

# PATHFINDER SOCIETY

YEAR OF THE SERPENT



## THE SKY KEY SOLUTION

By Crystal Frasier



# THE SKY KEY SOLUTION

Pathfinder Society Special #7-00

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*Pathfinder Society Special #7-00: The Sky Key Solution* is a Pathfinder Society Scenario designed for 1st- to 11th-level characters (Tier 1-11; Subtiers 1-2, 3-4, 5-6, 7-8, and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# THE SKY KEY SOLUTION

BY CRYSTAL FRASIER



Thousands of years ago, the alien starship *Divinity* crashed onto Golarion after years of warfare with the Dominion of the Black. While most of its crew perished in the crash, much of its amazing technology remained intact. The dwarves of Jormurdun witnessed the ship's crash shortly after their own arrival on Golarion's surface, and they dispatched an army to investigate this "sign from the gods." Their expedition returned with a strange device salvaged from the wreck: one of *Divinity's* wormhole generators, strange technological devices capable of opening holes in space-time so the ship could travel a vast distance instantly. Unaware of the artifact's function, Jormurdun's artificers and wizards repaired it as best they could, and preserved it as the Sky Key—a trophy of their glorious Quest for Sky.

When Jormurdun fell to invaders, the Sky Key's activation trapped hundreds of survivors in a bubble outside of time. Those who remained outside the bubble scattered to the four winds and took the remaining pieces. Those fragments have remained lost until the past year, when the Pathfinder Society began a concerted effort to reassemble the Sky Key and claim its powers. After dispatching its agents to the far corners of the Inner Sea Region and even deep into a demiplane, the Society succeeded in its goal and began testing the device.

Over the course of months, Aram Zey along with his scholars and technologists have reassembled the Sky Key into a functional state—though perhaps not its original configuration—that allows it to generate temporal "bubbles" that superimpose the past on the present, allowing the Society to replay key events from Golarion's history and witness them for themselves. Sadly, historical personages and artifacts created within the bubbles are normally forged from the fundamental potential of reality, and have no substance themselves. Anything brought into being inside one of the Sky Key's bubbles ceases to exist if it moves beyond the bubble's edge, and it fades from reality entirely once the bubble collapses. During the process, the Society spared no expense building a vault beneath the nearby Bloodwatered Meadow, an open field far beyond

## WHERE ON GOLARION?

*The Sky Key Solution* takes place on the Isle of Kortos, just outside the city of Absalom. From there the adventure delves deep into the history of Golarion, stretching back many ages. Further information about this location and Golarion's timeline appear in *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Chronicles: Guide to Absalom*. Both sources are available at bookstores and game stores, as well as online at [paizo.com](http://paizo.com).



Absalom's walls and large enough for them to "recreate" large scenes and even entire buildings from Kortos' illustrious history.

Unknown to the Pathfinder Society, their activities have not gone unnoticed. The Harbingers of Fate—an obscure Arodenite cult dedicated to resurrecting the dead god by forcing prophecies to come true—noticed the Society's quiet accumulation of sky metals. With the last of the Harbingers' prophecies in the *Book of 1,000 Whispers* having come and gone to no avail last year, Lady Arodeh, the Harbingers' leader, has grown increasingly desperate. She sees the Pathfinder's Society's newest treasure as their last, best hope to return the Last Azlanti to Golarion.

The Society has begun gathering as many of their agents to Absalom as possible. Small-scale testing of the Sky Key has allowed them to reach back weeks, and even

## GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder Advanced Class Guide (ACG)*, *Pathfinder RPG Player's Guide (APG)*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Magic (UM)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiaries and Codices are reprinted at the back of the adventure for the GM's convenience.

years, using the small electrical charges provided by a handful of spellcasters. With careful regulation, they have prepared a spectacular demonstration of the Sky Key that will allow the Society as a whole to study one of Golarion's least-understood eras: The Age of Serpents.

## ADVENTURE SUMMARY

The adventure begins in Bloodwatered Meadow, an open field beyond Absalom's walls remembered for its brutal battles between would-be conquerors. The Society's Master of Scrolls Kreighton Shaine greets the assembled adventurers, explains the Sky Key's capabilities, and outlines the Society's goals in the upcoming exercise. Then, Society spellcasters direct lightning spells into antennae set around the field, activating the Sky Key. In moments, an immense cube of earth and stone is transposed from the Age of Serpents, when the ground level was hundreds of feet higher, and the serpentfolk city of Sessegishoss stood in what would one day be Absalom. The Pathfinders explore the ancient city's temple district, assist in an Azlanti slave revolt, and possibly even rescue a historic hero: the Azlanti general Krahnaliara Lac Suhn.

After the Pathfinders spend several hours exploring the city, however, the entire landscape vanishes. The Pathfinders realize too late that strange, hooded figures—the Harbingers of Fate—have seized control of the Sky Key. Attempting to reactivate the artifact and draw the god Aroden into the present, the secret society instead overloads the Sky Key and hurls everyone within back in time thousands of years, to a moment mere hours before the Starstone is to crash into Golarion, end Azlanti civilization, and begin the Age of Darkness. The Sky Key's overload infects many of the Harbinger spellcasters with temporal energy, transforming them into arcane anchors that maintain the temporal bubble holding everyone in the past. The Pathfinders kill or free these souls, and finally confront Lady Arodeth—herself transformed into an anchor by the Sky Key—in the Sky Key Vault the Society built to house the artifact. The agents might defeat the dangerous magus in combat, or else convince her to see reason. They ultimately return to present-day Absalom just as the asteroid crashes into the atmosphere.

## RUNNING THE EVENT

*The Sky Key Solution* is meant to accommodate varying House sizes (from 5 tables up to 150+ tables). In order to facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario as part of Part 1. There is no requirement to have everyone seated before players begin Part 1, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

Because of the nature of mustering, there may be a situation where players need to be moved from one table to another in order to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they may have discovered at their initial table and share it with their new table.

## Glossary of Terms

*The Sky Key Solution* uses several terms unique to the Pathfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

**House:** All the PCs participating in the adventure across all subtiers.

**HQ Staff:** These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

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

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

**Table GM:** These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the

event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the Overseer GM calls time, she must notify the Overseer GM. Every Table GM should make a special note of her table's average party level (APL) as calculated in the *Pathfinder Society Roleplaying Guild Guide*. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table's APL to determine several important skill and saving throw DCs.

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

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

## Victory Points

Many encounters throughout *The Sky Key Solution* allow the PCs to earn Victory Points as they explore the serpentfolk city of Sessegishoss during Part 2 and as they co-opt resources from the Harbingers of Fate during Part 3. Table GMs should report their earning Victory Points to the HQ Staff or Runners after completing an encounter. Ultimately, the success or failure of the entire scenario depends on how many Victory Points the House collects by the end of the adventure.

## Aid Tokens

During the event, it is possible for characters at one table to assist those at another through the use of Aid Tokens. Each Aid Token represents the assistance of one or more allied Pathfinder agents who assist the PCs while exploring the immense cube of serpentfolk caves and buildings. The House should begin with a number of Aid Tokens equal to one-third the number of tables, and the Overseer GM should distribute these at random to tables before or during Part 1. Due to the temporary nature of objects found during this adventure, there are no opportunities to secure additional Aid Tokens.

Once per encounter, any character at a table can use an Aid Token to assist the group in one of five ways described below. Once a table uses an Aid Token, the token grants no further benefit until the end of the encounter, at which point one of the players can pass the Aid Token to a neighboring table for them to use. It is very important that the players remember that there are a limited number of Aid Tokens, and hoarding one means that somebody else doesn't get to use it.

## SKILLS AND SAVES

The Difficulty Class of many of this adventure's skill checks and saving throws varies by subtier. Typically these scaling DCs appear during the research encounters in Part 2 and in several of the more roleplaying-focused encounters during Part 3. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appears in the table below.

### Skill Check DCs

Subtier	Easy	Average	Hard
1-2	12	15	18
3-4	14	17	20
5-6	16	20	24
7-8	18	23	28
10-11	21	27	33

### Saving Throw DCs

Subtier	Easy	Average	Hard
1-2	10	11	13
3-4	11	13	15
5-6	13	15	17
7-8	15	17	19
10-11	17	20	23

An Aid Token's benefits vary based on the table's subtier, and these benefits can take one of the following five forms.

**Aid Another:** A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC. In Subtiers 5-6 and 7-8, the bonus granted increases by 1. In Subtier 10-11, the bonus increases by 2.

**Allied Offensive:** A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, anyone attacking the target is considered to be flanking it until the beginning of the attacker's next turn. In Subtiers 5-6 and 7-8, increase the damage dealt to 2d8 points. In Subtier 10-11, this amount increases to 3d8 points.

**Burst of Healing:** A Pathfinder agent heals all of the PCs of 1d6 points of damage. In Subtiers 5-6 and 7-8, the amount healed increases to 3d6 points. In Subtier 10-11, the amount healed increases to 5d6 points. Alternatively, in any subtier the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table's APL (minimum 5).

**Spellcasting Synergy:** A Pathfinder agent casts a spell at the same time as the PC, increasing the save DC and caster level of the PC's spell by 1. In Subtiers 7-8 and 10-11, the PC's caster level instead increases by 2.

**Timely Inspiration:** A Pathfinder agent provides the effects of a bard's inspire courage bardic performance for 3 rounds. In Subtiers 1-2 and 3-4, the competence bonus

is +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3.

## Timeline

*The Sky Key Solution* is designed to take less than 5 hours, not including mustering. Each section transitions automatically after a certain amount of time passes, though Part 1 is somewhat flexible based on mustering needs. The following is a measure of how long each part should last.

**Part 1:** 15 minutes (or longer, if mustering requires)

**Part 2:** 150 minutes (maximum)

**Part 3:** 120 minutes (maximum)

## STARTING THE EVENT

As the event begins, players are permitted approximately 15 minutes for mustering, during which they may introduce themselves and learn some of what's going on. The HQ staff should ensure that everyone is properly seated as quickly and orderly as possible.

As mustering begins, the Overseer GM, speaking as the Pathfinder Society's Master of Scrolls Kreighton Shaine, should read the following:

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*"Yes, Pathfinders. A lot of you, certainly. Lovely! Well, find your places in an orderly fashion. We've got some truly exciting news today and I can't wait to get started!"*

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## PART 1: GATHERING OUTSIDE THE WALLS

After months of repairs and weeks of careful testing, the Pathfinder Society finally feels the Sky Key is ready for large-scale testing. Sending word as far as their influence can reach, they have summoned every available agent to Absalom to have as many hands present as possible to begin examining whatever temporal flotsam they manage to summon forth from the past.

The Society arranges its gathering in a large, open field 5 miles north of Absalom. The towers of the Patchwork City are visible over the horizon, as are a few crumbling siege castles, but the field lies far enough from the city to keep curious onlookers from approaching—or being endangered should things go wrong.

As players arrive for muster, Table GMs should read the following.

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*The sun beats down across this muddy plain, a scant five miles from the walls of Absalom. Fellow Pathfinders gather on all sides, including well-traveled field agents and more permanent staff from the Grand Lodge itself. In the center*

*of the field stands a wooden platform, raised some ten feet off the ground. The excited chatter drowns out the buzz of summer insects as the gathered adventurers speculate on what's to come.*

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While players muster and find their seats, those already gathered may introduce themselves, trade war stories, or make skill checks to see if they know anything about what's going on. While the Decemvirate hoped to keep their experimentation with the Sky Key a secret, thanks to the sheer number of experts and materials required by this endeavor, some rumors have inevitably leaked. The PCs may attempt any of the following skill checks while time remains to learn more about the coming exercise.

Vendors also wander the area, allowing the PCs to purchase any last-minute supplies they may need, though they clear away as Part 1 ends.

### Diplomacy (gather information)

The PCs might hear rumors about the Society's latest activities related to this gathering.

**DC 12+:** Something has been abuzz around the Grand Lodge the past several weeks, keeping many Society scholars and casters busy and away from the public eye. This follows a recent conflict at the Grand Lodge that the Society kept from spilling into the rest of the city.

**DC 17+:** Supposedly the Society has reassembled the Sky Key, a dwarven relic it started piecing back together a year ago. The Society has been "secretly" buying up large quantities of sky metal whenever it appears in the market. The Pathfinders have also been recruiting dozens of arcane spellcasters, especially evokers.

**DC 22+:** The Grand Lodge has been importing all kinds of experts on Dwarven artifice, which seems reasonable—but also experts on Numerian science, conjurers, mathematicians, and even historians who specialize in Absalom's earliest history.

**DC 27+:** Apparently today is about a "big test," and it sounds like the Decemvirate needs a large number of assistants to handle whatever happens next.

### Knowledge (arcana)

The PCs might analyze some of the markings on the broad field.

**DC 10+:** The field has been marked out with a series of circles, which are unusual for social gatherings but standard for arcane rituals.

**DC 15+:** The assemblage of circles suggests a conjuration ritual, but there are enough variations that even this seems unlikely.

**DC 20+:** The markings across the field don't align correctly for any sort of magical ritual. It seems to be something completely new.



**Knowledge (history)**

**DC 12+:** Locals call this field the Bloodwatered Meadow. Many of the invading armies that tried to conquer Absalom assembled here before being defeated.

**DC 17+:** One of the most famous conflicts here did not even involve Absalom’s army. The Linnorm King Yardvun Skolson clashed with the Thuvian warlord Attagesha hundreds of years ago as both attempted to besiege the city at the same time but refused to share the glory with each. They crippled each other’s forces and were forced to retreat without ever attacking Absalom.

**DC 22+:** An archeological excavation led by the Pathfinder Society uncovered truly ancient sites in the Bloodwatered Meadow. The exact age is unknown, but several building foundations and pieces of pottery seemed reminiscent of old Azlanti designs.

**THE GRAND OCCASION**

Shortly after mustering is complete and the players have introduced themselves, Part 1 comes to end. The Overseer GM, speaking as the Master of Scrolls Kreighton Shaine, reads the following aloud to transition to Part 2.

Kreighton Shaine, the Pathfinder Society’s Master of Scrolls and de facto Master of Spells in the wake of Aram Zey’s untimely assassination, steps forward. A broad smile graces his youthful, elven features, and his golden hair shines in the sunlight.

“Welcome, my countless eager scholars! Today we are about to witness a wondrous and strange new chapter in the Pathfinder Society’s history. But first, please everyone take a moment of silence to remember our lost Master of Spells and my close friend, Aram Zey. While many of you found his manner abrasive, he fully believed in the Society’s goals of exploration and cooperation, and I know his loss will be deeply felt by us all.” After a moment, Kreighton Shaine continues.

“You may have heard rumors about the Sky Key, an artifact coveted by the dwarves of Jormurdun. A few of you even managed to recover pieces of it. But—and this is the important part—the Sky Key is no dwarven relic. The dwarves found this artifact in one of Numeria’s many wrecks and struggled to master its abilities just as we have spent the past several months doing. But now... now we have this assembled... wonder.”

The Master of Scrolls pulls back a canvas tarp, revealing... a bed of withered roses.

“The Key itself is secure in a small chamber we’ve constructed below this field, and it is connected to the surface here by a series of adamantine rods and mithral cables.” He taps a dark metal shaft beside him. “This formerly-award-winning bed of roses, however, we have left sitting here for two weeks without sun or water.”

His hands weave an arcane pattern, and arcs of lightning leap from his fingertips to the rod. A chest-shaking hum rises from somewhere below, and a bubble of green light enfolds

**THE SOCIETY’S APPRECIATION**

In addition to this being an opportunity for introductions and investigations, the Pathfinder Society has dispatched representatives to reward those agents who helped make this even possible. With only a limited supply, they favor agents who have already demonstrated their reliability by acquiring one or more pieces of the Sky Key. Each PC who has earned at least one Chronicle sheet from the following list of scenarios receives one or more special tools to use during this adventure. In Subtier 1–2, reduce the number of Chronicle sheets the PC must have earned by one when calculating this reward.

- *Pathfinder Society Scenario #6-00: Legacy of the Stonelords*
- *Pathfinder Society Scenario #6-16: Scions of the Sky Key, Part 3: The Golden Guardian*
- *Pathfinder Society Scenario #6-19: Test of Tar Kuata*
- *Pathfinder Society Scenario #6-20: Returned to Sky*
- *Pathfinder Society Scenario #6-21: Tapestry’s Toil*

Consult the following table to determine which tools a PC receives. A PC receives the listed reward as well as the reward from each lower threshold.

Chronicles	Reward
5	<i>A potion of haste</i> (CL 10th)
3–4	The benefits of <i>air walk</i> for 30 minutes, starting at the beginning of Part 2
2	<i>A potion of tongues</i> (CL 5th)
1	An elixir that gives the imbiber the benefit of <i>comprehend languages</i> for 1 hour

the roses, revealing a flower bed of vibrant reds, purples, and yellows where only withered brown stood moments before.

“This is the power of the Sky Key: It creates a window into the past. No longer will the Society have to pick at the precious few scraps history leaves behind. Instead we can watch the greatest moments of Golarion’s history unfold before our eyes! We can watch the Eventongue Rebellion shatter Taldor into a dozen smaller states. We can witness Irrisen before the coming of Baba Yaga, or study the godcallers of Sarkoris before the Worldwound. We can witness the Starstone plunge Golarion into an age of endless night, or watch Aroden himself pull Kortos from the sea in its wake. Anything we want, we can study. And all it requires is lightning!

“Unfortunately, we must content ourselves with study. While our modern forms can enter these temporal bubbles unaffected—” he reaches a hand into the shimmering energy and plucks a rose. Pulling it from the iridescent field, the flower ages and crumbles into dust, “—anything removed collapses under the weight of time itself. We can witness anything we like, but any treasures of history, or great figures, belong to their own age, beyond our reach.”

“It takes the magic of one accomplished wizard to reach back thirteen days. How far, then, do you imagine twenty will reach? A hundred?” Several other teams across the field begin assembling adamantine rods. “Our math says: The Age of Serpents, some tens of thousand years before the present. And that is where all of you come in. If this works—and it will, mind you—then we estimate we’ll have four to five hours to see what Kortos looked like at the dawn of the Azlanti Empire, when our earliest ancestors still warred with the serpentfolk empire of old. We need all the eyes and ears the Society can muster to take notes and make observations. Oh, and keep those eyes and ears from getting killed. Anything in the bubble can’t get out, but these roses... they still have thorns.”

He nods, and Pathfinders across the field begin casting spells, directing arcs of lightning into the waiting sky metal rods. Something deep below the earth thrums, and across the field a massive bubble takes shape, expanding to reveal a cube of earth and stone hundreds of feet to a side, as if sliced from the land and laid out in celebration. Low, stone buildings peek over from the very top, while networks of caves riddle the lowest level. Ophidian faces peer out, then retreat back into the darkness.

“It seems the ground level was a bit higher before the Starstone drove it into the sea,” Shaine observes. “Regardless. We have three-hundred and seven minutes remaining. Let’s make the most of it!”



## PART 2: THE TEMPLE DISTRICT OF SESSEGISHOSS

The Society’s efforts have indeed created a bubble of time capturing a moment from the Age of Serpents some 10,000 years prior, when the sprawling city of Sessegishoss covered much of what is now the Isle of Kortos. In this part, the PCs must spread out to explore as much of this summoned serpentfolk city block as they can as the Society’s mages maintain the Sky Key’s temporal bubble. Pathfinder scribes and messengers constantly move between the various agents, alerting them to new developments. The players should be able to see the side view of the Sessegishoss temple complex

map, either projected on a wall or as a handout at the table (in which case, you should cover up all districts except the Zoological Gardens and the Temple Plaza).

The particular slice of the city the Society captured is a serpentfolk temple complex on the eve of a major Ydersian holiday: Spent Coils. On this day—a combination of a New Year’s celebration and a race-wide birthday—the serpentfolk celebrate the chaotic aspect of their god and the value and strength change brings. Though a major event on the serpentfolk calendar, this particular Spent Coils stands out because it is

the occasion of a major rebellion by the serpentfolk’s human slave stock, led by the captured Azlanti general Krahnaliara Lac Suhn. This was an occasion of such magic, high emotion, and bloodshed that it left a strong impression that the Sky Key could latch on to thousands of years later.

When the temple complex first appears, only two of its five regions are readily accessible: The Temple Plaza above (area C) and the Zoological Gardens below (area A), the tunnels to which are exposed thanks to the different ground levels between the Age of Serpents

and the present. The Temple Plaza lies nearly 400 feet above Kortos’s current ground level, and until the House controls the Slave Pens (area B), only PCs capable of flight, extraordinary feats of climbing, or similar methods can travel there. Remember that PCs who recovered three or more pieces of the Sky Key received the benefits of an *air walk* spell on behalf of the Society, allowing them to travel here early.

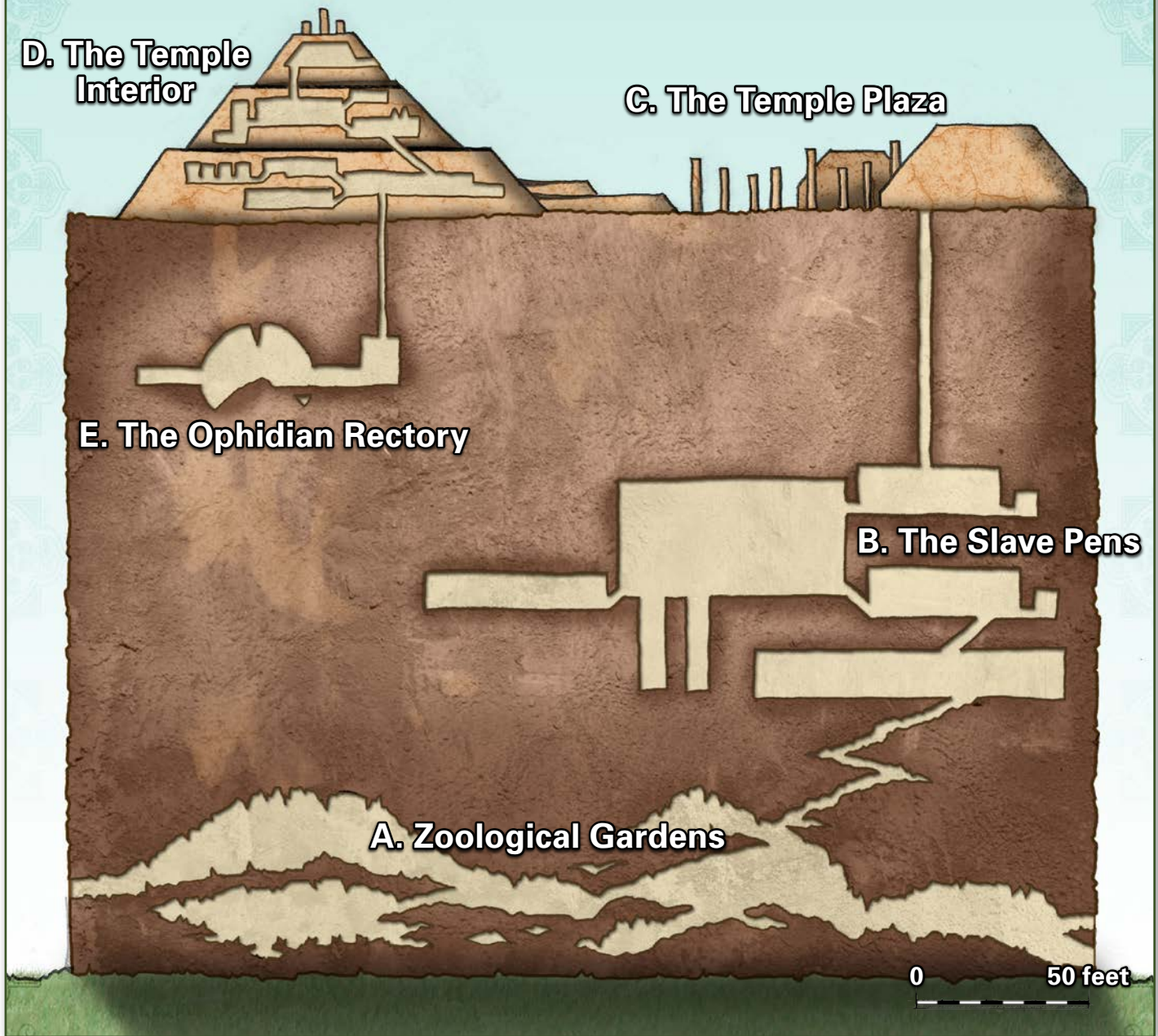
As the Pathfinders explore these areas, they discover and gain access to deeper regions: the Slave Pens (area B) and the Interior Temple (area D). If they secure both of these areas, they unlock one final area, the Ophidian Rectory (area E), where high priests of Ydersius are preparing to sacrifice the Azlanti general Krahnaliara Lac Suhn—ahead of schedule thanks to the sudden invasion of strange humanoids.

### Table GM Instructions

During this part of the adventure, the PCs travel through an excised cube of the serpentfolk city Sessegishoss, all while an Azlanti rebellion rages and the scaled overlords try to regain control and observe an unholy holiday.



## Sessegishoss in Profile



**Navigating Lacsuhollo:** Hundreds of feet to a side, this portion of Sessegishoss is impressive yet small enough that the PCs can move from one district to another in  $1d6+4$  minutes. Moving from one encounter to another within the same district takes just a minute or two.

Over the course of Part 2, the PCs explore and discover other districts: the Slave Pits (area B), the Temple Interior (area D), and the Ophidian Rectory (area E). During the adventure, the Overseer GM announces when a new district is accessible, at which point PCs can begin encounters there; however, the PCs can't travel through an accessible district to reach other districts. The Overseer

GM also announces when a district is controlled, at which point PCs can travel through the district to reach those beyond.

In practice, this means that PCs in the Zoological Gardens can travel up to the Slave Pits once that area is accessible, but those PCs could not travel through there to the Temple Plaza until the Slave Pits' status changes to controlled.

**Reporting Successes:** During Part 2, it is important to report each Victory Point earned as a success to HQ Staff. One encounter allows the PCs to earn two Victory Points, which should be reported clearly to HQ Staff.

### Overseer GM Instructions

The responsibilities of the Overseer GM are tallying the number of successes reported and relaying information when a new area is accessible or controlled. Each time a table reports a success, the House earns 1 Victory Point, which contributes to the adventure's final outcome.

Begin with the Zoological Gardens and Temple Plaza as accessible; all other sections begin hidden. Areas become accessible or controlled at set intervals after Part 2 begins.

**30 minutes:** The Slave Pits become accessible, and the Zoological Gardens become controlled.

**45 minutes:** The Temple Interior becomes accessible, and the Temple Plaza becomes controlled.

**75 minutes:** The Slave Pits become controlled.

**100 minutes:** The Ophidian Rectory becomes accessible, and the Temple Interior becomes controlled.

**Ending Part 3:** After 150 minutes have passed since the beginning of Part 2, begin Part 3. At the Overseer GM's option, the adventure can transition to Part 3 early so long as the House has earned a number of Victory Points equal to at least seven times the number of tables.

## COMMON ENCOUNTERS

Each district has two encounters unique to that location—one a combat encounter and the other a research encounter. There are three additional encounters provided here that can take place in any district except the Ophidian Rectory. They are provided primarily to accommodate groups that have difficulty with research encounters, or who progress faster than expected; when a common encounter occurs is left up to individual Table GMs' discretion, and such encounters should take place on the maps specific to that district. District overviews provide guidance for when and where common encounters might occur. The maps shown can be used for any combat encounters in the relevant area.

### BEASTS OF A CIVILIZED AGE

**Creatures:** Serpentfolk rely on specialized creatures, kept obedient with magic and force, to address many tasks which humans might invent a machine or use an underpaid peasant to handle. Their halls crawl with various oozes and aberrations, which instinctively attack any humanoids unaccompanied by their serpentfolk masters.

#### Subtier 1–2 (CR 3)

**GIANT AMOEBAS (2)** CR 1

hp 15 each (*Pathfinder RPG Bestiary* 2 24; see page 58)

#### Subtier 3–4 (CR 5)

**TENTAMORT** CR 4

hp 39 (*Pathfinder RPG Bestiary* 2 261; see page 65)

**GIANT AMOEBAS** CR 1

hp 15 each (*Pathfinder RPG Bestiary* 2 24; see page 58)

#### Subtier 5–6 (CR 7)

**OTYUGHS (2)** CR 4

hp 39 each (*Pathfinder RPG Bestiary* 223; see page 62)

**GRAY OOZE** CR 4

hp 50 (*Pathfinder Bestiary* 166; see page 59)

#### Subtier 7–8 (CR 9)

**CHUUL (2)** CR 7

hp 85 each (*Pathfinder Bestiary* 46; see page 56)

#### Subtier 10–11 (CR 12)

**CHUUL EVISCERATOR (2)** CR 8

hp 105 each (see page 56)

**GUG** CR 10

hp 127 (*Pathfinder RPG Bestiary* 2 151; see page 59)

### SERPENTFOLK GUARDS

**Creatures:** Guards—both serpentfolk and their lizardfolk slave-warriors—patrol every corner of the temple complex.

#### Subtier 1–2 (CR 3)

**LIZARDFOLK (2)** CR 1

hp 11 each (*Pathfinder RPG Bestiary* 195; see page 50)

#### Subtier 3–4 (CR 5)

**DEGENERATE SERPENTFOLK** CR 4

hp 47 (see page 51)

**LIZARDFOLK (2)** CR 1

hp 11 each (*Pathfinder RPG Bestiary* 195; see page 50)

#### Subtier 5–6 (CR 7)

**DEGENERATE SERPENTFOLK (2)** CR 4

hp 47 each (see page 51)

**LIZARDFOLK (3)** CR 1

hp 11 each (*Pathfinder RPG Bestiary* 195; see page 50)

#### Subtier 7–8 (CR 9)

**SERPENTFOLK IMPERILER** CR 7

hp 109 (see page 54)

**DEGENERATE SERPENTFOLK (2) CR 4**

hp 47 each (see page 51)

**Subtier 10–11 (CR 12)**

**SERPENTFOLK IMPERILER (3) CR 7**

hp 109 each (see page 54)

**SERPENTFOLK PERIL COMMANDER CR 10**

hp 144 (see page 54)

**THE SCALES OF YDERSIUS**

**Creatures:** Several of Ydersius's holy rituals and holy days involve conjuring proteans, serpentine heralds of chaos. Dozens of these outsiders have been conjured by the priests of Ydersius for the celebration of Spent Coils. They now wander the halls of the complex freely.

