magnimar.

**A FRIEND IN NEED**

After mustering is complete and the House is ready to begin, the Overseer GM should read the following aloud.

The front doors of Skyreach burst open with a loud crack. Venture-Captain Ambrus Valsin strides to the edge of the platform, with a slender elf dressed in practical but expensive clothing trailing meekly behind. The red-faced venture-captain addresses the crowd in a booming voice. “Pathfinders, I regret interrupting the festivities, but we have something of a situation. Approximately twenty minutes ago, unknown forces invaded the Blakros Museum. Fortunately for everyone involved, the Torchbearing is about cooperation and helping our colleagues, so let’s think of this less as an inconvenience and more as an opportunity to practice what we preach.”

The elf, Nigel, exhales sharply, then speaks, “Now, Ambrus, I’ve spent a king’s ransom fortifying the museum from all sorts of invaders: sentinels from the Golemworks, magical wards from the Arcanamirium, and even contracts for guard beasts, both magical and mundane—spared no expense. I didn’t want to come here, but I’ve got no choice.”

Valsin’s forced smile cracks slightly, showing his annoyance. “Out with it, Nigel. Get to the point.”

“Someone broke into my museum and set off the magical protections! I was preserving priceless Shining Crusade pieces for our new exhibit when the first alarm activated. I sent for district guards and went to investigate, but by the time I arrived, the thieves had already locked themselves in my study. They somehow caused the Shining Crusade relics to fly around the museum and attack my sentinels. Everything is going haywire! The magical traps started to target me, the sentinels are not responding to my commands, and—”

Valsin holds out a hand to steady the increasingly agitated elf. “The last you knew, the thieves were still in your study?” Nigel nods. “Very well. Pathfinders: the Seekers should prepare to teleport directly into the Blakros study—”

“That won’t work,” Nigel interrupts, “The study is magically sealed. After that dreadful Numerian exhibit, I turned it into a magical safe room. The robbers must have figured out how to activate it; no one can get in or out while the wards hold. I can work on breaking the wards, but meanwhile my sentinels are smashing up the collection. Some of those priceless relics are on loan from your own Society lodges, so helping me is really helping yourselves.”

“Fine.” Ambrus Valsin takes a deep breath and then turns to the assembled Pathfinders. “Pathfinders, go to the Blakros Museum, secure any relics you can, disable the security systems, and apprehend the looters if possible. Stay safe.”

In this Part, the PCs have 55 minutes to fight their way through the first floor, find a way up to the second floor, and to try and disable the wards and magical traps. After 55 minutes has passed, the magical wards on the third floor dissipate; PCs should head there directly to confront Medda and her Twinhorn warriors.

**TABLE GM INSTRUCTIONS**

The PCs need to find a way into the museum and discover what is going on. They can stay on the first floor or travel...
directly up to the second floor, effectively allowing the PCs to perform the encounters in areas A and B in any order. Wards around the third floor (area C) prevent the PCs from entering as if the area were magically protected against teleportation, ethereal intrusion, and brute force.

Scouting: If the PCs would like to scout out the various locations, they may do so, but any scouting PCs must succeed at an Average Stealth check or be discovered and immediately trigger the next encounter. Other PCs arrive 1d3 rounds later. If the scouts’ Stealth check is successful, they can examine an encounter area and its creatures without being noticed. If the PCs desire, they can then evade that encounter entirely and seek out a different one.

Final Encounters: Parts 1 and 3 of this adventure conclude with a final encounter during the last 30–35 minutes of that part. When the Overseer GM announces that the final encounter area is accessible, endeavor to transition the group to that encounter within the next several minutes. It’s okay to wrap up an ongoing encounter with some quick narrative in order to give the group plenty of time with the final encounter.

When the Overseer GM announces this transition, she also notes that the High Stress, Subdued Defenses, or Peace in the Museum condition is in effect. The effects of these effects appear in the Kellids Under Stress sidebar on page 16.

Reporting: For most encounters the PCs successfully overcome (through combat, negotiation, or otherwise), the Table GM should send a Runner to report one success to the Overseer GM. Rarely, an encounter might ask the GM not to report any success but instead move to another encounter. In Part 1, PCs can pursue a more challenging encounter by attempting to disable the magical wards around the museum, represented by the encounter in area A3. After successfully completing this encounter, the Table GM should send a Runner to report a special success to the Overseer GM. Each encounter has a Reporting entry at the very end that notes how to handle successes.

If the PCs kill Medda in encounter C, report a Kellid Slain to the Overseer GM. Once enough tables report this event (one-third, rounded up), the Overseer GM announces the Tragic Death effect, which lasts until the end of the scenario.

Failing Wards: This condition triggers and affects the entire House once enough tables have reported special successes. In the Guard Creatures (area A2) and Trapped Twinhorns (area C) encounters, reduce the DC of Bluff, Diplomacy, Handle Animal, and Intimidate checks by one step (Hard to Average and Average to Easy). All creatures in the Automated Defenses (area B) and Magical Wards (area A3) encounters take a –1 penalty to AC and on attack rolls, saving throws, skill checks, and ability checks.

Tragic Death: This condition triggers and affects the entire House when enough tables have reported Kellid Slain instances (one-third, rounded up). Adjust the scenario’s read-aloud text as indicated to compensate for Medda’s absence. When in doubt, Anok can stand in for her involvement. At the end of Part 1 she is restored to life, but she never quite trusts the Pathfinders.

OVERSEER GM INSTRUCTIONS

During Part 1, the Overseer GM tallies reported successes, special successes, and Kellid Slain notifications. The Overseer GM is also responsible for making announcements to the House, tracking time, and managing the transition to the adventure’s next part.

After 35 Minutes: Once the House has had 35 minutes in which to explore areas A and B, the Overseer GM should make the following announcement to indicate that area C is now accessible.

After a loud crack and a ripple of arcane energy, silence falls across the museum as the construct guards freeze in place and haunted relics drop to the ground. Nigel’s voice rings out, magically projected throughout the museum: “We’ve disabled the magical security measures. Since we haven’t found the thieves yet, they must be hiding in my third-story study. Please subdue them; they have much to answer for!”

Additionally, immediately read aloud one of the following three entries based on the number of successes the House has reported (see the Successes section below).

Successes: The number of successes reported affects which extra condition is in effect after 55 minutes when the House can enter area C. If the House has reported a number of successes equal to or less than 1.5 × the number of tables, the High Stress condition is in play. If the House has reported a number of successes greater than 1.5 × the number of tables and less than 2.5 × the number of tables, the Subdued Defenses condition is in play. If the House has reported a number of successes equal to or greater than 2.5 × the number of tables, the Peace in the Museum condition is in play.
For the High Stress condition, read the following aloud.

The ongoing cacophony of clockwork defenders, yowling beasts, and exploding traps nearly drowns out Nigel Aldain’s voice. To those hiding on the third floor, the rest of the museum sounds like a war zone.

Table GMs: the High Stress condition is in effect, and the way to area C is now open. Please move to that encounter area swiftly.

For the Subdued Defenses condition, read the following aloud.

The clatter of a Pathfinder toppling a clockwork defender garbles some of Nigel Aldain’s announcement, and there are still intermittent sounds of battle throughout the museum. There’s no question that the Society’s efforts have quelled the worst of the trouble, and hopefully that will reassure whoever hides on the third floor.

Table GMs: the Subdued Defenses condition is in effect, and the way to area C is now open. Please move to that encounter area swiftly.

For the Peace in the Museum condition, read the following aloud.

Nigel Aldain’s announcement echoes through a museum littered with shattered clockwork and toppled exhibits. There’s no question that the Pathfinders have quelled the building’s defenses, and perhaps the peaceful silence will set whoever hides on the third floor at ease.

Table GMs: the Peace in the Museum condition is in effect, and the way to area C is now open. Please move to that encounter area swiftly.

Special Successes: Runners report special successes following the successful completion of the encounter in area A3, and these contribute to activating the Failing Wards condition. Once the House has reported a number of special successes equal to one-third (1/3) the number of tables, rounded up, read the following aloud.

A high-pitched buzz pervades the museum, rising in frequency to the point of being inaudible. A moment later, a rolling boom echoes through the museum like thunder, and the glowing wards around the museum begin to fade.

Table GMs, the Failing Wards condition is in effect.

A terrible scream fills the air, echoed by a ghastly, ethereal wail. Table GMs, the Tragic Death condition is in effect.

Concluding Part 1: This part should end 90 minutes after mustering ends. See the Concluding Part 1 section on page 18.

A. THE MUSEUM ENTRANCE

Dozens of Wise District guards surround the Blakros Museum. The sergeant nods to Ambrus Valsin as he approaches, a subtle smirk dancing across the venture-captain’s face. The museum itself is alight with swirling whorls of color and the sounds of metal and stone clashing. Occasionally, brief flashes of light burst from the front entrance, illuminating a toppled banner that says “Legacy of the Shining Crusade.”

The PCs may take their time to scout out encounters inside the museum (areas A1 or A2). If they’re up for a challenge, they may attempt to disable the magical wards (area A3).

The sergeant of the Learned Guard is Svaralk of Asleifar (N human middle-aged barbarian 3/rogue 2), a broad-shouldered Ulfen man who retired to Absalom after serving in Grand Prince Stavian III’s Ulfen Guard. In his seven years of service to the city, he’s responded to numerous catastrophes at the Blakros Museum, though none quite so dramatic as this. He has ordered his subordinates to withdraw and form a perimeter after an initial attempt to quell the animated relics failed. Even so, Svaralk is somewhat bemused by the scene, perceiving it as further proof of the museum’s reputation for trouble.

Svaralk can provide the PCs an overview of the museum’s layout and identify that there are animated relics, guard animals, and clockwork creatures skirmishing with each other within. After Nigel Aldain harangued him for dereliction of duty in not immediately retaking the museum, Svaralk’s in no rush to sacrifice lives until the competing creatures inside wear each other down. He doesn’t hold this outburst against Nigel, recognizing that the elf is rightfully concerned—albeit rather precious—about his exhibit.

In the event the PCs are really struggling in this Part of the adventure, Svaralk can provide them three potions of cure moderate wounds as a professional courtesy. He considers the cost negligible, given the fortune he earned as part of the Ulfen Guard.

A1. HAUNTED BY MEMORIES

Under a sign that reads “The Shining Armory,” priceless Shining Crusade artifacts displayed on pedestals creak and move by some unseen force. Eerie light seems to dart between the
THE SOLSTICE SCAR

objects while the din of a raging battle echoes throughout
the chamber. The central feature is a low, artificial hill atop
which stand two stuffed owlbears surrounded by shattered
undead foes. Each of the beasts wears chainmail barding and
an orange-and-black caparison depicting a stylized owlbear. A
dead man dressed in furs lies on the floor before a suit of full-
plate armor.

When Medda and her Twinhorn brethren came under
attack by the museum’s defenses, Ivvora’s hilt called out to
the Shining Crusade relics on display and stirred the psychic
energy held within each object. The warrior is from the
Twinhorn following and was slain by an animated longsword.

Creatures: The Shining Crusade attracted soldiers of all
stripes, from Taldor’s official armies and hedge knights
to independent mercenary corps. The Order of the Sable
Owlbear joined the crusade late but made a lasting name
for itself on the field of battle, and Nigel Aldain has gathered
dozens of relics from the mercenary company—including
two stuffed owlbears prepared by some of the corps’
descendants. The lingering resonance of these relics have
infused them with their long-dead owners’ will, animating
them to fight all comers.

A plaque at the base of the artificial hill notes the
company’s name and lists some of its accomplishments, and
a PC who succeeds at an Average Knowledge (nobility) check
can recognize the group based on the owlbears’ caparisons.

SUBTIER 1–2 (CR 3)

SHINING CRUSADE BANNER
hp 36 (see page 46)

TACTICS
During Combat The animated banner subdues creatures. It
immediately drops and ignores unconscious creatures.

SUBTIER 3–4 (CR 5)

SHINING CRUSADE BANNERS (2)
hp 36 each (see page 53)

TACTICS
During Combat The animated banner subdues creatures. It
immediately drops and ignores unconscious creatures.

SUBTIER 5–6 (CR 8)

ANIMATED OWLBEAR MASCOT
hp 89 (see page 60)

SUBTIER 7–8 (CR 10)

ANIMATED OWLBEAR MASCOTS (2)
hp 89 each (see page 71)

SUBTIER 10–11 (CR 13)

ANIMATED HERO’S REGALIA
hp 132 (see page 82)

ANIMATED OWLBEAR MASCOTS (2)
hp 89 each (see page 82)

Reporting: If the PCs successfully overcome this
encounter, report one success to the Overseer GM.

A2. GUARD CREATURES

Long shadows cast by ruined displays and broken furniture litter
the floor. A humanoid-shaped figure made of shattered clockwork
lies slumped over a bench. Above, an elaborately painted sign
reads “Crusader’s Chronicles.”

Nigel rents well-trained guard dogs to supplement his
magical security. He has also convinced dweomercats to
guard the museum at night, earning their service in exchange
for information about unusual magical discoveries.

One of the clockwork servants (see area B1) mistook the
guard creatures for invaders and began attacking them; they
tore it apart, and it lies here, useless.

Creatures: In Subtier 1–2 and 3–4, the PCs come across
startled guard dogs that lash out at any creature that comes
near them; treat them as hostile. With a successful Hard
Handle Animal check or Average wild empathy check, a
PC can calm the dogs down and avert a fight. A subsequent
successful Average Handle Animal check allows the PCs to
lead the dogs out of the museum and away from harm.

In Subtier 5–6, 7–8 and 10–11, the PCs cross paths with
one or more of the dweomercats on guard duty; they have
remained hidden, fascinated by the interaction between the
artificial guards and the haunted relics. The dweomer cat
decides to interrogate the PCs, both curious about the
mayhem and attempting to do its duty. If the PCs succeed at
a Hard Bluff or Diplomacy check—only Average if the PCs
speak Sylvan—then the dweomercat decides not to attack
them and can describe some of the other defenses in the
museum. If the PCs fail to convince the dweomercat they are
there to help, the cat attacks, believing the PCs are a threat
to the museum.

SUBTIER 1–2 (CR 3)

DOGS (3)
hp 6 each (Pathfinder RPG Bestiary 87; see page 45)

ALPHA DOG
hp 13
A. The Museum Entrance

1 square = 5 feet
THE SOLSTICE SCAR

SUBTIER 3–4 (CR 5)

GUARD DOGS (3)  CR 2
Advanced riding dog (Pathfinder RPG Bestiary 294, 87; see page 52)
hp 17 each

SUBTIER 5–6 (CR 8)

ADVANCED DWEOMERCAT  CR 8
hp 105 (see page 60)

SUBTIER 7–8 (CR 10)

ADVANCED DWEOMERCATS (2)  CR 8
hp 105 each (see page 72)

SUBTIER 10–11 (CR 13)

DWEOMERLIONS (2)  CR 11
Variant dweomercats (see page 83)
hp 147 each

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

A3. MAGICAL WARDS

Thousands of glowing glyphs form a protective shell around the outside of the museum, casting a sparkling aura of light that bounces off the fountain’s waters.

Nigel commissioned these wards from the Arcanamirium to capture intruders alive for questioning, but he didn’t foresee their magic interfering with the constructs he purchased from Magnimar’s Golemworks. Once the constructs became aggressive, the magical runes stopped responding to Nigel’s command word to deactivate them.

Creatures: The magical runes that protect the museum act like intelligent swarms, targeting violent creatures in the area. Though they’re quite resilient to damage, doing enough physical harm to them causes them to lapse into a regenerative stasis for about a minute before they resume protecting the museum. The runes also have control over the museum’s magical traps; the activation area is a 20-foot-by-20-foot space centered on a swarm.

Due to the swarms’ resilient nature, the easiest way to permanently shut them down is to disable the runes. A PC that is adjacent to the runes can attempt to shut them down by performing an Average Disable Device, Knowledge (arcana), Linguistics, Spellcraft or Use Magic Device check. It takes 10 successes to destroy a swarm, and after 5 successes, reduce the swarm’s distraction DC by 4. If a PC’s skill check result would succeed at a Hard skill check DC, the PC earns two successes instead. Casting dispel magic, erase, or a similar effect on the swarm earns a number of successes equal to the spell’s level (minimum 2).

Failing one of the Average DC skill checks above reduces the reset time of each trap by 1 round (maximum one reduction per round).

Traps: Nigel installed magical traps all around the museum. The magical rune constructs control the traps, so they cannot be disarmed normally.

SUBTIER 1–2 (CR 4)

LIVING RUNES  CR 3
hp 26 (see page 45)

ARCANE GLUE TRAP  CR 1
Type magic; Perception DC 26; Disable Device see Creatures above

EFFECTS
Trigger location (alarm); Reset 1d4 rounds
Effect atk +10 touch (target is entangled as if hit by a tanglefoot bag)

SUBTIER 3–4 (CR 5)

LIVING RUNES  CR 3
hp 26 (see page 52)

MERCIFUL BURNING HANDS TRAP  CR 3
Type magic; Perception DC 26; Disable Device see Creatures above

EFFECTS
Trigger location (alarm); Reset 1d4 rounds
Effect spell effect (merciful burning hands, 3d4 nonlethal fire damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

SUBTIER 5–6 (CR 9)

SHIFTING RUNES  CR 7
hp 58 (see page 62)

MERCIFUL FIREBALL TRAP  CR 5
Type magic; Perception DC 28; Disable Device see Creatures above

EFFECTS
Trigger location (alarm); Reset 1d6 rounds
Effect spell effect (merciful fireball, 6d6 nonlethal fire damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 20-ft. burst)
PATHFINDER SOCIETY SCENARIO

SUBTIER 7–8 (CR 11)

SHIFTING RUNES (2) [CR 7]
hp 58 each (see page 73)

MERCIFUL CHAIN LIGHTNING TRAP (2) [CR 7]
Type magic; Perception DC 31; Disable Device see Creatures on page 13

EFFECTS
Trigger location (alarm); Reset 1d6 rounds
Effect spell effect (merciful chain lightning, 8d6 nonlethal electricity damage, DC 19 Reflex save for half damage); multiple targets (up to eight targets in a 20-ft. burst)

SUBTIER 10–11 (CR 14)

SWIRLING RUNES [CR 13]
hp 117 (see page 85)

MAZE TRAP [CR 9]
Type magic; Perception DC 33; Disable Device see Creatures on page 13

EFFECTS
Trigger location (alarm); Reset 1d6 rounds
Effect spell effect (maze)

Development: If the PCs are defeated or flee, they do not get a second chance to disable the runes. Have the PCs begin a different encounter.

Reporting: If the PCs successfully overcome this encounter, report one special success to the Overseer GM.

B. UPPER FLOORS

Many of the smaller exhibits and relics are on the second floor. This is also where the museum has several offices and classrooms for holding lectures.

AUTOMATED DEFENSES

Gears, glass, and chunks of wax litter the polished wood floor under a sign that proclaims “Scars of the Lich.” The corpse of a Kellid warrior lies in a pool of blood, her furs soaked through. A constant ticking and whirring sound echoes in this area.

Nigel sent a literal cartful of coins to the Golemworks in Magnimar for reliable security constructs that could double as waitstaff or art pieces. During operating hours the clockwork constructs clean, assist guests, and help patrons feel safe. The clockwork golem acts as a beautiful clockwork partition wall while the wax golems act as art pieces bedecked in replica Shining Crusade regalia.

However, Nigel didn’t have the Golemworks mages work with the Arcanamirium wardsmiths, and their magic is reacting poorly; none of the command words are working on the golems and they see every moving creature as an immediate threat.

Creatures: The constructs attack all creatures and do not respond to shut down commands.

SUBTIER 1–2 (CR 3)

WAX GOLEM [CR 3]
hp 42 (Pathfinder RPG Bestiary 4 133; see page 47)

TACTICS

During Combat Artificers shaped the wax golem based on a portrait of a long-dead crusader. When the PCs encounter the golem, it has started to develop sentience. This gives it the mannerisms of a crusader, but not the feats or skills listed in the Conditional Sentience ability. The golem believes one of Tar-Baphon’s cultists has trapped it in a nightmare.

SUBTIER 3–4 (CR 5)

CLOCKWORK SERVANTS (3) [CR 2]
hp 31 each (Pathfinder RPG Bestiary 3 56; see page 52)

SUBTIER 5–6 (CR 8)

CLOCKWORK SOLDIERS (2) [CR 6]
hp 64 each (Pathfinder RPG Bestiary 3 57; see page 60)

SUBTIER 7–8 (CR 10)

CLOCKWORK GUARDIANS (2) [CR 8]
hp 85 each (Pathfinder RPG Bestiary 6 61; see page 71)

SUBTIER 10–11 (CR 13)

ADVANCED CLOCKWORK GOLEM [CR 13]
hp 118 (Pathfinder RPG Bestiary 2 137; see page 82)

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

C. CONFRONTING THE INTRUDERS

The magical defenses Nigel Aldain referenced protect the third floor, preventing the PCs from traveling there until the Overseer GM announces that it is accessible.

TRAPPED TWINHORNS

The Table GM should read or paraphrase the following.

The mahogany walls and domed, plaster ceiling both show signs of heavy damage. Most of the luxurious furniture and the crystal chandelier are intact. The contents of cabinets and bookcases lie strewn about the floor. A small wooden panel near the door hangs open, revealing an arcane sigil covered in scorch marks.
Kellids Under Stress

The Twinhorn Kellids have been trapped here for some time, and the chaos they hear outside set them on edge. The noisier and more violent the museum sounds are when the PCs approach, the more stressed and aggressive the Kellids are. This is represented by one of three possible conditions that the Overseer GM announces when area C becomes accessible.

High Stress: The PCs must succeed at two Hard Bluff or Diplomacy checks to calm the Kellids in the Trapped Twinhorns encounter. The Kellids and Anok gain a +1 morale bonus on attack rolls, damage rolls, and saving throws. In Subtiers 7–8 and 10–11, increase this bonus to +2.

Subdued Defenses: Run the encounters in area C as written.

Peace in the Museum: The PCs need only succeed at an Average Bluff or Diplomacy check to calm the Kellids in the Trapped Twinhorns encounter.

After the Twinhorns obtained Ivvora’s hilt, they fled from the construct guardians into this tower room. One of the Kellids found and activated the magical sigil near the exit. Though he was hoping to lock the door, he instead activated a sort of magical panic room, preventing anything from getting inside, but also preventing them from getting out. When Nigel and the Pathfinders finally disabled the wards, the arcane sigil near the door sparked and sizzled. The Twinhorns tested the door, realized they could escape, and then started to gather their gear. In shorting out the wards, the Society inadvertently weakened several other safeguards that suppressed evil relics stored throughout the museum. Upon finally breaking free during the encounter The Devil’s Due, these evils manifest as fiends.

Once the PCs enter the room, the Table GM should read or paraphrase the following.

A Kellid woman dressed in furs with intricate scars all over her body steps forward. She holds a hand up and says, “Stay back. We are members of the Twinhorn following, and we have only come to retrieve what was stolen from us.”

A towering figure steps forward; his translucent red form is that of a man clad in heavy armor and wielding twin warhammers. “Medda, they must be in league with the thieves; they should die for crossing us.” The man’s voice sounds hollow and unnaturally loud, and as he speaks, the chandelier glows with a dull light.

The woman, Medda, puts a hand on the figure’s arm and says, “Maybe we should give them a chance to explain themselves, Anok.”

Creatures: Medda and her Kellid warriors are eager to leave, and they don’t wish to fight the PCs; however, they attack if not reassured and provided a means to escape. Anok is the manifested phantom of an ancient Kellid warrior bound to Medda. The PCs have a chance to learn about the Twinhorns’ stolen artifact and have a chance to befriend them. With a successful Hard Bluff or Diplomacy check, the PCs can convince the Twinhorns to leave peacefully and talk with Nigel to find a peaceful solution. Otherwise, the Twinhorn warriors feel there is no way to escape without violence, and any offer by the PCs is trickery. Note that the combat only lasts until Anok is slain or Medda is reduced to half her hit points (see Development on page 17).

Below are likely questions the PCs may have. Medda’s speech is forcefully calm, for she suspects treachery but is hoping the PCs see reason. Anok’s voice is deep, booming, and hollow. He assumes the PCs are treacherous and would rather fight. If Medda dies, Anok manifests as an unfettered phantom and can answer all of the questions below, though he does so more aggressively than Medda.

Who are the Twinhorn following? Medda responds, “We are from the northern lands—the Realm of the Mammoth Lords to you southerners. Our following, or tribe, has been searching for our stolen heritage for months.”

What was stolen from you? Medda responds, “These Blakros people stole our most precious heirloom.” Medda retrieves a bundle of bloody bandages, then unwraps it to reveal a dagger hilt with only the fragment of a black blade. “It belonged to Ivvora, a champion of Vildeis who vanquished the great black evil from our land over 900 years ago. We kept it safe until the Blakros agents stole it three months ago.”

How do you know it was them? Anok responds, “They came into our camp asking about Ivvora. Medda gave them shelter and told Ivvora’s story, but we would not part with the hilt. The next morning the hilt and the Blakros agents were gone. We tracked it here, to this building.”

Who is Ivvora? Anok replies, “She was a scourge against evil, a true friend, a dwarf, and a devotee of Vildeis. Choose your own answer.”

Is that a ghost? Anok growls, “I’m a phantom, not a ghost. I am Anok, and I protect the guardian of Ivvora’s hilt, Medda.”

Who are you, Medda? Medda opens her mouth to answer, but Anok steps forward defensively and proudly announces, “She is the guardian of Ivvora’s hilt, passed from keeper to keeper for generations—or for her, from parent to child. She is the first evening’s daughter in decades,” he boasts, earning him a withering look from Medda before he adds, “And it is she who can sense and wield the hilt’s power properly.”

What is an evening’s daughter? Medda shoots Anok a scolding glare before explaining. “An evening’s child is one who realizes and expresses their true identity later in life. I am an evening’s daughter because when I was born, my tribe mistook me for a male child. My connection to our
ancestral spirits has helped me transform in body, not just soul. As you are strangers, I would rather leave it at that."

Anok pales to a rosy hue before muttering an apology: “I misspoke, Medda. I forget that few are as open as I am about one’s past lives.”

Can you prove the hilt is yours? Medda replies, “It is bound to me.” She grasps the hilt tightly, then her eyes begin to glow with a brilliant white light as her scars begin to seep thin rivulets of blood. “Does that answer your question?”

Why not just ask for it back? Medda answers, “We did. That Nigel man refused. He said he did not honor ‘seller’s remorse.’”

Why did you cause all that destruction downstairs? Anok responds, “When the metal men attacked us, Ivora’s spirit called through the hilt to her allies’ armaments. She protects us, even now.”

SUBTIER 1–2 (CR 3)

ANOK THE VENGEFUL  
hp 15 (see page 46)

MEDDA SPIRITBEARER  
hp 19 (see page 45)

TWINHORN SCOUTS (2)  
N cutpurse (Pathfinder RPG NPC Codex 144; see page 46)  
hp 10 each

SUBTIER 3–4 (CR 5)

ANOK THE VENGEFUL  
hp 15 (see page 53)

MEDDA SPIRITBEARER  
hp 19 (see page 45)

TWINHORN ARCHERS (2)  
Guard sniper (Pathfinder RPG Villain Codex 46; see page 46)  
hp 27 each

SUBTIER 5–6 (CR 8)

ANOK THE VENGEFUL  
hp 45 (see page 61)

MEDDA SPIRITBEARER  
hp 56 (see page 61)

TWINHORN SKIRMISHERS (2)  
Elite marauder (Pathfinder RPG Villain Codex 133; see page 62)  
hp 42 each

STATISTICS
SQ favored terrain (forest +2), hunter’s bond (companions), track +2, wild empathy +4

SUBTIER 7–8 (CR 10)

ANOK THE VENGEFUL  
hp 45 (see page 73)

MEDDA SPIRITBEARER  
hp 56 (see page 72)

TWINHORN CHAMPIONS (2)  
Elite marauders (Pathfinder RPG Villain Codex 38; see page 73)  
hp 81 each

STATISTICS
SQ favored terrain (forest +2), hunter’s bond (companions), track +2, wild empathy +4

TWINHORN COMPANIONS (2)  
Wolverine animal companion (see page 85)  
hp 63 each

SUBTIER 10–11 (CR 13)

ANOK THE VENGEFUL  
hp 67 (see page 84)

MEDDA SPIRITBEARER  
hp 93 (see page 83)

TWINHORN CHAMPIONS (2)  
Beast trainer (Pathfinder RPG Villain Codex 38; see page 85)  
hp 81 each

TWINHORN COMPANIONS (2)  
Wolverine animal companion (see page 85)  
hp 63 each

Development: If the PCs calm Medda without violence, the Kellids
begin to gather their gear to depart, though the growing fiendish presence here manifests and attacks; begin the encounter The Devil’s Due immediately (see below). If the PCs fight Medda, the chandelier falls at the beginning of the round after Anok is defeated or Medda is reduced to below half her hit points.

**Reporting:** Do not report successes to the Overseer GM. If Medda is killed, report a Kellid Slain to the Overseer GM.

**THE DEVIL’S DUE**

**Creatures:** As Medda and her companions gather their belongings, the fiendish influences left unshielded by the disabled wards break free, causing the chandelier to crash to the ground. A devil then manifests atop the wreckage. This is a rare fiend that Nigel had hoped to trade to a collector of pre-Thrune Chelish relics, and the outsider is furious.

The appearance of a devil changes the Twinhorn warriors’ priorities. Medda asks the PCs for help in battling the fiend while she motions for her Kellid companions to stay clear of the devil. Anok aids the PCs in confronting the devil while Medda uses her magic to keep the PCs alive.

**Hazard:** When the chandelier falls into the 10 foot square in the center of the room, anyone caught under it takes 1d6 damage and is pushed back 5 feet; an Easy Reflex save negates the damage but not the forced movement.

