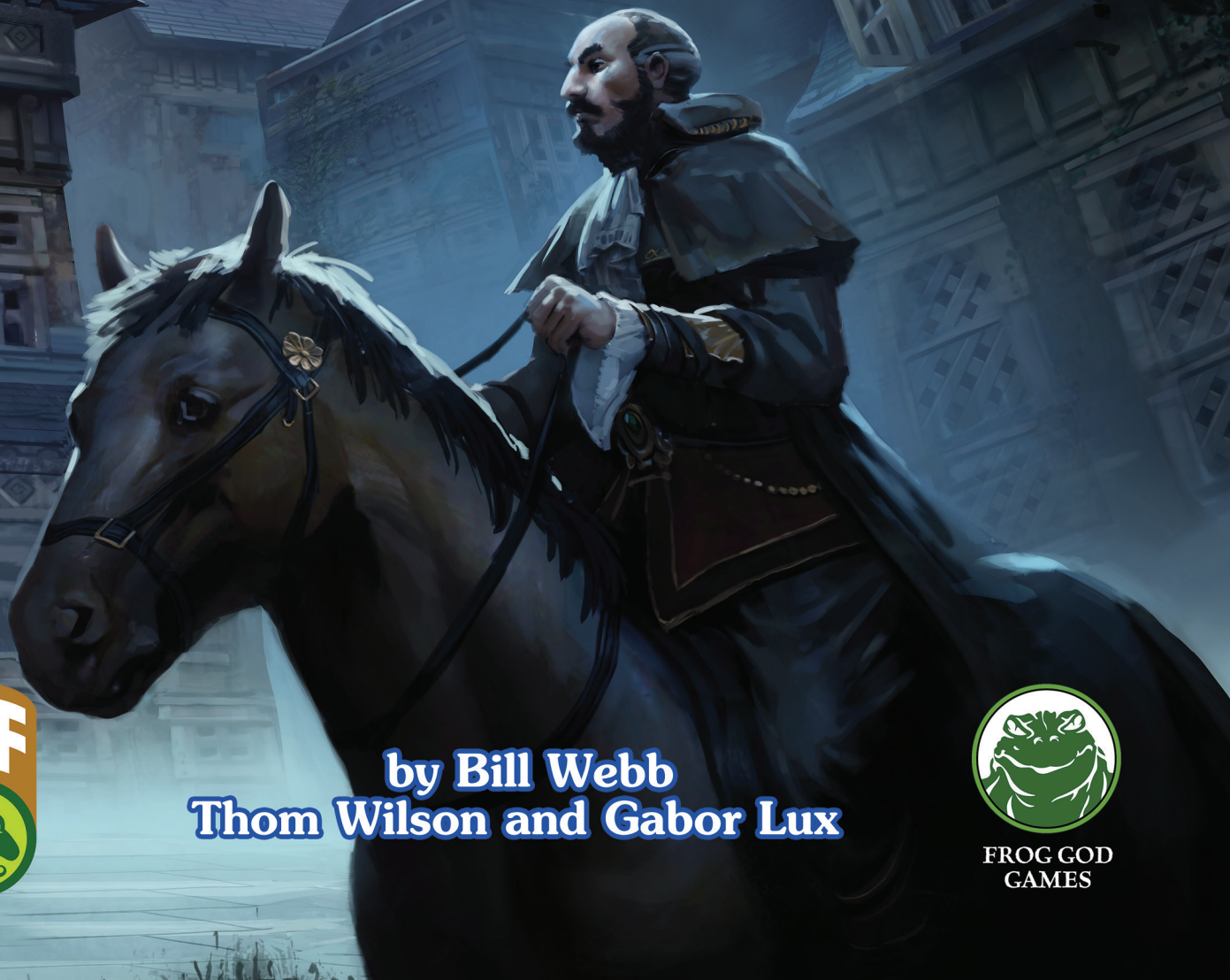


# TEGEL MANOR

PATHFINDER RULES ADDENDUM



by Bill Webb  
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FROG GOD  
GAMES

# TEGEL MANOR

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# APPENDIX I: RUMP FAMILY TREE

The following pages list the various personalities found in Tegel Manor. The Family Tree's primary function is a random encounter table. It also doubles as a list of the various magical portraits that may be encountered in galleries and other rooms. Entries are listed with names first, followed by the location of the associated portrait, game stats (general undead stat blocks are provided in APPENDIX II.), notes on appearance, tactics or personality and the magical effects of the picture. In the case of some NPCs, their lair is also indicated in square brackets.

Magical portraits tend to have a limited consciousness. Some are barely sentient, others are good (if occasionally deranged) conversationists, yet others bothersome louts. The Judge should exploit their potential for entertainment and add a touch of (even more) chaos to the campaign through their use.

## 1. SIR RUNIC RUMP (B3.) CR 5

**XP 1,600**

Human paladin 6

LG Medium humanoid (human)

**Init** -1; **Senses** Perception -1

**Aura** courage (10 ft.)

**AC** 24, touch 10, flat-footed 24 (+12 armor, +1 deflection, -1 Dex, +2 shield)

**hp** 39 (6d10+6)

**Fort** +9, **Ref** +5, **Will** +8

**Immune** disease

**Speed** 20 ft.

**Melee** +3 longsword +11/+6 (1d8+5/19-20)

**Special Attacks** smite evil 2/day (+3 attack and AC, +6 damage)

**Paladin Spell-Like Abilities** (CL 6th; concentration +9)

At will—*detect evil*

**Paladin Spells Prepared** (CL 3rd; concentration +6)

1st—*cure light wounds* (x2)

**Str** 15, **Dex** 9, **Con** 11, **Int** 7, **Wis** 8, **Cha** 17

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Diehard, Endurance, Mounted Combat, Run

**Skills** Acrobatics -8 (-4 to jump with a running start, -12 to jump), Knowledge (nobility) +7, Ride +1

**Languages** Common

**SQ** divine bond (mount), lay on hands 6/day (3d6), mercies (fatigued, staggered)

**Other Gear** +3 full plate, heavy steel shield, +3 longsword, ring of protection +1, ring of resistance +1, 255 gp, 160 sp, 24 cp

### Special Abilities

**Aura of Courage (Su)** unlike other paladins, Sir Runic most definitely does NOT benefit from this power and fails all saving throws against magical fear automatically. See below for more guidelines on his cowardice.

**Luck of the Incompetent (Su)** on the other hand, Sir Runic automatically makes all other saving throws. Perhaps a guardian angel, perhaps just pure blind luck. The Judge should exploit the potential of this ability for the entertainment of his players

**Notes:** very cowardly, Sir Runic is usually accompanied by his coterie of lackeys. Unless reassured of good intentions (or he had previously encountered the party), he flees on sight.

**Pic:** non-magical.

## 2. RECKLESS RORY (B3.) CR 1/3

**XP 135**

NE Medium undead

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

**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

**Speed** 30 ft.

**Melee** broken greatsword +0 (1d10+1) or 2 claws +2 (1d4+2)

**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 greatsword

**Pic:** causes reckless bravery for 2d6\*10 minutes (Will DC 14 avoids).

## 3. RIALTO THE RIFFRAFF (B3.) CR 1/2

**XP 200**

hp 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

**Notes:** a common vagrant of filthy aspect, putrid clothes and a toothless grin.

**Pic:** infects viewer with lice.

## 4. RANTING REX (B3.) CR 1

**XP 400**

hp13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Notes:** cusses and rants constantly, hurling invective and insults.

**Pic:** causes viewer to talk in screaming curses for 2d6\*10 minutes (Will DC 14).

## 5. RAMBLING RAGNIRAK (B4.) CR 1

**XP 400**

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Pic:** pivots to room behind, dumping PCs standing on square into the Altar Nook (B7.).

## 6. RUSTRUM THE RABID (B4.) CR 5

**XP 1,600**

hp 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

**Notes:** a massive monster of a man with bristling hair all over his face; has bushy beard and a mean disposition.

**Pic:** causes viewer to foam at the mouth (Fortitude DC 14).

## 7. RANK RUMPULA (B4.) [D2.-D4.]

### CR 8

#### XP 4,800

Female human vampire wizard 7

CE Medium undead (augmented humanoid, human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +13

**AC** 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

**hp** 67 (7d6+42); fast healing 5

**Fort** +6, **Ref** +7, **Will** +8

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

**Weaknesses** vampire weaknesses

**Speed** 30 ft.

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

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 17), energy drain (2 levels, DC 17), hand of the apprentice (6/day)

**Wizard Spells Prepared** (CL 7th; concentration +10)

4th—*lesser globe of invulnerability*

3rd—*dispel magic*, *fireball* (DC 16) (x2)

2nd—*darkness*, *hideous laughter* (DC 15), *levitate*, *pyrotechnics* (DC 15)

1st—*burning hands* (DC 14), *charm person* (DC 14), *magic missile* (x2), *shield*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *ray of frost*

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

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Alertness, Brew Potion, Combat Casting, Combat Reflexes, Craft Wand, Dodge, Extend Spell, Fast Study, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Toughness

**Skills** Appraise +13, Bluff +12, Handle Animal +11, Knowledge (arcana) +13, Knowledge (nobility) +13, Linguistics +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +11; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common, Dark Folk, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Necromnomus, Orc, Undercommon

**SQ** arcane bond (golden ring with sapphire), change shape (dire bat or wolf, beast shape II), gaseous form, shadowless, spider climb

**Other Gear** courtier's outfit, golden ring with sapphire (350gp)

#### Special Abilities

**Dominate (DC 17) (Su)** As a standard action, can use dominate person on foe in 30 ft.

**Energy Drain (2 levels, DC 17) (Su)** Foes hit by the listed attack take neg levels, gain 5 temp hp for each drained.

**Gaseous Form (At will) (Su)** Can assume gaseous form, except with 20 ft speed and perfect maneuverability.

**Hand of the Apprentice (6/day) (Su)** As a standard action, throw melee weapon (use Int instead of Dex) and instantly returns.

**Notes:** Countess Rumpula is the wife of Radu (NPC #46) and usually haunts near the Throne Room. Unless ambushed, she raises a *shield* and *minor globe of invulnerability* and opens combat with two *fireballs*. If brought to 1/2 hp, she turns gaseous and retreats, returning to harass PCs with *pyrotechnics* on their torches, summoning bats, etc.

**Pic:** warns of werewolves “above the Southwest Wing”.

## 8. RANDVER THE RANCID (B4.) CR 5

#### XP 1,600

**hp** 47 (Pathfinder Roleplaying Game Bestiary, “Wraith”)

**Pic:** causes nausea for 1d8\*10 minutes (Fortitude DC 14).

## 9. RAPS REDAXE (B4.) CR 3

#### XP 800

N Medium monstrous humanoid (shapechanger)

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

**AC** 22, touch 12, flat-footed 20 (+4 armor, +1 Dex, +1 dodge, +4 natural, +2 shield)

**hp** 26 (4d10+4)

**Fort** +4, **Ref** +5, **Will** +6

**Immune** charm, sleep

**Speed** 30 ft.

**Melee** battle axe +8 (1d8+4/x3), claw +3 (1d8+2), or 2 claws +8 (1d8+4)

**Spell-Like Abilities** (CL 18th)

At will—*detect thoughts* (DC 13)

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

**Base Atk** +4; **CMB** +8; **CMD** 20

**Feats** Dodge, Great Fortitude

**Skills** Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; Racial Modifiers +4 Bluff, +4 Disguise

**Languages** Common

**SQ** change shape (alter self), perfect copy, mimicry

#### Special Abilities

**Mimicry (Ex)** A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

**Perfect Copy (Su)** When a doppelganger uses change shape, it can assume the appearance of specific individuals.

**Gear** chain shirt, heavy wooden shield, battle axe

**Note:** appears as a wounded Skandik barbarian, joins party to slay them in their sleep. The picture bears the same image, but is garbed in the finery of Skandik royalty.

**Pic:** offers a +2 *battleaxe* for the body of Runic Rump.

## 10. RAW RIBBY (B4.) CR 1/3

#### XP 135

**hp** 4 (Pathfinder Roleplaying Game Bestiary, “Skeleton”)

**Note:** face looks suspiciously like a fish.

**Pic:** poses riddle (“A Lord who never leaves his palace, yet always travels across the land.” [snail]), +1 permanent Con for correct answer, -1 for an incorrect one.

## 11. RADIF THE REPROBATE (B4.) CR 3

**XP 800**

**hp** 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

**Speed** 20ft

**Note:** his shadow drags heavy chains, slowing his movement.

**Pic:** non-magical, has been stabbed several times.

## 12. RACY RAWLEY (B4.) CR 5

**XP 1,600**

LE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +13

**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

**AC** 20, touch 10, flat-footed 20 (+10 natural)

**hp** 60 (8d8+24)

**Fort** +4, **Ref** +2, **Will** +8

**DR** 5/—; **Immune** undead traits

**Weaknesses** vulnerable to fire

**Speed** 50 ft.

**Melee** slam +14 (1d8+10 plus mummy rot)

**Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

**Base Atk** +6; **CMB** +13; **CMD** 23

**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (slam)

**Skills** Perception +13, Stealth +11

**Languages** Common

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; save Fort DC 16; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

**Note:** poncy nobleman, fond of bets and bragging. Wears plumed hat, walking stick. Racy Rawley is lightning quick.

**Pic:** offers treasure trove to race winner from one end of Master Gallery to the other. The treasure in question is a large sack of gold (870 gp).

## 13. RONAHR THE REPELLENT (B4.) CR 7

**XP 3,200**

**hp** 52 (Pathfinder Roleplaying Game Bestiary, "Spectre")

**Note:** extremely ugly, with long bulbous nose, bulging eyes and buck teeth. Ronahr sobs silently as it attacks.

**Pic:** if PCs compliment his appearance, Ronahr offers to teleport them to the Library (M12.).

## 14. RACKTOR THE RASH (B4.) CR 1/3

**XP 135**

NE Medium undead

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

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

**hp** 4 (1d8)

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

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

**Speed** 30 ft.

**Melee** 2 claws +2 (1d4+2)

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

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative

**Notes:** wears the black robes of a Judge, bears golden scales in one hand. Piercing gaze and contemptuous expression.

Inscription: "Step forward and ask for your judgement."

**Pic:** sends a rash on characters who lie before him (Fortitude DC 18 or sickened for 1d12 days), very good at settling confusing legal cases or simple differences of opinion.

## 15. RACKETEER RETOK (B4.) CR 1

**XP 400**

**hp** 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Notes:** cunning expression, fine clothes with fur trimmings, pets black cat.

**Pic:** demands protection money "or else" (at least 100 gp — otherwise summons random Rump).

## 16. RETAKANG RAGELOT (B4.) CR 1/3

**XP 135**

NE Medium undead

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

**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

**Speed** 30 ft.

**Melee** broken flail +0 (1d8), claw -3 (1d4+2) or 2 claws +2 (1d4+2)

**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 flail

**Notes:** looks constantly angry, refuses to speak but eyes follow party with eminent dislike.

**Pic:** -

## 17. RAVING RINDAT (B4.) CR 3

**XP 800**  
**hp** 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

**Notes:** insane, wild eyed madman, paranoid ravings.

**Pic:** -

## 18. RIGAT THE RABBLE ROUSER (B4.) CR 7

**XP 3,200**  
**hp** 52 (Pathfinder Roleplaying Game Bestiary, "Spectre")

**Notes:** skilled demagogue, slimy personality. Rigat leads lynch mob of 3d6 skeletons.

**Skeletons (3d6)** **CR 1/3**  
**XP 135**  
**hp** 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

**Pic:** offers viewer 1 gp if he will strike his companion.

## 19. REOT OF THE RAGING RIVER (B4.) CR 3

**XP 800**  
**hp** 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

**Notes:** outdoorsman depicted in front of a mountain stream.

**Pic:** -

## 20. RASCAL ROWING (B4.) CR 8

**XP 4,800**  
Human ghost aristocrat 8  
NE Medium undead (augmented humanoid, human, incorporeal)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +19

**AC** 16, touch 16, flat-footed 14 (+4 deflection, +1 Dex, +1 dodge)  
**hp** 84 (8d8+48)  
**Fort** +6, **Ref** +5, **Will** +6  
**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

**Speed** fly 30 ft. (perfect)  
**Melee** corrupting touch +7 (8d6)  
**Special Attacks** corrupting gaze (DC 18)

**Str** —, **Dex** 13, **Con** —, **Int** 11, **Wis** 11, **Cha** 18  
**Base Atk** +6; **CMB** +7; **CMD** 22  
**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility,  
6 | TEGEL MANOR

Toughness  
**Skills** Bluff +15, Diplomacy +15, Fly +9, Knowledge (history) +11, Knowledge (nobility) +11, Perception +19, Stealth +9; Racial Modifiers +8 Perception, +8 Stealth  
**Languages** Common

**Special Abilities**  
**Channel Resistance** +4 bonus to save vs. Channel Energy.  
**Corrupting Gaze (DC 18) (Su)** Gaze attack deals 2d10 hp + 1d4 Cha.  
**Corrupting Touch (DC 18) (Su)** Touch does 8d6 damage from aging, ignoring most resistances (Fort half).

**Notes:** older, portly nobleman, half-smile under graying moustache.

**Pic:** -

## 21. REPTILAKIS RUMP (B4.) CR 7

**XP 3,200**  
**hp** 76 (Pathfinder Roleplaying Game Bestiary 3, "Naga, Water")

**Spells Known** oth – *daze, detect magic, dancing lights, disrupt undead, ghost sound, light, mage hand*; 1st – *cause fear, expeditious retreat, silent image, shocking grasp, ventriloquism*; 2nd – *acid arrow, gust of wind, invisibility*; 3rd – *lightning bolt, suggestion*.

**Notes:** approaches party invisibly and extorts valuables with vague threats. Prefers subtle tactics, but isn't afraid of combat. Portrait is of smiling man with yellow snake eyes and greenish, scaly skin.