**Subtier 1–2 (CR 3)**

**PROTEAN, GIANT VOIDWORM CR 3**

hp 22 (see page 63)

**Subtier 3–4 (CR 5)**

**PROTEANS, GIANT VOIDWORMS (2) CR 3**

hp 22 (see page 63)

**Subtier 5–6 (CR 7)**

**PROTEAN, NAUNET CR 7**

hp 94 (*Pathfinder RPG Bestiary 2* 216; see page 63)

**Subtier 7–8 (CR 9)**

**PROTEANS, NAUNET (2) CR 7**

hp 94 each (*Pathfinder RPG Bestiary 2* 216; see page 63)

**Subtier 10–11 (CR 12)**

**PROTEANS, IMENTESH (2) CR 10**

hp 123 each (*Pathfinder RPG Bestiary 2* 214; see page 62)

**A. ZOOLOGICAL GARDENS**

The lowest level of the temple complex consists of sprawling networks of caverns and artificial tunnels used as animal pens, stables, cave gardens, and training facilities for Ydersius' holy animals, guards beasts, and draft dinosaurs.

This level is accessible from ground level outside the time bubble, and once the House claims this district, the Pathfinders find passages spiraling upwards to the Slave Pens (area B).

**A1. Combat Encounter: Beast-Riders**

The stink of animal scat and rotting meat fills this massive cavern. Shelves, passageways, and fixtures have been carved into the wall by careful hands, each stylized to resemble a serpent's head or body.

**Creatures:** The Pathfinders' primary concerns in this lowest level are domesticated reptiles and their handlers.

**Subtier 1–2 (CR 3)**

**LIZARDFOLK CR 1**

hp 11 (*Pathfinder RPG Bestiary 195*; see page 50)

**Skills** Acrobatics +2, Handle Animal +5, Swim +7

**DINOSAURS, COMPSOGNATHUS (2) CR 1/2**

hp 6 each (*Pathfinder RPG Bestiary 2* 90; see page 57)

**Subtier 3–4 (CR 5)**

**LIZARDFOLK (2) CR 1**

hp 11 each (*Pathfinder RPG Bestiary 195*; see page 50)

**Skills** Acrobatics +2, Handle Animal +5, Swim +7

**DINOSAUR, DIMETRODON CR 3**

hp 34 (*Pathfinder RPG Bestiary 3* 78; see page 57)

**Subtier 5–6 (CR 7)**

**SERPENTFOLK CR 4**

hp 42 (*Pathfinder RPG Bestiary 2* 242; see page 52)

**DINOSAURS, ANKYLOSAURUS CR 6**

hp 75 (*Pathfinder RPG Bestiary 83*; see page 57)

**Subtier 7–8 (CR 9)**

**DEGENERATE SERPENTFOLK (3) CR 4**

hp 47 each (see page 51)

**DINOSAURS, TRICERATOPS CR 8**

hp 119 (*Pathfinder RPG Bestiary 86*; see page 58)

**Subtier 10–11 (CR 12)**

**SERPENTFOLK BRUISERS (3) CR 7**

hp 88 each (see page 53)

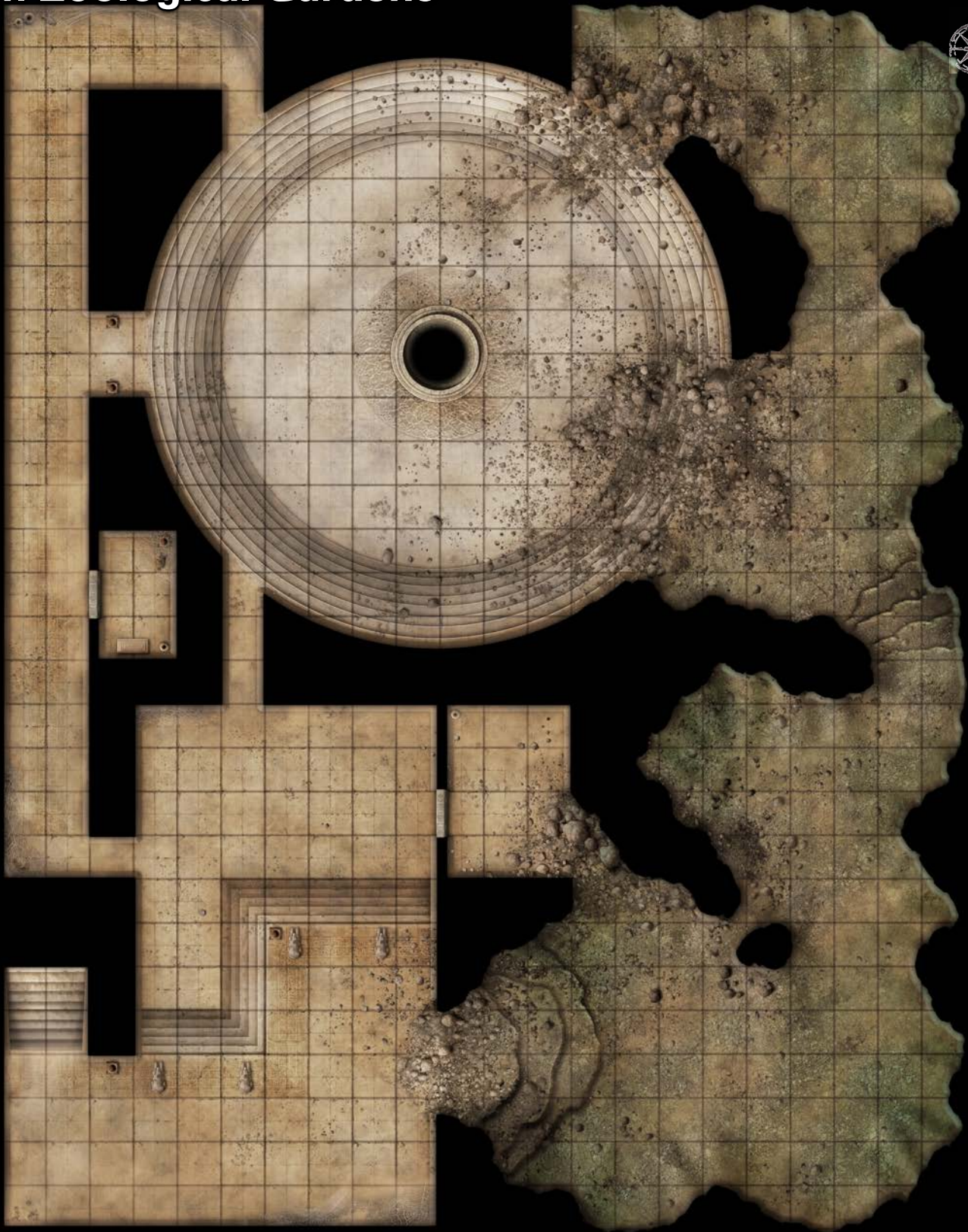
**DINOSAUR, FIENDISH TYRANNOSAURUS CR 10**

hp 153 (*Pathfinder RPG Bestiary 86, 294*; see page 58)

**TACTICS**

**Before Combat** One of the serpentfolk bruisers has cunningly

# A1. Zoological Gardens



1 square = 5 feet

Pathfinder Flip-Mat: Ancient Dungeon

fed the fiendish tyrannosaurus a *potion of invisibility* and encourages the dinosaur to wait until a foe come within striking range.

**During Combat** Once the tyrannosaurus is able to snatch up a foe, it bites and attempts to swallow it.

**Victory Points:** Once the PCs defeat the serpentfolk and their guard animals, they may opt to make useful notes on the beasts' anatomy. The group can attempt one Easy skill check using one of the following skills: Craft (painting), Handle Animal, Heal, Knowledge (nature), Profession (clerk, farmer, scribe, shepherd, or stable master), or Survival. If they succeed, they earn 1 Victory Point. If they fail, their illustrations and notes are too flawed to assist the Society.

## A2. Research Encounter: The Sacred Pools

Clouds of steam rise from this balmy chamber's countless pools. Small, rocky islands abound, separated by cloudy, mineral-laden waters. Each island supports a stone plinth carved with minute glyphs and elaborate pictograms. Sliding across the floors and floating in the pools, thousands of snakes of various species and sizes slither throughout the chamber and bask in its tropical heat.

The temples priests raise sacred cobras, mambas, and vipers here in natural, mineral-laden hot springs. They etch stone plinths with sacred writings among the hundreds of venomous pets, detailing many secrets of serpentfolk animal husbandry as well as their own version of the Green Faith, a sort of cold-blooded and detached animism.

The plinths are scattered throughout the large cave, whose floor is covered almost entirely by shallow, opaque pools swimming with venomous snakes. The PCs face a challenge of navigating the room to get close enough to decipher the plinths, all while avoiding the serpents' fangs. There are five plinths total, and the PCs must decipher the contents of at least three to succeed at this challenge.

**Hazard:** There are several opportunities in which the PCs might be bitten and poisoned. An Average Fortitude save negates the poison, which has a frequency of 1/round, a duration of 4 rounds, and requires 1 save to cure. In Subtiers 1–2 and 3–4, it deals 1 point of Constitution damage. In Subtiers 5–6 and 7–8 it deals 1d2 points of Constitution damage. In Subtier 10–11 it deals 1d3 points of Constitution damage and requires two consecutive saves to cure. These bites deal no damage beyond exposure to the poison.

Except under exceptional circumstances, the snakes do not attack other serpents, including serpentine familiars, animal companions, and polymorphed PCs.

Certain spells such as *animal trance*, *calm animals*, *hide from animals*, and *speak with animals* could allow the PCs to travel the pools without harm.

**Moving Between Plinths:** Each plinth stands upon a small island separated from its neighbors by water (the exact distance between them varies by subtier). The mineral content of the springs soothes the snakes within, keeping them relatively docile, but they can startle and bite nonetheless. A PC can leap from one island to another with a Hard Acrobatics check. A PC can instead move through the water slowly with an Average Handle Animal, Stealth, or wild empathy check. If a PC fails one of these checks, snakes bite him. A PC capable of walking on or flying over the water is not at risk of these bites.

**Decoding the Plinths:** Thanks to the chamber's steamy haze, a PC must be within 5 feet of a plinth to make out the symbols upon it. Once one or more PCs are adjacent to a plinth, they must succeed at three Average skill checks from the following list in order to decipher and record its inscriptions: Appraise, Knowledge (history, nature, or religion), Linguistics, or Perception. A character can attempt a given skill check only once per plinth, but he can still use a different skill on the plinth. If a PC can read Draconic, the skill checks are instead Easy.

**Treasure:** If the PCs successfully decode three plinths, they not only learn enough to provide the Society with new insights into serpentfolk society and biology, but they also discover the ritual importance of the hot springs. By performing a short rite, a PC can transform a vial of the water into a *potion of cure light wounds* (CL 3rd). In Subtiers 3–4 and 5–6, it instead behaves as a *potion of cure moderate wounds*. In Subtiers 7–8 and 10–11, it instead behaves as a *potion of cure serious wounds*. The potion retains its potency for 30 minutes, and a PC can benefit from the water's healing properties only once during this adventure.

**Victory Points** Successfully deciphering the symbols on three or more plinths earns the House 1 Victory Point.

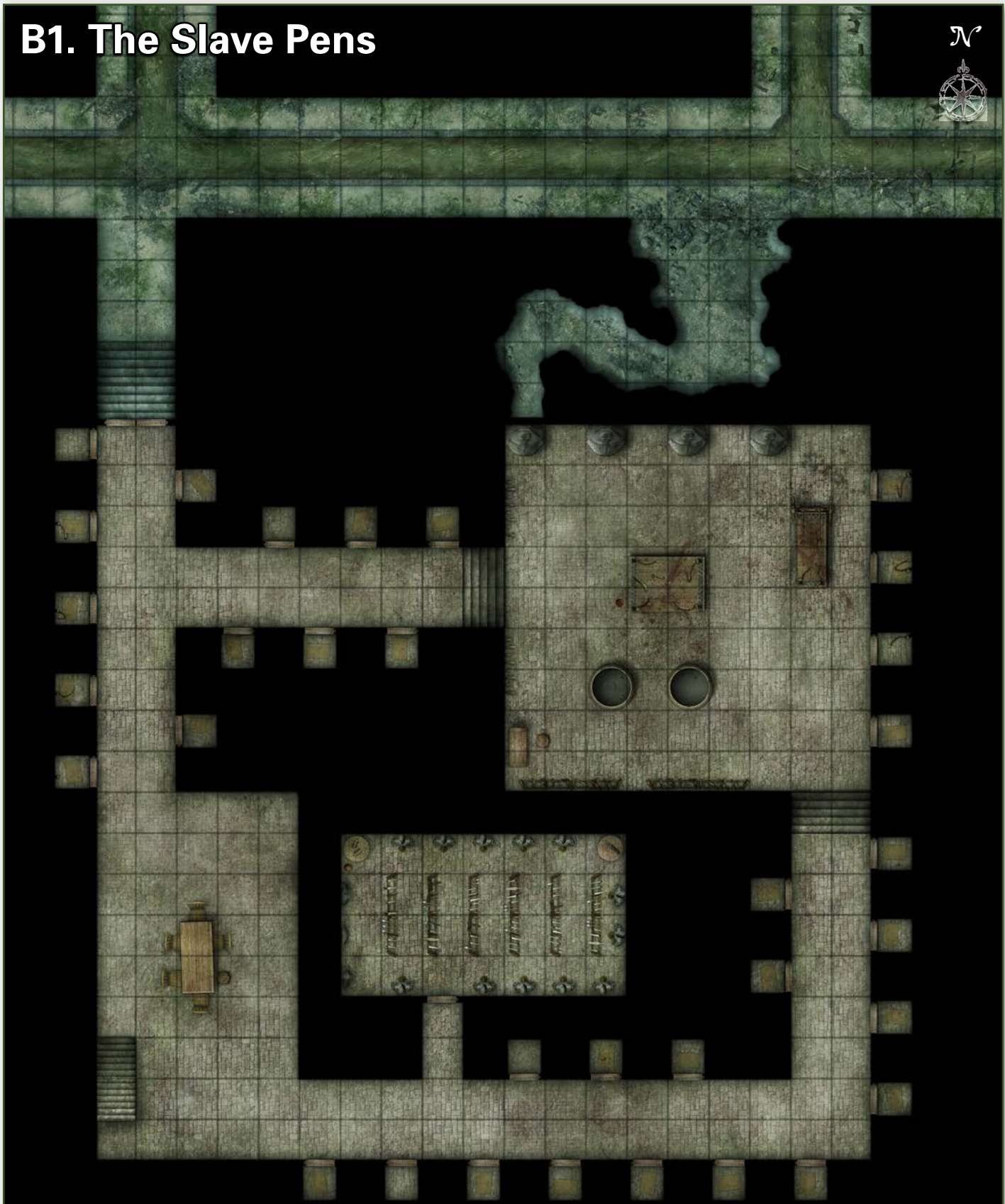
## B. THE SLAVE PENS

Beyond the zoological gardens are the serpentfolk slave pens, mostly occupied by sickly, depressed human captives. Recently captured Azlanti prisoners, however, have begun stirring up trouble, and a slave revolt is just beginning as the Pathfinders arrive. The slave pens connect to the Zoological Gardens (area A) below and the Temple Plaza (area C) above.

### B1. Combat Encounter: Serpentfolk Slave-Tamers

Claustrophobic cells line the walls here, many crowded with three or four miserable-looking humans. The halls converge on a hewn-stone chamber lit with braziers and choked with herb-scented smoke.

# B1. The Slave Pens



1 square = 5 feet

Pathfinder Flip-Mat: Watch Station

**Creatures:** A specialized caste of serpentfolk focus on training and breaking mammalian servants with the aid of their favored thralls: a client tribe of troglodytes know as the Aggrieved Fallows. These troglodytes handle the disgusting work of cleaning, tending, and disciplining the other captives. Much the of the work of breaking human wills is left to serpentfolk enchanters, who warp their charges' minds for month using enchantments, illusions, and venom, until their humans have no single reality to cling to save for what their reptilian masters dictate to be true. The few serpentfolk here are familiar with and inured to the troglodytes' stench.

## Subtier 1–2 (CR 3)

**TROGLODYTES (2)** CR 1  
hp 13 each (*Pathfinder RPG Bestiary* 267; see page 50)

## Subtier 3–4 (CR 5)

**TROGLODYTE SKULKERS (3)** CR 2  
hp 30 each (*Pathfinder RPG Monster Codex* 214; see page 50)

## Subtier 5–6 (CR 7)

**SLAUGRAK** CR 6  
hp 68 (*Pathfinder RPG Monster Codex* 220; see page 64)

**TROGLODYTE SKULKERS (2)** CR 2  
hp 30 each (*Pathfinder RPG Monster Codex* 214; see page 50)

## Subtier 7–8 (CR 9)

**SERPENTFOLK ILLUSIONIST** CR 8  
hp 99 (*Pathfinder RPG Monster Codex* 204; see page 53)

**TROGLODYTE CHAMPION** CR 7  
hp 82 (*Pathfinder RPG Monster Codex* 216; see page 50 for statistics of both the champion and its riding lizard)

**TROGLODYTE CHAMPION'S RIDING LIZARD** CR 1  
hp 15 (see page 50)

## Subtier 10–11 (CR 12)

**SERPENTFOLK ILLUSIONISTS (2)** CR 8  
hp 99 each (*Pathfinder RPG Monster Codex* 204; see page 53)

**TROGLODYTE WARREN GUARDS (2)** CR 9  
hp 124 each (*Pathfinder RPG Monster Codex* 218; see page 51)

**Victory Points:** Once the PCs defeat the serpentfolk and their servants, they can attempt to interview the slaves about the less glamorous aspects of serpentfolk society. This requires a successful Easy Bluff, Diplomacy, Intimidate, or Sense Motive check. If they prefer, the PCs can instead prioritize assisting the slaves with medical care, escaping, or the like by succeeding at an Easy Diplomacy, Disable Device, or Heal check. With either method, the PCs earn 1 Victory Point. The slaves can understand Draconic, Thassilonian, and Undercommon, but even a group that can't speak any of those languages can communicate basic ideas through pantomime and Common words with Azlanti origins—though this increases the DC to average.

## B2. Research Encounter: The Azlanti Rebels

Voices sound out further down the hall—the guttural and staggered ringing of human speech rather than the lilting hisses of snakes. Men and women—many of them malnourished and wounded but athletic nonetheless—stand over the fresh corpses of troglodyte minders while gripping stolen blades and makeshift clubs.

The serpentfolk normally rear their mammalian servants to be especially docile, but they recently expanded their human stock with soldiers (most destined to be sacrificed) captured from wars with the nation of Azlant. The Pathfinders cross paths with these human captives just as their half-formed fight for escape begins. The rebels have just killed their immediate guards and fully expect anything and everything that approaches to be a serpentfolk trick, having seen all manner of monsters and even mind-controlled human servants in their wars with the scaled empire. When unusual humanoid (the PCs) approach, the escapees become aggressive. The Pathfinders can attempt to negotiate with the rebels, even joining their fight for freedom, but if they negotiate poorly, they must instead defend themselves from the paranoid Azlanti.



The powerfully built woman Uszanriar, an Azlanti tactician whose face and arm were heavily burned during her capture, leads the rebels. She is unfriendly toward anyone approaching, but she is not immediately violent. A PC can improve her attitude to indifferent with an Average Diplomacy check and to friendly by exceeding the check DC by 5 or more. PCs who speak Azlanti gain a +2 circumstance bonus on the check, and those who can treat her wounds and those of her companions (such as with spells with the healing subschool or a successful DC 15 Heal check) earn an additional +5 circumstance bonus. She and her entourage can understand and translate Draconic, Thassilonian, and Undercommon, but even a group that can't speak any of those languages can communicate basic ideas through pantomime and Common words with Azlanti origins—though this increases the Diplomacy DC to a Hard check.

If the Pathfinders shift Uszanriar's attitude to friendly, she considers them allies and explains that the group's commander, general Krahnaliara Lac Suhn, was dragged away by the priests only an hour earlier. She believes that he is now somewhere within their temple. Uszanriar dedicated herself more to fighting off the serpentfolk and less to the nuances of Azlanti culture, so she is not a good source to ask about Azlanti history—especially now that she's distracted by leading the rebellion.

If Uszanriar remains unfriendly or indifferent to the PCs, she gruffly advises them to stay out of her way while she tries to rescue her general. She and her makeshift army depart.

**Creatures:** Failing the Diplomacy check by 5 or more makes the Azlanti rebels hostile, and they attack. The rebels use the statistics for the First Humans encounter on page 30.

**Development:** So long as the Pathfinders shift Uszanriar's attitude to friendly and offer some aid to her people (such as describing the layout of other levels, leaving them with weapons or supplies, or promising to distract or defeat guards on their behalf as they explore the complex), they are considered to have aided the rebellion. PCs who shift Uszanriar's attitude to helpful provide such a morale boost to the beleaguered soldiers that they are considered to have aided the rebellion even if they provide no other goods or aid.

Once at least half of all tables report aiding the rebels, the slave revolt spreads throughout Sessegishoss and assists the Pathfinders. The Overseer GM should announce when this condition is met, at which point all Aid Tokens grant benefits as if the PCs were playing in the subtier one higher for the rest of Part 2. In Subtier 10–11, the Aid Another bonus increases to +5 total, the Allied Offensive option deals 4d8 points of damage, and the Burst of Healing heals 6d6 points of damage.

**Victory Points:** Shifting Uszanriar's attitude to friendly or helpful earns the table 1 Victory Point.

## C. THE TEMPLE PLAZA

The best subjects for this Pathfinder Society endeavor are this ancient Ydersius temple and the city block surrounding it on the surface. Various libraries, restaurants, and warming parlors line the plaza, where merchants sold clothing, servants, and magic during daylight hours. With their sudden, clearly magical teleportation through time, however, most of the district's serpentfolk civilians have taken refuge inside, and the Ydersian clergy activated the temple's defenses.

The Temple Plaza level is some 400 feet above modern-day ground level, and initially it is accessible only by Pathfinders who can fly. The Temple Plaza connects to the Slave Pens (area B) and the Temple Interior (area D). Once the Slave Pens are under Society control, any PCs can freely move to this district.

### C1. Combat Encounter: Guardian Idols

Wide flagstones cover the plaza leading to a stepped pyramid. Larger-than-life statues of serpentfolk and snakes line the plaza, alongside pictograph-covered pillars and small cages filled with all manner of furry, chattering creatures.

**Creatures:** Sacred carvings of Ydersius act as the first line of defense against human invaders. In the lower subtiers, these are animated objects, but in higher tiers they are instead graven guardians depicting Ydersius's many legendary victories.

#### Subtier 1–2 (CR 3)

**YDERSIUS SERPENT STATUE** **CR 2**  
hp 21 (see page 67)

#### Subtier 3–4 (CR 5)

**YDERSIUS GRAVEN GUARDIAN** **CR 5**  
hp 53 (see page 66)

#### Subtier 5–6 (CR 7)

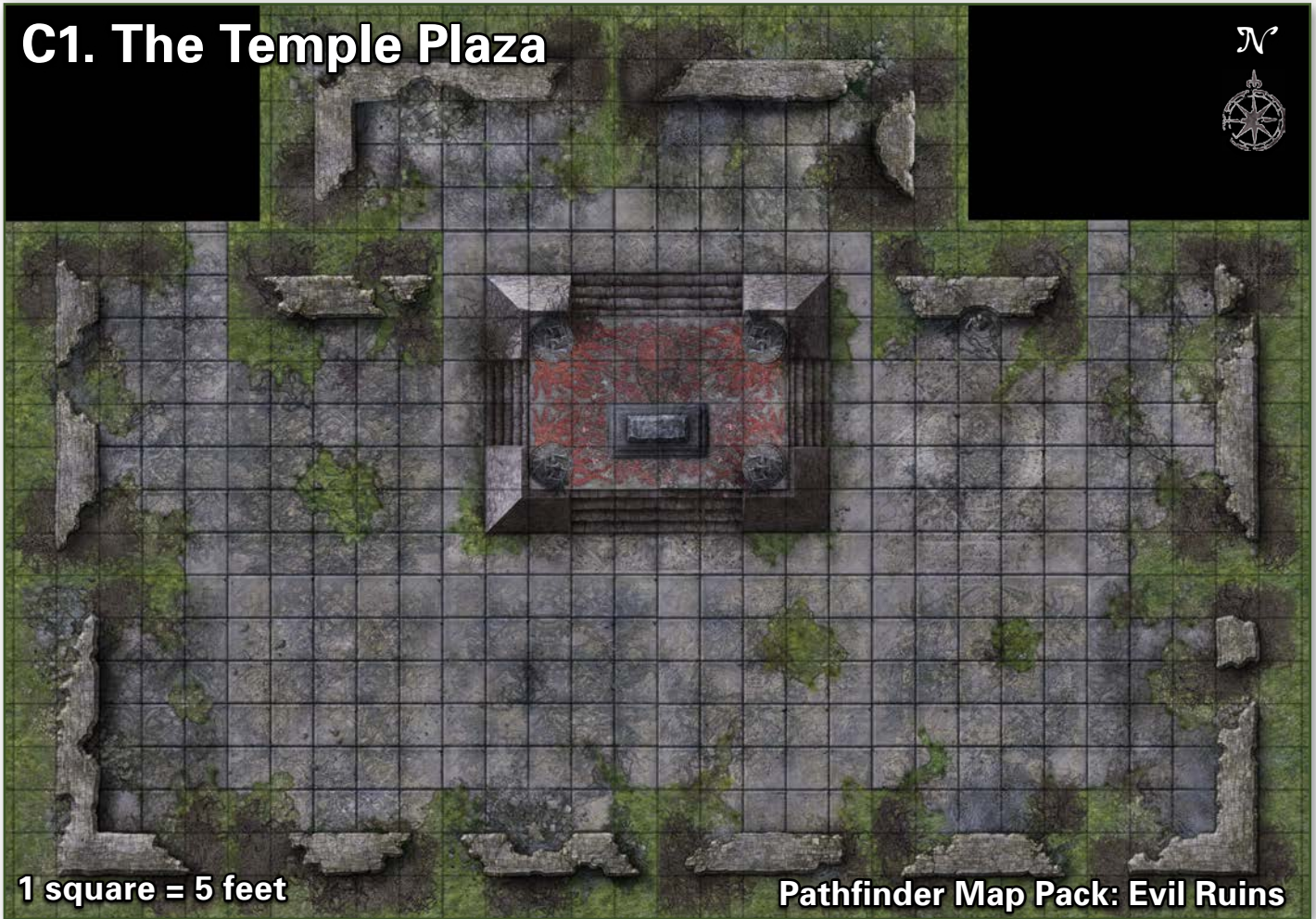
**YDERSIUS GRAVEN GUARDIANS (2)** **CR 5**  
hp 53 each (see page 66)

#### Subtier 7–8 (CR 9)

**YDERSIUS ASCENDANT GUARDIAN** **CR 9**  
hp 105 (see page 66)



# C1. The Temple Plaza



## Subtier 10–11 (CR 12)

**YDERSIUS ASCENDANT GUARDIANS (3)** CR 9  
 hp 105 each (see page 66)

**Victory Points:** Once the PCs defeat the idols, they may study the remains to make useful notes on serpentfolk artifice. Each group can attempt a single Easy skill check using one of the following skills: Appraise, Craft (sculptures or stonemasonry), Disable Device, Knowledge (arcana or engineering), Perception, Profession (architect, engineer, or miner), Spellcraft, or Use Magic Device. If they succeed, they earn 1 Victory Point.

## C2. Research Encounter: Festival Preparations

This massive stone plaza stretches out before a stepped pyramid at its far end. Buildings and stalls line either side, and heavily inscribed stone columns stand throughout the area, forming a spiral pattern. Banners and tarps hang between the columns, creating distinct areas of light and darkness. Smoldering coals surround the bases of large, heated ceramic cylinders, which glow softly. They're warm enough to be felt from a distance,

but not hot enough to ignite the blankets draped over them or the banners dangling around and above.

On display in the temple plaza is a dazzling array of serpentfolk religion, art, and civic engineering, all of which is sitting in the open for Pathfinders to study. The PCs may attempt a variety of Average skill checks to assess which displays are most worth documenting and then making records that the Society might find useful. Use the following skills: Craft (calligraphy or painting), Knowledge (engineering, history, nature, or nobility), or Profession (architect, librarian, or scribe). An individual PC can't attempt a check with the same skill twice, though multiple PCs can attempt checks with the same skill. The PCs must succeed at three or more such checks for their efforts to be fruitful, and each check takes 5 minutes of effort.

**Hazard:** When the Sky Key displaced this portion of Sessegishoss, many of the serpentfolk and other scaled denizens took cover and tried to regroup against the invading Pathfinders. Several hid out in the Temple Plaza, and although they don't risk attacking the PCs directly, they do hurl debris and fire weapons to harass the PCs. Every 5 minutes the PCs spend attempting to document

**TIME TRAVEL AND DEAD GODS**

Cast forward through time, the clerics of Sessegishoss do not worship the same writhing, bestial, half-dead Ydersius in the Darklands that exists in modern Golarion, yet their divine spells and ability to channel still function. Shouldn't they be rendered powerless in an era when their god is—for all intents and purposes—dead?

Despite being temporarily disconnected from their source of power, these worshippers and divine spellcasters store a fraction of their gods' granted power—enough to cast any prepared spells and use any remaining domain abilities, oracle revelations, and similar abilities. At least in the Sky Key's displaced area, this connection is not strong enough for spellcasters to prepare new spells or recover expended spell slots.

the displays exposes them to attacks that deal 1d3 points of damage in Subtier 1–2, 1d6 points of damage in Subtier 3–4, 2d6 points of damage in Subtier 5–6, 4d6 points of damage in Subtier 7–8, and 6d6 points of damage in Subtier 10–11; an Average Reflex save halves this damage. In Subtiers 7–8 and 10–11, these attacks also include a serpentfolk targeting a random PC with a *suggestion* to attack her nearest comrade (Easy Will save negates).

Any PC who is not documenting the plaza's contents can instead stand watch, take shots at serpentfolk, and scare off the skirmishers. If at least one PC succeeds at an Average Intimidate check, Hard Perception check, or ranged attack roll (using the Easy skill DC as the AC), he grants all PCs a +4 bonus on Reflex saving throws to avoid damage from this hazard during that 5-minute period. If two or more PCs succeed at this check, no attacks occur during that 5-minute period.

A PC who is either documenting or guarding can also attempt a Hard Disguise or Stealth check to avoid being attacked altogether during that 5-minute period.

**Victory Points:** By succeeding at three or more skill checks to document the serpentfolk culture in the plaza, the PCs earn 1 Victory Point.

**D. THE TEMPLE INTERIOR**

Within the twilight stone temple, Ydersius's faithful and their guardians await whatever treachery human invaders have instigated on their holy day. They recognize the hand of magic in the sudden change in the skies and fully expect an attack at any moment.

High priestess Xassvissec has ordered her servants to protect the temple. She hopes that she can use the sacrifice of a great Azlanti hero to attract her god's attention in their hour of need, draw him to their glorious home to slay the upstart humans, and return the faithful serpentfolk to their proper time. Xassvissec hasn't yet

realized that her god is a very different creature in this era, and is deaf to her calls.