**SUBTIER 1–2 (CR 3)**

**DREAD LEMURE**

CR 3

Advanced lemur (Pathfinder RPG Bestiary 294, 79; see page 45)

hp 28

**SUBTIER 3–4 (CR 5)**

**BEARDED DEVIL**

CR 5

hp 57 (Pathfinder RPG Bestiary 73; see page 52)

**SUBTIER 5–6 (CR 7)**

**WARMONGER DEVIL**

CR 7

hp 100 (Pathfinder RPG Bestiary 5 81; see page 62)

**SUBTIER 7–8 (CR 10)**

**ADVANCED BONE DEVIL**

CR 10

hp 125 (Pathfinder RPG Bestiary 294, 74; see page 71)

**SUBTIER 10–11 (CR 13)**

**MOTHER OF SPIKES**

CR 13

Advanced giant barbed devil (Pathfinder RPG Bestiary 294, 295, 72; see page 84)

hp 186

**Development:** Once the devil is defeated, Medda has new respect for the PCs and their shared hatred of evil. She is willing to speak with them again, offering to heal their wounds to the best of her ability. She tells them the story of how Blakros agents stole Ivvora’s hilt, if she has not already done so. Medda and Anok wish to speak with the PCs’ leaders before revealing more or making any kind of negotiation.

If the PCs complete this encounter quickly, they may continue roleplaying or attempt an encounter from sections A or B, as some of the museum’s defenses are still active.

**Reporting:** Do not report any successes to the Overseer GM.

**CONCLUDING PART 1**

As long as the Tragic Death effect is not in play, the Overseer GM reads the following once the chapter’s allotted time has ended, bringing this part of the adventure to a close.

The crowd of guards, onlookers, and concerned citizens outside the Blakros Museum quiets as Venture-Captain Ambrus Valsin approaches a woman clad in furs exiting the museum. “My Pathfinder agents tell me that you are Medda of the Twinhorn following, is that correct?”

“Yes, I speak for the following.” Medda glares at Nigel Aldain, “I have come to reclaim what is rightfully ours. His agents stole our most sacred relic after we refused to sell it. We have traveled through dangerous lands to claim it back, and still he refused—”

“My agents claim they bought it,” Nigel protests. “I’m not going to just give it to you because you stomp into my office demanding priceless artifacts.”

Valsin interjects, “Nigel, let us listen to her story and decide how to proceed. Medda, tell us about this relic. Why is it so important to you?”

Medda takes a deep breath. “Over 900 years ago, a powerful warrior named Ivvora came into our camp. She spoke of an angel named Vildeis who guided her hunt for a great dark evil she called Eshimka. Several of our scouts had recently disappeared, later found ripped into pieces. The elders insisted that we help banish this evil and ensure the safety of our following. They laid a trap for the evil spirit, luring it to our sacred standing stones on the winter solstice. There, Ivvora and the great dark evil, Eshimka, fought a mighty battle that raged for hours. Just as the night was darkest, Ivvora dealt Eshimka a telling blow, digging her dagger deep into its flesh. The creature tried to escape, but it only snapped off the blade and then collapsed on the center stone. The elders finished their ritual and destroyed it completely.

“Ivvora rested with us for the winter before departing to eradicate more evil from the world, but not before leaving us the hilt of her weapon.” Medda withdraws a bundle of bloody cloth from her bag, then unwraps it to reveal a small hilt with a bloody fragment of black metal. “She told us to bring the hilt back to the standing stones every year at the winter solstice to keep evil away. We’ve had to travel for so long to retrieve the hilt, I’m afraid
we won’t make it back in time for the solstice. Please, let me leave now.”

Ambrus Valsin contemplates Medda’s story for a moment, then nods, his brow furrowed. “Nigel, you should send for the Blakros agents who ‘obtained’ the hilt and hear what they have to say. Medda, I’m going to send as many Pathfinder agents as you deem necessary to travel with you and your following. I want to ensure we return this relic to its proper place.” Nigel starts to protest, but Valsin cuts him off. “Nigel, you wanted my help; you are getting it. I’m helping you fix a mistake your agents made. As for your museum,” Valsin takes a moment to survey the heavily damaged museum, “I’m told most of the damage was done by your own security, not Medda and her following.

“Pathfinders, prepare to head north to the Realm of the Mammoth Lords.”

If the Tragic Death effect is in play, the Overseer GM should read the following instead:

The crowd of guards, onlookers, and concerned citizens outside the Blakros Museum quiets as a semi-transparent man strides slowly up to Venture-Captain Ambrus Valsin. “I am Anok of the Twinhorn following. You are in charge here, is that correct?”

“Yes, I speak for the Pathfinder Society. Why have you invaded the museum?” Valsin asks, a slight quiver in his voice.

Anok begins to glow a bright red, “I have come to reclaim what is rightfully ours.” He then points to Nigel Aldain. “His agents stole our most sacred relic after we refused to sell it. We have traveled through dangerous lands to reclaim it, and still he refused—”

“My agents claim they bought it,” Nigel protests. “I’m not going to just give it to you because you stomp into my office demanding priceless artifacts.”

Valsin interjects, “Nigel, let us listen to his story and decide how to proceed. Anok, tell us about this relic. Why is it so important to you?”

Anok grits his ectoplasmic teeth, then begins: “Over 900 years ago, an incredible warrior named Ivvora came into our camp. She spoke of an angel named Vildeis who guided her hunt for a great dark evil she called Eshimka. Several of our scouts had recently disappeared, later found ripped into pieces. We elders insisted that we help banish this evil and ensure the safety of our following. We laid a trap for the evil spirit, luring it to our sacred standing stones on the winter solstice. There, Ivvora and the great dark evil, Eshimka, fought an epic battle that raged for hours. Just as the night was darkest, Ivvora dealt Eshimka a mighty blow, digging her dagger deep into its flesh. The creature tried to escape, but only snapped off the blade and then collapsed on the center stone. The druids finished their ritual and destroyed it completely.

“Ivvora lived with us for a year before departing to eradicate more evil from the world, but not before leaving me the hilt of her weapon.” A nearby Kellid warrior hands Anok a bundle of bloody cloth, and he then unwraps it to reveal a small hilt with a bloody fragment of black metal. “As she instructed, we brought the hilt back to the standing stones every year at the winter solstice to keep evil away. We’ve had to travel for so long to retrieve the hilt, I’m afraid we won’t make it back in time for the solstice. Please, let me leave now.”

Ambrus Valsin contemplates Anok’s story for a moment, then nods, his brow furrowed. “Nigel, you should send for the Blakros agents who ‘obtained’ the hilt and hear what they have to say. Anok, I’m going to send as many Pathfinder agents as you deem necessary to travel with you and your following. I want to ensure we return this relic to its proper place.” Nigel starts to protest, but Valsin cuts him off. “Nigel, you wanted my help; you are getting it. I’m helping you fix a mistake your agents made. As for your museum,” Valsin takes a moment to survey the heavily damaged museum, “I’m told most of the damage was done by your own security, not Anok and his following.

Anok takes a step forward. “What about my fallen companions? Medda is dead; she is the rightful bearer of Ivvora’s hilt—”

Nigel interjects, “That can be fixed.”

With a sidelong look to Nigel, Valsin turns to Anok, “What my companion means to say is, he will pay to get your friend raised if her spirit is willing. Pathfinders, prepare to head north to the Realm of the Mammoth Lords.”

With that, the Overseer GM should announce that Part 1 of the adventure has concluded and that PCs begin the next chapter fully rested. Remember, in Version B, the adventure moves next to Part 3. This is a good time to provide a short break before beginning the next section.
PART 3: WINTER SOLSTICE
The Overseer GM should read or paraphrase the following.

“My Pathfinder allies, thank you for bringing us much needed support,” says Medda, the Twinhorn following’s spiritual leader. She stands beside Anok, her phantom and constant companion. “After the orc ambush sapped our supplies and strength, we pushed north to our winter home. We are only hours away from the stone circle and our encampment—if we are going to make it there by midnight, we need to press on. Once there, we will use Ivvora’s hilt to perform our time-honored ritual and keep evil from our lands.” Medda produces the small hilt of a broken weapon with only a fragment of its black metal blade remaining. “Let us move. There are dangers in these ancient woods: orc raiders, bears that topple trees, and worse. Stay in groups and don’t get lost.”

The PCs have 60 minutes to rally the Twinhorn following and fight their way through the undead in area H before moving on to any of the encounters in area I. In the final 30 minutes, the PCs encounter Eshimka’s lieutenants and can close the planar rift in area J.

If Part 3 serves as the beginning or middle of the adventure, the PCs use the entire 90-minute duration to battle their way through the encounters. They must still begin with area H before moving on to area I. They can choose to take on a greater challenge by traveling to area J.

TABLE GM INSTRUCTIONS
During Part 3, the PCs save a group of Twinhorn Kellids convincing the Twinhorn leadership to unite against the undead, or containing the threat posed by other planar threats escaping through the nightwalker’s rift.

Light and Movement: Part 3 occurs at night, though the combination of starlight and the illumination created by nearby Pathfinder groups typically means that the default light level is dim. Traveling from one mapped encounter area to another takes 2d6 minutes.

Final Encounter: In Version A of this adventure, the encounter in area J is accessible (and is an obligatory finale) only during the last 30 minutes of Part 3. When the Overseer GM announces that the final encounter area is accessible, endeavor to transition the group to that encounter within the next several minutes. It’s okay to wrap up an ongoing encounter with some quick narrative in order to give the group plenty of time with the final encounter.

When the Overseer GM announces this transition, she will also note that the Deepening Shadows, Uncertain Opportunity, or Bolstering Light condition is in effect. The effects of these conditions appear in the Counting Successes sidebar on page 27.

In other versions of The Solstice Scar in which Part 3 is the beginning or middle of the adventure, the encounter in area J is an optional, more challenging encounter that the PCs can experience anytime after concluding the encounter in area H. In this case, the Overseer GM will not make any special announcements at the start of the encounter.

Reporting: Each encounter has a Reporting entry at the very end that notes how to handle successes. For most encounters the PCs successfully overcome (through combat, negotiation, or otherwise), the Table GM should send a Runner to report one success to the Overseer GM. If the PCs defeat the encounter in area J, the Table GM should send a Runner to report a special success to the Overseer GM. If the PCs successfully conclude the Seeking Aid encounter, the Table GM should send a Runner to report either one or two diplomatic successes to the Overseer GM.

Portal Closed: This condition triggers and affects the entire House once enough tables have reported special successes. All undead creatures must immediately succeed at an Easy Will save or become dazed for 1 round. Additionally, the undead each take a −1 penalty to AC and on attack rolls, saving throws, skill checks, and ability checks.

Twinhorn Allies: This condition triggers and affects the entire House once enough tables have reported diplomatic successes. When this occurs, the next successful melee or ranged attack made by each PC before the end of the adventure automatically gains the benefits of the boosted Allied Offensive aid token effect.

OVERSEER GM INSTRUCTIONS
During Part 3, the Overseer GM tallies reported successes, special successes, and diplomatic successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.
After 60 Minutes: If Part 3 serves as the final part of this adventure, the Overseer GM should make the following announcement to indicate that area J is now accessible once the House has had 60 minutes in which to explore areas H and I. Otherwise, ignore this announcement.

Medda rides by, calling above the din of the raging battle, “The path is clear—we can reach the valley that holds the stone circle. Let us band together and stop the undead tide. I am concerned that some of the foul creatures had the name ‘Eshimka’ on their rotting lips. We must stand together and use all of our power to close this black portal before it’s too late!”

Additionally, immediately read aloud one of the following three entries based on the number of successes the House has reported (see the Successes section below).

Successes: The number of successes reported affects what extra condition is in effect after 60 minutes when the House can enter area J (whether a group reports one or two diplomatic successes for the Seeking Aid encounter, treat this as one success for this purpose). If the House has reported a number of successes equal to or less than \(2 \times \) the number of tables, the Deepening Shadows condition is in play. If the House has reported a number of successes between \(2 \times \) the number of tables and \(3 \times \) the number of tables, the Uncertain Opportunity condition is in play. If the House has reported a number of successes equal to or greater than \(3 \times \) the number of tables, the Bolstering Light condition is in play.

If Part 3 is not the final part of the adventure, instead begin this part with the Deepening Shadows condition in play. Once the PCs have reported enough successes to meet the Uncertain Opportunity and later the Bolstering Light thresholds, announce that those respective conditions have replaced Deepening Shadows.

For Deepening Shadows, read the following aloud.

Despite the Society’s best efforts, the undead forces seem to grow in power, fed by a grim shadow that conceals even the stars.

Table GMs, the Deepening Shadows condition is in effect.

For Uncertain Opportunity, read the following aloud.

Fighting side-by-side, the Twinhorn following and Pathfinders have carved a path to the stone circle. This affords only a brief opening to stop the undead army, and the fighting will be difficult.

Table GMs, the Uncertain Opportunity condition is in effect

For Bolstering Light, read the following aloud.

The undead forces begin to fall back, scattered by the Society’s ferocity. As if Vildeis herself approved, Pathfinders’ battle wounds glow with light that pushes back the darkness.

Table GMs, the Bolstering Light condition is in effect.

Special Successes: Runners report special successes following the successful completion of the encounter in area J, and these contribute to activating the Portal Closed condition; note that this condition does not apply in Version A of The Solstice Scar, so special successes are merely an indicator of how many tables have concluded the final encounter. Once the House has reported a number of special successes equal to one-sixth the number of tables, rounded up, read the following aloud.

Brilliant light shines from the stone circle, penetrating the thick forest and illuminating the entire valley. Just as quickly as it appeared, it vanishes, leaving the undead looking feeble. Table GMs, the Portal Closed effect is in play.

Diplomatic Successes: Runners report either one or two diplomatic successes whenever a table successfully concludes the Seeking Aid encounter, and these contribute to activating the Twinhorn Comrades condition. Once the House has reported a number of diplomatic successes equal to one-third the number of tables, rounded up, read the following aloud.

The air fills with the sound of Kelid battle cries as dozens of Twinhorn warriors join the fight. Table GMs, the Twinhorn Allies effect is in play.

Concluding Part 3: This part should end after 90 minutes. See the Concluding Part 3 section on page 30.

H. BLOOD ON THE SNOW

The PCs should complete this encounter first before continuing to area I.

Once the PCs approach the Twinhorn following encampment, they see evidence of a bloody battle and the encampment is under attack. The Overseer GM should start Part 3 by reading the following.

As the Kelids and Pathfinders reach the top of the hill next to the Twinhorn encampment, they notice splashes of blood and the occasional corpse dotting the landscape. Medda raises her voice, calling, “My brethren, our families are under attack! Secure the camp and drive back any who oppose you. Pathfinder allies, join us in defense of our home!” The landscape opens into a burned hillside where blackened trees stand like lifeless sentinels. A crude blockade shields the entrance to a natural cavern.

When the first waves of undead attacked, the Twinhorn members remaining in the encampment struggled to fight them off. Some retreated to this nearby cave and constructed a haphazard barricade. They’ve held off the undead horde for several hours, but the barricade is about to collapse. The charred trees here don’t provide cover or impede movement.
H. Blood on the Snow

1 square = 5 feet
Pathfinder Flip-Mat: Bigger Forest

Enemy Starting Area

PCs’ Starting Area
Creatures: The undead creatures try to break the barricade, but they turn their attention to the PCs at their arrival.

**SUBTIER 1–2 (CR 3)**

- **Human Skeletons (3)** CR 1/3
  - hp 4 each (*Pathfinder RPG Bestiary* 250; see page 48)

- **Human Zombies (2)** CR 1/2
  - hp 12 each (*Pathfinder RPG Bestiary* 288; see page 49)

**SUBTIER 3–4 (CR 5)**

- **Scrambler Necrocraft** CR 3
  - hp 26 (*Pathfinder RPG Bestiary 4* 200; see page 55)

- **Human Zombies (4)** CR 1/2
  - hp 12 each (*Pathfinder RPG Bestiary* 288; see page 56)

**SUBTIER 5–6 (CR 8)**

- **Scrambler Necrocrafts (3)** CR 3
  - hp 26 each (*Pathfinder RPG Bestiary 4* 200; see page 65)

- **Ragewight** CR 6
  - hp 82 (*Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* 60; see page 65)

**SUBTIER 7–8 (CR 10)**

- **Bodak** CR 8
  - hp 85 (*Pathfinder RPG Bestiary 2* 48; see page 75)

- **Ragewights (2)** CR 6
  - hp 82 each (*Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* 60; see page 76)

**SUBTIER 10–11 (CR 13)**

- **Bodak** CR 8
  - hp 85 (*Pathfinder RPG Bestiary 2* 48; see page 87)

- **Devourer** CR 11
  - hp 133 (*Pathfinder RPG Bestiary 82; see page 87)

- **Ragewights (3)** CR 6
  - hp 82 each (*Andoran, Birthplace of Freedom* 60; see page 89)

  Development: The Twinhorn Kellids are thankful for the PCs’ assistance and direct them to the main encampment to talk with their leaders. They also mention that creatures have been pouring from a portal at the stone circle since nightfall and ask that the PCs hold back the tide of undead and find a way to close the portal. Once the PCs reach the camp (area I), they can meet with the Twinhorn elders (the Seeking Aid encounter) or fend off the undead that are attacking the settlement (the Spirits of the Past and Planar Opportunists encounters). In any version of *The Solstice Scar* other than Version A, the PCs can also travel to area J to confront Eshimka’s lieutenants.

  **Reporting:** If the PCs successfully overcome this encounter, report one success to the Overseer GM.

**I. TWINHORN CAMP**

The Twinhorn following has numerous tents made of thick animal hides (hardness 2, 10 hit points), and they have created a partial palisade around the camp’s core to provide a windbreak and make the site easier to defend. The palisade is 10 feet tall.

During the combat encounters here, the enemies can attack from any direction, though ideally they should approach from a direction that allows them to begin the encounter at least 60 feet away from the PCs. If the PCs are at risk of failing a combat encounter catastrophically, they can flee successfully so long as they can reach the edge of the map; don’t report a success, but do move to a different encounter once the PCs have finished healing their wounds.

**SEEKING AID**

This encounter takes place inside the large tent near the center of the camp.

The thick hide walls of this large tent muffle the sounds of battle outside. Iron spikes pin down an enormous map in the center of the tent. Wooden carvings of warriors and monsters lie strewn about the map, marking the location of fighting warriors and the encroaching undead.

By the time Medda entered the tent, the other two Twinhorn council elders had just agreed to retreat. They intend to escape with their surviving warriors, abandoning their winter home and the pledge they made to Ivvora long ago. When the PCs arrive, Medda has been arguing with them for several minutes, demanding that they stay and fight for their home and traditions. The PCs are able to influence the outcome of this debate by swaying the opinions of the other two council members. This is a greatly simplified version of the influence subsystem (*Pathfinder RPG Ultimate Intrigue* 102) that does not require the printed source to run.

To persuade a council member, the PCs must perform a number of successful skill checks; the types of skills that function in this way appear in the Influence entry of the NPC’s stat block below, and the number of successful checks needed appears immediately below that. A PC can also try to uncover important information about an NPC by...
succeeding at one of the skill checks listed in the Discovery entry, which informs the PCs what NPC’s advantages and biases are. Knowing these advantages and biases helps the PCs gain cumulative bonuses and avoid penalties on checks to influence the NPCs.

Each PC receives three opportunities to perform a skill check to influence a council member or discover an advantage for influencing a council member. Have the PCs describe or roleplay each skill check before rolling it. Particularly persuasive strategies can earn a PC up to +4 bonus on a check. A PC can instead aid the attempt of another PC, using one of her three allotted skill checks. Biases may affect some PCs’ skill checks with a bonus or penalty, based on the temperament of the elder. Succeeding at a skill check listed under the Influence section grants the PCs a success, and exceeding the DC by 10 or more earns two successes. Once the PCs have acquired the number of successes needed, that council member has decided to stay and fight.

**For Four Players:** For a group of four PCs, grant each PC one additional opportunity to attempt a skill check during this encounter.

**Creatures:** The three council members are Medda Spiritbearer, Kragr Bloodhand, and Jala the Patient. If the House earned the Tragic Death condition in Part 1, Medda is distrustful of the Pathfinders. This increases her successes needed to 3 and increases the check DCs of all skills to influence her to Hard.

**MEDDA SPIRITBEARER**
NG female human spiritualist

**DESCRIPTION**

**Background** When she was 11 years old, Medda accepted the responsibility of sheltering Anok’s phantom, as had her mother before her. She had been presumed to be a boy up until that point, and accepting the heavy family burden helped her find the inner strength to acknowledge her true self. Her revelation pleased the elder council, for “evening’s daughters”—daughters who revealed themselves later than most—were presumed in Kelid culture to possess incredible willpower and tenacity. Once bound to Ivvora’s hilt and Anok, Medda developed considerable psychic magic, which she honed through many adventures and spiritual trials in the 15 years since. Medda is a wise councilor, resourceful healer, and time-tested leader for the Twinhorns following.

**Appearance** Medda has a lithe build, especially by Kelid standards, and wears her auburn hair tied in a tight braid. She wears a breastplate over her furs and carries a longspear into battle. As a devout follower of Vildeis, she wears a bloody bandage as a symbol of her own sacrifice, giving some of her own life force to sustain the phantom of Anok. Small scars featuring celestial runes peak from beneath her clothing.

**Personality** Medda is trusting and seeks peace, but she’s not afraid to fight against evil at any cost.

**Biases** Medda has a bias toward outward followers of good-aligned deities (+2) and against those who are violent for glory or personal gain (–2).

**INFLUENCE**

**Impact** Easy Knowledge (religion) or Perform (oratory)

**Successes Needed** 2 checks

**Discovery** Easy Knowledge (religion) or Sense Motive

**Advantage** Medda’s bloody bandage and celestial rune scars symbolize her devotion to Vildeis, the empyreal lord known as the Cardinal Martyr. She selflessly fights any encroaching evil.

**Special** If the PCs support Medda directly, she becomes inspired and even more fervent. The DC to influence the other council members decreases by one step (Hard to Average and Average to Easy).

**KRAGR BLOODHAND**
CN middle-aged male human barbarian

**DESCRIPTION**

**Background** As the primary hunter of the Twinhorns, Kragr is most comfortable outdoors. He has had experience in skirmishes with other followings and orcs from the south, but he usually fights his foes directly. He has wanted to abandon the traditions of Vildeis and Ivvora for years, feeling there are better places to spend winters with more game and fewer orcs. He sees no value in remaining.

**Appearance** This massive Kelid stands a head taller than most humans and wears a dire polar bear cloak from a bear he personally wrestled, pinned, and strangled during a year he spent traveling the Crown of the World. The many scars on his body suggest a life of physical conflict and perseverance.

**Personality** Kragr is short tempered and impatient. He sees no value in the Twinhorns’ annual visit to this area.

**Biases** Kragr admires physically powerful creatures with a combined Strength and Constitution score above 30 (+2); he looks down on weak creatures whose combined Strength, Dexterity, and Constitution are 36 or lower (–2).

**INFLUENCE**

**Impact** Average Intimidate; Hard Diplomacy or Bluff

**Successes Needed** 4 checks

**Discovery** Average Knowledge (local) or Sense Motive

**Advantage** Kragr doesn’t like people to think he’s a coward. Insinuating that he’s afraid motivates him to look strong (+4), but outright calling him a coward makes him angry (–2).

**JALA THE PATIENT**
LN venerable female human ranger

**DESCRIPTION**

**Background** Jala was once the hero of the following, able to bring down a stag at 500 feet in a gale. Now she leads the following as the eldest surviving member, relying on her hunter’s instincts to guide her words instead of her arrows.
**Appearance** Jala’s age may have wrinkled her skin and clouded her vision, but she still wears her leather armor and longbow proudly. Regular exercise has kept her body strong, despite her old age.

**Personality** Jala is often silent, waiting for the right moment to speak. When she does, her words are direct and to the point.

**Biases** Jala prefers to hear reasoned arguments (+2) and dislikes impassioned pleas that depend on emotional manipulation (-2).

**Development:** Once each PC has attempted three skill checks, the council members vote. Each NPC for whom the PCs attained enough successes votes in favor of staying to fight. So long as the House did not earn the Tragic Death condition, Medda votes to remain.

**Reporting:** If at least two members of the council vote to stay and fight, report one diplomatic success to the Overseer GM. If the vote is unanimously to stay and fight, report two diplomatic successes.

**SPIRITS OF THE PAST**

A stream of glowing mist winds its way through the trees as the air takes on a sudden chill.

**Creatures:** Eshimka has gathered hundreds of undead creatures into an army, and the waves of negative energy that pulse from the rift in area J have also caused many long-dead crusaders and cultists to haunt this wilderness. The undead travel toward the camp and kill whoever they find. Remember that although incorporeal undead could play extended games of cat-and-mouse by constantly hiding in solid objects, those tactics are not appropriate for this adventure’s fast-paced encounters as they use up too much time.

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**SUBTIER 1–2 (CR 3)**

**ECTOPLASMIC HUMANS (4)**

CR 1/2

hp 7 each (Pathfinder RPG Bestiary 4 82; see page 48)

**SUBTIER 3–4 (CR 5)**

**ECTOPLASMIC HUMANS (2)**

CR 1/2

hp 7 each (Pathfinder RPG Bestiary 4 82; see page 55)

**GUARDIAN PHANTOM ARMORS (2)**

CR 2

hp 13 each (Pathfinder RPG Bestiary 4 213; see page 55)

**SUBTIER 5–6 (CR 8)**

**EXILED SHADE**

CR 6

hp 68 (Pathfinder RPG Bestiary 6 124; see page 64)

**SPECIAL ABILITIES**

- **Exiled (Ex)** The exiled shade responds to symbols of Aroden, Iomedae, and Taldor.

**SHADOWS (2)**

CR 3

hp 19 each (Pathfinder RPG Bestiary 245; see page 66)

**SUBTIER 7–8 (CR 10)**

**EXILED SHAD E S (2)**

CR 6

hp 68 each (Pathfinder RPG Bestiary 6 124; see page 75)

**SPECIAL ABILITIES**

- **Exiled (Ex)** The exiled shades respond to symbols of Aroden, Iomedae, and Taldor.

**GREATER SHADOW**

CR 8

hp 58 (Pathfinder RPG Bestiary 245; see page 76)

**SUBTIER 10–11 (CR 13)**

**ENLIGHTENED VAMPIRE**

CR 12

hp 108 (Pathfinder RPG Monster Codex 242; see page 88)

**GREATER SHADOWS (2)**

CR 8

hp 58 each (Pathfinder RPG Bestiary 245; see page 89)

**Reporting:** If the PCs successfully overcome this encounter, report one success to the Overseer GM.


**Counting Successes**

Depending on how well the PCs fight off the undead and shadowy invaders in areas H and I, they may be able to reach the standing stones before Eshimka can flood the region with even more negative energy. If the PCs are especially capable, they may even earn a temporary blessing from Vildeis or one of that empyreal lord’s angels.

- **Deepening Shadows**: the entirety of area J is affected by the spell *desecrate*, though not as though it were centered on an evil altar.
- **Uncertain Opportunity**: Run the encounter in area J as written.
- **Bolstering Light**: the entirety of area J is affected by the spell *consecrate*, though not as though it were centered on an altar dedicated to a good-aligned deity. If a PC casts *consecrate*, the affected area’s bonuses double, as though it were centered on such a permanent altar.

**PLANAR OPPORTUNISTS**

Several outsiders from the Plane of Shadow have made a deal with Eshimka; they offered to help with this initial assault in exchange for passage to the Material Plane.

- **Creatures**: Many of these shadow creatures are looking to carve out their own territory, while some are just aiming to cause mayhem among the mortals, but first they must first fight in the vanguard of Eshimka’s army. They show no mercy.

**SUBTIER 1–2 (CR 3)**

**GIANT SHADOW DRAKE**

CR 3  
hp 28 (*Pathfinder RPG Bestiary* 4 289, 80; see page 48)

**SUBTIER 3–4 (CR 5)**

**GIANT SHADOW DRAKES (2)**

CR 3  
hp 28 each (*Pathfinder RPG Bestiary* 4 289, 80; see page 56)

**SUBTIER 5–6 (CR 8)**

**OSTIARIUS**

CR 5  
hp 52 (*Pathfinder RPG Bestiary* 4 176; see page 65)

**MURDEROUS SHAES (2)**

CR 5  
NE advanced shae (*Pathfinder RPG Bestiary* 3 294, 242; see page 66)  
hp 38 each

**SUBTIER 7–8 (CR 10)**

**SCEANDUINARS (2)**

CR 7  
hp 85 each (*Pathfinder RPG Bestiary* 2 239; see page 77)

**MURDEROUS SHAES (2)**

CR 5  
NE advanced shae (*Pathfinder RPG Bestiary* 3 242, 294; see page 77)  
hp 38 each

**SUBTIER 10–11 (CR 13)**

**SHADOW GIANT**

CR 13  
hp 199 (*Pathfinder RPG Bestiary* 6 135; see page 90)

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

**J. VOICE OF THE SHADOW**

In Version A of *The Solstice Scar*, do not begin this encounter until directed to do so by the Overseer GM. In other versions, the PCs can travel to this area once they’ve concluded the encounter in area H.

The clearing on the riverbank features a circle of standing stones with a large stone altar at its center. A shadowy tear floats above the altar, so dark that what little light shines from the stars seems to become trapped inside. Eight large tendrils of inky darkness coil around the menhirs as if keeping the stones in a stranglehold. Other tendrils lick out from the shadowy rift as if tasting the air.

Eshimka has torn open a jagged wound between the planes, creating an unstable gate where Ivvora defeated the nightwalker. If a PC travels through the gate, he reaches a liminal space between the Negative Energy Plane and the Shadow Plane; exploring this is beyond the scope of this adventure, though the PC takes 1 negative level each round he remains inside. The tear is quickly getting larger, growing by almost an inch per minute. After sending through its vanguard, Eshimka sent its lieutenants to organize the undead rabble and prepare for the nightwalker’s return.