**Pic:** teleports viewer to the Crying Hall (north of E1.).

## 22. RANCOROUS RIMY (B4.) CR 1/2

**XP 200**  
**hp** 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

**Pic:** non-magical.

## 23. RAPID RITHIENA (B4.) [E14.] CR 8

**XP 4,800**  
Headless Female human vampire fighter 7  
CE Medium undead (augmented humanoid, human)  
**Init** +3; **Senses** Perception +18 (+14 on opposed checks. All checks and activities that rely on hearing automatically fail, +14 on opposed checks. All checks and activities that rely on vision (such as reading) automatically fail)

**AC** 15, touch 9, flat-footed 14 (+1 dodge, +6 natural, -2 untyped penalty)  
**hp** 53 (7d10+14); fast healing 5  
**Fort** +5, **Ref** +7, **Will** +3 (+2 vs. fear)  
**Defensive Abilities** channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10  
**Weaknesses** vampire weaknesses

**Speed** 15 ft.  
**Melee** slam +13 (1d6+9 plus energy drain)  
**Special Attacks** children of the night, create spawn, energy

drain (2 levels, DC 13), weapon training (natural +1)

**Str** 19, **Dex** 16, **Con** —, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +7; **CMB** +11 (+13 bull rush); **CMD** 23 (25 vs. bull rush)

**Feats** Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Mobility, Power Attack, Quick Bull Rush, Run, Toughness, Weapon Focus (slam), Weapon Specialization (slam)

**Skills** Acrobatics +3 (+7 to jump with a running start, -1 on most checks. Must make a DC 10 check to move faster than half speed or fall prone), Bluff +8, Climb +4 (+0 on most checks), Escape Artist +3 (-1 on most checks), Fly +3 (-1 on most checks), Perception +18 (+14 on opposed checks. All checks and activities that rely on hearing automatically fail, +14 on opposed checks. All checks and activities that rely on vision (such as reading) automatically fail), Ride +3 (-1 on most checks), Sense Motive +11, Stealth +18 (+14 on most checks), Swim +4 (+0 on most checks); **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common

**SQ** armor training 2, change shape (dire bat or wolf, beast shape II), gaseous form, shadowless, spider climb

### Special Abilities

**Energy Drain (2 levels, DC 13) (Su)** Foes hit by the listed attack take neg levels, gain 5 temp hp for each drained.

**Notes:** Clad in unpleasant moldy clothes, Rapid Rithiena's appearance is made worse by the cheap perfumes she sprinkles herself with. Being headless, she is blind as a bat, and may easily be distracted or avoided by a cautious party. Obviously, Rithiena cannot drain blood, dominate or summon helpers, which makes her extremely frustrated – alas, the sole way to express this discomfort is the gurgling noises she emits. On the other hand, she can move with blinding speed if necessary, and is a frightful combatant.

**Pic:** teleports party to **E12**.

## 24. RUMMY RORY (B3.) CR 5

**XP** 1,600

**hp** 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

**Notes:** Dread Pirate Rory was the captain of the Seaborn Saber.

He is depicted in his pirate regalia, and his wraith may be recognized by his billowing black beard.

**Pic:** causes drunkenness in viewer for 1d6+2\*10 minutes (Fortitude DC 14).

## 25. RAUCOS (B3.) CR 5

**XP** 1,600

Male human fighter 5

CE Medium humanoid (human)

**Init** +5; **Senses** Perception +6

**AC** 28, touch 11, flat-footed 27 (+12 armor, +1 Dex, +5 shield)

**hp** 48 (5d10+20)

**Fort** +6, **Ref** +2, **Will** +2; +1 bonus on Will saves against fear

**Defensive Abilities** armor training +1, bravery +1

**Speed** 30 ft. (20 ft. with armor)

**Melee** +1 longsword +12 (1d8+7/19-20)

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

**Base Atk** +5; **CMB** +9; **CMD** 20

**Feats** Quick Draw, Improved Initiative, Power Attack, Shield Focus, Weapon Focus (longsword), Toughness, Weapon Specialization (longsword)

**Skills** Climb +6, Knowledge (Nobility) +0, Ride +4

**Languages** Common

**SQ** weapon training (heavy blade) +1

**Combat Gear** +1 longsword, +2 heavy steel shield, +3 full plate, 140gp

**Note:** the less known brother of Roughneck Rump the Rotund. His armaments are a prized family heirloom (and of the same design Sir Runic and Roughneck wear).

**Pic:** non-magical.

## 26. RANTING REDURN (B3.) CR 9

**XP** 6,400

Human ghost aristocrat 9

NE Medium undead (augmented humanoid, human, incorporeal)

**Init** +5; **Senses** darkvision 60 ft.; Perception +22

**AC** 15, touch 15, flat-footed 13 (+3 deflection, +1 Dex, +1 dodge)

**hp** 86 (9d8+45)

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

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +7 (9d6)

**Special Attacks** draining touch, frightful moan (DC 17)

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

**Base Atk** +6; **CMB** +7; **CMD** 21

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Scholar, Toughness

**Skills** Fly +21, Intimidate +15, Knowledge (history) +15,

Knowledge (nobility) +15, Perception +22, Stealth +9, Survival

+14; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Common, Halfling

### Special Abilities

**Corrupting Touch (DC 17) (Su)** Touch does 9d6 damage from aging, ignoring most resistances (Fort half).

**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5hp for the ghost.

**Frightful Moan (DC 17) (Su)** 30' spread panics living creatures for 2d4 rds (Will neg).

**Notes:** thin and leathery skin, reminisces about the old days in a stream of complaints.

**Pic:** -



## 27. SIR RITARK THE RAT-HEARTED (B3.) CR 7

**XP 3,200**

**hp** 73 (Pathfinder Roleplaying Game Bestiary, "Ghost")

**Notes:** noncombatant, flees in terror with a piercing scream!

**Pic:** offers to teleport viewers to the Spectral Staircase (the entrance to the second story of Southwest Wing) to prove their bravery.

## 28. RICIENNA THE RAVENOUS (B3.) CR 9

**XP 6,400**

Human ghost aristocrat 1/warrior 8

CE Medium undead (augmented humanoid, human, incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +21

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

**hp** 93 (9 HD; 1d8+8d10+44)

**Fort** +10, **Ref** +7, **Will** +5

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +11 (9d6)

**Special Attacks** draining touch, frightful moan (DC 18)

**Str** —, **Dex** 17, **Con** —, **Int** 9, **Wis** 13, **Cha** 19

**Base Atk** +8; **CMB** +11; **CMD** 26

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Step Up

**Skills** Fly +15, Knowledge (nobility) +3, Perception +21, Stealth +11, Survival +13; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 18) (Su)** Touch does 9d6 damage from aging, ignoring most resistances (Fort half).

**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5HP for the ghost.

**Frightful Moan (DC 18) (Su)** 30' spread panics living creatures for 2d4 rds (Will neg).

**Notes:** emaciated, feral expression of hunger despite noble clothes. Almost impossible to drive away once attached to a PC – returns to haunt him again and again.

**Pic:** -

## 29. ROCKY THE ROGUE (B3.) CR 1/2

**XP 200**

**hp** 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

**Pic:** non-magical.

## 30. RINSEL THE RAVISHING (B3.) CR 9

**XP 6,400**

Human ghost aristocrat 9

NE Medium undead (augmented humanoid, human, incorporeal)

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

**AC** 16, touch 16, flat-footed 15 (+5 deflection, +1 Dex)

**hp** 95 (9d8+54)

**Fort** +8, **Ref** +6, **Will** +7

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +7 (9d6)

**Special Attacks** malevolence (DC 19), telekinesis (DC 19)

**Str** —, **Dex** 12, **Con** —, **Int** 10, **Wis** 13, **Cha** 20

**Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Antagonize, Lightning Reflexes, Persuasive, Rhetorical

Flourish, Tag-team Interrogation, Voice Of The Sibyl

**Skills** Bluff +18, Diplomacy +20, Fly +9, Intimidate +19,

Knowledge (nobility) +12, Perception +9, Sense Motive +13,

Stealth +9; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 19) (Su)** Touch does 9d6 damage from aging, ignoring most resistances (Fort half).

**Malevolence (DC 19) (Su)** Magic Jar a creature on the material plane.

**Telekinesis (DC 19) (Su)** Use Telekinesis every 1d4 rounds.

**Notes:** a regular Adonis, displaying a winning smile. Wears a plumed hat, extremely courteous. Ghost excuses self if ladies are in the party and leaves through the wall.

**Pic:** raises Charisma +1 or –1 depending on reaction – has a soft spot for comely women.

## 31. RETREAT RUMPLAST (B3.) CR 1

**XP 400**

CE Medium undead

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

**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

**hp** 13 (2d8+4)

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

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

**Speed** 20 ft.

**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

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

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

**Gear** chain shirt

### Special Abilities

**Disease (Su)** Ghoul Fever: Bite—injury; save Fort DC 13; onset 1

day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

**Notes:** limping movement, he wears a badly damaged suit of chainmail with several arrows and a sword sticking out from the back! On the painting, he appears in the same clothes, grinning while he twirls his moustache.

**Pic:** -

## 32. REYDD THE RAZOR (A18.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

**Notes:** portrait is seen clutching a map.

**Pic:** the map reveals the way to **D1**.

## 33. READY RHYDREG (A18.) CR 1/3

**XP 135**

**hp** 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

**Notes:** a wiry little fellow with nimble, long fingers.

**Pic:** 30% probability of +1 Dexterity (permanent).

## 34. RISQUE ROSCHAR (A18.) CR 5

**XP 1,600**

**hp** 60 (Pathfinder Roleplaying Game Bestiary, "Mummy")

**Pic:** -

## 35. ROSIENNA THE ROMANCER (A18.) CR 7

**XP 3,200**

**hp** 52 (Pathfinder Roleplaying Game Bestiary, "Spectre")

**Notes:** a flirty dame with a sensuous expression. Rosienna likes to attack through walls and retreat immediately.

**Pic:** teleports viewers to **B14**.

## 36. REIPSIK THE RAPT (A18.) CR 3

**XP 800**

**hp** 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

**Pic:** -

## 37. ROZET THE SERIBERITER (A18.)

### CR 3

**XP 800**

**hp** 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

**Notes:** his coat of arms has been painted black to reflect his expulsion from the family.

**Pic:** +1 to Wisdom if viewer is Neutral (LN, N, CN, permanent).

## 38. RADAW THE REBEL (A18.) CR 1/2

**XP 200**

**hp** 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

**Pic:** levitates viewer for 2d4 rounds.

## 39. RASPING RASHUAK (A18.)

### [DL4G.] CR 17

**XP 102,400**

Male human lich wizard 16

NE Medium undead (augmented humanoid, human)

**Init** +1; **Senses** darkvision 60 ft.; Perception +12

**Aura** fear (60 ft., DC 21)

**AC** 25, touch 14, flat-footed 24 (+6 armor, +3 deflection, +1 Dex, +5 natural)

**hp** 120 (16d6+64)

**Fort** +8, **Ref** +6, **Will** +16

**Defensive Abilities** channel resistance +4, rejuvenation;

**DR** 15/bludgeoning, 15/magic; **Immune** cold, electricity, polymorph, undead traits

**Speed** 30 ft.

**Melee** touch +8 (1d8+8 negative energy plus paralyzing touch)

**Special Attacks** hand of the apprentice (7/day), paralyzing touch (DC 21)

**Wizard Spells Prepared** (CL 16th; concentration +20)

8th—empowered maximized *lightning bolt* (DC 17), *maze*

7th—*delayed blast fireball* (DC 21), *finger of death* (DC 21),

silent *freezing sphere* (DC 20)

6th—*chain lightning* (DC 20), *globe of invulnerability*, silent *teleport*

5th—*cloudkill* (DC 19), empowered *fireball* (DC 17), *telekinesis* (DC 19), *teleport*

4th—*bestow curse* (DC 18), *dimension door*, *enervation*, *lesser globe of invulnerability*, maximized *magic missile*

3rd—*clairaudience/clairvoyance*, *fireball* (DC 17), (x2), *fly*, *lightning bolt* (DC 17)

2nd—*command undead* (DC 16) (x2), *levitate*, *locate object*, *web* (DC 16)

1st—*burning hands* (DC 15), *floating disk*, *magic missile* (x2), *shocking grasp*

0 (at will)—*detect magic*, *mage hand*, *open/close* (DC 14), *read magic*

**Str** 10, **Dex** 13, **Con** —, **Int** 19, **Wis** 18, **Cha** 16

**Base Atk** +8; **CMB** +8; **CMD** 22

**Feats** Brew Potion, Craft Magic Arms & Armor, Craft Wand, Craft

Wondrous Item, Empower Spell, Greater Spell Penetration, Invested Magic, Iron Will, Maximize Spell, Scribe Scroll, Silent Spell, Skill Focus (Craft [alchemy]), Spell Penetration

**Skills** Craft (alchemy) +29, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (nobility) +23, Knowledge (planes) +23, Linguistics +23, Perception +12, Sense Motive +12, Spellcraft +23, Stealth +9; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Aboleth, Abyssal, Aquan, Auran, Celestial, Common, Dark Folk, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Necromomus, Orc, Sylvan, Terran, Undercommon

**SQ** arcane bond (ring of protection +3), metamagic mastery (5/day)

**Other Gear** bracers of armor +6, ring of protection +3

### Special Abilities

**Metamagic Mastery (5/day) (Su)** Spend 1 use per spell level increase to apply a known metamagic feat for free.

**Notes:** Rasping Rashuak is the dreaded “Man in Scarlet”, the most powerful being in Tegel Manor. He was among the first in the noble Rump line, and although he was never a faithful adherent of Tsathoggus, his ruthlessness was legendary nonetheless. Rashuak’s experiments into alchemy have finally yielded him insight into planes beyond our own, and knowledge unfit for mortal men. He and his younger brother Ridwik became immortal in their own way, casting aside life as a mere cloak. However, in unlife, the two brothers pursued alternate paths: Ridwik was more tied to the living world and quite interested in conquest, while Rashuak’s mind wandered yet unseemly dimensions. Today, he has mostly abandoned this world altogether. His mortal form – a single skull atop a scarlet robe with heavy golden embroidery – wanders the corridors of Tegel Manor without aim or purpose, while his mind is far, far away. Thus, an encounter with this undead lord is not necessarily fatal: he mostly ignores everyone unless attacked. But if he is, he doesn’t rest until the nuisance is dead – or simply teleports away to avoid lengthy confrontations (25% chance).

**Pic:** 10% probability of viewer becoming hoarse, only able to speak in rasping whisper (20% of spell failure, Will DC 18 avoids).

## 40. RUSHRAT THE RAINMAKER (AI.) CR 3

**XP 800**

**hp** 19 (Pathfinder Roleplaying Game Bestiary, “Shadow”)

**Pic:** miniature raincloud follows viewer for 2d6\*10 minutes.

## 41. RELANG THE RACKER (AI.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Notes:** a giant of a man with a vacuous expression.

**Pic:** -

## 42. RUMPUS RUNDEL THE ROVER (AI.) CR 8

**XP 4,800**

Human ghost aristocrat 8

CE Medium undead (augmented humanoid, human, incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +15

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

**hp** 92 (8d8+56)

**Fort** +7, **Ref** +6, **Will** +9

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +8 (8d6)

**Special Attacks** malevolence (DC 19)

**Str** —, **Dex** 15, **Con** —, **Int** 9, **Wis** 17, **Cha** 20

**Base Atk** +6; **CMB** +8; **CMD** 24

**Feats** Combat Reflexes, Desperate Battler, Dodge, Lightning Reflexes, Toughness

**Skills** Climb +6, Fly +14, Handle Animal +9, Intimidate +9, Knowledge (history) +10, Knowledge (local) +10, Perception +15, Ride +6, Stealth +14, Survival +14, Swim +6; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 19) (Su)** Touch does 8d6 damage from aging, ignoring most resistances (Fort half).

**Malevolence (DC 19) (Su)** Magic Jar a creature on the material plane.

**Notes:** incredibly tall, thin as a log.

**Pic:** itching feet for 2d6\*10 minutes, -2 to all attack rolls due to discomfort (Fortitude DC 14)

## 43. RIVONA THE RADIANT (AI.) CR 3

**XP 800**

LE Medium undead

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

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

**hp** 34 (4d8+16)

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

**Defensive Abilities** undead traits

**Weaknesses** resurrection vulnerability

**Speed** 30 ft.

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

**Special Attacks** create spawn, energy drain (1 level, DC 16)

**Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 18

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

**Feats** Blind-Fight, Skill Focus (Perception)

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

**Languages** Common

**SQ** create spawn

## Special Abilities

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

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

**Notes:** a fair lady of incredible beauty (Cha 18!).

**Pic:** casts *charm person* at viewer, who is obsessed with finding this heavenly apparition... and throws self into the arms of the undead monster willingly if they ever meet! (Will DC 14)

## 44. RORKAD THE RARE (AI.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, "Doppelganger")

**Notes:** young, handsome nobleman.

**Pic:** warns, "Beware the Great Hall!"

## 45. RADICAL ROMAN (AI.) CR 1/3

**XP 135**

**hp** 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

**Pic:** eyes follow viewers.

## 46. COUNT RADU RUMPULA (AI.) CR 10

**XP 9,600**

Human vampire fighter 9

CE Medium undead (augmented humanoid, human)

**Init** +6; **Senses** darkvision 60 ft.; Perception +12

**AC** 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

**hp** 95 (9d10+45); fast healing 5

**Fort** +9, **Ref** +7, **Will** +7 (+2 vs. fear)

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

**Weaknesses** vampire weaknesses

**Speed** 30 ft.

**Melee** slam +13 (1d6+6 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 17), energy drain (2 levels, DC 17), weapon trainings (light blades +2, heavy blades +1)

**Str** 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 15, **Cha** 17

**Base Atk** +9; **CMB** +13 (+15 disarm); **CMD** 26 (28 vs. disarm)

**Feats** Alertness, Animal Affinity, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Toughness, Weapon Focus (bastard sword), Weapon Focus (heavy mace), Weapon Focus (rapier), Weapon Specialization

(bastard sword), Weapon Specialization (heavy mace), Weapon Specialization (rapier)

**Skills** Bluff +11, Handle Animal +12, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Perception +12, Ride +12, Sense Motive +12, Stealth +10; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common, Elven

**SQ** armor training 2, change shape (dire bat or wolf, beast shape II), gaseous form, shadowless, spider climb

**Other Gear** diamond ring (worth 1,200 gp), golden brooch (worth 1,200 gp)

## Special Abilities

**Energy Drain (2 levels, DC 17) (Su)** Foes hit by the listed attack take neg levels, gain 5 temp hp for each drained.

**Notes:** the stereotypical vampire: well mannered, jovial and thoroughly evil. He appears as a man in his fifties, always impeccably elegant. He doesn't lower himself to fighting mere commoners if he can help it - instead, he summons a wolf pack (3d6) and watches the fray in gaseous form.

**Pic:** viewer drops everything carried and flees! (Will DC 17)

## 47. SIR RANKLING (AI.) CR 10

**XP 9,600**

Human ghost aristocrat 10

N Medium undead (augmented humanoid, human, incorporeal)

**Init** -1; **Senses** darkvision 60 ft.; Perception +22

**AC** 13, touch 13, flat-footed 13 (+4 deflection, -1 Dex)

**hp** 50 (10d8+40)

**Fort** +7, **Ref** +4, **Will** +9

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +6 (10d6)

**Special Attacks** corrupting gaze (DC 19), telekinesis (DC 19)

**Str** —, **Dex** 9, **Con** —, **Int** 17, **Wis** 15, **Cha** 19

**Base Atk** +7; **CMB** +6; **CMD** 20

**Feats** Combat Expertise, Diva Strike, Diva Style, Greater Feint, Improved Feint, Lightning Reflexes

**Skills** Bluff +16, Diplomacy +16, Fly +19, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nobility) +15, Perception +22, Perform (string instruments) +16, Sense Motive +14, Stealth +7; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common, Dwarven, Elven, Halfling

## Special Abilities

**Corrupting Gaze (DC 19) (Su)** Gaze attack deals 2d10 HP + 1d4 CHA.

**Corrupting Touch (DC 19) (Su)** Touch does 10d6 damage from aging, ignoring most resistances (Fort half).

**Telekinesis (DC 19) (Su)** Use Telekinesis every 1d4 rounds.

**Notes:** frail and venerable gentleman with long white moustache and feathered cap, playing on a golden harp. Ghost is friendly if portrait has been talked to previously.