Within the Ydersius temple lie many great treasures, as well as a caste of vicious priests dedicated to protecting them. The temple interior is accessible from the Temple Plaza (area C).

**D1. Combat Encounter: Temple Attendants**

Glowing coals warm this shrine and cast an eerie under-lighting on the towering, snake-headed statue behind the altar. The reek of ammonia and rotting flesh fills the air and burns the eyes.

**Creatures:** Serpentfolk priests and their awakened snake servants guard the Ydersian temple. Even civilian serpentfolk are forbidden from entering the temple, and during the heightened state of alertness resulting from the temple's sudden teleportation to parts unknown, the priests attack any intruders.

**Subtier 1–2 (CR 3)**

**SERU** **CR 3**  
hp 22 (*Pathfinder RPG Monster Codex* 208; see page 64)

**Subtier 3–4 (CR 5)**

**SERPENTFOLK** **CR 4**  
hp 42 (*Pathfinder RPG Bestiary* 2 242; see page 52)

**SNAKE, CONSTRICTOR** **CR 2**  
hp 19 (*Pathfinder RPG Bestiary* 255; see page 65)

**Subtier 5–6 (CR 7)**

**SERPENTFOLK, ADVANCED** **CR 5**  
hp 52 (*Pathfinder RPG Bestiary* 2 242, 292; see page 52)

**SNAKE, EMPEROR COBRA** **CR 5**  
hp 51 (*Pathfinder RPG Bestiary* 2 252; see page 65)

**Subtier 7–8 (CR 9)**

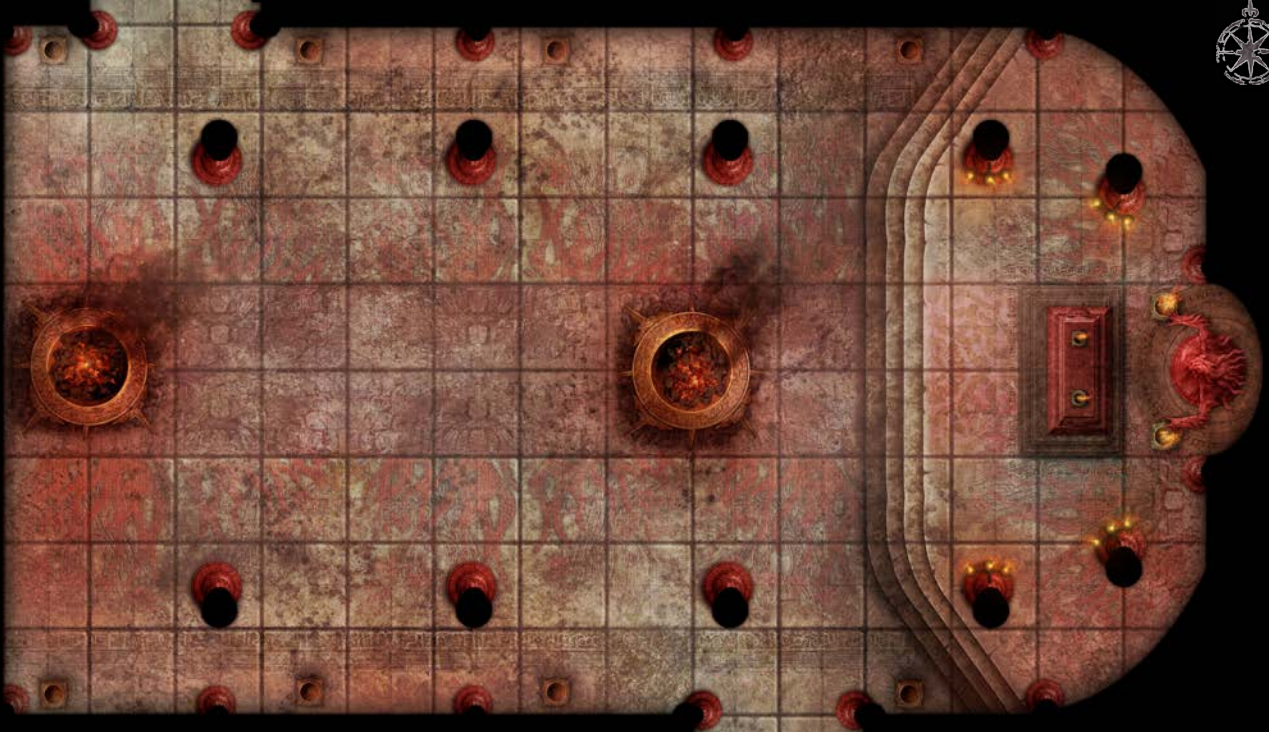
**SERPENTFOLK IMPERILER** **CR 7**  
hp 109 (see page 54)

**SNAKES, EMPEROR COBRAS (2)** **CR 5**  
hp 51 each (*Pathfinder RPG Bestiary* 2 252; see page 65)

**Subtier 10–11 (CR 12)**

**SERPENTFOLK BONE PROPHET** **CR 11**  
hp 137 (*Pathfinder RPG Monster Codex* 205; see page 52)

# D1. The Temple Interior



1 square = 5 feet

Pathfinder Map Pack: Dungeon Dangers

## Snake, Giant Anaconda

CR 10

hp 126 (*Pathfinder RPG Bestiary 2* 252; see page 65)

**Victory Points:** Once the PCs defeat the serpentfolk guardians, they can opt to make useful notes on the priests' rituals and regalia. Each group can attempt a single Easy skill check using one of the following skills: Appraise, Craft (armor, clothing, or jewelry), Disguise, Knowledge (nobility or religion), Perception, Profession (clerk, merchant, or scribe). If they succeed, they earn 1 Victory Point.

## D2. Research Encounter: Words of a Dead God

Chaotically twisting tunnels and chambers shoot throughout the temple's interior, some ending abruptly and others opening into smoke-choked studies, scriptoria, and meditation chambers. Countless alcoves are cut into the walls—almost entirely hidden within the elaborate mosaics. A single clay tablet inscribed with pictograms lies on a nearby table. It appears to be only part of a much larger set.

The tablet is part of a Ydersian holy text left out by a careless acolyte, though it is only a small portion of a much larger work. Pathfinders and other people from their time know little about Ydersius and his faith prior to the serpent god's decapitation. Serpentfolk architecture

and decor favors the clever and observant, and the villains rarely leave precious things in plain sight. As a result, most of the other tablets depicting Ydersius's legends, history, and religious rites are tucked into easily overlooked compartments throughout the temple. The PCs can find one of these alcoves with an Average Perception check or by using divination magic such as *detect secret doors* or *locate object*. Each Perception check takes 1d6+4 minutes, whereas magical methods take only 1 minute.

**Trap:** Serpentfolk priests maintain a stranglehold on their people's faith and connection to the divine, going so far as to protect their holy texts with deadly traps. A trap protects each tablet alcove, and triggering a trap has a 50% chance to destroy the tablet. The PCs can track down another tablet using the methods described above if the first is destroyed.

## Subtier 1–2 (CR 2)

### BURNING HANDS TRAP

CR 2

*Pathfinder RPG Core Rulebook* 420

## Subtier 3–4 (CR 4)

### ELECTRICITY ARC TRAP

CR 4

*Pathfinder RPG Core Rulebook* 420

**Subtier 5–6 (CR 6)**

**FLAME STRIKE TRAP** CR 6

*Pathfinder RPG Core Rulebook 421*

**Subtier 7–8 (CR 8)**

**INSANITY MIST TRAP** CR 8

*Pathfinder RPG Core Rulebook 421*

**Subtier 10–11 (CR 11)**

**CONE OF COLD TRAP** CR 11

*Pathfinder RPG Core Rulebook 421*

**Victory Points:** Recovering and successfully documenting one of the hidden tablets earns the table 1 Victory Point.

**E. THE OPHIDIAN RECTORY**

Deep within the temple lies a truly unholy site: a pinprick in reality where Ydersius once reached through reality to sire a demigod thousands of years earlier. Here, the temple's high priest and Ydersius's blessed descendants gather to pray and make sacrifices to their god. For the occasion of Spent Coils, they have captured an incredible prize to feed the serpent god: The Azlanti general Krahnaliara Lac Suhn. Lac Suhn managed to kill one priest in his struggles, but he has finally been restrained and is ready for sacrifice as the Pathfinders arrive.

**E1. Combat Encounter: Scions of the Serpent God**

Some heavy presence within this massive, domed chamber claws at the chest and weighs the air itself down. Strange glows emanate from the cardinal points of this massive, circular chamber. In the center of the room, an elevated, spiraling staircase entwines a column of stone, atop which sits an altar.

**Creatures:** The temple's high priest, the ancient and twisted serpentfolk cleric Xassvissec, utters prayers over the chained form of the Azlanti general Krahnaliara Lac Suhn while preparing the sacrifice. Various serpentfolk and reptilian abominations touched by Ydersius's divine nature stand by to witness the rite.

**Subtier 1–2 (CR 4)**

**HUMAN SKELETONS (4)** CR 1/3

hp 4 each (*Pathfinder RPG Bestiary 250*; see page 64)

**SNAKE, CONSTRICTOR** CR 2

hp 19 (*Pathfinder RPG Bestiary 255*; see page 65)

**Subtier 3–4 (CR 6)**

**SERPENTFOLK EXEMPLAR** CR 6

hp 52 (see page 53)

**Subtier 5–6 (CR 8)**

**SERPENTFOLK EXEMPLARS (2)** CR 6

hp 52 each (see page 53)

**Subtier 7–8 (CR 10)**

**SERPENTFOLK IMPERILER** CR 7

hp 109 (see page 54)

**SERPENTFOLK EXEMPLARS (3)** CR 6

hp 52 each (see page 53)

**Subtier 10–11 (CR 13)**

**SERPENTFOLK BONE PROPHET** CR 11

hp 137 (*Pathfinder RPG Monster Codex 205*; see page 52)

**COUATL, EVIL** CR 10

hp 126 (see page 56)

**SERPENTFOLK EXEMPLARS (3)** CR 6

hp 52 each (see page 53)

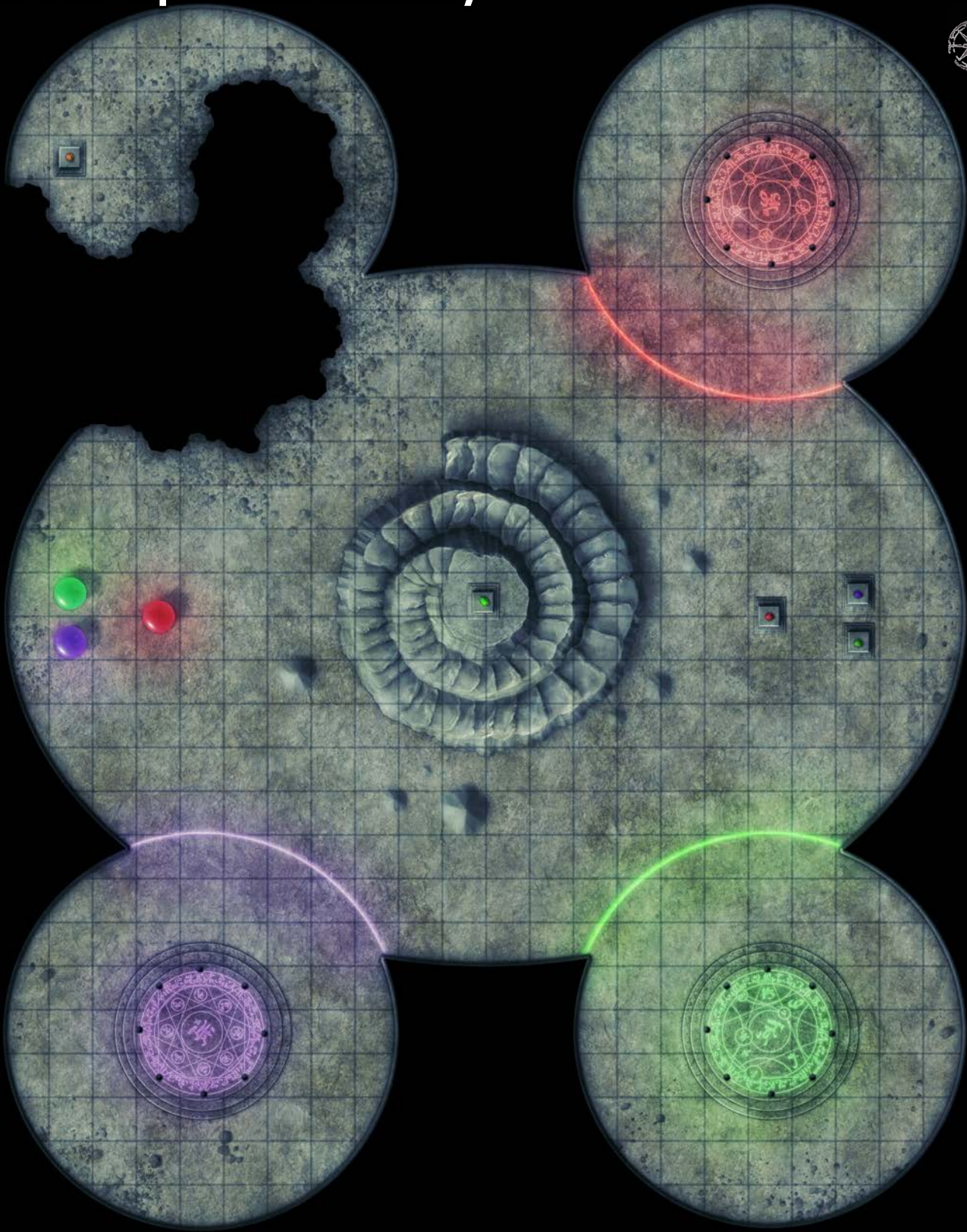
**Victory Points:** Once the PCs defeat the serpentfolk, they may study the remains of Ydersius's divine servants to make useful notes about his faith and legacy. Each group can attempt a single Easy skill check using one of the following skills: Heal, Knowledge (dungeoneering, planes, or religion), Profession (scribe), or Survival. If successful, the PCs earn 1 Victory Point.

**E2. Research Encounter: An Azlanti Perspective**

If the PCs defeat Xassvissec and her minions, they have the unique opportunity to interview the Azlanti hero Krahnaliara Lac Suhn—a figure whose name still appears on several ancient monuments left by the dead civilization, even if his specific deeds are largely forgotten. Players can use social interactions skills to coax information from him about Azlanti history, religion, and life, and even learn the location of now-forgotten Azlanti outposts that the Pathfinder Society might one day uncover. The PCs can attempt this research encounter only if they have first saved Lac Suhn in encounter E1.

The general is polite, and his years of military service that required honoring temporary alliances with non-Azlanti have softened the arrogance common in his homeland. He thanks his saviors and halfheartedly excuses

# E1. The Ophidian Rectory



1 square = 5 feet

Pathfinder Flip-Mat: Arcane Dungeon

himself to reassemble his army. His curiosity about his strange rescuers competes with his duty, though, and so long as a PC succeeds at an Easy Bluff or Diplomacy check, Lac Suhn lingers to learn more about the Pathfinders. If the PCs exceed this check's DC by 5 or more, they improve his attitude to helpful and gain a +5 bonus on all of the subsequent skill checks made to learn information during this encounter.

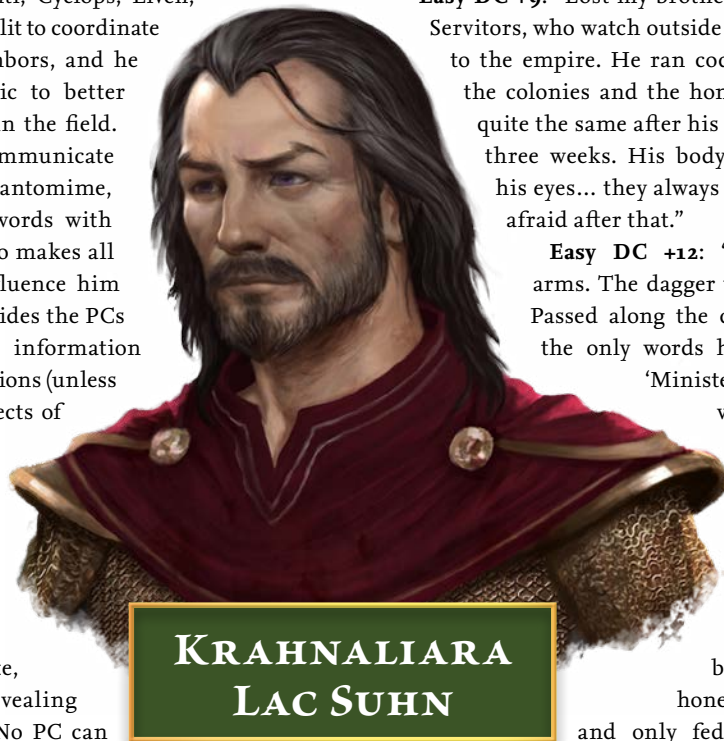
Lac Suhn speaks Azlanti, Cyclops, Elven, and an archaic form of Hallit to coordinate with his allies and neighbors, and he knows Aklo and Draconic to better understand his enemies in the field. It is also possible to communicate with him through pantomime, pictures, and Common words with Azlanti roots, but doing so makes all social skill checks to influence him use Average DCs and provides the PCs with only rudimentary information rather than literal translations (unless the PCs are under the effects of *comprehend languages*).

PCs can attempt to coax descriptions of Azlanti culture from Lac Suhn with Diplomacy, goad the general into boasting about military conquests with Intimidate, or trick him into revealing state secrets with Bluff. No PC can attempt a check using the same skill more than once. Consider inserting the lines of dialogue below into a conversation with Lac Suhn rather than just reading them aloud.

It is important to note that many of these features and names are previously unknown—both to the inhabitants of modern Golarion as well as in any Paizo publication to date. As a result, there is no further information available on these subjects beyond what is referenced below. Let this Azlanti lore be a taste of what the modern era could learn rather than a limitless trove of details yet to be published. If the PCs press Lac Suhn to reveal more details about a particular point, he might become self-conscious about what he's saying, change the subject, or politely note that he should get back to his troops.

### Bluff

**Easy DC:** "I never do get to see the wife and kids anymore. Marrying into a colonial family may have helped avert a war, but these years of separation are a heavy burden on anyone's shoulders."



**Easy DC +3:** "Imperator Emallianandra was right about the political dissent rising in the colonies. Drunkard or not, she's got twice the political insight her father ever did."

**Easy DC +6:** "I don't care if his great-great-great-whatever grandfather gave us *ioun stones* or water itself! Imperator Illsmus is a headstrong fool, and his notions about raising mankind to godhood will end in embarrassment at best."

**Easy DC +9:** "Lost my brother Urterre to the Silent Servitors, who watch outside and within for threats to the empire. He ran coded messages between the colonies and the homeland, but was never quite the same after his ship was lost at sea for three weeks. His body healed just fine, but his eyes... they always seemed so distant and afraid after that."

**Easy DC +12:** "Urterre died in my arms. The dagger was warm in his back. Passed along the documents to me, but the only words he could muster were 'Minister Erodell wears the veil. Amaznen save the senate.' He seemed half-mad by then."

### Diplomacy

**Easy DC:** "I have always loved my grandmother's *ittho* bread. Only used the honey from her own bees, and only fed them blossoms her grandmother brought back from the Western Colonies. Nothing ever tastes the same now."

**Easy DC +3:** "Sorry. I start to get nostalgic around Peacock's Dusk. These damn family holidays. They always remind me I still haven't taken my boys to the Western Colonies. They love their little-folk nanny, and I thought they'd like to see one of the cities her people built."

**Easy DC +6:** "It has also been many years since we heard from my great-grandmother's descendants, but I sometimes imagine that when I gaze into the sky and see the red planet, they can hear my prayers for the health of them and our empire's colony."

**Easy DC +9:** "My wife is always trying to tie my chiton like an imperator, not like a general. See how it goes over, around, then under? I ask if she wants her husband flogged, and she just says she'd rather have her husband sit on the senate. Not a... not a subtle lady. Gods, I miss her."

**Easy DC +12:** "Her name's Vanaschen. I know, I know—am I crazy to have married a woman of the Eastern Colonies? I thought mother was mad when she arranged the marriage. I shouted out the garden blessing, I was so damn mad. But

I suppose we're all like that at that age. Once my whiskers came in and I stopped thinking of myself, I saw her for who she was: this fiery, passionate woman who didn't need any of my excuses. Her father and my mother still argue over whose family officially joined whose—if we're still Azlanti or perhaps tainted by Kellid blood. I swear Vanaschen would conquer both peoples just to quiet them, if she didn't find it so damn funny. The way she pushes me to step up into mother's senate seat, I think we're still Azlanti."

## Intimidate

**Easy DC** "My warriors are no cowards! They didn't surrender in the field, and if these snakes hadn't taken their sikkar—their coiled knives—they never would've been taken alive."

**Easy DC +3** "We had separated into two regiments, with shield walls, and I sent the left flank wide to take the serpentfolk from behind. We'd been clashing near the mouth of the Ilsele for years, trying to push the colonies' eastern borders."

**Easy DC +6** "The key to battling serpent-men is the night battle, or making your main thrust at dusk. Then the fatigue of battle hits the same time as the cold reaches their hearts. Slows them down. That was General Akorian's secret to victory at Esrogas, when they tried to land on the homeland itself, and it still works all these years later."

**Easy DC +9** "Their war-beasts are fearsome, but subterfuge is truly what tore our lines down. Misinformation spread among the ranks, dissenters and the magically compelled turning on their own brothers. I've fought human opponents, and loath as I am to spill another man's blood, I'd take that clean death over the slow, strangling suffocation these monsters mete out."

**Easy DC +12** "They took the lines at Ilsele. Broke our backs and killed most of my men. Olhas was perhaps a day's march beyond. I doubt very much it's still there."

**Development:** If the PCs exceed the Easy check DC by 6 or more for all three skills or exceed the Easy DC by 12 or more for at least two skills, Lac Suhn starts to feel truly at ease with the PCs. He eventually waxes nostalgically about his family's private island villa in the colonies, located "south from the Mierani forests, hugging the coast east for four days and then a shot southeast from the southern cape." By succeeding at a Hard Knowledge (geography or history) or Profession (sailor) check, a PC can estimate that Lac Suhn's villa was somewhere off the coast of Nidal. Whether or not the PCs succeed at this last check, they recover enough information for the Society to begin researching what could be a submerged Azlanti site; each PC earns the Azlanti Wonders boon on her Chronicle sheet.

Once the PCs have concluded their interview, the general strikes off in search of Azlanti rebels and takes a more active hand in leading the rebellion.

**Victory Points:** By exceeding the Easy check DC by 6 or more for at least two of the social skill checks, the PCs earn 1 Victory Point. If they exceeded the Easy check DC by 12 or more for at least two social skill checks, they instead earn 2 Victory Points.

## PART 3: THE SKY COMES CRASHING DOWN

This part begins 150 minutes after the start of Part 2, as the Harbingers of Fate—a secret society dedicated to resurrecting the dead god Aroden by forcing prophecies from their *Book of 1,000 Whispers* to come true—seize control of the Sky Key. Now that the last predictions in their book of prophecy have passed last year with no sign of Aroden's return, the organization has grown increasingly frantic and desperate. The Harbingers have learned of the Sky Key's location and function through their spies and decided that if they can't raise Aroden by rekindling his powers of prophecy, then they shall snatch a previous version of him from the past to save their foundering future.

Once this new part of the adventure begins, the Pathfinders find themselves thrown bodily back to the year -5293 AR, mere hours before the Starstone collides with Golarion—an event known as Earthfall that plunges the world into a millennium of darkness and chaos. The Pathfinders have only 120 minutes to defeat the Harbingers and either slay Lady Arodeth or convince her to stand down. If the Pathfinders fail, they will be wiped out by the falling asteroid.

Regardless of how much of the serpentfolk complex the Pathfinders have explored up to this point, their explorations are brought to a sudden halt. The Overseer GM should read the following aloud.

---

A crack of thunder and the tang of ozone cut through the complex. The figures before you, and indeed the walls, the floor, even the air itself seem to crumble and fall away like glittering sands through an hourglass. Unfamiliar figures—their heavy, hooded robes embroidered with the symbol of a winged eye—stand about the field, their hands crackling with lightning. Dozens of Pathfinder spellcasters lie dead at their feet.

A gargantuan image of a woman appears and shimmers like a desert mirage. She has a regal bearing, but her features are lined as if by years of endless duty.

---

Any Pathfinders in the Zoological Gardens, Slave Pens, or Ophidian Rectory levels are close enough to Kortos' modern ground level that they can reach it before the time

bubble collapses entirely. Those who remain in the Temple Interior or Temple Plaza must succeed at an Easy Reflex save to roll with the collapsing ground around them. If they fail, they take falling damage (1d6 points in Subtier 1–2, 2d6 points in Subtier 3–4, 4d6 points in Subtier 5–6, 6d6 points in Subtier 7–8, or 8d6 points in Subtier 10–11).

PCs who succeed at a DC 10 Knowledge (religion) check identify the embroidered eye symbol on the newcomers' robes as the holy symbol of Aroden, the vanished and presumed-dead god of humans.

After a 1-minute pause, the Overseer GM or whoever is portraying Lady Arodeth should read the following.

---

“Arrogant Pathfinders! Your ridiculous Society spends fortunes and lives to reassemble a treasure that turns time itself like the pages of a book—a key that could undo all the misery and suffering our world now knows—and you use it for this? Poking at snakes and playing at heroism? Golarion knew a true hero once! Our Lord Aroden—who raised the Starstone from the sea and imprisoned the undead tyrant Tar-Baphon—could already walk the world again were it not for your petty games and delays. Every death in your hours of playtime now hangs as a weight around your collective necks, you spoiled children.

“I am Lady Arodeth, and on behalf of the Harbingers of Fate and the God of Mankind himself, I have seized your Sky Key. Its defenders threw their lives away trying to stop compassion and destiny from returning to this world. I advise you not to throw your own lives away attempting to do the same.

“Behold the return of the Last Azlanti! Behold Aroden!”

---

Convention staff may wish to flicker the room lights at this point, as the Harbingers of Fate begin casting lightning spells. At this point, Table GMs should read the following.

---

The robed Heralds begin casting, and arcs of lightning leap to the rods made of skymetal. A deep thrum from somewhere below reverberates with chest-tightening force, then the earth begins to heave and quake. Emerald green miasma lashes out, snaking back along the arcs of arcane lightning and infecting hooded casters throughout the crowd. Your body—or perhaps the whole world—crumbles to dust and you hear a distant scream of “She’s overloaded it!”

And just as swiftly, the world is whole again, but in place of a flower-speckled field stands the sprawling marketplace of a small city. Ivory-white buildings and columns feature reliefs and endless statuary all depicting physically perfect human specimens in poses of glory over serpentfolk. A chiton-clad crowd of gawkers stares, both at you and at the roiling dome of green light that encompasses nearly a square mile of territory, beyond which this strange city stretches on.

Robed Heralds panic as they sprint beyond the edges of the glistening dome, only to collapse just beyond its border. There

they scream and writhe, their bones cracking as flesh and sinew age to dust in mere moments. Meanwhile, those unfortunates consumed by the green miasma scream and stagger, their features warping and bloating as if the power seeking refuge within them were too big for mere flesh to contain.

And high overhead, a looming stone glows with a light visible even in the growing light of dawn.

---

The Harbingers of Fate learned of the Pathfinder Society’s wondrous find weeks ago, further confirmed when the Society began purchasing incredible quantities of sky metals and focusing inordinate attention on the otherwise unremarkable Bloodwatered Meadow. They have spent the intervening weeks gathering their strength, hiring mercenaries, and binding powerful lightning elementals to provide the Sky Key with enough energy to pull a dead god from the past and return him to modern Golarion. While most of the Pathfinder Society investigated Sessegishoss, Lady Arodeth and her Harbingers seized their opportunity. They slew the small force guarding the Sky Key’s makeshift vault below the field. Afterward, Lady Arodeth sealed the vault itself with a *wall of iron* spell and set her minions to work via *message* and *telepathic bond*.

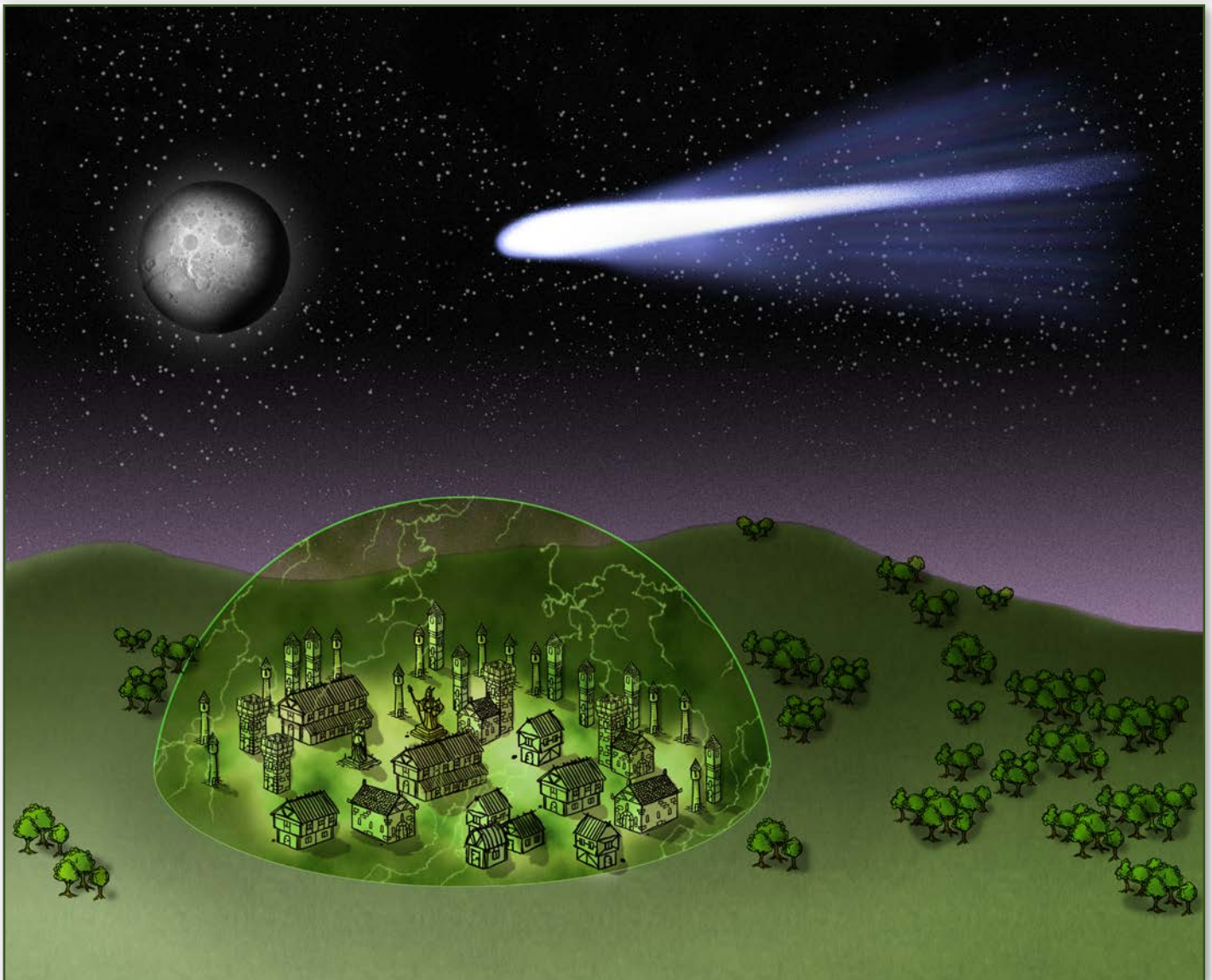
But between Arodeth’s own inexperience with the Sky Key’s technology and the excessive amount of electricity her mages and elementals channel into it, her plan has fallen apart. The device has overloaded, discharging temporal energy into the Harbingers’ assembled casters. The new temporal bubble has now projected the Pathfinder Society members and the Harbingers of Fate backwards in time, and it sustains them there just as the first bubble sustained the serpentfolk of Sessegishoss who were brought forward. Those who leave melt back into the sands of time, slain beyond the River of Souls and impossible to resurrect with anything short of a *miracle* or *wish* spell. If the PCs try to experiment by passing a hand through the barrier, sustaining a small amount of damage should be sufficient to warn them that physically escaping is a terrible idea.