To begin the encounter, begin the PCs about 60–90 feet from the stone circle. Because of the haunting sounds ahead, the PCs should have 2 full rounds in which to cast any preliminary spells before they need to rush in to intervene.

- **Creatures**: One or more of Eshimka’s lieutenants guards the rift, killing any living creature that dares to approach. During combat, the intelligent undead describe the horrible ways that Eshimka will torture the PCs’ souls on the nightwalker’s return.

- **Hazard**: Shadowy tentacles lash out at any living creature that enters the stone circle, as the spell *black tentacles* with a caster level equal to the table’s Average Party Level (APL). The light level within the marked area is also reduced by one level (to darkness under most circumstances). In Subtier 1–2, the tentacles only grapple creatures (dealing no damage), and in Subtier 3–4, they deal only 1d6 points of damage.
J. Voice of the Shadow

1 square = 5 feet
Pathfinder Flip-Mat: Bigger Forest
The tentacles act to maintain the grapple effect on initiative count 10 each round. This effect does not target nor impede undead creatures in any way. Furthermore, any creature that ends its turn within the stone circle is subject to an amount of negative energy damage equal to $1d6 \times \frac{1}{2}$ the party’s APL (minimum $1d6$; Easy Will save for half). The negative energy both harms living creatures and heals undead creatures. Any positive energy that affects any part of the hazard’s area—such as from the channel energy class feature or cure spell—and that deals damage equal to at least double the APL suppresses this hazard for 1 round.

**SUBTIER 1–2 (CR 4)**

**SKELETAL CHAMPION**

hp 17 (Pathfinder RPG Bestiary 252; see page 48)

**BLOODY SKELETONS (3)**

hp 4 (Pathfinder RPG Bestiary 250, 251; see page 49)

**SUBTIER 3–4 (CR 6)**

**GIANT CRAWLING HAND**

hp 52 (Pathfinder RPG Bestiary 2 59; see page 55)

**HUMAN SKELETONS (6)**

hp 4 each (Pathfinder RPG Bestiary 250; see page 56)

**SUBTIER 5–6 (CR 9)**

**FALLEN**

hp 93 (Pathfinder RPG Bestiary 6 126; see page 64)

**SKELETAL CHAMPIONS (4)**

hp 17 each (Pathfinder RPG Bestiary 252; see page 67)

**SUBTIER 7–8 (CR 11)**

**BODY SNATCHER**

hp 144 (see page 75)

**SUBTIER 10–11 (CR 14)**

**BODY SNATCHER**

hp 144 (see page 87)

**FALLEN (4)**

hp 93 each (Pathfinder RPG Bestiary 6 126; see page 88)

**Development:** The PCs can close the rift by standing at the circle’s edge, performing a sealing ritual, and succeeding at three Average skill checks for one or more of the following skills: Knowledge (arcana, planes or religion), Linguistics, Perform (oratory), Spellcraft, or Use Magic Device. Each check takes a full-round action. The ritual is easiest when performed by multiple PC; for each check beyond the first that a PC attempts, increase that PC’s check DCs by 1. Expending an ability that uses positive energy—such as casting a spell with the healing descriptor or using a cleric’s channel positive energy class feature—grants a bonus on a single check equal to the level of the spell; for channeled positive energy, the bonus is equal to the number of d6s rolled. If a PC’s result would meet the Hard skill check DC, the check instead earns two successes. A PC who completed a similar ritual in *Pathfinder Society Scenario #8–07: From the Tome of Righteous Repose* gains a +4 circumstance bonus on these checks.

If the PCs succeed, the rift starts to close slowly. If more than 15 minutes remain in Part 3, the table GM should have the PCs help defeat other threats near the Twinhorn encampment (such as in area I).

**Reporting:** If the PCs successfully overcome this encounter, report one special success to the Overseer GM.
CONCLUDING PART 3

After about 90 minutes, the Overseer GM should read the following aloud to conclude Part 3—and the event as a whole if this is the final part of the adventure.

As Medda and Anok join the group of Pathfinders around the stone circle, she assists them with the binding ritual. Medda thrusts Ivvora’s hilt into the portal, calling on Vildeis for aid. The shadow rift shrinks and closes, releasing a massive shock wave that knocks the Pathfinders, the Twinhorn warriors, and Medda to the ground. A field of dark, rippling energy remains, suspended above the stone altar. As Medda reaches out to pick up Ivvora’s hilt—the already broken blade now spider-webbed with new cracks—a supernatural silence descends. Only the telepathic rage of some unseen menace cuts through the quiet.

“You dare to shut me out?” it rages. “I see you, but I do not see her. Where is the dwarf woman, Ivvora, who fought me so long ago? Has her mortal body failed at last? Has the realm of the living at last lost its protector? Know this: when the long shadows reach out again, I will grasp them and claw my way back into your world to see your flesh devoured by my children.”

Sound returns to the Realm of the Mammoth Lords, and Medda cautiously stands. “It seems that Eshimka still lives and has even left this foul scar on our world,” she declares. “If we are to believe its promises, the fiend will attack on the next winter solstice. If we are to survive, we must be ready. Nearly a millennium ago, Ivvora held the key to defeating Eshimka. By following her legends and discovering her fate, we may harness the same holy power that banished this fiend—and together end the beast entirely.

“When we set out, it would be the privilege of this following to have the Pathfinders at our side. But that is a trial for another day. Tonight, at last, we rest.”

If this is the final Part, the Overseer GM should close the event, thank the Table GMs for their hard work, and thank the players for their support of Pathfinder Society Roleplaying Guild Organized Play campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event. Otherwise, the Overseer GM should begin Part 4.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points.
PART 4: IVVORA’S FATE

To begin Part 4, the Overseer GM should read or paraphrase the following.

Celebration and preparation have filled the last two days. The Twinhorns are both relieved to have thwarted the villain Eshimka and resolved to help the following’s spiritual leader, Medda, retrace the paladin Ivvora’s millennium-old steps. After hours of considering and retelling ancient stories preserved by oral tradition, Medda gathers the Pathfinders.

“The holy warrior Ivvora came to us in pursuit of Eshimka, whom she vanquished and banished with the Twinhorns’ help. However, she would not rest for long, and she insisted on seeking out other evils in the area. At that time, the most fearsome threat was Grathatonhakis, an immense white dragon that lurked in the Tusk Mountains and would strike our camps. Ivvora learned what she could, left her dagger with us, and departed to slay the dragon. She never returned, and neither did the dragon. Exactly what transpired is unclear from our legends.”

Medda cradles the fragile remnants of Ivvora’s dagger. “This blade kept Eshimka at bay for so many generations, and now it is ready to fall apart. Ivvora held the key to defeating Eshimka, and by learning her fate or communing with her spirit where she fell, we might harness the same power. Then we shall not just reveal the shadow fiend but destroy it once and for all! From our tales we have learned where the wyrm Grathatonhakis laired. Let us set out together to learn what happened—and who might have taken the caves since.”

The trek is long and cold, taking the group first across the tundra and then into shadow of the frigid Tusk Mountains. As the trail winds around a frozen lake, the snap of a snare echoes over the ice, and a Pathfinder is whipped into air by a cleverly laid trap. Medda scowls and announces, “Pathfinders, we have kobolds. Keep within earshot and spread out. They aren’t just a threat; they may also be our best bet to finding the dead dragon’s lair.”

The PCs have 90 minutes to fan out, clash with kobolds, and carve a pair to their lair—also the former home of the mighty white dragon Grathatonhakis. The PCs begin with the encounter in area K, after which they can elect to convince a fey court to support their mission or push into the mountains. They have two approaches: a direct route into the cave system through its largest entrance (area L), and a narrower entrance higher up the slope (area M). Either route ultimately leads to the white dragons that currently lair here (area N).

The Twinhorn following can provide the PCs with ample cold weather outfits and other basic provisions. The PCs’ Kellid hosts can also supply them some information about the Realm of the Mammoth Lords, including its cold climate and the prevalence of evergreen trees and large mammals. They also warn that the region is home to dangerous megafauna, dragons, and fey, the last of which have often chased away humanoid tribes.

TABLE GM INSTRUCTIONS

During Part 4, the PCs clash with kobolds, might negotiate an alliance with fey, navigate the kobolds’ trap-heavy defenses, and slay a dragon.

**Pacing:** All of Part 4 except the final encounter is intended to take about 60 minutes to play, providing each table enough time to complete two to three encounters. At that time (or slightly before, based on accumulated successes), the Overseer GM will announce the transition to area N; do not move to that area earlier. Once that announcement occurs, it’s okay to wrap up an ongoing encounter with some quick narrative to ensure the players get plenty of time to face off against a dragon.

**Reporting:** Each encounter has a reporting entry at the very end that notes how to handle successes. Most encounters with kobolds involve the Table GM reporting one success to HQ Staff. If the PCs successfully negotiate an alliance in the encounter The Fey’s Favor, the Table GM should report one fey success. If the PCs successfully slay a white dragon, the Table GM should report one special success.

**Fey Allies:** This condition triggers and affects the entire House once enough tables have reported fey successes. When this occurs, all PCs and companion creatures gain a single-use benefit they can use during Part 4. As a free action on its turn, a creature can use its benefit to gain either damage reduction equal to half the table’s APL (minimum 1) or cold resistance equal to the table’s APL until the end of that encounter. Each PC and companion creature can select a different benefit.

**Scattered Kobolds:** This condition triggers and affects the entire House once the tables have reported enough successes. When this occurs, all remaining kobolds take a –2 penalty on saving throws against fear effects. Kobolds also attempt to flee when reduced to half their maximum hit points. Treat any kobolds who escape as defeated for the purpose of resolving an encounter.

**Surprised Dragons:** This condition triggers and affects the entire House once the tables have reported enough successes. This begins the encounter in area N (take a moment to conclude any current encounter with some narrative flair). In addition, the dragon in the encounter is less prepared to fend off the PCs, as noted in the Well-Prepared Dragons sidebar on page 40.

OVERSEER INSTRUCTIONS

During Part 4, the Overseer GM tallies reported successes, special successes, and fey successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

**After 60 Minutes:** Once the House has had 60 minutes to interact with the fey court and clash with kobolds in areas K, L, and M, the Overseer GM should make the following announcement to indicate that area N in
The kobolds continue to mount a frustrating defense, luring Pathfinders into cramped and trap-filled tunnels and unleashing captive monsters on unsuspecting agents. Even so, the kobolds are losing ground with each battle. As another skirmish echoes from elsewhere in the caverns, a tremendous roar reverberates through the cave complex, rattling stalactites and causing snowdrifts to slide down the outside slopes. As the sound dissipates, the voice of a massive creature booms from deep within the kobolds’ warren.

“Long ago my ancestor Grathatonhakis ruled here, and a meager dwarf challenged his might only to become his trophy. Both were fools, and both are now dead. I am neither, and your paltry attacks shall not change that. Fall back, kobolds of the Shiverscale tribe! Let these intruders die in sight of the last fool to challenge Horralydax, the master of the Tusk Mountains. Rally to me, my children. Today we dine on adventurers!”

The kobolds kowtow to the booming voice, scramble to their feet, and begin retreating deeper into the caves. For once they aren’t covering their tracks, so the way to the dragon’s lair is clear.

Table GMs, please move to the encounter in area N swiftly.

**Successes:** The number of successes reported has two potential effects: adjusting the kobolds’ morale during Part 4 (see Scattered Kobolds on page 31) and triggering the encounter in area N early (see Surprised Dragons on page 31). Once the House has reported a number of successes (not special successes or Fey successes) equal to 2 × the number of tables, rounded up, read the following aloud.

Time and again, the Pathfinders break through the Shiverscale kobolds’ defenses, thwarting clever trap after cunning ambush. It’s clear you have the kobolds on the run, and even those willing to stand in your way seem shaky and unwilling to fight to the death.

Table GMs, the Scattered Kobolds condition is now in effect.

Once the House has reported a number of successes equal to 2-1/2 × the number of tables (rounded up), read the following aloud.

The kobolds turn and flee. It’s clear that this time they aren’t just baiting the Pathfinders into another trap; they’ve lost the will to fight entirely. The Society rallies and gives chase, approaching a large cavern where they can overhear a deep voice. “Your tribe has failed me, chieftain? There shall be time to punish you later, but first I shall strike the fear of ice and darkness into these intruders. They shall know the name Horralydax, whose ancestor froze that meager dwarf as his trophy ages ago! Come, there is still much to prepare before they arrive, spells to cast, and—”

The voice pauses before incredulously exclaiming, “They’re already here??”

The Pathfinders have overwhelmed the kobolds so decisively that they have taken the dragons by surprise. Table GMs, please move to the encounter in area N swiftly. The Surprised Dragons condition is in effect.

**Fey Successes:** Once the House has reported a number of Fey successes equal to 1/3 the number of tables (rounded up), read the following aloud.

A sudden gust of wind rushes through the area, riming the trees and rocks with frost that resembles faces of the region’s Fey monarchs. “Your Society has requested our aid, and we have agreed to support your endeavors. Carry our token, call upon us in your time of need, and ensure the dragons prey upon this region no more.” With that, the icy faces melt away, and each of you find a tiny crown of pine needles nearby.

Table GMs, the Fey Allies condition is in effect.

**Concluding Part 4:** This part should end after 90 minutes, or earlier if the House reports a number of special successes equal to the number of tables.

**K. LEAF AND SCALE**

As the PCs disperse and begin exploring the frozen terrain, they descend a gentle slope toward a frozen lake to the west with the mountains rising to the north and east. This is a frequent stop for the kobolds, who like to go ice fishing and hunt any game that comes to the water. It’s also popular with the local Fey, who often frolic around the shore or skate atop the ice.

**Creatures:** Most of the time, the Fey and kobolds leave each other alone. However, the growing number of dragons in the mountains has made the kobolds more aggressive and the Fey more anxious. As the PCs arrive from the southeast, a group of kobolds is locked in a heated argument with a coniferous dryad. They both exchange angry words, though each side only knows a small number of words in the other’s language, relying instead on inflection and gestures to express their growing dislike of one another. Specifically, the dryad insists the kobolds must leave forever, and the kobolds are threatening to chop up the dryad and turn her into stew.

Once the PCs come into view, the kobolds attack the Pathfinders, assuming they’re allies of the Fey. The dryad steps back to watch, preferring to ascertain the PCs’ intentions before intervening. This fight is stacked pretty heavily in the PCs’ favor, and it’s entirely fine for them to trounce the kobolds quickly. After all, there are more kobold encounters ahead that provide them their traditional advantages: hazardous terrain, traps, and dragon allies.

As a move action, a PC can attempt an Average Bluff, Diplomacy, or Knowledge (nature) check to appeal to the dryad for assistance; reduce this check’s difficulty to Easy if the PC addresses the dryad in Sylvan. If the PC...
succeeds, the dryad uses magic to inconvenience one of the kobolds, applying one of the following conditions for 1 round: confused, entangled, flat-footed, prone, or shaken. Alternatively, the dryad can cause up to 8 squares of ice to become dry and ridged, allowing creatures to move over it at normal speed. The dryad can provide this aid only once per turn and no more than twice during the encounter. If attacked by the PCs, the dryad flees.

**Hazard:** Navigating this area is difficult. Entering a square of ice, such as that of the frozen creek or lake, takes 2 squares of movement, and the DC for Acrobatics checks increases by 5. Areas on the map occupied by trees count as difficult terrain and grant partial cover.

Any Large creature moving on the lake’s ice (but not the creek) causes the ice to groan loudly under the pressure, and each time such a creature moves on the lake ice, there is a 25% chance that it falls through into the freezing water beneath; a Huge or larger creature automatically falls through the ice. This leaves a hole the size of the creature’s space. The water is about 10 feet deep in the depicted area, and clambering out of the hole requires a successful DC 15 Swim check (or Climb check if the creature’s at least Large). Each round that a creature’s in the freezing water, it takes 1d3 points of cold damage. At the GM’s discretion, an especially dense or heavy creature (e.g., a dwarf in full plate with a tower shield or an iron golem) is treated as one size category larger for the purpose of breaking through the ice.

**Subtiers and Encounters**

**SUBTIER 1–2 (CR 3)**

- **KOBOLDS (4)** CR 1/4
  - hp 5 each *(Pathfinder RPG Bestiary 183; see page 50)*
- **KOBOLD DRAGON HERALD** CR 1
  - hp 24 (see page 50)

**SUBTIER 3–4 (CR 5)**

- **KOBOLD MONSTER WRANGLER** CR 1
  - hp 17 *(Pathfinder RPG Monster Codex 132; see page 58)*
- **KOBOLD SNIPERS (3)** CR 1/2
  - hp 12 each *(Pathfinder RPG Monster Codex 130; see page 58)*
- **SLURK** CR 2
  - hp 17 *(Pathfinder RPG Bestiary 2 251; see page 58)*

**SUBTIER 5–6 (CR 7)**

- **KOBOLD BLADES (2)** CR 3
  - hp 30 each *(Pathfinder RPG Monster Codex 130; see page 68)*
- **KOBOLD GUILECASTER** CR 5
  - hp 35 *(Pathfinder RPG Monster Codex 131; see page 68)*

**SUBTIER 7–8 (CR 9)**

- **FROST DRAKE** CR 7
  - hp 84 *(Pathfinder RPG Bestiary 2 108; see page 78)*
- **KOBOLD BATTLE MASTER** CR 6
  - hp 57 *(Pathfinder RPG Monster Codex 132; see page 79)*
- **ICE NEWT MOUNT** CR —
  - hp 45 (see page 79)
- **KOBOLD BOMBERS (2)** CR 1
  - hp 12 each *(Pathfinder RPG Monster Codex 133; see page 80)*

**SUBTIER 10–11 (CR 12)**

- **FROST DRAKES (2)** CR 7
  - hp 84 each *(Pathfinder RPG Bestiary 2 108; see page 91)*
- **KOBOLD DRAGON EVANGELISTS (2)** CR 9
  - hp 108 each (see page 92)
Development: So long as the PCs did not attack the dryad, she introduces herself as Enzial, voices her gratitude for their assistance, and explains that white dragons from the mountains have hatched a new clutch of wyrmlings. This has spurred the kobolds who serve these dragons to hunt a staggering number of local animals for meat. The fey normally don’t mind hunting, but the kobolds’ predation threatens to wipe out several prey species in the area entirely. Although Enzial never met Ivora, she knows that the powerful wyrm Grathatonhakis terrorized this region for centuries before dying unexpectedly nearly a millennium ago. The white dragons were too fearful to return in force until the last century.

If the PCs ask for aid or voice their intention to kill the dragons, Enzial suggests the PCs might speak with Vallahk and Quiselle, the stewards of this region. She warns that these two are difficult to convince of anything, but if the PCs persuade the two to aid their cause, the pair could provide considerable assistance. Enzial is also amenable to showing the PCs the way to the kobolds’ and dragons’ large lair, identifying a large front entrance (area L) and a lesser-known entrance much higher in the mountain (area M). She believes that both will lead the Pathfinders to the dragons.

If the PCs ask the fey for aid against the dragons, Enzial suggests that the PCs speak with Vallahk and Quiselle, protectors of the forest. She also warns them that the fey are unlikely to act unless the PCs can win the approval of both leaders, not just one. If the PCs take her up on the offer, they can proceed to The Fey’s Favor encounter, otherwise, they can track the kobolds to their caves (area L or M).

If the PCs attacked Enzial, they do not have the opportunity to speak with the fey. However, the PCs can easily trace the kobolds’ tracks back to their lair, made all the easier to follow by the red-tinged trails left by the reindeer carcasses they’ve dragged toward the mountains. This trail leads only to area L, though the PCs can identify the path to area M with an Average Survival or Hard Perception check. Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

The Fey’s Favor
If the PCs choose to speak with the fey court, Enzial leads them into a nearby cluster of birch trees so dense that it seems not even a sparrow could fly between them. As she approaches, the trees seem to leap aside, clearing a short path. Traveling this path causes the scenery to blur, as though each step were carrying the PC several miles at a time. After walking what feels like a few dozen feet, the PCs arrive in a clearing surrounded by a living palisade of birch trees. At the center stands a lopsided oak tree with green leaves, and two regal fey sit atop the roots while holding court before several dozen other First World beings like dryads, pixies, satyrs, and awakened animals.

This is one of the courts held by the erlking Vallahk and the hamadryad Quiselle, the self-declared king and queen of the forest. When the PCs arrive, the king and queen are discussing the “dragon problem” and considering all-out war. However, they’re concerned about the safety of those under their protection. They’re also concerned that if they lose and upset the dragons, no one will remain to protect the forest.

The monarchs are gracious hosts and are willing to hear the PCs’ requests and offers, though the two regularly argue over the details of specific proposals and strategies. An overview of each leader appears below, including a list of different skills that the PCs can use to influence that leader. The PCs have the opportunity to attempt 12 skill checks to impress one leader or the other during this encounter. The king and queen like to hear from all of their guests, so they prompt each PC to participate; 10 of the 12 skill checks must be split as evenly as possible among the PCs, and the remaining two checks can be performed by any PC.

Each PC can use the aid another action once during this encounter, after which one of the leaders chides that PC to stop interrupting the others. Particularly persuasive strategies can earn that PC up to a +4 bonus on the check. If a PC has a particularly creative approach to influencing a leader that doesn’t use one of the listed skills, consider allowing it—particularly if the player is willing to expend some resource like a spell slot to make it happen.

Three successful checks are needed to earn a leader’s favor, and the PCs must successfully gain the favor of both to win any assistance from the fey. Enzial can help gently steer the PCs if they’re struggling to devise a strategy or are wasting skill checks on a monarch they’ve already won over. Likewise, use the two monarchs banter to convey what approaches each one respects and help the players choose a sound strategy.

Pacing: Remember that there’s limited time to complete Part 4’s encounters, so endeavor to keep the roleplaying fast-paced and lively. Aim for about 15 minutes for this encounter.

Vallahk
CN erlking (Pathfinder RPG Bestiary 4 94)

Description
Strategy Vallahk has watched the kobolds hunting to feed the dragons, and he has some respect for their tenacity. Adhering to a rather merciless “survival of the fittest” philosophy, he feels nature should be able to take its course.

Appearance Birdlike wings covered with pine needles instead of feathers extend from the back of this regal, elf-like humanoid. He perches on the oak, looking down on the PCs.

Personality Vallahk embodies the aggressive, dangerous, and vengeful aspects of the wilds. He is quick to judge and even quicker to anger. His words are fast and fierce.

Biases Vallahk admires confidence and self-assurance (+2), but he sees creatures showing weakness as prey (-4).
**INFLUENCE**

**Influence** Average Intimidate, Profession (hunter or trapper), or Survival; Hard Perception or Stealth.

**Special** Vallakh cannot stand groveling, which to him includes pandering. If the PCs successfully influence Quiselle with Diplomacy, increase the number of checks required to influence Vallakh to 4.

**QUISELLE**

CG hamadryad (Pathfinder RPG Bestiary 4 148)

**DESCRIPTION**

**Strategy** Quiselle prefers a gentle approach that would slow the kobold’s hunting. She knows deep down that with a new clutch of wyrmlings, the dragon problem will only grow over time, but she’s reluctant to give in to violence.

**Appearance** The oak’s branches twist and bend, creating a throne whenever she begins to sit. This elf-like woman wears a dress of pine needles and crown of geraniums.

**Personality** Quiselle represents the protective, patient, and nurturing aspects of nature. Although generally happy and carefree, she has become melancholy thanks to the dragons’ ravenous appetites.

**Biases** Quiselle appreciates those with a positive, optimistic attitude (+2), but those who show aggression frustrate her (-2).

**INFLUENCE**

**Influence** Average Diplomacy, Handle Animal, or Heal; Hard Knowledge (nature) or Perform (any)

**Advantage** Quiselle tolerates Vallakh’s occasional bloodlust, but she doesn’t like to see it encouraged. If the PCs successfully influence Vallakh with Intimidate, increase the number of checks required to influence Quiselle to 4.

**L. OUTSIDE THE CAVES**

The forest path leads northeast, where dense evergreens give way to steep, rocky foothills. Several intersecting trails lead up to the cave system’s main entrance partway up the Tusk Mountains. The raised outcroppings in this area are about 10 feet tall, and scaling one requires a successful DC 12 Climb check. The frozen ground is not difficult terrain, but it does impose a –2 penalty on Acrobatics checks.

**Creatures:** The kobolds frequently set traps here to capture beasts. Any meek creatures they snare are destined to become the dragons’ dinner, but the kobolds keep the more ferocious ones chained to the base of the mountain as guard animals. Despite the kobolds’ smaller size, they have habitually tormented the beast they have trapped here, making the animal fearfully attack the kobolds’ enemies. However, a PC who changes the animal’s attitude to indifferent or better causes it to turn on its cruel captors.

As combat begins, one kobold tugs a series of wires as a standard action to unlock the animal’s chain from a distance. The kobolds prefer to keep their distance, letting the larger animal tear into the PCs.

**SUBTIER 1–2 (CR 3)**

**KOBOLD SNIPERS (2)**

**CR 1/2**

**hp** 12 each (Pathfinder RPG Monster Codex 130; see page 51)

**WOLF**

**CR 1**

**hp** 13 (Pathfinder RPG Bestiary 278; see page 51)

**SUBTIER 3–4 (CR 5)**

**KOBOLD BOMBERS (2)**

**CR 1**

**hp** 12 each (Pathfinder RPG Monster Codex 133; see page 57)

**KOBOLD DRAGON HERALD**

**CR 1**

**hp** 24 (see page 58)

**YOUNG GRIZZLY BEAR**

**CR 3**

**hp** 32 (Pathfinder RPG Bestiary 295, 31; see page 59)
L. Outside the Caves

K: Kobold Starting Area

PCs’ Starting Area

1 square = 5 feet

Pathfinder Flip-Mat: Winter Forest

THE SOLSTICE SCAR
SUBTIER 5–6 (CR 8)

**KOBOLD SNIPERS (2)**
- CR 1/2
- hp 12 each (Pathfinder RPG Monster Codex 130; see page 69)

**KOBOLD YAPPER**
- CR 7
- hp 31 (Pathfinder RPG Monster Codex 135; see page 69)

**POLAR BEAR**
- CR 5
- hp 52 (Pathfinder RPG Bestiary 5 41; see page 70)

SUBTIER 7–8 (CR 10)

**DIRE POLAR BEAR**
- CR 8
- hp 115 (Pathfinder RPG Bestiary 5 41; see page 78)

**KOBOLD BLADES (2)**
- CR 3
- hp 30 each (Pathfinder RPG Monster Codex 130; see page 79)

**KOBOLD YAPPER**
- CR 7
- hp 31 (Pathfinder RPG Monster Codex 135; see page 81)

SUBTIER 10–11 (CR 13)

**ADVANCED MASTODON**
- CR 10
- hp 157 (Pathfinder RPG Bestiary 294, 128; see page 91)

**KOBOLD CHIEFTAINS (3)**
- CR 8
- hp 72 each (Pathfinder RPG Monster Codex 135; see page 91)

**KOBOLD GUILECASTERS (3)**
- CR 5
- hp 35 each (Pathfinder RPG Monster Codex 131; see page 92)

Development: Once the PCs defeat the enemies here, they have a clear path into the cave system where the kobolds and dragons lair. The kobolds have carved petroglyphs and stylized murals into the rocks along the slope, depicting significant scenes in their tribe’s history and distant mythology. Among these are images of a humanoid with hair on her head, a blade in one hand, and patterns that suggest armor covering her body. The figure is shown fighting an immense dragon and appears to be frozen in ice.

Move to area M unless the Overseer GM has instructed you to move to area N.

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM. If the PCs avoid harming the animal and either improve its attitude to indifferent (or better) or otherwise chase it off nonviolently, also report one fey success.

M. KOBOLD CAVERNS

The kobolds maintain several entrances into their home, though they hide these secondary routes as best they can. If the PCs receive directions from the dryad Enzial in area K or identify the route by following the kobolds’ tracks, they can travel to this area rather than to area L.

The series of switchback trails comes with its own dangers, though, for climbing hundreds of feet higher into the mountains exposes the PCs to icy winds and dropping temperatures. Each PC must succeed at Hard Fortitude save against the cold weather, and on a failure, that PC takes nonlethal cold damage equal to the APL and is fatigued for the next encounter. Remember that the cold weather gear the PCs acquired from the Twinhorn following grants them a +5 circumstance bonus on this saving throw.

Once inside, the PCs can travel through the kobold warren’s outer tunnels, which range from 5–10 feet in width. They enter this area from the northwest, and to reach other parts of the lair they must reach the exit to the southeast. The passages are natural stone (Climb DC 15).

In places, the kobolds have carved low tunnels between different passageways, allowing them to take shortcuts and harass invaders from unexpected directions. These shortcuts are only several feet in diameter, so Small creatures can move freely through them but Medium creatures must squeeze. Large creatures cannot fit at all without succeeding at a DC 30 Escape Artist check. Furthermore, these shortcuts are concealed, requiring a Hard Perception check to spot; treat these as secret doors and unusual stone features for any special abilities a PC might have. The kobolds here know the locations of these shortcuts and can find them without a Perception check.

The tunnels bear numerous carved petroglyphs and stylized murals, depicting significant scenes in the kobolds’ history and distant mythology. Among these are images of a humanoid with hair on her head, a blade in one hand, and patterns that suggest armor covering her body.

The PCs can also find among these a rounded cartouche containing several Dwarven letters and words. A dwarven PC automatically recognizes this, and others can do so with a successful Average Knowledge (local) or Linguistics check; it is a gladdringgar, a dwarven mark carved into a cave to prove to others that a dwarf reached that point. This one identifies the carver as Ivora, servant of Vildeis.