**Pic:** answers a question once per day; well versed in lore and fond of telling tales.

## 48. RAGING RAKTOR (A1.) CR 1/3

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**XP 135**

**hp** 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

**Pic:** enrages viewer for 2d4 rounds – he attacks everyone in range (Will DC 14).

## 49. RAPHOD THE REAPER (A1.) CR 5

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**XP 1,600**

**hp** 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

**Notes:** towering barbarian lord in black armor and furs, holds a scythe in his hand.

**Pic:** scythe swings at viewer (Atk +13 (2d4+6, scythe, \*4)).

## 50. ROPAROC THE RAIDER (WEST OF E8.) CR 9

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**XP 6,400**

Human ghost warrior 9

CE Medium undead (augmented humanoid, human, incorporeal)

**Init** +3; **Senses** darkvision 60 ft.; Perception +13

**AC** 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

**hp** 86 (9d10+36)

**Fort** +9, **Ref** +8, **Will** +6

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +12 (9d6) or unarmed strike +12/+7 (1d3+3)

**Special Attacks** draining touch, frightful moan (DC 17)

**Str** —, **Dex** 16, **Con** —, **Int** 10, **Wis** 13, **Cha** 17

**Base Atk** +9; **CMB** +12; **CMD** 26

**Feats** Deflect Arrows, Dodge, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Snatch Arrows

**Skills** Acrobatics +6, Climb +7, Fly +15, Handle Animal +7, Intimidate +15, Perception +13, Ride +15, Stealth +15, Swim +7; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 17) (Su)** Touch does 9d6 damage from aging, ignoring most resistances (Fort half).

**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5HP for the ghost.

**Frightful Moan (DC 17) (Su)** 30' spread panics living creatures for 2d4 rds (Will neg).

**Notes:** bleeds from a hundred wounds.

**Pic:** -

## 51. REMBARD THE RAKE (WEST OF E6.) CR 5

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**XP 1,600**

**hp** 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

**Pic:** 20% probability of teleporting viewers to C2.

## 52. RAMATIC RUMPULA (L5.) CR 1

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**XP 400**

**hp** 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Note:** hunchback with mischievous grin. Cackles maniacally as he attacks.

**Pic:** -

## 53. RODERIK THE RIGHTEOUS (L5.) CR 8

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**XP 4,800**

Human ghost warrior 8

NE Medium undead (augmented humanoid, human, incorporeal)

**Init** +3; **Senses** darkvision 60 ft.; Perception +21

**AC** 27, touch 13, flat-footed 25 (+11 armor, +1 deflection, +1 Dex, +1 dodge, +3 shield)

**hp** 60 (8d10+16)

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

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

**Speed** fly 30 ft. (perfect)

**Melee** +1 ghost touch bastard sword +13/+8 (1d10+4/19-20) or corrupting touch +11 (8d6)

**Special Attacks** corrupting gaze (DC 15)

**Str** —, **Dex** 17, **Con** —, **Int** 9, **Wis** 15, **Cha** 13

**Base Atk** +8; **CMB** +11; **CMD** 23

**Feats** Dodge, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Weapon Focus (bastard sword)

**Skills** Fly +5, Perception +21, Ride +8, Stealth +5; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

**Other Gear** +2 ghost touch full plate, +1 ghost touch heavy steel shield, +1 ghost touch bastard sword

### Special Abilities

**Corrupting Gaze (DC 15) (Su)** Gaze attack deals 2d10 HP + 1d4 CHA.

**Corrupting Touch (DC 15) (Su)** Touch does 8d6 damage from aging, ignoring most resistances (Fort half).

**Notes:** armored knight with a stern expression. Ghost challenges strongest PC to a one on one duel in corporeal form – winner gets loser's suit of armor (Roderik has *full plate mail* +2).

**Pic:** Lawfully aligned viewer enraged – seeks out foes immediately (Will DC 14).

## 54. RANSACK ROSCO (SOUTH OF GARDEN GROTT) CR 3

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### XP 800

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Melee** battle axe +4 (1d8+1/x3 plus energy drain)

**Gear** 110 gp

**Notes:** haughty, grizzled veteran grasping a battleaxe in one hand and a sack of stolen gold in the other.

**Pic:** -

## 55. RADED RUFUS (J5.) CR 1/2

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### XP 200

**hp** 12 (Pathfinder Roleplaying Game Bestiary, “Zombie”)

**Notes:** lonesome and extremely bored, desires the company of the other portraits.

**Pic:** 30% probability of a ripped sack or backpack (Spot DC 14 to notice – 50% of lost item every 10 minutes).

## 56. RARIN THE REARGUARD (III.) CR 5

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### XP 1,600

**hp** 60 (Pathfinder Roleplaying Game Bestiary, “Mummy”)

**Pic:** 30% probability of panic (as *fear* spell cast by a 7<sup>th</sup> level Wizard, Will DC 17).

## 57. RATTLEPATE REMALDA (WEST OF H13.) CR 3

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### XP 800

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Notes:** obese matron in simple black clothes and silver jewelry, fond of stern lectures.

**Pic:** 20% probability of rattling voice in viewer (Will DC 14).

## 58. RELDOR THE RANSOMER (H6.) CR 3

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### XP 800

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Doppelganger”)

**Notes:** poses as cowardly halfling, follows party to village and robs them blind. Ransom note leads to the portrait, who offers to sell back various valuables at a “very advantageous price”.

**Pic:** -

## 59. RAILER ROLANDIL (H6.) CR 1/2

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### XP 200

**hp** 12 (Pathfinder Roleplaying Game Bestiary, “Zombie”)

**Notes:** bloated, decaying body smells of foul water and seaweed.

**Pic:** -

## 60. RODIP THE RATIONALIST (O4.) CR 3

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### XP 800

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Notes:** a skilled demagogue. Rodip stay silent as long as Brother (q.v.) is alive. Thereafter, he tries to win the favor of the group and persuade them to remove him from the wall and use him as a guide to the manor. He hints at his extensive knowledge of the place and basically tells the PCs what they want to hear. Thereafter, he tries to sow discord in the ranks, using his *charm person* or *enthrall* ability if necessary (three times per day each, Will DC 14).

**Pic:** 40% probability of discord – *charm person* and a bit of demagoguery (Will DC 14).

## 61. RAHAD THE RANDOM (D1.) CR 2

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### XP 600

NE Medium undead

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

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

**hp** 119 (2d8+103)

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

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

**Speed** 30 ft.

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

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

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special Qualities** staggered, stronger than you

### Special Abilities

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

**Stronger Than You (Ex)** Due to Rahad’s incredibly thick muscles and skin all of his hit dice are maximized and he has 100 additional hit points.

**Notes:** can’t dish it out, but sure can take it – keeps on coming and coming. Portrait is of a real tough fellow flexing his beefy arms with a grin.

**Pic:** -

## 62. RICOCHET REMNAR (D1.) CR 1/3

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### XP 135

**hp** 4 (Pathfinder Roleplaying Game Bestiary, “Skeleton”)

**Pic:** -

## 63. RIGORN THE RECRUIT (DI.) CR 1

**XP 400**

NE Medium undead

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

**AC** 18, touch 10, flat-footed 18 (+6 armor, +2 natural)

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

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

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

**Speed** 20 ft.

**Melee** heavy mace +4 (1d8+3) slam -1 (1d6+1)

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

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special Qualities** staggered

### Special Abilities

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

**Gear** chainmail, heavy mace

**Notes:** wears shining chainmail and holds a heavy mace.

**Pic:** -

## 64. REBOUNTING REYDAHL (DI.) CR 6

**XP 2,400**

**hp** 40 (Pathfinder Roleplaying Game Bestiary, "Will-o'-Wisp")

**Notes:** lures party towards the nearest pit trap and attacks those who try to climb out.

**Pic:** -

## 65. RONGO THE ROUTER (DI.) CR 1

**XP 400**

**hp** 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Notes:** middle aged aristocrat counting money on a table.

**Pic:** paralysis on touch – 2d6 hours (Fortitude DC 14).

## 66. RELLAH THE REBUKER (DI.) CR 1

**XP 400**

**hp** 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Notes:** a frowning young woman with no sense of humor.

**Pic:** 1d6 points of electricity damage on touch.

## 67. REBUT RORIDOK (DI.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

**Notes:** jovial, overweight old man.

**Pic:** -

## 68. RIMOUT THE REVIVER (DI.) CR 5

**XP 1,600**

**hp** 60 (Pathfinder Roleplaying Game Bestiary, "Mummy")

**Fort** +5, **Ref** +3, **Will** +9

**Gear** cloak of resistance +1

**Notes:** saintly expression, white robes. Incessant preaching.

**Pic:** 15% probability of resurrection spell – if needed.

## 69. RYTH THE RECANTER (DI.) CR 7

**XP 3,200**

**hp** 52 (Pathfinder Roleplaying Game Bestiary, "Spectre")

**Notes:** grossly overweight monk, and a firm believer in

Tsathoggus. Jovial but lecherous and foul mouthed.

**Pic:** -

## 70. RETORT ROWANTER (L6.) CR 7

**XP 3,200**

**hp** 52 (Pathfinder Roleplaying Game Bestiary, "Spectre")

**Pic:** -

## 71. RECITING RALFRID (NI.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

**Notes:** this poncy bard constantly recites horrendously bad poetry if he has an audience – doing same in undead form. Only threats of violence or a quick swordstrike to the throat shut him up.

**Pic:** 30% probability of a poem sung off key and attracting a random monster.

## 72. RUFIELLA THE RECKLESS (NI.) CR 7

**XP 3,200**

Human ghost aristocrat 7

CE Medium undead (augmented humanoid, human, incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +19

**AC** 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge)

**hp** 67 (7d8+35)

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

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +7 (7d6)

**Special Attacks** malevolence (DC 17)

**Str** —, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 19

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

**Feats** Dodge, Flyby Attack, Lightning Reflexes, Mobility, Spring Attack

**Skills** Fly +20, Knowledge (nobility) +10, Perception +19, Sense

Motive +11, Stealth +10, Survival +11; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 17) (Su)** Touch does 7d6 damage from aging, ignoring most resistances (Fort half).

**Malevolence (DC 17) (Su)** Magic Jar a creature on the material plane.

**Notes:** attacks with a cry but retreats as soon as she takes a few wounds – unless clearly winning.

**Pic:** -

## 73. RABURY THE RECLUSE (NI.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Notes:** miserly old man with a sour attitude.

**Pic:** Shouts: “Go away!”

## 74. RHUBART THE RECONDITE (NI.) CR 1/3

**XP 135**

**hp** 4 (Pathfinder Roleplaying Game Bestiary, “Skeleton”)

**Speed** 20ft

**Notes:** grim, bearded knight. His undead form is weighted down by heavy iron chains, which he can barely drag down the corridors. Shuffling noises.

**Pic:** turns face from viewer.

## 75. REGENERATING RODARK (A4.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Special Quality** Fast Healing 5

**Pic:** -

## 76. REELING RIHORN (A4.) CR 5

**XP 1,600**

**hp** 47 (Pathfinder Roleplaying Game Bestiary, “Wraith”)

**Notes:** hypnotist with long black beard, bushy eyebrows and enigmatic stare.

**Pic:** spins viewer around.

## 77. RIGORMORTIS RUMPULA (A4.) CR 5

**XP 1,600**

**hp** 47 (Pathfinder Roleplaying Game Bestiary, “Wraith”)

**Notes:** old, rickety man with a long face and thin limbs.

**Pic:** 26% probability of stiffness: -4 Dex for 80 minutes (Fortitude DC 14).

## 78. ROZETTA RUMPULA (A4.) CR 1

**XP 400**

**hp** 13 (Pathfinder Roleplaying Game Bestiary, “Ghoul”)

**Notes:** an old spinster who still wears her lace wedding gown despite the fact that no one had ever proposed her. Hates all females.

**Pic:** -

## 79. LADY RUBIENNA RUMPULA (A4.) [F1.] CR 9

**XP 6,400**

Female human vampire unchained rogue 8

CE Medium undead (augmented humanoid, human)

**Init** +8; **Senses** darkvision 60 ft.; Perception +15

**AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

**hp** 76 (8d8+40); fast healing 5

**Fort** +5, **Ref** +12, **Will** +3

**Defensive Abilities** channel resistance +4, danger sense +2, evasion, improved uncanny dodge; **DR** 10/magic, 10/silver;

**Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** vampire weaknesses

**Speed** 30 ft.

**Melee** +1 dagger +11/+6 (1d4+5/19-20) or slam +5 (1d4 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 17), energy drain (2 levels, DC 17), sneak attack +4d6

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

**Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Sidestep, Lightning Reflexes, Mobility, Sidestep, Spring Attack, Toughness, Weapon Finesse

**Skills** Bluff +22, Climb +12, Craft (alchemy) +12, Diplomacy +14, Disguise +12, Knowledge (nobility) +9, Linguistics +12, Perception +15, Ride +12, Sense Motive +11, Sleight of Hand +15 (+19 to conceal a weapon), Stealth +16, Use Magic Device +14; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common, Dark Folk, Dwarven, Elven, Gnome, Goblin, Halfling, Necronomus, Orc, Undercommon

**SQ** change shape (dire bat or wolf, beast shape II), debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, gaseous form, rogue talents (coax information, lasting poison, swift poison, underhanded), shadowless, spider climb, trapfinding +4

**Combat Gear** deathblade (4); **Other Gear** +1 dagger, red gown, ruby necklace (worth 800 gp)

**Notes:** Lady Rubienna was well known in her life as a poisoner, and not much has changed since. Although frail in melee, her deadly poison and seductive skills make her a formidable opponent. She prefers to kidnap handsome young men (keeping the rest of the party at bay with wolves until she *dominates* her new prey) and turn them into her servants – vampire spawn, probably even a vampire. Such slaves are always devoid of all free will and obey the lady without a question.

**Pic:** 5% per experience level of teleporting PCs to F1.



## 80. RIVEN THE REFECTED (A4.) CR 7

XP 3,200

hp 52 (Pathfinder Roleplaying Game Bestiary, "Spectre")

**Pic:** cries a *potion of detect thoughts*.

## 81. RUANG THE RIPPER (B14.) CR 9

XP 6,400

Male human rogue 7/assassin 3

CE Medium humanoid (human)

**Init** +8; **Senses** Perception +12

AC 19, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 shield)

hp 72 (10 HD; 7d8+3d8+27)

**Fort** +5, **Ref** +11, **Will** +2; +1 vs. poison

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +2

**Speed** 30 ft.

**Melee** shortsword +12/+7 (1d6+4/19–20 plus black adder venom) or shortsword+9/+4 (1d6+4/19–20 plus black adder venom) and dagger +8 (1d4+2/19–20 plus phase spider venom)

Ranged dagger +12 (1d4+2/19–20 plus poison)

**Special Attacks** death attack (DC 14), sneak attack +6d6

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

**Base Atk** +7; **CMB** +9; **CMD** 27

**Feats** Dodge, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Acrobatics +17, Appraise +14, Climb +13, Craft (alchemy) +5, Disable Device +10, Disguise +17, Escape Artist +17, Perception +12, Sense Motive +5, Sleight of Hand +17, Stealth +17

**Languages** Common, Necronomus

**SQ** poison use, rogue talents (bleeding attack +6, finesse rogue, surprise attack), trapfinding +3

**Combat Gear** black adder venom (4 vials), phase spider venom (4 vials) studded leather armor, dagger, short sword, buckler

### Black Adder Venom

**Type** poison (injury); **Save** Fortitude DC 11

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Con damage; **Cure** 1 save

### Phase Spider Venom

**Type** poison (injury); **Save** Fortitude DC 18

**Frequency** 1/round for 8 rounds

**Effect** 1d2 Con damage; **Cure** 2 consecutive saves

**Notes:** Ruang the Ripper, assassin extraordinaire, lives in room B12. He prowls the wilderness most of the time, but may occasionally be encountered in the manor. Unless surprised, he never engages a full party (and even then, he flees to safety), preferring to target separated PCs from ambush.

**Pic:** -

## 82. REVELER ROTCHAR (M5.) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

**Notes:** comes a-cackling, increasing to hysterical howling as he gets close. Wears jester's outfit, mouth crawling with maggots.

**Pic:** laughs at viewer.

## 83. RABRIAL THE RELENTLESS (M5.) CR 10

XP 9,600

Human ghost warrior 10

CE Medium undead (augmented humanoid, human, incorporeal)

**Init** +3; **Senses** darkvision 60 ft.; Perception +21

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 125 (10d10+70)

**Fort** +12, **Ref** +8, **Will** +3

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +13 (10d6)

**Special Attacks** draining touch, telekinesis (DC 22)

**Str** —, **Dex** 17, **Con** —, **Int** 9, **Wis** 11, **Cha** 20

**Base Atk** +10; **CMB** +13; **CMD** 29

**Feats** Ability Focus (corrupting touch), Ability Focus (telekinesis), Dodge, Lightning Reflexes, Marked For Glory, Toughness

**Skills** Fly +11, Perception +21, Stealth +11, Survival +10; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 22) (Su)** Touch does 10d6 damage from aging, ignoring most resistances (Fort half).