The overloaded temporal bubble is much stronger, with the potential to sustain itself indefinitely—or at least long enough for it, the Pathfinders, and the entire world to be destroyed... in Earthfall.

## Table GM Instructions

During this part of the adventure, the PCs travel through part of an Azlanti city in pursuit of several key Harbingers of Fate infused with temporal energies. When the Pathfinders’ location shifted from Sessegishoss to hours before Earthfall, any equipment they may have claimed in Part 2 also disappears. Aid Tokens continue to function as normal, though any additional Aid Token benefits the PCs earned in Part 2 cease (such as the benefit for aiding the rebels).





One of the beneficial side effects of the time shift is that some of the PCs' expended powers and class abilities are once again available as though they had not been expended for the day. Each PC can choose two of the following benefits, and the same benefit can be selected twice to double its effects.

- Recover one or more spells or spell slots whose total levels are equal to your character level.
- Regain one daily use of a class feature. If you would normally be able to use the feature five or more times in one day, instead regain two uses.
- Heal 1d2 points of damage to all ability scores.
- Heal 1d8 hit points. Add your character level to the number of hit points recovered.

**Navigating Lacsuhnollo:** The area encompassed by the green half-sphere is several hundred feet in diameter, which makes tracking down the Harbingers of Fate and

moving from one area to another relatively easy. Traveling from one encounter to the next takes 1–5 minutes. Until the Overseer GM announces otherwise, the PCs cannot enter the Sky Key Vault (area G); finding the vault is an important goal during Part 3.

**Reporting Successes:** During Part 3, it is important to distinguish between Anchor successes, Discovery successes, and Vault successes when reporting encounters' outcomes to HQ Staff. Be sure to use a fourth signal to denote the table having killed or successfully negotiated with the real Lady Arodeth.

The Table GM should also keep track of how many Anchor encounters the PCs resolve via killing that Harbinger and how many they resolve with less lethal methods. The PCs' lethality influences the final encounter on a table-by-table basis and doesn't need to be reported to HQ Staff.

**Code Green:** Near the end of Part 3, the Overseer GM might announce "Code Green." When this occurs, all

skill check DCs in the remaining encounters become one step easier (Hard checks become Average, Average checks become Easy, and so on), and PCs negotiating with Lady Arodeth can accrue one additional failure before she becomes hostile. In addition, decrease the caster level, saving throw DCs, and AC of Lady Arodeth (not her simulacra) by 4.

## Overseer GM Instructions

The responsibilities of the Overseer GM are tallying the number of successes reported, relaying information when a new area is accessible, and updating the countdown until the asteroid strikes Golarion.

This part involves three different types of successes that must be tracked: Anchor successes (which are effectively the same as Victory Points), Discovery successes, and Vault successes. Anchor successes measure the House's efforts in destabilizing the green energies that keep the Pathfinders locked in this past age. Discovery successes measure how close the Society is to finding and digging down to the Sky Key Vault. Vault successes track how close the House is to defeating Lady Arodeth and her simulacra. All three are necessary, for without finding the vault, the PCs can't confront Lady Arodeth. Without destabilizing the Harbinger Anchors, even claiming the Sky Key is not enough to break free from the current time and return home.

**Anchor:** Once the House has reported a number of Anchor successes equal to three times the number of tables, the overseer should read or paraphrase the following aloud.

---

The green dome overhead ripples and flexes, visibly weakened but still present. The same woman's voice from earlier booms from everywhere and nowhere at once.

"This... this isn't what I wanted. I wanted a world with purpose again—with certainty. But I suppose there is no greater way to die than in the same fiery cataclysm that marked Aroden's first step toward divinity. Join me in martyrdom, Pathfinders, and try to die with some dignity."

---

**Discovery:** Once at least one of every four tables has reported a Discovery success, the Pathfinders have uncovered the Sky Key Vault and can now enter area **G**. The Overseer GM should read the following aloud.

---

Pathfinders have found and uncovered the Sky Key Vault. It is there that the Sky Key—the Society's ticket home—awaits.

---

If the House has not yet weakened the dome of green energy by earning enough Anchor successes, also read the following aloud.

---

However, the dome of green energy remains strong, suggesting that too many Harbinger spellcasters are still anchoring the Society in this time period.

---

**Vault:** Once the House has reported a number of Vault successes equal to 0.8 times the number of tables, the Overseer GM should read the following aloud.

---

As Pathfinders defeat the furious simulacra, they disperse into foul mist that screams in anger before fading away entirely. Nearby, the true Lady Arodeth seems shaken by the destruction of her miasmic doppelgangers, and their deaths seem to sap her of her zealous rage.

Table GMs, this is Code Green. Code Green is in effect.

---

**Ending Part 3:** Once the House has achieved a number of Vault successes equal to 1.25 times the number of tables or after 120 minutes, the adventure comes to an end. Begin the Conclusion (on page 39).

## F. AN UNWELCOME RECEPTION

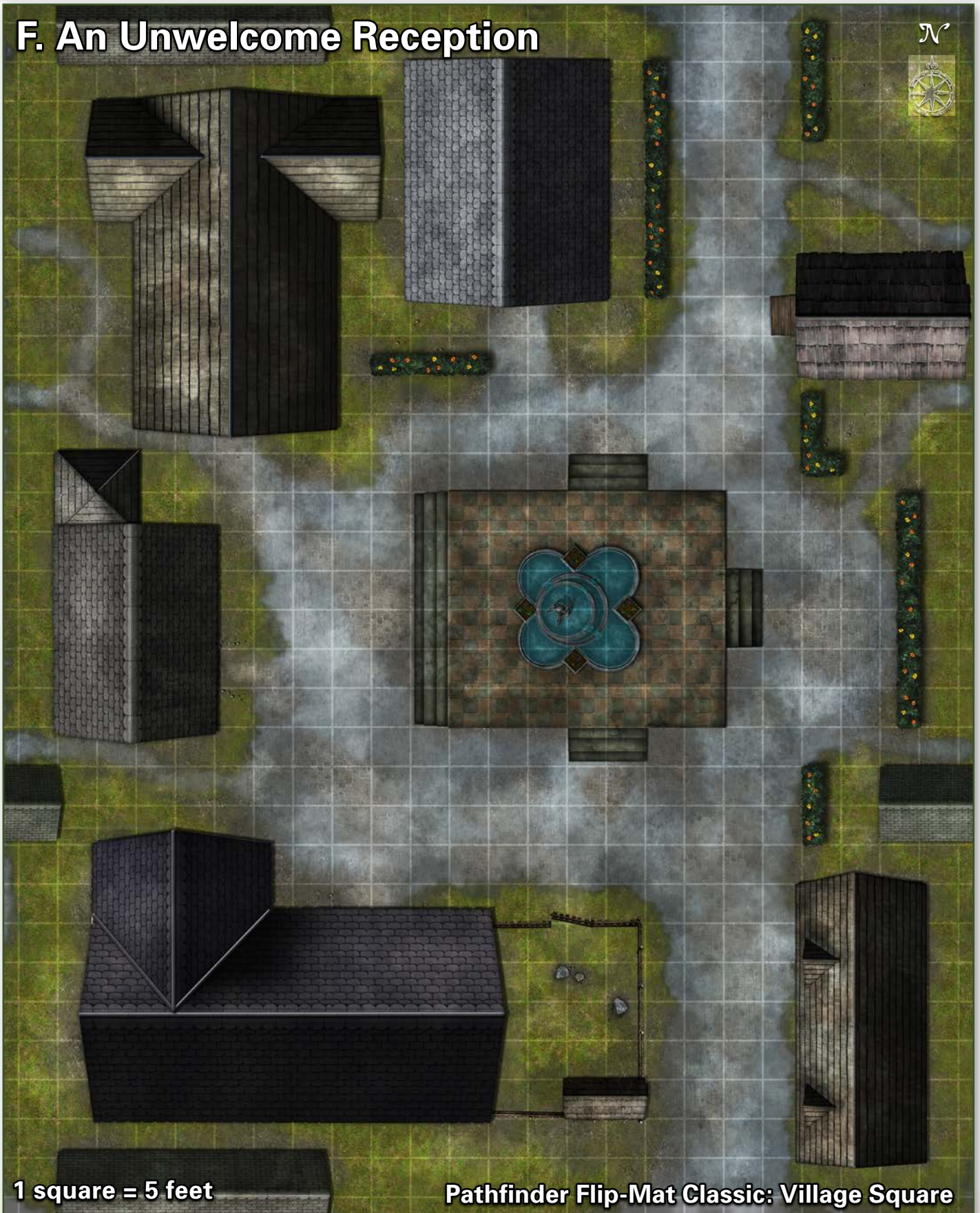
The Pathfinders do not arrive unnoticed. The Harbingers' temporal bubble delivered them to the Azlanti city of Lacsuhnollo, a sizable colony city in the region that will one day become the Isle of Kortos. The Azlanti citizens here have endured a long conflict with the aboleth and their ulat-kini minions, yet for the past several hours, they have fearfully watched a star in the sky grow brighter and more ominous.

Recognizing one of the most pivotal moments in Golarion history requires a successful DC 5 Knowledge (history) check, and a PC who exceeds this check DC by 10 or more can deduce that they likely have less than 2 hours before the asteroid above crashes into Golarion and plunges the world into a thousand years of darkness. PCs can recognize the architecture around them as Azlanti with a successful DC 15 Knowledge (engineering or history) or Profession (architect) check.

**Creatures:** Though the citizens of Azlant are more accustomed to everyday magic than even the cosmopolitan residents of Absalom, these humans of the past have never laid eyes upon dwarves, gnomes, or half-orcs. The sudden appearance of a massive crowd in their midst, combined with the long-standing war and chaos in the sky, proves too much. The crowd of onlookers grows angry, then defensive, yelling threats in Azlanti to order these strangers out of their city and summon the guards.

The PCs can attempt to calm the crowd (requiring a Hard Diplomacy check) or cow them (requiring an Average Intimidate check). Failing this check results in several citizens and guards resorting to force to drive off the PCs.

# F. An Unwelcome Reception



## Subtier 1–2 (CR 1)

### AZLANTI CITIZENS (3) CR 1/3

Apprentice jeweler (*Pathfinder RPG NPC Codex* 260; see page 42)  
hp 4 each

## Subtier 3–4 (CR 3)

### AZLANTI CITIZENS (3) CR 1/3

Apprentice jeweler (*Pathfinder RPG NPC Codex* 260; see page 42)  
hp 4 each

### AZLANTI GUARDSMEN (2) CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80; see page 42)  
hp 14 each

## Subtier 5–6 (CR 5)

### AZLANTI GUARDSMEN (2) CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80; see page 42)  
hp 14 each

### AZLANTI SOLDIER CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 43)  
hp 51

## Subtier 7–8 (CR 7)

### AZLANTI SOLDIERS (3) CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 43)  
hp 51 each

## Subtier 10–11 (CR 10)

### AZLANTI SOLDIERS (4) CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 43)  
hp 51 each

### AZLANTI CHAMPION CR 8

Gladiator champion (*Pathfinder RPG NPC Codex* 271; see page 42)  
hp 75

## The Many Masters of Scrolls

Once the PCs have calmed, scared off, or fought the crowd, allow them a moment to catch their breath, heal, and consider their predicament before reading or paraphrasing the following aloud.

A familiar figure limps out from between two buildings. The weight of years seems to hang over Kreighton Shaine, the Pathfinder Society's illustrious Master of Scrolls, his face more

deeply lined than it was this morning.

"My apologies for not reaching you more quickly, but I have been quite distracted," he pants. To the left and right across the ancient marketplace, other versions of Kreighton Shaine are speaking to other, equally bewildered Pathfinders. "It seems redundant to say so at this point, but the Harbingers of Fate have seized control of the Sky Key, and we all appear to be trapped in what the Isle of Kortos used to be eons ago. The same sort of temporal bubble that brought the serpentfolk city of Sessegishoss to us now keeps our forces pinned down here.

"We are attempting to uncover the Sky Key Vault now. While the vault itself seems to be here in this time period, our entrance to it wasn't projected back, and we've lost our bearings relative to its location in this new landscape. What's more, I worry simply reclaiming the Sky Key will not be enough to allow our escape—that green surge we all witnessed seems to have invested many of the Harbingers with enough of the Sky Key's energy to maintain our chronological exile."

Shaine looks worriedly up at the sky. "We will need to work together to uncover the vault and cut the tethers that anchor this time period to the Harbingers' spellcasters. We must do both so we can use the Sky Key to escape." A crack of thunder sounds overhead as the dome of green light twists and arcs down to the surface with a thunderous crash, and strange, hairy beasts stride where it struck. "And we would be wise to move quickly."

Shaine distributes a single potion of *cure light wounds* (subtier 1-2), *cure moderate wounds* (subtiers 3-6), or *cure serious wounds* (subtiers 7-11) to each PC and asks the Pathfinders if they have any further questions before moving on.

**How are you everywhere at once?** "Oh? Oh, this. It's part of a rather questionable ritual I uncovered and performed in the Grand Lodge several years ago. It allows me to repeat a recent period in time so long as I do so close to Absalom. The eldritch power appears to function across time, but I have thus far been unable to extend its benefits to anyone else. Certainly hope there are no unspeakable consequences for it..."

**How do we separate the Harbinger of Fate mages from the temporal energy inside them?** "That's the lovely part: I'm not completely sure. Advanced magical theory was always more Aram's bag. But then, it does seem to be a sort of magic, so anything you have to shut down magical effects should do the trick. And if it is a magical effect, it will certainly expire upon their deaths—tragic, certainly, but better than all of us dying here. Then again, these Harbinger spellcasters must be of some relative skill based on the spells they performed. You may be able to coax them into dismissing the effects themselves, though their temporal investitures seem to have made them a bit... erratic."

**How to we find the Sky Key Vault?** "Divine providence? I'm not sure, as it's made of steel and sky metals, but also

buried approximately 30 feet beneath the earth, which shields it from most of our available divinations. I remain open to suggestions.”

## Finding the Vault

The Sky Key Vault is a small complex the Society built beneath the Bloodwatered Meadow to protect the Sky Key and support its auxiliary machinery. It was transported into the past along with the Pathfinders, but its entrance was not. As a result, the vault’s location is concealed somewhere beneath the city of Lacsuhnollo with Lady Arodeth and several of her allies trapped inside.

The PCs can search for the vault in a variety of ways, and they must complete five tasks successfully to determine where the vault is located. Several tasks are worth more than one success. In addition, Table GMs should be amenable to other methods the players might devise. In general, a tactic that involves a skill check or minor expenditure of resources should be worth one success, and a tactic that involves a major expenditure of resources or an especially profound methodology should be worth up to three successes. The following are some likely methods.

- The PCs succeed at an Easy Intelligence check to deduce the vault’s location by backtracking their own movements.
- The PCs succeed at an Average Knowledge (engineering or geography) or Profession (architect) check to identify displaced earth or foundations resulting from the vault’s appearance underground.
- If the PCs resolved the earlier encounter with the Azlanti mob nonviolently, they can question the locals about any strange new features with an Average Diplomacy or Intimidate check. A PC must speak and understand Azlanti to use this option.
- The PCs use a creature with a burrow speed (such as an animal companion, eidolon, or summoned earth elemental) to search below ground (worth two successes).
- Most 3rd-level and lower divinations spells can earn the PCs one success.
- Higher-level divinations such as *contact other plane*, *commune*, *divination*, *locate creature*, and *locate object* are worth three successes.

**Creatures:** A time storm surge (see below) interrupts the PCs partway through their search for the Sky Key Vault.

**Development:** When the group has achieved five or more successes while searching for the vault, the GM should report one Discovery success to HQ Staff. An instance of Kreighton Shaine directs them to help elsewhere while he gathers other Pathfinder to begin excavating an entrance using magic and summoned creatures. The PCs are not able to travel to the Sky Key Vault until the Overseer GM announces that it is open.

## A KREIGHTON OF OUR VERY OWN

At this point in the scenario, an instance of Kreighton Shaine—a copy stuck reliving this day a thousand times—joins the group to offer some basic support. Kreighton is not a formidable combatant by any measure, but he can cast spells on the group’s behalf to help supplement their depleted spells remaining. This instance of Kreighton Shaine has an AC of 20 and 47 hp, and he keeps to the rear in any combat encounters.

If this instance dies, it doesn’t kill the original Master of Scrolls. However, each death inflicts an emotional toll, erodes his cheerful disposition, and artificially ages him. Keeping their Kreighton Shaine alive until the end of the scenario contributes to calculating the PCs’ secondary success conditions.

The copies of Kreighton Shaine don’t possess the full spellcasting abilities of the Master of Scrolls. Instead, he has a limited number of spells prepared, and he can cast only a few of them. He can cast only a number of spells whose combined spell level equals the table’s APL + 1. His caster level is 10th, and he can cast the following spells.

4th—*greater invisibility*, *solid fog*, *wall of stone*

3rd—*fly*, *haste*, *tongues*

2nd—*bear’s endurance*, *bull’s strength*, *resist energy*

1st—*enlarge person*, *identify*, *shield*

## THE TIME STORM

The Harbingers’ tampering has overloaded the Sky Key, creating extremely large and dangerous fluctuations in the temporal bubble that traps the Pathfinder Society in the past. As the gathering eddies of time collide, they form momentary breaches in reality, dumping creatures and hazards from other points in Golarion’s history into the city of Lacsuhnollo.

Several encounters trigger a time storm: Finding the Vault, Gad Gemple, and Omandi Mil. When this happens, the GM is free to use whichever encounter she feels is most suitable and fun. Table GMs should also use time storm encounters if the PCs complete all other accessible encounters during Part 3, reporting each additional time storm defeated as another Anchor success.

When a time storm encounter occurs, read the following.

---

An arc of green lightning gathers above and crashes to the surface, leaving something bizarre in its wake.

---

## Primordial Ooze

Once, Golarion’s surface was covered in warm, shallow seas teeming with protoplasmic life that battled among itself for survival.

**Subtier 1–2 (CR 2)**

**GIANT AMOEBA, ATROCIOUS** CR 2  
 Giant giant amoeba (*Pathfinder RPG Bestiary* 2 24, 293; see page 58)  
 hp 19

**Subtier 3–4 (CR 4)**

**GRAY OOZE** CR 4  
 hp 50 (*Pathfinder RPG Bestiary* 166; see page 59)

**Subtier 5–6 (CR 6)**

**OCHRE POOL** CR 6  
 Giant ochre jelly (*Pathfinder RPG Bestiary* 218, 295; see page 61)  
 hp 75

**Subtier 7–8 (CR 8)**

**IMMENSE PUDDING** CR 8  
 Giant black pudding (*Pathfinder RPG Bestiary* 35, 295; see page 59)  
 hp 125

**Subtier 10–11 (CR 11)**

**IMMENSE PUDDINGS (3)** CR 8  
 Giant black pudding (*Pathfinder RPG Bestiary* 35, 295; see page 59)  
 hp 125 each

**Dinosaur Redux**

Terrible thundering lizards from the dawn of time—ravenous and aggressive—crash into the Azlanti city.

**Subtier 1–2 (CR 2)**

**DINOSAUR, VELOCIRAPTOR** CR 2  
 hp 22 (*Pathfinder RPG Bestiary* 4 59; see page 58)

**Subtier 3–4 (CR 4)**

**DINOSAUR, VELOCIRAPTOR (2)** CR 2  
 hp 22 each (*Pathfinder RPG Bestiary* 4 59; see page 58)

**Subtier 5–6 (CR 6)**

**DINOSAUR, ANKYLOSAURUS** CR 6  
 hp 75 (*Pathfinder RPG Bestiary* 83; see page 57)

**Subtier 7–8 (CR 8)**

**DINOSAUR, TRICERATOPS** CR 8  
 hp 119 (*Pathfinder RPG Bestiary* 86; see page 58)

**Subtier 10–11 (CR 11)**

**DINOSAUR, TYRANNOSAURUS (2)** CR 9  
 hp 153 each (*Pathfinder RPG Bestiary* 86; see page 58)

**The First Humans**

Primitive ancestors of modern humans—now confused and angry about their sudden displacement—land alongside the animals they trained and hunted. These humanoids speak a language that predates any known tongue by ages, and a PC can communicate with them only by using magic.

**Subtier 1–2 (CR 2)**

**CAVEPERSON HUNTER** CR 2  
 hp 37 (see page 43)

**Subtier 3–4 (CR 4)**

**CAVEPERSON HUNTER** CR 2  
 hp 37 (see page 43)

**THYLACINE (3)** CR 1/2  
 hp 7 each (*Pathfinder RPG Bestiary* 3 191; see page 66)

**Subtier 5–6 (CR 6)**

**CAVEPERSON HUNTER (2)** CR 2  
 hp 37 each (see page 43)

**MEGAFAUNA, MEGATHERIUM** CR 5  
 hp 59 (*Pathfinder RPG Bestiary* 2 187; see page 61)

**Subtier 7–8 (CR 8)**

**CAVEPERSON WARLEADER** CR 6  
 hp 86 (see page 43)

**MEGAFAUNA, GLYPTODON** CR 6  
 hp 67 (*Pathfinder RPG Bestiary* 2 186; see page 61)

**Subtier 10–11 (CR 11)**

**CAVEPERSON WARLEADERS (3)** CR 6  
 hp 86 each (see page 43)

**MASTODON** CR 9  
 hp 133 (*Pathfinder RPG Bestiary* 128; see page 61)

## What Shall Remain

Blast shadows and other undead that arose in the first few years after the Starstone's impact are brought back in time to witness its impact. Several of these undead bear a chilling resemblance to the PCs, suggesting the Pathfinders died during Earthfall and are now cursed to wander as undead.

### Subtier 1–2 (CR 2)

**SKELETONS, HUMAN (4)** CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 250; see page 64)

### Subtier 3–4 (CR 4)

**SKELETAL CHAMPIONS (2)** CR 2

hp 17 each (*Pathfinder RPG Bestiary* 252; see page 64)

### Subtier 5–6 (CR 6)

**BLAST SHADOW** CR 5

hp 60 (see page 55)

**SKELETAL CHAMPIONS (2)** CR 2

hp 17 each (*Pathfinder RPG Bestiary* 252; see page 64)

### Subtier 7–8 (CR 8)

**BLAST SHADOWS (3)** CR 5

hp 60 each (see page 55)

### Subtier 10–11 (CR 11)

**BODAKS (3)** CR 8

hp 85 each (*Pathfinder RPG Bestiary* 2 48; see page 56)

## FATE'S ANCHORS

Each of the several dozen Harbinger spellcasters—referred to as Anchors—who participated in Lady Arodeth's usurpation of the Sky Key has been infected with some of the device's temporal energy, which now uses their life force to help sustain the temporal bubble keeping the Pathfinders trapped in the past. The infection also stirs the most base aspects of each victim, making them anxious, aggressive, and delusional as their connection to the world grows weaker. The chronological taint would kill its myriad victims over the next several days were the Starstone not prepared to wipe them out in the next several hours.

Lady Arodeth serves as the final anchor, and PCs must ultimately confront her to free everyone. Which other Anchors the PCs encounter and in what order is left entirely up to the Table GM's discretion. A GM can

use the same map used in area F for these encounters, or she can use any other urban-style map product such as *Flip-Mats: City Streets*, *Flip-Mat: Pub Crawl*, or *Map Pack: Marketplace* so long as they present enough room for any combatants to maneuver and fight effectively.

Each of the Anchors glows with an unearthly green radiance, similar to the dome overhead and the strange lightning that deposits monsters from the past. To escape before the Starstone collides with Golarion, the PCs must cleanse many of these figures of the Sky Key's taint. The field automatically fades upon each spellcaster's death. A PC can also disrupt the temporal energy by targeting an Anchor with *dispel magic*, *lesser restoration*, *remove curse*, or *restoration* and then succeeding at a caster level check (DC = APL + 11).

The PCs can also attempt to calm a spellcaster, convincing him to release the temporal energy willingly. Doing so requires one or more successful skill checks specified in the Anchor's encounter entry. By using emotion-manipulating magic (such as *delusional pride* or *calm emotions*), a PC can gain a +5 circumstance bonus on checks made to influence an Anchor—so long as the magic is appropriate to the skill check (for instance, *cause fear* would assist Intimidate checks, but not Diplomacy or Bluff checks).

## Alrule Shahan

Alrule was born into a family of exceptional breeding and pitifully little money in Taldor's easternmost provinces. Her bloodline retains strong Azlanti features, for better or worse, but her family fortunes are so stricken that she took up mercantile work for one of her mother's friends, learning to spin deals in distant Absalom. She fell in with the Harbingers of Fate as her business dealings touched increasingly on the arcane and occult, and she has served them on occasion as a wizard-for-hire. While more mercenary than true believer, Alrule couldn't deny the appeal of returning the Last Azlanti to life, mad as it may have sounded.

Warped by the temporal energy infusing her being, Alrule now believes she is a full Azlanti citizen and that Lacshunollo is her home. Starfall terrifies her, for she knows what it means even more comprehensively than the other panicked citizens.

**Influence:** 2 successes—Hard Bluff, Hard Diplomacy, Easy Intimidate, Average Knowledge (history). Alrule is deeply lost in her new fantasy, but her fear of Earthfall makes her especially easy to cow. Pointing out inconsistencies in what little she knows of ancient Azlant can jar her out of her fictional world. She responds well to anyone who reminds her of her Taldan roots, granting PCs from Taldor and members of the Sovereign Court faction a +2 bonus on checks to influence her.

**Creatures:** If the PCs fail one skill check, Alrule rebukes the PCs and rallies several other Azlanti to support her. After all, her strong Azlanti features have convinced many citizens that she is one of them. If the PCs fail a second check, the Azlanti become aggressive and try to chase off the PCs while Alrule escapes. If it's necessary to have stats for Alrule, she uses the same statistics as Romnus Vagarti would at the same subtier.

## Subtier 1–2 (CR 1)

### AZLANTI CITIZENS (3) CR 1/3

Apprentice jeweler (*Pathfinder RPG NPC Codex* 260; see page 42)  
hp 4 each

## Subtier 3–4 (CR 3)

### AZLANTI CITIZENS (3) CR 1/3

Apprentice jeweler (*Pathfinder RPG NPC Codex* 260; see page 42)  
hp 4 each

### AZLANTI GUARDSMEN (2) CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80; see page 42)  
hp 14 each

## Subtier 5–6 (CR 5)

### AZLANTI GUARDSMEN (2) CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80; see page 42)  
hp 14 each

### AZLANTI SOLDIER CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 43)  
hp 51

## Subtier 7–8 (CR 7)

### AZLANTI SOLDIERS (3) CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 43)  
hp 51 each

## Subtier 10–11 (CR 10)

### AZLANTI SOLDIERS (4) CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 43)  
hp 51 each

### AZLANTI CHAMPION CR 8

Gladiator champion (*Pathfinder RPG NPC Codex* 271; see page 42)  
hp 75

**Development:** If the PCs defeat these townspeople, they can easily capture Alrule. They must still rid her of her temporal energy by convincing her to release it, dispelling it with magic, or killing her. However, she is now unable to flee, and there are no consequences for failing additional skill checks.

The Table GM should note whether the PCs resolved the encounter with violence.

**Victory Points:** Once the PCs have dissipated Alrule's temporal energy, report one Anchor success to HQ Staff.

## Binui Skostravalus

Binui sought out the Harbingers from the first moment he learned of their existence. A half-blooded Varisian who always felt removed from his father's wandering people, he hoped to prove his worth among other Varisians by mastering fortune telling with the Harrow Deck. However, his clumsy attempts never brought insight, only jeers. Convinced that his talents were genuine but stymied by some cosmic injustice, he sought a way to restore prophecy to the world and become a legend among the Varisian people who laughed at him growing up. Plunged back thousands of years, Binui's temporal energy has manifested as an obsession with his Harrow deck, which—to his delight—now tells the future with unerring accuracy. Sadly, the only future it reveals is one of pain, darkness, and death.

**Influence:** 2 successes—Average Bluff, Average Profession (gambler), or Average Sleight of Hand. Binui has no particular interest in interacting with the PCs or attacking them, but they can win his admiration and cooperation by defeating him at Towers, an irreverent game of chance played with a Harrow deck.

If the PCs fail two checks, Binui laughs, flips over several additional cards, foretells the PCs' doom, and then disappears in an oily burst of green smoke. One PC at random must succeed at an Average Will save or be shaken during all other encounters with Harbinger Anchors other than Lady Arodeth.

**Creatures:** If the PCs attack Binui, he attempts to flee or fight his way to freedom. His statistics vary by subtier.

## Subtier 1–2 (CR 1/2)

### HARBINGER THIEF CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144; see page 49)  
hp 10

## Subtier 3–4 (CR 3)

### HARBINGER SPY CR 3

Charlatan (*Pathfinder RPG NPC Codex* 145; see page 48)  
hp 21



## Subtier 5–6 (CR 3)

### HARBINGER SPY CR 3

Charlatan (*Pathfinder RPG NPC Codex* 145; see page 48)  
hp 21

## Subtier 7–8 (CR 6)

### HARBINGER SPYMASTER CR 6

Freelance thief (*Pathfinder RPG NPC Codex* 147; see page 48)  
hp 42

## Subtier 10–11 (CR 9)

### HARBINGER ASSASSIN CR 9

Dancing dervish (*Pathfinder RPG NPC Codex* 149; see page 44)  
hp 68

**Development:** If Binui escapes, the PCs can find him elsewhere in the city. By then he has already become so absorbed in his Harrow deck that he hardly recalls any earlier violence, allowing the PCs to repeat this encounter.