Creatures: The kobolds defend their territory ferociously, using traps to augment their hit-and-run strategies. The kobold master trappers (Subtiers 5–6 and Subtier 7–8) have set their traps to manual activation, using their cunning trigger talent to set them off at the most strategic moment.

Traps: The kobolds have prepared numerous traps here, though only a few are currently armed. Before the encounter begins, the GM should decide where the traps are located. The kobolds know where each are the armed traps are and can move through those spaces without triggering them.

Pacing: With a luck and care, the kobolds here could potentially savage the PCs for hours. That said, remember
that this adventure has limited time. Once the kobolds have softened up the PCs, made the PCs trip over each other to fend off ambushes, and led the PCs into a few traps, consider having the remaining kobolds triumphantly close in to finish off the PCs—in the process exposing the kobolds to more direct retaliation.

**SUBTIER 1–2 (CR 3)**

**KOBOLD SCALECASTER**
CR 1/2
hp 7 (*Pathfinder RPG Monster Codex* 131; see page 50)

**KOBOLD SNIPER**
CR 1/2
hp 12 (*Pathfinder RPG Monster Codex* 130; see page 51)

**PIT TRAP**
CR 1
See page 51

**SUBTIER 3–4 (CR 5)**

**KOBOLD BLADE**
CR 3
hp 30 (*Pathfinder RPG Monster Codex* 130; see page 57)

**KOBOLD BOMBER**
CR 1
hp 12 (*Pathfinder RPG Monster Codex* 133; see page 57)

**SPIKED PIT TRAP**
CR 2
See page 59

**SUBTIER 5–6 (CR 8)**

**KOBOLD GUILECASTER**
CR 5
hp 35 (*Pathfinder RPG Monster Codex* 131; see page 68)

**KOBOLD MASTER TRAPPER**
CR 4
hp 31 (*Pathfinder RPG Monster Codex* 133; see page 69)

**WALL SCYTHE TRAPS (2)**
CR 4
See page 70

**SUBTIER 7–8 (CR 10)**

**FALLING BLOCK TRAPS (2)**
CR 5
See page 78

**KOBOLD GUILECASTER**
CR 5
hp 35 (*Pathfinder RPG Monster Codex* 131; see page 80)

**KOBOLD MASTER TRAPPERS (2)**
CR 4
hp 31 each (*Pathfinder RPG Monster Codex* 133; see page 81)

**WYVERN ARROW TRAP**
CR 6
See page 81

**Well-Prepared Dragons**

Thanks to the Shiverscale tribe’s efforts, the dragons here have ample treasure and opportunity to prepare for conflict. Apply the following additional conditions and benefits unless the Surprised Dragons condition is in play, placing them at your discretion.

**All Subtiers:** Each dragon has used its breath weapon to create a 20-foot-radius patch of ice on a surface, which is treated as difficult terrain. The dragon has instructed the kobolds to apply a special salve to its scales that negates its vulnerability to fire the first time it takes fire damage during the encounter.

**Subtier 5–6:** Each dragon has created a 20-foot-radius bank of fog and snow, using its fog cloud spell-like ability.

**Subtier 7–8:** Each dragon has already cast *shield* and has created a 20-foot-radius bank of fog and snow, using its fog cloud spell-like ability.

**Subtier 10–11:** Each dragon has already cast *shield* and has created a 20-foot-radius bank of fog and snow, using its freezing fog ability.

**SUBTIER 10–11 (CR 13)**

**KEEN PURPLE WORM WALL SCYTHE TRAP**
CR 9
See page 91

**KOBOLD SKIRMISHERS (2)**
CR 7
hp 55 (see page 92)

**WYVERN ARROW TRAPS (3)**
CR 6
See page 93

**Development:** Once the PCs defeat the enemies here, they face only minor resistance as they navigate the caves. That said, the path to the dragons’ lair is not clear, and the PCs rapidly find themselves out near the main cave entrances where other Pathfinders are fighting to get in.

Move to area L unless the Overseer GM has instructed you to move to area N.

**Reporting:** If the PCs successfully overcome this encounter, report one success to the Overseer GM.

**N. DRAGON’S LAIR**

This encounter area is accessible only once the Overseer GM has made an announcement indicating that it is. Until then, run the encounters in areas K, L, and M.

A narrow cavern to the east opens into a larger cave. A gently sloping ramp descends counter clockwise to an elaborately carved column of ice. A vast pile of gold, jewels, furs, and immense bones lie piled around the column.
N. Dragon’s Lair

1 square = 5 feet

Pathfinder Flip-Mat: Twisted Caverns
When Ivvora came to face the white wyrm Grathatonhakis, she expected to perish in her endeavor. Accepting her death, she devised a strategy that would ensure success and bring peace to the Tusk Mountains. She wounded the powerful dragon with her blade several times. With only had moments to live, she whispered a prayer to Vildeis asking her to forbid the dragon from healing itself. Though Grathatonhakis froze her with his deadly breath, he found that he could not bring himself to bind any of his wounds or allow anyone else to tend to them. After he died, kobolds eventually harvested the scales for armor and brought what bones they could back here, building a shrine to the fallen wyrm around the perpetually frozen corpse of Ivvora. Several centuries later, the dragon's grandson Horralydax returned here with a mate, making this his new home. Since then, his brood have multiplied, and they regularly return here to pay homage.

The ceiling in the larger chambers is 30 feet tall, whereas the tunnels are only about 10 feet tall. A large tunnel directly above the ice column rises 40 feet into the stone and then turns north, letting out into the large cave there. This elevated passageway also has a third exit, a natural chimney that leads high to a promontory high up the mountain's slope—the dragons' preferred means of entering and exiting the caves.

Creatures: Horralydax has made his lair in the most prestigious part of the caves. When he isn't guarding his hoard personally, he forces one of his progeny to guard it for him. Here the PCs encounter a dragon and several of the remaining Shiverscale kobolds.

**SUBTIER 1–2 (CR 4)**

**GIANT WYRMLING WHITE DRAGON**  CR 3
hp 28  (*Pathfinder RPG Bestiary* 295, 100; see page 50)

**KOBOLDS (4)**  CR 1/4
hp 5 each  (*Pathfinder RPG Bestiary* 183; see page 50)

**SUBTIER 3–4 (CR 6)**

**GIANT VERY YOUNG WHITE DRAGON**  CR 5
hp 52  (*Pathfinder RPG Bestiary* 295, 100; see page 57)

**KOBOLD DRAGON HERALS (2)**  CR 1
hp 24 each  (see page 58)

**SUBTIER 5–6 (CR 9)**

**GIANT JUVENILE WHITE DRAGON**  CR 8
hp 112  (*Pathfinder RPG Bestiary* 295, 100; see page 68)

**KOBOLD BLADES (3)**  CR 3
hp 30 each  (*Pathfinder RPG Monster Codex* 130; see page 68)

**SUBTIER 7–8 (CR 11)**

**ADULT WHITE DRAGON**  CR 10
hp 149  (*Pathfinder RPG Bestiary* 100; see page 78)

**KOBOLD BATTLE MASTERS (2)**  CR 6
hp 57 each  (*Pathfinder RPG Monster Codex* 132; see page 79)

**ICE NEWT MOUNTS (2)**  CR —
hp 45 each  (see page 79)

**SUBTIER 10–11 (CR 14)**

**HORRALYDAX**  CR 13
Old white dragon  (*Pathfinder RPG Bestiary* 100; see page 93)
hp 212

**KOBOLD DRAGON EVANGELISTS (2)**  CR 9
hp 108 each  (see page 92)

**Development:** Once the PCs have defeated the dragon and the kobolds, they can hear combat continuing elsewhere in the caves as other Pathfinders clash with their own enemies. You can certainly begin another dragon encounter (without the kobolds) in the map’s northern cave, but if there’s only a short amount of time remaining, it’s also fine to let your players relax for a few minutes and wait for Part 4’s conclusion.

**Reporting:** If the PCs successfully overcome this encounter, report one special success to the Overseer GM.

**CONCLUSION**

After about 90 minutes—or once the House has reported a number of Special Successes equal to the number of tables—the Overseer GM should read the following aloud to conclude Part 4. This concludes the event as a whole if this is the final part of the adventure.

With the dragons defeated and their kobolds fleeing, the Pathfinders assemble in the deep cave. With her phantom Anok in tow, Medda approaches the frozen column and brushes away the outer layer of frost. Frozen within the column is a dwarven woman in steel armor, her body torn as if by immense claws. With her hand pressed against the ice, Medda pleads. “Ivvora, I have found you. Now what? Vildeis said to find you and that you would help me, but how can we help you in this state?”

“You look to me when you should look to the evil that stalks our homeland. It is not I who needs help,” declares a voice that is both sweet as music and powerful as a thunderstorm. The image of a wounded angelic figure reflects in each facet, simultaneously warming the chamber and judging all that the angel sees. “As you can see, I serve Vildeis more directly than...”
before.” The images look to Anok. “I see you took your oath seriously, Anok. I was wrong to have doubted your conviction. How are our people?”

The red phantom’s hue turns rosier as he looks to Medda and responds, “You would be proud.”

With a nod, the angel addresses everyone at once. “Then why do you seek me?”

“Eshimka has returned,” Medda announces. “We fought off the horror once, but it shall return at the next solstice.”

The angel’s eyes flare with righteous fire. “Then you will need a weapon to defeat it, as I had. Vildeis granted me the blade that I gave your people, but only after I thought I had given everything to vanquish my greatest foe. Even now I can sense evil has returned to that land, far to the south in a forest where the Whispering Tyrant’s legions once ruled. Show our patron Vildeis the same dedication that I did, and I shall ask that she equip you in the same way.” With that, the angelic images fade from the melting column.

Medda addresses the gathered Pathfinders. “I believe I know the forests Ivvora mentioned. You have already done so much, Pathfinders, but I invite you to help more. After I give Ivvora the burial she deserves, I will set forth with all who are able and willing for the Fangwood.”

If this is the final part, the Overseer GM should close the event, thank the Table GMs for their hard work, and thank the players for their support of Pathfinder Society Roleplaying Guild campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

Otherwise, the Overseer GM should begin Part 5.

SUCCESS CONDITIONS
For participating in this adventure, each PC earns 2 Prestige Points.
Pathfinders,

My apologies for interrupting your feast, but Nigel Aldain has just informed me that there is trouble at the Blakros Museum. Once your bitter laughter has subsided, let us continue.

Nigel says it can’t wait until morning. We don’t want to jeopardize our relationship with the Blakros Family, so we will do what we can to aid him. Please gather your gear and meet in the main hall within Skyreach. I will give more instructions then.

venture-captain Ambrus Valsin
APPENDIX 1: SUBTIER 1–2 BESTIARY (PART 1)

DOG, CR 1/3
Pathfinder RPG Bestiary 87
N Small animal
Init +1; Senses low-light vision, scent; Perception +8

DEFENSE
AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +4, Ref +3, Will +1

OFFENSE
Speed 40 ft.
Melee bite +2 (1d4+1)

STATISTICS
Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Base Atk +0; CMB +0; CMD 11 (15 vs. trip)
Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

DOG, RIDING, CR 1
Pathfinder RPG Bestiary 87
N Medium animal
Init +2; Senses low-light vision, scent; Perception +8

DEFENSE
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 13 (2d8+4)
Fort +5, Ref +5, Will +1

OFFENSE
Speed 40 ft.
Melee bite +3 (1d4+1)

STATISTICS
Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Base Atk +1; CMB +3; CMD 11 (15 vs. trip)
Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

DREAD LEMURE, CR 3
Pathfinder RPG Bestiary 79
Advanced lemur
LE Large outsider (devil, evil, extraplanar, lawful)
Init +0; Senses darkvision 60 ft., see in darkness; Perception +0

DEFENSE
AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)
hp 28 (3d10+12)
Fort +7, Ref +3, Will +1
DR 5/good or silver; Immune fire, mind-affecting effects, poison; Resist acid 10, cold 10

OFFENSE
Speed 20 ft.
Melee 2 claws +6 (1d6+4)

LIVING RUNES, CR 3
N Tiny construct (swarm)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +12

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 26 (4d10+4); fast healing 2
Fort +1, Ref +3, Will +1

DEFENSIVE ABILITIES
rejuvenation, swarm traits; Immune construct traits

OFFENSE
Speed fly 40 ft. (perfect)
Melee swarm (1d6 nonlethal plus distraction)

STATISTICS
Str 19, Dex 10, Con 18, Int —, Wis 11, Cha 5
Base Atk +3; CMB +8; CMD 18

LIVING RUNES
Dread Lemure
Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune’s swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

MEDDA SPIRITBEARER, CR 1
Female human spiritualist (haunted) 2 (Pathfinder RPG Occult Adventures 72, 110)
NG Medium humanoid (human)
Init –1; Senses Perception +4

DEFENSE
AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)
hp 19 (2d8+7)
Fort +5, Ref –1, Will +6

OFFENSE
Speed 30 ft. (20 ft. in armor)
Melee cold iron dagger +1 (1d4/19–20) or longspear +1 (1d8/×3)
**SHINING CRUSADE BANNER**  
CR 3  
Animated object (Pathfinder RPG Bestiary 14)  
N Medium construct  
Init +0; Senses darkvision 60 ft., low-light vision; Perception –5  
**DEFENSE**  
AC 14, touch 10, flat-footed 14 (+4 natural)  
hp 36 (3d10+20)  
Fort +1, Ref +1, Will –4  
Immune construct traits  
**Weakness** haunted  
**OFFENSE**  
Speed 30 ft., fly 30 ft. (clumsy)  
Melee slam +5 (1d6+3 nonlethal plus grab)  
Special Attacks constrict (1d6+3 nonlethal)  
**STATISTICS**  
Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1  
Base Atk +3; CMB +5 (+9 grapple); CMD 15  
**Skills**  
Fly –8  
SQ construction points (additional movement speed [fly], cloth, construct traits, exceptional reach, grab, haunted)  
**SPECIAL ABILITIES**  
Cloth (Ex) Unlike most animated objects, a Shining Crusade banner has no hardness. Furthermore, its attacks deal nonlethal damage.  
Haunted (Su) A Shining Crusade banner is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

**TWINHORN SCOUT**  
CR 1/2  
Pathfinder NPC Codex 144  
Human rogue 1  
N Medium humanoid (human)  
Init +7; Senses Perception +3  
**DEFENSE**  
AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)  
hp 10 (1d8+2)  
Fort +1, Ref +5, Will –1  
**OFFENSE**  
Speed 30 ft.  
Melee short sword +3 (1d6+2/19–20)  
Ranged dagger +3 (1d4+2/19–20)  
Special Attacks sneak attack +1d6  
**STATISTICS**  
Str 14, Dex 17, Con 13, Int 10, Wis 8, Cha 12  
Base Atk +0; CMB +2; CMD 15  
Feats Improved Initiative, Weapon Finesse  
Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6  
Languages Common  
SQ trapfinding +1  
**Combat Gear** potion of cure light wounds, acid (2), smokesick,
WAX GOLEM

CR 3

Pathfinder RPG Bestiary 4 133

N Medium construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)

hp 42 (4d10+20)

Fort +1, Ref +0, Will +1

Immune cold, construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +4; CMB +6; CMD 15

SQ conditional sentience

SPECIAL ABILITIES

Conditional Sentience (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax 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. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the slow spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 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 wax golem gains no saving throw against cold effects.
APPENDIX 2: SUBTIER 1–2 BESTIARY
(PART 3)

ECTOPLASMIC HUMAN  
Pathfinder RPG Bestiary 4 82
N Medium undead
Init +0; Senses darkvision 60 ft.; Perception +0
DEFENSE
AC 12, touch 10, flat-footed 12 (+2 natural)
hp 7 (1d8+3)
Fort +0, Ref +0, Will +2
DR 5/slashing; Immune undead traits
OFFENSE
Speed 30 ft.; air walk
Melee slam +3 (1d4+3 plus horrifying ooze)
Special Attacks horrifying ooze
Spell-Like Abilities (CL 1st; concentration +1)
Constant—air walk

STATISTICS
Str 16, Dex 11, Con —, Int —, Wis 10, Cha 12
Base Atk +0; CMB +3; CMD 13
Feats Toughness
SQ phase lurch
SPECIAL ABILITIES
Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature’s slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.
Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it’s moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

SHADOW DRAKE, GIANT  
Pathfinder RPG Bestiary 4 80, 289
CE Small dragon (cold)
Init +4; Senses darkvision 60 ft., low-light vision; Perception +7
DEFENSE
AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)
hp 28 (3d12+9)
Fort +6, Ref +7, Will +4
Defensive Abilities shadow blend; Immune cold, paralysis, sleep
Weaknesses light sensitivity, vulnerability to fire
OFFENSE
Speed 30 ft.
Melee mwk longsword +7 (1d8+3/19–20)
STATISTICS
Str 13, Dex 18, Con 16, Int 11, Wis 10, Cha 12
Base Atk +3; CMB +3; CMD 17
Feats Flyby Attack, Weapon Finesse
Skills Acrobatics +7, Disable Device +5, Fly +20, Perception +7, Sleight of Hand +7, Stealth +14
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 14 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.

SKELETAL CHAMPION  
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 (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)
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, masterwork longsword

SKELETON, HUMAN  
Pathfinder RPG Bestiary 250
NE Medium undead
Init +6; Senses darkvision 60 ft.; Perception +0
**Defense**

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

hp 4 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune cold, undead traits

**Offense**

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

**Statistics**

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 14

Feats Improved Initiative

Gear broken chain shirt, broken scimitar

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**Skeleton, Bloody**

CR 1/2

*Pathfinder RPG Bestiary 251*

NE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +0

**Defense**

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

hp 6 (1d8+2); fast healing 1

Fort +2, Ref +2, Will +2

Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

**Offense**

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

**Statistics**

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 14

---

**Zombie, Human**

CR 1/2

*Pathfinder RPG Bestiary 288*

NE Medium undead

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

**Defense**

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

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

**Offense**

Speed 30 ft.

Melee slam +4 (1d6+4)

**Statistics**

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Special Qualities staggered

---

**Deathless (Su)**

A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.
### Giant Wyrmling White Dragon

**CR 3**

*Pathfinder RPG Bestiary 100, 295*

**CE Small dragon (cold)**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+6; Senses</th>
<th>dragon senses; Perception +5</th>
</tr>
</thead>
</table>

**Defense**

- **AC**
  - 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)
  - hp 28 (3d12+9)
- **Fort** +6, **Ref** +5, **Will** +2
- **Immune** cold, paralysis, sleep
- **Weaknesses** vulnerability to fire

**Offense**

- **Speed** 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; icewalking
- **Melee** bite +6 (1d6+3), 2 claws +6 (1d4+2)
- **Special Attacks** breath weapon (20-ft cone, 2d4 cold, Reflex DC 14 half)

**Statistics**

- **Str** 15, **Dex** 14, **Con** 17, **Int** 6, **Wis** 9, **Cha** 6
- **Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)
- **Feats** Flyby Attack, Improved Initiative
- **Skills** Fly +10, Perception +5, Stealth +12, Swim +16
- **Languages** Draconic

**Special Abilities**

- **Icewalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

### Kobold

**CR 1/4**

*Pathfinder RPG Bestiary 183*

**LE Small humanoid (reptilian)**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+1; Senses</th>
<th>darkvision 60 ft.; Perception +5</th>
</tr>
</thead>
</table>

**Defense**

- **AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)
  - hp 5 (1d10)
- **Fort** +2, **Ref** +1, **Will** –1
- **Weaknesses** light sensitivity

**Offense**

- **Speed** 30 ft.
- **Melee** spear +1 (1d6–1/x3)
- **Ranged** sling +3 (1d3–1)

**Statistics**

- **Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8
- **Base Atk** +1; **CMB** –1; **CMD** 10
- **Feats** Skill Focus (Perception)
- **Skills** Craft (trapmaking) +6, Perception +5, Stealth +5;
  - **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)
- **Languages** Draconic

**Kobold Dragon Herald**

**CR 1**

*Kobold barbarian 2 (Pathfinder RPG Bestiary 183)*

<table>
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<tr>
<th>Initiative</th>
<th>+2; Senses</th>
<th>darkvision 60 ft.; Perception +8</th>
</tr>
</thead>
</table>

**Defense**

- **AC** 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, –2 rage, +1 size)
  - hp 24 (2d12+6)
- **Fort** +6, **Ref** +2, **Will** +3
- **Defensive Abilities** uncanny dodge
- **Weaknesses** light sensitivity

**Offense**

- **Speed** 40 ft.
- **Melee** mwk greatsword +6 (1d10+3/19–20)
- **Ranged** dart +5 (1d3+2)
- **Special Attacks** rage (7 rounds/day), rage power (intimidating glare)

**Statistics**

- **Str** 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10
- **Base Atk** +2; **CMB** +3; **CMD** 13
- **Feats** Skill Focus (Intimidate)
- **Skills** Acrobatics +6, Intimidate +8, Perception +8, Stealth +10, Survival +5, Swim +6; **Racial Modifiers** +2 Perception
- **Languages** Draconic
- **SQ** crafty, fast movement

**Combat Gear** potion of cure light wounds, potion of enlarge person; **Other Gear** mwk studded leather, darts (4), mwk greatsword, 53 gp

**Kobold Scalecaster**

**CR 1/2**

*Pathfinder RPG Monster Codex 131*

**LN Small humanoid (reptilian)**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+7; Senses</th>
<th>darkvision 60 ft.; Perception +3</th>
</tr>
</thead>
</table>

**Defense**

- **AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)
  - hp 7 (1d6+1)
- **Fort** +0, **Ref** +3, **Will** +3
- **Weaknesses** light sensitivity

**Offense**

- **Speed** 30 ft.
- **Melee** 2 claws –2 (1d3–3)
- **Ranged** light crossbow +4 (1d6/19–20)
- **Special Attacks** claws (1d3–3, 5 rounds/day)
- **Sorcerer Spells Known** (CL 1st; concentration +3)
  - 1st (4/day)—burning hands (DC 13), charm person (DC 13)
  - 0 (at will)—dancing lights, detect magic, flare (DC 12), ray of frost
Bloodline draconic (gold)

**STATISTICS**
- **Str**: 4, **Dex**: 16, **Con**: 10, **Int**: 10, **Wis**: 13, **Cha**: 15
- **Base Atk**: +0, **CMB**: +4, **CMD**: 9
- **Feats**: Eschew Materials, Improved Initiative
- **Skills**: Craft (trapmaking) +2, Perception +3, Profession (miner) +3, Stealth +11, Use Magic Device +6
- **Languages**: Draconic
- **SQ**: bloodline arcana (fire spells deal +1 damage per die), crafty

**Combat Gear** scroll of mage armor, scroll of vanish, caltrops, silversheen; **Other Gear** light crossbow, 54 gp

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**KOBOLD SNIPER**

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**Pathfinder RPG Monster Codex 130**

Kobold fighter 1
LE Small humanoid (reptilian)
**Init** +3; **Senses** darkvision 60 ft.; Perception +4

**DEFENSE**
- **AC**: 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)
- **hp**: 12 (1d10+2)
- **Fort**: +3, **Ref**: +3, **Will**: +1
- **Weaknesses**: light sensitivity

**OFFENSE**
- **Speed**: 30 ft.
- **Melee**: short sword +1 (1d4–1/19–20)
- **Ranged**: mwk light crossbow +6 (1d6/19–20)

**STATISTICS**
- **Str**: 9, **Dex**: 17, **Con**: 12, **Int**: 10, **Wis**: 12, **Cha**: 8
- **Base Atk**: +1, **CMB**: –1, **CMD**: 12
- **Feats**: Point-Blank Shot, Precise Shot

**Skills**: Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3
**Languages**: Common, Draconic
**SQ**: crafty

**PIT TRAP**

---

**Type**: mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**
- **Trigger**: location; **Reset**: manual
- **Effect**: 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

**WOLF**

---

**Pathfinder RPG Bestiary 278**

N Medium animal
**Init** +2; **Senses** low-light vision, scent; Perception +8

**DEFENSE**
- **AC**: 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
- **hp**: 13 (2d8+4)
- **Fort**: +5, **Ref**: +5, **Will**: +1

**OFFENSE**
- **Speed**: 50 ft.
- **Melee**: bite +2 (1d6+1 plus trip)

**STATISTICS**
- **Str**: 13, **Dex**: 15, **Con**: 15, **Int**: 2, **Wis**: 12, **Cha**: 6
- **Base Atk**: +1; **CMB**: +2; **CMD**: 14 (18 vs. trip)
- **Feats**: Skill Focus (Perception)
- **Skills**: Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent
APPENDIX 4: SUBTIER 3–4 BESTIARY (PART 1)

BEARDED DEVIL
Pathfinder RPG Bestiary 73
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +6; Senses darkvision 60 ft., see in darkness; Perception +10

DEFENSE
AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 57 (6d10+24)
Fort +9, Ref +7, Will +3
DR 5/good or silver; Immune fire, poison; Resist acid 10, cold
20; SR 16

OFFENSE
Speed 40 ft.
Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d4+4)
Space 5 ft.; Reach 5 ft. (10 ft. with glaive)
Special Attacks beard
Spell-Like Abilities (CL 12th)
1/day—summon (level 3, 1 bearded devil or 6 lemures, 50%)
greater teleport (self plus 50 lbs. of objects only)
At will—
cure 3 consecutive saves.

STATISTICS
Str 19, Dex 15, Con 19, Int 6, Wis 12, Cha 10
Base Atk +6; CMB +10; CMD 22
Feats Improved Initiative, Power Attack, Weapon Focus (glaive)
Skills Acrobatics +8 (+16 jumping), Perception +10, Sense Motive +6, Stealth +11
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based. Devil Chills: Disease—injury; save Fort DC 17; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.
Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to staunch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

CLOCKWORK SERVANT
Pathfinder RPG Bestiary 3 56
N Medium construct (clockwork)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE
AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)
hp 31 (2d10+20); fast healing 2
Fort +0, Ref +4, Will +0
Immune construct traits
Weaknesses vulnerable to electricity

OFFENSE
Speed 30 ft.
Melee slam +6 (1d6+6)
Ranged net +4

STATISTICS
Str 19, Dex 14, Con —, Int —, Wis 11, Cha 1
Base Atk +2; CMB +6; CMD 20 (22 trip)
Feats Improved Initiative*, Lightning Reflexes*
SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES
Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.
Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

DOG, ADVANCED RIDING
Pathfinder RPG Bestiary 87, 294
N Medium animal
Init +4; Senses low-light vision, scent; Perception +10

DEFENSE
AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 17 (2d8+8)
Fort +7, Ref +7, Will +3

OFFENSE
Speed 40 ft.
Melee bite +5 (1d6+6 plus trip)

STATISTICS
Str 19, Dex 19, Con 19, Int 2, Wis 16, Cha 10
Base Atk +1; CMB +5; CMD 19 (23 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +8 (+16 jumping), Perception +10, Survival +3 (+7 scent tracking); Racial Modifiers +4 Survival when tracking by scent

LIVING RUNES
Pathfinder RPG Bestiary 87, 294
N Tiny construct (swarm)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +12

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 26 (4d10+4); fast healing 2
Medda surrenders when reduced to half her hit points. Morale

Medda casts sanctuary during combat and moves for cover.

TACTICS

Spiritualist Spells Known (CL 2nd; concentration +5)

Reach: 5 ft.; Ranged: sling +0 (1d4)

Melee: cold iron dagger +1 (1d4/19–20) or longspear +1 (1d8/×3)

OFFENSE

Defensive Abilities: rejuvenation, swarm traits; Immune: construct traits

Speed: fly 40 ft. (perfect)

Melee: swarm (1d6 nonlethal plus distraction)

Space: 10 ft.; Reach: 0 ft.

Special Attacks: distraction (DC 12), trap control

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

Distraction (DC 12), Trap Control

Special Attacks: Reach 0 ft.; Space 10 ft.; Melee: swarm (1d6 nonlethal plus distraction) fly 40 ft. (perfect)

The Solstice Scar

Anok the Vengeful

Cr —

Male phantom (Pathfinder RPG Occult Adventures 78)

NG Medium outsider (phantom)

Init +1; Senses: darkvision 60 ft.; Perception +0

DEFENSE

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

hp: 13 (2d10+2)

Fort: +5, Ref: +1, Will: +3

DR: 5/slashing

OFFENSE

Speed: 30 ft.

Melee: 2 slams +5 (1d8+2)

TACTICS

Before Combat: Medda has summoned Anok 2 minutes before the PCs arrive.

During Combat: Anok focuses his attacks on creatures targeting Medda.

Morale: Anok fights until destroyed.

STANCTISTICS

Str 10, Dex 8, Con 14, Int 12, Wis 17, Cha 13

Base Atk: +1; CMB: +1; CMD: 10

Feats: Emotional Conduit, Toughness

Skills: Bluff +5, Diplomacy +2, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (nature) +5, Knowledge (religion) +5, Linguistics +6, Perception +4, Sense Motive +7, Spellcraft +5, Survival +4

Languages: Celestial, Common, Erutaki, Hallit, Orc

SQ: bonded senses (2 rounds/day), ethereal tether, phantom (Anok the Vengeful, anger), shared consciousness

Combat: Gear: potion of cure light wounds, scroll of locate object, wand of cure light wounds (14 charges), acid (2);

Other Gear: furs, mwk chain shirt, cold iron dagger, longspear, sling, traveler’s outfit, 3 gp

Medda Spiritbearer

Cr 1

Female human spiritualist (haunted) 2 (Pathfinder RPG Occult Adventures 72, 110)

NG Medium humanoid (human)

Init: —; Senses: Perception +4

DEFENSE

AC: 13, touch 9, flat-footed 13 (+4 armor, −1 Dex)

hp: 19 (2d8+7)

Fort: +5, Ref: −1, Will: +6

OFFENSE

Speed: 30 ft. (20 ft. in armor)

Melee: cold iron dagger +1 (1d4/19–20) or longspear +1 (1d8/×3)

Ranged: sling +0 (1d4)

Space: 5 ft.; Reach: 5 ft. (10 ft. with longspear)

Spiritualist Spells Known (CL 2nd; concentration +5)

1st (3/day)—burst of adrenaline, cure light wounds, remove fear, sanctuary (DC 14)

0 (at will)—detect magic, detect psychic significance, guidance, read magic, stabilize

TACTICS

During Combat: Medda casts sanctuary on herself and moves for cover. She uses her magic to keep her allies alive.