**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5HP for the ghost.

**Marked for Glory (1/day)** Add 1d6 to any d20 roll.

**Notes:** never, ever retreats. May not be turned, either.

**Pic:** -

## 84. RUDLONG THE REVENGER (SOUTHWEST WING, HOWLING HALL) CR 5

XP 1,600

hp 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

**Notes:** crazed grin, paranoid as hell.

**Pic:** forewarns of next random encounter – 100% veracity.

## 85. RIDWIK OF THE RELIC (SOUTHWEST WING, HOWLING HALL) CR 12

**XP 19,200**

Male human lich wizard 11

NE Medium undead (augmented humanoid, human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +15

**Aura** fear (60 ft., DC 18)

**AC** 27, touch 16, flat-footed 24 (+6 armor, +3 deflection, +3 Dex, +5 natural)

**hp** 83 (11d6+44)

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

**Defensive Abilities** channel resistance +4, rejuvenation;

**DR** 15/bludgeoning, 15/magic; **Immune** cold, electricity, polymorph, undead traits

**Speed** 30 ft.

**Melee** touch +4 (1d8+5 negative energy plus paralyzing touch)

**Special Attacks** hand of the apprentice (9/day), paralyzing touch (DC 18)

**Wizard Spells Prepared** (CL 11th; concentration +17)

6th—*disintegrate* (DC 22), *Lankwiler's Prismatic Missile* (DC 24)

5th—*baleful polymorph* (DC 21), *teleport*, *wall of stone*

4th—*animate dead*, *confusion* (DC 20), *dimension door* (x2)

3rd—*dispel magic*, *fireball* (DC 21) (x2), *lightning bolt* (DC 21), *suggestion* (DC 19)

2nd—*acid arrow*, *arcane lock*, *flaming sphere* (DC 20), *knock*, *protection from arrows*, *extended shield*

1st—*comprehend languages*, *feather fall*, *hold portal*, *magic missile* (x2), *shield*

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

**Str** 9, **Dex** 17, **Con** —, **Int** 22, **Wis** 17, **Cha** 16

**Base Atk** +5; **CMB** +4; **CMD** 20

**Feats** Brew Potion, Craft Wondrous Item, Extend Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell Focus (evocation), Spell Penetration

**Skills** Craft (alchemy) +20, Knowledge (arcana) +20, Knowledge (engineering) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nobility) +14, Knowledge (planes) +20, Knowledge (religion) +14, Linguistics +20, Perception +15, Profession (soldier) +17, Sense Motive +11, Spellcraft +20, Stealth +11, Use Magic Device +10; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Aquan, Auran, Celestial, Common, Daemonic, Dark Folk, Dwarven, Elven, Gnome, Goblin, Halfling, Ignan, Infernal, Necronomus, Orc, Terran, Undercommon

**SQ** arcane bond (ring of protection +3), metamagic mastery (2/day)

**Other Gear** boots of levitation, bracers of armor +6, ring of protection +3

**Notes:** the Liche of Tegel Manor lives and experiments in the treacherous Wizard's Tower, which was built according to his own designs. Ridwik's solitary nature didn't endear him to others in the family – but, together with Rasing Rashuak, he obtained the key to a limited form of immortality. Having

## LANKWILER'S PRISMATIC MISSILE

Evocation

**Level:** Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

This spell brings into being a pulsating missile of multi-hued energy. The missile strikes without fail and has a random effect, determined on the chart below.

1d8	Color	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fort saves)
5	Blue	<i>flesh to stone</i> (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays	roll twice more, ignoring any "8" results.

become one of the undead, Ridwik started planning the eventual conquest of the land. Tegel village would just be the first step in his campaign, but he still fears the cult of Tsathoggus, just as he desires to know the secrets of creating cauldron-born zombies. Thus, he waits patiently for a good opportunity – a weakness, or maybe potential allies... even going so far as to offer a suitably unscrupulous group an offer they cannot refuse.

**Pic:** moans: "Come to the Wizard's Tower!"

## 86. REMONGER THE REMORSEFUL (SOUTHWEST WING, HOWLING HALL) CR 8

**XP 4,800**

Human ghost adept 8

NE Medium undead (augmented humanoid, human, incorporeal)

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

**AC** 16, touch 16, flat-footed 14 (+4 deflection, +1 Dex, +1 dodge)

**hp** 76 (8d6+48)

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

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +5 (8d6)

**Special Attacks** frightful moan (DC 18)

**Adept Spells Prepared** (CL 8th; concentration +11)

3rd—*deeper darkness*

2nd—*darkness, invisibility, resist energy*

1st—*cause fear* (DC 14), *obscuring mist, protection from good, protection from law*

0 (at will)—*detect magic, light, read magic*

**Str —, Dex 13, Con —, Int 11, Wis 16, Cha 18**

**Base Atk +4; CMB +5; CMD 20**

**Feats** Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Toughness

**Skills** Fly +9, Knowledge (nobility) +11, Knowledge (religion) +11, Perception +11, Sense Motive +14, Stealth +9; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 18) (Su)** Touch does 8d6 damage from aging, ignoring most resistances (Fort half).

**Frightful Moan (DC 18) (Su)** 30' spread panics living creatures for 2d4 rds (Will neg).

**Spiritual Rejuvenation (Su)** When “destroyed” the ghost’s starting attitude becomes indifferent.

**Notes:** utters sobbing prayers to atone for past sins as he drifts down corridors. Rotted, decomposing visage.

**Pic:** -

## 87. RESPLENDENT RAMBERT (SOUTHWEST WING, HOWLING HALL) CR 1

**XP 400**

**hp** 13 (Pathfinder Roleplaying Game Bestiary, “Ghoul”)

**Notes:** followed by intense glowing aura.

**Pic:** 67% probability of blindness for 3d6 minutes (Reflex DC 14).

## 88. RINBAK THE RICH (NORTH OF E9., CREAKING CORRIDOR) CR 1/2

**XP 200**

**hp** 12 (Pathfinder Roleplaying Game Bestiary, “Zombie”)

**Gear** 1d100 gp

**Notes:** grossly fat, scatters gold coins while walking – has 1d100 gp stuffed into pockets.

**Pic:** 40% of bribe (1d100 gp) to sneak into next room and off the portraits there.

## 89. RELVIDOR THE RENOWNED (NORTH OF E9.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Wight”)

**Notes:** grumpy veteran, reeks of alcohol. Righteous attitude and hurt feelings.

**Pic:** -

## 90. RESTLESS RALOME (NORTH OF E9.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, “Doppelganger”)

**Gear** *potion of poison*

**Notes:** another veteran, berates “the youth of today” for their insolence. A raging hypocrite demanding deference and granting none in turn. As a doppelganger, he masquerades as a dwarf, and mixes poison into someone’s water rations.

**Pic:** slaps PC – Atk +5, damage 1d6+1, Fortitude DC 12 or stunned for 1d6 minutes.

## 91. RICKETY RIDMAND (D5.) CR 3

**XP 800**

**hp** 19 (Pathfinder Roleplaying Game Bestiary, “Shadow”)

**Notes:** all skin and bones, as ancient as the Manor itself. Dodders about past victories and heroic deeds that never were.

**Pic:** knocks helm off of non-viewer.

## 92. ROURDAN THE REPRESSOR (D5.) CR 6

**XP 2,400**

Human ghost aristocrat 6

CE Medium undead (augmented humanoid, human, incorporeal)

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

**AC** 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex)

**hp** 51 (6d8+24)

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

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +6 (6d6)

**Special Attacks** draining touch

**Str —, Dex 15, Con —, Int 13, Wis 9, Cha 17**

**Base Atk** +4; **CMB** +6; **CMD** 19

**Feats** Combat Expertise, Exotic Weapon Proficiency (whip), Improved Feint, Weapon Finesse

**Skills** Bluff +12, Escape Artist +8, Fly +10, Intimidate +12, Knowledge (nobility) +10, Perception +16, Sense Motive +8,

Stealth +10; Racial Modifiers +8 Perception, +8 Stealth  
**Languages** Abyssal, Common

### Special Abilities

**Corrupting Touch (DC 16) (Su)** Touch does 6d6 damage from aging, ignoring most resistances (Fort half).

**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5HP for the ghost.

**Notes:** attacks with ghostly cat-o'-nine-tails.

**Pic:** -

## 93. RIDDLES RELLWOD (D5.) CR 3

**XP 800**

**hp** 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

**Pic:** offers unimaginable riches for solving his riddle ("A vast army that guards the sea, yet without their ward, they escape from your grasp." – sand), gives 2d6 gp.

## 94. RIBBONSOR THE RIDER (D5.) CR 6

**XP 2,400**

Human ghost aristocrat 6

CE Medium undead (augmented humanoid, human, incorporeal)

**Init** +3; **Senses** darkvision 60 ft.; Perception +18

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

**hp** 26 (6d8+18)

**Fort** +4, **Ref** +5, **Will** +6

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +7 (6d6)

**Special Attacks** malevolence (DC 15)

**Str** —, **Dex** 17, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Mounted Combat, Ride-by Attack, Spirited Charge, Trample

**Skills** Fly +11, Handle Animal +11, Knowledge (nobility) +9, Perception +18, Ride +12, Sense Motive +10, Stealth +11; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

### Special Abilities

**Corrupting Touch (DC 15) (Su)** Touch does 6d6 damage from aging, ignoring most resistances (Fort half).

**Malevolence (DC 15) (Su)** Magic Jar a creature on the material plane.

**Notes:** a brightly clothed character with a rather long face.

Possessed PC neighs and bolts.

**Pic:** *baleful polymorph* viewer to a horse (Fortitude DC 16).

## 95. RITZY RUTORN (D5.) CR 1/3

**XP 135**

**hp** 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

**Gear** golden necklace (worth 300 gp), three gold rings (worth 160 gp each)

**Notes:** skeleton wears 300 gp golden necklace, three 160 gp rings.

## 96. ROUGHNECK RUMP THE ROTUND (D4.) CR 5

**XP 1,600**

Male human fighter 6

CE Medium humanoid (human)

**Init** +1; **Senses** Perception +7

**AC** 24, touch 11, flat-footed 23 (+9 armor, +1 Dex, +5 shield)

**hp** 55 (6d10+24)

**Fort** +8, **Ref** +3, **Will** +3; +2 vs. fear

**Defensive Abilities** bravery +2

**Speed** 20 ft.

**Melee** +1 longsword +11/+6 (1d8+6/19–20)

**Special Attacks** weapon training (heavy blades +1)

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

**Base Atk** +6; **CMB** +9; **CMD** 20

**Feats** Cleave, Great Cleave, Mounted Combat, Power Attack, Run, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Knowledge (local) +6, Knowledge (nobility) +1 Perception +7, Ride +7

**Languages** Common

**SQ** armor training 1

**Gear** +1 full plate, +3 heavy steel shield, +1 longsword, *potion of gaseous form*, 80 gp

**Goblins (12)**

**CR 1/3**

**XP 135**

**hp** 9 (Pathfinder Roleplaying Game Bestiary, "Goblin")

**Init** +2

**Notes:** one of the few Rumps remaining alive and kicking, Roughneck and his band of **twelve goblins** (all of them with the Toughness feat instead of Improved Initiative) are terrorizing the countryside. He is extraordinarily ugly and not too bright, but he knows the value of an ambush and never engages a clearly superior foe. He still has his family heirlooms – magical weaponry and a potion he once got from Ridwik – on his person, and stores his ill gotten gains in a goblin cave (Wilderness, **BB.**).

**Pic:** shouts: "Stand and deliver!"

## 97. REDBUD RUMP (D3.) CR 3

**XP 800**

Human ranger "sword-devil" 4

N Medium humanoid (human)

**Init** +6; **Senses** Perception +6

**AC** 17, touch 17, flat-footed 14 (+4 Cha, +2 Dex, +1 dodge)

**hp** 34 (4d10+12)  
**Fort** +6, **Ref** +6, **Will** +0

---

**Speed** 30 ft.

**Melee** longsword +6 (1d8/19-20)

**Special Attacks** Death Vow 2/day +2 attack, +2 damage;  
Inspiring Example (4 rounds) +1 attack, +1 damage for all allies  
within 30 ft against a target of death vow

---

**Str** 11, **Dex** 15, **Con** 14, **Int** 11, **Wis** 9, **Cha** 18

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

**Feats** Dodge, Endurance, Improved Initiative, Mobility, Quick  
Draw

**Skills** Acrobatics +9, Climb +7, Handle Animal +11, Knowledge  
(nature) +7, Perception +6, Ride +9, Survival +6

**Languages** Common

**SQ** combat style (underhanded), death vow (2/day), slashing fury  
(longsword), track +2, untouchable, wild empathy +8

**Other Gear** longsword, chainmail loincloth and halter, reversible  
cloak

---

### Special Abilities

**Death Vow (Ex)** At 1st level, a sword-devil may, as a swift  
action, focus all her fury and determination on a single foe  
she swears to slay. She may do this once per day, plus one  
additional time per day at 4th level and every 3 levels thereafter  
(7th, 10th, etc). The sword-devil gains a bonus on weapon attack  
and damage rolls against her sworn target equal to half her  
sword-devil level (minimum +1). The death vow effect remains  
until the target of the death vow is dead, or the next time the  
sword-devil rests and regains use of this ability.

**Slashing Fury (Ex)** Beginning at 3rd level, the sword-devil can  
use her Charisma score in place of her Intelligence score as a  
prerequisite for combat feats. Additionally, she selects one type  
of light or one-handed slashing melee weapon. When using  
this weapon, she may use her Dexterity modifier instead of her  
Strength modifier on melee attack rolls. At 8th level and every 5  
levels thereafter (13th and 18th), the sword-devil may select an  
additional type of light or one-handed slashing weapon she may  
use with this ability. This ability counts as having the Weapon  
Finesse feat for the purpose of meeting feat prerequisites.

**Inspiring Example (Ex)** At 4th level, the sword-devil forms  
a bond with her companions, inspiring them to greater zeal  
in combat by the example of her weaponcraft. As a standard  
action, the sword-devil may grant half her death vow bonus  
against a single victim of her death vow to all allies within 30  
feet who can see and hear her. This bonus lasts for a number of  
rounds equal to the sword-devil's Charisma modifier (minimum  
1). This bonus does not stack with any death vow bonuses  
possessed by the sword-devil's allies; they use whichever bonus  
is higher.

**Untouchable (Ex)** At 4th level, the sword-devil's confidence  
and personality distract her foes in combat, making her more  
difficult to hit. When unarmored and unencumbered, the  
sword-devil may add her Charisma bonus (if any) to her AC and  
her CMD. In addition, the sword-devil gains a +1 dodge bonus  
to AC at 6th level, and every three sword-devil levels thereafter  
(9th, 12th, 15th, and 18th). She loses these bonuses when she  
wears any armor, when she carries a shield, or when she carries  
a medium or heavy load.

**Notes:** strikingly beautiful, sensuous, flirts constantly – she  
wears amazon armor, a red cape and little else. If questioned,  
she avoids talking about the family, whom she describes as  
a bit eccentric and unused to strangers, but basically likable

and warm hearted. If she is suitably impressed by a handsome  
warrior, she may reveal a few secrets about the manor.

**Pic:** invites viewer to “her place”. This could be any room in the  
manor, and there is a 35% probability Redbud Rump will be  
encountered there.

## 98. RAOUL THE REFORMER CR 7

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**XP** 3,200

Human cleric of Tsathoggus 8

CE Medium humanoid (human)

**Init** +5; **Senses** Perception +2

**Aura** destructive aura (30 ft., +4, 8 rounds/day)

---

**AC** 19, touch 10, flat-footed 19 (+8 armor, +1 shield)

**hp** 44 (8d8+8)

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

**Resist** cold 10

---

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

**Melee** light flail +6/+1 (1d8-1)

**Special Attacks** channel negative energy 6/day (DC 17, 4d6),  
destructive smite (+4, 5/day)

**Domain Spell-Like Abilities** (CL 8th; concentration +10)  
5/day—*icicle* (1d6+4 cold)

**Cleric Spells Prepared** (CL 8th; concentration +10)

4th—*cure critical wounds*, *inflict critical wounds*[D] (DC 16),  
*unholy blight* (DC 16)

3rd—*cure serious wounds*, *searing light* (x2), *water  
breathing*[D]

2nd—*cure moderate wounds*, *enthrall* (DC 14), *hold person* (DC  
14) (x2), *shatter*[D] (DC 14)

1st—*bless*, *command* (DC 13), *detect good*, *obscuring mist*[D],  
*protection from good*, *sanctuary* (DC 13)

0 (at will)—*detect magic*, *light*, *read magic*, *resistance*

D Domain spell; **Domains** Destruction, Water

---

**Str** 9, **Dex** 12, **Con** 10, **Int** 12, **Wis** 14, **Cha** 16

**Base Atk** +6; **CMB** +5; **CMD** 16

**Feats** Combat Casting, Heavy Armor Proficiency, Improved  
Initiative, Lightning Reflexes, Weapon Focus (light flail)

**Skills** Acrobatics -7 (-11 to jump), Knowledge (arcana) +12,  
Knowledge (planes) +12, Knowledge (religion) +12, Spellcraft +12

**Languages** Abyssal, Common

**Other Gear** half-plate, light wooden shield, light flail, amulet  
of proof against detection and location, book of war prayers,  
cleric's vestments, golden unholy symbol of Tsathoggus with  
emerald eyes (400gp), wooden holy symbol of Mitra, 130 gp

**Notes:** founder and sole member of the Reformed Cult of  
Tsathoggus. This faction of the faith believes that sacrifices to  
the demon lord should be killed by strangling instead of the  
sacrificial dagger, as no precious blood is spilled this way. Raoul  
has the appearance of a traveling priest of Mitra, holy symbol  
and prayer book included. Appearing as a saintly priest, he  
intends to manipulate PCs to his cause – which is, first and  
foremost, killing as many of the *other* frog-priests as possible.  
Thereafter, he may try to slay them or use them as pawns in his  
bid for power against the rest of the family – all heretics and  
unbelievers.

**Pic:** -

## 99. RANOREK (D2.) CR 1

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### XP 400

Human fighter 2

N Medium humanoid (human)

**Init** +2; **Senses** Perception +2

---

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

**hp** 17 (2d10+6)

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

---

**Speed** 20 ft.

**Melee** cushioned greatclub +9 (1d10+7 nonlethal)

---

**Str** 20, **Dex** 14, **Con** 16, **Int** 7, **Wis** 7, **Cha** 7

**Base Atk** +2; **CMB** +7; **CMD** 19

**Feats** Alertness, Great Fortitude, Weapon Focus (greatclub)

**Skills** Perception +2, Survival +3

**Languages** Common

**Combat Gear** cushioned greatclub, hide armor, stone knife, bone carving

**Notes:** this gentle primitive lives in **DL2C**. and occasionally ventures upstairs to raid the pantries. The “missing link relative” in the family, Ranorek proves extremely friendly if a bit dim unless attacked – although not above clubbing an unsuspecting party member to carry home as a misguided gesture of friendship.