The Table GM should note whether the PCs resolved the encounter with violence.

**Victory Points:** Once the PCs have dissipated Binui's temporal energy, report one Anchor success to HQ Staff.

## Gad Gemple

Gad always wanted an easier life that didn't involve stepping on anyone's toes, and he found it when his sorcerous magic bloomed during adolescence. For a time he lived as a street performer in Absalom until his developing skills showed a decidedly celestial bent, and he came to the attention of a small-but-thriving Arodenite cult. The Disciples of the Slumbering God soon decided Gad was the grandson of the Last Azlanti, and they worshipped him as a demigod—a lifestyle of which he eminently approved, at least until they attempted to sacrifice him and channel the absent god into his celestial body. The Harbingers of Fate interceded, and Gad has been loyal to them ever since. Now that temporal energies cloud his judgment, Gad has begun to believe he truly is descended from a god, and perhaps the Disciples' ritual years ago channeled a piece of divine Aroden into him, making him the avatar of the divine being.

**Influence:** 1 success—Easy Bluff, Average Diplomacy, Hard Intimidate, or Average Knowledge (religion). Gad is especially susceptible to lies that feed his divine fantasy. Furthermore, he looks favorably upon worshipers of other good-aligned gods, granting any PC bearing a holy symbol to such a deity a +2 circumstance bonus on Diplomacy checks to influence him.

**Creatures:** Gad himself has no interest in combat, but shortly after the PCs begin speaking with him, a time

storm deposits a new threat in their midst. Gad prefers to stand back and watch what happens, telling himself he has arranged this event as a test for these new petitioners.

## All Subtiers

### GAD GEMPLE CR 3

hp 24 (see page 43)

**Development:** If the PCs fail the check to influence Gad Gemple, he ignores any further overtures they make to gain his cooperation. The Table GM should note whether the PCs resolved the encounter by harming Gad.

**Victory Points:** Once the PCs have dissipated Gad's temporal energy, report one Anchor success to HQ Staff.

## Omandi Mil

Omandi's life has gone wrong at every step, from her parents' accidental death to the kitchen accident that scarred her arm to her lifetime of failed careers. At some point, she convinced herself the death of prophecy had caused her run of bad luck, and that in a proper world she was meant to be happy and loved. Her drunken ranting in Absalom's dockside taverns and her innate magical potential eventually caught the attention of the Harbingers of Fate, and she has eagerly worked toward their shared goal of restoring fate (and the good life she believes that fate will grant her) ever since.

Infected by temporal energy, Omandi is convinced the Harbingers have succeeded, that the Azlanti city around them is what Absalom was always fated to look like, and that she herself is a powerful and respected sorcerer who is due great respect from peasants like the Pathfinder Society.

**Influence:** 1 success—Average Bluff, Easy Diplomacy, Hard Intimidate. Omandi is susceptible to flattery, but she is quite headstrong and confident in her overestimated abilities. She respects PCs who appear to be part of the upper class or hold some high rank, but especially disheveled or impoverished creatures take a –2 penalty on checks to influence Omandi.

**Creatures** As the PCs begin interacting with Omandi, a time storm deposits time-lost creatures nearby. Convinced that these new arrivals are her own doing, she joins the battle. From her perspective, if she summoned these defenders to oppose the PCs, then there must be something suspicious about these Pathfinders.

## Subtier 1–2 (CR 3)

### OMANDI MIL CR 1/2

CN Harbinger mage novice (see page 47)  
hp 8

**Subtier 3–4 (CR 5)**

**OMANDI MIL** **CR 1**

CN Harbinger mage apprentice (see page 45)  
hp 16

**Subtier 5–6 (CR 7)**

**OMANDI MIL** **CR 3**

CN Harbinger mage initiate (see page 47)  
hp 28

**Subtier 7–8 (CR 9)**

**OMANDI MIL** **CR 5**

CN Harbinger mage (see page 45)  
hp 35

**Subtier 10–11 (CR 12)**

**OMANDI MIL** **CR 9**

CN Harbinger mage elite (see page 46)  
hp 82

**Development:** If the PCs defeat the time storm’s creatures without attacking Omandi, she smirks and brushes off the fight as an inconsequential fraction of her full power. The PCs can resolve the skill check to earn her cooperation. If they succeed, she dismisses her temporal energy as a trivial show of power. If they fail, she attacks, expecting another time storm to strike to help her; however, she fights alone.

The Table GM should note whether the PCs resolved the encounter by harming Omandi.

**Victory Points:** Once the PCs have dissipated Omandi’s temporal energy, report one Anchor success to HQ Staff.

**Romnus Vagarti**

Romnus makes no special excuses; he is a mercenary and does as he’s told. His grandfather served the original Band of Blades, and the Vagarti family remained reasonably loyal Harbingers more out of momentum than any true belief in the cause. Still, he takes considerable pride in a job well done and likes to imagine his father and grandfather would approve of his loyalty and service, even if he leaned toward the arcane arts rather than martial prowess.

Driven to extremes by his infestation of temporal energy, Romnus’s arcane power and pride have fused into suspiciously draconic urges, driving him to loot the stalls and shops of the panicked Azlanti citizens and guard his “hoard” with fanatical devotion. He suspects everyone of wanting his wealth, and refuses to let anyone touch it.

He does this more out of duty than greed, believing he is the only one who can keep such treasures safe, so he *must* do so.

**Influence:** 2 successes—Hard Bluff, Hard Diplomacy, Hard Perform (any). In his current state, Romnus is more amenable to bribes. Offering him a tribute worth 50 gp times the APL grants the PCs a +2 circumstance bonus on all checks to influence him, and each additional tribute of equivalent value increases the bonus by 2 (maximum +10). Failing two checks makes him hostile, and he attacks. Likewise, he immediately attacks anyone who approaches too closely or tampers with his enormous bag of looted treasures.

**Creatures:** Romnus is one of the Harbingers’ more dangerous threats, and several of the cult’s conjured lightning elementals have flocked to his side, unsure of what else to do.

**Subtier 1–2 (CR 3)**

**ROMNUS VAGARTI** **CR 1**

N Harbinger mage apprentice (see page 45)  
hp 16

**SMALL LIGHTNING ELEMENTAL** **CR 1**

hp 11 (*Pathfinder RPG Bestiary 2* 116; see page 60)

**Subtier 3–4 (CR 5)**

**ROMNUS VAGARTI** **CR 3**

N Harbinger mage initiate (see page 47)  
hp 28

**SMALL LIGHTNING ELEMENTALS (2)** **CR 1**

hp 11 each (*Pathfinder RPG Bestiary 2* 178; see page 60)

**Subtier 5–6 (CR 7)**

**ROMNUS VAGARTI** **CR 5**

N Harbinger mage (see page 45)  
hp 35

**MEDIUM LIGHTNING ELEMENTALS (2)** **CR 3**

hp 26 each (*Pathfinder RPG Bestiary 2* 116; see page 60)

**Subtier 7–8 (CR 9)**

**ROMNUS VAGARTI** **CR 9**

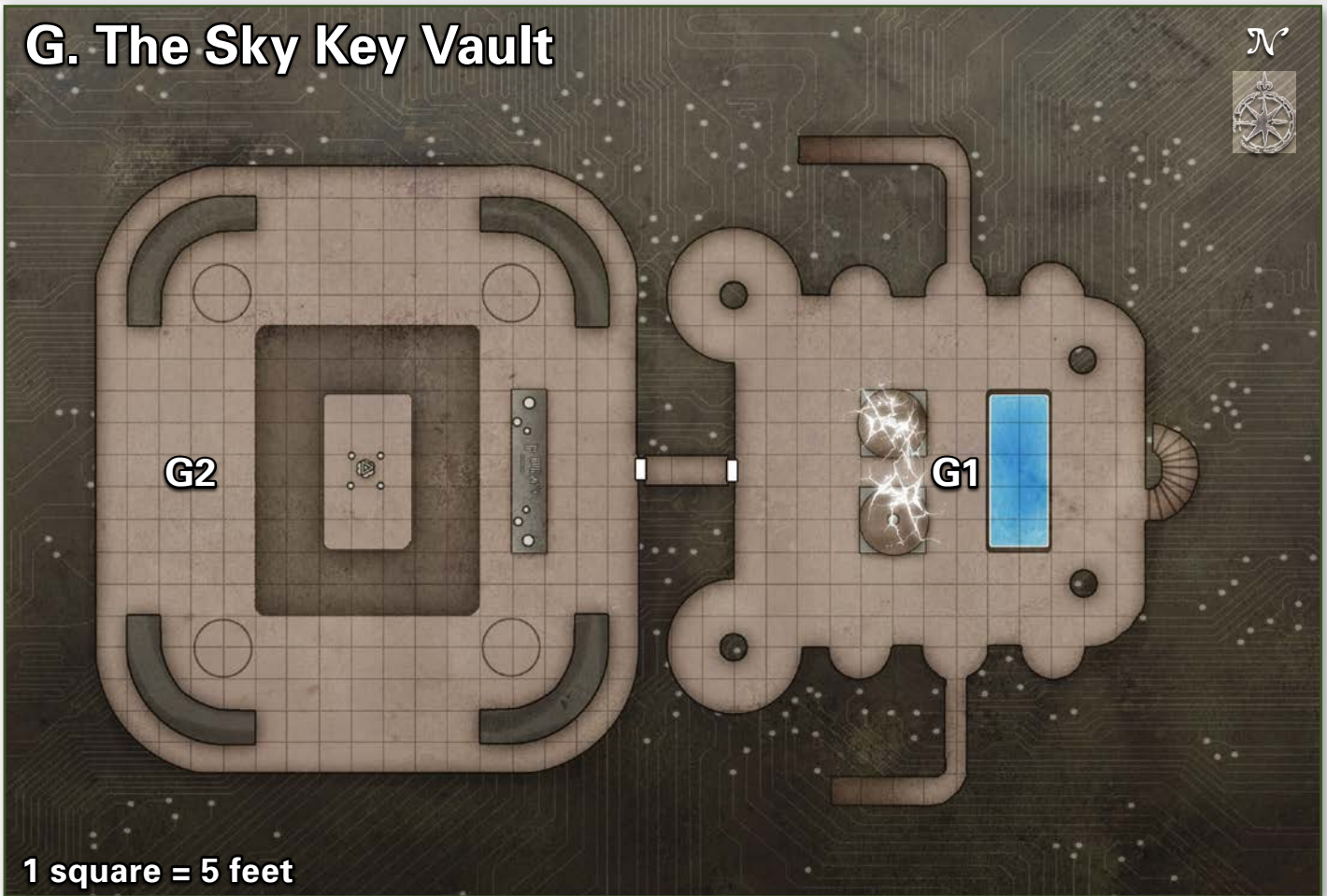
N Harbinger mage elite (see page 46)  
hp 82

**MEDIUM LIGHTNING ELEMENTALS (2)** **CR 3**

hp 26 each (*Pathfinder RPG Bestiary 2* 116; see page 60)

# G. The Sky Key Vault

N



## Subtier 10–11 (CR 12)

### ROMNUS VAGARTI CR 12

N Harbinger mage grandmaster (azure bolt sorcerer, *Pathfinder RPG NPC Codex* 170; see page 46)  
**hp** 141

### MEDIUM LIGHTNING ELEMENTALS (4) CR 3

**hp** 26 each (*Pathfinder RPG Bestiary* 2 116; see page 60)

**Development:** The Table GM should note whether the PCs resolved the encounter with violence.

**Victory Points:** Once the PCs have dissipated Romnus’s temporal energy, report one Anchor success to HQ Staff.

## G. THE SKY KEY VAULT

Built to house and protect the Sky Key and its support mechanisms while in use, the vault consists primarily of devices that contain and channel the electricity generated both by spellcasters above and by the Society’s maintenance crew in the vault itself.

The Sky Key Vault consists of two major chambers as well as smaller side chambers used for storage.

## OPTIONAL ENCOUNTER

If fewer than 30 minutes remain when the PCs enter area G1. The Aetheric Reservoir, Table GMs should skip this first combat encounter and move on to the PCs’ interactions with Kreighton Shaine and the final confrontation with Lady Arodeth and her *simulacra*. Assume that other Pathfinder agents wiped out the chamber’s defenses prior to their arrival.

## G1. The Aetheric Reservoir

Veins of strange metal line the walls of this massive chamber. Enormous bronze devices connected to the walls by massive cables spark and spew steam, almost obscuring the large vault door at the far end of the room. The door is labeled with a single word in a plethora of languages: danger. Stagnant water collects at the bottom of a ten-foot wide pool in the middle of the room. A gasping, bleeding elf who looks like an aged version of Kreighton Shane lies across the room.

The reservoir’s primary purpose was to store the lightning generated above and control its flow into the

next chamber. Thanks to the wet, fertile soil, the room flooded regularly during construction, a problem Society engineers solved with a deep drainage pit in the center, which greatly reduced the frequency of electrocutions.

**Hazard:** The pool is 20 feet deep, though a ladder built into both sides allows anyone who gets knocked in to climb back out with a successful DC 5 Climb check. In Subtiers 5–6 and higher, the shallow water in the chasm is electrified, inflicting 1d6 points of electricity damage each round to any creature that begins its turn there.

**Creatures:** Several of the Harbingers of Fate and their conjured lightning elementals remain in this room to fend off invaders. Lady Arodeth awaits in area G2, though she is at first unaware that the Pathfinders have entered the vault.

## Subtier 1–2 (CR 3)

### HARBINGER GRUNT CR 1/2

Use the statistics for an Azlanti guardsman (see page 42)  
hp 14

### HARBINGER THIEF CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144; see page 49)  
hp 10

### LIGHTNING ELEMENTAL, SMALL CR 1

hp 11 (*Pathfinder RPG Bestiary 2* 116; see page 60)

## Subtier 3–4 (CR 5)

### HARBINGER GRUNTS (2) CR 1/2

Use the statistics for an Azlanti guardsman (see page 42)  
hp 14 each

### HARBINGER SPY CR 3

Charlatan (*Pathfinder RPG NPC Codex* 145; see page 48)  
hp 21

### LIGHTNING ELEMENTAL, SMALL CR 1

hp 11 each (*Pathfinder RPG Bestiary 2* 116; see page 60)

## Subtier 5–6 (CR 7)

### HARBINGER STRONGARMS (2) CR 2

Traitorous brigand (*Pathfinder RPG NPC Codex* 81; see page 48)  
hp 30 each

### HARBINGER SPY CR 3

Charlatan (*Pathfinder RPG NPC Codex* 145; see page 48)  
hp 21

### LIGHTNING ELEMENTAL, MEDIUM CR 3

hp 26 (*Pathfinder RPG Bestiary 2* 116; see page 60)

## Subtier 7–8 (CR 9)

### HARBINGER BODYGUARDS (2) CR 5

Expert bodyguard (*Pathfinder RPG NPC Codex* 269; see page 44)  
hp 59 each

### HARBINGER SPYMASTER CR 6

Freelance thief (*Pathfinder RPG NPC Codex* 147; see page 48)  
hp 42

### LIGHTNING ELEMENTAL, MEDIUM CR 3

hp 26 (*Pathfinder RPG Bestiary 2* 116; see page 60)

## Subtier 10–11 (CR 12)

### HARBINGER GUARDIANS (2) CR 8

Swampwalker (*Pathfinder RPG NPC Codex* 132; see page 44)  
hp 81 each

### HARBINGER ASSASSIN CR 9

Dancing dervish (*Pathfinder RPG NPC Codex* 149; see page 44)  
hp 68

### LIGHTNING ELEMENTALS, LARGE (2) CR 5

hp 60 each (*Pathfinder RPG Bestiary 2* 116; see page 61)

**Development:** Upon defeating these Harbingers, the PCs have an opportunity to speak with Kreighton Shaine before Lady Arodeth is able to retaliate.

---

“Good show, Pathfinders,” the injured form of Kreighton Shaine manages between blood-soaked coughs. “But Lady Arodeth is a true savant and driven to fanatical extremes. The same energies that infected her casters above have also seized her soul, and I fear she has already killed several of your fellow chroniclers. Or will have killed them. Blast, but this is confusing.”

Shaine props himself up to continue speaking. “However noble her goals may have been, if Lady Arodeth forces us to remain in this time, we will all die. If the Sky Key is still functional, you must reactivate it before the Starstone arrives.”

The machines in this chamber begin to spark and smoke, and female bodies take shape from the green miasma.

Shaine continues, “She has learned to create temporal copies of, as I have. She can produce an army, left unchecked. Some teams will need to hold the line here, in this chamber, so that anyone confronting the true Lady Arodeth in the room beyond isn’t overwhelmed by these simulacra. You know your team’s capabilities better than I, but I promise you Lady Arodeth will be not yield easily.”

With that, the chorus of murky green figures announce, “I would have brought destiny back to this world.”

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## The Many Arodeths

Now aware that the vault is under attack, Lady Arodeth has activated arcane contingencies that allow her to generate *simulacra* of herself—much like Kreighton Shaine’s own ritual—out of the green temporal energy that infected many of the other Harbingers. The PCs can decide whether to stay in area **G1** to fight off the simulacra, or they can push forward into area **G2** to face Lady Arodeth directly. The leader of the Harbingers of Fate is a powerful spellcaster, and the GM of a Subtier 1–2, 3–4, or 5–6 table should strongly caution the group against fighting her—unless they have been merciful when dealing with the other Anchors and seek a peaceful resolution.

**Creatures:** Lady Arodeth’s simulacra possess some of her skill with both spell and staff, but they lack her self-awareness. They operate purely on the impressions of Arodeth’s aggression and disappointment at the moment of their creation, and some retain more of her skills and drive than others. If the PCs choose to stay in area **G1**, they must fight one or more of these simulacra, which otherwise scramble to area **G2** to defend the true leader of the Harbingers.

### Subtier 1–2 (CR 3)

**ARODETH DIMINISHED SIMULACRUM** CR 3  
hp 34 (see page 41)

### Subtier 3–4 (CR 5)

**ARODETH DIMINISHED SIMULACRA (2)** CR 3  
hp 34 (see page 41)

### Subtier 5–6 (CR 8)

**ARODETH SIMULACRA (3)** CR 5  
hp 49 each (see page 41)

### Subtier 7–8 (CR 10)

**ARODETH IDEALIZED SIMULACRUM** CR 9  
hp 79 (see page 41)

**ARODETH SIMULACRA (2)** CR 5  
hp 49 each (see page 41)

### Subtier 10–11 (CR 12)

**ARODETH IDEALIZED SIMULACRA (3)** CR 9  
hp 79 each (see page 41)

**Development:** Each time the PCs defeat one wave of simulacra, report one Vault success to HQ Staff.

The PCs have 1d4 rounds to rest and heal before the next round emerges from the room’s machinery. They can extend this period by 1 round with a successful Average Disable Device check, or by inflicting 30 points of damage to one of the machines. However, because of the temporal bubble sustaining the room’s place in time, broken and disabled machinery reverts to its operational state at the beginning of each round and can’t be permanently disabled until the vault returns to the year 4715 AR.

## G2. The Operations Center

If the PCs wish to face Lady Arodeth directly, they are able to open the doors to this area and assemble near its entrance.

---

Heavy walls and strange panels in this room all focus on the strange orrery in its center. Raised on a small dais, and separated from the rest of the room by a wide trench, the device oozes a thick, emerald light. The air smells of ozone, like standing amid a roaring thunderstorm.

---

From here, Society scholars controlled and manipulated the Sky Key’s power, first to run their experiments and then to conjure the serpentfolk city Sesseghishoss. The controls here are complex and essentially useless so long as Lady Arodeth remains an Anchor, invested as she is with so much of the Sky Key’s strange energies.

As in the reservoir, Society architects installed a trench in this room, both to protect the Sky Key and to control the room’s tendency to flood while they devised a better long-term solution.

**Hazard:** The chasm encircling the Sky Key is 20 feet deep, though a ladder built into both sides allows anyone who falls in to climb back out with a successful DC 5 Climb check. The shallow water in the chasm is electrified, inflicting 1d6 points of electricity damage each round to anyone who falls in.

**Creatures:** Lady Arodeth remains alone in this chamber, except for a handful of conjured servants. From here she has monitored the goings-on above through her *wand of status*, which helps her assess whether the Pathfinders have neutralized any of her anchors nonviolently. A group of lower-level PCs that chooses to press on faces the Subtier 7–8 version of Lady Arodeth.

If the PCs completed more than half of the Anchor encounters violently, Lady Arodeth is surer than ever in her convictions; she is hostile, invisible (using *greater invisibility*), and ready to fight after quickly denouncing the Society.

---

The same voice that echoes from outside shouts, “You are fools! All I wanted was a world that made sense. If you fight against that, now all of you must die!”

---

**REASONING WITH LADY ARODETH**

Lady Arodeth is convinced her actions would have led to a better world and spared untold millions of people from suffering, and she has used that logic to justify a number of monstrous acts in her career. But now, without the prophecies from the *Book of 1,000 Whispers* to guide her, she has grown increasingly panicked that her atrocious acts were nothing but needless cruelty, and her fanaticism has slowly given way to desperate despair. So long as she isn't hostile or attacked, Lady Arodeth is willing to debate with the Pathfinders. In fact, they can persuade her to stop her plan and release the temporal energy anchoring the Society's agents and her Harbingers of Fate in the past.

Convincing her of her folly requires considerable effort in a short amount of time. To do so, the PCs must succeed at five different skill checks—at least three that succeed at the subtier's Average DC and two at the subtier's Hard DC. The DCs decrease by 1 for every Anchor encounter the PCs resolved nonviolently. The PCs can use the following skills in order to persuade Lady Arodeth away from her destructive path, rekindle her sense of duty, or recall some of the beauty in the world despite the absence of fate and prophecy: Bluff, Diplomacy, Heal, Knowledge (history, nobility, or religion), Perform (any), Profession (any), and Sense Motive. A PC cannot use the same skill more than once, though other PCs can use that skill.

Keep in mind that resolving this negotiation too quickly could result in the players ending the adventure well before the action concludes for the rest of the House. Encourage the players to speak in character or elaborate on their strategies so that this takes some time and doesn't devolve into a quick series of die rolls.

**Success:** If the PCs succeed at the five skill checks, report one Vault success, and move to the encounter's development section.

**Failure:** If the PCs fail three checks, Lady Arodeth becomes frustrated and attacks. Especially in Subtiers 5–6 and lower, Lady Arodeth should begin any combat with a debilitating but nonlethal attack, providing these outclassed Pathfinders a chance to fall back and fight her simulacra instead.

If the PCs resolved at least half of the Anchor encounters nonviolently, Lady Arodeth has begun to doubt the righteousness of her actions. Her starting attitude is unfriendly, and she does not begin the encounter invisible. The

PCs can reason with her or attack, depending on their actions. If the PCs attack her, read the following.

The woman bemoans, "I am a fool. All I wanted was a world that made sense! And now you force me to kill you..."

**Subtier 7–8 (CR 12)**

**LADY ARODETH** CR 12  
hp 101 (see page 49)

**Subtier 10–11 (CR 15)**

**LADY ARODETH** CR 12  
hp 101 (see page 49)

**GREATER LIGHTNING ELEMENTALS (4)** CR 9  
hp 110 each (*Pathfinder RPG Bestiary 2* 117; see page 60)

**Development:** If the PCs convince Lady Arodeth to abandon her plan (see the Reasoning with Lady Arodeth sidebar), she apologizes for her actions, agrees to undo the damage she has caused, and endeavors to send everyone back to the present.

"I have learned something of these controls, and I fear the damage my Heralds and I have inflicted in our zealotry has damaged your Sky Key. It now acts less as a projector and instead like a bridge... And a bridge must be anchored at both ends. For any of you to return now, something—someone—must remain behind or else the path home will collapse.

"I have earned this fate. As I said before, I can think of no finer way to die than in the fiery cataclysm that spurs on Lord Aroden's journey to divinity. It will never be enough to make up for the blood we have shed here, Pathfinders, but know that I truly regret what I have done here today."

She begins manipulating the Sky Key to dismantle the temporal energies and send the PCs home. If the House has not achieved enough Anchor successes (in other words, the Overseer GM has not announced that the green bubble has weakened), Lady Arodeth worriedly tells the PCs that too many Harbingers are still anchoring the Sky Key in this era, and the PCs must convince them to relinquish that power; encourage the PCs to complete more Anchor encounters.



If the House has already achieved enough Anchor successes, Lady Arodeth's work with the Sky Key causes the room to swirl with the green temporal energy. Her movements cease as though the PCs were subject to a *time stop* spell, and several of the simulacra swirl into the room. These fragmented personalities voice their hatred of the Pathfinders and attack. Begin an encounter with the simulacra appropriate to the PCs' subtier (as listed in area **G1**) and report a Vault success as normal when they finish the encounter (for a total of two Vault successes for negotiating with Lady Arodeth and then fighting simulacra). Once the PCs defeat the simulacra, Lady Arodeth is able to send them back to the present. Depending on how much time remains in the slot, either encourage the players to stay at the table to wait for the conclusion, or run one of the other encounters from Part 3 (tracking its success as normal) for fun.

If the PCs slay Lady Arodeth, Kreighton Shaine instead arrives and begins examining the Sky Key and its complex controls.

---

"Oh, I do wish our experts on this device weren't dead or dying. It seems profoundly... broken. We aren't projected here. Instead it seems like the Sky Key is acting as a bridge between now and then—present and... another, later present. I believe I can manipulate this to send everyone back to the year 4715, but to maintain the "bridge," someone must remain behind here, moments from a certain death."

Kreighton Shaine shifts uncomfortably before continuing. "I... well, I suppose there are enough of me running around today that losing one to Earthfall couldn't hurt... too much... I hope."

---

## CALCULATING THE OUTCOME

How well the Pathfinders do during this adventure depends both on how thoroughly the House researched Sesseghishoss in Part 2, and how many resources they could co-opt or recruit from the Harbingers of Fate in Part 3, as measured in Victory Points accumulated throughout the scenario. Determine the success level based on the table below.

Task Successes	Expedition Result
Fewer than $(5 \times [\text{number of tables}])$	Missed Opportunity
$5 \times [\text{number of tables}]$	Admirable Expedition
$7.5 \times [\text{number of tables}]$	Impressive Performance
$10 \times [\text{number of tables}]$	Unrivaled Accomplishment

## CONCLUSION

When time runs out—or when the House accumulates enough Anchor and Vault successes to escape earlier—the Overseer GM should confirm that at least one success involved the death of or successful negotiation with Lady

Arodeth. In the unlikely event that nobody successfully defeated the leader of the Harbingers, skip to the end of this section. Otherwise, the Overseer GM should read the following aloud.

---

The asteroid looms impossibly large overhead, and the air grows stifflingly hot as the world itself begins to rumble. High overhead, the dome of green energy shudders, twists, and finally shatters, and Pathfinders' bodies begin melting into flowing particles as the world slips away.

Just as quickly, you stumble as Bloodwatered Meadow coalesces beneath your feet, as it does for countless other Society agents. The wildflowers bob lazily in the wind, and nothing but a few still bodies stand as testament to the bloodshed and struggle of the past five hours. Kreighton Shaine, looking several years older, staggers to his feet and gives a nervous chuckle before climbing up a small knoll and waving his arms for the crowd's attention.

"What we have all witnessed here today has been a remarkably journey that included sights no living soul on Golarion has witnessed. The Sky Key has allowed us to walk among the serpentfolk and Azlanti, gazing upon several of the greatest events to shape Golarion and the region that would one day become the Inner Sea. Let the catastrophe that we witnessed and narrowly escaped humble us and teach us so that we might find value in preserving the messages and wisdom those lost people may have left behind for us to discover. I think we all have some responsibility to remember those who passed so that our modern world can exist.

"You have all observed great things and have notes to share. This much is certain. But for now, let us... let us simply take a few days to reflect. The Society, I imagine, will send agents to collect your notes and interview you about your experiences. Until then, find your families and loved ones, as I know I shall. Failing that, find some passion that ties you to the here and now, and embrace it."

"We survived, Pathfinders. I am proud of your **[[Expedition Result Here]]!**"

---

If the House fails to escape Earthfall, the GM should instead read the following aloud.

---

The asteroid looms impossibly large overhead, and the air grows stifflingly hot as the world itself begins to rumble. In a split second, the air catches fire as an immense, mile-long chunk of rock cleaves through Golarion's atmosphere and then slams into planet—right where the anachronized Pathfinders had been struggling to escape.

---

Standing at the epicenter of the asteroid crash casts the time-lost Pathfinders into the infinite void between seconds and hurls the Sky Key back to present-day Absalom. With great effort, the Pathfinder Society is

able to recover stranded agents from the timestream, but doing so costs a PC 1,250 gp or 4 Prestige Points. If a PC can't afford this cost, he is dead.

## FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for their support of Pathfinder Society Roleplaying Guild Organized Play campaign, and provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

The PCs can earn up to three boons based on their performance. Each PC who participates in *The Sky Key Solution* earns the Timelost Chronicler boon on her Chronicle sheet. Each PC who participates in Part 3 also earns the Champion of Time boon, gaining one of the three versions depending on the table's actions during the final encounters. If the PCs killed Lady Arodeth, they earn the Conqueror of Time boon. If they convinced Lady Arodeth to abandon her plans, they earn the Councilor of Time boon. If they did neither but defeated at least one

of Lady Arodeth's simulacra, they earn the Defender of Time boon. Finally, if the PCs learned the approximate location of Krahnaliara Lac Suhn's estate in Part 2, each PC at the table earns the Azlanti Wonders boon on her Chronicle sheet.

## Reporting Conditions

If the PCs killed Lady Arodeth, check box A on the tracking sheet. If the PCs convinced Lady Arodeth to abandon her plans, check box B instead.

## Success Conditions

A PC fulfills the primary success condition simply by being present to participate in the exploration of Sessegishoss, earning each PC 1 Prestige Point. The PCs fulfill their secondary success condition so long as the House achieved an Unrivaled Accomplishment outcome, earning each PC an additional 1 Prestige Point. If the PCs kept their instance of Kreighton Shaine alive during Part 3, they also meet their secondary success condition so long as the achieved an Impressive Performance result.



## APPENDIX 1: HUMANOID STAT BLOCKS

The following are the stat blocks for all humanoid creatures that appear in this scenario. Appendix 2: Serpentfolk Stat Blocks begins on page 51. Appendix 3: Other Monster Stat Blocks begins on page 55.