Morale: Medda surrenders when reduced to half her hit points.

Shining Crusade Banner

Cr 3

Animated object (Pathfinder RPG Bestiary 14)

N Medium construct

Init: +0; Senses: darkvision 60 ft., low-light vision; Perception −5

DEFENSE

AC: 14, touch 10, flat-footed 14 (+4 natural)

hp: 36 (3d10+20)

Fort: +1, Ref: +1, Will: −4

Immune: construct traits

Weakness: haunted

The Solstice Scar
OFFENSE

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

Melee slam +5 (1d6+3 nonlethal plus grab)

Special Attacks constrict (1d6+3 nonlethal)

Space 5 ft.; Reach 10 ft.

STATISTICS

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; CMB +5 (+9 grapple); CMD 15

Skills Fly –8

SQ construction points (additional movement speed [fly], cloth, constrict, exceptional reach, grab, haunted)

SPECIAL ABILITIES

Cloth (Ex) Unlike most animated objects, a Shining Crusade banner has no hardness. Furthermore, its attacks deal nonlethal damage.

Haunted (Su) A Shining Crusade banner is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

TWINHORN ARCHER

CR 2

Guard sniper Pathfinder RPG Villain Codex 46

Human ranger 3

Init +3; Senses Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 27 (3d10+6)

Fort +4, Ref +6, Will +1

OFFENSE

Speed 30 ft.

Melee mwk falchion +6 (2d4+3/18–20)

Ranged mwk composite longbow +7 (1d8+2/×3)

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

STATISTICS

Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8

Base Atk +3; CMB +5; CMD 18

Feats Deadly Aim, Endurance, Far Shot, Point-Blank Shot, Precise Shot

Skills Climb +7, Craft (bows) +7, Handle Animal +5, Heal +8, Knowledge (local) +4, Perception +6, Stealth +8, Survival +6

Languages Common, Dwarven

SQ favored terrain (urban +2), track +1, wild empathy +2

Combat Gear oil of magic weapon, potion of cure light wounds, blue whinnis (2); Other Gear mwk chain shirt, mwk composite longbow (+2 Str) with 20 blunt arrows and 20 flight arrows, mwk falchion, healer’s kit, 11 gp
APPENDIX 5: SUBTIER 3–4 BESTIARY (PART 3)

CRAWLING HAND, GIANT CR 5
Pathfinder RPG Bestiary 2 59
NE Medium undead
Init +2; Senses blindsense 30 ft., darkvision 60 ft.; Perception +7
DEFENSE
AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)
hp 52 (7d8+21)
Fort +4, Ref +6, Will +6
Immune undead traits
OFFENSE
Speed 30 ft.
Melee claw +11 (1d6+7 plus grab)
Special Attacks mark quarry, pus burst
STATISTICS
Str 21, Dex 15, Con —, Int 2, Wis 13, Cha 14
Base Atk +5; CMB +10 (+14 grapple); CMD 23
Feats Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)
Skills Acrobatics +3, Perception +7, Stealth +12; Racial Modifiers +4 Stealth
Languages Common (can’t speak)
SPECIAL ABILITIES
Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry’s blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target’s location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.
Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

ECTOPLASMIC HUMAN CR 1/2
Pathfinder RPG Bestiary 4 82
N Medium undead
Init +5; Senses darkvision 60 ft.; Perception +7
DEFENSE
AC 12, touch 10, flat-footed 12 (+2 natural)
hp 7 (1d8+3)
Fort +0, Ref +0, Will +2
DR 5/slashing; Immune undead traits
OFFENSE
Speed 30 ft.; air walk
Melee slam +3 (1d4+3 plus horrifying ooze)
Special Attacks horrifying ooze
Spell-Like Abilities (Cl 1st; concentration +1)
Constant—air walk
STATISTICS
Str 16, Dex 11, Con —, Int 2, Wis 10, Cha 14
Base Atk +0; CMB +3; CMD 13
Feats Toughness
SQ phase lurch
SPECIAL ABILITIES
Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature’s slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.
Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it’s moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

GUARDIAN PHANTOM ARMOR CR 2
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)
STATISTICS
Str 14, Dex 13, Con —, Int 7, Wis 11, Cha 10
Base Atk +2; CMB +4; CMD 15
Feats Improved Initiative, Power Attack
Skills Perception +6, Stealth +7
Languages Common (can’t speak)
SQ freeze (suit of armor)

NECROCRAFT, SCRAMBLER CR 3
Pathfinder RPG Bestiary 4 200
NE Medium undead
Init +1; Senses darkvision 60 ft.; Perception +0
DEFENSE
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 26 (4d8+8)
Fort +2, Ref +2, Will +4
Immune undead traits
**Offense**

**Speed** 30 ft., fly 30 ft. (clumsy)

**Melee** 2 claws +5 (1d4+2), bite +5 (1d6+2)

**Statistics**

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Base Atk +3; CMB +5; CMD 16

**Feats** Toughness^a

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**Shadow Drake, Giant**

**CR 3**

Pathfinder RPG Bestiary 4 80, 289

CE Small dragon (cold)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

**Defense**

**AC** 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

**hp** 28 (3d12+9)

**Fort** +6, **Ref** +7, **Will** +4

**Defensive Abilities** shadow blend; **Immune** cold, paralysis, sleep

**Weaknesses** light sensitivity, vulnerability to fire

**Offense**

**Speed** 20 ft., fly 90 ft. (perfect)

**Melee** bite +8 (1d4+1), tail slap +3 (1d4)

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

**Special Attacks** stygian breath

**Statistics**

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Base Atk +3; CMB +3; CMD 17

**Feats** Flyby Attack, Weapon Finesse

**Skills** Acrobatics +7, Disable Device +5, Fly +20, Perception +7, Sleight of Hand +7, Stealth +14

**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 14 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.

---

**Skeleton**

**CR 1/3**

Pathfinder RPG Bestiary 250

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

**Defense**

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

**hp** 4 (1d8)

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

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

**Offense**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw —3 (1d4+1) or 2 claws +2 (1d4+2)

**Statistics**

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Base Atk +0; CMB +2; CMD 14

**Feats** Improved Initiative^a

**Gear** broken chain shirt, broken scimitar

**Zombie**

**CR 1/2**

Pathfinder RPG Bestiary 288

NE Medium undead

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

**Defense**

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

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

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

**Offense**

**Speed** 30 ft.

**Melee** slam +4 (1d6+4)

**Statistics**

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Base Atk +1; CMB +4; CMD 14

**Feats** Toughness^a

**Special Qualities** staggered
APPENDIX 6: SUBTIER 3–4 BESTIARY (PART 4)

GIANT VERY YOUNG WHITE DRAGON

*Pathfinder RPG Bestiary* 100, 295
CE Medium dragon (cold)

Init +5; Senses dragon senses, snow vision; Perception +10

**DEFENSE**

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)
hp 52 (5d12+20)
Fort +8, Ref +5, Will +4

Imune cold, paralysis, sleep
Weaknesses vulnerability to fire

**OFFENSE**

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; icewalking
Melee bite +9 (1d8+6), 2 claws +9 (1d6+4), 2 wings +4 (1d4+2)
Space 5 ft.; Reach 5 ft. (10 ft. with bite)
Special Attacks breath weapon (30-ft cone, 4d4 cold, Reflex DC 16 half)

**STATISTICS**

Str 13, Dex 14, Con 19, Int 12, Wis 11, Cha 8
Base Atk +5; CMB +9; CMD 20 (24 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative

Skills Fly +9, Intimidate +7, Perception +10, Sense Motive +2, Stealth +9, Swim +20

Languages Draconic

**SPECIAL ABILITIES**

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and it does not need to succeed at Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

KOBOLD BOMBER

*Pathfinder RPG Monster Codex* 133
Kobold alchemist (alchemical trapper) 2
LE Small humanoid (reptilian)

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

**DEFENSE**

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)
hp 12 (2d8)
Fort +2, Ref +6, Will +1; +2 vs. poison
Weaknesses light sensitivity

**OFFENSE**

Speed 30 ft.
Melee mwk spear +2 (1d6–1×3)
Ranged sling +5 (1d3–1)
Special Attacks bomb 6/day (1d6+2 fire, DC 13), bomb trap

Alchemist Extracts Prepared (CL 2nd)
1st—*abjuring step*¹, *endure elements*, *shield*

**STATISTICS**

Str 8, Dex 16, Con 8, Int 15, Wis 13, Cha 8
Base Atk +1; CMB +1; CMD 12

Feats Brew Potion, Extra Bombs, Throw Anything

Skills Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; *Racial Modifiers* +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Gnome, Goblin

SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/+2, +2 natural, 20 minutes), poison use

Combat Gear *potion of invisibility*, acid, alchemist’s fire (3); Other Gear chain shirt, mwk spear, sling, 8 gp

**SPECIAL ABILITIES**

Bomb Trap (Su) At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal.

KOBOLD BLADE

*Pathfinder RPG Monster Codex* 133
Kobold fighter 4
LE Small humanoid (reptilian)

Init +4; Senses darkvision 60 ft.; Perception +2

**DEFENSE**

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)
hp 30 (4d10+4)
Fort +4, Ref +5, Will +1 (+1 vs. fear)

Defensive Abilities bravery +1
Weaknesses light sensitivity

**OFFENSE**

Speed 30 ft.
Melee mwk rapier +11 (1d4+2/18–20)
Ranged mwk light crossbow +10 (1d6/19–20)
to the DC for the alchemical trapper’s bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper has. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper’s bombs per day.

**KOBOLD DRAGON HERALD**  
CR 1

Kobold barbarian 2 (*Pathfinder RPG Bestiary 183*)

NE Small humanoid (reptilian)

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

**DEFENSE**

AC 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, −2 rage, +1 size)

hp 24 (2d12+6)

Fort +6, Ref +2, Will +3

**Defensive Abilities** uncanny dodge

**Weaknesses** light sensitivity

**OFFENSE**

Speed 40 ft.

Melee mwk greatsword +6 (1d10+3/19–20)

Ranged dart +5 (1d3+2)

**Special Attacks** rage (7 rounds/day), rage power (intimidating glare)

**STATISTICS**

Str 15, Dex 15, Con 16, Int 8, Wis 10, Cha 13

Base Atk +2; CMB +1; CMD 14

**Feats**

Paired OpportunistsAPG, Slurk RiderMC

**Skills**

Acrobatics +6, Craft (trapmaking) +2, Handle Animal +9, Intimidate +6, Perception +2, Profession (miner) +2, Ride +4

**Languages** Common, Draconic

SQ crafty, mount (cave salamander or slurk), order of the lion (lion’s call), tactician (1/day, 4 rounds, standard action)

**Combat Gear** liquid ice, potion of cure light wounds; **Other Gear** mwk scale mail, mwk heavy steel shield, mwk lance, 10 gp

**SPECIAL ABILITIES**

Slurk Rider A kobold monster wrangler can control, guide, and communicate with slursks (*Pathfinder RPG Bestiary 2 251*), as if they understood Draconic. The kobold can also spend a standard action to manipulate the nodules on a slurk’s back to activate its slime ability. Both the kobold and the slurk can activate this ability during the same round.

**KOBOLD SNIPER**  
CR 1/2

*Kobold fighter 1*

LE Small humanoid (reptilian)

Init +3; Senses darkvision 60 ft.; Perception +4

**DEFENSE**

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

hp 12 (1d10+2)

Fort +3, Ref +3, Will +1

**Weaknesses** light sensitivity

**OFFENSE**

Speed 30 ft.

Melee short sword +1 (1d4–1/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

**STATISTICS**

Str 9, Dex 17, Con 12, Int 10, Wis 12, Cha 8

Base Atk +1; CMB −1; CMD 12

**Feats**

Point-Blank Shot, Precise Shot

**Skills**

Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

**Languages** Common, Draconic

SQ crafty

**Combat Gear** alchemist’s fire; **Other Gear** studded leather, mwk light crossbow, short sword

**SLURK**  
CR 2

Pathfinder RPG Bestiary 2 251

N Medium magical beast

Init +6; Senses darkvision 60 ft.; Perception +0

**DEFENSE**

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

hp 17 (2d10+6)

Fort +6, Ref +5, Will +0

**SLURK**

CR 2

Pathfinder RPG Bestiary 2 251

N Medium magical beast

Init +6; Senses darkvision 60 ft.; Perception +0

**DEFENSE**

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

hp 17 (2d10+6)

Fort +6, Ref +5, Will +0
**Offense**

Speed 30 ft., climb 30 ft.

**Melee** bite +4 (2d6+3)

**Ranged** slime squirt +4 ranged touch

**Special Attacks** belly grease, slime

**Statistics**

Str 15, Dex 14, Con 17, Int 3, Wis 10, Cha 10

Base Atk +2; CMB +4; CMD 16 (20 vs. bull rush, grapple, overrun, and trip)

**Feats** Improved Bull Rush, Improved Initiative, Improved Overrun

**Skills** Acrobatics +16, Climb +14, Escape Artist +6, Racial

**Modifiers** +10 Acrobatics, +4 Escape Artist

**Languages** Boggard (can't speak)

**SQ** hunker

**Special Abilities**

**Belly Grease (Ex)** The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk can wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

**Hunker (Ex)** The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.

**Slime (Ex)** A slurk’s back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling any foe hit by the slime. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a successful DC 15 Strength check. The slurk’s back slime grants a creature riding it a +8 bonus on Ride checks to stay in the saddle, but a –8 penalty on Ride checks to dismount.

**Spiked Pit Trap**

CR 2

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Effects**

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

**Young Grizzly Bear**

CR 3

Pathfinder RPG Bestiary 31, 295

Init +3; Senses low-light vision, scent; Perception +6

**Defense**

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5d8+10)

Fort +6, Ref +7, Will +2

**Offense**

Speed 40 ft.

**Melee** bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)

**Statistics**

Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +6 (+10 grapple); CMD 19 (23 vs. trip)

**Feats** Endurance, Run, Skill Focus (Survival)

**Skills** Perception +6, Survival +5, Swim +12; Racial Modifiers +4 Swim
APPENDIX 7: SUBTIER 5–6 BESTIARY (PART 1)

ANIMATED OWLBEAR MASCOT  CR 8
Animated object (Pathfinder RPG Bestiary 14)
N Large construct
Init –1; Senses darkvision 60 ft., low-light vision; Perception –5
DEFENSE
AC 20, touch 8, flat-footed 20 (–6 armor, –1 Dex, +6 natural, –1 size)
hp 89 (8d10+45)
Fort +5, Ref +4, Will +0
Defensive Abilities hardness 5, reinforced; Immune construct traits
Weakness haunted
OFFENSE
Speed 40 ft.
Melee bite +13 (2d6+6), 2 claws +13 (1d6+6)

STATISTICS
Str 22, Dex 9, Con —, Int —, Wis 1, Cha 1
Base Atk +8; CMB +15; CMD 24
Skills Acrobatics –1 (+3 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21
SQ construction points (additional natural attack [claw, bite], faster, haunted, improved natural attack)

SPECIAL ABILITIES
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

CLOCKWORK SOLDIER  CR 6
Pathfinder RPG Bestiary 3 57
N Medium construct (clockwork)
Init +6; Senses darkvision 60 ft., low-light vision; Perception +0
DEFENSE
AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)
hp 64 (8d10+20)
Fort +2, Ref +6, Will +2
DR 5/adamantine; Immune construct traits
Weaknesses vulnerable to electricity
OFFENSE
Speed 30 ft.
Melee +1 halberd +18/+13 (1d10+14/+3)
Special Attacks latch

STATISTICS
Str 19, Dex 27, Con 20, Int 17, Wis 20, Cha 20
Base Atk +10; CMB +14; CMD 33 (37 vs. trip)
Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +21 (+25 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21; Racial Modifiers +4 Climb
Languages Common, Sylvan
SQ spell link

SPECIAL ABILITIES
Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.
Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier’s wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

DWEOMERCAT, ADVANCED  CR 8
Advanced dweomercat (Pathfinder RPG Bestiary 294, Pathfinder Adventure Path #36: Sound of a Thousand Screams 82)
CN Medium magical beast
Init +12; Senses darkvision 60 ft., low-light vision, scent; Perception +18
DEFENSE
AC 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural)
hp 105 (10d10+50)
Fort +12, Ref +15, Will +8
DR 5/magic; SR 19

OFFENSE
Speed 40 ft.
Melee bite +18 (1d6+4), 2 claws +18 (1d4+4)
Special Attacks dweomer leap, pounce, rake (2 claws +18, 1d4+4)

Spell-Like Abilities
CL 10th; concentration +15
Caster Level 10th; save DC 18 + spell’s level
— 3/day—antimagic field (self only)
— 3/day—dimension door
— 3/day—lesser globe of invulnerability
— constant—detect magic
— at will—dispel magic

STATISTICS
Str 27, Dex 19, Con 20, Int 17, Wis 20, Cha 20
Base Atk +10; CMB +14; CMD 33 (37 vs. trip)
Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +21 (+25 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21; Racial Modifiers +4 Climb
Languages Common
SQ spell link

SPECIAL ABILITIES
Dweomer Leap (Su) When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, choose to teleport to a square adjacent to the spell’s caster,
effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomercat’s spell resistance. If it chooses, the dweomercat can immediately make a full attack against the spell’s caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomercat chooses—the dweomercat can forgo using this ability.

**Spell Link (Su)** When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomercat is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance. Each power lasts for 1 minute per level of the spell targeting the dweomercat, until the dweomercat uses this ability again, or until the dweomercat chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomercat from taking effect; it only provides an additional benefit.

**Abjuration**: Gains acid, cold, fire, or sonic resistance equal to 2 per spell level.

**Conjuration**: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.

**Divination**: Gains the effects of *detect chaos, evil, good, or law.*

**Enchantment**: Grants the effects of *heroism.*

**Evocation**: Inflicts an amount of damage equal to the spell’s level upon the spell’s caster.

**Illusion**: Grants the effects of *invisibility. This effect ends as per the spell.*

**Necromancy**: Gains the effects of *false life,* as if cast by the opposing spell’s caster.

**Transmutation**: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

**Spiritualist Spell-Like Abilities** (CL 7th; concentration +11)

- At will—*detect undead*
- 1/day—*calm spirit* (DC 13)

**Spiritualist Spells Known** (CL 7th; concentration +11)

- 3rd (2/day)—*cure serious wounds, haste, howling agony*
  (DC 17)

- 2nd (4/day)—*cure moderate wounds, locate object, rage, remove paralysis, see invisibility*

- 1st (5/day)—*burst of adrenaline, cure light wounds, mage armor, remove fear, sanctuary* (DC 15), *shield*

- 0 (at will)—*detect magic, detect psychic significance*, *guidance, message, read magic, stabilize*

**TACTICS**

**During Combat** Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

**Morale** Medda surrenders when reduced to half her hit points.

**STATISTICS**

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<tr>
<th>Str 10</th>
<th>Dex 8</th>
<th>Con 14</th>
<th>Int 12</th>
<th>Wis 18</th>
<th>Cha 13</th>
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**Skills**: Bluff +5, Diplomacy +2, Intimidate +5, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (religion) +6, Linguistics +6, Perception +10, Sense Motive +13, Spellcraft +10, Survival +10, Use Magic Device +9

**Languages**: Celestial, Common, Erutaki, Hallit, Orc

**SQ** bonded senses (7 rounds/day), ethereal tether, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (10 rounds/day)

**Combat Gear** *potion of cure moderate wounds*, *potion of cure serious wounds*, *wand of lesser restoration* (14 charges), *wand of lesser restoration* (12 charges), acid (2);

**Other Gear** +1 breastplate, furs, mwk cold iron dagger, mwk longspear, mwk sling, traveler’s outfit, 43 gp

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**MEDDA SPIRITBEARER**

Female human spiritualist (haunted) 7 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

**Init** +1; **Senses** Perception +10

**DEFENSE**

- **AC** 16, touch 9, flat-footed 16 (+7 armor, –1 Dex)
- **hp** 56 (7d8+21)
- **Fort +7, Ref +3, Will +9**

**Defensive Abilities** spiritual interference

**OFFENSE**

- **Speed** 30 ft. (20 ft. in armor)
- **Melee** mwk cold iron dagger +6 (1d4/19–20) or mwk longspear +6 (1d8/×3)
- **Ranged** mwk sling +5 (1d4)
- **Space** 5 ft.; **Reach** 5 ft. (10 ft. with masterwork longspear)

**Special Attacks** phantom recall 1/day

---

**ANOK THE VENGEFUL**

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

**Init** +1; **Senses** darkvision 60 ft.; Perception +0

**Aura** aura of fury (20 ft.)

**DEFENSE**

- **AC** 23, touch 11, flat-footed 22 (+4 armor, +1 Dex, +8 natural)
- **hp** 45 (6d10+12)
- **Fort +7, Ref +3, Will +5 (+4 morale bonus vs. enchantment spells and effects)**

**DR** 5/magic and slashing

**OFFENSE**

- **Speed** 30 ft.
- **Melee** 2 slams +11 (2d6+4)

**TACTICS**

**Before Combat** Medda has cast *mage armor* on Anok after summoning him, 2 minutes before the PCs arrive.
**Twinhorn Skirmisher**  CR 4

Pathfinder RPG Villain Codex 133

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**Anok**

*Pathfinder Society Scenario*

**During Combat** Anok focuses his attacks on creatures targeting Medda. At his discretion, he activates Medda’s usurp manifestation ability to become larger and more powerful.

**Morale** Anok fights until destroyed.

**STATISTICS**

Str 18, Dex 12, Con 14, Int 7, Wis 10, Cha 15

**+6; CMB +10; CMD 21**

**Feats** Dazzling Display, Intimidating Prowess, Power Attack

**Skills** Intimidate +16, Knowledge (history) +7, Survival +9

**Languages** Common, Hallit

**SQ** devotion, ectoplasmic phase lurch, magic attacks, usurp manifestation (10 rounds/day)

---

**SHIFTING RUNES**  CR 7

N Diminutive construct (swarm)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +17

**DEFENSE**

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

hp 58 (9d10+9); fast healing 5

Fort +3, Ref —, Will +3

**Defensive Abilities** rejuvenation, swarm traits; **Immune** construct traits

**OFFENSE**

**Speed** fly 40 ft. (perfect)

**Melee** swarm (2d6 nonlethal plus distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 14), trap control

**Spell-Like Abilities** Constant—alarm

1/day—see invisibility

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**WARMONGER DEVIL**  CR 7

Pathfinder RPG Bestiary 5 81

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; Senses darkvision 60 ft., see in darkness; Perception +16

**DEFENSE**

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 84 (8d10+40)

Fort +10, Ref +9, Will +5

**Defensive Abilities** construct form; **DR** 5/good; **Immune** fire, poison, Resist acid 10, cold 10; **SR** 12

**OFFENSE**

**Speed** 40 ft., climb 40 ft.

**Melee** mwk trident +13/+8 (2d6+7), 2 legs +7 (1d8+2) or 2 claws +12 (1d6+5), 2 legs +7 (1d8+2)
**Ranged** mwk trident +10 (2d6+7) or net +10 ranged touch (entangle)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** merciless blow, trample (1d8+7, DC 19)

**Spell-like Abilities** (CL 12th; concentration +14)
  - At will—greater teleport (self plus 50 lbs. of objects only)
  - 1/day—summon (level 4, 1d4 lemures or 1 bearded devil 40%)

**STATISTICS**

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<th>CMD</th>
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<tr>
<td>Cha</td>
<td>15</td>
<td>+8</td>
<td>+12</td>
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</table>

**Base Atk** +8; **CMB** +14; **CMD** 27 (31 vs. bull rush and trip)

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Toughness

**Skills** Acrobatics +14, Bluff +13, Climb +17, Craft (weapons) +9, Intimidate +13, Knowledge (dungeoneering, engineering) +9, Knowledge (planes) +13, Perception +16, Stealth +12 (+18 among metal objects or debris); **Racial Modifiers** +2 Perception, +2 Stealth (+8 Stealth among metal objects or debris)

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**SQ** hellstrider, phalanx, stability

**SPECIAL ABILITIES**

**Construct Form** Despite being true devils, levalochs possess a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, necromancy effects, nonlethal damage, paralysis, sleep effects, and stunning. Upon being reduced to 0 hit points, they are immediately destroyed.

**Hellstrider (Su)** A levaloch is not impeded by difficult terrain, and can move or charge through such squares as normal. It can also cross areas covered with dangerous impediments (such as caltrops or thorns) without being damaged or hindered. The creature's legs are immune to acid and cold, allowing it to cross even rivers of acid without being damaged or hindered as long as the hazard is fewer than 4 feet deep. This ability does not protect a levaloch against magical hindrances like black tentacles, web, or similar spells.

**Merciless Blow (Su)** Any trident attack a levaloch makes against an entangled creature deals an extra 2d6 points of damage.

**Phalanx (Ex)** All devils adjacent to a levaloch gain a +1 morale bonus on attack rolls and to AC.

**Stability (Ex)** A levaloch gains a +4 bonus to CMD against bull rush and trip.
APPENDIX 8: SUBTIER 5–6 BESTIARY
(PART 3)

EXILED SHADE CR 6
Pathfinder RPG Bestiary 6 123
CE Medium undead (incorporeal)
Init +7; Senses darkvision 60 ft.; Perception +9

DEFENSE
AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)
hp 68 (8d8+32)
Fort +6, Ref +5, Will +9
Defensive Abilities channel resistance +2, incorporeal; Immune undead traits
Weaknesses exiled

OFFENSE
Speed fly 40 ft. (perfect)
Melee incorporeal touch +10 (1d6 Intelligence damage)
Special Attacks rage thrall

STATISTICS
Str —, Dex 17, Con —, Int 7, Wis 14, Cha 19
Base Atk +6; CMB +9; CMD 24
Feats Dodge, Improved Initiative, Mobility, Weapon Focus (incorporeal touch)
Skills Fly +18, Perception +9, Sense Motive +9, Stealth +10
Languages Common

SPECIAL ABILITIES
Exiled (Ex) The symbols of an exiled shade’s former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol’s presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade’s organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

Intelligence Damage (Su) An exiled shade’s touch clouds the target’s mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

Rage Thrall (Su) If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target’s actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to take penalties from its Intelligence damage and falls under the control of the exiled shade, as per dominate person.

Creatures so dominated cannot attempt new saving throws to escape the shade’s control until their Intelligence damage no longer equals or exceeds their actual Intelligence score. An exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

FALLEN CR 8
Pathfinder RPG Bestiary 6 126
LE Medium undead (incorporeal)
Init +3; Senses blindsense 60 ft., darkvision 60 ft.; Perception +17

DEFENSE
AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)
hp 93 (11d8+44)
Fort +7, Ref +6, Will +10
Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits; Resist acid 5, fire 5
Weaknesses light sensitivity

OFFENSE
Speed fly 30 ft. (good)
Melee longsword +11/+6 (1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)
Ranged longbow +11/+6 (1d8 force/x3 plus 2d6 negative energy and despair)
Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th; concentration +16) 3/day—deeper darkness, telekinesis (DC 19)

STATISTICS
Str 16, Dex 17, Con 15, Int 16, Wis 17, Cha 18
Base Atk +8; CMB +15; CMD 25
Feats Combat Expertise, Deadly Aim, Improved Shield Bash, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)
Skills Fly +15, Intimidate +18, Knowledge (religion) +10, Perception +17, Sense Motive +17, Survival +14
Languages Common

SPECIAL ABILITIES
Agent of Despair (Su) A creature that takes damage from a fallen’s attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen’s attacks. This is a curse effect. The save DC is Charisma-based.
Curse of the Unburied (Su) Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen’s remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a
new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they’re carried out. The save DC is Charisma-based.

**Phantom Armaments (Su)** A fallen’s weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen’s longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.

**Rejuvenation (Su)** A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the site where it perished or over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.

**Touch of the Grave (Su)** All of a fallen’s melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal undead targets struck).

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### Necromancer, Scrambler

**Pathfinder RPG Bestiary 4 200**

**NE Medium undead**

**Init +1; Senses** darkvision 60 ft.; Perception +0

**Defense**

- **AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
- **hp** 26 (4d8+8)
- **Fort** +2, **Ref** +2, **Will** +4
- **Immune** undead traits

**Speed** 30 ft., fly 30 ft. (clumsy)

**Melee** 2 claws +5 (1d4+2), bite +5 (1d6+2)

**Statistics**

- **Str** 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13
- **Base Atk** +3; **CMB** +5; **CMD** 16
- **Feats** Toughness

### Ostiarius Kyton

**Pathfinder RPG Bestiary 4 176**

**LE Medium outsider (evil, extraplanar, kyton, lawful)**

**Init +6; Senses** darkvision 60 ft.; Perception +16

**Defense**

- **AC** 18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 shield)
- **hp** 52 (7d10+14); regeneration 2 (good weapons and spells)
- **Fort** +7, **Ref** +4, **Will** +11
- **Immune** cold, magic missile

**Speed** 30 ft.

**Melee** 2 touches +2 (1 plus bleed)

**Special Attacks** bleed (1d6), compel courage, unnerving gaze (30 ft., DC 19)

**Spell-Like Abilities** (CL 7th; concentration +11)

- **Constant** — shield
- **At will** — calm emotions (DC 16), darkness, enthrall (DC 16), major image (DC 17)
- **3/day** — crushing despair (DC 17), shadow walk, silence (DC 16)
- **1/day** — plane shift (DC 21; to the Material Plane and the Plane of Shadow only, lawful evil creatures only), shout (DC 18)

**Statistics**

- **Str** 18, **Dex** 15, **Con** 14, **Int** 19, **Wis** 18, **Cha** 19
- **Base Atk** +7; **CMB** +7; **CMD** 19
- **Feats** Alertness, Blind-Fight, Improved Initiative, Iron Will
- **Skills** Bluff +14, Diplomacy +14, Escape Artist +9, Heal +14, Intimidate +14, Knowledge (planes) +14, Perception +16, Perform (oratory) +14, Sense Motive +16, Stealth +12
- **Languages** Common, Infernal; telepathy 100 ft.
- **SQ** shadow traveler

**Special Abilities**

- **Compel Courage (Ex)** An ostiarius can inspire courage as a 5th-level bard using bardic performance, granting a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. This ability has a range of 50 feet and affects those creatures the ostiarius chooses who also willingly accept the benefits of the effect (no saving throw required). The ostiarius’s performance compels creatures to perform at dangerous extremes. Any living non-outside that benefits from this ability takes 1 point of bleed damage. A creature that accepts these benefits for multiple consecutive rounds gains additional points of bleed damage that stack with one another (to a maximum of 5). This is an audible, mind-affecting effect and can be countered by a bard’s countersong class feature.

- **Shadow Traveler (Ex)** When an ostiarius uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses shadow walk, it moves at 100 miles per hour.

- **Unnerving Gaze (Ex)** A creature that succumbs to an ostiarius’s unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

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### Ragewright

**Pathfinder Campaign Setting: Andoran, Birthplace of Freedom 58**

**CE Medium undead**

**Init +1; Senses** darkvision 60 ft.; Perception +15

**Defense**

- **AC** 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 rage)
- **hp** 82 (11d8+33)
- **Fort** +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities

**Immune** undead traits

**Speed** 40 ft.
**PATHFINDER SOCIETY SCENARIO**

**Melee** greatsword +12/+7 (2d6+6/17–20 plus energy drain), bite +7 (1d4+2 plus energy drain)

**Ranged** javelin +10 (1d6+4)

**Special Attacks** create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

**TACTICS**

**Base Statistics** When not using savage fury, the ragewight’s statistics are AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); hp 49 (11d8); Fort +3, Will +8; Melee mwk greatsword +9/+4 (2d6+1/17–20 plus energy drain); Ranged javelin +9 (1d6+4); Str 12, Cha 11; CMB +9, CMD 21; Skills Climbing +15, Intimidate +11

**SPECIAL ABILITIES**

Create Spawn (Su) Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

**Rage Powers** (Ex) A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don’t need to be consecutive. The rage powers a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can’t resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight’s racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

**SHADOW**

CR 3

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 49 (11d8)

Fort +3, Ref +3, Will +4

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

**OFFENSE**

Speed fly 40 ft. (good)

**Melee** incorportoreal touch +4 (1d6 Strength damage)

**Special Attacks** create spawn

**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.

**SHAE, ADVANCED**

CR 5

N Medium outsider (extraplanar)

Init +6, Senses darkvision 60 ft., low-light vision; Perception +10

**DEFENSE**

AC 20, touch 18, flat-footed 12 (+8 Dex, +2 natural)

hp 46 (4d10+26)

Fort +10, Ref +9, Will +9

**Defensive Abilities** amorphous, blur; **Immune** cold

**OFFENSE**

Speed 30 ft.

**Melee** mwk falchion +10 (2d4+7/18–20 plus 1d6 cold) or touch +7 (1d6 cold)

**Spell-Like Abilities** (CL 4th; concentration +9)

Constant—blur

At will—lesser shadow evocation (DC 18)

**STATISTICS**

Str 20, Dex 26, Con 22, Int 25, Wis 17, Cha 21

**Base Atk +4; CMB +7; CMD 23**

**Feats** Combat Expertise, Iron Will

**Skills** Acrobatics +15, Bluff +12, Diplomacy +12, Disguise +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +15 (+25 in regions of low light or darkness), Use Magic Device +12; **Racial Modifiers** +10 Stealth in regions of low light or darkness

**Languages** Aklo, Common, Shae

**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 identically to the spell 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.
**SKELETAL CHAMPION**

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 (2d8+1d10+3)

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

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

**DEFENSE**

**Speed** 30 ft.

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

**STATISTICS**

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

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

**Feats** Cleave, Improved Initiative², Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +7, Perception +6, Stealth –1

**Gear** breastplate, heavy steel shield, masterwork longsword
**APPENDIX 9: SUBTIER 5–6 BESTIARY (PART 4)**

**GIANT JUVENILE WHITE DRAGON**  CR 8  
*Pathfinder RPG Bestiary* 100, 295  
CE Large dragon (cold)  
*Init* +5; *Senses* dragon senses, snow vision; Perception +14  
**DEFENSE**  
*AC* 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, −1 size)  
*hp* 112 (9d12+54)  
*Fort* +12, *Ref* +7, *Will* +6  
*Immune* cold, paralysis, sleep  
*Weaknesses* vulnerability to fire  
**OFFENSE**  
*Speed* 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; icewalking  
Melee bite +15 (2d6+10), 2 claws +15 (1d8+7), tail slap +10 (1d8+10), 2 wings +10 (1d6+3)  
*Space* 10 ft.; *Reach* 5 ft. (10 ft. with bite)  
*Special Attacks* breath weapon (40-ft cone, 8d4 cold, Reflex 10 ft.; 5 ft. (10 ft. with bite)  
*Spell-Like Abilities* (CL 9th; concentration +9)  
At will—*fog cloud*  
**STATISTICS**  
*Str* 22, *Dex* 18, *Con* 17, *Int* 12, *Wis* 10, *Cha* 8  
*Skills* Alertness, Fly +7, Intimidate +12, Perception +14, Sense Motive +2, Spellcraft +12, Stealth +9, Swim +27  
*Languages* Draconic  
*SQ* ice shape  
**SPECIAL ABILITIES**  
**Ice Shape (Su)** A white dragon can shape ice and snow at will.  
This ability functions as *stone shape* (CL 9th), but targeting only ice and snow, not stone.  
**Icewalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.  
**Snow Vision (Ex)** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.  

**KOBOLD BLADE**  CR 3  
*Pathfinder RPG Monster Codex* 130  
Kobold fighter 4  
LE Small humanoid (reptilian)  
*Init* +4; *Senses* darkvision 60 ft.; Perception +2  
**DEFENSE**  
*AC* 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)  
*hp* 30 (4d10+4)  
**Fort** +4, *Ref* +5, *Will* +1 (+1 vs. fear)  
*Weaknesses* light sensitivity  
**OFFENSE**  
*Speed* 30 ft.  
Melee mwk rapier +11 (1d4+2/18–20)  
Ranged mwk light crossbow +10 (1d6/19–20)  
**STATISTICS**  
*Base Atk* +4; *CMB* +3 (+5 dirty trick); *CMD* 17 (19 vs. dirty trick)  
*Feats* Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)  
*Skills* Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13  
*Languages* Common, Draconic  
*SQ* armor training 1, crafty  
**Combat Gear** potion of cure moderate, mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier  

**KOBOLD GUILECASTER**  CR 5  
*Pathfinder RPG Monster Codex* 131  
Kobold sorcerer 6  
LE Small humanoid (reptilian)  
*Init* +2; *Senses* darkvision 60 ft.; Perception +1  
**DEFENSE**  
*AC* 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)  
*hp* 35 (6d6+12)  
*Fort* +3, *Ref* +4, *Will* +4  
*Weaknesses* light sensitivity  
**OFFENSE**  
*Speed* 30 ft.  
Melee quarterstaff +2 (1d4–2)  
**Bloodline Spell-Like Abilities** (CL 6th; concentration +9)  
6/day—trap rune (DC 16)  
**Sorcerer Spells Known** (CL 6th; concentration +9)  
3rd (4/day)—lightning bolt (DC 16)  
2nd (6/day)—fireball, mirror image, scorching ray  
1st (7/day)—alarm, charm person (DC 14), mage armor, magic missile, ray of enfeeblement (DC 14)  
0 (at will)—arcane mark, daze, detect magic, open/close, prestidigitation (DC 13), resistance, spark  
**Bloodline kobold**  

**STATISTICS**  
*Str* 6, *Dex* 14, *Con* 12, *Int* 13, *Wis* 8, *Cha* 16  
*Base Atk* +3; *CMB* +0; *CMD* 12  
*Feats* Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])  
*Skills* Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15, *Racial*  
*Modifiers* +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)
Languages Draconic, Dwarven
SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2
Combat Gear antitoxin, thunderstone; Other Gear quarterstaff, circlet of persuasion, mwk artisan’s tools, 15 gp

SPECIAL ABILITIES
Bloodline Arcana Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell’s DC by 2.
Trap Rune (Sp) As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune’s area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.
Trap Sense (Ex) The kobold gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

KOBOLD MASTER TRAPPER

CR 4
Pathfinder RPG Monster Codex 133
Kobold rogue 5
LE Small humanoid (reptilian)
Init +8; Senses darkvision 60 ft.; Perception +11
DEFENSE
AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)
hp 31 (5d8+5)
Fort +2, Ref +10, Will +2
Defensive Abilities evasion, trap sense +1, uncanny dodge
Weaknesses light sensitivity

OFFENSE
Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)
Ranged mwk shortbow +9 (1d4×3)

Special Attacks sneak attack +3d6

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

Base Atk +3; CMB +1; CMD 15

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

Skills Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic
SQ crafty, rogue talents (trap spotter, cunning trigger), trapfinding +2

Combat Gear necklace of fireballs I, Other Gear +1 chain shirt, dagger, mwk shortbow with 20 arrows, mwk artisan’s tools, mwk thieves’ tools, 62 gp

KOBOLD SNIPER

CR 1/2
Pathfinder RPG Monster Codex 130
Kobold fighter 1
LE Small humanoid (reptilian)
Init +3; Senses darkvision 60 ft.; Perception +4

DEFENSE
AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)
hp 12 (1d10+2)
Fort +3, Ref +3, Will +1
Weaknesses light sensitivity

OFFENSE
Speed 30 ft.

Melee short sword +1 (1d4–1/19–20)
Ranged mwk light crossbow +6 (1d6/19–20)

STATISTICS
Str 9, Dex 17, Con 12, Int 10, Wis 12, Cha 8

Base Atk +1; CMB –1; CMD 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic
SQ crafty

Combat Gear alchemist’s fire; Other Gear studded leather, mwk light crossbow, short sword

KOBOLD YAPPER

CR 7
Pathfinder RPG Monster Codex 135
Kobold bard (dragon yapperMC) 8
LE Small humanoid (reptilian)
Init +4; Senses darkvision 60 ft.; Perception +2

DEFENSE
AC 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)
hp 31 (8d8–8)
Fort +0, Ref +10, Will +6; +4 vs. bardic performance, language-dependent, and sonic

Weaknesses light sensitivity

OFFENSE
Speed 30 ft.

Melee +1 short sword +7/+2 (1d4/19–20)
Ranged +1 shortbow +13/+8 (1d4×3)

Special Attacks bardic performance 20 rounds/day (move action; countersong, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])

Bard Spells Known (CL 8th; concentration +10)
3rd (2/day)—confusion (DC 15), deep slumber (DC 15), haste
2nd (5/day)—blur, heroism, hold person (DC 14), mirror image
1st (5/day)—alarm, charm person (DC 13), grease (DC 13), silent image (DC 13), ventriloquism (DC 13)
0 (at will)—dancing lights, detect magic, ghost sound (DC 12), mage hand, prestidigitation (DC 12), resistance

STATISTICS
Str 8, Dex 18, Con 6, Int 13, Wis 10, Cha 15
Base Atk +6; CMB +4; CMD 19
Feats Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)
Skills Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18
Languages Common, Draconic, Sylvan
SQ bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)
Gear +1 chain shirt, +1 short sword, +1 shortbow with 20 arrows, 410 gp

SPECIAL ABILITIES
Frightful Song (Su) A dragon yapper can amplify his voice to sound like an actual dragon. Enemies within 30 feet become shaken unless they succeed at a DC 16 Will save. A successful save renders targets immune to this ability for 24 hours. Frightful song is a mind-affecting ability, and a fear effect that uses audible components.

Yapping Song (Su) A dragon yapper can use performance to annoy those that hear it, causing them to take a –2 penalty on attack and damage rolls (minimum 1) and a –2 penalty on saves against fear effects and charm effects as long as the dragon yapper continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

POLAR BEAR
CR 5
Pathfinder RPG Bestiary 5 41
N Large animal
Init +3; Senses low-light vision, scent; Perception +8

DEFENSE
AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 52 (5d8+30)
Fort +10, Ref +7, Will +4

OFFENSE
Speed 40 ft., swim 20 ft.
Melee bite +9 (1d8+7), 2 claws +9 (1d6+7 plus grab)
Space 10 ft.; Reach 5 ft.

STATISTICS
Str 25, Dex 17, Con 23, Int 2, Wis 16, Cha 10
Base Atk +3; CMB +11 (+15 grapple); CMD 24 (28 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +8, Survival +8, Swim +19

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)
APPENDIX 10: SUBTIER 7–8 BESTIARY (PART 1)

**ANIMATED OWLBEAR MASCOT** CR 8
Animated object (*Pathfinder RPG Bestiary* 14)
N Large construct
Init +1; Senses darkvision 60 ft., low-light vision; Perception –5

**DEFENSE**
AC 18, touch 12, flat-footed 19 (+3 armor, –1 Dex, +3 natural, –1 size)
hp 82 (8d10+45)
Fort +5, Ref +4, Will +0

**Defensive Abilities** hardness 5, reinforced; *Immune* construct traits
Weaknesses haunted

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

**BONE DEVIL, ADVANCED** CR 10
*Pathfinder RPG Bestiary* 74, 288
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; Senses darkvision 60 ft., see in darkness; Perception +21
Aura frightful presence (5 ft., DC 21, 1d6 rounds)

**DEFENSE**
AC 27, touch 16, flat-footed 22 (+7 Dex, +13 natural, –1 size)
hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**

**OCCULT ABILITIES**
Bone得益于其重的铠甲和强大的精神力量

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

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hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**
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*Pathfinder RPG Bestiary* 74, 288
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Init +11; Senses darkvision 60 ft., see in darkness; Perception +21
Aura frightful presence (5 ft., DC 21, 1d6 rounds)

**DEFENSE**
AC 27, touch 16, flat-footed 22 (+7 Dex, +13 natural, –1 size)
hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

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**BONE DEVIL, ADVANCED** CR 10
*Pathfinder RPG Bestiary* 74, 288
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Init +11; Senses darkvision 60 ft., see in darkness; Perception +21
Aura frightful presence (5 ft., DC 21, 1d6 rounds)

**DEFENSE**
AC 27, touch 16, flat-footed 22 (+7 Dex, +13 natural, –1 size)
hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

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*Pathfinder RPG Bestiary* 74, 288
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; Senses darkvision 60 ft., see in darkness; Perception +21
Aura frightful presence (5 ft., DC 21, 1d6 rounds)

**DEFENSE**
AC 27, touch 16, flat-footed 22 (+7 Dex, +13 natural, –1 size)
hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

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*Pathfinder RPG Bestiary* 74, 288
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; Senses darkvision 60 ft., see in darkness; Perception +21
Aura frightful presence (5 ft., DC 21, 1d6 rounds)

**DEFENSE**
AC 27, touch 16, flat-footed 22 (+7 Dex, +13 natural, –1 size)
hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

**BONE DEVIL, ADVANCED** CR 10
*Pathfinder RPG Bestiary* 74, 288
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; Senses darkvision 60 ft., see in darkness; Perception +21
Aura frightful presence (5 ft., DC 21, 1d6 rounds)

**DEFENSE**
AC 27, touch 16, flat-footed 22 (+7 Dex, +13 natural, –1 size)
hp 125 (10d10+70)
Fort +14, Ref +14, Will +9
DR 10/adamantine; *Immune* fire, poison; *Resist* acid 10, cold 10; SR 20

**SPECIAL ABILITIES**
Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.
existing one. Once created, a clockwork guardian’s barrier lasts for 24 hours before crumbling.

**Shield Expert (Su)** A clockwork guardian carries a heavy shield that cannot be disarmed or sundered. Its programming grants it proficiency in the shield’s use and Improved Shield Bash as a bonus feat. The clockwork guardian’s shield bash deals damage as if it were one size category larger than normal (1d6 points for a Medium clockwork guardian).

### Dweomercat, Advanced

**CR 8**

Advanced dweomercat (Pathfinder RPG Bestiary 294, Pathfinder Adventure Path #36: Sound of a Thousand Screams 82)

CN Medium magical beast

Init +12; Senses darkvision 60 ft., low-light vision, scent; Perception +18

**DEFENSE**

AC 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural) hp 105 (10d10+50)

Fort +12, Ref +15, Will +8

DR 5/magic; SR 19

**OFFENSE**

Speed 40 ft.

**Melee** bite +18 (1d6+4), 2 claws +18 (1d4+4)

**Special Attacks** dweomer leap, pounce, rake (2 claws +18, 1d4+4)

**Spell-Like Abilities (CL 10th; concentration +15)**

Constant—detect magic
At will—dispel magic, lesser globe of invulnerability
3/day—antimagic field, dimension door (self only)

**STATISTICS**

Str 20, Dex 19, Con 20, Int 17, Wis 20, Cha 20

**Base Atk +10; CMB +14; CMD 33 (37 vs. trip)**

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +21 (+25 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21; **Racial Modifiers** +4 Climb

**Languages** Common, Sylvan

SQ spell link

**SPECIAL ABILITIES**

**Dweomer Leap (Su)** When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, choose to teleport to a square adjacent to the spell’s caster, effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomercat’s spell resistance. It chooses, the dweomercat can immediately make a full attack against the spell’s caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomercat chooses—the dweomercat can forgo using this ability.

**Spell Link (Su)** When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomercat is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance.

Each power lasts for 1 minute per level of the spell targeting the dweomercat, until the dweomercat uses this ability again, or until the dweomercat chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomercat from taking effect; it only provides an additional benefit.

**Abjuration**

Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.

**Conjuration**

Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.

**Divination**

Gains the effects of detect chaos, evil, good, or law.

**Enchantment**

Gains the effects of the spell heroism.

**Evocation**

Inflicts an amount of damage equal to the spell’s level upon the spell’s caster.

**Illusion**

Gains the effects of invisibility. This effect ends as per the spell.

**Necromancy**

Gains the effects of false life, as if cast by the opposing spell’s caster.

**Transmutation**

Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

### Medda Spiritbearer

**CR 6**

Female human spiritualist (haunted) 7 (Pathfinder RPG Occult Adventures 72, 110)

NG Medium humanoid (human)

Init +1; Senses Perception +10

**DEFENSE**

AC 16, touch 9, flat-footed 16 (+7 armor, –1 Dex) hp 56 (7d8+21)

Fort +7, Ref +3, Will +9

**Defensive Abilities** spiritual interference

**OFFENSE**

Speed 30 ft. (20 ft. in armor)

**Melee** mwk cold iron dagger +6 (1d4/19–20) or mwk longspear +6 (1d8×3)

**Ranged** mwk sling +5 (1d4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with masterwork longspear)

**Special Attacks** phantom recall 1/day

**Spiritualist Spell-Like Abilities (CL 7th; concentration +11)**

At will—detect undead
1/day—calm spirit<sup>ha</sup> (DC 13)

**Spiritualist Spells Known (CL 7th; concentration +11)**

3rd (2/day)—cure serious wounds, haste, howling agony<sup>ha</sup>
(DC 17)

2nd (4/day)—cure moderate wounds, locate object, rage, remove paralysis, see invisibility

1st (5/day)—burst of adrenaline<sup>ha</sup>, cure light wounds, mage armor, remove fear, sanctuary (DC 15), shield

0 (at will)—detect magic, detect psychic significance<sup>ha</sup>, guidance, message, read magic, stabilize
**THE SOLSTICE SCAR**

**TACTICS**

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when reduced to half her hit points.

**STATISTICS**

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<tr>
<th></th>
<th>Str 10</th>
<th>Dex 8</th>
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<td>Feats</td>
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<td>SQ</td>
<td>bonded senses (7 rounds/day), etheric tether, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (10 rounds/day)</td>
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<td>Combat Gear</td>
<td>potion of cure moderate wounds (2), potion of cure serious wounds, wand of cure moderate wounds (14 charges), wand of lesser restoration (12 charges), acid (2);</td>
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<td>Other Gear</td>
<td>+1 breastplate, furs, mwk cold iron dagger, mwk longspear, mwk sling, traveler’s outfit, 43 gp</td>
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**ANOK THE VENGEFUL**

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

Init +1; Senses darkvision 60 ft.; Perception +0

Aura aura of fury (20 ft.)

**DEFENSE**

AC 23, touch 11, flat-footed 22 (+4 armor, +1 Dex, +8 natural)

hp 45 (6d10+12)

Fort +7, Ref +3, Will +5 (+4 morale bonus vs. enchantment spells and effects)

DR 5/magic and slashing

**OFFENSE**

Speed 30 ft.

Melee 2 slams +11 (2d6+4)

**TACTICS**

Before Combat Medda has cast *mage armor* on Anok after summoning him, 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures that are targeting Medda. At his discretion, he activates Medda’s usurp manifestation ability to become larger and more powerful.

Morale Anok fights until destroyed.

**STATISTICS**

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<th></th>
<th>Str 18</th>
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**SHIFTING RUNES**

CR 7

N Diminutive construct (swarm)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +17

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

hp 58 (9d10+9); fast healing 5

Fort +3, Ref +8, Will +3

**Defensive Abilities** rejuvenation, swarm traits, Immune construct traits

**OFFENSE**

Speed fly 40 ft. (perfect)

Melee swarm (2d6 nonlethal plus distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 14), trap control

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

At will—alarm

1/day—see invisibility

**STATISTICS**

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**SPECIAL ABILITIES**

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune’s swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

**TWINHORN CHAMPION**

CR 8

Beast Trainer (*Pathfinder RPG Villain Codex* 38)

Human ranger 9

NE Medium humanoid (human)

Init +2; Senses Perception +1

**DEFENSE**

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 shield)

hp 81 (9d10+27)

Fort +9, Ref +10, Will +6

**Defensive Abilities** evasion

**OFFENSE**

Speed 30 ft. (20 ft. in armor)
**Melee** mwk kukri +14/+9 (1d4+5/15–20), mwk kukri +14/+9 (1d4+5/15–20)
**Ranged** dart +11/+6 (1d4+5)
**Special Attacks** combat style (two-weapon combat), favored enemy (animals +4, humans +2)
**Ranger Spells Prepared** (CL 6th; concentration +7)
2nd—
barkskin
1st—charm animal (DC 12), longstrider, speak with animals

**TACTICS**

**Before Combat** The beast trainer drinks her potion of bull's strength and casts barkskin on an animal ally (already included in the both creatures' statistics).

**Base Statistics** Without bull's strength, the beast trainer's statistics are

**Melee** mwk kukri +12/+7 (1d4+3/15–20), mwk kukri +12/+7 (1d4+3/15–20);
**Ranged** dart +11/+6 (1d4+3);
**Str** 16;
**CMB** +12;
**CMD** 24;
**Skills** Climb +11.

**STATISTICS**

**Str** 20, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 12
**Base Atk** +9; **CMB** +14; **CMD** 26
**Feats** Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)
**Skills** Acrobatics +7 (+11 to move through a threatened square or enemy's space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +10, Survival +10
**Languages** Common
**SQ** favored terrain (plains +2, urban +4), hunter's bond (constrictor snake animal companion), swift tracker, track +4, wild empathy +10, woodland stride

**TWINHORN COMPANION**

**CR —**
Wolverine animal companion
N Medium animal
**Init** +4; **Senses** low-light vision, scent; Perception +7

**DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
**hp** 63 (6d8+36)
**Fort** +10, **Ref** +9, **Will** +7; +4 vs. enchantment spells and effects
**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft., burrow 10 ft.
**Melee** bite +9 (1d6+5), 2 claws +10 (1d4+5)
**Special Attacks** rage (6 rounds/day)

**STATISTICS**

**Str** 19, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 12
**Base Atk** +9; **CMB** +14; **CMD** 26
**Feats** Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)
**Skills** Acrobatics +7 (+11 to move through a threatened square or enemy's space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +10, Survival +10
**Languages** Common
**SQ** favored terrain (plains +2, urban +4), hunter's bond (constrictor snake animal companion), swift tracker, track +4, wild empathy +10, woodland stride

**Combat Gear** potion of bull's strength, potions of cure moderate wounds (2); **Other Gear** +1 chainmail, darts (6), mwk kukri (2), belt of tumbling, cloak of resistance, ring of protection +1, entertainer's outfit, 81 gp

**TWINHORN SKIRMSHER**

**CR 4**
Pathfinder RPG Villain Codex 133
Human ranger 5
N Medium humanoid (human)
**Init** +7; **Senses** Perception +9

**DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
**hp** 42 (5d10+10)
**Fort** +7, **Ref** +8, **Will** +3

**OFFENSE**

**Speed** 30 ft. (20 ft. in armor)
**Melee** mwk greatsword +8 (2d6+3/19–20)
**Ranged** mwk composite longbow +7 (1d8+2/×3)
**Special Attacks** combat style (archery), favored enemy (animals +2, humans +4)
**Ranger Spells Prepared** (CL 2nd; concentration +3)
1st—gravity bow, resist energy

**STATISTICS**

**Str** 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
**Base Atk** +5; **CMB** +7; **CMD** 20
**Feats** Endurance, Improved Initiative, Power Attack, Precise Shot, Quick Draw, Quick Stow
**Skills** Acrobatics +5 (+1 when jumping), Climb +6, Disable Device +3, Handle Animal +6, Knowledge (geography, nature) +6, Perception +9, Ride +7, Stealth +8, Survival +7, Swim +3
**Languages** Common
**SQ** favored terrain (forest +2), hunter's bond (horse), track +2, wild empathy +4

**Combat Gear** potion of barkskin, potion of cure moderate wounds; **Other Gear** mwk agile breastplate, mwk composite longbow (+3 Str) with 20 arrows, mwk greatsword, cloak of resistance +1, basic maps, flint and steel, grappling hook, mwk backpack, silk rope (50 ft.), mwk thieves' tools, waterskin, 103 gp

**SPECIAL ABILITIES**

**Quick Stow** A Twinhorn archer do not provoke an attack of opportunity when sheathing a weapon, and he can combine a move action to sheathe a weapon with a regular move action. (He can both stow and draw a weapon as part of the same move action in this way.)
APPENDIX 11: SUBTIER 7–8 BESTIARY (PART 3)

BODAK CR 8
Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14

DEFENSE
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40)
Fort +6, Ref +5, Will +8
DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10
Weaknesses vulnerability to sunlight

OFFENSE
Speed 20 ft.
Melee 2 slams +9 (1d8+1)
Special Attacks death gaze

STATISTICS
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)
Skills Intimidate +11, Perception +14, Stealth +10
Languages Common

SPECIAL ABILITIES
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 18
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.

BODY SNATCHER CR 11
Pathfinder RPG Bestiary 6 123
CE Medium undead (incorporeal)
Init +10; Senses darkvision 60 ft., lifesense; Perception +21

DEFENSE
AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)
hp 144 (17d8+68)
Fort +8, Ref +13, Will +11
Defensive Abilities channel resistance +4; Immune undead traits; SR 23

OFFENSE
Speed fly 60 ft. (perfect)
Melee 4 tentacles +20 (1d6+8 plus grab)
Space 5 ft.; Reach 10 ft.
Special Attacks constrict (1d6+8 plus disease), tentacle bind
Spell-Like Abilities (CL 14th; concentration +20)
Constant—silkness
At will—shadow step
3/day—inflict critical wounds (DC 17), quickened dispel magic
1/day—fear (DC 16), touch of slime (DC 17)

STATISTICS
Str 26, Dex 23, Con —, Int 14, Wis 13, Cha 17
Base Atk +12; CMB +20 (+28 grapple); CMD 36 (38 vs. grapple, can’t be tripped)
Feats Blind-fight, Body Shield, Combat Reflexes, Greater Grapple, Improved Grapple, Improved Initiative, Improved Lightning Reflexes, Improved Unarmed Strike, Lightning Reflexes, Quicken Spell-Like Ability (dispel magic), Toughness
Skills Fly +14, Intimidate +23, Knowledge (arcana) +22,
Perception +21, Sense Motive +21, Spellcraft +22, Stealth +26
Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES
Disease (Su) A body snatcher’s tentacles inflict a fast-acting
Disease that causes the victim to experience terrifying
premonitions and visions of the world’s imminent destruction.
In the later stages, the victim perceives a fictitious cataclysm
that ends with the victim’s vital systems ceasing entirely,
so certain is the body that it has died. Apocalypse Shakes:
Constrict—injury; save Fort DC 21; onset immediate;
frequency 1/hour; effect 1d3 Wis damage and shaken; cure 2 consecutive saves. A creature dies if this Wisdom damage
equals or exceeds its actual Wisdom score. The save DC is
Charisma-based.

Tentacle Bind (Su) A body snatcher may use its own tentacles
to tie up a pinned target, detaching them from its body. When
it does this, the body snatcher takes 1 point of damage per
HD (typically 16) and cannot make tentacle attacks until its
tentacles regrow at the beginning of its next turn. Creatures
pinned by this ability cannot make sound, as if affected by the
spell silence.

EXILED SHADE CR 6
Pathfinder RPG Bestiary 6 123
CE Medium undead (incorporeal)
Init +7; Senses darkvision 60 ft.; Perception +9

DEFENSE
AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)
hp 68 (8d8+32)
Fort +6, Ref +5, Will +8

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

OFFENSE
Speed fly 40 ft. (perfect)
Melee incorporeal touch +10 (1d6 Intelligence damage)
Special Attacks rage thrall

STATISTICS
Str —, Dex 17, Con —, Int 7, Wis 14, Cha 19
Base Atk +6; CMB +9; CMD 24
Feats Dodge, Improved Initiative, Mobility, Weapon Focus
(incorporeal touch)
Skills Fly +18, Perception +9, Sense Motive +9, Stealth +10
Languages Common
PATHFINDER SOCIETY SCENARIO

SPECIAL ABILITIES

**Exiled (Ex)** The symbols of an exiled shade’s former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol’s presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade’s organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

**Intelligence Damage (Su)** An exiled shade’s touch clouds the target’s mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

**Rage Thrall (Su)** If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target’s actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to escape the shade’s control until their Intelligence damage no longer equals or exceeds their actual Intelligence score. An exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

GREATER SHADOW CR 8
Pathfinder RPG Bestiary 245
CE Medium undead (incorporeal)
Init +5; Senses darkvision 60 ft.; Perception +13
DEFENSE
AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)
hp 58 (9d8+18)
Fort +5, Ref +8, Will +7
Defensive Abilities incorporeal, channel resistance +2; Immune undead traits
OFFENSE
Speed fly 40 ft. (good)
Melee incorporeal touch +11 (1d8 Strength)
Special Attacks create spawn (as per shadow), strength damage
STATISTICS
Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15
Base Atk +6; CMB +11; CMD 24
Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)
Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (~4 in bright light)

SPECIAL ABILITIES

**Strength Damage (Su)** A greater shadow’s touch deals 1d8 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.

RAGEWIGHT CR 6
Pathfinder Campaign Setting: Andoran, Birthplace of Freedom 58
CE Medium undead
Init +1; Senses darkvision 60 ft.; Perception +15
DEFENSE
AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 rage)
hp 82 (11d8+33)
Fort +6, Ref +5, Will +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities
Immune undead traits
OFFENSE
Speed 40 ft.
Melee greatsword +12/+7 (2d6+6/17–20 plus energy drain), bite +7 (1d4+2 plus energy drain)
Ranged javelin +10 (1d6+4)
Special Attacks create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS
Base Statistics When not using savage fury, the ragewight’s statistics are AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); hp 49 (11d8); Fort +3, Will +8; Melee mwk greatsword +9/+4 (2d6+1/17–20 plus energy drain); Ranged javelin +9 (1d6+4); Str 12, Cha 11; CMD +9; CMD 21; **Skills** Climb +15, Intimidate +11

STATISTICS
Str 18, Dex 14, Con —, Int 11, Wis 13, Cha 17
Base Atk +8; CMB +12; CMD 24
Feats Cleave, Furious Focus+, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack
Skills Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth
Languages Common
Gear greatsword, javelin

SPECIAL ABILITIES

**Create Spawn (Su)** Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

**Savage Fury (Ex)** A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These
Any creature that hits a sceaduinair with a melee attack takes 1d6 points of negative energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.

**Sceaduinair**

CR 7

Pathfinder RPG Bestiary 2 239

NE Medium outsider (extraplanar)

Init +5; Senses darkvision 120 ft., lifesense, low-light vision; Perception +17

**Defense**

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 85 (9d10+36)

Fort +10, Ref +11, Will +5

Defensive Abilities entropic flesh, negative energy affinity, void child; DR 10/adamantine or good; Immune cold, death effects, disease, energy drain, poison; Resist acid 10, electricity 10, sonic 10; SR 18

**Offense**

Speed 40 ft., fly 90 ft. (good)

Melee bite +14 (1d6+3 plus 1d6 negative energy and energy drain), 2 wings +9 (1d6+1 plus 1d6 negative energy)

Special Attacks energy drain (1 level, DC 17), entropic touch

Spell-Like Abilities (CL 4th; concentration +9)

At will—dimension door (self only), dispel magic (DC 15), deeper darkness, enervation, inflict serious wounds (DC 16), silence

1/day—antifeature shell, greater teleport (self plus 50 lbs. objects only), harm (DC 19), slay living (DC 18)

**Statistics**

Str 17, Dex 20, Con 18, Int 13, Wis 14, Cha 17

Base Atk +9; CMB +7; CMD 28

Feats Dodge, Mobility, Skill Focus (Perception), Step Up, Weapon Finesse

Skills Acrobatics +17, Fly +9, Intimidate +15, Knowledge (nature) +13, Knowledge (planes) +17, Perception +17, Sense Motive +14, Stealth +25; **Racial Modifiers** +4 Knowledge (planes), +3 Stealth

Languages Aklo, Common

**Special Abilities**

Entropic Touch (Ex) A sceaduinair’s natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a sceaduinair’s natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by inflict spells.

**Void Child (Ex)** Sceaduinairs are immune to effects that target souls (such as trap the soul) or require knowledge of a creature’s identity (such as scrying). When one is slain, it cannot be restored to life by magic save by a miracle or wish, or by divine intervention.

**Shae, Advanced**

CR 5

Pathfinder RPG Bestiary 3 242, 290

N Medium outsider (extraplanar)

Init +6; Senses darkvision 60 ft., low-light vision; Perception +10

**Defense**

AC 20, touch 18, flat-footed 12 (+8 Dex, +2 natural)

hp 46 (4d10+26)

Fort +10, Ref +9, Will +9

Defensive Abilities amorphous, blur; **Immune** cold

**Offense**

Speed 30 ft.

Melee mwk falchion +10 (2d4+7/18–20 plus 1d6 cold) or touch +7 (1d6 cold)

Spell-Like Abilities (CL 4th; concentration +9)

Constant—blur

At will—lesser shadow evocation (DC 18)

**Statistics**

Str 20, Dex 26, Con 22, Int 25, Wis 17, Cha 21

Base Atk +4; CMB +7; CMD 23

Feats Combat Expertise, Iron Will

Skills Acrobatics +15, Bluff +12, Climb +11, Diplomacy +12, Disguise +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +15 (+25 in regions of low light or darkness), Use Magic Device +12; **Racial Modifiers** +10 Stealth in regions of low light or darkness

Languages Aklo, Common, Shae

**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 identically to the spell 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.
**APPENDIX 12: SUBTIER 7–8 BESTIARY (PART 4)**

**ADULT WHITE DRAGON**  
**CR 10**  
*Pathfinder RPG Bestiary 100*  

**Pathfinder Society Scenario**  

**CE** Large dragon (cold)  
**Init** +5; **Senses** dragon senses, snow vision; Perception +22  
**Aura** cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)  

**DEFENSE**  
**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, −1 size)  
**hp** 149 (13d12+65)  
**Fort** +13, **Ref** +9, **Will** +10  
**DR** 5/magic; **Immune** cold, paralysis, sleep; **SR** 21  
**SQ** icewalking, ice shape  
**Languages** Common, Draconic  
**Skills**  

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**STATISTICS**  
**Bloodーン**  

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<tr>
<th>Spell-Like Abilities (CL 13th)</th>
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</table>
| At will—fog cloud, gust of wind  

**Spells Known (CL 1st)**  
1st (4/day)—shield, true strike  
0 (at will)—dancing lights, detect magic, ray of frost, mending  

**SPECIAL ABILITIES**  

**Cold Aura (Su)** A white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon’s turn.  

**Ice Shape (Su)** A white dragon can shape ice and snow at will. This ability functions as stone shape (CL 13th), but targeting only ice and snow, not stone.  

**Icwalking (Ex)** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.  

**Snow Vision (Ex)** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.  

**Dire Polar Bear**  
**CR 8**  
*Pathfinder RPG Bestiary 5 41*  

**Pathfinder Society Scenario**  

**CE** Large animal  
**Init** +7; **Senses** low-light vision, scent; Perception +14  

**DEFENSE**  
**AC** 22, touch 12, flat-footed 19 (+1 Dex, +10 natural, −1 size)  
**hp** 115 (10d8+70)  
**Fort** +14, **Ref** +10, **Will** +6  

**OFFENSE**  
**Speed** 40 ft., swim 20 ft.  
**Melee** bite +15 (1d8+9), 2 claws +15 (1d6+9 plus grab)  
**Space** 10 ft.; **Reach** 5 ft.  

**STATISTICS**  
**Str** 29, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14  
**Base Atk** +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)  
**Feats** Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)  
**Skills** Perception +14, Survival +7, Swim +21  

**Falling Block Trap**  
**CR 5**  
**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20  

**EFFECTS**  
**Trigger** location; **Reset** manual  
**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)  

**Frost Drake**  
**CR 7**  
*Pathfinder RPG Bestiary 2 108*  

**CE** Large dragon (cold)  
**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10  

**DEFENSE**  
**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, −1 size)  
**hp** 84 (8d12+32)  
**Fort** +10, **Ref** +7, **Will** +5  
**Immune** cold, paralysis, sleep  
**Weaknesses** vulnerability to fire  

**OFFENSE**  
**Speed** 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)  
**Melee** bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** freezing mist breath  

**STATISTICS**  
**Str** 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13  
**Base Atk** +8; **CMB** +15; **CMD** 26  
**Feats** Flyby Attack, Improved Initiative, Power Attack, Vital Strike  
**Skills** Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8  
**Languages** Draconic  
**SQ** speed surge, icewalking  

**SPECIAL ABILITIES**  

**Freezing Mist Breath (Su)** A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (Reflex DC 18 half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet
of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

**Icewalking (Ex)** This ability works like spider climb, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

**Speed Surge (Ex)** Three times per day as a swift action, a frost drake can draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

**Snow Vision (Ex)** A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

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**KOBOLD BATTLE MASTER**

CR 6

Pathfinder RPG Monster Codex 132

Kobold cavalier 4

LE Small humanoid (reptilian)

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

**DEFENSE**

AC 23, touch 12, flat-footed 22 (+8 armor, +1 Dex, +1 natural, +2 shield, +1 size)

hp 57 (7d10+14)

Fort +7, Ref +4, Will +4; +2 bonus vs. paralysis and sleep

Resist electricity 5

Weaknesses light sensitivity

**OFFENSE**

Speed 20 ft.

Melee +1 lance +11/+6 (1d6+2/+3) or

mwk short sword +10/+5 (1d4+1/19–20)

Special Attacks banner +2/+1, breath weapon (30-ft. line, 2d6 electricity damage, Reflex DC 14 half, usable every 1d4 rounds), cavalier’s charge, challenge (+7, +2, 3/day)

**STATISTICS**

Str 12, Dex 12, Con 12, Int 12, Wis 13, Cha 8

Base Atk +7; CMB +7; CMD 18

Feats Draconic Aspect (blue), Draconic Breath, Improved Initiative, Mounted Combat, Shield Wall, Weapon Focus (lance)

Skills Craft (trapmaking) +3, Handle Animal +9, Perception +13, Profession (miner) +3, Ride +5, Stealth +9, Swim +5

Languages Common, Draconic

SQ crafty, expert trainer +3, mount (cave salamander), order of the dragon (aid allies), tactician (2/day, 6 rounds, standard action)

Combat Gear dust of dryness; Other Gear +1 banded mail, mwk heavy steel shield, +1 lance, mwk short sword, cloak of resistance +1

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**ICE NEWT MOUNT**

Variant cave salamander animal companion (Pathfinder RPG Monster Codex 128)

N Medium animal

Init +2; Senses darkvision 60 ft., low-light vision; Perception +7

**DEFENSE**

AC 20, touch 12, flat-footed 18 (+2 armor, +2 Dex, +6 natural)

hp 45 (6d8+18)

Fort +7, Ref +7, Will +5 (+4 morale bonus vs. enchantment spells and effects)

**DEFENSIVE ABILITIES**

**DEFENSE**

Speed 40 ft.

Melee bite +8 (1d6+6)

**STATISTICS**

Str 18, Dex 14, Con 15, Int 1, Wis 12, Cha 4

Base Atk +4; CMB +8; CMD 20

Feats Combat Reflexes, Iron Will, Toughness

Skills Acrobatics +2 (+6 to jump), Climb +8, Perception +7, Stealth +6, Swim +8

SQ combat riding, devotion, ice walker, tricks (attack, combat riding, come, defend, down, guard, heel)

Gear leather armor

**SPECIAL ABILITIES**

**Ice Walker (Ex)** An ice newt mount can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

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**KOBOLD BLADE**

CR 3

Pathfinder RPG Monster Codex 130

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; Senses darkvision 60 ft.; Perception +2

**DEFENSE**

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, Ref +5, Will +1 (+1 vs. fear)

**DEFENSIVE ABILITIES**

bravery +1

**Weaknesses** light sensitivity

**OFFENSE**

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

**STATISTICS**

Str 10, Dex 18, Con 10, Int 13, Wis 10, Cha 8

Base Atk +4; CMB +3 (+5 dirty trick); CMD 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

**Combat Gear** elixir of fire breath, potion of cure moderate wounds; Other Gear mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier
**KOBOLD BOMBER**

**Pathfinder RPG Monster Codex 133**

Kobold alchemist® (alchemical trapper®) 2  
LE Small humanoid (reptilian)  
Init +3; Senses darkvision 60 ft.; Perception +3  

**DEFENSE**

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<tr>
<td>AC</td>
<td>19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)</td>
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<tr>
<td>hp</td>
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<tr>
<td>Fort</td>
<td>+2, Ref +6, Will +1; +2 vs. poison</td>
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<tr>
<td>Weaknesses</td>
<td>light sensitivity</td>
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<tr>
<td>Speed</td>
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<tr>
<td>Melee</td>
<td>mwk spear +2 (1d6–1/x3)</td>
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<tr>
<td>Ranged</td>
<td>sling +5 (1d3–1)</td>
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**Special Attacks**

- bomb 6/day (1d6+2 fire, DC 13), bomb trap

**Alchemist Extracts Prepared**

(ALC 2nd)

- 1st—abjuring step®, endure elements, shield

**STRENGTHS**

- Str 8, Dex 16, Con 8, Int 15, Wis 13, Cha 8  
- Base Att +1; CMB +1; CMD 12  
- Feats Brew Potion, Extra Bombs, Throw Anything

**SKILLS**

- Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**LANGUAGES**

- Common, Draconic, Gnome, Goblin
- SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/+2, +2 natural, 20 minutes), poison use

**Combat Gear**

- potion of invisibility, acid, alchemist's fire (3); Other Gear chain shirt, mwk spear, sling, 8 gp

**SPECIAL ABILITIES**

- **Bomb Trap (Su)** At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal to the DC for the alchemical trapper’s bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper has. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper’s bombs per day.

**KOBOLD GUILECASTER**

**Pathfinder RPG Monster Codex 131**

Kobold sorcerer 6  
LE Small humanoid (reptilian)  
Init +2; Senses darkvision 60 ft.; Perception +1

**DEFENSE**

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<td>Fort</td>
<td>+3, Ref +4, Will +4</td>
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<td>Speed</td>
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<td>Melee</td>
<td>quarterstaff +2 (1d4–2)</td>
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**Bloodline Spell-Like Abilities**

- 6/day—trap rune (DC 16)

**Sorcerer Spells Known**

- APG, APG, MC 2
- 0 (at will)—circlet of persuasion
- 1st (7/day)—alarm, charm person (DC 14), mage armor, magic missile, ray of enfeeblement (DC 14)
- 2nd (6/day)—create pit®, mirror image, scorching ray
- 3rd (4/day)—lightning bolt (DC 16)
- 4th (3/day)—abjuring step®, endure elements, shield
- 5th (2/day)—passwall, true seeing

**STRENGTHS**

- Str 6, Dex 14, Con 12, Int 13, Wis 8, Cha 16  
- Base Att +3; CMB +0; CMD 12  
- Feats Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

**SKILLS**

- Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**LANGUAGES**

- Draconic, Dwarven
- SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2

**Combat Gear**

- antitoxin, thunderstone; Other Gear quarterstaff, circle of persuasion, mwk artisan’s tools, 15 gp

**SPECIAL ABILITIES**

- **Bloodline Arcana** Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell’s DC by 2.

- **Trap Rune (Sp)** As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune’s area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.

- **Trap Sense (Ex)** The kobold gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.
### Kobold Master Trapper  CR 4

*Kobold rogue 5*

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +11

<table>
<thead>
<tr>
<th><strong>DEFENSE</strong></th>
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</thead>
<tbody>
<tr>
<td><strong>AC</strong> 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)</td>
<td></td>
</tr>
<tr>
<td><strong>hp</strong> 31 (5d8+5)</td>
<td></td>
</tr>
<tr>
<td><strong>Fort</strong> +2, <strong>Ref</strong> +10, <strong>Will</strong> +2</td>
<td></td>
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</tbody>
</table>

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

**Weaknesses** light sensitivity

<table>
<thead>
<tr>
<th><strong>OFFENSE</strong></th>
<th></th>
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</thead>
<tbody>
<tr>
<td><strong>Speed</strong> 30 ft.</td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong> dagger +3 (1d3–1/19–20)</td>
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</tr>
<tr>
<td><strong>Ranged</strong> mwk shortbow +9 (1d4/×3)</td>
<td></td>
</tr>
</tbody>
</table>

**Special Attacks** sneak attack +3d6

**STATISTICS**

<table>
<thead>
<tr>
<th><strong>Str</strong> 8, <strong>Dex</strong> 18, <strong>Con</strong> 12, <strong>Int</strong> 10, <strong>Wis</strong> 13, <strong>Cha</strong> 8</th>
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<tbody>
<tr>
<td><strong>Base Atk</strong> +3; <strong>CMB</strong> +1; <strong>CMD</strong> 15</td>
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</tbody>
</table>

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

**Skills** Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15;

**Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** crafty, trapfinder, trap making

**Gear** necklace of fireballs I, +1 chain shirt, mwk shortbow with 20 arrows, mwk artisan’s tools, mwk thieves’ tools, 62 gp

### Kobold Yapper  CR 7

*Kobold bard (dragon yapper)*

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +2

<table>
<thead>
<tr>
<th><strong>DEFENSE</strong></th>
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<tbody>
<tr>
<td><strong>AC</strong> 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)</td>
<td></td>
</tr>
<tr>
<td><strong>hp</strong> 31 (8d8–8)</td>
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<tr>
<td><strong>Fort</strong> +0, <strong>Ref</strong> +10, <strong>Will</strong> +6; +4 vs. bardic performance, language-dependent, and sonic</td>
<td></td>
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</table>

**Weaknesses** light sensitivity

<table>
<thead>
<tr>
<th><strong>OFFENSE</strong></th>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>Speed</strong> 30 ft.</td>
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</table>

**Melee** short sword +7/+2 (1d4/19–20)

**Ranged** shortbow +13/+8 (1d4/+1/×3)

**Special Attacks** bardic performance 20 rounds/day (move action; counter-song, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])

**Bard Spells Known** (CL 8th; concentration +10)

3rd (2/day)—confusion (DC 15), deep slumber (DC 15), haste
2nd (5/day)—blur, heroism, hold person (DC 14), mirror image
1st (5/day)—alarm, charm person (DC 13), grease (DC 13), silent image (DC 13), ventriloquism (DC 13)
0 (at will)—dancing lights, detect magic, ghost sound (DC 12), mage hand, prestidigitation (DC 12), resistance

**STATISTICS**

<table>
<thead>
<tr>
<th><strong>Str</strong> 8, <strong>Dex</strong> 18, <strong>Con</strong> 13, <strong>Int</strong> 13, <strong>Wis</strong> 10, <strong>Cha</strong> 15</th>
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<tbody>
<tr>
<td><strong>Base Atk</strong> +6; <strong>CMB</strong> +4; <strong>CMD</strong> 19</td>
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</tbody>
</table>

**Feats** Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)

**Skills** Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18

**Languages** Common, Draconic, Sylvan

**SQ** bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)

**Gear** +1 chain shirt, +1 short sword, +1 shortbow with 20 arrows, 410 gp

**SPECIAL ABILITIES**

**Frightful Song**  A dragon yapper can amplify his voice to sound like an actual dragon. Enemies within 30 feet become shaken unless they succeed at a DC 16 Will save. A successful save renders targets immune to this ability for 24 hours. Frightful song is a mind-affecting ability, and a fear effect that uses audible components.

**Yapping Song**  A dragon yapper can use performance to annoy those that hear it, causing them to take a –2 penalty on attack and damage rolls (minimum 1) and a –2 penalty on saves against fear effects and charm effects as long as the dragon yapper continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

### Wyvern Arrow Trap  CR 6

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

<table>
<thead>
<tr>
<th><strong>EFFECTS</strong></th>
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<tbody>
<tr>
<td><strong>Trigger</strong> location; <strong>Reset</strong> none</td>
<td></td>
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<tr>
<td><strong>Effect</strong> Atk +15 ranged (1d6 plus wyvern poison/×3)</td>
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</table>
# APPENDIX 13: SUBTIER 10–11 BESTIARY (PART 1)

## ANIMATED HERO’S REGALIA

**CR 12**

N Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

**AC 28**, touch 12, flat-footed 26 (+2 Dex, +13 natural, +3 shield)

**hp 132** (15d10+50)

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

**Defensive Abilities** hardness 10, reinforced; **Immune** construct traits

**Weakness** haunted

### OFFENSE

**Speed** 30 ft., fly 30 ft. (good)

**Melee** +1 mithral longsword +21/+16/+11 (1d8+6/19–20) or 2 slams +20 (1d6+6)

**Special Attacks** relive the crusade

### STATISTICS

**Str** 22, **Dex** 19, **Con** 16, **Wis** 12, **Int** 9, **Cha** 17

**Base Atk** +18; **CMB** +25; **CMD** 29

**Feats** Following Step*, Step Up*, Step Up and Strike*, *a

**Skills** Fly +6

**Other Gear** +1 mithral heavy steel shield, +1 mithral longsword

### SPECIAL ABILITIES

**Haunted (Su)** An animated hero’s regalia is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

**Reinforced (Ex)** Due to the powerful psychic resonance that powers its body, an animated hero’s regalia gains 15 additional hit points and a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

## CLOCKWORK GOLEM, ADVANCED

**CR 13**

Pathfinder RPG Bestiary 2 137, 292

N Large construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

### DEFENSE

**AC 30**, touch 12, flat-footed 27 (+3 Dex, +18 natural, –1 size)

**hp 118** (16d10+30)

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

**DR** 10/adamantine; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +25 (2d10+10 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** death burst, grind, wall of gears

### STATISTICS

**Str** 31, **Dex** 16, **Con** —, **Int** —, **Wis** 15, **Cha** 5

**Base Atk** +16; **CMB** +27 (+31 grapple); **CMD** 40

### SPECIAL ABILITIES

**Death Burst (Ex)** When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

**Grind (Ex)** A clockwork golem deals an additional 2d10+15 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

**Immunity to Magic (Ex)** A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

- A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.

---

## ANIMATED OWLBEAR MASCOT

**CR 8**

Animated object (Pathfinder RPG Bestiary 14)

N Large construct

**Init** –1; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

### DEFENSE

**AC 20**, touch 8, flat-footed 20 (+6 armor, –1 Dex, +6 natural, –1 size)

**hp 89** (8d10+45)

**Fort** +5, **Ref** +4, **Will** +0

**Defensive Abilities** hardness 5, reinforced; **Immune** construct traits

**Weakness** haunted

### OFFENSE

**Speed** 40 ft.

**Melee** bite +13 (2d6+6), 2 claws +13 (1d6+6)

**Space** 10 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +8; **CMB** +15; **CMD** 24

**Skills** Acrobatics –1 (+3 to jump)

**SQ** construction points (additional natural attack [claw, bite], faster, haunted, improved natural attack)
A rusting grasp spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

**Wall of Gears (Su)** As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature’s space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem’s AC and immunities remain the same while it is in this form.

**Dweomerlion**

Advanced dweomercat (*Pathfinder RPG Bestiary* 294, *Pathfinder Adventure Path #36: Sound of a Thousand Screams* 82)

CN Medium magical beast

Init +10; Senses darkvision 60 ft., low-light vision, scent; Perception +21

**DEFENSE**

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 142 (15d10+60)

Fort +13, Ref +15, Will +10

DR 10/cold iron and magic; SR 22

**OFFENSE**

Speed 40 ft.

Melee bite +21 (1d6+4), 2 claws +21 (1d6+4)

Special Attacks dweomer leap, pounce, rake (2 claws +21, bite +21 (1d6+4), 2 claws +21 (1d6+4))

**Spell-Like Abilities** (CL 12th; concentration +15)

Constant—detect magic

At will—dispel magic, lesser globe of invulnerability

3/day—antimagic field, dimension door (self only)

**STATISTICS**

Str 19, Dex 23, Con 18, Int 14, Wis 17, Cha 16

Base Atk +15; CMB +19; CMD 36 (40 vs. trip)

Feats Dodge, Improved Initiative, Improved Natural Attack (claw), Improved Iron Will, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +17 (+21 to jump), Climb +18, Knowledge (arcana) +17, Perception +21, Stealth +24; Racial Modifiers +4 Climb

Languages Common, Sylvan

SQ spell link

**SPECIAL ABILITIES**

**Change Shape (Su)** Twice per day as a swift action, a dweomerlion can increase its size to Large. This function as *enlarge person*, and it lasts for 10 minutes or until the dweomerlion ends the effect as a swift action. While Large, a dweomerlion’s reach is 5 feet.

**Dweomer Leap (Su)** When a dweomerlion is targeted by a spell or within the area of effect of a spell, it can, as a swift action, choose to teleport to a square adjacent to the spell’s caster, effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomerlion’s spell resistance. If it chooses, the dweomerlion can immediately make a full attack against the spell’s caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomerlion chooses—the dweomerlion can forgo using this ability.

**Spell Link (Su)** When a dweomerlion is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomerlion is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance. Each power lasts for 1 minute per level of the spell targeting the dweomerlion, until the dweomerlion uses this ability again, or until the dweomerlion chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomerlion from taking effect; it only provides an additional benefit.

- **Abjuration**: Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.
- **Conjuration**: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.
- **Divination**: Gains the effects of detect chaos, evil, good, or law.
- **Enchantment**: Grants the effects of heroism.
- **Evocation**: Inflicts an amount of damage equal to the spell’s level upon the spell’s caster.
- **Illusion**: Grants the effects of invisibility. This effect ends as per the spell.
- **Necromancy**: Gains the effects of false life, as if cast by the opposing spell’s caster.
- **Transmutation**: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

**Medda Spiritbearer**

Female human spiritualist (haunted) 12 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

Init –1; Senses Perception +16

**DEFENSE**

AC 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)

hp 93 (12d8+36)

Fort +12, Ref +7, Will +15; +4 bonus vs. mind-affecting

**DEFENSIVE ABILITIES** greater spiritual interference

**OFFENSE**

Speed 30 ft. (20 ft. in armor)

Melee +1 darkwood longspear +10/+5 (1d8+1×3) or mwk cold iron dagger +10/+5 (1d4/19–20)

Ranged mwk sling +9 (1d4)
Bluff +5, Diplomacy +2, Intimidate +8, Knowledge (Skills) +7, Linguistics +6, Persuasive +8, Religion +7, Survival +8

Spiritualist Spells Known (CL 12th; concentration +16)
- At will—detect undead (DC 13)
- 2/day—calm spirit (DC 13)
- 1/day—see invisibility

Spiritualist Spell-Like Abilities (CL 12th; concentration +17)
- 4th (4/day)—cure critical wounds, freedom of movement, neutralize poison, restoration, telekinetic charge
- 3rd (5/day)—cure serious wounds, haste, howling agony (DC 17), remove curse, remove disease
- 2nd (6/day)—cure moderate wounds, locate object, rage, remove paralysis, lesser restoration, see invisibility
- 1st (7/day)—burst of adrenaline, cure light wounds, mage armor, remove fear, remove sickness (DC 15), sanctuary (DC 15), shield
- 0 (at will)—detect magic, detect psychic significance, guidance, message, read magic, stabilize

TACTICS

Before Combat Medda has cast mage armor on Anok after summoning him, 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures targeting Medda. At his discretion, he activates Medda’s usurp manifestation ability to become larger and more powerful.

Morale Anok fights until destroyed.

STATISTICS

Str 22, Dex 14, Con 17, Wis 20, Cha 18
Base Atk +9; CMB +12; CMD 26

Feats Dazzling Display, Gory Finish, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (slam)

Skills Intimidate +22, Knowledge (history) +10, Survival +12
Languages Common, Hallit

SQ devotion, ectoplasmic phase lurch, ferocious mien, magic attacks, usurp manifestation (14 rounds/day), usurp spell

MOTHER OF SPIKES CR 13
Advanced giant barbed devil (Pathfinder RPG Bestiary 72, 288)
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +7; Senses darkvision 60 ft., see in darkness, Perception +23

DEFENSE
AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, –1 size) hp 186 (12d10+120)
Fort +18, Ref +15, Will +10

Defensive Abilities barred defense; DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 22

TACTICS

Speed 30 ft.
Melee 2 claws +21 (3d8+10/19–20 plus fear and grab)

Special Attacks fear, impale 4d8+15

Spell-Like Abilities (CL 12th; concentration +18)
At will—greater teleport (self plus 50 lbs. of objects only), hold person (DC 19), major image (DC 19), produce flame, pyrotechnics (DC 18), scorching ray (2 rays only)
1/day—order’s wrath (DC 20), summon (level 4, 1 barbed devil 35%), unholy blight (DC 20)

STATISTICS

Str 31, Dex 25, Con 30, Int 16, Wis 19, Cha 22
Base Atk +12; CMB +23 (+27 grapple); CMD 40

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claw), Iron Will, Power Attack

Skills Acrobatics +22, Diplomacy +21, Intimidate +21, Knowledge (planes) +18, Perception +23, Sense Motive +23, Spellcraft +15, Stealth +18, Survival +19

Languages Celestial, Common, Draconic, Infernal, telepathy

100 ft.
**Special Abilities**

**Barbed Defense (Su)** A creature that strikes the Mother of Spikes with a melee weapon, an unarmed strike, or a natural weapon takes 26+10 points of piercing damage from the devil’s barbs. Melee weapons with reach do not endanger a user in this way.

**Fear (Su)** The Mother of Spikes’ fear attack affects any creature it damages with its claws. A DC 22 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Impale (Ex)** The Mother of Spikes deals 4d8+15 points of piercing damage to a grabbed opponent with a successful grapple check.

**Swirling Runes**

**CR 13**

N Fine construct (swarm)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +26

**Defense**

AC 23, touch 23, flat-footed 18 (+4 Dex, +1 dodge, +8 size) hp 117 (18d10+18); fast healing 5

Fort +6, Ref +12, Will +6

Defensive Abilities rejuvenation, swarm traits; Immune construct traits

**Statistics**

Str 18, Dex 18, Con +10, Int 10, Wis 10, Cha 10

Base Atk +18; CMB +12; CMD +24

**Feats** Ability Focus (distract), Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Lightning Stance, Quicken Spell-Like Ability (greater dispel magic), Toughness, Wind Stance

**Skills** Fly +20, Perception +26, Stealth +38

Languages Draconic

SQ catch and detain

**Special Abilities**

**Catch and Detain (Ex)** Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune’s swarm attack.

**Trap Control (Su)** Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

**Twinhorn Champion**

**CR 8**

Beast Trainer (Pathfinder RPG Villain Codex 38)

Human ranger 9

NE Medium humanoid (human)

Init +2; Senses Perception +1

**Defense**

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 shield)

hp 81 (9d10+27)

Fort +9, Ref +10, Will +6

Defensive Abilities evasion

**Offense**

Speed 30 ft. (20 ft. in armor)

Melee mwk kukri +14/+9 (1d4+5/15–20), mwk kukri +14/+9 (1d4+5/15–20)

Ranged dart +11/+6 (1d4+5)

**Special Attacks** combat style (two-weapon combat), favored enemy (animals +4, humans +2)

**Ranger Spells Prepared** (CL 6th; concentration +7)

2nd—barkskin

1st—charm animal (DC 12), longstrider, speak with animals

**Tactics**

**Before Combat** The beast trainer drinks her potion of bull’s strength and casts barkskin on an animal ally (already included in the both creatures’ statistics).

**Base Statistics** Without bull’s strength, the beast trainer’s statistics are *Melee* mwk kukri +12/+7 (1d4+3/15–20), mwk kukri +12/+7 (1d4+3/15–20), *Ranged* dart +11/+6 (1d4+3);

Str 16; CMB +12; CMD 24; Skills Climb +11.

**Statistics**

Str 20, Dex 15, Con 13, Int 8, Wis 12, Cha 12

Base Atk +9; CMB +14; CMD 26

**Feats** Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)

**Skills** Acrobatics +7 (+11 to move through a threatened square or enemy’s space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +10, Survival +10

Languages Common

SQ favored terrain (plains +2, urban +4), hunter’s bond (constrictor snake animal companion), swift tracker, track +4, wild empathy +10, woodland stride

**Combat Gear** potion of bull’s strength, potions of cure moderate wounds (2), *Other Gear* +1 chainmail, darts (6), mwk kukri (2), belt of tumbling B, cloak of resistance +2, ring of protection +1, entertainer’s outfit, 81 gp

**Twinhorn Companion**

**CR —**

Wolverine animal companion

N Medium animal

Init +4; Senses low-light vision, scent; Perception +7
**Defense**

AC 19, touch 12, flat-footed 17 (+4 Dex, +9 natural, –2 rage)

hp 63 (6d8+36)

Fort +10, Ref +9, Will +7; +4 vs. enchantment spells and effects

**Defensive Abilities** evasion

**Offense**

Speed 30 ft., burrow 10 ft.

**Melee** bite +9 (1d6+5), 2 claws +10 (1d4+5)

**Special Attacks** rage (6 rounds/day)

**Statistics**

Str 20, Dex 18, Con 21, Int 2, Wis 12, Cha 10

Base Atk +4; CMB +9; CMD 21 (25 vs. trip)

Feats Iron Will, Toughness, Weapon Focus (claw)

Skills Climb +11, Perception +7

SQ devotion
APPENDIX 14: SUBTIER 10–11 BESTIARY (PART 3)

**BODAK**

CR 8
Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14

**DEFENSE**
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40)
Fort +6, Ref +5, Will +8
DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10
Weaknesses vulnerability to sunlight

**OFFENSE**
Speed fly 60 ft.
Melee 2 slams +9 (1d8+1)

**STATISTICS**
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)
Skills Intimidate +11, Perception +14, Stealth +10
Languages Common

**SPECIAL ABILITIES**
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 21; a creature takes 1 point of damage per HD the creature has.

**BODAK**

CR 8
Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14

**DEFENSE**
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40)
Fort +6, Ref +5, Will +8
DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10
Weaknesses vulnerability to sunlight

**OFFENSE**
Speed fly 60 ft.
Melee 2 slams +9 (1d8+1)

**STATISTICS**
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)
Skills Intimidate +11, Perception +14, Stealth +10
Languages Common

**SPECIAL ABILITIES**
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 21; a creature takes 1 point of damage per HD the creature has.

**BODAK**

CR 8
Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14

**DEFENSE**
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40)
Fort +6, Ref +5, Will +8
DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10
Weaknesses vulnerability to sunlight

**OFFENSE**
Speed fly 60 ft.
Melee 2 slams +9 (1d8+1)

**STATISTICS**
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)
Skills Intimidate +11, Perception +14, Stealth +10
Languages Common

**SPECIAL ABILITIES**
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 21; a creature takes 1 point of damage per HD the creature has.

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CR 8
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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 fly 60 ft.
Melee 2 slams +9 (1d8+1)

**STATISTICS**
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)
Skills Intimidate +11, Perception +14, Stealth +10
Languages Common

**SPECIAL ABILITIES**
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 21; a creature takes 1 point of damage per HD the creature has.

**BODAK**

CR 8
Pathfinder RPG Bestiary 2 48
CE Medium undead (extraplanar)
Init +6; Senses darkvision 60 ft.; Perception +14

**DEFENSE**
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 85 (10d8+40)
Fort +6, Ref +5, Will +8
DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10
Weaknesses vulnerability to sunlight

**OFFENSE**
Speed fly 60 ft.
Melee 2 slams +9 (1d8+1)

**STATISTICS**
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)
Skills Intimidate +11, Perception +14, Stealth +10
Languages Common

**SPECIAL ABILITIES**
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 21; a creature takes 1 point of damage per HD the creature has.
**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

**Skills** Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

**Defensive Abilities** channel resistance +4, improved evasion; DR +10, Ref hp 108 (11d8+55); fast healing 5

**AC** 34, touch 25, flat-footed 28 (+2 armor, +1 deflection, +5 Dex, +1 dexterity, +4 monk, +4 Wis, +7 natural)

**hp** 108 (11d8+55); fast healing 5

**Fort +10, Ref +14, Will +11; +2 vs. enchantments**

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

**Weaknesses** vampire weaknesses

**OFFENSE**

**Speed** 60 ft.

**Melee** unarmored strike +15/+10 (2d6+19–20 plus energy drain) or flurry of blows +15/+15/+10/+10/+5 (2d8+6/19–20 plus energy drain) or slam +14 (1d4+6 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), flurry of blows, life from a stone, life funnel, steal ki

**TACTICS**

**During Combat** The enlightened vampire uses flurry of blows and ki strike to gain extra attacks, and uses steal ki and life funnel to replenish his ki and hit points. He uses Punishing Kick to knock his most dangerous opponent prone, then grapples it and drains its blood.

**STATISTICS**

**Str 22, Dex 20, Con —, Int 14, Wis 18, Cha 16**

**Base Atk +8; CMB +17 (+21 grapple); CMD 39 (41 vs. grapple)**

**Feats** Alertness, Combat Expertise, Dodge, Gorgon's Fist, Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Ki Stand, Lightning Reflexes, Mobility, Power Attack, Punishing Kick, Scorpion Style, Step Up, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +19 (+42 when jumping), Climb +20, Intimidate +17, Knowledge (history) +16, Perception +30, Sense Motive +30, Stealth +27, **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Celestial, Common, Elven

**SQ** change shape (dire bat or wolf, beast shape I), fast movement, gaseous form, high jump, ki pool (9 points, cold iron/lawful/magic), life funnel, maneuver training, shadowless, slow fall 50 ft., spider climb

**Combat Gear** potion of haste, potion of displacement, ring of protection +1, 500 gp

**Other Gear** amulet of natural armor +1, belt of physical might +2 (Str, Dex), bracers of armor +1, headband of alluring charisma +2, ring of protection +1, 500 gp

**SPECIAL ABILITIES**

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

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**ENLIGHTENED VAMPIRE**

CR 12

Pathfinder RPG Monster Codex 242

Human vampire monk (hungry ghost monk) 11 (Pathfinder RPG Advanced Player's Guide 110, Pathfinder RPG Bestiary 270)

LE Medium undead (augmented humanoid, human)

**Init +9; Senses** darkvision 60 ft.; Perception +30

**DEFENSE**

AC 34, touch 25, flat-footed 28 (+2 armor, +1 deflection, +5 Dex, +1 dexterity, +4 monk, +4 Wis, +7 natural)

**hp** 108 (11d8+55); fast healing 5

**Fort +10, Ref +14, Will +11; +2 vs. enchantments**

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

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**FALLEN**

Pathfinder RPG Bestiary 6 126

LE Medium undead (incorporeal)

**Init +3; Senses** blindsense 60 ft., darkvision 60 ft.; Perception +17

**DEFENSE**

AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)

**hp** 93 (11d8+44)

**Fort +7, Ref +6, Will +10**
THE SOLSTICE SCAR

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits; Resist acid 5, fire 5

Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (good)

Melee longsword +11/+6 (1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)

Ranged longbow +11/+6 (1d8 force/+3 plus 2d6 negative energy and despair)

Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th; concentration +16)

3/day—
deeper darkness, telekinesis (DC 19)

STATISTICS

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

Base Atk +8; CMB +15; CMD 25

Feats Combat Expertise, Deadly Aim, Improved Shield Bash, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Fly +15, Intimidate +18, Knowledge (religion) +10, Perception +17, Sense Motive +17, Survival +14

Languages Common

SPECIAL ABILITIES

Agent of Despair (Su) A creature that takes damage from a fallen’s attacks must succeed at a DC 19 Will save or take a −4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen’s attacks. This is a curse effect. The save DC is Charisma-based.

Curse of the Unburied (Su) Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen’s remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a −2 penalty to each of its ability scores. Each day, the target can attempt a new saving throw; success keeps the target from accruing an additional −2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they’re carried out. The save DC is Charisma-based.

Phantom Armaments (Su) A fallen’s weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen’s longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.

Rejuvenation (Su) A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the site where it perished or over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.

Touch of the Grave (Su) All of a fallen’s melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal any undead targets struck).

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

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

DEFENSE

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

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

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

Base Atk +6; CMB +11; CMD 24

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

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

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow’s touch deals 1d8 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.

RAGEWIGHT

CR 6

Pathfinder Campaign Setting: Andoran, Birthplace of Freedom 58

CE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, ~2 rage)

hp 82 (11d8+33)

Fort +6, Ref +5, Will +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Immune undead traits

OFFENSE

Speed 40 ft.

Melee greatsword +12/+7 (2d6+6/17–20 plus energy drain), bite +7 (1d4+2 plus energy drain)

Ranged javelin +10 (1d6+4)

Special Attacks create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)
TACTICS

Base Statistics When not using savage fury, the ragewight’s statistics are AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); hp 49 (11d8); Fort +3, Will +8; Melee mwk greatsword +9/+4 (2d6+1/17–20 plus energy drain); Ranged javelin +9 (1d6+4); Str 12, Cha 11; CMB +9; CMD 21; Skills Climb +15, Intimidate +11

STATISTICS

Str 18, Dex 14, Con —, Int 11, Wis 13, Cha 17
Base Atk +8; CMB +12; CMD 24
Feats Cleave, Furious FocusAPG, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack
Skills Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; Racial Modifiers +8 Stealth
Languages Common
Gear greatsword, javelin

SPECIAL ABILITIES

Create Spawn (Su) Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

Savage Fury (Ex) A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don’t need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can’t resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight’s racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

SHADOW GIANT

CR 13
Pathfinder RPG Bestiary 6 135
LE Large humanoid (extraplanar, giant)
Init +2; Senses darkvision 120 ft., low-light vision; Perception +19
DEFENSE
AC 28, touch 11, flat-footed 26 (+7 armor, +2 Dex, +10 natural, —1 size)

hp 199 (19d8+114)
Fort +17, Ref +8, Will +14
Defensive Abilities rock catching, shadow cloak

OFFENSE
Speed 30 ft. (40 ft. without armor)
Melee mwk spiked chain +26/+21/+16 (2d6+18/19–20 plus energy drain) or 2 slams +25 (1d8+12 plus energy drain)
Ranged rock +16 (1d8+12/19–20 plus energy drain)
Space 10 ft.; Reach 10 ft.
Special Attacks energy drain (1 level, DC 21), rock throwing (180 ft.)

STATISTICS
Str 34, Dex 15, Con 22, Int 10, Wis 22, Cha 15
Base Atk +14; CMB +27 (+31 bull rush); CMD 39 (41 vs. bull rush)
Skills Climb +21, Intimidate +15, Perception +19 (+23 in dim light), Spellcraft +0 (+8 in dim light), Stealth +4; Racial Modifiers +4 Perception in dim light, +8 Spellcraft in dim light
Languages Common, Giant
SQ militant

SPECIAL ABILITIES
Energy Drain (Su) A shadow giant inflicts its energy drain attack no more than once per round via its first successful melee attack (with its slam attack or with any melee weapon it wields) or via a thrown rock.
Militant (Ex) A shadow giant is proficient with all simple weapons, all martial weapons, and one exotic weapon of its choice. Most shadow giants choose proficiency with the spiked chain.
Shadow Cloak (Sp) Because of the shadow giant’s connection with the Shadow Plane, as a move action in any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows, gaining the benefits of blur for 1d6+6 rounds (CL 13th for the purposes of dispel magic and similar effects). It can use this ability three times per day.
APPENDIX 15: SUBTIER 10–11 BESTIARY
(PART 4)

ADVANCED MASTODON
Pathfinder RPG Bestiary 2 128, 294
N Huge animal
Init +3; Senses low-light vision, scent; Perception +26

DEFENSE
AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)
hp 157 (14d8+98)
Fort +16, Ref +12, Will +9

OFFENSE
Speed 40 ft.
Melee gore +23 (2d8+14), slam +22 (2d6+14)
Space 15 ft.; Reach 15 ft.
Special Attacks trample (2d8+21, DC 31)

STATISTICS
Str 13, 22, 8, Int 18, Con 18, Wis 13, Cha 7

FROST DRAKE
Pathfinder RPG Bestiary 2 108
CE Large dragon (cold)
Init +5; Senses darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE
AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)
hp 84 (8d12+32)
Fort +10, Ref +7, Will +5
Immune cold, paralysis, sleep
Weaknesses vulnerability to fire

OFFENSE
Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)
Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)
Space 10 ft.; Reach 10 ft.
Special Attacks freezing mist breath

STATISTICS
Str 22, Dex 13, Con 18, Int 8, Wis 9, Cha 13

Near the Solstice Scar, a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icewalking (Ex) This ability works like spider climb, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Speed Surge (Ex) Three times per day as a swift action, a frost drake can draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

KEEN PURPLE WORM WALL SCYTHE TRAP
CR 9
Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS
Trigger location; Reset automatic (poison applies to only the first target struck)
Effect Atk +20 melee (2d4+6/19–20/x4)

KOBOLD CHIEFTAIN
Pathfinder RPG Monster Codex 135
Kobold fighter 5/rogue 3/assassin 1
LE Small humanoid (reptilian)
Init +4; Senses darkvision 60 ft.; Perception +14

DEFENSE
AC 26, touch 15, flat-footed 22 (+7 armor, +4 Dex, +1 natural, +3 shield, +1 size)
hp 72 (9 HD; 5d10+4d8+23)
Fort +6, Ref +9, Will +2 (+1 vs. fear)
Defensive Abilities bravery +1, evasion, trap sense +1
Weaknesses light sensitivity

OFFENSE
Speed 30 ft.
Melee +1 rapier +15/+10 (1d4+2/18–20)
Special Attacks death attack (DC 12), sneak attack +3d6, weapon training (light blades +1)

STATISTICS
Str 11, Dex 18, Con 12, Int 13, Wis 10, Cha 8

Bluff +11, Craft (trapmaking) +3, Disable Device +2,
Disguise +6, Intimidate +6, Linguistics +7, Perception +14,
Profession (miner) +2, Sense Motive +6, Sleight of Hand +7,
Stealth +17, Use Magic Device +5
Languages Common, Dark Folk, Draconic, Dwarven, Undercommon
SQ armor training 1, crafty, poison use, rogue talents (finesse rogue), trapfinding +1
**KOBOLD DRAGON EVANGELIST**  
CR 9  
Kobold barbarian 10 (*Pathfinder RPG Bestiary* 183)  
NE Small humanoid (reptilian)  
Init +3; Senses darkvision 60 ft.; Perception +19  

**DEFENSE**  
AC 21, touch 12, flat-footed 18 (+8 armor, +3 Dex, +1 natural, –2 rage, +1 size)  
hp 108 (10d12+38)  
Fort +11, Ref +14, Will +7; +3 morale bonus vs. fear, paralysis, and sleep  

**Defensive Abilities**  
Improved uncanny dodge, trap sense +2; DR 2/—; Resist cold 10  
Weaknesses light sensitivity

**OFFENSE**  
Speed 30 ft.  
Melee +1 greatsword +16/+11 (1d10+7 plus 1d6 cold/19–20) or  
+1 rapier +10 (1d8+4 plus poison)  
Ranged +1 greatsword +16/+11 (1d10+7 plus 1d6 cold)  

**Special Attacks**  
rage (23 rounds/day), rage powers (animal fury, dragon totem, dragon totem resilience, dragon totem wings, elemental rage, lesser elemental rage, intimidating glare)

**TACTICS**  
Base Statistics When not raging, the kobold evangelist’s statistics are AC 23, touch 14, flat-footed 20; hp 88; Fort +9, Will +5; Melee +1 greatsword +14/+9 (1d10+4); Str 14, Con 12; CMB +11; Skills Swim +3.

**STATISTICS**  
Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 10  
Base Atk +10; CMB +13; CMD 24  

**Feats**  
Extra Rage Powers, Furious Focus, Power Attack, Skill Focus (Intimidate)  

**Skills**  
Acrobatics +8, Fly +9, Intimidate +19, Perception +19, Stealth +8, Survival +5, Swim +5; Racial Modifiers +2 Perception  

**Languages**  
Draconic, Draconic  

**SQ** crafty, fast movement  
**Combat Gear** potion of cure serious wounds, potion of enlarge person; Other Gear +2 dragonhide breastplate, +1 greatsword, darts poisoned with giant wasp poison (4), belt of giant strength +2, cloak of resistance +1, 158 gp

**Weaknesses** light sensitivity

**Bloodline Spell-Like Abilities**  
(CL 6th; concentration +9)  
6/day—trap rune (DC 16)

**Sorcerer Spells Known**  
(CL 6th; concentration +9)  
3rd (4/day)—lightning bolt (DC 16)  
2nd (6/day)—create pit*, mirror image, scorching ray  
1st (7/day)—alarm, charm person (DC 14), mage armor, magic missile, ray of enfeeblement (DC 14)  
0 (at will)—circles of pain, daze, detect magic, open/close, prestidigitation (DC 13), resistance, spark*  

**Bloodline** kobold*  

**STATISTICS**  
Str 6, Dex 14, Con 12, Int 13, Wis 8, Cha 16  
Base Atk +3; CMB +0; CMD 12  

**Feats**  
Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

**Skills**  
Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)  

**Languages**  
Draconic, Dwarven  

**SQ** bloodline arcane (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2

**Combat Gear** antitoxin, thunderstone; Other Gear quarterstaff, circlet of persuasion, mwk artisan’s tools, 15 gp

**SPECIAL ABILITIES**  
**Bloodline Arcana** Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell’s DC by 2.

**Trap Rune (Sp)** As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune’s area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.

**Trap Sense (Ex)** The kobold gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to its AC against attacks made by traps.

**KOBOLD GUILLECASTER**  
CR 5  
Pathfinder RPG Monster Codex 131  
Kobold sorcerer 6  
LE Small humanoid (reptilian)  
Init +2; Senses darkvision 60 ft.; Perception +1

**DEFENSE**  
AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)  
hp 35 (6d6+12)  
Fort +3, Ref +4, Will +4

**KOBOLD SKIRMISHER**  
CR 7  
Kobold rogue (scout) 8 (*Pathfinder RPG Bestiary* 183, *Pathfinder RPG Advanced Player’s Guide* 134)  
LE Small humanoid (reptilian)  
Init +4; Senses darkvision 60 ft.; Perception +14
**OLD WHITE DRAGON**

*Pathfinder RPG Bestiary 100*

**DEFENSE**

AC 21, touch 16, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +1 natural, +1 size)

hp 55 (8d8+16)

Fort +4, Ref +11, Will +4

**DEFENSIVE ABILITIES**

evasion, trap sense +2

**WEAKNESSES**

light sensitivity

**OFFENSE**

**Melee**

bite +25 (2d6+13/19-20), 2 claws +24 (2d6+9), tail slap

**Ranged**

+1 composite shortbow +19 (2d6+13), 2 wings +19 (1d8+4)

**Speed**

60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; icewalking

**Combat Gear**

+1 gnome-bane arrow, +1 dwarf-bane arrow, with 20 arrows, short sword, leather +1 composite shortbow

**STATISTICS**

Str 29, Dex 10, Con 23, Int 14, Wis 17, Cha 14

**Base Atk +17; CMB +17; CMD 38 (42 vs. trip)**

**SKILLS**

Acrobatics +15, Climb +7, Disable Device +21, Escape Artist +15, Knowledge (dungeoneering) +11, Perception +14, Sleight of Hand +15, Stealth +19, Swim +7; **Racial Modifiers**

+2 Perception

Languages Draconic

**SPECIAL ABILITIES**

**Cold Aura (Su)** A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon’s turn.

**Freezing Fog (Sp)** A white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

**Ice Shape (Su)** A white dragon can shape ice and snow at will. This ability functions as stone shape (CL 13th), but targeting only ice and snow, not stone.

**Icewalking (Ex)** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

**Snow Vision (Ex)** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

**SPELL-LIKE ABILITIES**

(CL 17th; concentration +19)

At will—fog cloud, gust of wind (DC 14)

**SORCERER SPELLS KNOWN**

(CL 5th; concentration +7)

2nd (5/day)—resist energy, see invisibility

1st (7/day)—alarm, grease, shield, true strike

0 (at will)—dancing lights, detect magic, ghost sound (DC 12), message, ray of frost, read magic

**STATISTICS**

Str 29, Dex 10, Con 23, Int 14, Wis 17, Cha 14

**Base Atk +17; CMB +28; CMD 38 (42 vs. trip)**

**SKILLS**


**FEATS**

Fly +12, Intimidate +22, Knowledge (arcana) +22, Perception +27, Sense Motive +27, Spellcraft +22, Stealth +12, Swim +37

**LANGUAGES**

Common, Draconic

**SQ**

ice shape

**THE SOLSTICE SCAR**

CR 13

*Pathfinder RPG Bestiary 100*

**DEFENSE**

AC 31, touch 8, flat-footed 31 (+23 natural, –2 size)

hp 212 (17d12+102)

Fort +16, Ref +12, Will +13

**DR**

10/magic; **IMMUNE** cold, paralysis, sleep; **SR** 24

**WEAKNESSES**

vulnerability to fire

**OFFENSE**

**Melee**

short sword +7/+2 (1d4/19-20)

**Ranged**

+1 composite shortbow +13/+8 (1d4+1×3)

**Speed**

30 ft.

**COMPETENCY SPORTS**

Acrobatics +15, Climb +7, Disable Device +21, Escape Artist +15, Knowledge (dungeoneering) +11, Perception +14, Sleight of Hand +15, Stealth +19, Swim +7; **Racial Modifiers**

+2 Perception

Languages Draconic

**SPECIAL ABILITIES**

**Artist +15, Knowledge (dungeoneering) +11, Perception +14, Stealth +19, Swim +7; **Racial Modifiers**

+2 Perception

Languages Draconic

**SPECIAL ABILITIES**

**Cold Aura (Su)** A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon’s turn.

**Freezing Fog (Sp)** A white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

**Ice Shape (Su)** A white dragon can shape ice and snow at will. This ability functions as stone shape (CL 13th), but targeting only ice and snow, not stone.

**Icewalking (Ex)** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

**Snow Vision (Ex)** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

**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)
Aid Token

In this event, an aid token can provide any one of the effects below. At the end of an encounter after using the token, pass it to another table. Before passing the token, you can perform a particular action to boost the effect. You can only attempt an action to boost an aid token once before passing it. Some effects reference the table below for their benefits.

**Allied Offensive:** Other Pathfinders aid your attack, increasing the damage you deal by the listed amount. After the attack, anyone attacking the target is considered to be flanking until the beginning of your next turn.

*To Boost:* Succeed at an attack roll (Average difficulty).

*Boosted Effect:* Increase the damage dealt by 1d8, and cross out the boost.

**Burst of Healing:** A fellow Pathfinder heals all of the PCs by the listed amount.

*To Boost:* Expend one use of channel positive energy or cast one spell with the healing descriptor whose spell level is at least half your level (rounded down).

*Boosted Effect:* Increase the healing by 2d6, and cross out the boost.

**Timely Inspiration:** A fellow Pathfinder grants the benefits of a bard’s inspire courage performance for 3 rounds, granting a bonus equal to the listed amount.

*To Boost:* Expend 3 rounds of bardic performance or a similar ability.

*Boosted Effect:* Increase the competence bonus by 1, and cross out the boost.

**Provide Knowledge (Boosted Only):** Gain the benefits of an Easy, Average, or Hard Knowledge check or an Easy, Average, or Hard Spellcraft check to identify a magic item. Then cross out the boost.

*To Boost:* Attempt a Knowledge or Spellcraft check. Record whether your check met the DC for an Easy, Average, or Hard skill check based on your subtier.

**Provide Spellcasting (Boosted Only):** Gain the benefits of a spell cast by a fellow Pathfinder.

*To Boost:* Cast lesser restoration, neutralize poison, remove curse, or remove disease. Note the spell, your caster level, and your PC’s name on the aid token. Then cross out the boost.

### Benefits

<table>
<thead>
<tr>
<th>Effect</th>
<th>1–2</th>
<th>3–4</th>
<th>5–6</th>
<th>7–8</th>
<th>10–11</th>
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</thead>
<tbody>
<tr>
<td>Allied Offensive</td>
<td>1d8</td>
<td>1d8</td>
<td>2d8</td>
<td>2d8</td>
<td>3d8</td>
</tr>
<tr>
<td>Burst of Healing</td>
<td>1d6</td>
<td>1d6</td>
<td>3d6</td>
<td>3d6</td>
<td>5d6</td>
</tr>
<tr>
<td>Timely Inspiration</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+3</td>
</tr>
</tbody>
</table>

If a boost is applied, record the effect and the character's name on the aid token.
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This Chronicle sheet grants access to the following:

- **Frozen Fortitude**: Even the coldest wilderness could not fell you. Now you are prepared to endure freezing attacks or even draw strength from the snow. As a swift action, you can check the box that precedes this boon to gain cold resistance equal to 5 + your character level for 1 minute. You can activate this boon as an immediate action, but doing so grants you only cold resistance equal to your character level. Alternatively, if you have cold resistance as a result of a racial trait or class feature, you can check this box as a swift action to regain a number of hit points equal to your cold resistance; if you are immune to cold, you regain 30 hit points.

- **Martyr’s Shard 2**: The paladin Ivvora wielded a powerful dagger in service to her angelic patron, Vildeis. By helping recover and restore the hilt, you are able to begin imbuing a facsimile of the blade to combat evil on your own terms. If you are a paladin or lawful good character capable of casting divine spells, as a free action you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus that stacks with the weapon’s existing enhancement bonus, if any (but not with similar additional enhancements, such as that granted by a paladin’s divine bond ability), and grant it the ability to overcome damage reduction and regeneration as per a cold iron, good-aligned weapon for 1 minute. Furthermore, you can check the box that precedes this boon to instead cast *dispel magic* as a spell-like ability using your character level as the spell’s caster level.

Otherwise, as a free action, you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus (which does not stack with other enhancement bonuses) and the ability to overcome damage reduction and regeneration as per a cold iron, good-aligned weapon for 1 minute.

Future Martyr’s Shard boons may unlock additional benefits.

Any character with this boon can purchase an *avenging dagger* (120,604 gp; functions as a *holy avenger* but is a dagger rather than a longsword) as though her effective Fame score were 10 higher. If this character has earned two, three, or all four Martyr’s Shard boons, reduce the cost of an *avenging dagger* to 110,604 gp, 100,604 gp, or 90,604 gp respectively. If you purchase an *avenging dagger* and later gain additional Martyr’s Shard boons that would reduce the price further, you gain additional gp equal to the difference between the two costs (as though you had purchased the dagger at the lower cost).

- **Triumph Over Scales**: You have braved the Realm of the Mammoth Lords, not only defeating a tribe of kobolds but also slaying their white dragon overlords. You can spend 2 Prestige Points to learn Draconic as a bonus language. In addition, you can check the box that precedes this boon when you threaten a critical hit against a dragon or humanoid with the reptilian subtype to gain a +10 insight bonus on the attack roll to confirm the critical hit. Alternatively, you can check the box when a dragon or humanoid with the reptilian subtype would confirm a critical hit against you in order to gain the benefits of the *heavy fortification* armor special ability against that attack.