**Pic:** -

## 100.

## RAMSHACKLE RIPARIAN (D2.) CR 6

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### XP 2,400

Male human unchained rogue 7

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +10

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**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 39 (7d8+7)

**Fort** +2, **Ref** +8, **Will** +2

---

**Defensive Abilities** danger sense +2, evasion, uncanny dodge  
Speed 30 ft.

**Melee** sword cane +9 (1d6+3)

**Special Attacks** sneak attack +4d6

---

**Str** 10, **Dex** 16, **Con** 11, **Int** 16, **Wis** 11, **Cha** 16

**Base Atk** +5; **CMB** +5; **CMD** 18

**Feats** Combat Expertise, Deceitful, Improved Feint, Martial

Weapon Proficiency (sword cane), Persuasive, Weapon Finesse, Weapon Focus (sword cane)

**Skills** Appraise +13, Bluff +15, Diplomacy +15, Disguise +15, Intimidate +15, Knowledge (local) +13, Knowledge (nobility) +10, Linguistics +13, Perception +10, Profession (barrister) +10, Sleight of Hand +13 (+20 to conceal a weapon), Use Magic Device +13

**Languages** Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Necronomus, Orc, Undercommon

**SQ** debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, rogue talents (coax information, hidden weapons[UC], weapon training), trapfinding +3

**Combat Gear** deathblade (4); **Other Gear** sword cane, courtier’s outfit, snuffbox

**Notes:** impeccably elegant and diplomatic. Doesn’t reveal confidential information in any case. In combat, he relies on feints and his envenomed sword hidden in an ornate walking stick.

**Pic:** offers to serve Writ of Habeas Corpus when needed... for a modest fee (1d10\*100 gp).

# THE ESTEEMED BELDARIUS

## “BEADY” RUMP (DAVE DEROCHA)

### BelDarius Rump

CR 11

XP 12,800

Human alchemist 8/master chymist 4

N Medium humanoid (human)

Init +2; Senses Perception +3

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 78 (12 HD; 8d8+4d10+20)

Fort +9, Ref +10, Will +2; +6 bonus vs. poison

Defensive Abilities fortification 75%

Speed 30 ft.

Ranged bomb +14 (4d6+4 fire)

Special Attacks bomb 12/day (4d6+4 fire, DC 18)

Alchemist Extracts Prepared (CL 10th; concentration +14)

4th—arcane eye, cure critical wounds

3rd—arcane sight, cure serious wounds, fly, haste

2nd—bull's strength, cure moderate wounds, cure moderate wounds, invisibility, lesser restoration

1st—cure light wounds, cure light wounds, cure light wounds, cure light wounds, enlarge person (DC 15), long arm

Str 11, Dex 14, Con 12, Int 18, Wis 8, Cha 14

Base Atk +10; CMB +10; CMD 23

Feats Brew Potion, Close-quarters Thrower, Combat Expertise, Dodge, Improved Natural Attack (bite), Improved Natural Attack (claw), Master Alchemist, Throw Anything, Weapon Focus (bomb)

Skills Appraise +8, Craft (alchemy) +21 (+29 to create alchemical items), Disable Device +17, Fly +17, Heal +3, Intimidate +17, Knowledge (dungeoneering) +19, Knowledge (nature) +19, Perception +3, Sense Motive +3, Spellcraft +19, Use Magic Device +17

Languages Aboleth, Common, Elder Thing, Mi-go, Yithian  
SQ advanced mutagens (furious mutagen, greater mutagen), alchemy (alchemy crafting +8), discoveries (feral mutagen, preserve organs, preserve organs, preserve organs), mutagen (+6/+4/-2, +4 natural armor, 120 minutes), mutagenic form, mutate, poison use, swift alchemy

Combat Gear mutagen (greater feral); Other Gear alchemist formula book

### Special Abilities

Mutagenic Form (Chaotic Evil) (Ex) Mutagenic form has a different alignment and personality from normal form.

### “Beady” Rump (transformed)

CR 11

XP 12,800

Human alchemist 8/master chymist 4

CE Medium humanoid (human)

Init +4; Senses Perception +2

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 78 (12 HD; 8d8+4d10+20)

Fort +9, Ref +12, Will +1; +6 bonus vs. poison

Defensive Abilities fortification 75%

Speed 30 ft.

Melee bite +13 (3d6+5), 2 claws +13 (2d6+5)

Ranged bomb +16 (4d6+3 fire)



Special Attacks bomb 11/day (4d6+3 fire, DC 17)

Alchemist Extracts Prepared (CL 10th; concentration +13)

4th—arcane eye, cure critical wounds

3rd—arcane sight, cure serious wounds, fly, haste

2nd—bull's strength, cure moderate wounds, cure moderate wounds, invisibility, lesser restoration

1st—cure light wounds, cure light wounds, cure light wounds, cure light wounds, enlarge person (DC 14), long arm

Str 17, Dex 18, Con 12, Int 16, Wis 6, Cha 14

Base Atk +10; CMB +13; CMD 28

Feats Brew Potion, Close-quarters Thrower, Combat Expertise, Dodge, Improved Natural Attack (bite), Improved Natural Attack (claw), Master Alchemist, Throw Anything, Weapon Focus (bomb)

Skills Appraise +7, Craft (alchemy) +20 (+28 to create alchemical items), Disable Device +19, Fly +19, Heal +2, Intimidate +19, Knowledge (dungeoneering) +18, Knowledge (nature) +18, Perception +2, Sense Motive +2, Spellcraft +18, Use Magic Device +17

Languages Aboleth, Common, Elder Thing, Mi-go, Yithian  
SQ advanced mutagens (furious mutagen, greater mutagen), alchemy (alchemy crafting +8), discoveries (feral mutagen, preserve organs, preserve organs, preserve organs), mutagen (+6/+4/-2, +4 natural armor, 120 minutes), mutagenic form, mutate, poison use, swift alchemy

Combat Gear mutagen (greater feral); Other Gear alchemist starting formula book

He looks rather shabby, wearing fashionable clothing that is just not maintained. A small pair of spectacles perch precariously on his nose, looking like they might fly off at any moment (the small chain must have saved the day at least once). He has the countenance of one who always seems to have his head cocked as if listening to something that no one else can hear. Those who stare might notice that his right eye twinkles a bit in an orangey color, unlike his blue left eye.

Once a deep practitioner of forbidden mysteries of the mind, his mind contacted an alien presence that began overtaking his mind. He managed to segment off his left brain with a mental barrier, preserving the cold logic of his human self. His emotional side has been described by his detractors (and his admirers) as unearthly to the extreme.

## ANGELA (JOHN WILS)

**Angela**

**XP 1,200**

Human witch 5

N Medium humanoid (human)

**Init** +0; **Senses** Perception +7

**AC** 10, touch 10, flat-footed 10

**hp** 22 (5d6+5)

**Fort** +2, **Ref** +1, **Will** +6

**Speed** 30 ft.

**Melee** mwk silver dagger +2 (1d4-2/19-20)

**Special Attacks** hexes (charm, fortune, misfortune)

**Witch Spells Prepared** (CL 5th; concentration +9)

3rd—*harrowing*, *seek thoughts* (DC 18)

2nd—*augury*, *locate object*, *mirror hideaway*

1st—*diagnose disease*, *identify*, *ill omen*, *whispering lore*

0 (at will)—*detect magic*, *guidance*, *light*, *read magic*

**Patron** Portents

**CR 4**

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

**Base Atk** +2; **CMB** +1; **CMD** 11

**Feats** Diviner's Delving, Fortune Teller, Spell Focus (divination), Witch Knife

**Skills** Knowledge (history) +12, Knowledge (nature) +12, Knowledge (planes) +12, Perception +7, Profession (fortune-teller) +10, Sense Motive +7, Spellcraft +12, Use Magic Device +9

**Languages** Celestial, Common, Elven, Gnome, Halfling  
**SQ** witch's familiar (scarlet spider named Mr. Flibble)

**Other Gear** harrow deck, mwk silver dagger

### Special Abilities

**Angela's Tears** (Su) Angela predicts the future unerringly to any who ask, yet anyone who hears will never believe it to be the truth: these predictions most often occur as a warning. If the player acts in disbelief, the event will transpire as predicted. Should the player try to take advantage of or avoid the prediction, having full knowledge of the consequences beforehand, he will come under the effect of a 9th Level *heightened bestow curse* (with no save allowed) until the prediction bears fruit. Angela rarely bears ill will; this is simply her gift and her curse.

Angela is an attractive, charming, and self-deprecating forty something seer who roams the sea coast road in her black wagon with her large pet spider, Mr. Flibble. Widely read, a source for local lore, and a reader of tarot, her intelligent and highly perceptive mind reveals much to her about those she meets.

## SOLOMON DRAKE (TRAVIS DRAKE)

**Solomon Drake**

**XP 19,200**

Human lich alchemist (reanimator) 11

CE Medium undead (augmented humanoid, human)

**Init** +1; **Senses** darkvision 60 ft.; Perception +24

**Aura** fear (60 ft., DC 18)

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 82 (11d8+33)

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

**Defensive Abilities** channel resistance +4, fortification 25%, rejuvenation; DR 15/bludgeoning, 15/magic; Immune cold, electricity, polymorph, undead traits

**Speed** 30 ft.

**Melee** touch +7 (1d8+5 negative energy plus paralyzing touch)

**Special Attacks** bomb 16/day (5d4+5 fire, DC 20), paralyzing touch (DC 18)

**Alchemist (Reanimator) Extracts Prepared** (CL 11th; concentration +16)

4th—*decollate*, *greater false life*, *universal formula*

3rd—*lesser animate dead*, *lesser animate dead*, *marionette possession*, *temporary graft*, *undead anatomy I*

2nd—*catatonia* (x3), *investigative mind*, *skinsend*

1st—*crafters' fortune* (DC 16), *detect undead*, *expeditious retreat* (x2), *heightened awareness* (x2), *shadow hands* (DC 16)

**Str** 8, **Dex** 13, **Con** —, **Int** 21, **Wis** 14, **Cha** 16

**Base Atk** +8; **CMB** +7; **CMD** 18

**Feats** Brew Potion, Craft Construct, Extra Discovery, Extra Discovery, Fleshwarper, Master Alchemist, Quick Draw,

Ricochet Splash Weapon, Skin Suit, Throw Anything

**Skills** Appraise +19, Craft (alchemy) +21 (+32 to create







Solomon Drake was a surgeon and doctor serving in the army. He was recognized for his calm and reserved demeanor when dealing with the physical tragedies of war. He returned home after the war and continued to practice medicine and alchemy. He married into the Rump family and seemed at home in Tegel Manor. He was never a physical man but always had slim arms and legs and a bit of a gut that grew slowly as he aged. It wasn't until after his passing that anyone realized the extent of his fascination with the dead and dying. There were many tomes dealing with necromancy found hidden in his study, though the family kept this a secret. There is no knowing what else he collected over his long life.

## RAUL RUMP (JOHN E BALL) (CJ)

**Raul Rump Host**

**CR 10**

**XP 9,600**

Human sorcerer 11

CE Medium humanoid (human)

**Init** +1; **Senses** Perception -6

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 49 (11d6+11)

**Fort** +3, **Ref** +4, **Will** +11

**Resist** acid 10

**Weaknesses** light blindness

**Speed** 30 ft.

**Spell-Like Abilities** (CL 11th; concentration +12)

3/day—daze (DC 14)

**Sorcerer Spells Known** (CL 11th; concentration +12)

5th (4/day)—baleful polymorph (DC 18), greater command (DC 19), dominate person (DC 19)

4th (6/day)—dimension door, enervation, mindscape door (DC 17), threefold aspect

alchemical items), Disable Device +15, Heal +16, Knowledge (nature) +19, Knowledge (religion) +19, Perception +24, Sense Motive +24, Sleight of Hand +15, Spellcraft +19, Stealth +9, Use Magic Device +17; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Common, Daemonic, Draconic, Infernal, Necronomus

**SQ** alchemy (alchemy crafting +11), cognatogen (+4/-2, +2 natural armor, 110 minutes), discoveries (alchemical zombie, cognatogen, fast bombs, infusion, inspiring cognatogen, preserve organs, promethean disciple), mutagen (+4/-2, +2 natural armor, 110 minutes), poison use, simple reanimation, swift alchemy

### Special Abilities

**Cognatogen** (DC 20) (Su) Mutagen adds +4 to a mental & -2 to a physical attribute, and +2 nat. armor for 110 minutes.

**Fear Aura** (DC 18) Foes in 60 ft are frightened (below 5 HD) or shaken for 11 rnds (Will neg).

**Mutagen** (DC 20) (Su) Mutagen adds +4/-2 to physical/mental attributes, and +2 nat. armor for 110 minutes.

**Paralyzing Touch** (1d8+5 negative energy dam, DC 18) Touched foe takes dam & permanent paralysis (Fort part). Seems dead unless examined.

**Preserve Organs** 25% The alchemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the alchemist, there is a 25% chance that the critical hit or sneak attack is negated, and damage is dealt normally.

**Skin Suit** (1/day) As full round act, hide in false flesh during the day.

**Touch** (DC 18) (Su) Touched foe is paralyzed permanently (Fort neg). Seems dead unless Perception DC 20 or Heal DC 15.



3rd (7/day)—arcane sight, fireball (DC 16), fly, heroism, suggestion (DC 17)  
 2nd (7/day)—eagle's splendor, scorching ray, see invisibility, share language (DC 15), share memory (DC 15), tattoo potion  
 1st (7/day)—blood money, burning hands (DC 14), charm person (DC 15), crafter's fortune (DC 14), moment of greatness, transfer tattoo (DC 14)  
 o (at will)—arcane mark, detect magic, light, mage hand, mending, message, open/close (DC 13), prestidigitation, read magic

**Bloodline** Imperious

**Str** 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 14, **Cha** 16

**Base Atk** +5; **CMB** +4; **CMD** 15

**Feats** Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Eschew Materials, Inscribe Magical Tattoo, Magical Aptitude, Spell Focus (enchantment), Varisian Tattoo

**Skills** Appraise +0, Craft (tattoo) +14, Diplomacy +1 (+4 when used to learn, study, or gather information about humans), Disguise +1, Heal +0, Knowledge (history) +14 (+17 when used to learn, study, or gather information about humans), Knowledge (nobility) +14 (+17 when used to learn, study, or gather information about humans), Perception -6, Sense Motive +0, Spellcraft +18, Survival +0, Use Magic Device +21; Racial Modifiers student of humanity

**Languages** Common, Khemitian, Necronomus

**SQ** heroic echo, hive (stage 3, ML 6, acid blood, blindsense, greater acid blood, greater hive mind, hive mind, transformed flesh), take your best shot

**Combat Gear** caster's tattoo, caster's tattoo (lesser)

Raul's insatiable desire to explore and discover arcane secrets drove him to travel the world. He amassed significant wealth and created numerous magical wonders. The greatest of these were the Eyes of Raul. These arcane tattoos, applied below the eyes, conferred increasing benefits to the recipient as they advanced in rank and allowed Raul to share their senses. Using this network, Raul built a merchant empire and prospered until the deed to Tegel Manor found him. Raul continued to live vicariously through his agents but this was not enough. . . . Delving into the dark secrets of the Manor, Raul found ways to use the link forged by the Eyes of Raul to gain control of the recipients' minds, enhancing his own mental abilities. Raul's body may no longer draw breath but his mind now spans a network of hosts; can he ever be said to truly die. . . ?

## LIAM VON RUMP (WILLIAM STEFFEN)

**Liam Von Rump**

**CR** 7

**XP** 3,200

Human ghost sorcerer 6

CG Medium undead (augmented humanoid, human, incorporeal)

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

**AC** 18, touch 18, flat-footed 16 (+6 deflection, +2 Dex)

**hp** 63 (6d6+42)

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

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation, stormchild; **Immune** undead traits; **Resist** electricity 5, sonic 5

**Speed** fly 30 ft. (perfect)

**Melee** +1 ghost touch heavy mace +6 (1d8+3) or corrupting touch +5 (7d6)

**Special Attacks** corrupting gaze (DC 19)

**Bloodline Spell-Like Abilities** (CL 6th; concentration +12) 9/day—thunderstaff



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

3rd (4/day)—lightning bolt (DC 22)

2nd (7/day)—gust of wind (DC 20), shatter (DC 21), sonic scream (DC 21)

1st (8/day)—ear-piercing scream (DC 20), mage armor, shock shield, shocking grasp, shocking grasp

o (at will)—arcane mark, breeze, detect magic, jolt, prestidigitation, read magic, resistance

**Bloodline** Stormborn

**Str** —, **Dex** 14, **Con** —, **Int** 10, **Wis** 8, **Cha** 22

**Base Atk** +3; **CMB** +5; **CMD** 21

**Feats** Arcane Strike, Combat Casting, Eschew Materials, Greater Spell Focus (evocation), Spell Focus (evocation)

**Skills** Diplomacy +12, Fly +10, Intimidate +15, Knowledge (religion) +9, Perception +7, Stealth +10; Racial Modifiers +8 Perception, +8 Stealth

**Languages** Common

**SQ** bloodline arcana (+1 to save DC of spells with electricity or sonic descriptor)

**Other Gear** +1 ghost touch heavy mace

**Special Abilities**

**Arcane Strike** As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

**Thunderstaff** (Shock 3 rnds, 9/day) (Sp) Touch a weapon to grant the Shock power for 3 rnds.



## JEFFREY THE JADED RUMP (JEFF SCIFERT)

**Jeffrey “the Jaded” Rump** **CR 9**  
**XP 6,400**  
**HP 104** (Tome of Horrors Complete, “Lich Shade”)

Jeffrey “the Jaded” Rump was a consummate mage and manipulator who infiltrated high society’s ranks to charm and influence the powerful into furthering his goals. A master of disguise, he adopted new personas as easily as others slip on a pair of boots, able to disappear if his plans were uncovered, only to reappear under a new persona elsewhere to continue his schemes. His pastime was eugenics, manipulating bloodlines to breed magically-gifted individuals who were loyal to him. His cultists still exist today, hidden within the ranks of society waiting to enact their nefarious leader’s plans. Because of the Rump curse and a failed dark ritual, Jeffrey is now a lich shade, haunting Tegel Manor as an Unsettled Rump. Jeffrey is relatively passive and flees obvious danger, unless a spellcaster is present, in which case he flies into a violent rage, attacking without remorse or concern for his safety.

## RHONA RUMP (KIM GEORGE)

**Rhona Rump** **CR 7**  
**XP 3,200**  
 Human ghost witch (hedge witch) 6  
 NE Medium undead (augmented humanoid, human, incorporeal)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +18

**AC** 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex)  
**hp** 45 (6d6+24)

**Fort** +5, **Ref** +4, **Will** +6

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

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +5 (7d6)

**Special Attacks** draining touch, hexes (fortune, healing, ward)

**Witch (Hedge Witch) Spells Prepared** (CL 6th; concentration +10)

3rd—*bestow curse* (DC 17), *remove curse*, *remove disease*

2nd—*blindness/deafness* (DC 16) (x3), *lesser restoration*

1st—*burning hands* (DC 15), *infernal healing* (x2), *mage armor*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

**Patron** Healing

**Str** —, **Dex** 14, **Con** —, **Int** 18, **Wis** 12, **Cha** 17

**Base Atk** +3; **CMB** +5; **CMD** 18

**Feats** Accursed Hex, Spirit Talker, Spirit’s Gift, Unfettered Familiar

**Skills** Fly +10, Heal +10, Knowledge (history) +13, Knowledge

(nature) +13, Knowledge (religion) +13, Perception +18,

Spellcraft +13, Stealth +10, Use Magic Device +12; Racial

Modifiers +8 Perception, +8 Stealth

**Languages** Common, Dwarven, Elven, Gnome, Halfling  
**SQ** spontaneous healing, witch's familiar (suture vine)

A white witch who wielded the silver hammer of Bahm. She fought many years against the encroaching evil of the old family estate before finally succumbing to its evils. Her afterlife malevolence is in keeping with the haunts of the home, though the goodness that was her living self shines through in many cases and she often merely stands to warn away trespassers or provide helpful hints to those who have become lost in the manor's twisting corridors.