### ARODETH DIMINISHED SIMULACRUM CR 3

Female human magus (staff magus) 4 (*Pathfinder RPG Ultimate Magic* 9, 49)

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +3

#### DEFENSE

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

**hp** 34 (4d8+12)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *darkwood quarterstaff* +6 (1d6+2)

**Special Attacks** arcane pool (+1, 6 points), magus arcana (maneuver mastery), spell combat, spell recall, spellstrike

**Magus Spells Prepared** (CL 4th; concentration +8)

2nd—*frigid touch*<sup>UM</sup>, *mirror image*

1st—*corrosive touch*<sup>UM</sup> (2), *expeditious retreat*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *ray of frost*, *read magic*

#### TACTICS

**During Combat** On the first round of combat, the simulacrum uses her arcane pool to enhance her quarterstaff, making it a +1 *darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, delivering touch spells through her quarterstaff. She uses *mirror image* to protect herself.

#### STATISTICS

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

**Base Atk** +3; **CMB** +4 (+5 trip); **CMD** 16 (17 vs. trip)

**Feats** Combat Casting, Quarterstaff Master<sup>UM</sup>, Toughness, Weapon Focus (quarterstaff)

**Skills** Fly +9, Intimidate +7, Knowledge (arcana) +11, Knowledge (history) +8, Perception +3, Spellcraft +11, Use Magic Device +7

**Languages** Aklo, Azlanti, Common, Draconic, Elven

**Other Gear** mithral chain shirt, darkwood quarterstaff, spell component pouch, spellbook (contains all prepared spells)

### ARODETH IDEALIZED SIMULACRUM CR 9

Female human magus (staff magus) 10 (*Pathfinder RPG Ultimate Magic* 9, 49)

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +9

#### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+5 armor, +2 Dex, +4 shield)

**hp** 79 (10d8+30)

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

**DR** 10/adamantine (100 points)

#### OFFENSE

**Speed** 30 ft.

**Melee** +4 *shock darkwood quarterstaff* +13/+8 (1d6+5 plus 1d6 electricity)

**Special Attacks** arcane pool (+3, 9 points), improved spell combat, magus arcana (dispelling strike, maneuver mastery, silent magic), spell recall, spellstrike

**Magus Spells Prepared** (CL 10th; concentration +14)

4th—*dimension door*, *greater invisibility*

3rd—*dispel magic*, *haste*, *lightning bolt* (DC 17), *vampiric touch*

2nd—*cat's grace*, *defensive shock*<sup>UM</sup>, *frigid touch*<sup>UM</sup>, *mirror image*, *scorching ray*

1st—*expeditious retreat*, *magic missile* (2), *ray of enfeeblement* (DC 15), *shocking grasp* (2)

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*

#### TACTICS

**Before Combat** The simulacrum casts *stoneskin*.

**During Combat** On the first round of combat, the simulacrum uses her arcane pool to enhance her quarterstaff up to a +4 *shock darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, using her Tripping Staff feat to deliver touch spells while tripping her foes. However, she is also careful to avoid being surrounded, and uses spells like *dimension door*, *greater invisibility*, and *mirror image* to protect herself. Overall, she adapts her strategy throughout the battle as she observes the PC's tactics.

**Base Statistics** Without *stoneskin*, the simulacrum's statistics are **DR** none.

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 13, **Int** 18, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +8 (+15 trip); **CMD** 20 (25 vs. trip)

**Feats** Combat Casting, Combat Expertise, Greater Trip, Improved Trip, Quarterstaff Master<sup>UM</sup>, Toughness, Tripping Staff<sup>UM</sup>, Weapon Focus (quarterstaff)

**Skills** Fly +15, Intimidate +13, Knowledge (arcana) +17, Knowledge (history) +14, Perception +9, Spellcraft +17, Use Magic Device +13

**Languages** Aklo, Azlanti, Common, Draconic

**SQ** knowledge pool, quarterstaff defense, staff weapon

**Gear** +1 *mithral chain shirt*, +2 *darkwood quarterstaff*, spellbook (contains all prepared spells), spell component pouch, diamond dust (worth 250 gp)

### ARODETH SIMULACRUM CR 5

Female human magus (staff magus) 6 (*Pathfinder RPG Ultimate Magic* 9, 49)

LE Medium humanoid (human)

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

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 49 (6d8+18)

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

---

**OFFENSE**

**Speed** 30 ft.

**Melee** +2 *shock darkwood quarterstaff* +8 (1d6+3 plus 1d6 electricity)

**Special Attacks** arcane pool (+2, 7 points), magus arcane (maneuver mastery, silent magic), spell combat, spell recall, spellstrike

**Magus Spells Prepared** (CL 6th; concentration +10)

2nd—*defensive shock*<sup>UM</sup>, *frigid touch*<sup>UM</sup>, *mirror image*, *scorching ray*

1st—*expeditious retreat*, *magic missile* (2), *ray of enfeeblement* (DC 15), *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*

---

**TACTICS**

**During Combat** On the first round of combat, the simulacrum uses her arcane pool to enhance her quarterstaff up to a +2 *shock darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, delivering touch spells through her quarterstaff. She uses *mirror image* to protect herself.

---

**STATISTICS**

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

**Base Atk** +4; **CMB** +5 (+9 trip); **CMD** 17 (21 vs. trip)

**Feats** Combat Casting, Combat Expertise, Improved Trip, Quarterstaff Master<sup>UM</sup>, Toughness, Weapon Focus (quarterstaff)

**Skills** Fly +11, Intimidate +9, Knowledge (arcana) +13, Knowledge (history) +10, Perception +5, Spellcraft +13, Use Magic Device +9

**Languages** Aklo, Azlanti, Common, Draconic, Elven

**Other Gear** +1 mithral chain shirt, +1 darkwood quarterstaff, spell component pouch, spellbook (contains all prepared spells)

---

**AZLANTI CHAMPION**

**CR 8**

Gladiator champion (*Pathfinder RPG NPC Codex* 271)

Human warrior 10

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +4

---

**DEFENSE**

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

**hp** 75 (10d10+20)

**Fort** +7, **Ref** +6, **Will** +2

---

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 short sword +12/+7 (1d8+3), mwk light mace +11 (1d6+1) or

trident +12/+7 (1d8+3)

**Ranged** trident +13 (1d8+3) or

dart +13 (1d4+2) or

net +9 ranged touch (entangle)

---

**STATISTICS**

**Str** 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 11

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Dazzling Display, Dodge, Toughness, Two-Weapon

Defense, Two-Weapon Fighting, Weapon Focus (short sword)

**Skills** Acrobatics +12, Intimidate +8, Perception +4, Sense Motive +9

**Languages** Azlanti

**Combat Gear** *potion of cure moderate wounds*, *potion of*

*heroism*; **Other Gear** studded leather, +1 short sword, darts

(10), net, mwk light mace, trident, *belt of giant strength* +2, *ring of protection* +1, antitoxin, 240 gp

---

**AZLANTI CITIZEN**

**CR 1/3**

Apprentice jeweler (*Pathfinder RPG NPC Codex* 260)

Human expert 1

N Medium humanoid (human)

**Init** +2; **Senses** Perception +4

---

**DEFENSE**

**AC** 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

**hp** 4 (1d8)

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

---

**OFFENSE**

**Speed** 30 ft.

**Melee** dagger -1 (1d4-1/19-20)

---

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Run, Skill Focus (Craft [jewelry])

**Skills** Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3

**Languages** Azlanti

**Combat Gear** acid; **Other Gear** padded armor, dagger, mwk artisan's tools, 188 gp

---

**AZLANTI GUARDSMAN**

**CR 1/2**

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80)

Human fighter 1

N Medium humanoid (human)

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

---

**DEFENSE**

**AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

**hp** 14 (1d10+4)

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

---

**OFFENSE**

**Speed** 30 ft.

**Melee** longsword +4 (1d8+3/19-20) or

cold iron dagger +4 (1d4+3/19-20)

**Ranged** heavy crossbow +3 (1d10/19-20)

---

**STATISTICS**

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

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Iron Will, Power Attack, Toughness

**Skills** Heal +2, Perception +2, Survival +5

**Languages** Azlanti

**Combat Gear** *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

## AZLANTI SOLDIER CR 4

Grizzled mercenary (*Pathfinder RPG NPC Codex* 268)

Human warrior 6

CN Medium humanoid (human)

**Init** +0; **Senses** Perception +4

### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 51 (6d10+18)

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

### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/×3) or longspear +8/+3 (1d8+3/×3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)

**Ranged** javelin +6 (1d6+2)

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

### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

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

**Feats** Diehard, Endurance, Power Attack, Toughness

**Skills** Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

**Languages** Azlanti

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water; **Other Gear** mwk half-plate, cold iron kukri, javelins (4), longspear, mwk halberd, mwk heavy flail, morningstar, cloak of resistance +1, antitoxin, sunrod, 325 gp

## CAVEPERSON HUNTER CR 2

Human barbarian 3

N Medium humanoid (human)

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

### DEFENSE

**AC** 14, touch 10, flat-footed 12 (+4 armor, +2 Dex, –2 rage)

**hp** 37 (3d12+12)

**Fort** +8, **Ref** +5, **Will** +4

**Defensive Abilities** trap sense +1, uncanny dodge

### OFFENSE

**Speed** 30 ft.

**Melee** greatclub +8 (1d10+7)

**Ranged** atlatl dart +5 (1d6+5)

**Special Attacks** rage (10 rounds/day), rage power (knockback)

### TACTICS

**Base Statistics** When not raging, the caveperson hunter's statistics are **AC** 15, touch 11, flat-footed 14; **hp** 31; **Fort** +7; **Str** 17, **Con** 12; **CMB** +6

### STATISTICS

**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +8; **CMD** 18

**Feats** Great Fortitude, Power Attack, Lightning Reflexes

**Skills** Handle Animal +5, Knowledge (nature) +6, Perception +7, Ride +6, Survival +7

**SQ** fast movement

**Gear** mwk hide armor, atlatl dart<sup>uc</sup> (3), greatclub

## CAVEPERSON WARLEADER CR 6

Human barbarian 7

N Medium humanoid (human)

**Init** +1; **Senses** Perception +11

### DEFENSE

**AC** 14, touch 10, flat-footed 12 (+4 armor, +1 Dex, +1 dodge, –2 rage)

**hp** 86 (7d12+35)

**Fort** +11, **Ref** +5, **Will** +5

**Defensive Abilities** improved uncanny dodge, trap sense +2; DR 1/–

### OFFENSE

**Speed** 30 ft.

**Melee** mwk greatclub +14/+9 (1d10+9)

**Ranged** atlatl dart +4 (1d6+6)

**Special Attacks** rage (18 rounds/day), rage powers (intimidating glare, knockback, powerful blow +2)

### TACTICS

**Base Statistics** When not in rage, the caveperson warleader's statistics are **AC** 16, touch 12, flat-footed 14; **hp** 72; **Fort** +9; **Str** 18, **Con** 14; **CMB** +11; **Skills** Climb +8, Intimidate +13, Swim +8

### STATISTICS

**Str** 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +7; **CMB** +13; **CMD** 23

**Feats** Dodge, Great Fortitude, Intimidating Prowess, Lightning Reflexes, Power Attack

**Skills** Acrobatics +5, Climb +10, Handle Animal +5, Intimidate +15, Knowledge (nature) +6, Perception +11, Ride +5, Survival +7, Swim +10

**SQ** fast movement

**Gear** mwk hide armor, atlatl dart<sup>uc</sup> (5), mwk greatclub

## GAD GEMPLE CR 3

Human sorcerer 4

N Medium humanoid (human)

**Init** +2; **Senses** Perception +1

**DEFENSE**

**AC** 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

**hp** 24 (4d6+8)

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

**Resist** acid 5, cold 5

**OFFENSE**

**Speed** 30 ft.

**Melee** dagger +1 (1d4-1/19-20)

**Ranged** dagger +4 (1d4-1/19-20)

**Bloodline Spell-Like Abilities** (CL 4th; concentration +8)  
7/day—heavenly fire (1d4+2 divine energy)

**Sorcerer Spells Known** (CL 4th; concentration +8)

2nd (4/day)—*acid arrow*

1st (7/day)—*bless, mage armor, magic missile, ray of enfeeblement* (DC 15)

0 (at will)—*daze* (DC 14), *detect magic, light, mending, ray of frost, resistance*

**Bloodline** Celestial

**TACTICS**

**Before Combat** Gad casts *mage armor* in case any of the creatures from the time storm attack him.

**During Combat** Gad would prefer not to fight. However, he is baffled and enraged if the PCs attack him, and he fights back.

**Morale** If reduced to fewer than 10 hit points, Gad drinks his *potion of fly* and attempts to run away.

**Base Statistics** Without *mage armor*, Gad's statistics are **AC** 13, touch 13, flat-footed 10.

**STATISTICS**

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

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

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

**Skills** Diplomacy +7, Handle Animal +5, Heal +5, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +4

**Languages** Common

**SQ** bloodline arcana (summoned creatures gain DR 4/evil)

**Combat Gear** *potion of cure moderate wounds, potion of fly, scroll of bear's endurance, scroll of resist energy*; **Other Gear** dagger (5), *cloak of resistance* +1, 40 gp

**HARBINGER ASSASSIN**

**CR 9**

Dancing Dervish (*Pathfinder RPG NPC Codex* 149)

Human rogue 10

N Medium humanoid (human)

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

**DEFENSE**

**AC** 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

**hp** 68 (10d8+20)

**Fort** +4, **Ref** +11, **Will** +2

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *keen rapier* +13/+8 (1d6+3/15-20)

**Ranged** light crossbow +11 (1d8/19-20)

**Special Attacks** sneak attack +5d6

**STATISTICS**

**Str** 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 25

**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack

**Skills** Acrobatics +17, Climb +15, Disable Device +19, Escape Artist +17, Intimidate +13, Perception +12, Perform (dance) +13, Sleight of Hand +17, Stealth +17, Swim +15

**Languages** Common, Elven

**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5

**Combat Gear** *potion of blur, potion of cat's grace, alchemist's fire* (2); **Other Gear** +1 *studded leather, +1 keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, mwk thieves' tools, 480 gp

**HARBINGER BODYGUARD**

**CR 5**

Expert bodyguard (*Pathfinder RPG NPC Codex* 269)

Human warrior 7

N Medium humanoid (human)

**Init** +3; **Senses** Perception +8

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

**hp** 59 (7d10+21)

**Fort** +7, **Ref** +1, **Will** +5

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 longsword +10/+5 (1d8+2/19-20) or kukri +8/+3 (1d4+1/18-20)

**Ranged** mwk light crossbow +7 (1d8/19-20)

**STATISTICS**

**Str** 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +7; **CMB** +8; **CMD** 17

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (longsword)

**Skills** Intimidate +9, Perception +8, Sense Motive +8

**Languages** Common

**Combat Gear** *potion of barkskin, potion of bear's endurance, potion of cure moderate wounds, screaming bolt, tanglefoot bag* (2); **Other Gear** mwk banded mail, mwk light steel shield, +1 *longsword*, kukri, mwk light crossbow with 20 bolts, mwk manacles, 114 gp

**HARBINGER GUARDIAN**

**CR 8**

Swampwalker (*Pathfinder RPG NPC Codex* 132)

Half-elf ranger 9

CE Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +16

---

### DEFENSE

**AC** 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

**hp** 81 (9d10+27)

**Fort** +8, **Ref** +7, **Will** +5; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** sleep

---

### OFFENSE

**Speed** 30 ft.

**Melee** mwk spiked chain +14/+9 (2d4+6)

**Ranged** +1 composite longbow +12/+7 (1d8+5/19-20/x3)

**Special Attacks** favored enemy (aquatic humanoids +4, humans +2)

**Ranger Spells Prepared** (CL 6th; concentration +8)

2nd—*barkskin*, *snare*

1st—*pass without trace*, *speak with animals* (2)

---

### TACTICS

**Before Combat** The ranger casts *barkskin* and *pass without trace*.

**During Combat** The ranger attacks from stealth using his bow.

**Base Statistics** Without *barkskin*, the ranger's statistics are **AC** 16, touch 12, flat-footed 15.

---

### STATISTICS

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

**Base Atk** +9; **CMB** +13; **CMD** 25

**Feats** Deadly Aim, Endurance, Exotic Weapon Proficiency (spiked chain), Improved Critical (composite longbow), Point-Blank Shot, Rapid Shot, Skill Focus (Stealth), Vital Strike, Weapon Focus (composite longbow)

**Skills** Climb +12, Handle Animal +6, Knowledge (nature) +12, Perception +16, Stealth +16, Survival +14, Swim +16

**Languages** Common, Elven

**SQ** elf blood, favored terrain (forest +2, swamp +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

**Combat Gear** +1 frost arrows (5), +1 human-bane arrows (5); *potion of cure moderate wounds*, *potion of haste*, *potion of water breathing*; **Other Gear** +1 studded leather, +1 composite longbow (+4 Str) with 20 arrows, mwk spiked chain, *ring of protection* +1, 290 gp

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## HARBINGER MAGE

**CR 5**

Female human sorcerer 6

N Medium humanoid (human)

**Init** +6; **Senses** Perception +1

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### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

**hp** 35 (6d6+12)

**Fort** +4, **Ref** +5, **Will** +7

**Resist** electricity 10

---

### OFFENSE

**Speed** 30 ft.

**Melee** spear +2 (1d8-1/x3)

**Ranged** mwk light crossbow +6 (1d8/19-20)

**Bloodline Spell-Like Abilities** (CL 6th; concentration +10)  
7/day—elemental ray (1d6+3 electricity)

**Sorcerer Spells Known** (CL 6th; concentration +10)

3rd (4/day)—*lightning bolt* (DC 19)

2nd (6/day)—*gust of wind* (DC 18), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity) (DC 17), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *ray of frost*, *read magic*

**Bloodline** elemental

---

### TACTICS

**Before Combat** The sorcerer casts *mage armor*.

**During Combat** The sorcerer favors her electricity spells, casting lightning bolt or scorching ray, or using her *spectral hand* to deliver *shocking grasp* attacks. She prefers ranged combat, using a scroll of *fly* or *levitate* to avoid opponents on the ground.

**Base Statistics** Without *mage armor*, the sorcerer's statistics are **AC** 14, touch 14, flat-footed 11.

---

### STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 16

**Feats** Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation)

**Skills** Fly +10, Knowledge (arcana) +9, Linguistics +1, Spellcraft +9

**Languages** Auran, Common

**SQ** bloodline arcana (change energy damage spells to electricity)

**Combat Gear** *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** mwk crossbow with 20 bolts, *cloak of resistance* +1, *ring of protection* +1, 414 gp

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## HARBINGER MAGE APPRENTICE

**CR 1**

Human sorcerer 2

N Medium humanoid (human)

**Init** +0; **Senses** Perception +1

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### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 16 (2d6+7)

**Fort** +1, **Ref** +0, **Will** +2

---

### OFFENSE

**Speed** 30 ft.

**Melee** heavy mace +3 (1d8+2) or spiked gauntlet +3 (1d4+2)

**Ranged** mwk heavy crossbow +2 (1d10/19-20)

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +5)  
6/day—elemental ray (1d6+1 electricity)

**Sorcerer Spells Known** (CL 2nd; concentration +5)

1st (5/day)—*mage armor*, *shocking grasp*

0 (at will)—*acid splash, dancing lights, mending, read magic, touch of fatigue* (DC 13)

**Bloodline** elemental (air)

**TACTICS**

**Before Combat** The sorcerer casts *mage armor*.

**During Combat** The sorcerer targets her opponents with *shocking grasp*.

**Base Statistics** Without *mage armor*, the sorcerer's statistics are **AC** 10, touch 10, flat-footed 10.

**STATISTICS**

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

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Combat Casting, Eschew Materials, Toughness

**Skills** Appraise +6, Knowledge (history) +6, Perception +1, Spellcraft +6

**Languages** Azlanti, Common

**SQ** bloodline arcana (change energy damage spells to electricity)

**Combat Gear** potion of cure light wounds, scroll of flaming sphere, acid (2), alchemist's fire (3); **Other Gear** heavy mace, mwk heavy crossbow with 20 bolts, spiked gauntlet, uncut gems (worth 100 gp), 43 gp

**HARBINGER MAGE ELITE**

**CR 9**

Human sorcerer 10

N Medium humanoid (human)

**Init** +5; **Senses** Perception +7

**DEFENSE**

**AC** 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

**hp** 82 (10d6+45)

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

**DR** 10/adamantine (90 points); **Resist** electricity 10

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longspear +8 (1d8+3/x3) or 2 claws +7 (1d6+2)

**Special Attacks** breath weapon (60-foot line, 10d6 electricity, DC 20, 1/day), claws (2, 1d6+2, treated as magic weapons, 7 rounds/day)

**Sorcerer Spells Known** (CL 10th; concentration +15)

5th (4/day)—*lightning arc*<sup>um</sup> (DC 22)

4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*

3rd (7/day)—*fireball* (DC 20), *fly*, *lightning bolt* (DC 20), *stinking cloud* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp* (DC 18)

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

**Bloodline** draconic (blue)

**TACTICS**

**Before Combat** The sorcerer casts *false life*, *mage armor*, and *stoneskin* on herself.

**During Combat** The sorcerer casts *fly* on the first round of combat along with a quickened *magic missile*. She maneuvers so she can catch as many opponents as possible with her breath weapon.

**Base Statistics** Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 15, touch 12, flat-footed 14; **hp** 67; **DR** —.

**STATISTICS**

**Str** 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Quicken Spell, Spell Focus (evocation)

**Skills** Fly +9, Intimidate +13, Linguistics +1, Perception +7, Spellcraft +7

**Languages** Common, Draconic

**SQ** bloodline arcana (electricity spells deal +1 damage per die)

**Combat Gear** *potion of cure serious wounds*, *wand of acid arrow* (15 charges); **Other Gear** mwk longspear, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, signet ring, diamond dust (worth 500 gp), 825 gp

**HARBINGER MAGE GRANDMASTER**

**CR 12**

Azure bolt sorcerer (*Pathfinder RPG NPC Codex* 170)

Human sorcerer 13

LE Medium humanoid (human)

**Init** +6; **Senses** *see invisibility*; Perception +11

**DEFENSE**

**AC** 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural)

**hp** 141 (13d6+93)

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

**Resist** electricity 10

**OFFENSE**

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 2 claws +7 (1d6+1 plus 1d6 electricity) or mwk morningstar +8/+3 (1d8+1)

**Ranged** mwk javelin +9 (1d6+1)

**Special Attacks** claws (2, 1d4+1 plus 1d6 electricity, treated as magic weapons, 8 rounds/day), breath weapon (60-foot line, 13d6 electricity, DC 21, 1/day)

**Sorcerer Spells Known** (CL 13th; concentration +18)

6th (4/day)—*acid fog*, *chain lightning* (DC 23), *form of the dragon I*

5th (7/day)—*cone of cold* (DC 22), *feeblemind* (DC 20), *overland flight*, *spell resistance*

4th (7/day)—*black tentacles*, *charm monster* (DC 19), *dimension door*, *fear* (DC 19), *ice storm*

3rd (7/day)—*fireball* (DC 20), *fly*, *haste*, *lightning bolt* (DC

20), *slow* (DC 18)

2nd (7/day)—*bear's endurance*, *false life*, *gust of wind* (DC 19), *resist energy*, *scorching ray*, see *invisibility*

1st (8/day)—*grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *light*, *mage hand*, *mending*, *ray of frost*, *read magic*

**Bloodline** draconic (blue)

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#### TACTICS

**Before Combat** The sorcerer casts *bear's endurance*, *false life*, *fly*, *mage armor*, and see *invisibility*.

**During Combat** The sorcerer prefers to fight with her electricity spells, such as *chain lightning* and *lightning bolt*, and saves her breath weapon until her foes are lined up so she can catch as many as possible in its effect. She uses spells such as *black tentacles*, *grease*, and *ice storm* to hinder her opponents. If forced into melee combat, the sorcerer casts *haste* and *form of the dragon* I.

**Base Statistics** Without *bear's endurance*, *false life*, *fly*, and *mage armor*, the sorcerer's statistics are **AC** 18, touch 15, flat-footed 15; **hp** 126; **Fort** +8; **Speed** 30 ft.

---

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 21

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

**Feats** Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Maximize Spell, Mobility, Quick Draw, Spell Focus (evocation), Toughness

**Skills** Bluff +12, Fly +10, Intimidate +20, Knowledge (arcana) +7, Linguistics +1, Perception +11, Spellcraft +7

**Languages** Common, Draconic

**SQ** bloodline arcana (electricity spells deal +1 damage per die)

**Combat Gear** *potions of cure serious wounds* (2), *wand of vampiric touch* (10 charges); **Other Gear** mwk javelins (2), mwk morningstar, *amulet of natural armor* +1, *bag of holding* (type I), *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +2, 1,839 gp

### HARBINGER MAGE INITIATE

CR 3

Human sorcerer 4

N Medium humanoid (human)

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

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#### DEFENSE

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

**hp** 28 (4d6+12)

**Fort** +4, **Ref** +3, **Will** +7

**Defensive Abilities** fated (+1)

---

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk spear +4 (1d8+1/[XXTS]3)

**Ranged** light crossbow +3 (1d8/19–20)

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

7/day—*touch of destiny* (+2)

**Sorcerer Spells Known** (CL 4th; concentration +8)

2nd (4/day)—*mirror image*

1st (7/day)—*alarm*, *enlarge person* (DC 15), *mage armor*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 14)

**Bloodline** destined

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#### TACTICS

**Before Combat** The sorcerer casts *mage armor*.

**During Combat** The sorcerer casts *mirror image*, then enters melee with *shocking grasp*. If her opponents are difficult, she backs away and uses her scrolls and alchemical items.

**Base Statistics** Without *mage armor*, the sorcerer's statistics are **AC** 11, touch 11, flat-footed 10.

---

#### STATISTICS

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

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Combat Casting, Eschew Materials, Improved Initiative, Iron Will

**Skills** Bluff +9, Disguise +6, Intimidate +9, Perception +2

**Languages** Common

**SQ** bloodline arcana (gain luck bonus on saves when casting personal-range spells)

**Combat Gear** *potion of spider climb*, *scrolls of cat's grace* (2), *scroll of slow*, *acid*, *tanglefoot bag*; **Other Gear** light crossbow with 10 bolts, mwk spear, *cloak of resistance* +1, 28 gp

### HARBINGER MAGE NOVICE

CR 1/2

Human sorcerer 1

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +1

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#### DEFENSE

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

**hp** 8 (1d6+2)

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

---

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +0 (1d6)

**Ranged** dart +2 (1d4)

**Bloodline Spell-Like Abilities** (CL 1st; concentration +4)

6/day—*touch of destiny* (+1)

**Sorcerer Spells Known** (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *magic missile*

0 (at will)—*daze* (DC 13), *detect magic*, *ray of frost*, *read magic*

**Bloodline** destined

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#### TACTICS

**During Combat** The sorcerer casts *color spray* to neutralize groups of foes, followed by *magic missile* at any foes still left standing.

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#### STATISTICS

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

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Alertness, Combat Casting, Eschew Materials, Iron Will

**Skills** Bluff +7, Intimidate +7, Knowledge (history) +5, Perception +1, Sense Motive +1, Spellcraft +5

**Languages** Azlanti, Common

**SQ** bloodline arcana (gain a luck bonus on saves when casting personal-range spells)

**Combat Gear** *potion of cure light wounds*, *scrolls of disguise self* (2), *scrolls of shield* (2), *wand of sleep* (11 charges), alchemist's fire (2); **Other Gear** darts (5), quarterstaff, 33 gp

## HARBINGER SPY CR 3

Charlatan (*Pathfinder RPG NPC Codex* 145)

Human rogue 4

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +8

### DEFENSE

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

**hp** 21 (4d8)

**Fort** +1, **Ref** +6, **Will** +2

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +3 (1d6-1/18-20)

**Ranged** light crossbow +5 (1d8/19-20)

**Special Attacks** sneak attack +2d6

**Rogue Spell-Like Abilities** (CL 4th, concentration +5)

3/day—*prestidigitation*

2/day—*disguise self*

### STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Combat Expertise, Deceitful, Improved Feint

**Skills** Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11

**Languages** Common, Kelish

**SQ** rogue talents (major magic, minor magic), trapfinding +2

**Combat Gear** *potion of cure moderate wounds*, *scroll of bless*, *scroll of burning hands*, *scroll of cure light wounds*, *scroll of magic missile*, alchemist's fire (2), holy water, thunderstone; **Other Gear** +1 *studded leather*, light crossbow with 10 bolts, mwk rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp

## HARBINGER SPYMASTER CR 6

Freelance thief (*Pathfinder RPG NPC Codex* 147)

Human rogue 7

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +10

### DEFENSE

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

**hp** 42 (7d8+7)

**Fort** +4, **Ref** +10, **Will** +3

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

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *rapier* +10 (1d6+3/18-20)

**Ranged** mwk light crossbow +10 (1d8/19-20)

**Special Attacks** sneak attack +4d6

### STATISTICS

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

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

**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

**Languages** Common, Halfling

**SQ** rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, *tanglefoot bag*; **Other Gear** +1 *studded leather*, +1 *rapier*, mwk light crossbow with 20 bolts, *cloak of resistance* +1, thieves' tools, 489 gp

## HARBINGER STRONGARM CR 2

Traitorous brigand (*Pathfinder RPG NPC Codex* 81)

Half-orc fighter 3

NE Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; Perception -1

### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+6 armor)

**hp** 30 (3d10+9)

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

**Defensive Abilities** bravery +1, orc ferocity

### OFFENSE

**Speed** 30 ft.

**Melee** mwk greataxe +7 (1d12+4/×3) or sap +6 (1d6+3 nonlethal)

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

### STATISTICS

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

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

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

**Skills** Climb +5, Intimidate +9, Survival +3, Swim +5

**Languages** Common, Orc

**SQ** armor training 1, orc blood, weapon familiarity

**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other Gear** mwk breastplate, javelins (4), mwk greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp



## HARBINGER THIEF

CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144)

Human rogue 1

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +3

### DEFENSE

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

**hp** 10 (1d8+2)

**Fort** +1, **Ref** +5, **Will** -1

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d6+2/19-20)

**Ranged** dagger +3 (1d4+2/19-20)

**Special Attacks** sneak attack +1d6

### TACTICS

**Before Combat** The rogue hides so he can use sneak attack.

**During Combat** The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.

### STATISTICS

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

**Base Atk** +0; **CMB** +2; **CMD** 15

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** mwk studded leather, daggers (5), short sword, thieves' tools, 25 gp

## LADY ARODETH

CR 12

Female human magus (staff magus) 13 (*Pathfinder RPG*

*Ultimate Magic* 9, 49)

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +12

### DEFENSE

**AC** 28, touch 13, flat-footed 25 (+5 armor, +3 Dex, +3 natural, +7 shield)

**hp** 101 (13d8+39)

**Fort** +13, **Ref** +11, **Will** +11

**DR** 10/adamantine (130 points)

### OFFENSE

**Speed** 30 ft.

**Melee** +4 *shocking burst darkwood quarterstaff* +18/+13 (1d6+8/19-20 plus 1d6 electricity)

**Special Attacks** arcane pool (+4, 11 points), improved spell combat, improved spell recall, magus arcane (dispelling strike, maneuver mastery, maximized magic, silent magic), spellstrike

**Magus Spells Prepared** (CL 13th; concentration +18)

5th—*corrosive consumption*<sup>um</sup>, *wall of force*

4th—*black tentacles*, *dimension door*, *greater invisibility*, *stoneskin*

3rd—*fly*, *haste*, *lightning bolt* (DC 18), *slow* (DC 18), *vampiric touch*

2nd—*cat's grace*, *defensive shock*<sup>um</sup>, *frigid touch*<sup>um</sup>, *mirror image* (2), *scorching ray*

1st—*corrosive shock*<sup>um</sup>, *expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 16), *shocking grasp* (2), *true strike*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*

### TACTICS

**Before Combat** Lady Arodeth casts *stoneskin* earlier in the day and drank a *potion of barkskin* (CL 6th) and a *potion of heroism*.

**During Combat** On the first round of combat, Lady Arodeth uses her arcane pool to enhance her quarterstaff up to a +4 *shocking burst darkwood quarterstaff* as a swift action. She prefers to fight in close quarters, using her Tripping Staff feat to deliver touch spells while tripping her foes. However, she is also careful to avoid being surrounded, and uses spells like *dimension door* and *mirror image* to protect herself, as well as *greater invisibility* if she did not cast it before the start of combat. She uses spells like *wall of force* and *black tentacles* when she can to remove PCs from the fight. Overall, she adapts her strategy throughout the battle as she observes the PC's tactics.

**Base Statistics** Without *barkskin*, *heroism*, and *stoneskin*, Lady Arodeth's statistics are **AC** 25, touch 13, flat-footed 22; **Fort** +11, **Ref** +9, **Will** +9; **DR** none; **Melee** +4 *shocking burst darkwood quarterstaff* +16/+11 (1d6+8/19-20 plus 1d6 electricity); **CMB** +11 (+19 trip); **CMD** 24 (30 vs. trip); **Skills** Diplomacy +13, Fly +19, Intimidate +16, Knowledge (arcana) +21, Knowledge (history) +18, Perception +12, Spellcraft +21, Use Magic Device +16

### STATISTICS

**Str** 14, **Dex** 16, **Con** 13, **Int** 20, **Wis** 8, **Cha** 10

**Base Atk** +9; **CMB** +13 (+21 trip); **CMD** 24 (32 vs. trip)

**Feats** Combat Casting, Combat Expertise, Combat Reflexes, Greater Trip, Improved Critical (quarterstaff), Improved Trip, Quarterstaff Master<sup>um</sup>, Toughness, Tripping Staff<sup>um</sup>, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

**Skills** Diplomacy +15, Fly +21, Intimidate +18, Knowledge (arcana) +23, Knowledge (history) +20, Perception +14, Spellcraft +23, Use Magic Device +18

**Languages** Aklo, Azlanti, Common, Draconic, Elven

**SQ** knowledge pool, quarterstaff defense, staff weapon

**Combat Gear** *potion of barkskin* (CL 6th), *potion of cure serious wounds*, *potion of heroism*; **Other Gear** +1 *glamered mithral chain shirt*, +2 *darkwood quarterstaff*, *belt of giant strength* +2, *cloak of resistance* +2, *headband of vast intelligence* +2, spell component pouch, spellbook (contains all prepared spells plus *arcane sight*, *death ward*, *enlarge person*, *ice*

*storm, magic weapon, obscuring mist, reduce person, web), diamond dust (worth 250 gp), 460 gp*

## LIZARDFOLK CR 1

*Pathfinder RPG Bestiary 195*

N Medium humanoid (reptilian)

**Init** +0; **Senses** Perception +1

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

**hp** 11 (2d8+2)

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

### OFFENSE

**Speed** 30 ft., swim 15 ft.

**Melee** morningstar +2 (1d8+1), bite +0 (1d4), or claw +2 (1d4+1), bite +2 (1d4+1)

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

### STATISTICS

**Str** 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

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

**Feats** Multiattack

**Skills** Acrobatics +2, Perception +1, Swim +8; **Racial Modifiers** +4 Acrobatics

**Languages** Draconic

**SQ** hold breath

### SPECIAL ABILITIES

**Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

## TROGLODYTE CR 1

*Pathfinder RPG Bestiary 267*

CE Medium humanoid (reptilian)

**Init** -1; **Senses** darkvision 90 ft.; Perception +0

**Aura** stench (30 ft., DC 13, 10 rounds)

### DEFENSE

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

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

**Fort** +7, **Ref** -1, **Will** +0

### OFFENSE

**Speed** 30 ft.

**Melee** club +2 (1d6+1), claw -3 (1d4), bite -3 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1)

**Ranged** javelin +0 (1d6)

### STATISTICS

**Str** 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** Great Fortitude

**Skills** Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in rocky areas)

**Languages** Draconic

## TROGLODYTE CHAMPION CR 7

*Pathfinder RPG Monster Codex 216*

Troglodyte fighter 6

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Perception +3

**Aura** stench (30 ft., DC 15, 10 rounds)

### DEFENSE

**AC** 23, touch 11, flat-footed 22 (+6 armor, +1 Dex, +6 natural)

**hp** 82 (8 HD; 2d8+6d10+40)

**Fort** +13, **Ref** +4, **Will** +4 (+2 vs. fear)

**Defensive Abilities** bravery +2

### OFFENSE

**Speed** 30 ft.

**Melee** mwk lance +13/+8 (1d8+5/x3), bite +6 (1d4+2), claw +6 (1d4+2)

**Ranged** javelin +9/+4 (1d6+5)

**Special Attacks** weapon training (spears +1)

### STATISTICS

**Str** 18, **Dex** 12, **Con** 18, **Int** 8, **Wis** 13, **Cha** 9

**Base Atk** +7; **CMB** +11 (+13 bull rush); **CMD** 22 (24 vs. bull rush)

**Feats** Improved Bull Rush, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Toughness, Unseal

**Skills** Handle Animal +6, Intimidate +6, Perception +3, Ride +6, Stealth +3 (+7 in rocky areas)

**Languages** Draconic

**SQ** armor training 1

**Combat Gear** *potion of cure moderate wounds*; **Other Gear**

mwk breastplate, javelins (7), mwk lance, belt of giant strength +2, cloak of resistance +1, 33 gp

## TROGLODYTE CHAMPION'S RIDING LIZARD CR 1

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +6

### DEFENSE

**AC** 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +5, **Will** +1

### OFFENSE

**Speed** 50 ft.

**Melee** 2 claws +3 (1d4+1)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** Endurance, Run<sup>B</sup>

**Skills** Perception +6

## TROGLODYTE SKULKER CR 2

*Pathfinder RPG Monster Codex 214*

Troglodyte rogue 2

CE Medium humanoid (reptilian)

**Init** +5; **Senses** darkvision 90 ft.; Perception +8

**Aura** stench (30 ft., DC 14, 10 rounds)

### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)  
**hp** 30 (4d8+12)  
**Fort** +6, **Ref** +4, **Will** +1  
**Defensive Abilities** evasion

---

### OFFENSE

**Speed** 30 ft.  
**Melee** mwk club +6 (1d6+3), bite +0 (1d4+1), claw +0 (1d4+1) or bite +5 (1d4+3), 2 claws +5 (1d4+3)  
**Ranged** javelin +3 (1d6+3)  
**Special Attacks** sneak attack +1d6

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### STATISTICS

**Str** 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 9  
**Base Atk** +2; **CMB** +5; **CMD** 16  
**Feats** Improved Initiative, Point-Blank Shot  
**Skills** Acrobatics +8, Climb +7, Disable Device +2, Escape Artist +8, Knowledge (dungeoneering) +3, Perception +8, Stealth +12 (+16 in rocky areas)  
**Languages** Draconic  
**SQ** rogue talents (fast stealth), trapfinding +1  
**Combat Gear** *potion of cure moderate wounds*, smokesticks (2); **Other Gear** javelins (4), mwk club, sack of uncut gems (worth 120 gp in total), 16 gp

## TROGLODYTE WARREN GUARD

CR 9

*Pathfinder RPG Monster Codex* 218  
Troglodyte barbarian (brutal pugilist) 8 (*Pathfinder RPG Advanced Player's Guide* 78)  
CE Medium humanoid (reptilian)  
**Init** +1; **Senses** darkvision 90 ft.; Perception +14  
**Aura** stench (30 ft., DC 16, 10 rounds)

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### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+2 armor, +1 Dex, +8 natural, -2 rage)  
**hp** 124 (10 HD; 2d8+8d12+58)  
**Fort** +15, **Ref** +4, **Will** +8  
**Defensive Abilities** improved savage grapple; **DR** 1/—

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### OFFENSE

**Speed** 40 ft.  
**Melee** +1 bite +16 (1d4+7), 2 +1 claws +16 (1d6+7)  
**Ranged** javelin +10 (1d6+6)  
**Special Attacks** rage (21 rounds/day), rage powers (intimidating glare, knockback, strength surge +8, terrifying howl [DC 20])

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### TACTICS

**Before Combat** The warren guard drinks her *potion of barkskin* if she believes danger is coming.  
**During Combat** The warren guard rages and starts attacking with her natural attacks. She uses intimidating glare, following it up with terrifying howl once one or two enemies are shaken. she uses knockback to drive opponents away from her allies or grapples them to get them under control.  
**Base Statistics** Without *barkskin* and when she's not raging,

the barbarian's statistics are **AC** 19, touch 13, flat-footed 18; **hp** 104; **Fort** +13, **Will** +6; **Melee** +1 bite +14 (1d4+5), 2 +1 claws +14 (1d6+5); **Ranged** javelin +10 (1d6+4); **Str** 18, **Con** 16; **CMB** +13 (+17 bull rush, +15 grapple).

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### STATISTICS

**Str** 22, **Dex** 13, **Con** 20, **Int** 8, **Wis** 13, **Cha** 9  
**Base Atk** +9; **CMB** +15 (+19 bull rush, +17 grapple); **CMD** 24 (26 vs. bull rush)  
**Feats** Diehard, Improved Bull Rush, Improved Natural Attack (claws), Iron Will, Power Attack  
**Skills** Acrobatics +7 (+11 when jumping), Heal +7, Intimidate +12, Perception +14, Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth (+8 in rocky areas)  
**Languages** Draconic  
**SQ** fast movement  
**Combat Gear** *potion of barkskin*, *potion of cure serious wounds*; **Other Gear** *amulet of mighty fists +1*, *bracers of armor +2*, *cloak of resistance +1*

## APPENDIX 2: SERPENTFOLK STAT BLOCKS

The following are the stat blocks for all serpentfolk that appear in this scenario. Appendix 1: Humanoid Stat Blocks begins on page 41. Appendix 3: Other Monster Stat Blocks begins on page 55.

## DEGENERATE SERPENTFOLK

CR 4

*Pathfinder Bestiary* 2 242  
NE Medium monstrous humanoid  
**Init** +5; **Senses** darkvision 60 ft., scent; Perception +13

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### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)  
**hp** 47 (5d10+20)  
**Fort** +7, **Ref** +5, **Will** +5  
**Immune** mind-affecting effects, paralysis, poison; **SR** 15

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### OFFENSE

**Speed** 30 ft.  
**Melee** mwk greatsword +11 (2d6+7/19-20), bite +6 (1d6+2 plus poison)

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### STATISTICS

**Str** 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6  
**Base Atk** +5; **CMB** +10; **CMD** 21  
**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)  
**Skills** Escape Artist +9, Perception +13; **Racial Modifiers** +8 Escape Artist, +4 Perception  
**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

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### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves

**SERPENTFOLK CR 4**

*Pathfinder RPG Bestiary 2 242*

NE Medium monstrous humanoid

**Init** +9; Senses darkvision 60 ft., scent; Perception +10

**DEFENSE**

**AC** 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

**hp** 42 (5d10+15)

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

**Immune** mind-affecting effects, paralysis, poison; **SR** 15

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +11 (1d4-1/19-20), bite +5 (1d6-1 plus poison)

**Spell-Like Abilities** (CL 4th; concentration +7)

At will—*disguise self* (humanoid form only, DC 14),

*ventriloquism* (DC 14)

1/day—*blur*, *mirror image*, *suggestion* (DC 16)

**STATISTICS**

**Str** 8, **Dex** 21, **Con** 17, **Int** 18, **Wis** 15, **Cha** 16

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

**Feats** Great Fortitude, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +10, Disguise +8, Escape Artist +18, Knowledge (arcana) +9, Perception +10, Sense Motive +7, Spellcraft +9, Use Magic Device +12; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

**SERPENTFOLK, ADVANCED CR 5**

Advanced serpentfolk (*Pathfinder RPG Bestiary 2 292, 242*)

NE Medium monstrous humanoid

**Init** +11; Senses darkvision 60 ft., scent; Perception +12

**DEFENSE**

**AC** 22, touch 17, flat-footed 15 (+7 Dex, +5 natural)

**hp** 52 (5d10+25)

**Fort** +8, **Ref** +11, **Will** +8

**Immune** mind-affecting effects, paralysis, poison; **SR** 15

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +13 (1d4+1/19-20), bite +7 (1d6 plus poison)

**Spell-Like Abilities** (CL 4th; concentration +9)

At will—*disguise self* (humanoid form only, DC 16),

*ventriloquism* (DC 16)

1/day—*blur*, *mirror image*, *suggestion* (DC 18)

**STATISTICS**

**Str** 12, **Dex** 25, **Con** 21, **Int** 22, **Wis** 19, **Cha** 20

**Base Atk** +5; **CMB** +6; **CMD** 23

**Feats** Great Fortitude, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +12, Disguise +10, Escape Artist +20, Intimidate +10, Knowledge (arcana) +11, Perception +12, Sense Motive +9, Spellcraft +11, Stealth +15, Use Magic Device +14; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

**Languages** Aklo, Azlanti, Common, Cyclops, Draconic, Undercommon; telepathy 100 ft.

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

**SERPENTFOLK BONE PROPHET CR 11**

*Pathfinder RPG Monster Codex 205*

Advanced serpentfolk oracle 7 (*Pathfinder RPG Advanced Player's Guide 42*)

NE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +19

**DEFENSE**

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

**hp** 137 (12 HD; 5d10+7d8+79)

**Fort** +11, **Ref** +11, **Will** +16

**Immune** mind-affecting effects, paralysis, poison; **SR** 22

**OFFENSE**

**Speed** 15 ft.

**Melee** +1 quarterstaff +12/+7 (1d6+2), bite +6 (1d6 plus poison)

**Spell-Like Abilities** (CL 4th; concentration +9)

At will—*disguise self* (DC 16, humanoid form only), *ventriloquism* (DC 16)

1/day—*blur*, *dominate person* (DC 20), *major image* (DC 18), *mirror image*, *suggestion* (DC 18)

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

3rd (5/day)—*animate dead*, *bestow curse* (DC 18), *chain of perdition*<sup>UC</sup>, *inflict serious wounds* (DC 18)

2nd (7/day)—*dead bolt*<sup>UM</sup> (DC 17), *false life*, *hold person* (DC 17), *inflict moderate wounds* (DC 17), *instrument of agony*<sup>UC</sup>

1st (8/day)—*cause fear* (DC 16), *cure light wounds*, *inflict light wounds* (DC 16), *murderous command*<sup>UM</sup> (DC 16), *obscuring mist*, *ray of sickening*<sup>UM</sup> (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *resistance*, *stabilize*

**Mystery** bones

**TACTICS**

**During Combat** The bone prophet enforces mental control over enemies with *hold person*, *murderous command*, and *suggestion*. It casts *bestow curse* and *chain of perdition* to hamper those that come too close, and uses its damaging spells and scrolls against its most dangerous opponents.

**STATISTICS**

**Str** 12, **Dex** 19, **Con** 20, **Int** 18, **Wis** 19, **Cha** 20

**Base Atk** +10; **CMB** +11; **CMD** 26

**Feats** Combat Casting, Command Undead, Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness  
**Skills** Acrobatics +5, Bluff +15, Diplomacy +15, Disguise +15, Escape Artist +10, Heal +11, Intimidate +13, Knowledge (arcana, history, religion) +17, Perception +19, Sense Motive +14, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** oracle's curse (lame), revelations (bleeding wounds, death's touch, undead servitude [8/day, DC 18])

**Combat Gear** *bead of force*, *potions of cure moderate wounds (2)*, *potion of invisibility*, *scroll of greater command*, *scroll of slay living*, *wand of cure moderate wounds (10 charges)*; **Other Gear** +1 *chainmail*, +1 *quarterstaff*, *cloak of resistance +1*, *headband of inspired wisdom +2*, unholy symbol, 175 gp

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

### SERPENTFOLK BRUISER

CR 7

Degenerate serpentfolk fighter 3 (*Pathfinder RPG Bestiary 2* 242)

NE Medium monstrous humanoid

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

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 88 (8d10+40)

**Fort** +8, **Ref** +8, **Will** +9 (+1 vs. fear)

**Immune** mind-affecting effects, paralysis, poison; **SR** 18

### OFFENSE

**Speed** 30 ft.

**Melee** mwk greatclub +16/+11 (1d10+10), bite +10 (1d6+3 plus poison)

**Ranged** javelin +11 (1d6+7)

**Special Attacks** poison

### STATISTICS

**Str** 24, **Dex** 16, **Con** 18, **Int** 6, **Wis** 14, **Cha** 4

**Base Atk** +8; **CMB** +15; **CMD** 28

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

**Skills** Escape Artist +11, Handle Animal +8, Perception +13, Ride +10; **Racial Modifiers** +8 Escape Artist, +4 Perception

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** armor training 1

**Other Gear** javelin (3), mwk greatclub

### SPECIAL ABILITIES

**Poison (Ex)** Poison—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 cons saves.

### SERPENTFOLK EXEMPLAR

CR 6

Half-fiend advanced serpentfolk (*Pathfinder RPG Bestiary 171*, *Pathfinder RPG Bestiary 2* 242)

NE Medium outsider (monstrous humanoid, native)

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +12

### DEFENSE

**AC** 22, touch 17, flat-footed 16 (+1 deflection, +6 Dex, +5 natural)

**hp** 52 (5d10+25)

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

**DR** 5/magic; **Immune** mind-affecting effects, paralysis, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

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

**Special Attacks** poison, smite good

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

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 15)

3/day—*darkness*

1/day—*blur*, *desecrate*, *mirror image*, *suggestion* (DC 16), *unholy blight* (DC 18)

### STATISTICS

**Str** 13, **Dex** 22, **Con** 21, **Int** 20, **Wis** 19, **Cha** 18

**Base Atk** +5; **CMB** +6; **CMD** 23

**Feats** Great Fortitude, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +11, Escape Artist +14, Fly +10, Intimidate +12, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +12, Sense Motive +9, Stealth +14, Swim +9, Use Magic Device +13; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Abyssal, Aklo, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.

**Combat Gear** *potion of greater magic fang* (CL 6th); **Other Gear** *amulet of natural armor +1*, *ring of protection +1*, 800 gp

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

### SERPENTFOLK ILLUSIONIST

CR 8

*Pathfinder RPG Monster Codex* 204

Advanced serpentfolk illusionist 4

NE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +13

### DEFENSE

**AC** 21, touch 17, flat-footed 15 (+1 deflection, +6 Dex, +4 natural)

**hp** 99 (9 HD; 5d10+4d6+58)

**Fort** +7, **Ref** +11, **Will** +9

**Immune** mind-affecting effects, paralysis, poison; **SR** 19

### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +8/+3 (1d4/19–20), bite +2 (1d6 plus poison)

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

At will—*disguise self* (DC 15, humanoid form only),  
*ventriloquism* (DC 15)

1/day—*blur*, *dominate person* (DC 19), *major image* (DC 17),  
*mirror image*, *suggestion* (DC 17)

**Arcane School Spell-Like Abilities** (CL 4th; concentration +10)

9/day—blinding ray

**Illusionist Spells Prepared** (CL 4th; concentration +10)

2nd—*blindness/deafness* (DC 18), *detect thoughts* (DC 18),  
*illusion of calm*<sup>UM</sup> (DC 19), *invisibility*, *pernicious poison*<sup>UC</sup>

1st—*color spray* (2, DC 18), *hypnotism* (DC 18), *shield*, *silent image* (DC 18), *vanish*<sup>APG</sup>

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

**Opposition Schools** conjuration, evocation

---

**TACTICS**

**During Combat** A serpentfolk illusionist seeks to deceive opponents with spells until it can debilitate them with *blindness/deafness*, *color spray*, or a venomous bite enhanced with *pernicious poison*. Otherwise, it attacks with its wand or uses *suggestion* and *dominate person* to turn enemies into allies.

---

**STATISTICS**

**Str** 10, **Dex** 22, **Con** 21, **Int** 22, **Wis** 13, **Cha** 18

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

**Feats** Combat Casting, Improved Initiative, Scribe Scroll, Spell

Focus (enchantment), Spell Focus (illusion), Toughness

**Skills** Acrobatics +11, Bluff +10, Diplomacy +10, Disguise +10,

Escape Artist +19, Intimidate +12, Knowledge (arcana)

+18, Knowledge (dungeoneering, nobility, religion) +10,

Knowledge (history, planes) +12, Perception +13, Sense

Motive +7, Spellcraft +18, Use Magic Device +15; **Racial**

**Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Abyssal, Aklo, Common, Draconic, Elven,

Undercommon; telepathy 100 ft.

**SQ** arcane bond (viper), extended illusions (+2 rounds)

**Combat Gear** *potions of cure moderate wounds* (2), *scrolls of blur* (2), *scrolls of daze monster* (2), *scrolls of hideous laughter* (2), *scroll of hold person*, *scrolls of invisibility* (2), *scrolls of mirror image* (2), *scrolls of touch of idiocy* (2), *wand of mage armor* (20 charges), *wand of magic missile* (20 charges); **Other Gear** mwk dagger, *amulet of natural armor* +1, *ring of protection* +1, spellbook, 273 gp

---

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

---

**SERPENTFOLK IMPERILER**

**CR 7**

Advanced serpentfolk slayer 5 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Bestiary* 2 242)

NE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +20

---

**DEFENSE**

**AC** 22, touch 15, flat-footed 17 (+4 armor, +5 Dex, +3 natural)

**hp** 109 (10d10+55)

**Fort** +12, **Ref** +14, **Will** +8

**Immune** mind-affecting effects, paralysis, poison; **SR** 20

---

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *shortsword* +15/+10 (1d6+2/19–20), +1 *shortsword* +15 (1d6+2/19–20), bite +11 (1d6 plus poison) or

**Ranged** mwk net +17

**Special Attacks** poison, sneak attack +1d6, studied target +2 (2nd, move action)

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

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 13)

1/day—*blur*, *dominate person* (DC 16), *major image* (DC 15),  
*mirror image*, *suggestion* (DC 14)

---

**STATISTICS**

**Str** 12, **Dex** 23, **Con** 20, **Int** 18, **Wis** 16, **Cha** 14

**Base Atk** +10; **CMB** +11; **CMD** 27

**Feats** Alertness, Double Slice, Exotic Weapon Proficiency (net), Great Fortitude, Improved Initiative, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +19, Climb +10, Disguise +10, Escape Artist +23, Intimidate +15, Knowledge (arcana) +9, Knowledge (dungeoneering) +17, Perception +20, Sense Motive +13, Spellcraft +9, Stealth +14, Survival +11, Use Magic Device +11;

**Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Aklo, Azlanti, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** combat style (two-weapon combat), slayer talents (combat trick, ranger combat style), track +2

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 *studded leather*, +1 *short swords* (2), mwk net, 35 gp

---

**SPECIAL ABILITIES**

**Poison (Ex)** bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

---

**SERPENTFOLK PERIL COMMANDER**

**CR 10**

Advanced serpentfolk slayer 8 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Bestiary* 2 242)

NE Medium monstrous humanoid

**Init** +11; **Senses** darkvision 60 ft., scent; Perception +23

---

**DEFENSE**

**AC** 24, touch 15, flat-footed 19 (+6 armor, +4 Dex, +1 dodge, +3 natural)

**hp** 144 (13d10+73)

**Fort** +15, **Ref** +18, **Will** +10

**Immune** mind-affecting effects, paralysis, poison; **SR** 23

---

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *shortsword* +19/+14/+9 (1d6+2/19-20), +1 *shortsword* +19 (1d6+1/19-20), bite +15 (1d8 plus poison)

**Ranged** mwk net +21

**Special Attacks** poison, sneak attack +2d6, studied target +2 (2nd, 2 targets)

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

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 13)

1/day—*blur*, *dominate person* (DC 16), *major image* (DC 15), *mirror image*, *suggestion* (DC 14)

## STATISTICS

**Str** 12, **Dex** 24, **Con** 20, **Int** 18, **Wis** 16, **Cha** 14

**Base Atk** +13; **CMB** +14; **CMD** 32

**Feats** Alertness, Dodge, Exotic Weapon Proficiency (net), Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Quick Draw, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +22, Climb +9, Craft (alchemy) +12, Disguise +10, Escape Artist +23, Intimidate +16, Knowledge (arcana) +9, Knowledge (dungeoneering) +17, Perception +23, Sense Motive +23, Spellcraft +9, Stealth +19, Survival +16, Use Magic Device +11; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

**Languages** Aklo, Azlanti, Common, Draconic, Undercommon; telepathy 100 ft.

**SQ** combat style (two-weapon combat), slayer talents (combat trick, poison use, ranger combat style, swift poison), stalker, track +4

**Combat Gear** *oil of invisibility* (2), *potion of cure serious wounds* (2); **Other Gear** +2 *chain shirt*, +1 *short swords* (2), mwk net, *cloak of resistance* +1, 460 gp

## SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 consecutive saves.

## APPENDIX 3: OTHER MONSTER STAT BLOCKS

The following are the stat blocks for all creatures other than humanoids and serpentfolk that appear in this scenario. Appendix 1: Humanoid

Stat Blocks begins on page 41. Appendix 2: Serpentfolk Stat Blocks begins on page 51.

## BLAST SHADOW

CR 5

Adapted from *Pathfinder #15: The Armageddon Echo* 82  
CE Medium undead (fire)

**Init** +8; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

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

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

**Immune** fire, undead traits

**Weaknesses** vulnerable to cold,

## OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +11 (1d8+2 plus 1d6 fire)

**Special Attacks** cloud of smoke and flame, death burst

## STATISTICS

**Str** 15, **Dex** 18, **Con** —, **Int** 11, **Wis** 13, **Cha** 16

**Base Atk** +6; **CMB** +8; **CMD** 22

**Feats** Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (claw)

**Skills** Climb +13, Intimidate +14, Perception +12, Stealth +15

**Languages** Common

## SPECIAL ABILITIES

**Cloud of Smoke and Fire (Su)** A blast shadow can, as a free action, surround itself with a cloud of smoke that burns living flesh. While active, the blast shadow gains concealment, and all living creatures within 5 feet take 1d6 points of fire damage per round. If the blast shadow takes any cold damage, this cloud is dispelled and cannot be renewed for 1d6 rounds.

**Death Burst (Su)** When a blast shadow is reduced to 0 or fewer hit points, it explodes in a blast of flame. All creatures within 30 feet take 4d6 points of fire damage. A DC 17 Reflex save results in half damage. The save DC is Charisma-based.



**BODAK** **CR 8**

*Pathfinder RPG Bestiary 2 48*

CE Medium undead (extraplanar)

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

**DEFENSE**

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

**hp** 85 (10d8+40)

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

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

**Weaknesses** vulnerability to sunlight

**OFFENSE**

**Speed** 20 ft.

**Melee** 2 slams +9 (1d8+1)

**Special Attacks** death gaze

**STATISTICS**

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

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

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

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

**Languages** Common

**SPECIAL ABILITIES**

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

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

**CHUUL** **CR 7**

*Pathfinder RPG Bestiary 46*

CE Large aberration (aquatic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +19

**DEFENSE**

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

**hp** 85 (10d8+40)

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

**Immune** poison

**OFFENSE**

**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +14 (2d6+7 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (2d6+7), paralytic tentacles

**STATISTICS**

**Str** 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

**Skills** Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

**Languages** Undercommon

**SQ** amphibious

**SPECIAL ABILITIES**

**Paralytic Tentacles (Ex)** A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

**CHUUL EVISCERATOR** **CR 8**

Advanced chuul (*Pathfinder RPG Bestiary 294, 46*)

CE Large aberration (aquatic)

**Init** +9; **Senses** darkvision 60 ft.; Perception +21

**DEFENSE**

**AC** 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, -1 size)

**hp** 105 (10d8+60)

**Fort** +9, **Ref** +8, **Will** +11

**Immune** poison

**OFFENSE**

**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +16 (2d6+9 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (2d6+9), paralytic tentacles

**STATISTICS**

**Str** 29, **Dex** 20, **Con** 22, **Int** 14, **Wis** 18, **Cha** 9

**Base Atk** +7; **CMB** +17 (+21 grapple); **CMD** 32 (36 vs. trip)

**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

**Skills** Intimidate +12, Knowledge (nature) +15, Perception +21, Sense Motive +18, Stealth +11, Swim +30

**Languages** Undercommon

**SQ** amphibious

**SPECIAL ABILITIES**

**Paralytic Tentacles (Ex)** A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 21 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+9 points of damage each round from the creature's mandibles.