## KERION D'ARCANGELI (STEPHEN "GUPPY" GETTY)

**Kerion D'arcangeli**  
**XP 9,600**

**CR 10**

Human Elder Mythos Scholar conjurer 11  
N Medium humanoid (human)  
**Init** +2; **Senses** arcane sight; Perception +1

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)  
**hp** 71 (11d6+33)  
**Fort** +5, **Ref** +5, **Will** +8

**Speed** 30 ft.

**Arcane School Spell-Like Abilities** (CL 11th; concentration +15)

At will—dimensional steps (330 feet/day)  
5/day—acid dart (1d6+5 acid)



**Conjurer (Elder Mythos Scholar) Spells Prepared** (CL 11th; concentration +15)  
6th—*planar binding* (DC 21), *summon monster VI*  
5th—*contact other plane*, *lesser planar binding* (DC 20), *summon monster V*  
4th—*dimensional anchor*, *summon monster IV* (x2), *thaumaturgic circle*, *true form* (DC 18)  
3rd—*magic circle against chaos*, *magic circle against evil*, *planar inquiry*, *see invisibility*, *summon monster III* (x2)  
2nd—*darkvision*, *summon monster II* (x5)  
1st—*floating disk*, *mage armor* (active in stat block), *magic missile*, *summon monster I* (x3)  
0 (at will)—*arcane mark*, *light*, *prestidigitation*, *read magic*  
**Opposition Schools** Illusion, Necromancy

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

**Base Atk** +5; **CMB** +5; **CMD** 17

**Feats** Augment Summoning, Evolved Summoned Monster, Evolved Summoned Monster, Profane Studies, Putrid Summons, Spell Focus (conjunction), Superior Summoning

**Skills** Acrobatics +5, Appraise +18, Fly +16, Knowledge (arcana) +18 (+20 to identify Elder Mythos creatures), Knowledge (dungeoneering) +8 (+10 to identify Elder Mythos creatures), Knowledge (engineering) +8 (+10 to identify Elder Mythos creatures), Knowledge (geography) +8 (+10 to identify Elder Mythos creatures), Knowledge (history) +8 (+10 to identify Elder Mythos creatures), Knowledge (local) +8 (+10 to identify Elder Mythos creatures), Knowledge (nature) +8 (+10 to identify Elder Mythos creatures), Knowledge (nobility) +8 (+10 to identify Elder Mythos creatures), Knowledge (planes) +18 (+20 to identify Elder Mythos creatures, +23 on checks involving evil outsiders), Knowledge (religion) +8 (+10 to identify Elder Mythos creatures), Linguistics +18, Spellcraft +18 (+20 to identify effects created by an Elder Mythos creature)

**Languages** Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Common, Daemonic, Draconic, Elder Thing, Ignan, Infernal, Mi-Go, Protean, Shae, Sylvan, Terran, Yithian

**SQ** arcane bond (rings of alien geometries [1/day]), eldritch grimoire, eldritch infusion, permanent *arcane sight*, summoner's charm (5 rounds), talisman of revealing

**Other Gear** blessed book, rings of alien geometries

### Special Abilities

**Arcane Bond** (Rings of alien geometries (1/day)) (1/day) (Sp)

Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).

**Augment Summoning** Summoned creatures have +4 to Strength and Constitution.

**Dimensional Steps** (66 5-ft inc/day) (Sp) As a standard action, teleport in 5-foot increments. If carry another, double cost.

**Eldritch Grimoire** +2 CL checks and +1 DC vs. Mythos creatures, spells in spellbook are 2x cost and +1d6 pages

**Eldritch Infusion** (+4/-2/+5/20%) (Su) Infusion: +4 INT, -2 CON & WIS, +5/-5 perception vs. Mythos/other, 20% spell fail vs. non-Mythos

**Evolved Summoned Monster** Apply a 1-point evolution to a creature you summon.

**Evolved Summoned Monster** Apply a 1-point evolution to a creature you summon.

**Profane Studies** Gain +5 on Knowledge checks and +2 CL on summoning durations involving evil outsiders.

**Putrid Summons** Summon a single weaker creature that has a horrific stench.

**Summoner's Charm** (+5 rnds) (Su) Increase duration of summoning spells by 1/2 level (permanent at 20).

**Superior Summoning** When summoning more than one creature, summon an extra one

**Talisman of Revealing** +2 to identify Mythos creatures and their effects, spontaneously cast some detection spells

“Kerion D’arcangeli was an eccentric among eccentrics. He placed great weight on the phrase, “If you look too long into the Abyss, the Abyss also looks into you.” As such, he removed his eyes and replaced them with electric blue glowing permanent wizards eyes that could be upgraded with protective magics as needed. Although this helped his arcane planar studies immensely, many people found it unnerving. As such, when in public, he wore eye covers of his own design. This didn’t really make people feel better around him; if anything, the blue glow around the edges only made people more uneasy.”

## UNDEAD ORCHARD KEEPER (SCOTT KEHL)

**Undead Orchard Keeper**

**CR 6**

**XP 2,400**

Unique Berbalang

CE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +14

**AC** 21, touch 16, flat-footed 15 (+5 Dex, +1 dodge, +5 natural)

**hp** 68 (8d8+32)

**Fort** +6, **Ref** +7, **Will** +9



**Defensive Abilities** projection; DR 10/good or silver; **Immune** undead traits

**Speed** 40 ft., fly 60 ft. (good)

**Melee** bite +10 (1d6+4 plus paralysis), 2 claws +10 (1d6+4 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 18)

**Spell-Like Abilities** (CL 9th; concentration +13)

At will—bleed (DC 14), ghost sound (DC 14)

3/day—alter self, charm person (DC 15)

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

**Base Atk** +6; **CMB** +10; **CMD** 28

**Feats** Defensive Combat Training, Dodge, Flyby Attack, Mobility

**Skills** Acrobatics +5 (+9 to jump), Bluff +10, Escape Artist

+11, Fly +18, Knowledge (local) +6, Knowledge (religion) +7,

Perception +14, Profession (gardener) +11, Stealth +16

**Languages** Abyssal, Common, Necronomus

**Combat Gear** knapsack of fruit (functions as rod of wonder);

**Other Gear** sapling rod

The undead orchard keeper is awesome. Eccentric but quite dangerous. Cares about his orchard more than family. Wild, unkempt appearance. Carries a knapsack filled with fruit with very strange and random properties and an apple wood staff which has numerous small beehives of undead bee’s that he throws at enemies and family.

## RAGGED KEW RUMP (KYLE WALKER)

**Ragged Kew Rump**

**CR 4**

**XP 1,200**

**HP 45** (Pathfinder Roleplaying Game Bestiary 2, “Attic Whisperer”)

Purveyor of puns and pranks, Ragged often both entertained and annoyed other Rump family members. His fondness for stuffed toys encouraged hours of recreation in the playroom until the unpleasant “biting toy” incident. After that, the pranks worsened and his fate remains unknown to this date but a boy’s giggling or guffawing, possibly his, can still be heard in near-by proximity to the playroom.

## ROKA RUMP (TERRY DEMETER)

**Roka Rump**

**CR 6**

**XP 2,400**

Human graveknight antipaladin 5

CE Medium undead (augmented humanoid, human)

**Init** +5; **Senses** darkvision 60 ft.; Perception +11

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

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

**hp** 72 (5d10+45)

**Fort** +16, **Ref** +9, **Will** +14

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

**Speed** 30 ft.

**Melee** heavy flail +14 (1d10+11/19-20 plus 1d6 acid) or slam +8 (1d4+11)

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

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

At will—detect good



**Antipaladin Spells Prepared** (CL 2nd; concentration +7)  
1st—cause fear (DC 16), command (DC 16), demand offering (DC 16)

**Str** 22, **Dex** 12, **Con** —, **Int** 10, **Wis** 17, **Cha** 20

**Base Atk** +5; **CMB** +11; **CMD** 22

**Feats** Dazzling Display, Gory Finish, Improved Initiative, Intimidating Prowess, Mounted Combat, Ride-by Attack, Toughness, Weapon Focus (heavy flail)

**Skills** Bluff +13, Intimidate +27, Perception +11, Ride +9, Sense Motive +11

**Languages** Common

**SQ** cruelty (fatigued), fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruinous revivification (acid), touch of corruption 7/day (2d6)

**Other Gear** +1 full plate, heavy flail

Adorned in ancient, battle-scarred armor *emblazoned with the Rump Family crest and brandishing a large, spiked flail upon his right shoulder, the noble features of this rather long-haired gentleman known as Roka Rump, may at first glance appear to be sincere and charming.*

However, the deep chestnut eyes, the thick coarse mustache, and goatee do very little to hide an obvious, maniacal penchant for fiendish brutality and perverse might.

Closer inspection of the portrait for this particularly loathsome member of the Rump family (who was disavowed on several occasions after his numerous “atrocities” were exposed), reveals vicious, almost canine-like teeth and devilish eyes that threaten to pull the viewer into the abyss itself.

Those casting their gaze upon the painting are left with a tangible sense that Roka Rump may have actually been devoid of anything resembling

true humanity, and most likely would have loved nothing more than to dominate, destroy and devour the very heart and soul of anyone whose shadow crossed his dreadful path.

## RYHLEN RUMP (DOUGLAS ZIELSDORF)

**Ryhlen Rump**

**CR 13**

**XP 25,600**

Nightmare lord human psychic (formless adept) 13

CE Medium humanoid (human)

**Init** +4; **Senses** darkvision 120 ft.; Perception +2

**Aura** fear (60 ft., DC 15), frightful presence (30 ft., DC 15)

**AC** 19, touch 19, flat-footed 15 (+5 deflection, +4 Dex)

**hp** 58 (13d6+13); regeneration 5 (good spells and weapons, silver)

**Fort** +4, **Ref** +8, **Will** +10; +4 vs. illusion effects

**Defensive Abilities** illusion resistance, incorporeal; DR 5/good or silver

**Speed** 30 ft., fly 10 ft. (perfect)

**Melee** dagger +10/+5 (1d4+4/19-20)

**Special Attacks** dream slave, night terrors (DC 15), phrenic amplifications (defensive prognostication, synaptic shock, will of the dead), phrenic pool (11 points)

**Spell-Like Abilities** (CL 13th; concentration +18)

Constant—*protection from good*

3/day—*deep slumber* (DC 18), *detect thoughts* (DC 17), *dream*, *invisibility*, *nightmare* (DC 24), *plane shift* (from the material plane to the dimension of dreams or back again) (DC 22), *shadow walk* (DC 24), *suggestion* (DC 18)

1/day—*feblemind* (DC 20), *modify memory* (DC 21), *shadow*



**Traumatic Spell**  
**Skills** Fly +12, Intimidate +9, Knowledge (arcana) +22, Knowledge (dungeoneering) +22, Knowledge (engineering) +22, Knowledge (geography) +22, Knowledge (history) +22, Knowledge (local) +22, Knowledge (nature) +22, Knowledge (nobility) +22, Knowledge (planes) +22, Stealth +8; Racial Modifiers +4 Intimidate, +4 Stealth  
**Languages** Aklo, Common, Elder Thing, Mi-go, Necronomus, Shadowtongue, Yithian  
**SQ** feign death (DC 16), formless body: blurred body, formless body: gaseous body, formless body: incorporeal, formless spell, telepathic bond  
**Other Gear** dagger

Born the illegitimate son of a Tegel scion, Ryhlen was deposited upon the steps of the Manor shortly before his mother hung herself from a nearby tree limb. Never properly acknowledged, though unquestionably accepted, he drifted on the periphery of the Rump family for the entirety of his lifetime. Never known to utter a solitary word in more than 3 decades of life, Ryhlen earned the nickname of Ghost long before his disappearance. None however seemed shocked by his apt return, and his shade has been known to skulk through the halls of the Manor occasionally whispering dread secrets to some -- often in surreal nightmarish dreams.

## THE FIEND (MICHAEL BADOLATO)

“Bad” Mike Badolato

CR 10

XP 9,600

Unique Male contract devil

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

**Init** +11; **Senses** darkvision 60 ft., see in darkness; Perception +27

*conjunction, shadow evocation* (DC 24)

**Psychic Spell-Like Abilities** (CL 13th; concentration +19)

1/day—detect thoughts (DC 16), telepathic bond

**Psychic (Formless Adept) Spells Known** (CL 13th; concentration +19)

6th (5/day)—*disintegrate* (formless body only) (DC 22), *dream travel* (DC 22), *enemy hammer* (formless body only) (DC 22), *night terrors* (DC 26)

5th (7/day)—*contact entity III*, *dominate person* (formless body only) (DC 21), *mind thrust V* (DC 21), *nightmare* (DC 25), *synapse overload* (formless body only) (DC 21)

4th (7/day)—*create mindscape* (DC 24), *dreadscape* (DC 24), *dream*, *greater oneiric horror* (DC 24), *shadow step* (formless body only), *telekinesis* (formless body only) (DC 20)

3rd (7/day)—*deep slumber* (DC 19), *enter image*, *gaseous form* (formless body only), *id insinuation II* (DC 19), *mindscape door* (DC 23), *vampiric touch* (formless body only)

2nd (8/day)—*levitate* (formless body only), *mental block* (DC 18), *oneiric horror* (DC 22), *seek thoughts* (DC 18), *share memory* (DC 18), *stricken heart* (formless body only), *zone of truth* (DC 18)

1st (8/day)—*cause fear* (DC 17), *charm person* (DC 17), *chill touch* (formless body only) (DC 17), *detect thoughts* (DC 17), *expeditious retreat* (formless body only), *polypurpose panacea*, *sleep* (DC 17)

0 (at will)—*detect magic*, *detect psychic significance*, *grave words*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *telekinetic projectile*

**Str** —, **Dex** 18, **Con** 10, **Int** 23, **Wis** 14, **Cha** 20

**Base Atk** +6; **CMB** +10; **CMD** 25

**Feats** Lucid Dreamer, Psychic Combatant, Psychic Defender, Scarring Spell, Shatter Mental Mask, Spirit Sense, Third Eye,



**AC** 25, touch 18, flat-footed 17 (+7 Dex, +1 dodge, +7 natural)  
**hp** 149 (13d10+78)  
**Fort** +10, **Ref** +15, **Will** +17  
**DR** 10/good; **Immune** fire, mind-affecting effects, poison;  
**Resist** acid 10, cold 10; **SR** 21  
**Speed** 30 ft.

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**Melee** binding contract +22/+17/+12 (1d4+9 plus grab and bleed) or gore +15 (2d6+3)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with binding contract)  
**Special Attacks** binding contract, bleed (1d6), impale (2d8+3)  
**Spell-Like Abilities** (CL 13th; concentration +21)  
Constant—*tongues*  
At will—*bestow curse* (DC 22), *detect thoughts* (DC 20), *dimension door*, *erase*, *identify*, *major image* (DC 21), *produce flame*, *sending*  
3/day—*arcane eye*, *break enchantment*, *greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 21), *locate creature*, *mage's private sanctum*, *scorching ray*, *silence* (DC 20), *vision*  
1/day—*contact other plane*, *delayed blast fireball* (DC 25), *dismissal* (DC 23), *plane shift* (DC 25), *summon* (level 4, 1d6 bearded devils or 1 bone devil 50%), *symbol of pain* (DC 23)

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**Str** 15, **Dex** 25, **Con** 22, **Int** 28, **Wis** 25, **Cha** 26  
**Base Atk** +13; **CMB** +15 (+19 grapple); **CMD** 33  
**Feats** Alertness, Deceitful, Dodge, Improved Initiative, Iron Will, Mobility, Persuasive  
**Skills** Appraise +22, Bluff +28, Diplomacy +28, Disguise +10, Intimidate +28, Knowledge (arcana) +25, Knowledge (nobility) +25, Knowledge (planes) +25, Knowledge (religion) +25, Linguistics +22, Perception +27, Profession (merchant) +20, Profession (scribe) +20, Sense Motive +27, Sleight of Hand +20, Spellcraft +22  
**Languages** Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Common, Daemonic, Dark Folk, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Ignan, Infernal, Necronomus, Orc, Protean, Shae, Sylvan, Terran, Tsathar, Undercommon; telepathy 100 ft., tongues  
**SQ** infernal contract, infernal investment

This particular haunt of the manor is a devil straight out of hell. Quick to offer you a deal, he always promises a seafood buffet with broiled king crab, fresh oysters, clam strips, and swordfish but never manages to deliver on the deal. A collector of sorts, he is believed to be tied closely to the curse of Tegel manor itself, sent straight from hell to administrate the consumption and sale of souls trapped within its unholy walls.

## LOSCANN AND "MAM" DIAN

**Loscann and "Mam" Dian (2)**

**CR 7**

**XP 3,200**

Human cleric (elder mythos cultist) of Tsathoggus 8  
CE Medium humanoid (human)  
**Init** +0; **Senses** Perception +4

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**AC** 10, touch 10, flat-footed 10  
**hp** 51 (8d8+16)  
**Fort** +7, **Ref** +2, **Will** +8 (-2 vs. mind-affecting effects)

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**Speed** 30 ft.  
**Special Attacks** channel negative energy 9/day (DC 18, 3d6), chaos blade (4 rounds, 1/day)  
**Domain Spell-Like Abilities** (CL 8th; concentration +10)



7/day—touch of chaos  
**Cleric (Elder Mythos Cultist) Spells Prepared** (CL 8th; concentration +10)  
4th—*anti-incorporeal shell*, *chaos hammer*[D] (DC 16), *film of filth* (DC 16)  
3rd—*bestow curse* (DC 15), *blindness/deafness* (DC 15), *false alibi* (DC 15), *magic circle against law*[D]  
2nd—*align weapon* (chaos only) [D], *blood in the water*, *cure moderate wounds*, *desecrate*, *shard of chaos* (DC 14)  
1st—*cure light wounds* (x2), *curse water* (DC 13), *forbid action* (DC 13), *hide from undead* (DC 13), *protection from law*[D]  
0 (at will)—*bleed* (DC 12), *create water*, *guidance*, *resistance*  
D Domain spell; *Domain Chaos*

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**Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 18, **Cha** 14  
**Base Atk** +6; **CMB** +5; **CMD** 15  
**Feats** Extra Channel, Extra Channel, Improved Channel, Quick Channel, Selective Channeling  
**Skills** Bluff +10, Diplomacy +13, Intimidate +10, Knowledge (religion) +15 (+17 when related to Elder Mythos), Sense Motive



+15

**Languages** Abyssal, Aklo, Common

**SQ** channel the void, forbidden knowledge, maddening gaze, unhinged mind

### Special Abilities

**Channel the Void (Su)** Channeled energy harms living beings, flesh constructs, and non-skeletal corporeal undead.

**Chaos Blade (1/day) (Su)** Touched weapon temporarily becomes anarchic.

**Maddening Gaze (2 Wisdom, confused & sickened 1d4 rnds, 1/day, DC 16) (Su)** Gaze attack deals Wisdom damage and sickens (Will Partial).

**Touch of Chaos (7/day) (Sp)** With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.

**Unhinged Mind (Ex)** -2 to save vs. mind-affecting (already factored in), auto-fail confusion, insanity, and nightmare.

This mad couple is thought to be near the root of incursions by Tsathoggus's cult in the region. Their relations with the Rumps date back many centuries. They arrive with a bit of charm and wit, ply the locals with bread and wine. The next thing anyone knows the region is hip deep in frog cults, plagues and curses. The only thing anyone can say is that it's always fun while the good times last and a little less fun when you awaken to a horrible headache about to be sacrificed on a primordial altar out in the swamp.

## THE CHU"LICH" FAMILY

**Wete Chu"Lich"**

**CR 12**

**XP 19,200**

Human lich necromancer (undead) 11

CE Medium undead (augmented humanoid, human)

**Init** +2; **Senses** darkvision 60 ft., life sight (10 feet, 11 rounds/day); **Perception** +24

**Aura** fear (60 ft., DC 18)

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

**hp** 82 (11d6+44)

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

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning, 15/magic; **Immune** cold, electricity, polymorph, undead traits

**Speed** 30 ft.

**Melee** touch +4 (1d8+5 negative energy plus paralyzing touch)

**Special Attacks** paralyzing touch (DC 18)

**Necromancer (Undead Master) Spells Prepared** (CL 11th; concentration +16)

6th—*circle of death* (DC 23) (x2)

5th—*create undead, decollate, mass repair undead, torpid reanimation*

4th—*boneshatter* (DC 21), *enervation* (x3), *hunger for flesh* (DC 21)

3rd—*animate dead* (x2), *blood biography* (DC 18), *fly, undead anatomy I, unliving rage*

2nd—*lesser animate dead* (x2), *command undead* (DC 19), *corpse lanterns, false life, sentry skull*

1st—*decompose corpse* (DC 18), *ray of enfeeblement* (DC 18), *repair undead* (x2), *restore corpse, sculpt corpse* (DC 18), *unlock flesh* (DC 18)

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

**Opposition Schools** Conjunction, Illusion

**Str** 8, **Dex** 14, **Con** —, **Int** 20, **Wis** 14, **Cha** 16

**Base Atk** +5; **CMB** +4; **CMD** 16

**Feats** Extra Channel, Greater Spell Focus (necromancy), Improved Channel, Selective Channeling, Spell Focus (necromancy), Thanatopic Spell, Threnodic Spell, Turn Undead, Undead Master

**Skills** Diplomacy +3 (+8 on checks regarding undead creatures, +1 on checks regarding living creatures), Knowledge (arcana) +19 (+24 on checks regarding undead creatures, +17 on checks regarding living creatures), Knowledge (history) +19 (+24 on checks regarding undead creatures, +17 on checks regarding living creatures), Knowledge (local) +19 (+24 on checks regarding undead creatures, +17 on checks regarding living creatures), Knowledge (nobility) +19 (+24 on checks regarding undead creatures, +17 on checks regarding living creatures), Knowledge (planes) +19 (+24 on checks regarding undead creatures, +17 on checks regarding living creatures), Knowledge (religion) +19 (+24 on checks regarding undead creatures, +17 on checks regarding living creatures), Perception +24, Sense Motive +10, Spellcraft +19, Stealth +10; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Necronomus

**SQ** arcane bond (bone ring), bolster, necropolitan, power over undead, reanimator

**Other Gear** bone ring, wizard starting spellbook

### Special Abilities

**Bolster (+3, 5 rounds, 8/day) (Sp)** As a standard action, touched undead gains desecrate spell benefits for duration.

**Fear Aura** (DC 18) Foes in 60 ft are frightened (below 5 HD) or shaken for 11 rnds (Will neg).



**Bom Chu”Lich”****XP 19,200**

Human lich bard (dirge bard) 11

CE Medium undead (augmented humanoid, human)

**Init** +2; **Senses** darkvision 60 ft.; Perception +24**Aura** fear (60 ft., DC 20)**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)**hp** 115 (11d8+66)**Fort** +8, **Ref** +9, **Will** +9; +4 vs. fear, energy drain, death effects, and necromantic effects**Defensive Abilities** channel resistance +4, rejuvenation; DR 15/bludgeoning, 15/magic; **Immune** cold, electricity, polymorph, undead traits; Resist haunted eyes**Speed** 30 ft.**Melee** touch +7 (1d8+5 negative energy plus paralyzing touch)**Special Attacks** bardic performance 35 rounds/day (move action; countersong, dance of the dead, dirge of doom, distraction, fascinate [DC 20], inspire competence +4, inspire courage +3, inspire greatness, suggestion [DC 20]), paralyzing touch (DC 20)**Bard (Dirge Bard) Spells Known** (CL 11th; concentration +16)4th (3/day)—*animate dead*, *dominate person* (DC 19), *feast on fear* (DC 19), *wall of blindness/deafness* (DC 19)3rd (5/day)—*dispel magic*, *fear* (DC 18), *haunting choir* (DC 18), *screaming* (DC 18), *unliving rage*2nd (5/day)—*blindness/deafness* (DC 17), *catatonia*, *false life*, *pugwampi’s grace* (DC 17), *scare* (DC 17), *steal voice* (DC 17)1st (7/day)—*cause fear* (DC 16), *decrepit disguise* (DC 16), *restful sleep* (DC 16), *sow thought* (DC 16), *unseen servant*, *youthful appearance*0 (at will)—*dancing lights*, *detect magic*, *prestidigitation*, *read magic*, *summon instrument*, *unwitting ally* (DC 15)**Str** 8, **Dex** 14, **Con** —, **Int** 16, **Wis** 14, **Cha** 20**Base Atk** +8; **CMB** +7; **CMD** 19**Feats** Extra Performance, Harmonic Spell, Intimidating Performance, Lingering Performance, Spellsong**Skills** Acrobatics +8, Bluff +19, Diplomacy +19, Intimidate +19, Knowledge (arcana) +22, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +22 (+27 to identify undead creatures and their abilities), Perception +24, Perform (comedy) +19, Sense Motive +10, Spellcraft +17, Stealth +10, Use Magic Device +19; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Common, Dwarven, Elven, Gnome**SQ** bardic knowledge +5, haunting refrain, masterpieces (stone face, the dumbshow of gorroc), secrets of the grave**Feter Chu”Lich”****XP 19,200**

Human lich druid (rot warden) 11

NE Medium undead (augmented humanoid, human)

**Init** +1; **Senses** darkvision 60 ft.; Perception +27**Aura** destructive aura (30 ft., +5, 11 rounds/day), fear (60 ft., DC 18)**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)**hp** 93 (11d8+44)**Fort** +10, **Ref** +4, **Will** +12; +4 vs. vermin, aging, or decay effects**CR 12****Defensive Abilities** channel resistance +4, enduring druid, rejuvenation; DR 15/bludgeoning, 15/magic; **Immune** cold, electricity, polymorph, undead traits**Speed** 30 ft.**Melee** touch +10 (1d8+5 negative energy plus paralyzing touch)**Special Attacks** destructive smite (+5, 8/day), paralyzing touch (DC 18), wild shape 3/day**Spell-Like Abilities** (CL 11th; concentration +14)

Constant—know direction

**Druid (Rot Warden) Spells Prepared** (CL 11th; concentration +16)6th—*harm*[D] (DC 21), *plague storm* (DC 21)5th—*baleful polymorph* (DC 20), *blood ties* (DC 20), *shout*[D] (DC 20), *unhallow*4th—*antiplant shell*, *ball lightning* (DC 19), *explosion of rot* (DC 19), *film of filth* (DC 19), *inflict critical wounds*[D] (DC 19)3rd—*aggravate affliction*, *aversion* (DC 18), (x2), *call lightning* (DC 18), *rage*[D], *rain of frogs*2nd—*heat metal* (DC 17) (x5), *shatter*[D] (DC 17)1st—*nauseating dart* (DC 16), *obscuring mist*, *produce flame*, *stone shield*, *thunderstomp*, *touch of combustion* (DC 16), *true strike*[D]0 (at will)—*create water*, *detect magic*, *purify food and drink* (DC 15), *read magic*D Domain spell; **Domain** Destruction domain**Str** 14, **Dex** 12, **Con** —, **Int** 10, **Wis** 20, **Cha** 16**Base Atk** +8; **CMB** +10; **CMD** 21**Feats** Energized Wild Shape, Mutated Shape, Natural Spell,

Nature Magic, Powerful Shape, Voice Of Beasts, Wild Speech

**Skills** Handle Animal +17, Knowledge (arcana) +14, Knowledge (nature) +16, Perception +27, Sense Motive +13, Spellcraft +14, Stealth +9, Survival +7; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Common, Druidic**SQ** invoke decay, nature bond (Destruction domain), nature sense, swarmcaller, vermin empathy, woodland stride**Special Abilities****Energized Wild Shape** One natural attack while wild shaped deals +1d6 points of energy damage; gain energy resistance 10 (choose between acid, cold, electricity, or fire)**Swarmcaller (1/day) (Sp)** Once a day, summon a swarm of army ants, centipedes, cockroaches, locusts, spiders, or wasps.**Malberta Chu”Lich”****CR 12****XP 19,200**

Human lich witch (gravewalker) 11

CE Medium undead (augmented humanoid, human)

**Init** +1; **Senses** darkvision 60 ft.; Perception +25**Aura** fear (60 ft., DC 18)**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)**hp** 82 (11d6+44)**Fort** +6, **Ref** +4, **Will** +10**Defensive Abilities** channel resistance +4, rejuvenation; DR 15/bludgeoning, 15/magic; **Immune** cold, electricity, polymorph, undead traits**Speed** 30 ft.**Melee** touch +4 (1d8+5 negative energy plus paralyzing touch)**Special Attacks** hexes (blight, child-scent, feral speech, fortune, misfortune, nightmares, spell hex), paralyzing touch (DC 18)**Witch (Gravewalker) Spells Prepared** (CL 11th;

concentration +16)  
6th—*swarm skin*  
5th—*baleful polymorph* (DC 20), *major curse* (DC 20),  
*feblemind* (DC 20)  
4th—*moonstruck* (DC 19), *phantasmal killer* (DC 19), *rigor mortis* (DC 19), *touch of slime* (DC 19)  
3rd—*animate dead*, *lightning bolt* (DC 18) (x2), *speak with dead* (DC 18), *swarm of fangs*  
2nd—*command undead* (DC 17), *false life*, *inflict moderate wounds* (DC 17), *lipstitch* (DC 17), *pox pustules* (DC 17)  
1st—*burning hands* (DC 16), *decompose corpse* (DC 16), *faerie fire* (x3), *restore corpse*  
0 (at will)—*bleed* (DC 15), *detect magic*, *mending*, *read magic*  
**Patron Stars**

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**Str 8, Dex 12, Con —, Int 20, Wis 16, Cha 16**

**Base Atk +5; CMB +4; CMD 15**

**Feats** Accursed Hex, Extra Hex, Extra Hex, Extra Hex, Night Sky Hex (spell hex), Spell Hex, Split Hex

**Skills** Heal +17, Knowledge (arcana) +19, Knowledge (nature) +19, Knowledge (religion) +19, Perception +25, Sense Motive +25, Spellcraft +19, Stealth +9, Use Magic Device +17; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Necronomus

**SQ** aura of desecration, bonethrall, deliver touch spells, possess undead, witch's familiar

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### Special Abilities

**Accursed Hex** Target a creature with a hex a second time that day if it made its save the first time

**Aura of Desecration** (45 ft) (Su) At first level, a gravewalker can create a 20-foot-radius aura of evil power. This aura increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1. At 3rd level and every 2 levels

thereafter, the radius of the aura in

**Bonethrall** (DC 20) (Su) At 1st level, a gravewalker can take control of an undead creature within her aura of desecration by forcing her will upon it (Will negates, using her hex DC). If it fails the save, the creature falls under her control as if she had used command u

**Child-Scent (Ex)** The witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

**Deliver Touch Spells (Su)** At 3rd level or higher, a gravewalker can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The

**Fortune (2 rounds) (Su)** Ally in 30 ft can roll 2d20 for an attack, save, ability, or skill check (and take higher) once/rnd.

**Misfortune (2 rounds, DC 20) (Su)** Foe in 30 ft must take the lower of 2d20 for rolls (Will neg).

**Night Sky Hex** (spell hex) One of your hex's save DCs increases by 2 when you are in view of the night sky.

**Nightmares (DC 20) (Su)** Foe in 60 ft is cursed with nightmares (Will neg). If fail initial, resave each night.

**Possess Undead (Sp)** A gravewalker may take direct control of one of her undead minions within her aura of desecration, as if using magic jar; the witch's poppet acts as the soul receptacle for this ability. The minion gets no saving throw against this ability. Th

**Split Hex** A targeted hex can affect two creatures

Beware their stare! Wete, the wicked Wizard impedes your movement through achy joints. Bom, the bearded barbarous Bard causes long hair growth over your entire body. Feter, the fearsome Father blisters your hands causing your weapon to drop. Malberta, mischievous Mom makes you glow like a beacon.

# APPENDIX II: NEW MONSTERS

## DEMON: BALOROG (LESSER BALOR)

**Balorog (Lesser Balor)** CR 13

**XP 25,600** (Quests of Doom, "Balorog")  
CE Large outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., *true seeing*; **Perception** +27  
**Aura** flaming body

**AC** 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)

**hp** 123 (13d10+52)

**Fort** +12; **Ref** +5; **Will** +13

**DR** 15/cold iron and good; **Immune** electricity, fire, and poison;

**Resist** acid 10, cold 10; **SR** 24

**Speed** 40 ft., fly 90 ft. (good)

**Melee** *vorpal longsword* +21/+16/+11 (1d8+8/19-20) or *vorpal longsword* +19/+14/+9 (1d8+8/19-20), whip +17

(1d4+3 plus entangle) or 2 slams +19 (1d6+7), **Space** 10 ft.;

**Reach** 10 ft. (15 ft. with whip) **Spell-Like Abilities** (CL 20th):

Constant—*true seeing*, *unholy aura* (DC 22) At will—*dominate monster* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 19) 3/day—quicken *telekinesis* (DC 19)

1/day—*blasphemy* (DC 21), *fire storm* (DC 22), *implosion* (DC 23), summon (level 9, any 1 CR 12 or lower demon 100%)

**Str** 25, **Dex** 13, **Con** 19, **Int** 20, **Wis** 20, **Cha** 19

**Base Atk** +13; **CMB** +21; **CMD** 32

**Feats** Cleave, Combat Reflexes, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword)

**Skills** Acrobatics +12, Bluff +18, Diplomacy +18, Fly +17, Intimidate +18, Knowledge (history) +16, Knowledge (nobility) +16, Knowledge (planes) +19, Knowledge (religion) +16, Perception +27, Sense Motive +19, Stealth +11 Use Magic Device +18; **Racial Modifiers** +8 Perception **Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**SQ** death throes, whip mastery

**Environment** any chaotic evil aligned plane **Organization** solitary or troupe (1 balorog, 1 dark daughter, and 2-5 hezrous)

**Treasure** standard plus +1 *vorpal longsword*

### Special Abilities

**Death Throes (Su)** When killed, a balorog explodes in a blinding flash of fire that deals 50 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 20 halves). The save DC is Constitution-based. **Entangle (Ex)**

If a balorog strikes a Medium or smaller foe with its whip, the balorog can immediately attempt a grapple check without provoking an attack of opportunity. If the balorog wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balorog does not.

**Flaming Body (Su)** A balorog's body is covered in dancing flames. Anyone striking a balorog with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balorog or is grappled by one takes 4d6 points of fire damage each round the grapple persists. **Vorpal Sword (Su):** Every balorog carries a +1 *vorpal great sword*. The sword also

has the spell-like ability to *detect good* as cast by a 12th-level sorcerer, except that its range is 30 feet.

**Whip Mastery (Ex)** A balorog treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Lesser balors (or demons of the sixth type, as they are sometimes called) are minor lords of the underworld, serving as the officers of demon lords. The strongest are promoted to true balors. They may be summoned with the proper spells and bound to servitude; however, this is a risky venture, as lesser balors resent mortals unless placated with riches and magical items.

### COMBAT

Lesser balors prefer melee combat to spells. They rarely summon demons, as this favor must always be reciprocated later.

## DISEMBODIED MAW

**Disembodied Maw**

CR 5

**XP 1,600**

NE Large aberration

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

**AC** 13, touch 9, flat-footed 13 (+4 natural, -1 size)

**hp** 60 (8d8+24)

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

**Immune** mind-affecting effects

**Weaknesses** vulnerability to dispel magic

**Speed** 0 ft.

**Melee** bite +11 (2d6+6), tongue +6 (grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tongue)

**Special Attacks** swallow whole (AC 12, 6 hp)

**Str** 22, **Dex** 10, **Con** 16, **Int** 2, **Wis** 9, **Cha** 9

**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 23 (can't be tripped)

**Feats** Cleave, Great Cleave, Lightning Reflexes, Power Attack

**Skills** Stealth +13 (+6 Racial)

**SQ** Camouflage

### Special Abilities

**Camouflage (Ex)** The disembodied maw's mottled hide gives it the ability to appear as part of the wall or floor. This grants them a +6 Racial bonus to Stealth checks

**Vulnerability to Dispel Magic (Ex)** Dispel magic deals up to 10d6 dam, greater dispel magic up to 20d6 (Fort half).

A disembodied maw is a mouth with sharp teeth that is found on floors or walls. While basically immobile, it can lash at opponents with its forked tongue and draw them into their doom. The monster is barely sentient but always hungry. Its belly is located in some trans-dimensional space and may sometimes contain treasure, usually gemstones and precious metals.

### COMBAT

A disembodied maw attacks from surprise. It melds into stone walls or floors, and waits patiently for prey. Once someone is standing atop the mouth or walks within range of its tongue, it reveals itself and fights to the death. Fortunately, once located, it may easily be avoided or slain from range.

## FLYING SKULL

**Flying Skull** **CR 2**

**XP 600**

CE Tiny undead

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

**AC** 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

**hp** 19 (3d8-3)

**Fort** +0, **Ref** +2, **Will** +3

**Immune** fire, undead traits

**Speed** fly 30 ft. (good)

**Melee** bite +4 (1d4)

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** spark shower (DC 12)

**Str** 10, **Dex** 13, **Con** —, **Int** 7, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +1; **CMD** 11 (can't be tripped)

**Feats** Ability Focus (spark shower), Hover

**Skills** Fly +13, Perception +6, Sense Motive +4, Stealth +13

### Special Abilities

**Spark shower (Su):** every third round, a flying skull can breathe a shower of searing sparks in a conical burst with a range of 10'; Reflex save DC 12. The sparks inflict 5d4 points of fire damage, one half if the saving throw succeeds.

Flying skulls are created by evil wizards to spy on rivals or guard doors and small treasure caches. They can be instructed to present riddles or ask for passwords as well.

#### COMBAT

While physically weak, flying skulls can breathe a shower of sparks on opponents. They are cowardly and only attack from an advantageous position, or attract other monsters with their cackling laugh.

## POSSESSED TOY

**Possessed Toy** **CR 5**

**XP 1,600**

CE Tiny outsider (chaotic, evil)

**Init** +6; **Senses** darkvision 60 ft.; Perception +9

**AC** 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

**hp** 45 (6d10+18)

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

**DR** 10/piercing or slashing; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

**Speed** 20 ft.

**Melee** longsword +9/+4 (1d4+1/19-20), bite +4 (1d3 plus blood drain) or

bite +9 (1d3+1 plus blood drain)

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** blood drain

**Spell-Like Abilities** (CL 6th; concentration +5)

3/day—symbol of sleep (DC 13)

**Str** 12, **Dex** 14, **Con** 16, **Int** 10, **Wis** 10, **Cha** 8

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

**Feats** Go Unnoticed, Improved Initiative, Iron Will

**Skills** Acrobatics +11 (+7 to jump), Climb +11, Disguise +8, Escape

Artist +11, Perception +9, Stealth +19

**Other Gear** tiny longsword

Possessed toys are seemingly innocent children's playthings inhabited by a malign intellect. They are inanimate most of the time, but occasionally awaken to kill and sate their bloodlust. Although they do not appear formidable, this is a mere illusion: a possessed toy is infused by otherworldly energies, making it resilient and very hard to kill.

#### COMBAT

Possessed toys sneak up on foes and use their sleep gaze before going straight for the throat. They can also employ tiny weapons, usually sharp knives or daggers. At the Judge's option, some may possess natural weapons of some other sort.

## VAMPIRE VINE

**Vampire Vine** **CR 6**

**XP 2,400**

N Huge plant

**Init** -2; **Senses** blindsight 30 ft., low-light vision; Perception +0

**AC** 12, touch 6, flat-footed 12 (-2 Dex, +6 natural, -2 size)

**hp** 65 (10d8+20)

**Fort** +9, **Ref** +1, **Will** +3

**Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stunning

**Speed** 0 ft.

**Melee** 4 slams +9 (1d4+4 plus blood drain and grab)

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

**Special Attacks** anesthetize, blood drain

**Str** 18, **Dex** 7, **Con** 15, **Int** —, **Wis** 10, **Cha** 6

**Base Atk** +7; **CMB** +13 (+17 grapple); **CMD** 21

**SQ** camouflage

### Special Abilities

**Anesthetize (Ex):** The vampire vine secretes a strong anesthetic to sedate its victims. If a character whose blood is being drained fails a DC 14 Fortitude save, he falls into a stasis like stupor, from which there is no return unless the monstrosity's tendrils are severed (all possess 7 hit points in addition to the main plant mass).

**Camouflage (Ex):** Since the vampire vine looks just like your garden variety creeper on first sight, a DC 20 Perception check is necessary to notice something is amiss. Anyone with Knowledge (Nature) can use that skill instead.

This carnivorous tropical plant is composed of a thick trunk and several (1d4+8) tendrils bearing pointed, green leaves and crimson blossoms. It prefers not to kill victims at once, instead draining them of their blood in the course of several days. Up to four victims may be held at a single time.

#### COMBAT

As the vampire vine is immobile, it waits until it can grab victims. Thereafter, its small sucking mouths drain their blood, which the monster uses to sustain itself. Only four tendrils can attack any round.

# ZOMBIE, CAULDRON-BORN

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**Zombie, Cauldron-Born**

**CR 3**

**XP 800**

Male human zombie

NE Medium undead

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

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**AC** 17, touch 10, flat-footed 17 (+7 natural)

**hp** 35 (3d8+3)

Fort +1, Ref +1, Will +3

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

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**Speed** 30 ft.

**Melee** slam +5 (1d6+4)

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

**Base Atk** +2; **CMB** +5; **CMD** 15

**Feats** Toughness

**Languages** Common

**SQ** lifelink, staggered

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## Special Abilities

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**Lifelink (Su):** the magical link between the zombies and their master makes cauldron-born vulnerable to distance. Although they have maximal hit points at their creation, they possess this one major defect – they lose 2 hp for every 100' distant from their creator. If the master is defeated, all cauldron-born start to lose hit points at a rate of 2 per hour.

**Staggered (Ex)** Make only a single move or a single attack action each round.

Created by high priests of Tsathoggus, these undead are bathed in an alchemical solution to make them tougher. They are mindless, obeying simplistic orders – usually “guard this area” or “kill everyone you meet”.

## COMBAT

Cauldron-born fight with their bare hands and never retreat.

# APPENDIX III: TERRIBLE TRAPS

Traps may be encountered at several locations as indicated on the Judge's map of the manor. Those found in keyed rooms are usually given a description. The rest can be rolled for on the table below (1d20) or chosen as appropriate.

1d20	Type	1d20	Type
1	<p><b>Crossbow Trap:</b> CR 5  <b>Type</b> mechanical; <b>Trigger</b> proximity; <b>Reset</b> repair  <b>Notice</b> Perception DC 26; <b>Disable</b> Disable Device DC 20            Atk +10 ranged (1d8, crossbow); multiple targets (1d6 bolts per target in a 10 ft.-by-10-ft. area)  <b>Note:</b> the crossbows are hidden in the walls and usually concealed by wooden paneling.</p>	9	<p><b>Hypnotic Brazier:</b> CR 5  <b>Type</b> magic; <b>Trigger</b> proximity; <b>Reset</b> automatic  <b>Notice</b> Perception DC 29; <b>Disable</b> Disable Device DC 29  <b>Effect</b> spell effect (character is drawn into the flames as per <i>rainbow pattern</i>, 7th level wizard, Will DC 16) and spell effect (equivalent to <i>wall of fire</i>, 7th level wizard, 2d6+7 damage, no save)  <b>Note:</b> may stand in something resembling an elaborate ritual chamber – with candles, diagrams, tapestries and idols.</p>
2	<p><b>Falling Stone Blocks:</b> CR 3  <b>Type</b> mechanical; <b>Trigger</b> location; <b>Reset</b> repair  <b>Notice</b> Perception DC 25; <b>Disable</b> Disable Device DC 20            Atk +10 melee (4d6, stone blocks)  <b>Note:</b> this could simply be weak construction, or an intentionally set trap.</p>	10	<p><b>Fire Breathing Suit of Armor:</b> CR 2  <b>Type</b> magic; <b>Trigger</b> proximity; <b>Reset</b> automatic  <b>Notice</b> Perception DC 26; <b>Disable</b> Disable Device DC 26  <b>Effect</b> spell effect (<i>burning hands</i>, 5th level wizard, 5d4 damage, Reflex DC 12)  <b>Note:</b> armor is a full plate, 25% still usable. A variant of this trap is a fireplace breathing sparks instead.</p>
3	<p><b>Scything Blade:</b> CR 2  <b>Type</b> mechanical; <b>Trigger</b> location; <b>Reset</b> automatic  <b>Notice</b> Perception DC 21; <b>Disable</b> Disable Device DC 18            Atk +10 melee (2d4+8/x4, scythe)  <b>Note:</b> includes weapons swung by suits of armor.</p>	11	<p><b>Disembodied Hands with Chill Touch:</b> CR 8  <b>Type</b> magical; <b>Trigger</b> location (characters in area are attacked by 1d6 hands which follow mercilessly); <b>Reset</b> automatic  <b>Notice</b> Perception DC 27; <b>Disable</b> Disable Device DC 27  <b>Effect</b> spell effect (<i>spectral hand</i>, 5th level wizard, 5 minutes) and spell effect (<i>chill touch</i>, 5th level wizard, Atk +4 touch, 1d6 cold damage and 1 Str, DC 11 Fortitude save negates Strength loss)</p>
4	<p><b>Swinging Block:</b> CR 1  <b>Type</b> mechanical; <b>Trigger</b> touch; <b>Reset</b> manual  <b>Notice</b> Perception DC 20; <b>Disable</b> Disable Device DC 20            Atk +5 melee (4d6, stone block)</p>	12	<p><b>Disembodied Hands with Vampiric Touch:</b> CR 9  <b>Type</b> magical; <b>Trigger</b> location (characters in area are attacked by 1d6 hands which follow mercilessly); <b>Reset</b> automatic  <b>Notice</b> Perception DC 28; <b>Disable</b> Disable Device DC 28  <b>Effect</b> spell effect (<i>spectral hand</i>, 5th level wizard, 5 minutes) and spell effect (<i>vampiric touch</i>, 5th level wizard, Atk +4 touch, 2d6 damage)</p>
5	<p><b>Moving Executioner Statue:</b> CR 5  <b>Type</b> mechanical; <b>Trigger</b> location; <b>Reset</b> automatic; hidden switch bypass (Perception DC 25)  <b>Notice</b> Perception DC 25; <b>Disable</b> Disable Device DC 18            Atk +16 melee (2d6+8/x3, great sword)  <b>Note:</b> statue may guard a pedestal with small gemstones of little value, or stand in a room resembling a shrine or temple.</p>	13	<p><b>Animate Objects Trap:</b> CR 7  <b>Type</b> magical; <b>Trigger</b> location; <b>Reset</b> automatic  <b>Notice</b> Perception DC 31; <b>Disable</b> Disable Device DC 31  <b>Effect</b> spell effect (<i>animate objects</i> on party's weapons, 11th level Cleric, 11 rounds)  <b>Note:</b> up to 11 small or 5 medium weapons may be so affected. Damage is as usual, „slain” items revert to inanimate status.</p>
6	<p><b>Green Slime CR 4</b>  <b>XP 1,200</b> (Pathfinder Roleplaying Game Core Rulebook, “Green Slime”)  <b>Note:</b> green slime may hang from the ceiling, fall out from half-eaten furniture, be concealed in large ceramic pots, a fountain or disguised as a potion in a chest, etc.</p>	14	<p><b>Magic Mouth:</b> CR 3  <b>Type</b> magical; <b>Trigger</b> proximity; <b>Reset</b> automatic  <b>Notice</b> Perception DC 27; <b>Disable</b> Disable Device DC 27  <b>Effect</b> spell effect (<i>magic mouth</i> cries for help – check for random monsters three times, 7rd level Wizard, 10 minutes)  <b>Notes:</b> a variant of this trap also casts <i>hold portal</i> on all exits: +5 DC against opening, 7th level wizard, 7 minutes.</p>
7	<p><b>Brown Mold CR 2</b>  <b>XP 600</b> (Pathfinder Roleplaying Game Core Rulebook, “Brown Mold”)</p>		
8	<p><b>Yellow Mold CR 6</b>  <b>XP 2,400</b> (Pathfinder Roleplaying Game Core Rulebook, “Yellow Mold”)  <b>Note:</b> mold is usually hidden in decaying garbs, on a decomposing corpse, a chest, a tapestry covering a worm-eaten wardrobe, etc.</p>		

**1d20 Type****Animated Fresco:** CR 5**Type** magical; **Trigger** proximity; **Reset** automatic**15 Notice** Perception DC 29; **Disable** Disable Device DC 29**Effect** spell effect (horrible fresco animates as *fear*, 7th level Wizard, Will DC 17, 7 rounds)**Commanding Visage:** CR 4**Type** magical; **Trigger** proximity; **Reset** no reset**Notice** Perception DC 28; **Disable** Disable Device DC 28**16 Effect** spell effect (large stone face commands to drink poison potion lying on pedestal as *suggestion*, 5th level Wizard, Will DC 16) and poison (**Save** Fortitude DC 14; **Frequency** 1/round for 1d6 rounds; **Cure** 1 save; 1d6 Con)**Note:** gemstone eyes – 50% probability, 100 gp each.**Rot Grubs in Decaying Bodies:** CR 4**XP 1,200** (The Tome of Horrors Complete, “Rot Grub”)

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a DC 15 Perception check can be made to avoid them entirely. If this check is failed, the grubs have contacted and penetrated the victim’s skin. Once this occurs, the victim may make a DC 15 Perception check. If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a DC 17 Fortitude save must be made. If failed, the victim sustains 2d6 points of Constitution damage. At Constitution 0, the victim dies and the grubs seek a new host. During the first two rounds, the grubs can be killed by applying flame to them or by cutting open the affected skin, dealing 2d6 points of damage to the victim. If a DC 15 Heal check is successful, cutting damage can be reduced to 1d6. After the second round, only a remove disease spell can save the victim.

**17****Type** infestation; **Save** Fortitude DC 17**Onset** immediate; **Frequency** 1/round**Effect** 1d2 Con damage per grub**Note:** the bodies may be dead adventurers with a few useful items still on their bodies (20% probability), villagers or just random corpses.**1d20 Type****Room Full of Diseased Corpses:** CR 1**XP 400** (Pathfinder Roleplaying Game Core Rulebook, “Slimy Doom”)**18****Note:** the corpses may be just piled up, or placed elaborately in wooden thrones, hung on hooks, sitting in plush chairs or any other arrangement. They are usually moldy and putrid, but some (25% probability) possess 1d3 pieces of jewelry, value 2d8\*10 gp, Perception DC 14.**Malevolent Mirage:** CR 5**Type** magical; **Trigger** proximity; **Reset** automatic**Notice** Perception DC 28, **Disable** Disable Device DC 28**19****Effect** spell effect (*rainbow pattern* equivalent leads trapped individuals into dangerous area, 7th level Wizard, Will DC 17, 1d6 minutes)**Note:** mirage could originate from idol, fresco, statue, gemstone (1d3\*100 gp), etc.**Rapid Rot:** CR 7**Type** magical; **Trigger** touch; **Reset** no reset**Notice** Perception DC 31; **Disable** Disable Device 31**Effect** spell effect (*disintegrate* on random character and belongings. 11th level Wizard, Will DC 19)**20****Note:** this trap is always linked to an item of great worth (1d6\*500 gp), usually prominently displayed and surrounded by grim reminders of death and decay. E.g. a solid gold bowl in a room full of graven stone skulls, dust and moldy cobwebs, held by the statue of Death personified. An affected character and his belongings shrivel and decay, as if a thousand years had passed over him! Only grey, moldy dust remains.



# APPENDIX IV: ELDRITCH EXPERIMENTS

In a well stocked laboratory, it is only natural that inquisitive characters are going to try their hands at alchemy, even if they lack the necessary knowledge. Since no less than five such places are described in this work (**B16.**, **E9.**, **L6.**, **DL4G.** and **X11.** in the Wilderness), the following guidelines are provided.

Roll on the **Substance Characteristics Table** below to determine substance parameters. A successful Craft (Alchemy) check (DC 18)

identifies its general effects. Mixing two or more substances requires a roll on the **Miscibility Table**. Again, a successful Craft (Alchemy) check (DC 24) before making an attempt gives the character a good idea about the results. Although the mixtures created this way may be potent, 80% of them are also rather unstable and become ineffective in 1d6\*10 minutes.

## ALCHEMICAL SUBSTANCE CHARACTERISTICS

1d10	Contained In	State	Color	Activity <sup>1</sup>	Effect
1	vial	liquid	chromatic	inert	harmless
2	tube	powdered	pastel	inert	harmless
3	globe	crystalline	compound	inert	foul taste/smell
4	jar	solid	white	bubbling	irritant
5	bowl	paste	black	fizzy	poison <sup>2</sup>
6	pan	(semi)gaseous	metallic	sparkling	disease
7	alembic	granular	transparent	flowing	pigment <sup>3</sup>
8	box	oily	hazy	churning	corrosive <sup>4</sup>
9	beaker	hardened	radiant	evaporating	beneficial <sup>5</sup>
10	flask	gelatinous	1d3 colors	melting	magical <sup>6</sup>

<sup>1</sup> If appropriate.

<sup>2</sup> Usually equivalent to Sassone leaf residue, arsenic, blue whinnis or animal type.

<sup>3</sup> Strong colorative effect on items/members in contact.

<sup>4</sup> 40% mild acid (1d3), 40% normal acid (1d6), 20% potent acid (4d6), 1d4 doses.

<sup>5</sup> This could be anything, e.g. minor curative effect (1d4 hp), smoke generation when burnt, heightening/extending potions when mixed, neutralizing mild poisons, etc.

<sup>6</sup> Roll on the minor (80%) or medium (20%) potion table. Application is typically ingested, inhaled or topical. Alternatively, the Judge may invent new effects, e.g. growing the character's ears to double size or making a metal item rustproof. Since these aren't genuine magical mixtures, feel free to add a side effect or reduce effectiveness.

## MISCIBILITY TABLE

1d10	Result	Remains Effective	Catastrophe <sup>3</sup>
1	inert mixture	one remains	fire
2	inert mixture	both/all remains	explosion (3d6)
3	inert mixture	new effects (1d3)	explosion (6d6)
4	remains effective	increased duration	poison gas <sup>4</sup>
5	remains effective	increased potency	sleep gas <sup>5</sup>
6	ruins equipment	reduced potency	<i>stinking cloud</i>
7	ruins materials	side effect	<i>acid fog</i>
8	catastrophe	changes state	<i>cloudkill</i>
9	magical, unstable <sup>1</sup>	changes color	rust gas <sup>6</sup>
10	magical, stable <sup>2</sup>	changes activity	daemon summoned <sup>7</sup>

<sup>1</sup> Turns inert in 2d10 minutes unless used.

<sup>2</sup> Permanent item. The Judge may make up something entirely new – such as a nugget of silvery material that turns a pool of water into glass, a balm that ignites when mixed with blood, dust which causes cold damage, etc.

<sup>3</sup> Generally, spell effects are at the lowest possible levels. Saving throw DCs are as spell or 14.

<sup>4</sup> Equivalent to *poison* (DC 14) with **Area** 20-ft.-radius spread instead of **Target** living creature touched

<sup>5</sup> Equivalent to *deep slumber* (DC14)

<sup>6</sup> All iron items in a 20' area need to roll a DC 14 Reflex save or rust to uselessness.

<sup>7</sup> Guardian Daemon (CR 6) from the *Tome of Horrors* is highly recommended.

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