**COUATL, EVIL** **CR 10**

*Pathfinder RPG Bestiary 49*

CE Large outsider (native)

**Init** +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

**DEFENSE**



**AC** 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

**hp** 126 (12d10+60)

**Fort** +9, **Ref** +13, **Will** +14

---

**OFFENSE**

**Speed** 20 ft., fly 60 ft. (good)

**Melee** bite +16 (1d8+7 plus grab and poison)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d8+7)

**Spell-Like Abilities** (CL 9th)

Constant—*detect chaos, detect evil, detect good, detect law*

At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16th),

*invisibility, plane shift* (DC 20)

**Spells Known** (CL 9th)

4th (4/day)—*charm monster* (DC 17), *freedom of movement*

3rd (7/day)—*gaseous form, magic circle against good,*

*summon monster III*

2nd (7/day)—*cure moderate wounds, eagle's splendor,*

*scorching ray, silence* (DC 15)

1st (7/day)—*endure elements, mage armor, obscuring mist,*

*protection from chaos, true strike*

0 (at will)—*daze, disrupt undead, light, ray of frost, read*

*magic, resistance, stabilize*

---

**STATISTICS**

**Str** 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17

**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

**Feats** Alertness, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Acrobatics +18, Bluff +9, Diplomacy +18, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +18

**Languages** Abyssal, Azlanti, Draconic; telepathy 100 ft.

---

**SPECIAL ABILITIES**

**Spells** A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

**Poison (Ex)** Injury—bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

---

**DINOSAUR, ANKYLOSAURUS**

**CR 6**

*Pathfinder RPG Bestiary 83*

N Huge animal

**Init** +0; **Senses** low-light vision, scent; Perception +14

---

**DEFENSE**

**AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)

**hp** 75 (10d8+30)

**Fort** +12, **Ref** +7, **Will** +4

---

**OFFENSE**

**Speed** 30 ft.

**Melee** tail +14 (3d6+12 plus stun)

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

---

**STATISTICS**

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +7; **CMB** +17; **CMD** 27 (31 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

**Skills** Perception +14

---

**SPECIAL ABILITIES**

**Stun (Ex)** The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

---

**DINOSAUR, COMPSOGNATHUS**

**CR 1/2**

*Pathfinder RPG Bestiary 2 90*

N Tiny animal

**Init** +6; **Senses** low-light vision, scent; Perception +4

---

**DEFENSE**

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 6 (1d8+2)

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

---

**OFFENSE**

**Speed** 40 ft., swim 20 ft.

**Melee** bite +1 (1d3-1 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

---

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 9

**Feats** Improved Initiative

**Skills** Perception +4, Swim +10

---

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—*injury; save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

---

**DINOSAUR, DIMETRODON**

**CR 3**

*Pathfinder RPG Bestiary 3 78*

N Large animal

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

---

**DEFENSE**

**AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

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

**Fort** +8, **Ref** +6, **Will** +2

---

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +8 (1d8+7/19-20)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** tearing bite

---

**STATISTICS**

**Str** 20, **Dex** 15, **Con** 18, **Int** 1, **Wis** 12, **Cha** 3

**Base Atk** +3; **CMB** +9; **CMD** 21 (25 vs. trip)

**Feats** Improved Initiative, Weapon Focus (bite)

**Skills** Perception +6, Stealth +3

---

**SPECIAL ABILITIES**

**Tearing Bite (Ex)** A dimetrodon's jaws are filled with razor-sharp teeth of two different sizes. This gives the creature a threat range of 19–20 with its bite attack.

---

**DINOSAUR, TRICERATOPS** **CR 8**

*Pathfinder RPG Bestiary 86*

N Huge animal

**Init** –1; **Senses** low-light vision, scent; Perception +21

---

**DEFENSE**

**AC** 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)

**hp** 119 (14d8+56)

**Fort** +15, **Ref** +8, **Will** +5

---

**OFFENSE**

**Speed** 30 ft.

**Melee** gore +17 (2d10+12)

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

**Special Attacks** powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)

---

**STATISTICS**

**Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +10; **CMB** +20; **CMD** 29 (33 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

**Skills** Perception +24

---

**DINOSAUR, TYRANNOSAURUS** **CR 9**

*Pathfinder RPG Bestiary 86*

N Gargantuan animal

**Init** +5; **Senses** low-light vision, scent; Perception +37

---

**DEFENSE**

**AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)

**hp** 153 (18d8+72)

**Fort** +15, **Ref** +12, **Will** +10

---

**OFFENSE**

**Speed** 40 ft.

**Melee** bite +20 (4d6+22/19–20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)

---

**STATISTICS**

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39

**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**Skills** Perception +37; **Racial Modifiers** +8 Perception

**SQ** powerful bite

---

**SPECIAL ABILITIES**

**Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

---

**DINOSAUR, VELOCIRAPTOR** **CR 2**

*Pathfinder RPG Bestiary 4 59*

N Small animal

**Init** +7; **Senses** low-light vision, scent; Perception +10

---

**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 22 (3d8+9)

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

**Defensive Abilities** evasion

---

**OFFENSE**

**Speed** 60 ft.

**Melee** bite +6 (1d4+1), 2 talons +6 (1d6+1/19–20)

**Special Attacks** leaping charge

---

**STATISTICS**

**Str** 13, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14, **Cha** 14

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

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +11 (+23 when jumping), Perception +10, Stealth +15; **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth

---

**SPECIAL ABILITIES**

**Leaping Charge (Ex)** A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.

---

**GIANT AMOEBA** **CR 1**

*Pathfinder RPG Bestiary 2 24*

N Small ooze (aquatic)

**Init** –5; **Senses** blindsight 30 ft.; Perception –5

---

**DEFENSE**

**AC** 6, touch 6, flat-footed 6 (–5 Dex, +1 size)

**hp** 15 (2d8+6)

**Fort** +3, **Ref** –5, **Will** –5

**Defensive Abilities** ooze traits

---

**OFFENSE**

**Speed** 10 ft., climb 10 ft., swim 20 ft.

**Melee** slam +3 (1d3+1 plus 1d3 acid and grab)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d3+1 plus 1d3 acid)

---

**STATISTICS**

**Str** 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 6 (can't be tripped)

**Skills** Climb +9, Swim +9

**SQ** amphibious

---

**GIANT AMOEBA, ATROCIOUS** **CR 2**

Giant giant amoeba (*Pathfinder RPG Bestiary 2 24, 293*)

N Medium ooze (aquatic)

**Init** –5; **Senses** blindsight 30 ft.; Perception –5

---

**DEFENSE**

**AC** 8, touch 5, flat-footed 8 (–5 Dex, +3 natural)

**hp** 19 (2d8+10)

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

**Defensive Abilities** ooze traits

---

**OFFENSE**

**Speed** 10 ft., climb 10 ft., swim 20 ft.

**Melee** slam +4 (1d4+4 plus 1d4 acid and grab)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d4+4 plus 1d4 acid)

---

**STATISTICS**

**Str** 16, **Dex** 1, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +1; **CMB** +4 (+8 grapple); **CMD** 9 (can't be tripped)

**Skills** Climb +11, Swim +11

**SQ** amphibious

---

**GRAY OOZE**

**CR 4**

*Pathfinder RPG Bestiary* 166

N Medium ooze

**Init** -5; **Senses** blindsight 60 ft.; Perception -5

---

**DEFENSE**

**AC** 5, touch 5, flat-footed 5 (-5 Dex)

**hp** 50 (4d8+32)

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

**Defensive Abilities** ooze traits; Immune cold, fire

---

**OFFENSE**

**Speed** 10 ft.

**Melee** slam +6 (1d6+4 plus 1d6 acid and grab)

**Special Attacks** acid, constrict (1d6+1 plus 1d6 acid)

---

**STATISTICS**

**Str** 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

**SQ** transparent

---

**SPECIAL ABILITIES**

**Acid (Ex)** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

**Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

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**GUG**

**CR 10**

*Pathfinder RPG Bestiary* 2 151

CE Large aberration

**Init** +1; **Senses** darkvision 60 ft.; Perception +27

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**DEFENSE**

**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 127 (15d8+60)

**Fort** +9, **Ref** +6, **Will** +12

**Immune** disease, poison

---

**OFFENSE**

**Speed** 40 ft., climb 20 ft.

**Melee** bite +17 (1d8+7), 4 claws +17 (1d6+7)

**Space** 10 ft.; **Reach** 15 ft.

**Special Attacks** rend (2 claws, 1d6+10)

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**STATISTICS**

**Str** 25, **Dex** 12, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11

**Base Atk** +11; **CMB** +19; **CMD** 30

**Feats** Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

**Skills** Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; Racial Modifiers +4 Escape Artist

**Languages** Undercommon

**SQ** compression

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**IMMENSE PUDDING**

**CR 8**

Giant black pudding (*Pathfinder RPG Bestiary* 35, 295)

N Gargantuan ooze

**Init** -5; **Senses** blindsight 60 ft.; Perception -5

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**DEFENSE**

**AC** 4, touch 1, flat-footed 4 (+3 natural, -4 size, -5 Dex)

**hp** 125 (10d8+60)

**Fort** +11, **Ref** -2, **Will** -2

**Defensive Abilities** split, ooze traits

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**OFFENSE**

**Speed** 20 ft., climb 20 ft.

**Melee** slam +8 (3d6+7 plus 3d6 acid plus grab)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** constrict (3d6+7 plus 3d6 acid), corrosion

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**STATISTICS**

**Str** 20, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +14 (+20 grapple); **CMD** 21 (31 vs. bull rush, can't be tripped)

**Skills** Climb +13

**SQ** ooze traits, suction

---

**SPECIAL ABILITIES**

**Acid (Ex)** A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 23 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 3d6 acid damage unless the weapon's wielder succeeds on a DC 23

Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 23 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Corrosion (Ex)** An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

## LIGHTNING ELEMENTAL, SMALL CR 1

*Pathfinder RPG Bestiary 2 116*

N Small outsider (air, elemental, extraplanar)

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

### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +5, **Will** +0

**Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +5 (1d4 plus 1d3 electricity)

**Special Attacks** metal mastery, spark leap

### STATISTICS

**Str** 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

**Languages** Auran

### SPECIAL ABILITIES

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

## LIGHTNING ELEMENTAL, MEDIUM CR 3

*Pathfinder RPG Bestiary 2 116*

N Medium outsider (air, elemental, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

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

**Fort** +5, **Ref** +8, **Will** +1

**Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +8 (1d6+3 plus 1d4 electricity)

**Special Attacks** metal mastery, spark leap

### STATISTICS

**Str** 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 21

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

**Languages** Auran

### SPECIAL ABILITIES

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

## LIGHTNING ELEMENTAL, GREATER CR 9

*Pathfinder RPG Bestiary 2 117*

N Huge outsider (air, elemental, extraplanar)

**Init** +13; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

**hp** 110 (13d10+39)

**Fort** +11, **Ref** +17, **Will** +6

**DR** 10/—; **Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +20 (2d8+6 plus 2d6 electricity)

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

**Special Attacks** metal mastery, spark leap

### STATISTICS

**Str** 22, **Dex** 29, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +21; **CMD** 41

**Feats** Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse

**Skills** Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16

### SPECIAL ABILITIES

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

## LIGHTNING ELEMENTAL, LARGE CR 5

*Pathfinder RPG Bestiary 2 116*

N Large outsider (air, elemental, extraplanar)

**Init** +10; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, -1 size)

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

**Fort** +8, **Ref** +12, **Will** +2

**DR** 5/—; **Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +13 (1d8+3 plus 1d6 electricity)

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

**Special Attacks** metal mastery, spark leap

### STATISTICS

**Str** 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +12; **CMD** 29

**Feats** Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

**Skills** Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

**Languages** Auran

### SPECIAL ABILITIES

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

## MASTODON CR 9

*Pathfinder RPG Bestiary 128*

N Huge animal

**Init** +1; **Senses** low-light vision, scent; Perception +24

### DEFENSE

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +10, **Will** +7

### OFFENSE

**Speed** 40 ft.

**Melee** gore +21 (2d8+12), slam +20 (2d6+12)

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

**Special Attacks** trample (2d8+18, DC 29)

### STATISTICS

**Str** 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +10; **CMB** +24, **CMD** 35 (39 vs. trip)

**Feats** Endurance, Improved Bull Rush, Improved Iron Will, Iron

Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

**Skills** Perception +24

## MEGAFAUNA, GLYPTODON CR 6

*Pathfinder RPG Bestiary 2 186*

N Large animal

**Init** +0; **Senses** low-light vision, scent; Perception +16

### DEFENSE

**AC** 21, touch 9, flat-footed 21 (+12 natural, -1 size)

**hp** 67 (9d8+27)

**Fort** +11, **Ref** +6, **Will** +4

### OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +12 (1d10+7)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 25, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +6; **CMB** +14; **CMD** 24 (28 vs. trip)

**Feats** Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Skill Focus (Perception)

**Skills** Perception +16

## MEGAFAUNA, MEGATHERIUM CR 5

*Pathfinder RPG Bestiary 2 187*

N Huge animal

**Init** +0; **Senses** low-light vision, scent; Perception +14

### DEFENSE

**AC** 18, touch 8, flat-footed 18 (+10 natural, -2 size)

**hp** 59 (7d8+28)

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

### OFFENSE

**Speed** 30 ft., climb 10 ft.

**Melee** 2 claws +10 (1d8+7 plus trip)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d8+10)

### STATISTICS

**Str** 25, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +5; **CMB** +14; **CMD** 24 (28 vs. trip)

**Feats** Awesome Blow, Improved Bull Rush, Power Attack, Skill Focus (Perception)

**Skills** Climb +15, Perception +14

## OCHRE POOL CR 6

Giant ochre jelly (*Pathfinder RPG Bestiary 218, 295*)

N Huge ooze

**Init** -5; **Senses** blindsight 60 ft.; Perception -5

### DEFENSE

**AC** 6, touch 3, flat-footed 6 (-5 Dex, +3 natural, -2 size)

**hp** 75 (6d8+48)

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

**Defensive Abilities** split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

**WARPWAVES**

When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by <i>baleful polymorph</i> (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

**OFFENSE**

**Speed** 10 ft., climb 10 ft.

**Melee** slam +6 (2d6+6 plus 1d6 acid and grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (2d6+6 plus 1d6 acid)

**STATISTICS**

**Str** 18, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 15 (can't be tripped)

**Skills** Climb +12

**SPECIAL ABILITIES**

**Acid (Ex)** An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

**Split (Ex)** Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down.

A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**OTYUGH**

**CR 4**

*Pathfinder RPG Bestiary 223*

N Large aberration

**Init** +0; **Senses** darkvision 60 ft., scent; Perception +9

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)

**hp** 39 (6d8+12)

**Fort** +3, **Ref** +2, **Will** +6

**Immune** disease

**OFFENSE**

**Speed** 20 ft.

**Melee** bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d6+2)

**STATISTICS**

**Str** 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

**Base Atk** +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Perception +9, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair

**Languages** Common

**SPECIAL ABILITIES**

**Disease (Ex)** Filth fever: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**PROTEAN, IMENTESH**

**CR 10**

*Pathfinder RPG Bestiary 2 214*

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

**Init** +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +20

**DEFENSE**

**AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

**hp** 123 (13d10+52); fast healing 5

**Fort** +12, **Ref** +7, **Will** +14

**Defensive Abilities** amorphous anatomy, freedom of movement; **DR** 10/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 21

**OFFENSE**

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

**Melee** bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus grab)

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

**Special Attacks** constrict (1d8+7), inflict warpwave, sneak attack +4d6

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*detect law*, *tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole*, *major creation*, *shatter* (DC 17), *shrink item*

3/day—*chaos hammer* (DC 19), *dispel magic*, *slow* (DC 18)  
 1/day—*break enchantment*, *dispel law* (DC 20), *haste*,  
*polymorph any object* (DC 23)

**STATISTICS**

**Str** 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

**Base Atk** +13; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)

**Feats** Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive

**Skills** Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly +9, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15

**Languages** Abyssal, Protean; tongues

**SQ** change shape (*greater polymorph*)

**SPECIAL ABILITIES**

**Inflct Warpwave (Su)** As a standard action, an imentesh can inflct a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

**PROTEAN, NAUNET**

**CR 7**

*Pathfinder RPG Bestiary 2* 216

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

**Init** +7; **Senses** blindsense 30 ft., darkvision 60 ft., detect law; Perception +15

**DEFENSE**

**AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

**hp** 94 (9d10+45)

**Fort** +11, **Ref** +11, **Will** +6

**Defensive Abilities** amorphous anatomy, freedom of movement; **DR** 5/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 18

**OFFENSE**

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

**Melee** bite +14 (1d8+5), tail slap +11 (1d6+2 plus grab), 2 tentacles +11 (1d6+2 plus confusion)

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

**Special Attacks** adaptive strike, coalesce chaos, constrict (1d6+5)

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

Constant—*detect law*

At will—*acid arrow*, *fog cloud*, *dimension door* (self plus 50 lbs. of objects only), *shatter* (DC 14)

1/day—*chaos hammer* (DC 16)

**STATISTICS**

**Str** 20, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15

**Base Atk** +9; **CMB** +15; **CMD** 28

**Feats** Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)

**Skills** Acrobatics +15, Fly +9, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +25

**Languages** Abyssal, Protean

**SQ** change shape (*polymorph*)

**SPECIAL ABILITIES**

**Adaptive Strike (Su)** A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

**Coalesce Chaos (Su)** Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *solid fog* (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as *acid fog* (CL 12th).

**Confusion (Su)** A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 19 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.

**PROTEAN, GIANT VOIDWORM**

**CR 3**

Giant voidworm protean (*Pathfinder Bestiary 2* 293, 217)

CN Small outsider (chaotic, extraplanar, protean, shapechanger)

**Init** +2; **Senses** blindsense 30 ft., darkvision 30 ft., detect law; Perception +8

**DEFENSE**

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

**hp** 22 (3d10+6); fast healing 2

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

**Defensive Abilities** amorphous anatomy, freedom of movement; **Immune** acid; **Resist** electricity 10, sonic 10

**OFFENSE**

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** bite +6 (1d4), tail slap +1 (1d4 plus confusion)

**Spell-Like Abilities** (CL 6th; concentration +7)

Constant—*detect law*

At will—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*

3/day—*blur* (self only), *obscuring mist*

1/week—*commune* (CL 12th, 6 questions)

**STATISTICS**

**Str** 11, **Dex** 15, **Con** 14, **Int** 8, **Wis** 8, **Cha** 13

**Base Atk** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Acrobatics +8, Bluff +7, Escape Artist +6, Fly +16, Knowledge (arcana) +5, Perception +8, Stealth +10

**Languages** Common, Protean

**SQ** change shape (2 forms, both of which must be Tiny animals; *beast shape II*)

**SPECIAL ABILITIES**

**Confusion (Su)** A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

**SERU CR 3**

*Pathfinder RPG Monster Codex 208*

NE Small magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

**hp** 22 (3d10+6)

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

**OFFENSE**

**Speed** 20 ft., fly 40 ft. (average)

**Melee** bite +6 (1d4-2 plus poison)

**Ranged** spit venom +6 ranged touch (poison)

**Special Attacks** poison, spit venom

**STATISTICS**

**Str** 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10

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

**Feats** Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Fly +4, Perception +10, Stealth +10 (+14 in rocky areas); **Racial Modifiers** +4 Bluff, +4 Perception

**Languages** Aklo, Common (can't speak any language); telepathy 60 ft.

**SPECIAL ABILITIES**

**Poison (Ex)** Bite or spit venom—injury; save Fort DC 15; frequency 1/minute for 6 minutes; effect 1 Con damage plus blindness for 1 minute; cure 1 save.

**Spit Venom (Ex)** As a standard action, a seru can spit venom up to 30 feet. This is a ranged touch attack with no range increment. Any opponent hit by this attack is exposed to the seru's poison.

**SKELETAL CHAMPION CR 2**

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

NE Medium undead

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

**DEFENSE**

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

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

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

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

**OFFENSE**

**Speed** 30 ft.

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

**STATISTICS**

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

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

**Feats** Cleave, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (longsword)

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

**Gear** breastplate, heavy steel shield, mwk longsword

**SKELETON, HUMAN CR 1/3**

*Pathfinder RPG Bestiary 250*

NE Medium undead

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

**DEFENSE**

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

**hp** 4 (1d8)

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

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

**OFFENSE**

**Speed** 30 ft.

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

**STATISTICS**

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

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

**Feats** Improved Initiative<sup>B</sup>

**Gear** broken chain shirt, broken scimitar

**SLAUGRAK CR 6**

*Pathfinder RPG Monster Codex 220*

CE Large outsider (chaotic, evil, extraplanar, native)

**Init** +1; **Senses** darkvision 120 ft., see in darkness; Perception +1

**Aura** stench (30 ft., DC 17, 10 rounds)

**DEFENSE**

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

**hp** 68 (8d10+24)

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

**DR** 10/cold iron or good; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10

**Weaknesses** sunlight powerlessness

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +13 (1d10+5/19-20 plus 1d6 acid and corrupting bite), 2 claws +12 (1d6+5)

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

**Special Attacks** corrupting bite, vicious jaws

**Spell-Like Abilities** (CL 8th; concentration +10)

1/day—*deeper darkness*, *slow* (DC 15), *unholy blight* (DC 16)

**STATISTICS**

**Str** 20, **Dex** 12, **Con** 17, **Int** 5, **Wis** 13, **Cha** 14

**Base Atk** +8; **CMB** +14; **CMD** 25

**Feats** Diehard, Endurance, Iron Will, Weapon Focus (bite)



**Skills** Climb +12, Intimidate +13, Stealth +8 (+12 in rocky areas), Swim +12; **Racial Modifiers** +4 Stealth in rocky areas

**Languages** Abyssal

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**SPECIAL ABILITIES**

**Corrupting Bite (Su)** A slaugrak's caustic saliva is infused with the corrupting power of the Abyss. Any living creature that takes acid damage from a slaugrak's bite must succeed at a DC 17 Fortitude save or take 2 points of Constitution bleed damage as its blood boils and its internal organs liquefy. Creatures without a discernible anatomy (blood and internal organs) are immune to the Constitution bleed. The save DC is Constitution-based.

**Vicious Jaws (Ex)** A slaugrak's bite attack threatens a critical hit on a roll of 19–20.

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**SNAKE, CONSTRICTOR** **CR 2**

*Pathfinder RPG Bestiary 2 255*

N Medium animal

**Init** +3; **Senses** scent; Perception +12

---

**DEFENSE**

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

**hp** 19 (3d8+6)

**Fort** +4, **Ref** +6, **Will** +2

---

**OFFENSE**

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +5 (1d4+4 plus grab)

**Special Attacks** constrict (1d4+4)

---

**STATISTICS**

**Str** 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

**Feats** Skill Focus (Perception), Toughness

**Skills** Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

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**SNAKE, EMPEROR COBRA** **CR 5**

*Pathfinder RPG Bestiary 2 252*

N Large animal

**Init** +6; **Senses** low-light vision, scent; Perception +13

---

**DEFENSE**

**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

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

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

---

**OFFENSE**

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +10 (2d6+9 plus poison)

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

---

**STATISTICS**

**Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)

**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +14, Perception +13, Stealth +11,

Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

---

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

---

**SNAKE, GIANT ANACONDA** **CR 10**

*Pathfinder RPG Bestiary 2 252*

N Gargantuan animal

**Init** +6; **Senses** low-light vision, scent; Perception +22

---

**DEFENSE**

**AC** 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, –4 size)

**hp** 126 (12d8+72)

**Fort** +14, **Ref** +10, **Will** +5

---

**OFFENSE**

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +19 (4d6+19/19–20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** constrict (4d6+19)

---

**STATISTICS**

**Str** 36, **Dex** 14, **Con** 23, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +9; **CMB** +26 (+30 grapple); **CMD** 39 (can't be tripped)

**Feats** Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Climb +21, Perception +22, Swim +21

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**TENTAMORT** **CR 4**

*Pathfinder RPG Bestiary 2 261*

N Medium aberration

**Init** +5; **Senses** all-around vision, blindsense 30 ft., darkvision 60 ft.; Perception +11

---

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

**hp** 39 (6d8+12)

**Fort** +4, **Ref** +5, **Will** +7

---

**OFFENSE**

**Speed** 20 ft., climb 20 ft.

**Melee** sting +6 (1d6+2 plus poison), tentacle +2 (1d6+1 plus grab)

**Space** 5 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+1)

---

**STATISTICS**

**Str** 15, **Dex** 13, **Con** 14, **Int** 1, **Wis** 14, **Cha** 6

**Base Atk** +4; **CMB** +6 (+10 grapple); **CMD** 17 (can't be tripped)

**Feats** Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** Climb +10, Perception +11

---

**SPECIAL ABILITIES**

**Poison (Ex)** Sting—injury; *save* Fort DC 15; *frequency* 2 rounds; *effect* 1d4 Con plus nausea; *cure* 1 save.

## THYLACINE CR 1/2

*Pathfinder RPG Bestiary 3 191*

N Small animal

**Init** +2; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 7 (1d8+3)

**Fort** +5, **Ref** +4, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** bite +2 (1d4+1/19–20)

### STATISTICS

**Str** 12, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +0; **CMB** +0; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8

**SQ** powerful jaws

### SPECIAL ABILITIES

**Powerful Jaws (Ex)** A thylacine's muscular jaws threaten a critical hit on a natural roll of 19 or 20.

## YDERSIUS ASCENDANT GUARDIAN CR 9

Advanced graven guardian (*Pathfinder RPG Bestiary 3 140*)

N Huge construct

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

### DEFENSE

**AC** 22, touch 8, flat-footed 22 (+14 natural, –2 size)

**hp** 105 (6d10+40); fast healing 2

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

**DR** 5/adamantine; **Immune** construct traits; **SR** 21

**Weaknesses** faith bound

### OFFENSE

**Speed** 40 ft.

**Melee** +3 *keen dagger* +20/+15 (1d8+12/17–20) or slam +12 (2d6+4)

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

**Special Attacks** evil weapons, honored, magic weapon

**Spell-Like Abilities** (CL 9th; concentration +0)  
3/day—*haste* (self only)

### STATISTICS

**Str** 28, **Dex** 11, **Con** —, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +9; **CMB** +21; **CMD** 30

**Skills** Acrobatics +0 (+4 to jump)

### SPECIAL ABILITIES

**Evil Weapons (Su)** The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

**Faith Bound (Su)** The graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

**Honored (Su)** The graven guardian gains a +1 bonus on attack

rolls and combat maneuver checks.

**Magic Weapon (Su)** The graven guardian that carries its deity's favored weapon treats that weapon as a +3 weapon as long as the guardian wields it. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

## YDERSIUS GRAVEN GUARDIAN CR 5

Graven guardian (*Pathfinder RPG Bestiary 3 140*)

N Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**hp** 53 (6d10+20); fast healing 2

**Fort** +2, **Ref** +4, **Will** +3

**DR** 5/adamantine; **Immune** construct traits; **SR** 16

**Weaknesses** faith bound

### OFFENSE

**Speed** 40 ft.

**Melee** +1 *keen dagger* +11/+6 (1d4+4/17–20) or slam +5 (1d6+1)

**Special Attacks** evil weapons, honored, magic weapon

**Spell-Like Abilities** (CL 5th; concentration +0)  
1/day—*haste* (self only)

### STATISTICS

**Str** 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

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

**Skills** Acrobatics +2 (+6 to jump)

### SPECIAL ABILITIES

**Evil Weapons (Su)** The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

**Faith Bound (Su)** The graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

**Honored (Su)** The graven guardian gains a +1 bonus on attack rolls and combat maneuver checks.

**Magic Weapon (Su)** The graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as the guardian wields it. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

## YDERSIUS SERPENT STATUE

CR 2

Animated object (small) (*Pathfinder RPG Bestiary* 14)

N Small construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception -5

### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 21 (2d10+10)

**Fort** +0, **Ref** +1, **Will** -5

**Defensive Abilities** hardness 2; **Immune** construct traits

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +3 (1d4), slam +3 (1d4)

### STATISTICS

**Str** 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

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

**Skills** Climb +8

**SQ** animated object construction points (additional attack [bite], additional movement [climb], fragile body)

### SPECIAL ABILITIES

**Fragile Body** The lithe body of this serpent is more fragile than most animated objects. Its hardness is 2, rather than the typical 5.

## Pathfinder Society Scenario #7-00: The Sky Key Solution

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GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
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**Pathfinder Society Special #7-00: The Sky Key Solution** © 2015, Paizo Inc.; Author: Crystal Frasier



# Pathfinder Society Scenario #7-00: The Sky Key Solution

Character Chronicle #

Core Campaign

	A.K.A.			
Player Name		Character Name	Pathfinder Society #	Faction

**This Chronicle sheet grants access to the following:**

**Azlanti Wonders:** While interviewing the Azlanti general Krahnaliara Lac Sunn, you learned the location of an Azlanti site that might have survived millennia or tragedy and looting. When you adventure in a ruin, archaeological site, or other structure that predates Earthfall (approximately 10,000 years ago, including more Azlanti and Thassilonian sites), you can cross this boon off your Chronicle sheet and choose two of the following: AC, attack rolls, saving throws, or skill checks. For the duration of the adventure while you are exploring the site, you gain a +1 insight bonus on the selected rolls or to your Armor Class.

**Champion of Time:** You survived the Society's ill-advised jaunt through time and survived. You gain one of the following boons depending on your role in the victory. Each references traits that appear on pages 327–330 of *Pathfinder RPG Advanced Player's Guide*. Record the number of the character who earns this trait below, and include a copy of this Chronicle sheet with that character.

**Conqueror of Time:** Your ferocity and skill defeated the Lady Arodeth and saved the Pathfinder Society, allowing Kreighton Shaine to return your companions to the present. Your martial skill attracts members of the Harbingers of Fate with passion and skill with weapons to join the Pathfinder Society. You may use this boon when making a new Pathfinder Society character to grant your new character one of the following as a bonus trait: bully, child of the streets, or killer.

**Councilor of Time:** Your kindness and compassion granted Lady Arodeth a moment's peace before she sacrificed herself to save the Pathfinders, and your compassion attracts members of the Harbingers of Fate with intellect and care for others to join the Society. You may use this boon when making a new Pathfinder Society character to grant your new character one of the following as a bonus trait: caretaker, charming, or ease of faith.

**Defender of Time:** You boldly stood against an unceasing horde of time-knitted duplicates afforded your companions the chance to defeat Lady Arodeth, and your bravery attracts members of the Harbingers of Fate with courage and reliability to join the Pathfinder Society. You may use this boon when making a new Pathfinder Society character to grant your new character one of the following as a bonus trait: courageous, indomitable faith, or resilient.

**Timelost Chronicler:** You have journeyed through the ancient serpentfolk city of Sessegishoss and witnessed the fall of the Starstone, granting you a remarkable perspective of Golarion's history. You gain a permanent +1 bonus on Knowledge (history) checks from your first-hand knowledge. Once per scenario you may call on the nascent power granted by your exposure to the falling Starstone to find inner greatness, granting you a +1 morale bonus to a single d20 roll. You must declare your use of this power before the roll is made.

<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	1-2	250	500
<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	3-4	625	1,250
<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	5-6	1,250	2,500
<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	7-8	2,667	5,334
<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	10-11	3,833	7,667

<b>EXPERIENCE</b>	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
Final XP Total		

<b>FAME</b>	Initial Prestige	Initial Fame
	+	<small>GM's Initials</small>
	Prestige Gained (GM ONLY)	
	-	
Prestige Spent		
Current Prestige	Final Fame	

<b>GOLD</b>	Starting GP	
	+	<small>GM's Initials</small>
	GP Gained (GM ONLY)	
	+	<small>GM's Initials</small>
Day Job (GM ONLY)		
-		
Gold Spent		
=		
Total		

**For GM Only**

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #