

PATHFINDER SOCIETY

SEASON OF THE TEN



SIEGE OF GALLOWSPIRE

By Brian Duckwitz



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Table of Contents

SIEGE OF GALLOWSPIRE	3
HANDOUTS	37
GM REFERENCES	42
APPENDIX 1: SUBTIER 5–6 STAT BLOCKS	46
APPENDIX 2: SUBTIER 7–8 STAT BLOCKS	55
APPENDIX 3: SUBTIER 10–11 STAT BLOCKS	65
APPENDIX 4: SUBTIER 12–13 STAT BLOCKS	75
APPENDIX 5: SUBTIER 15–16 STAT BLOCKS	89
MAPS	104
CHRONICLE SHEET	107

GM RESOURCES

Siege of Gallowspire makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Bestiary 6*, *Pathfinder RPG NPC Codex (NPC)*, *Pathfinder RPG Occult Adventures (OA)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant creature entries from the Bestiary volumes and the *NPC Codex* are reprinted in the adventure appendices for the GM's convenience. Some of the statistics in the appendix have a few minor modifications to remove abilities from sources that are not listed in this section; these modifications are marked with asterisks (*) and explained beneath the creatures' stat blocks.

HOW TO PLAY

Pathfinder Society Scenario #10–98: Siege of Gallowspire is a Pathfinder Society Scenario designed for 5th- through 16th-level characters (Tier 5–16; Subtiers 5–6, 7–8, 10–11, 12–13, and 15–16). It is designed to be a finale for the Pathfinder Society Roleplaying Guild campaign, a large-scale conclusion to 11 years of adventures. The scenario also assumes that most players bring 1–3 additional characters of 5th level or above to assist in special Aid Missions. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at pathfindersociety.club.



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SIEGE OF GALLOWSPIRE

By Brian Duckwitz



Four thousand years ago, the legendary wizard Tar-Baphon ruled over his kingdom as a grasping tyrant, never satisfied with the limitations the world set before him. To secure his eternal rule, he became a master of necromantic magic. He seized the power of the greatest necromancer of ancient Thassilon, the Runelord Zutha, as a gateway to immortality. With this strength in hand, his ambitions grew ever greater. Knowing that he would not be satisfied until the entire world bowed before him, he rallied armies of orcs and undead to crush anyone who stood in the way of his rule.

The world was ill-prepared to resist Tar-Baphon, and so to defend humanity from the wizard's relentless onslaught, the god Aroden intervened. The god of humanity slew Tar-Baphon and scattered his armies. Millennia passed, and tales of Tar-Baphon faded into myth. But even Aroden's actions played into the wizard's hands, for Tar-Baphon had put the pieces in place to rise as a legendarily powerful lich if he were slain at the hands of a god. While this resurrection took far longer than expected, the newly risen Tar-Baphon knew that a few centuries mattered little in the plans of an immortal being. Taking a new name, the Whispering Tyrant, the lich conquered the orc tribes of Belkzen and used them to crush Ustalav. He reanimated fallen enemies and allies alike into an ever-expanding army. In the conquered city of Adorak, once a center of trade and a mining settlement for precious gems, he ordered the survivors to build him a great tower. The Whispering Tyrant called this tower Gallowspire, and it became his unholy palace, decorated with the screams and the corpses of any who would dare to stand in his way.

For over 500 years, the few movements to resist the Whispering Tyrant's rule failed so thoroughly that all traces of them have been lost to the annals of history. It was not until the dawn of the Shining Crusade that a true opposition rose. An alliance of forces from across the Inner Sea region—most notably the armies of Taldor, the old dwarven empire of Kraggodan, and the honorable Knights of Ozem beat back the Whispering Tyrant's troops. The Shining Crusade was a relentless and bloody conflict marked by great losses, most prominent among them Aroden's herald Arazni. The war ended in a climactic battle when the Taldan general Arnisant

Where on Golarion?

The adventure begins in Absalom and proceeds to the Gallowgarden, a terrifying jungle grown up over the ruins of Adorak in Virlych, a haunted region in southwestern Ustalav. From there, the PCs descend into the dungeons and caverns below the crater that marks the former location of Gallowspire.

This adventure takes place during the events of the Tyrant's Grasp Adventure Path, shortly after *Pathfinder Adventure Path #142: Gardens of Gallowspire*. For more information about Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*. For more information about Gallowspire as it was before the Whispering Tyrant escaped, see *Pathfinder Campaign Setting: Dungeons of Golarion*. These books are available at bookstores and hobby stores everywhere and online at paizo.com.



wielded a holy artifact known as the *Shield of Aroden* against the Whispering Tyrant. Badly injured, the lich retreated to the depths of Gallowspire. Before he could emerge to terrorize the world once again, however, crusaders locked him away behind a multilayered series of magical wards known as the Great Seal.

The Great Seal was a formidable lock, reinforced by several artifacts scattered throughout the world and carefully hidden with trusted guardians. But Tar-Baphon and his agents

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eventually managed to gather or destroy all of these artifacts, allowing them to destroy the Great Seal in a catastrophic surge of magical power, using a superweapon known as the *Radiant Fire*. The explosion destroyed Gallowspire and the top few levels of dungeon beneath it, setting the lich free at last. His intricate plans prepared and refined over thousands of years, the Whispering Tyrant wasted no time in reconquering territory that once belonged to him—beginning with Lastwall, the country founded by the heroes of the Shining Crusade to watch over the Whispering Tyrant's prison.

Now that the Whispering Tyrant is on the rise again, even faraway nations have begun planning a response to his return. In Absalom, Siege Lord Wynsal Starborn has been keeping a close eye on whatever news he can glean from the lich's territory. He recently received word from survivors of Lastwall's army of a massive explosion that enveloped Gallowspire. When scouts went to investigate the area, they discovered signs of something truly horrifying: While the Whispering Tyrant himself may have departed Gallowspire, the lich had set up a grand necromantic ritual in the spire's depths. If this ritual succeeds, it could unleash a nigh-infinite wave of undead to join Tar-Baphon's armies!

SUMMARY

In Absalom, Pathfinders assemble to hear a mission briefing from Master of Swords Marcos Farabellus and Siege Lord Wynsal Starborn. There, they learn about a massive explosion that enveloped Gallowspire, leaving behind no sign of the fortress itself save a huge crater where it once stood, surrounded by a newly created jungle filled with bizarre and dangerous life. Further, the scouts who have investigated beyond the crater found the lower levels of the ruin have been sealed off. Powerful magical energies rising throughout the area suggest a massive, complex necromantic ritual is underway beyond. Marcos and Wynsal ask the PCs to head there and disrupt whatever the Whispering Tyrant has planned.

Before leaving Absalom, the Pathfinders decide who will fulfill which roles on the dangerous expedition. Among the Pathfinders, the PCs are the individuals who choose to take on the most perilous role, that of the primary combatants. The other Pathfinders provide assistance and support throughout the adventure. The Pathfinders then travel to the outskirts of the Gallowgarden, where they get more information about the expedition from Venture-Captain Shevar Besnik and Silver Crusade faction leader Olysta Zadrian. Within Gallowgarden, the PCs fight a variety of dangerous monsters. They also encounter a group of Burning Sun orcs, who themselves are fleeing the area but can provide valuable information and potentially aid later on.

When the PCs reach the crater, they descend its slopes and enter the Catacombs. There, they encounter creatures from the depths such as oozes, constructs, and evil outsiders.

After these encounters, they reach the wards and must figure out how to bypass them before they can explore the Silent Shrine and its tomes of knowledge.

As the earth trembles with the force of whatever ritual is underway, the Pathfinders proceed deeper, battling undead guardians left behind by the Whispering Tyrant when he escaped his imprisonment. They are also occasionally assailed by whispered promises and threats from a mysterious source. Tired and running low on magic and other resources, the expedition leaders call for a halt and give the PCs a chance to rest and recuperate while researchers study the PCs' findings. During this time, the PCs learn the location of a powerful relic, long hidden by the Whispering Tyrant in the Black Caverns.

Each group of PCs must make a choice: work to recover the relic, or face the far more perilous mission of disrupting the ritual. Those who choose the relic path battle undead guardians and eventually secure the item. In addition to its usefulness in future battles against the Whispering Tyrant, the relic helps to push back against Tar-Baphon's power within Gallowspire, making combats easier.

PCs who try to stop the ritual faced the vicious undead minions of the Whispering Tyrant surrounding the Pillar, upon which Tar-Baphon carved secrets of magic long ago. The PCs learn that the whispers they've been hearing are from the Pillar itself, as the structure attempts to disrupt the PCs' efforts to stop the ritual.

As the final undead horrors fall, the ritual fails, and the dungeons begin to collapse. Not a moment too soon, the Pathfinders retreat to the surface. After the survivors emerge from the crater, they count their numbers and hold a vigil for the fallen, honoring those whose sacrifice made the mission a success.

RUNNING THE EVENT

Siege of Gallowspire is designed to accommodate varying House sizes (from 5 tables up to 150+ tables). To facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario during 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 the table.

This event has two difficulties: Soldier and Champion. Soldier is slightly more challenging than a typical Pathfinder Society special event. Champion is this scenario's "hard mode," with increased challenge throughout. As usual for scenarios with increased difficulty, GMs should not run Champion Mode unless all players at the table agree to do so. As such, when mustering tables, group players who want to play Champion Mode together.

Players who begin in Champion Mode who find the challenges too great can choose to switch to Soldier Mode.

Inform the players that they have this option. A Soldier Mode table cannot switch to Champion Mode.

Like most Pathfinder Society Scenarios, *Siege of Gallowspire* is designed for 6 players, but it does not feature adjustments for 4 players. Because of this scenario's heightened difficulty, when mustering, try to build 6-player tables. Additionally, try to avoid assigning characters to a subtier whose minimum level is more than one beyond their character level (such as level 8's to Subtier 10–11).

Because of the nature of mustering, players may need to be moved from one table to another to achieve minimum numbers or table balance. This movement may disrupt the process of creating Aid Tokens (see page 6). If it does, the player's new Table GM should work with them to smoothly assign their characters to roles.

GLOSSARY OF TERMS

Siege of Gallowspire uses several terms unique to the Pathfinder Society Special format. Each participant's role in the event is outlined under the respective entry.

APL: The term indicates the Average Party Level for a participating table. Every Table GM should make special note of her table's APL, as calculated in the Pathfinder Society Roleplaying Guild Guide.

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 four primary segments. 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 House.

Overseer GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she presents the opening and closing scenes of the adventure and makes announcements about the amount of time remaining and events that impact the entire House. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The signal indicates that everyone in the House should be silent and direct their attention to the Overseer GM. 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: Each of these Game Masters manages a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following

SKILLS AND SAVES

The Difficulty Class of many of this adventure's skill checks and saving throws varies by subtier. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appear in the tables below.

SKILL CHECK AND COMBAT MANEUVER CHECK DCs

Subtier	Easy	Average	Hard
5–6	16	20	24
7–8	18	23	28
10–11	21	27	33
12–13	23	29	35
15–16	26	32	38

SAVING THROW DCs

Subtier	Easy	Average	Hard
5–6	13	15	17
7–8	15	17	19
10–11	17	20	23
12–13	19	22	25
15–16	22	25	28

exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part of the scenario. If a Table GM has a group that finishes all content available in a part before the Overseer GM calls time, she should notify the Overseer GM.

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

Courier: For larger events, the HQ Staff needs to provide some Couriers—volunteers who wander among the tables and collect notes that report successes.

MULTIPLE CHARACTERS PER PLAYER

Unlike other Pathfinder Society Scenarios, players in *Siege of Gallowspire* can bring multiple characters to the table to influence the narrative. These additional characters have strong limitations placed upon what they can do; the details are described below.

PRIMARY CHARACTER

This is the PC that each player typically brings to a scenario. This PC personally faces the scenario's encounters and earns a Chronicle sheet at the end of the scenario.

AID CHARACTER

After a player has chosen their Primary Character, the player can designate up to 3 of their PCs of 5th level or higher as Aid Characters. Aid Characters must be different PCs from the Primary Character. The player does not need all of their Chronicle sheets for their Aid Characters—they only need the Aid Character's most recently earned Chronicle sheet. The only information from this sheet that is relevant is the Aid Character's name, number, and level. The Chronicle sheet is also a place to record whether anything bad happens to the Aid Character in the course of the scenario. Note that all risks Aid Characters take are opt-in. Players may also wish to bring character sheets, art, minis, or other objects and records to represent the character, but these are not required.

Aid Characters have two functions in this scenario. The first is to generate Aid Tokens (see below). The second is to provide support in Aid Missions that occur during the adventure. The overseer GM will announce these missions when they occur (see page 7).

When the player designates a character as an Aid Character, the player chooses one of the following roles and assigns the character to that role. Each table may assign up to 5 Aid Characters to each role. This restriction represents the expedition's need for agent to take on a balanced variety of roles, and also helps to ensure that there are enough Aid Characters of each type to succeed at Aid Missions.

AID CHARACTER ROLES

A character's class and character build does not dictate what roles he can take, though players are likely to want to pick roles that fit with their characters' themes. If a player does not have 3 Aid Characters available, she can fill any remaining slots with generic 4th-level NPC Pathfinders of any role. These 4th-level NPCs are less likely to succeed than PC Aid Characters at all tasks, but they give all players a way to participate in this scenario's mechanics. The descriptions below give some examples of the types of routine tasks that Aid Characters in each role perform during the mission, but these characters also perform heroic actions when they grant Aid Tokens or attempt Aid Missions.

Guard: The combat encounters detailed in this scenario are handled by the Primary Characters, but there is still plenty of danger to deal with. A character assigned to this role helps provide security for the expedition. Characters in this role drive off minor threats that crop up, protect the rear of the expedition, and generally ensure the mission can continue unhindered.

Medic: Most of the healing resources in the expedition are wielded by the Primary Characters for the benefit of further advancing the mission, but the Aid Characters are likely to need healing too. An Aid Character assigned to this role treats wounds, cares for the bodies of the fallen, and dispenses medical supplies.

Muscle: Moving what is effectively a small army into hostile terrain is a challenging task. A character assigned to this role helps move heavy objects, clears passageways, and transports equipment.

Scout: Little is known about the Gallowgarden and the areas below Gallowspire, and what information does exist is often inaccurate. A character assigned to this role roams ahead of the main expedition, learning what threats are present and giving advice on how best to navigate them.

Spellcaster: The sheer number of Pathfinders on this mission presents a heavy demand for spellcasting, particularly spells that can protect agents from harm or remove conditions that they incur. Spellcasters meet up with Pathfinder agents between battles, helping prepare them for the dangers ahead. They may have their own innate spellcasting ability, or they might carry an arsenal of magic items for this purpose.

AID TOKENS

During the event, it is possible for characters at one table to assist those at another with Aid Tokens. In this scenario, Aid Tokens work a bit differently from in past scenarios. Instead of having generic Aid Tokens that PCs can improve with their skills, each Aid Token represents the efforts of a specific Aid Character.

Each Aid Character role is associated with a specific benefit that Aid Character in that role can provide. After the players assign Aid Characters to roles, the Table GM should place the Aid Token Reference Sheet on the table, which details all of these benefits (**Handout #5**; see page 38). Table GMs should also distribute 3 Aid Tokens to each player, corresponding to their Aid Characters' roles (see above). The player can then write in each of their Aid Characters' names on the Aid Tokens. For the 4th-level NPC Pathfinders, players can invent names, or just write "Pathfinder."

At this time, each player has the opportunity to commit any number of their PC Aid Characters to a more challenging, heroic task. This task provides greater benefits, but it also introduces a risk that the Aid Character may come to harm and therefore be unable to help out during later opportunities in this scenario. Inform the players that these tasks are particularly difficult for lower-level Aid Characters, who are likely to be injured in the process. The 4th-level NPC Pathfinders are unwilling to attempt the heroic tasks. For each Aid Character attempting a heroic task, have the player roll 3d6 for a 5th- to 8th-level Aid Character, 4d6 for a 9th- to 12th-level Aid Character, 5d6 for a 13th- to 16th-level Aid Character, or 6d6 for a 17th- to 20th-level Aid Character. The results for each Aid Character depend upon the results of their roll.

16+: The Aid Character PC grants the benefits of heroic aid and is entirely unharmed.

8–15: The Aid Character PC grants the benefits of heroic aid but is injured in the process. This Aid Character cannot participate in missions later in the scenario, but they can

recover from their injuries at the end of the scenario by spending 8 Prestige Points.

7 or less: The Aid Character grants the standard Aid Token benefits but is injured in the process, with the same consequences as if they had rolled 8–15.

If the character succeeded at the heroic task, check the “Heroic Aid” box on the Aid Token. If an Aid Character was injured, record the result on **GM Reference #2: Aid Character Misfortunes** (see page 43).

At the end of Part 1, as well as each time the table completes an encounter, the table can give one of these tokens to a nearby table. If the token they give is heroic, they can give out a second standard or heroic token as well. The players choose which Aid Token(s) to give. As the GM, encourage the players to vary whose Aid Characters are sent so that each player has a chance for their characters to contribute.

A table can benefit from up to two Aid Tokens per encounter. For this purpose, treat the time spent resolving the effects of an encounter afterward—such as healing, removing conditions, and identifying magic items—as part of the encounter itself.

AID MISSIONS

At designated times during the course of the scenario, the Overseer GM reads announcements to begin Aid Missions, one for each of the five roles. The rules for each of these Aid Missions are as follows. These rules are replicated in **GM Reference #1: Aid Missions** on page 42 for easy reference.

Once the Overseer GM announces an Aid Mission, Table GMs should find a natural pause in the action within the next 5 minutes (so the Overseer GM can announce the result after about 15 minutes). At this time, players can elect to send any number of their Aid Characters of the corresponding role on the mission. These missions are more dangerous than improving Aid Tokens, but the benefits they provide apply to the whole House. For each Aid Character sent on the mission, Table GMs should have their player roll 2d6 for a 4th-level NPC Pathfinder, 3d6 for a 5th- to 8th-level Aid Character, 4d6 for a 9th- to 12th-level Aid Character, 5d6 for a 13th- to 16th-level Aid Character, or 6d6 for a 17th- to 20th-level Aid Character. The results for each Aid Character depend upon the results of their roll.

20+: The Aid Character is a triumphant leader, inspiring other Pathfinders with their bravery and skill. They generate 2 successes for the mission. Even if the mission fails, they escape unscathed.

11–19: The Aid Character makes a substantial contribution to the mission, generating 1 success. If the mission fails, the Aid Character is injured. The Aid Character can recover from their injuries at the end of the scenario by spending 8 Prestige Points.

6–10: The Aid Character is trapped in a perilous situation and needs the assistance of other Pathfinders to escape. The

On Summoning

Some of the opponents that the PCs face in this adventure have the summon spell-like ability, giving them a chance to call forth additional opponents. For ease, assume that all of these creatures have used their summon prior to combat. In Soldier mode, any summoned creatures are off fighting NPC Pathfinders by the time the PCs arrive. In Champion mode, however, these summons always succeed. Moreover, the summoned creatures are present at the beginning of the combat, ready to provide additional challenge. Note that as usual, summoned creatures cannot use their own innate summoning abilities.

Aid Character does not contribute to the mission’s success. If the mission fails, the Aid Character dies.

5 or less: The Aid Character’s luck runs out. Whether from an ambush, a devious trap, or a relentless onslaught of foes, the character meets their end. This Aid Character dies and does not contribute to the mission’s success.

Once a table has determined its results, each Table GM should signal their table’s total number of successes to HQ staff. The Aid Mission Success Slips on page 45 are the default way to communicate successes. Use these unless the HQ staff has requested a different method.

Once the HQ staff has tallied the House’s total number of successes, the Overseer GM announces the results of the Aid Mission to the House, as specified in the Aid Mission’s description. When the Overseer GM announces the results of the mission, Table GMs should record any negative consequences to Aid Characters on **GM Reference #2: Aid Character Misfortunes** (see page 43). If the mission failed, there are no further effects. If the mission succeeded, the House receives a special benefit. These benefits are listed in the Table GM Instructions sections for the corresponding part of the adventure. Additionally, all participating Aid Characters will be able to benefit from a boon on this scenario’s Chronicle sheet. Record the names of Aid Characters who participated in a successful mission (regardless of whether or not they personally earned successes) on **GM Reference #3: Aid Character Triumphs** (see page 44).

BREAKS

Unlike past special events, Siege of Gallowspire does not have pre-defined intermissions. At large events, intermissions produce significant bottlenecks in restrooms, food lines, or other places as players all try to spend their time in the same way. Table GMs should offer a break at some point during Part 3, keeping in mind the timing of the Aid Missions so that their players don’t miss a chance to participate. If time permits at smaller events, the Overseer GM can add intermissions.

SPELLCASTING SERVICES

A large number of high-level Pathfinders travel to Gallowspire, including numerous NPCs. As a result, the PCs have access to spellcasting services as if they were in a large city.

Furthermore, given the dire circumstances, Absalom's Siege Lord Wynsal Starborn has provided the Pathfinder Society with a large supply of diamond dust to help defray the cost of the most expensive of spells. The first time during the scenario that a PC uses one of the following spellcasting services, it costs only half as much as usual: *greater restoration*, *raise dead*, *resurrection*, and *true resurrection*. This discount applies regardless of whether the PC pays the cost with gold pieces, with Prestige Points, or with both. Each PC can benefit from this discount once.

TIMELINE

The Siege of Gallowspire is designed to take under 5 hours, including a modest amount of time for mustering and setup. Each section transitions either after a certain amount of time or when particular reporting conditions are met, meaning that the times listed for Parts 2–4 are maximum lengths. The following is a measure of how long each part should last.

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

Part 2: 60 minutes

Part 3: 110 minutes

Part 4: 90 minutes

Conclusion/Cleanup: 15 minutes

STARTING THE EVENT

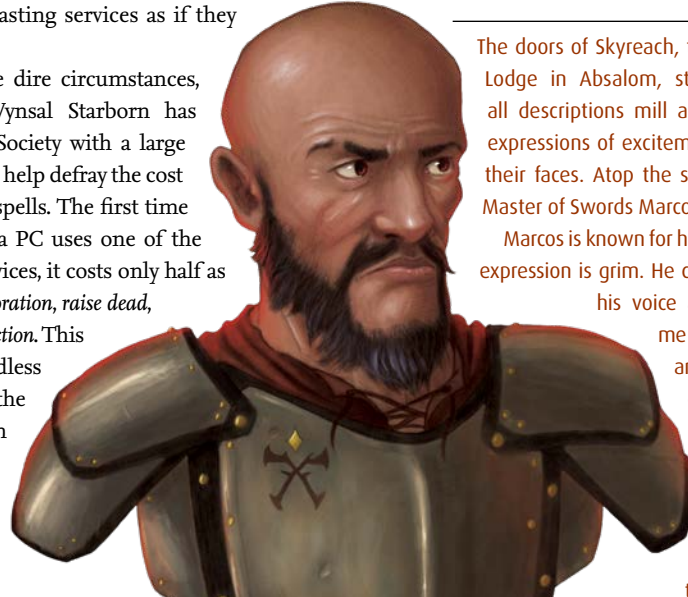
As the event begins, players have approximately 15 minutes for mustering, during which they can acquaint themselves with their mission and their companions. The HQ Staff should ensure that everyone is properly seated as quickly and orderly as possible.

As mustering begins, the Overseer GM, speaking as Master of Swords Marcos Farabellus, should read the following.

"Pathfinders! The unthinkable has happened. The Whispering Tyrant's prison, Gallowspire, has exploded from below. The most infamous lich in history has escaped, and he now roams free. Worse, he has set in motion a vile ritual in his former prison. We must intervene before the ritual ends. Quickly find your assigned group, aid in our preparations for the expedition to Gallowspire, and listen for instructions."

PART 1: GETTING READY FOR THE JOURNEY

Table GMs should read or paraphrase the following to orient the players.



Marcos Farabellus

The doors of Skyreach, the central fortress of the Grand Lodge in Absalom, stand open, and Pathfinders of all descriptions mill about at the base of the stairs, expressions of excitement, fear, and determination on their faces. Atop the staircase leading into the tower, Master of Swords Marcos Farabellus gestures for silence.

Marcos is known for his good cheer. Today, however, his expression is grim. He clears his throat before speaking, his voice a low rumble. "Yes, you heard me correctly. Gallowspire is gone, and the Whispering Tyrant has escaped. The Whispering Tyrant, who slew a goddess and conquered nations with armies of undead, has returned." He pauses and sighs. "And he's been busy." Marcos gestures to the man standing next to him and nods. "This is Siege Lord Wynsal Starborn, and he has more information on recent events."

The other man steps forward, his breastplate gleaming. "We know that a massive explosion enveloped Gallowspire, and we know that undead hordes have swept throughout Lastwall. I have already sent scouts to investigate Gallowspire. They found a mysterious jungle surrounding the tower, or at least, where the tower should have been. The tower was gone, and there was a massive crater where it once stood. At considerable personal risk, the scouts who were most skilled at evading detection went inside the ruin itself. Fortunately, they survived, and they had the following to report. First, the ruins beneath still contain access points to the chambers below. Second, the Whispering Tyrant took the time to set up wards to block access to the deepest levels. Third, and most disturbingly, there are necromantic energies beyond these wards, energies so powerful that they are leaking into the surrounding area. The scouts surmise that a ritual of incredible intensity is taking place somewhere deep beneath the crater. It is building toward something, and with every passing day, it grows stronger."

Marcos Farabellus addresses the crowd again, but his voice holds a hint of fear rarely heard in his speech. "Pathfinders, we must stop this ritual. The Whispering Tyrant has had thousands of years to plan what he would do if he ever escaped. I shudder to think of the terrors he plans to unleash. This is not just a problem for Lastwall; it's a problem for the entire world." His voice quiets, "I have no idea what else you'll find on the deepest levels, what guardians and treasures the Whispering Tyrant has locked away. Be prepared for anything."

SIEGE OF GALLOWSPIRE

"This is going to be a significant undertaking, and you'll have about a day to prepare while we get everyone else up to speed and set the logistics. Once you arrive, meet with Venture-Captain Shevar Besnik and Silver Crusade leader Ollysta Zadrian. Be sure to prepare for a dangerous journey both above and below ground. I wish you the best of luck, for all our sakes."

The players may have questions for Marcos and Wynsal after their briefing. Below are some likely ones. Read or paraphrase the following to answer the PCs' questions.

Who is the Whispering Tyrant? Marcos answers, "He's a lich of such power that he could only be imprisoned, not destroyed. The country of Lastwall was founded with the single purpose of monitoring Gallowspire, where the Whispering Tyrant was trapped. There are dark times ahead."

What do you know about this crater? Marcos says, "It's deep, and it cut through many of the upper levels of the dungeons beneath Gallowspire. I can't imagine what kind of power it took to create it. At least the crater makes it easier to get straight to some of the deeper levels."

What do you know about the mysterious jungle? Wynsal replies, "People are calling it the Gallowgarden. The scouts report horrible amalgamations of fungus and animal as well as vicious plants. While it appears the Whispering Tyrant took most of his undead servants with him, whatever this explosion was created new threats."

What can we expect to find in the dungeons? Wynsal answers, "I imagine whatever defenders lie beyond his wards are primarily undead. Reports I've received from other nations suggest that some of the Tyrant's most infamous servants, who had been imprisoned with him, may also be on the loose. But it would be foolhardy to assume he didn't leave some of them behind. I am also sure there are powerful magic wards, as well as a variety of other evil creatures."

Why can't we just sneak in, like the scouts did? Marcos says, "The scouts may have been able to sneak into the upper levels of the ruins, but you'll be contending with the parts of the complex that the Whispering Tyrant has a reason to protect. Breaking the seal on the lower levels is likely to be quite obvious, to say nothing of stopping the ritual itself. And that's not even accounting for whatever traps, wards, and guardians Tar-Baphon has put in place."

Are we going to have to fight the Whispering Tyrant? Wynsal says, "The reports we have received from Lastwall indicate that his attention lies elsewhere, and the scouts saw

no signs of his presence. We can't rule out the possibility that he will catch on to what we are doing. If he does, we'll have to trust his arrogance and his certainty that we couldn't possibly breach his wards and defeat his guardians." Marcos adds, "I can't promise that he won't return, but it's a risk we will have to take. The price of letting him complete the ritual is simply too high."

AFTER THE BRIEFING

The PCs likely have at least some preparations to make before they set out for the remains of Gallowspire and the jungle surrounding them, the Gallowgarden. During the rest of Part 1, players can introduce themselves and their characters to the group and purchase gear as normal in Absalom.

Have all of your players select Aid Characters as outlined in the section Multiples Characters Per Player (see page 5) and prepare Aid Tokens (see page 6). Once all of the table's Aid Tokens are ready, the players can distribute 1 or 2 Aid Tokens to other tables, as explained in the Aid Token section.

If your table doesn't have time to complete its Aid Tokens before the end of Part 1, be sure they complete this process before beginning the first encounter. Handling the tokens up front helps to ensure a smooth flow of play throughout the rest of the scenario.

WRAPPING UP PREPARATIONS

As Part 1 nears completion, the Overseer GM should read the following transition aloud.

Marcos Farabellus stands atop the steps of Skyreach and waves his hands. "Pathfinders! It is nearly time to depart. We've sent scouts ahead to prepare an anchor for teleportation. Finish your preparations and make your way through the teleportation circle inside Skyreach." The Master of Swords sets his jaw. "Brace yourselves. Our arrival point is not pleasant."

This text warns Table GMs and players that they should conclude Part 1's preparations and get settled for the briefing. After the room is quiet and ready, the Overseer GM reads the following to transition to Part 2.

One after another, Pathfinders step onto an immense glyph on the floor, the center of the teleportation circle. As they do, they each vanish into thin air, only to reappear in a distant location. The beautifully carved and painted stone walls of Skyreach fade into



Siege Lord Wynsal
Starborn

a moss-covered expanse of ancient ruins. On the other side of the circle, the air is warm, humid, and filled with the cloying stench of rotten meat.

Standing atop one of the ruins, a figure in gleaming full plate beckons the first arrivals to her. She waits silently, her face grim, until the remainder of the expeditionary force arrives. She then addresses the assembled group. "Welcome to Ustalav, Pathfinders. I am Ollysta Zadrian, leader of the Silver Crusade. Thank you for coming so quickly. Let me get straight to the point. The nearest undead horde is likely to sweep through this area in the next hour or so, and we must not remain overlong. Please, follow me."

After a tense but brief journey, the expedition arrives at the

edge of a dark jungle. The vegetation is thick, but the plants are twisted and gnarled. A group of Pathfinders dressed to blend in with the surrounding terrain step forward and greet the expedition. Their leader, a thin human man with long hair, smiles when he sees Zadrian. "Ollysta, you old war dog. It looks like you found yourself a small army. I hope it's enough."

The paladin's expression remains focused and stern. "Yes, I hope so too. You should tell them what we know."

The man smiles charmingly. "Greetings, Pathfinders. I'm Shevar Besnik, up until recently the venture-captain of Vigil. I technically still am, I suppose," he says, his smile turning sour. "These few individuals with me are all of the surviving Pathfinders from Vigil's destruction. So they were the only Pathfinders left around here to teach the Tyrant a lesson. Until you got here, that is!"

Shevar continues, "Our first job is to make our way through this jungle. I know some of you probably have the means to bypass the jungle entirely and get to the crater, but that would mean certain death for those who can't. Let's stick together and make sure we all make it to the other side." Ollysta raises her shield, which is emblazoned with a golden holy symbol of Sarenrae, "No matter what we face, Pathfinders, remember: the dawn brings new light. May Sarenrae's grace guide our blades." Shevar adds, "And with that, let's meet whatever this twice-damned forest can throw at us head on!"

PART 2: TRAVERSING GALLOWGARDEN

Ollysta Zadrian and Shevar Besnik lead the Pathfinders into the Gallowgarden. Among the vegetation, the PCs see numerous pieces of stone ruins. The ruined city of Adorak once extended all of the way up to Gallowspire, but when a jungle suddenly emerged from the ground, the ruins were uprooted and shattered.

As soon as the PCs enter Gallowgarden, the jungle responds to them. Table GMs should read or paraphrase the following to begin Part 2.

With supernatural speed, bruise-colored clouds gather in the sky above the jungle, bringing with them a stinging rain that reeks of embalming fluid. Just above the tree line, horizontal bolts of purple lightning leap between the clouds. Thunder rumbles unceasingly across the landscape.

TABLE GM INSTRUCTIONS

Begin Part 2 with the primary encounter, followed by the social encounter Unexpected Help. If time permits, run one or both of the optional encounters.

Reporting Successes: When the PCs successfully complete the primary encounter, the Unexpected Help encounter, or any of the optional encounters, report one Gallowgarden success to HQ.



Ollysta Zadrian

SIEGE OF GALLOWSPIRE

ANNOUNCED CONDITIONS

The Overseer GM might announce the following conditions during Part 2. These conditions have the following effects.

Scout Mission Failed: Record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

Scout Mission Success: The PCs gain a +2 bonus on all initiative checks for the rest of the scenario. Record participating PCs on the Aid Character Triumphs handout. If necessary, record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

OVERSEER GM INSTRUCTIONS

During Part 2, the Overseer GM responsibilities are to tally the number of Gallowgarden success reported, present an Aid Mission, and warn the House of the transition to Part 3. If displaying a map of the Gallowspire dungeons or other visual aid, update it as needed to show the House's progress.

SUCCESS TYPES

The House's goal in Part 2 is to overcome the primary encounter in the Gallowgarden before time runs out. The only type of successes in Part 2 are Gallowgarden successes. Once the House has reported at least as many Gallowgarden successes as the number of tables, it's time to announce that Part 2 is coming to a close, giving the house its 10-minute warning (see Wrapping Up Part 2 on page 16). If this happens substantially less than 50 minutes into Part 2, you can consider delaying the announcement slightly to give more tables a chance to finish their encounters. After 50 minutes have passed, read the 10-minute warning if you haven't already, regardless of how many successes the PCs have earned. Make a note of whether you read this text because of successes or running out of time; this affects one of the boons the PCs receive at the end of the scenario (see page 36).

AID MISSIONS

One Aid Mission occurs during Part 2.

Aid Mission (Scout): This Aid Mission should begin about 30 minutes into Part 2. This mission calls for Aid Characters in the Scout role. Read the following text.

Venture-Captain Drandle Dreng emerges from the jungle, addressing the scouts. "Sometimes, there is great power to going unnoticed. Especially when you're walking into dangerous territory. Not everyone in the big, obvious group of Pathfinders on the front lines understands the value of subtlety. Let's make sure

that they know what they're walking into, so they are ready to act fast when danger strikes." Players, you can send your Scout Aid Characters on this mission.



When the results come in, total the number of successes. If there are at least as many successes as the number of tables, read the following. To minimize the number of interruptions in play, consider making this announcement right before the 10-minute warning for the end of Part 2

Emerging from the shadows ahead, a group of vigilant Pathfinder agents keeps a close eye out for danger. Surely, they will help you act quickly against your foes. The Scout Mission was successful!

On the other hand, if there are fewer successes than the number of tables, read the following instead.

Whatever became of those Pathfinders who snuck ahead, they do not come back with reports. The Scout Mission has failed!

A. GALLOWGARDEN JUNGLE

The Gallowgarden is an oppressive, corrupted place. It was created when the *Radiant Fire's* powerful detonation of positive energy infused the rocks and polluted water of this portion of Ustalav with the pure essence of life. Even this energy, however, could not withstand the corrupt magic and blood-tainted soils, and the sudden burst of life created a massive bloom of deadly plants and alien creatures empowered by the region's bloodthirsty nature. A PC who succeeds at a DC 15 Knowledge (nature) or Survival check determines that none of the plants in the area are natural, and that they are instead amalgamations of plant, fungal, and animal matter. No normal animals or plants live here. The strange vegetation bears odd marks and patterns reminiscent of skulls, eyes, and spattered blood. The air is humid, heavy, and oily; it smells like the wet ashes of a funeral pyre.

Below are the key features that affect any character moving through the jungle.

Hateful Terrain: The plants creep and move of their own accord in the Gallowgarden, slowly shifting to cover trails. Survival checks to get along in the wild and follow tracks have their DCs increased by 10. Class features that rely on respectful

A. Gallowgarden Jungle



interaction with nature, such as woodland stride and trackless step, function only for characters of evil alignment—the corrupted region does not abide the presence of travelers of other alignments.

Mortuary Tempest: A mortuary tempest is a strange, necromantic weather phenomenon, a unique feature of the area around Gallowspire. This storm rages for 1 hour, bringing with it severe winds and an acidic sleet that slowly eats through both mundane equipment and unprotected skin. While this acid may create small holes in some of the PC's gear or cause painful blisters on their skin, it has no mechanical effects. The jungle provides shelter from the worst of the storm, but those who venture above the canopy aren't so lucky. Creatures above the canopy (30 feet) and all of their gear take 1 acid damage per minute, and all creatures flying higher than 30 feet in the air have a 25% chance to be struck by a bolt of lightning each round. The bolt deals 5d8 points of damage in Subtiers 5–6 and 7–8, or 10d8 points of damage in Subtiers 10–11 and above. Half of this damage is electricity damage, but the other half results from unholy energy. A PC who succeeds at a Hard Reflex save takes half damage.

A1. GALLOWGARDEN JUNGLE PRIMARY ENCOUNTER

Roughly halfway through the twisted jungle, the PCs encounter some truly dangerous denizens.

The slowly moving stream to the east gives off a pungent odor here. A yellowish mist clings to its surface. The path ahead opens a bit into a clearing. The few trees and ancient buildings here are coated with a heavy layer of sickly, green fungus that oozes a sweet-smelling, purple fluid when disturbed.

Creatures: Plant monstrosities move to attack the PCs.

SUBTIER 5–6 (CR 8)

The corruption in the soil beneath this plant gave it dark purpose and a malevolent will. Its favorite meals are the flesh of humans and elves.

QUICKWOOD CR 8

hp 95 (*Pathfinder RPG Bestiary 2* 228; see page 52)

SUBTIER 7–8 (CR 10)

Many of the plants living in the Gallowgarden drink blood.

BLOOD BRAMBLE CR 10

hp 126 (*Pathfinder RPG Bestiary 6* 48; see page 55)

SUBTIER 10–11 (CR 14)

A hideous ghole has been drawn to the area in search of corpses to eat. When it used its *restore corpse* ability on a skeleton it found, the result was the unexpected creation of a bonethorn. The ghole views this hideous creature as its

offspring, although the bonethorn has no reciprocal feelings. Still, the two cooperate to hunt victims.

BONETHORN CR 12

hp 150 (*Pathfinder RPG Bestiary 6* 52; see page 66)

GHOLE CR 12

hp 168 (*Pathfinder RPG Bestiary 6* 132; see page 69)

SUBTIER 12–13 (CR 16)

When Gallowgarden sprang into existence, it instantaneously created several barometzes. Barometzes are usually created and cared for by druids, but these creatures had no such guidance. This barometz wandered into the territory of an alraune that easily earned its loyalty.

ALRAUNE CR 13

hp 199 (*Pathfinder RPG Bestiary 3* 13; see page 75)

BAROMETZ CR 15

hp 253 (*Pathfinder RPG Bestiary 4* 16; see page 75)

SUBTIER 15–16 (CR 19)

The mosslord is most powerful guardian of Gallowgarden. It permits no trespass into the garden from any outsider, living or dead, though it particularly despises humans and halflings. A barometz assists the mosslord in destroying intruders.

BAROMETZ CR 15

hp 253 (*Pathfinder RPG Bestiary 4* 16; see page 89)

MOSSLORD CR 18

hp 312 (*Pathfinder RPG Bestiary 6* 194; see page 96)

Reporting: If the PCs successfully complete this encounter, report a Gallowgarden success to HQ Staff.

A2. EXPOSED STONE REMNANTS

Some creature has been actively scraping away the fungal covering in this area, exposing ancient stonework below.

Hazard: The exposed stones are coated with a dangerous slime. Any character who touches the stones is exposed to slimy doom (*Pathfinder RPG Core Rulebook* 557).

A3. STRANGE BURROW

The ever-present fungal coating of Gallowgarden has been ripped away to the northwest. A gigantic pit stands there, gnarled roots and draped fungus giving the appearance of a monstrous maw.

The hole is 15 feet deep, and its floor is made of soft earth.

A4. BROKEN TREE

The boughs of a massive, ancient tree have all been broken off. All that remains is the charred, mold-infected trunk, pointing like an accusing finger into the sky.

One of the largest trees in the ruins of Adorak once stood here, but now only its main trunk remains, rising 20 feet into the air.

Hazard: Whether because of the height of the ancient tree attracting bolts or some other reason, the chance a bolt from the mortuary tempest strikes in the skies above the area within 30 feet of the broken tree increases to 50%.

UNEXPECTED HELP

Shortly after the PCs finish the primary Gallowgarden encounter, they meet a group of Burning Sun orcs. Guided by visions from their leader, Mahja Firehair, these warriors were ordered to get as close to Gallowspire as possible and determine the nature of the sudden change in the area. The orcs have learned a bit about the threats in the Catacombs, but they are badly outmatched and plan to return to their own lands and inform their leader of what they witnessed. They are led by Grenir Flamespite, a female orc inquisitor of Sarenrae and trusted advisor to the Burning Sun's chief. Table GMs should read or paraphrase the following.

Signs of a pitched battle are obvious in this small clearing. The twisted, corrupt vegetation has been burned, and the smell of a recent fire floats through the air. Immediately to the north, an outcropping of rock rises a dozen feet over the carnage.

A half-dozen Burning Sun orcs mill about the clearing, finishing off the last of the creatures they recently felled. A PC who succeeds at an easy Perception check spots several symbols of Sarenrae on the orcs. Any PCs who have obvious markings of Sarenrae worship on their person, present such symbols, or even simply speak with respect about the goddess receive a +2 bonus on Diplomacy checks against the orcs.

When Grenir spots the PCs, she asks them to identify themselves. Grenir and her allies are suspicious of anyone they see in the Gallowgarden. In such a dangerous place, they believe that friendly faces are more likely to be some sort of trick or hallucination caused by a malevolent force than legitimate allies. The PCs can earn Grenir's trust by succeeding at three different types of Average-difficulty skill checks before failing more than one Average-difficulty skill check. The skills used depend upon the PC's approach. For example, a PC might use Knowledge (religion) to discuss Sarenrae's faith, Diplomacy to express goodwill, Bluff to confound the orcs into letting their guard down, or Survival to point out a nearby danger that the orcs may have missed. Additionally, some PCs may have met Grenir before. If at

least one PC has earned the Chronicle sheet from *Pathfinder Society Scenario #10-04: Reaver's Roar*, the PCs get a free success and need to succeed at only two different skill checks before failing one.

Grenir and her group are uninterested in battle unless they know that their adversaries are evil. If attacked, they flee immediately, being more concerned with getting a report to their chief than in personal honor.

If the PCs earn the trust of the Burning Sun orcs, Grenir encourages the PCs to follow her under the rock outcropping to take shelter from the mortuary tempest. Once there, she speaks openly with the PCs of her mission and what she has learned. If the PCs don't successfully earn her trust, she rounds her people up and leaves, heading northwest. Below are some likely questions and responses Grenir provides if she can be persuaded to trust the PCs.

Who are you? "I am called Grenir Flamespite. I am a servant of the Dawnflower. The leader of my tribe sent me to investigate disturbing visions she had about this place."

Do you know anything about the crater? "There is an easier path down the crater on the southwest side. I lost one of my scouts finding that path. Now that you're here, I can see that his sacrifice will light the way for many others."

Can you provide any details on what's below? "I wish we had gotten farther, but we were attacked by shapeless monstrosities and several constructs almost as soon as we got to the bottom."

Where are you going now? "We have learned that there is much happening in the dungeons. Some great evil stirs. It is... building up to something. I don't know what. My group was unable to get very far, and I've already lost half my force. We will return to our lands to tell Mahja what we know. But first, let us help you reach the crater."

Development: The next actions of the Burning Sun orcs depend upon the PCs' conversation with them. PCs who earned their trust gain useful allies, as the orcs accompany them to help fight the way up to Gallowspire. If the PCs did not earn their trust, the orcs simply leave Gallowgarden.

Reporting: If the PCs successfully complete this encounter, report a Gallowgarden success to HQ Staff.

ADDITIONAL ENCOUNTERS IN GALLOWGARDEN

The following encounters are designed to provide more content for tables where the players move quickly through their encounters and have extra time. Table GMs can use these encounters at their discretion during Part 2; the encounters can take place in any of the area A locations, but only after the PCs have successfully completed the primary encounter and the Unexpected Help encounter. Table GMs should use the location on the Gallowgarden Jungle map they feel is most appropriate for each encounter. Note that the second optional encounter is substantially more challenging than the first

(with the exception of Subtier 15–16, in which the encounter can be a beneficial one).

Reporting: Each time the PCs complete one of these encounters, report one additional Gallowgarden success to HQ staff.

OPTIONAL GALLOWGARDEN JUNGLE ENCOUNTER 1: MORE PLANTS!

The jungle of Gallowgarden is rife with plant creatures, and many of them hunger for blood.

SUBTIER 5–6 (CR 7)

This flower, named for its tendency to grow in graveyards, feasts on rotting corpses and its own fresh kills.

CRYPT FLOWER CR 7

hp 78 (*Pathfinder RPG Bestiary* 6 67; see page 46)

SUBTIER 7–8 (CR 9)

These plants have run out of other sources of food and seek out the PCs with desperate hunger.

CRYPT FLOWERS (2) CR 7

hp 78 each (*Pathfinder RPG Bestiary* 6 67; see page 56)

SUBTIER 10–11 (CR 12)

A pair of blood brambles moves through Gallowgarden together to hunt, coordinating their efforts to maximize their number of victims.

BLOOD BRAMBLES (2) CR 10

hp 126 each (*Pathfinder RPG Bestiary* 6 48; see page 66)

SUBTIER 12–13 (CR 14)

The sudden appearance of Gallowgarden atop the ruined city of Adorak buried quite a few of the undead creatures that had lived here. These skeletons had been skeletal champions, but their undead sentience is gone, replaced by the puppetry of a strange fungus.

BONETHORNS (2) CR 12

hp 150 each (*Pathfinder RPG Bestiary* 6 52; see page 76)

SUBTIER 15–16 (CR 17)

The lumbering, vine-woven body of the spiteful kudimmu and its foul bloodfruit are infused with negative energy. Strangely, this plant has a far closer connection to undeath than the two skeletons covered in stringy fungi that accompany it. PCs with knowledge of rare plants would be well suited to reflect on what they know before fighting these creatures.

BONETHORNS (2) CR 12

hp 150 each (*Pathfinder RPG Bestiary* 6 52; see page 89)

KUDIMMU CR 16

hp 252 (*Pathfinder Adventure Path #114: Black Stars Beckon* 86; see page 95)

OPTIONAL GALLOWGARDEN JUNGLE ENCOUNTER 2: HUMANOID DWELLERS

Assorted humanoids dwell in the jungle here. Some are curious about the recent destruction of Gallowspire, while others are drawn to the dark ritual.

SUBTIER 5–6 (CR 8)

Thoroughly wicked, this coven of green hags hopes to ingratiate themselves to the Whispering Tyrant.

GREEN HAGS (3) CR 5

hp 76 each (*Pathfinder RPG Bestiary* 167; see page 49)

SUBTIER 7–8 (CR 10)

This pair of blood hags was recently driven from a nearby province of Ustalav in a battle that cost the life of their third member of their coven. They now seek a replacement.

BLOOD HAGS (2) CR 8

hp 90 each (*Pathfinder RPG Bestiary* 4 19; see page 61)

SUBTIER 10–11 (CR 14)

This husband and wife seek the knowledge in the deeper levels below Gallowspire, but they have not yet found the entrance.

TOMB GIANTS (2) CR 12

hp 162 each (*Pathfinder RPG Bestiary* 6 136; see page 70)

SUBTIER 12–13 (CR 16)

These brothers feel the keening call of unholy energies in the Silent Shrine and are on their way to the crater.

PLAGUE GIANTS (2) CR 14

Variant plague giants (*Pathfinder RPG Bestiary* 6 134; see page 81)

hp 207 each

SUBTIER 15–16 (CR 19)

This contemplative giant charts the movement of the sun, moon, and stars, watching for eclipses and other astrologically significant events. She was watching the sky when *Radiant Fire* exploded, and she saw the strange light rising into the sky. She tends to be oblivious of matters on the ground, stumbling right over or past campsites and resting places without a care. The only concession she has made to the danger of this region is to carry her longsword drawn. When she appears, she walks from one corner of the map to the other, literally stepping over the PCs and ignoring anything they say to her unless they

PATHFINDER SOCIETY SCENARIO

succeed at a DC 35 Bluff, Diplomacy, or Intimidate, or Perform check to draw her attention and interest. On a successful skill check, the giant uses her *heal* spell-like ability to restore the PCs' hit points. If the PCs attack her, however, she retaliates with the full force of her abilities.

ECLIPSE GIANT

CR 19

hp 312 (*Pathfinder RPG Bestiary 5* 134, see page 93)

WRAPPING UP PART 2

Once enough Gallowgarden successes have been earned or 50 minutes have passed in Part 2, the Overseer GM reads the following.

Shevar Besnik steps forward, his clothing ripped but a smile on his face. "Pathfinders! We're almost to... well, the crater where Gallowspire once stood. Be sure you cut down any opposition; we don't want them creeping down after us or blocking our exit!" Shevar raises a weapon and charges into battle.

This text serves as a 10-minute warning for Table GMs and players that they should conclude Part 2's encounters.

SPEEDING UP ENCOUNTERS AFTER THE WARNING

One of the goals of the warning periods is to ensure PCs who are in the middle of a fight don't feel robbed of victory when the House transitions to a new part of the scenario. Nevertheless, combat encounters usually take much longer than 10 minutes, and it is unavoidable that some tables will be pulled suddenly away from a battle. To increase the chances of a table finishing a combat before a transition, Table GMs should read or paraphrase the following text if their table is still in combat when a 15-minute warning is announced.

The area is suddenly swarming with Pathfinders, who rush forth to provide help!

To replicate the effect of this overwhelming support, the following effects come into play for the remainder of the current encounter. Table GMs should avoid stating these effects directly but instead describe the help being given by fellow Pathfinders.

Creature Hit Point Reduction: The PCs' opponents each lose half their current hit points.

Creature Saving Throws Fail: The PCs' opponents automatically fail all saving throws.

Critical Hit Confirmation: All critical threats made by PCs automatically confirm.

Flanking: All PCs are considered to be flanking all foes.

If the PCs are not in a battle when the 15-minute warning is given, and the Table GM feels the group would enjoy an easy encounter, she can select an optional encounter from a lower subtier, applying the above conditions if necessary.

TRANSITION TO PART 3

Once the 10-minute warning period has ended or it is clear the tables have finished their encounters, the Overseer GM reads the following.

With a final surge, the expeditionary force of Pathfinders finishes off the last of its foes. Shevar Besnik nods to Ollysta Zadrian, and the two lead the expedition to the edge of a massive crater.

The crater's sides are smooth and glassy, as if melted by an immense heat. Several passageways extend from the sides of the crater, many of them nearly blocked by tons of fallen earth. Ollysta Zadrian narrows her eyes and points at the bottom with her sword. "That way leads to the Catacombs, and beyond it the wards set up by the Whispering Tyrant. Steel yourselves," she says, sheathing her weapon.

PART 3: BELOW THE SPIRE

Part 3 begins with the PCs' descent into the crater. With a relatively safe staging area set up at the top of the crater, the Pathfinders can descend though both mundane and magical means in relative safety. PCs who wish to climb down need only succeed at a DC 20 Climb check. PCs who fail this Climb check reach the bottom of the crater after 20 minutes. PCs who succeed at the check or who use magical methods need only 10 minutes. Once all of the PCs have reached the bottom, Table GMs should read or paraphrase the following.

The expedition reaches the bottom of the crater and moves into the passageway beyond, where Ollysta Zadrian stands in a half-collapsed chamber. A ball of light shines brightly in her hand, although its power seems dimmed by the oppressive atmosphere of the room. The walls are constructed entirely from the bones of thousands of humanoid creatures, fused together with unknown power. "Pathfinders, it is time to make our way to the wards and move beyond them. Be cautious, and may the gods watch over you.

TABLE GM INSTRUCTIONS

Begin Part 3 with the Catacombs primary encounter. After the PCs complete the primary encounter, run the Mirrors and Wards encounter, and then one or both additional encounters.

Once the Overseer GM announces that the way to the Silent Shrine is clear, finish your current encounter and then move on to the primary encounter of the Silent Shrine. After completing that encounter, the PCs can fight either or both of the optional encounters in the Silent Shrine.

Reporting Successes: When the PCs complete the Catacombs primary encounter, or each time they complete one of the optional encounters in the Catacombs, report one Catacombs success to HQ. When the PCs complete the Mirrors and Wards encounter, report one Bypass success to HQ. If the PCs meet the criteria for Clue successes in areas C1

SIEGE OF GALLOWSPIRE

or C4, report those Clue successes to HQ. Each time the PCs complete an encounter in the Silent Shrine, report one Silent Shrine success to HQ.

ANNOUNCED CONDITIONS

The Overseer GM may announce the following conditions during Part 3. These conditions have the following effects.

Guard Mission Failed: Record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

Guard Mission Success: A group of allied Pathfinders runs into the encounter. If the PCs are between combats, the Pathfinder allies appear in the next encounter. Ask the PCs to choose one of their opponents for the Pathfinders to attack. That opponent takes an amount of damage that bypasses all defenses: 20 points of damage in Subtier 5–6, 40 points of damage in Subtier 7–8, and 60 points of damage in Subtiers 10–11, 12–13, and 15–16. Record participating PCs on the Aid Character Triumphs handout. If necessary, record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

Muscle Mission Failed: Record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

Muscle Mission Success: Each PC gains an item worth 750 gp or less, as a Pathfinder from the supply caravan rushes in and places this item among the PC's equipment. If the players are uncertain about what they want, potions of 3rd-level spells like *cure serious wounds* or *fly* are good choices, as are wands of 1st-level spells like *cure light wounds* or *remove fear*. Record participating PCs on the Aid Character Triumphs handout. If necessary, record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout. This goes back to the Pathfinder Society's supplies at the end of the scenario if it is not used.

Spellcaster Mission Failed: Record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

Spellcaster Mission Success: The Desecrated Halls effect from the Features of Gallowspire section below is suppressed for the duration of the scenario. Record participating PCs on the Aid Character Triumphs handout. If necessary, record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

FEATURES OF GALLOWSPIRE

Due to its long history as a stronghold of evil and later a prison of that same corrupt force, the dungeons below the crater are infused with numerous foul energies. While some of these energies were released or destroyed when the Whispering Tyrant was freed, and others were disabled by previous adventurers, there remain several features that hinder the PCs and add to the oppressive feeling.

Desecrated Halls: Though reduced in its power since the departure of the Whispering Tyrant, negative energy still flows through the very stones of Gallowspire in dull, black veins, desecrating the entire area. All undead in the dungeons receive a +1 profane bonus on attack rolls, damage rolls, and saving throws. The DC to resist channeled negative energy in the area increases by 3. The PCs can suppress the blight of the unliving for 1 hour in a 20-foot radius with the *consecrate* spell. In Champion Mode, the veins are even stronger: double the bonuses that undead creatures receive and the increase to the DC to resist channeled negative energy.

At some point during this scenario, this effect ends: either when the PCs succeed at the Spellcaster Aid Mission (see above) or at the end of Part 3.

Oppressive Gloom: The illumination throughout the dungeon is dim light. Nonmagical light sources cannot increase the light level, and magic ones have their areas reduced by half. No light source, no matter its origin, can increase the light level to bright light. The save DC of any spell that has the light descriptor is reduced by 2.

Whispers of the Pillar: As the PCs move deeper into the dungeons, the twisted intelligence of the Pillar (located in area E) reaches out to the minds of the living, offering promises of knowledge and threats of destruction. Table GMs should give a player one of the Whispers handouts (see page 37) at some point during or after the primary Catacombs encounter, another during the Mirrors and Wards encounter, and the third and fourth while in the Silent Shrine. The handouts can go to the same player or to different players at the GM's discretion.

OVERSEER GM INSTRUCTIONS

During Part 3, the Overseer GM's responsibilities are to tally the number and type of each success reported, announce the opening of the Silent Shrine when the House has accumulated the requisite number of successes, present three Aid Missions, and warn the House of the transition to Part 4. If displaying a map of the Gallowspire dungeons or other visual aid, update it as needed to show the House's progress through Gallowspire.

SUCCESS TYPES

The House's has four goals in Part 3, each of which corresponds to a different type of success. The PCs earn Catacombs successes based on their defeat of monsters in the Catacombs, and Bypass successes based upon their success in lowering wards. Once the House earns a number of Catacombs successes equal to four-fifths ($4/5$) of the number of tables and a number of Bypass successes equal to two-fifths ($2/5$) of the number of tables, or once 60 minutes have passed (whichever comes first), read the text in the Opening the Silent Shrine section on page 22.

After the Silent Shrine opens, the PCs can start earning Silent Shrine and Clue successes. At this point, any additional

PATHFINDER SOCIETY SCENARIO

Catacombs successes reported count as Silent Shrine successes, and any additional Bypass successes reported count as Clue successes. Once the House earns a number of Silent Shrine successes equal to four-fifths (4/5) the number of tables and a number of Clue successes equal to two-fifths (2/5) of the number of tables, or once a total of 100 minutes have passed in Part 3 (whichever comes first), read the text in the Wrapping Up Part 3 section on page 26 to announce a 10-minute warning for the end of Part 3. Make a note of whether you read this text because of successes or because of time; this affects one of the boons the PCs earn at the end of the scenario (see page 36).

AID MISSIONS

Part 3 includes the following Aid Missions.

Aid Mission (Spellcaster): This Aid Mission should begin about 30 minutes in to Part 3. This mission calls for Aid Characters in the Spellcaster Role. Read the following text.

Master of Spells Sorrina Westyr frowns at the black veins running through Gallowspire's walls. "Do you see that? That's pure negative energy flowing through the walls. It's strengthening every undead creature in all of Gallowspire. If we don't do something about it, I shudder to think how tough our battles will be against Gallowspire's strongest defenders. Let's put a stop to it here and now!" Players, you can send your Spellcaster Aid Characters on this mission.

When the results come in, total the number of successes. If there are at least as many successes as the number of tables, read the following.

Suddenly, the flow of negative energy through Gallowspire's walls ceases. The undead cry out, furious that this source of power has been taken away from them. The Spellcaster Mission was successful!

On the other hand, if there are fewer successes, read the following instead.

Even combined, the power of the Pathfinders' spells was no match for the Whispering Tyrant's corruption within Gallowspire. The Spellcaster Mission has failed!

Aid Mission (Muscle): This Aid Mission should begin right after the way to the Silent Shrine opens. This mission calls for Aid Characters in the Muscle role. Read the following text.

Back at the caravan of goods following the expedition, Sheila Heidmarch speaks. "It's time to resupply the front line," she says to the Pathfinders on caravan duty. "There's no telling what they'll face next, and..." Her announcement is cut short as the wall buckles. A towering colossus emerges from the wall, blocking

the path ahead. "... and we need to deal with this thing first!" Pathfinders from the caravan fire a barrage of arrows and spells at the creature, but they bounce off its tough exterior. "We'll need strength to crack its defenses!" Players, you can send your Muscle Aid Characters on this mission.

When the results come in, total the number of successes. If there are at least as many successes as the number of tables, read the following.

A crack appears in the colossus's outer shell. As the Pathfinders continue to rain down powerful blows, the cracks spread. Finally, the creature's entire body fractures, and it topples over, breaking into pieces as it falls. With a cheer, the caravan charges forward to deliver supplies to the front lines. The Muscle Mission was successful!

On the other hand, if there are fewer successes, read the following instead.

Pathfinders rush forth to attack the colossus, but they aren't fast enough. The giant smashes into the caravan, hurling screaming Pathfinders into the air. After a long fight, the Pathfinders manage to stop the beast, but not before a substantial loss of life and the destruction of much of the caravan. The Muscle Mission has failed!

Aid Mission (Guard): This Aid Mission should begin about 20 minutes after the Silent Shrine opens. This mission calls for Aid Characters in the Guard role. Read the following text.

A hidden door in the wall flies open, releasing a putrid stench. Armored bodies pour out of the opening, gathering into a tidal wave of rotting flesh and steel that quickly reaches the ceiling. Calisro Benarry cries out, "Are you lot going to be scared off by a few dead bodies? Come on, let's go!" She draws her blade, preparing to fight. Players, you can send your Guard Aid Characters on this mission.

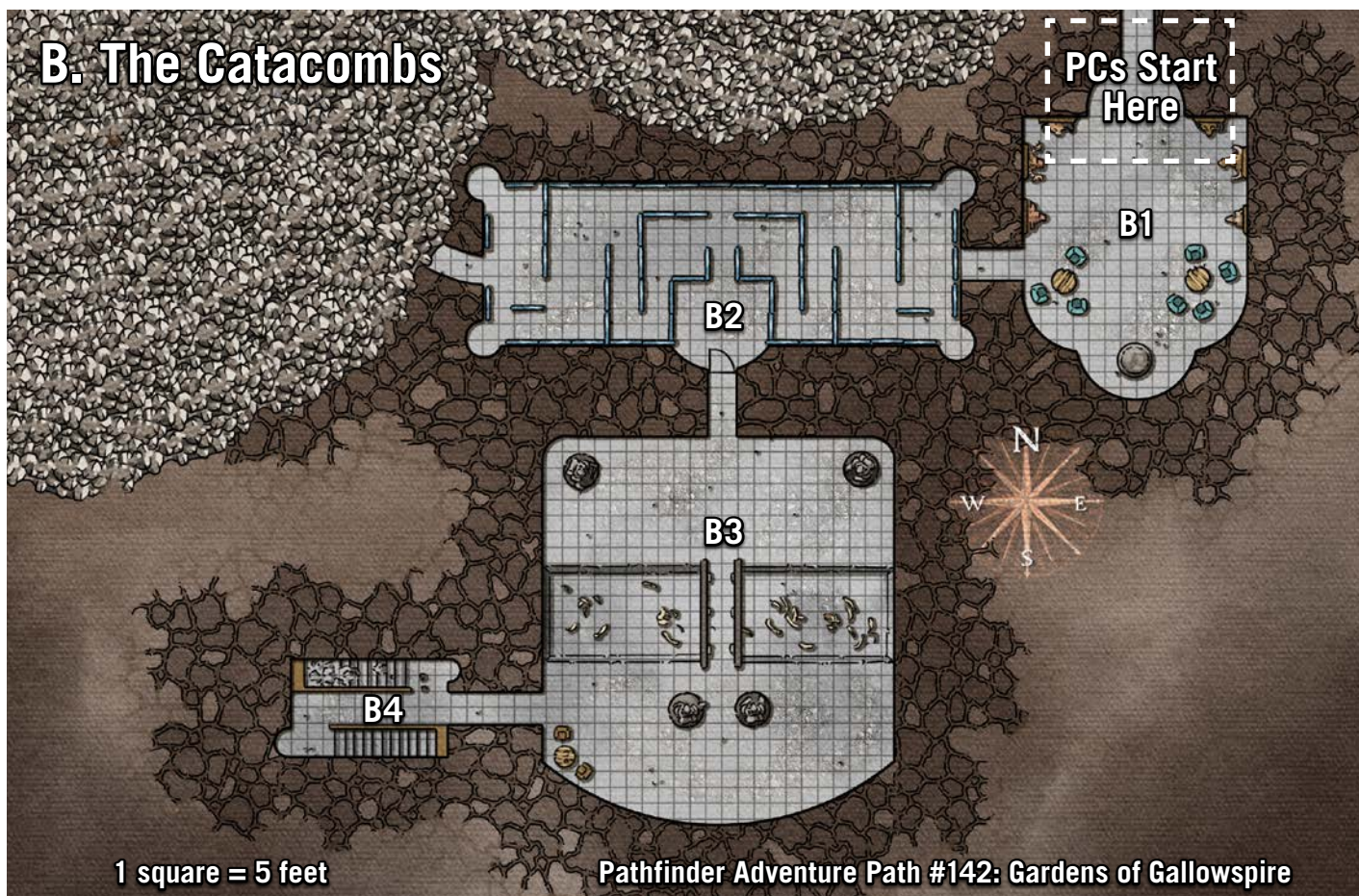
When the results come in, total the number of successes. If there are at least as many successes as the number of tables, read the following.

The wave of corpses is relentless, but it isn't as determined as the Pathfinders. After a tough fight, the wave falls apart, and the corpses lie still once again. "Good work!" says Calisro Benarry. With a sharklike smile, she says, "Let's see what else dares to stand in our way." The Guard Mission was successful!

On the other hand, if there are fewer successes, read the following instead.

As the wave of corpses crashes down, it overwhelms the Pathfinders who are trying desperately to fight it off. Calisro

SIEGE OF GALLOWSPIRE



Benarry yells over the din, "Fall back, retreat! Dammit, hurry, before it claims your body too!" The Guard mission has failed.

B. THE CATACOMBS

The Catacombs of Gallowspire are massive and contain much of the important research done by its recently departed inhabitants. The servants the Whispering Tyrant took with him when he left had only a little time to gather up their most prized work, leaving behind a veritable treasure trove of information about the inner workings of Tar-Baphon's facility. However, collapses have blocked the way to most of the rest of the catacombs. A full excavation is beyond the scope of this adventure.

The catacombs maintains its original furniture, kept in pristine condition through magical preservation. Unless stated otherwise, hallways in the Catacombs are 12 feet high and ceilings arch up to a 20-foot vault.

B1. CATACOMBS PRIMARY ENCOUNTER

Mounted on the walls here are numerous severed heads of a variety of magical creatures and beings, writhing in a mockery of life.

Tar-Baphon slew the creatures who became these trophies. He then animated them to move in disturbingly lifelike ways.

Creatures: Constructs and oozes move to attack the PCs.

Reporting: If the PCs defeat the primary encounter, report one Catacombs success to HQ Staff.

SUBTIER 5-6 (CR 8)

Mutated by the deathly energies of the necromantic ritual, this ooze lies in wait for its next victim.

DEATHTRAP OOZE CR 8
hp 126 (*Pathfinder RPG Bestiary 3* 64; see page 47)

SUBTIER 7-8 (CR 10)

While the bone golem was stationed here by servants of the Whispering Tyrant, the deathtrap ooze is an opportunistic ambush predator whose wanderings help guard this area.

BONE GOLEM CR 8
hp 90 (*Pathfinder RPG Bestiary 3* 133; see page 60)

DEATHTRAP OOZE CR 8
hp 126 (*Pathfinder RPG Bestiary 3* 64; see page 57)

SUBTIER 10–11 (CR 14)

Whatever the last victim of this particularly well-crafted alchemical golem was, it is now unrecognizable after its transformation into a gravesludge.

AUGMENTED ALCHEMICAL GOLEM CR 12

Variant alchemical golem (*Pathfinder RPG Bestiary 2* 135; see page 70)

hp 96

GRAVESLUDGE CR 12

hp 161 (*Pathfinder RPG Bestiary 6* 145; see page 71)

SUBTIER 12–13 (CR 16)

Mysterious energies leaking from deeper below created these shapeless monstrosities.

CARNIVOROUS CRYSTALS (3) CR 11

hp 136 each (*Pathfinder RPG Bestiary 3* 45; see page 76)

GRAVESLUDGES (2) CR 12

hp 161 each (*Pathfinder RPG Bestiary 6* 145; see page 82)

SUBTIER 15–16 (CR 19)

This immortal ichor began as a vial of blood Tar-Baphon saved as a trophy from a demigod he had slain millennia ago; the vial recently broke open and began drawing evil creatures to its service. When the psogylavs arrived, it used charm monster on them, and slowly began draining away their wills with its corrupt ally ability. These psogylavs have nearly fallen under the ichor's permanent sway.

The ichor's regeneration makes it a stubborn foe. If the PCs reduce the ichor to less than –250 hit points, Gallowspire itself drinks in the battered ooze.

IMMORTAL ICHOR CR 17

hp 270 (*Pathfinder RPG Bestiary 4* 156; see page 94)

PSOGLAVS (4) CR 13

hp 187 each (*Pathfinder RPG Bestiary 6* 215; see page 98)

Will +5, 12 points of Wisdom damage

B2. MIRRORS AND WARDS

The walls in this room are lined with tarnished silver mirrors, some of which have been smashed to pieces. Reflections of reflections dance about in the dim light. The hallway to the south is crisscrossed with crackling black energies that block the entire passageway.

The wards created by the Whispering Tyrant are far beyond the capabilities for most mortal casters to dispel. They cannot currently be bypassed by teleportation. However,

the lingering effects of the positive energy released when the *Radiant Fire* detonated have caused cracks to develop in the Whispering Tyrant's otherwise masterful spellwork. The PCs can start to bypass the wards in the following ways. Each PC can participate in multiple methods, but can attempt only one skill check for each method.

Study and Manipulate the Wards: A PC can cast *detect magic* and study the wards to gain insight into undoing part of the wards' structures. After a few minutes of study, if that PC succeeds at a hard Knowledge (arcana) or Spellcraft check, they realize the wards can be moved slightly and manipulated. Each PC who succeeds at this check earns 1 point toward reporting a success.

Study a Mirror: Long ago, the mirrors here contained trapped souls. With the manipulation of the necromantic energies from the ritual below, however, something like an echo of these souls has returned. Any PC who looks into a mirror sees images of herself during a past adventure. The Table GM should ask the character to choose one of her Chronicle sheets and spend 30 seconds describing something she remembers from that scenario. Each player who studies a mirror can do this, and GMs should be careful to make sure each such player gets a chance to share. For each PC who has had a chance to describe a memory from a previous scenario, the Table GM should read or paraphrase the following.

The images in the mirrors swim and change, showing the past exploits of the Pathfinders. But something is just a little bit wrong with each of the memories, some detail that seems out of place.

The Table GM should provide examples of minor changes to the memories. A PC who succeeds at a Hard Perception or Sense Motive check pieces together patterns in these discrepancies, gaining insight into the mirror's structure and earning one point toward reporting a success.

Weaken the Physical Structure: The Whispering Tyrant, as a virtually immortal being whose entire existence is steeped in magic, occasionally overlooks mundane solutions to magical problems. In the case of these wards, he has anchored their complex structure to the walls of his prison, leaving them vulnerable. PCs can physically weaken the stone hallway itself to make it easier to disrupt the wards. With 10 minutes of work, a PC can attempt an average Craft (stonemasonry or similar), Disable Device, Knowledge (engineering), or Profession (miner or similar) check, or a DC 20 Strength check (DC 22 in Subtiers 10–11 and above). Success indicates the PC helps weaken the structure enough to aid the expedition's work. Each PC who accomplishes this task earns 1 point toward reporting a success.

Reporting: If the PCs at a table amass a number of successes equal to the number of players at the table, report one Bypass success to HQ staff.

Development: Once a table has attempted to clear a path, the wards blocking the hallway dissipate for that table. If they succeeded at enough checks to earn a bypass success, the path remains open; if they did not, the barrier crackles and seals behind them as soon as all of the PCs have passed through it. The table GM can run any of the additional Catacombs encounters using any of the area **B** locations. The wards in the stairway of **B4** remain active and area **C** remains unavailable until announced as open by the Overseer GM.

B3. RECEIVING ROOM

This room's marble walls, floors, and ceiling hint at its former glory. Four statues of a skeletal figure dressed in ornate robes and crowned with a horned helmet stare menacingly at the wide bridge that crosses a bone-strewn pit.

This once-opulent room served as a place for welcoming guests and indulging in grotesque entertainments. The pit is 30 feet deep, and the bones layered in the bottom make it difficult terrain.

Hazard: A heavy, odorless, invisible gas fills the pit, pushing out all the breathable air. Creatures within the pit can't breathe. The rules for suffocation are as follows. A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must attempt a DC 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she dies of suffocation.

B4. STAIRWAY

The stairway here leads upward for only a few feet before it is blocked completely by rubble, while the stairs down are warded and impassible by magical or mundane means until the Overseer GM announces that the way to the Silent Shrine is clear.

ADDITIONAL ENCOUNTERS IN THE CATACOMBS

The following encounters are designed to provide more content for tables where the players move quickly through their primary encounters and have extra time. Table GMs can use these encounters at their discretion during Part 3; the encounters can take place in any of the area **B** locations, but only after the PCs have successfully completed the primary

encounter and the Mirrors and Wards encounter. Table GMs should use the location on the Catacombs map they feel is most appropriate for each encounter. Note that the second optional encounter is substantially more challenging

Reporting: Each time the PCs complete one of these encounters, report one Catacombs success to HQ staff.

OPTIONAL CATACOMBS ENCOUNTER 1: DAEMONIC INFLUENCE

Like moths to a flame, daemons have been drawn to the spaces below Gallowspire.

SUBTIER 5-6 (CR 7)

Death by magic is common in these dungeons, and these venedaemons seek out more souls to consume. In Champion Mode, they have each summoned another venedaemon.

VENEDAEMONS (2) CR 5

hp 51 each (*Pathfinder RPG Bestiary 6 78*; see page 46)

SUBTIER 7-8 (CR 9)

Drawn here by the promise of rivers of blood, the sangudaemon has been so far disappointed. In Champion Mode, it has summoned another sangudaemon.

SANGUDAEMON CR 9

hp 114 (*Pathfinder RPG Bestiary 6 75*; see page 57)

SUBTIER 10-11 (CR 12)

The desperate screams of tormented souls in the dungeons are sweet music to this daemon. In Champion Mode, it has summoned another derghodaemon.

DERGHODAEMON CR 12

hp 161 (*Pathfinder RPG Bestiary 2 66*; see page 67)

SUBTIER 12-13 (CR 15)

The Whispering Tyrant has made good use of this daemon's predilection for designing traps and torture. In Champion Mode, it has also summoned two piscodaemons to fight with it (see page 77).

CRUCIDAEMON CR 15

hp 212 (*Pathfinder RPG Bestiary 3 62*; see page 77)

SUBTIER 15-16 (CR 18)

One of the Whispering Tyrant's chief strategists during his long imprisonment, this daemon longs for battle. In Champion Mode, it has summoned two derghodaemons (see page 90).

PURRODAEMON CR 18

hp 294 (*Pathfinder RPG Bestiary 2 73*; see page 91)

OPTIONAL CATACOMBS ENCOUNTER 2: BONES!

Tucked away within the endless piles of bones in the Catacombs are a few mobile monstrosities.

SUBTIER 5–6 (CR 8)

This former murderer lived so long ago it cannot remember anything except its own hideous crimes.

MOHRG **CR 8**

hp 91 (*Pathfinder RPG Bestiary* 208; see page 51)

SUBTIER 7–8 (CR 10)

These undead are united in a desire to hunt lone targets.

MOHRGS (2) **CR 8**

hp 91 each (*Pathfinder RPG Bestiary* 208; see page 61)

SUBTIER 10–11 (CR 13)

These creatures want nothing more than to ambush, kill, and consume a victim.

GAKIS (2) **CR 11**

hp 74 each (*Pathfinder RPG Bestiary* 4 118; see page 68)

SUBTIER 12–13 (CR 15)

The Whispering Tyrant had many servants who passed on to demilichdom in his service. This one now guards only dust.

ADVANCED DEMILICH **CR 15**

hp 172 (*Pathfinder RPG Bestiary* 3 290, 66; see page 78)

SUBTIER 15–16 (CR 18)

These creatures were once shining beacons of knighthood who lead an attempted rebellion against Tar-Baphon's rule. They are now utterly devoted to their former enemy.

GALLOWDEAD (2) **CR 16**

hp 228 each (*Pathfinder RPG Bestiary* 4 119; see page 92)

OPENING THE SILENT SHRINE

Once enough Catacombs and Bypass successes have been reported or 60 minutes have passed, the Overseer GM should read the following.

With a triumphant shout, Shevar Besnik's voice rings out. "Pathfinders! Together we've cleared the remaining wards from the stairway. And together, we've beaten back most of the monsters these Catacombs had to throw at us. Who wants to go deeper? I'm sure it's just as bright and cheery as up here!" The way to the Silent Shrine is clear!

This text serves to inform the Table GMs that the Silent Shrine areas are now available for exploration. The Overseer

GM should next read the text announcing the Muscle Aid Mission. While the full Aid Mission text appears on page 18, the Aid mission announcement is reproduced below for the Overseer GM's convenience.

Back at the caravan of goods following the expedition, Sheila Heidmarch speaks. "It's time to resupply the front line," she says to the Pathfinders on caravan duty. "There's no telling what they'll face next, and..." Her announcement is cut short as the wall buckles. A towering colossus emerges from the wall, blocking the path ahead. "... and we need to deal with this thing first!" Pathfinders from the caravan fire a barrage of arrows and spells at the creature, but they bounce off its tough exterior. "We'll need strength to crack its defenses!" Players, you can send your Muscle Aid Characters on this mission.

C. THE SILENT SHRINE

Named for the way all sounds here turn to harsh whispers, the Silent Shrine is a place full of libraries and laboratories devoted to the study of undeath. It was here that much of the experimentation carried out by the Whispering Way was conducted under the blind gaze of statues of numerous death gods. Statues of Urgathoa, Kabriri, Orcus, and Charon stand throughout the facility, placed near shrines to those gods. Although the Whispering Tyrant does not worship any of these deities, his allies and guests found them comforting.

FEATURES OF THE SILENT SHRINE

While the constant cries and echoes of lost souls on this level are dampened, the muffling effect provides a +10 adjustment to the DC of any Perception check based on sound. Hallways in the Silent Shrine are 10 feet tall, and its rooms are 20 feet tall.

RUNNING ENCOUNTERS IN THE SILENT SHRINE

Once the PCs move to the Silent Shrine, Table GMs must first run the Silent Shrine primary encounter.

C1. SILENT SHRINE PRIMARY ENCOUNTER

The silence of this room is pervasive, pressing in on the ears of anyone entering. Broad stairways to the east and west lead to landings with statues of terrifying gods of death.

Creatures: The defenders move to intercept the PCs.

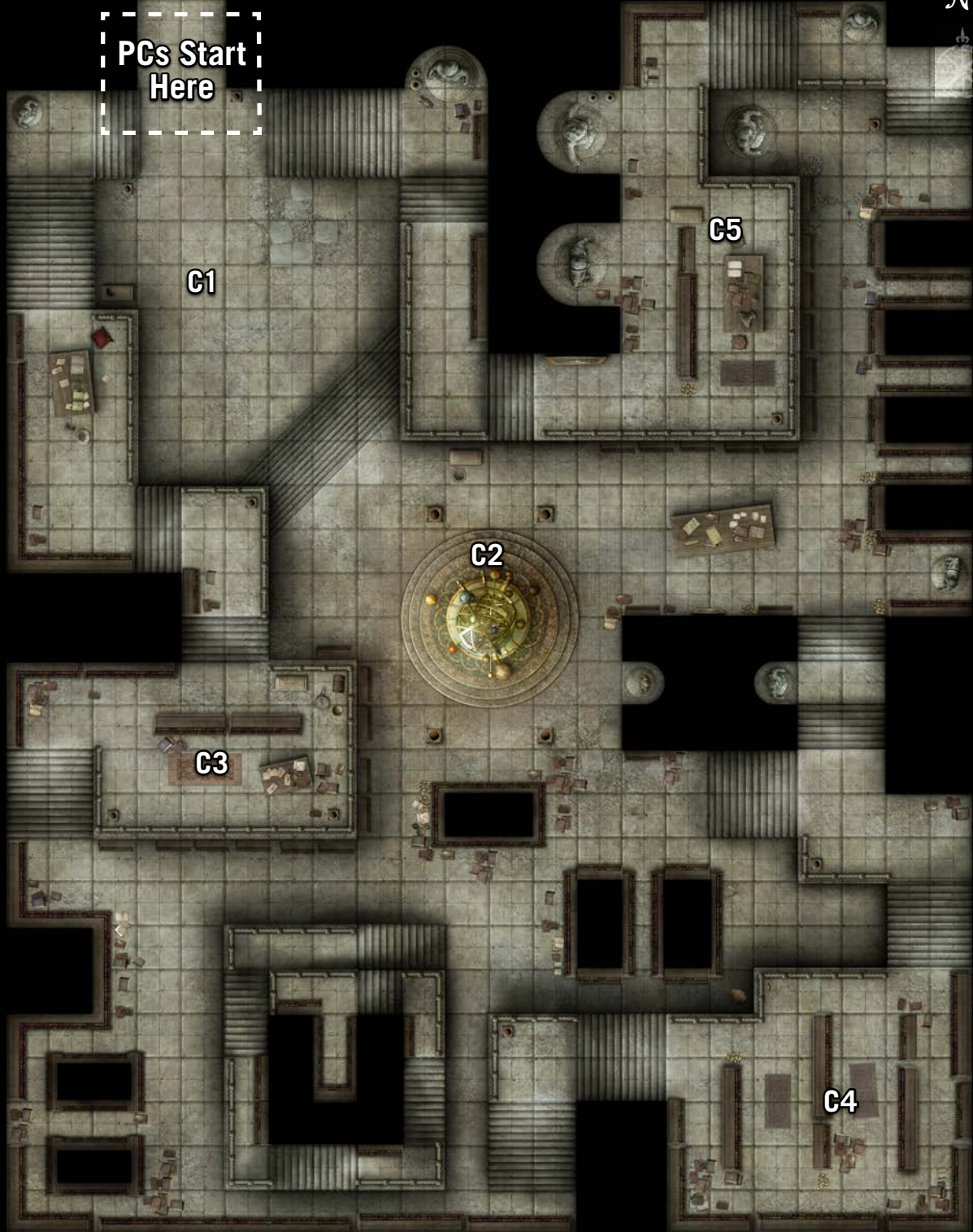
SUBTIER 5–6 (CR 7)

The very walls themselves come alive in these dungeons, and dark things creep between them.

LIVING WALLS (2) **CR 4**

hp 46 each (*Pathfinder RPG Bestiary* 4 182; see page 51)

C. The Silent Shrine



1 square = 5 feet

Pathfinder Flip-Mat: Arcane Library

SHADOW CR 3

hp 19 (*Pathfinder RPG Bestiary* 245; see page 52)

SUBTIER 7–8 (CR 10)

A small pack of wraiths is drawn to the suffering and despair that permeate Gallowspire.

CALLER IN DARKNESS CR 9

hp 97 (*Pathfinder RPG Bestiary* 5 48; see page 56)

WRAITHS (2) CR 5

hp 47 each (*Pathfinder RPG Bestiary* 281; see page 63)

SUBTIER 10–11 (CR 13)

These three cyclopes have guarded this area for thousands of years.

GHOLDAKOS (3) CR 10

hp 127 each (*Pathfinder RPG Bestiary* 4 125; see page 69)

SUBTIER 12–13 (CR 15)

The Whispering Tyrant enjoys the symbolic consumption of both the physical and spiritual that these creatures together represent.

DEVOURERS (2) CR 11

hp 133 each (*Pathfinder RPG Bestiary* 82; see page 80)

GASHADOKURO CR 13

hp 180 (*Pathfinder RPG Bestiary* 4 121; see page 80)

SUBTIER 15–16 (CR 18)

Lured into service before the Whispering Tyrant was imprisoned, this strange creature offers to tell the story of important objects brought to it. The creature asks only for the sacrifice of a single life in exchange.

SAXRA CR 18

hp 300 (*Pathfinder RPG Bestiary* 5 220; see page 98)

Development: The small statue on the landing in the northeast corner of the room is of a python wrapped around a gravestone. A PC who succeeds at a DC 30 Knowledge (planes) or Knowledge (religion) check realizes this is the symbol of Farfarello, one of the Malebranche, a minor deity of Hell called the Lord of the Forgotten. A PC who succeeds at an average Perception check locates a small clay ball clutched in the mouth of the python. Cracking the ball open reveals a thin scrap of parchment with a note in Necril written upon it. The note describes the location of the relic in the Black Caverns. The Whispering Tyrant placed this note here long ago, hoping that Farfarello would ensure this information would be lost for all time. Whether because

of lack of true faith from Tar-Baphon or some contractual loophole, the deity never erased that knowledge.

Reporting: If the PCs defeat the Silent Shrine primary encounter, report one Silent Shrine success to HQ staff. If the PCs locate the clay ball, also report a Clue success. The PCs do not need to be able to read Necril to earn the Clue success—other Pathfinders can decipher the note.

C2. TAR-BAPHON'S PRIDE

A twenty-five-foot-tall burnished gold statue of a skeletal figure draped in fine robes and wielding a scythe dominates this room. A horned crown rests atop the figure's head.

A PC who succeeds at an average Knowledge (arcana) or Knowledge (history) recognizes the figure as the Whispering Tyrant in the guise of a grim reaper.

C3. SILENT ROOM

The silence of this room is absolute. Fine rugs cover the floors, and ancient tomes line a shelf to the east.

Assorted esoteric tomes describing the practices of the Whispering Way rest on the shelves within easy reach.

Hazard: Dedicated as a place of quiet reflection, this room is under the effects of a permanent *silence* effect. Further, any non-undead who spends more than 1 minute in the room risks permanent deafness (as *blindness/deafness*, average Fortitude save negates and makes the character immune to the effect for 24 hours).

C4. RESEARCH LIBRARY

Tomes of clearly ancient origin line the shelves of this library. Many of the books lie scattered about the floor, some of them open and revealing terrible images of horrific experiments.

Much of the information that the Whispering Tyrant gained through his experimentation into undeath was stored in this room. When the Whispering Tyrant fled his prison, he ordered the most important works be brought along. His servants tossed aside the remaining tomes in their haste.

Development: A PC who succeeds at an average Perception check locates a thin journal with a halfling-skin cover wedged behind one of the shelves. The book is written in Necril and titled simply *Volume 2*. Within, the wizard king writes of the discovery of a statue of the halfling goddess Chaldira holding a chipped sword, a holy relic that seemed dangerous but resisted his efforts to understand it.

Reporting: If the PCs locate the journal, report one Clue success to HQ Staff.

C5. LABORATORY

Beneath the cold visages of two gods of death, this laboratory is filled with fragments of bodies and numerous sharp tools. Blood stains from centuries of experimentation stain every surface.

This laboratory was used to plumb the depths of undeath and its spread to the living. A PC who succeeds at an average Knowledge (religion) recognizes the statues as representations of Orcus and Kabriri.

ADDITIONAL ENCOUNTERS IN THE SILENT SHRINE

The following encounters are designed to provide more content for tables where the players move quickly through their primary encounters and have extra time. Table GMs can use these encounters at their discretion during Part 3; the encounters can take place in any of the area C locations, but only after the PCs have successfully completed the primary encounter. Table GMs should use the location on the Silent Shrine map they feel is most appropriate.

Reporting: If the PCs complete one of these encounters, report one additional Silent Shrine success to HQ staff.

OPTIONAL SILENT SHRINE ENCOUNTER 1: CARETAKERS

The Whispering Tyrant stationed these followers to care for the many written works housed here.

SUBTIER 5–6 (CR 7)

These two mummies serve as librarians in the Whispering Tyrant's massive collection.

MUMMIES (2) CR 5

hp 60 each (*Pathfinder RPG Bestiary* 210; see page 51)

SUBTIER 7–8 (CR 10)

This ambitious priest of Urgathoa has been given command of three powerful servants as a test of his worth. He believes that Urgathoa will bless him with unlife if he dies here.

MUMMIES (3) CR 5

hp 60 each (*Pathfinder RPG Bestiary* 210; see page 62)

NOROFAEX CR 8

Death priest (*Pathfinder RPG NPC Codex* 50; see page 62)
hp 89

SUBTIER 10–11 (CR 13)

Antiquated scriptures in Ancient Osiriani decorate the wrappings of this mummified cleric of Set. It is served by two terrifying assistants.

BODAKS (2) CR 8

hp 85 each (*Pathfinder RPG Bestiary* 2 48; see page 66)

PTERINAT CR 12

LE human mummy lord cleric of Set 11 (*Pathfinder RPG Bestiary* 5 176; see page 72)

hp 103

SUBTIER 12–13 (CR 15)

This devotee of the Whispering Way has found her heart's deepest desire in service to Tar-Baphon.

SICHEAV CR 14

Master of undeath (*Pathfinder RPG NPC Codex* 56; see page 84)

hp 146

VAMPIRES (2) CR 9

hp 102 each (*Pathfinder RPG Bestiary* 270; see page 85)

SUBTIER 15–16 (CR 18)

This follower of the Whispering Way holds the highest position of any living servant in the dungeons. He commands a gold golem that is sculpted to look like a finely dressed skeleton: an image of the Whispering Tyrant himself.

GOLD GOLEM CR 15

hp 156 (*Pathfinder RPG Bestiary* 6 140; see page 93)

ULIN THE PROUD CR 17

Grand necromancer (*Pathfinder RPG NPC Codex* 193; see page 100)

hp 170

OPTIONAL SILENT SHRINE ENCOUNTER 2: SHRINE GUARDIANS

A variety of outsiders stand guard over shrines to death gods and other allies of the Whispering Tyrant.

SUBTIER 5–6 (CR 8)

This guardian waits hidden near the ceiling above a shrine to Pazuzu. In Champion Mode, it summons two babaus (see page 47).

NABASU CR 8

hp 103 (*Pathfinder RPG Bestiary* 64; see page 48)

SUBTIER 7–8 (CR 10)

These guardians wait hidden near the ceiling above a shrine to Pazuzu. In Champion Mode, each of them summons two babaus, for a total of four of these lesser demons (see page 58).

NABASUS (2) CR 8

hp 103 each (*Pathfinder RPG Bestiary* 64; see page 58)

SUBTIER 10–11 (CR 13)

This guardian of a shrine to Orcus makes whatever promises it needs to lure adventurers to their doom. In his approach

to the PCs, he takes on a human guise and pretends to be a fellow Pathfinder, hoping to trick the PCs into making an inopportune wish. The glabrezu's wish twists reality to encourage more temptations to evil to appear in the PC's path. If a PC accepts a *wish* from the glabrezu, record the content of her request on her Chronicle sheet. The PC must pay 8 PP to mitigate the consequences of the glabrezu's twisted wish. In Champion Mode, he summons a second glabrezu who cannot use *wish*.

GLABREZU CR 13

hp 186 (*Pathfinder RPG Bestiary* 61; see page 68)

SUBTIER 12–13 (CR 16)

These two nalfeshnees maintain an intense rivalry. While they each personally want to destroy the PCs, they would each both be happy to see the other one die to the PCs' attack. In Champion Mode, they each summon two vrocks (see page 79), for a total of four of these lesser demons.

NALFESHNEES (2) CR 14

hp 203 each (*Pathfinder RPG Bestiary* 65; see page 79)

SUBTIER 15–16 (CR 19)

This agent of Pazuzu has served as an assassin on behalf of the Whispering Tyrant several times throughout the last thousand years. In Champion Mode, it summons three glabrezus before the PCs appear (see page 91). These glabrezus cannot use *wish*.

VROLIKAI CR 19

hp 332 (*Pathfinder RPG Bestiary* 2 81; see page 92)

WRAPPING UP PART 3

Once enough Silent Shrine and Clue successes have been accumulated or a total of 100 minutes have passed in Part 3, the Overseer GM should read the following.

The voice of Ollysta Zadrian is a barely audible whisper, though she appears to be shouting. "Pathfinders! We're nearly done clearing the evil from this area. Destroy your foes quickly, then gather together for a briefing."

This text serves as a 10-minute warning for Table GMs and players that they should conclude Part 3's encounters. Table GMs should once again apply the conditions in Speeding Up the Encounters After the Warning for any battles that are underway when the warning is announced (see page 16).

ENDING PART 3

Once the 10-minute warning period has ended or it is clear the tables have finished their encounters, the Overseer GM should begin Part 4.

PART 4: THE RELIC AND THE RITUAL

The Overseer GM should read the following.

Ollysta Zadrian gestures the Pathfinders close and then speaks as loudly as is possible. "My friends, the clues you identified in the Catacombs have led to a remarkable discovery: The Whispering Tyrant has hidden some kind of relic deep within the Black Caverns. We don't know its exact powers, but the information you provided makes it clear the relic would be a powerful tool in the fight against the Whispering Tyrant. It may also help us to clear away some of the Tyrant's corruption from this place. As loath as I am to say this, we must split our expedition." She turns to Shevar.

"Our illustrious friend is right," Shevar says. "I will lead part of the expedition to the Black Caverns and retrieve the relic."

"And I will lead the force to disrupt the ritual," Ollysta adds. "But I must make it clear that whomever goes with me to stop this foul necromancy will likely be facing the greater challenge. While the Whispering Tyrant surely has guardians for this relic, he certainly has his most deadly forces set to protect the ritual."

TABLE GM INSTRUCTIONS

Table GMs should make it clear to their players that disrupting the ritual is a more dangerous task, but that both tasks are vital. This scenario assumes that players who chose the Soldier difficulty at the beginning will proceed to the Black Caverns (area D), and players who chose the Champion difficulty at the beginning will proceed to the Pillar (area E). The Pillar encounter is extremely challenging, and it is not appropriate for tables that have not opted to play this scenario with increased difficulty. As mentioned in Running the Event on page 4, players in Champion Mode can choose to switch to Soldier mode instead.

Do not apply the effects of Desecrated Halls from the Features of Gallowspire section on page 17. If the Spellcaster Aid Characters didn't already disable this effect, they eventually succeed before as Part 4 begins.

Reporting Successes: Whenever PCs playing in Soldier Mode successfully complete an encounter, report a Relic success. Whenever PCs playing in Champion Mode successfully complete an encounter, report a Ritual success; this includes the additional encounters from area D.

ANNOUNCED CONDITIONS

The Overseer GM may announce the following conditions during Part 4. These conditions have the following effects.

Medic Mission Failed: The Medic Aid Mission has failed. Record any harm that came to participating Aid Characters on the Aid Character Misfortunes handout.

Medic Mission Success: Each PC immediately gains the benefits of a heroically boosted medic aid token. Record participating PCs on the Aid Character Triumphs handout. If necessary, record any harm that came to participating Aid

Characters on the Aid Character Misfortunes handout.

Relic Recovered: When the Overseer GM announces this condition, all PCs at all tables gain a +1 luck bonus on attack rolls, saving throws, and skill checks for the remainder of the scenario (note that this does not stack with the luck bonus that PCs who personally recovered the relic already gained). Additionally, in area E, the Pillar's mental assault ends. The PCs no longer take any of the -1 penalties from this effect (see the Hazard on page 33).

Ritual Disturbed: When the Overseer GM announces this condition, necromantic energy drains away from Gallowspire. In area D, the negative energy departs from the river of blood, and it can no longer damage the PCs or bolster the channel resistance of undead creatures. In area E, the facets of the pillar stop flaring with energy each round, ending the randomized effects. The undead guardians also lose some of the additional protections described in the Creatures section of that encounter.

This condition does not mean that the ritual has ended yet; it instead means that the PCs have made enough progress in disrupting the ritual to impact their encounters.

OVERSEER GM INSTRUCTIONS

During Part 4, the Overseer GM's responsibilities are to tally the number and type of each success reported, announce the deaths of Shevar Besnik and Ollysta Zadrian, announce two thresholds listed in the success types section below, run one Aid Mission, and announce a 10-minute warning for the end of the scenario. If displaying a map of the Gallowspire dungeons or other visual aid, the Overseer GM should update it as needed to show progress and open areas. Note that areas D and E are both open from the start of Part 4.

SUCCESS TYPES

There are two types of successes in Part 4: Relic successes and Ritual successes. After the PCs have earned a number of Ritual successes equal to the number of tables, or when only 30 minutes remain in which to complete the event (whichever comes first), read the text in the Earthquake! section on page 28 to call a 10-minute warning on the encounters. Make a note of whether you read this text because of successes or running out of time; this affects one of the boons the PCs receive at the end of the scenario (see page 36).

After the PCs have earned a number of Relic successes equal to the number of tables, all future Relic successes count as Ritual successes. After the PCs have earned a number of Ritual successes equal to four-fifths (4/5) of the number of tables, all future Ritual successes count as Relic successes (unless the House has already hit the cap on Relic successes).

Relic Recovered: Once the PCs earn a number of Relic successes equal to the number of tables, the Overseer GM should read the following.

Pathfinders! Your valiant efforts in the Black Caverns have met with success! The holy relic of the goddess Chaldira Zuzaristan responds immediately to your presence, granting luck to the entire expedition! The Relic Recovered condition is in effect.

Ritual Disturbed: Once the PCs earn a number of Ritual successes equal to two-fifths (2/5) of the number of tables, the Overseer GM should read the following.

Pathfinders! Thanks to your efforts, the Whispering Tyrant's ritual is starting to falter. Necromantic energy from throughout Gallowspire is draining to the Pillar in an attempt to maintain the ritual, and you're still gaining ground. The Ritual Disturbed condition is in effect.

HEAVY LOSSES

The leaders of the two expeditions, Shevar Besnik and Ollysta Zadrian, both lose their lives to the Whispering Tyrant's forces during Part 4.

Death of Shevar Besnik: Read the following about 15 minutes after the beginning of Part 4.

Standing atop the bridge and fighting his way across, Shevar turns to the expedition. Despite the dire situation, he smiles. "Don't lose hope, Pathfinders! Keep fighting on! We must stop—" he begins, but the words catch in his throat. Without warning, an undead monstrosity materializes behind him. In a swift and cruel motion, the beast lashes out with a jagged spine of bone, piercing Shevar's heart. The creature lifts the venture-captain's body and carelessly drops him off the bridge into the river of blood below.

Death of Ollysta Zadrian: About 30 minutes after the beginning of Part 4, read the following.

Glowing with holy light, Ollysta pauses for a moment to rally the Pathfinders. "This will be the hour of our glory, Pathfinders! We strike against the Whispering Tyrant!" She turns her gaze to a spectral dragon circling overhead. The dragon unleashes a wall of negative energy, dissolving Pathfinders where they stand. With steely resolve, Ollysta charges toward the dragon, running on the air. "By Sarenrae's light, begone!" she cries, as her longsword connects with its wispy form. A gaping hole appears in its chest as holy energy burns away its corrupted body. The dragon rounds on Ollysta, tearing into her with an onslaught of teeth, claws, and razor-edged wings. Ollysta's wounds are mortal, but the paladin isn't finished. Her sacred longsword is just as unrelenting as the dragon's attack. With a triumphant blow, she decapitates the dragon. Its body collapses into a ball of purifying light. The same light envelops Ollysta's shattered form. As her strength fades, expression of pure serenity crosses her face. With a sigh, she closes her eyes for the last time. She drifts to the ground, landing gently on her back.

AID MISSIONS

Part 4 features one final Aid Mission.

Aid Mission (Medic): This Aid Mission should begin about 40 minutes into Part 4, after the deaths of Shevar Besnik and Ollysta Zadrian. This mission calls for Aid Characters in the Medic Role. Read the following text.

Venture-Captain Jorsal of Lauterbury raises a banner, calling out to the expedition's medics. "Pathfinders, the brave heroes leading the charge need your help. They cannot be allowed to fall before the Whispering Tyrant's servants! Come with me, and let us tend to their wounds so they may fight on!" Players, you can send your Medic Aid Characters on this mission.

When the results come in, total the number of successes. If there are at least as many successes as the number of tables, read the following.

A flurry of Pathfinders descends on the battlefield, darting between the undead. With medicine and magic, they repair your injuries. The Medic Mission was successful!

If there are fewer successes, read the following instead.

A group of Pathfinders runs forward to assist. However, they are no match for the monsters you face. With heavy losses, they retreat. The Medic Mission has failed!

EARTHQUAKE!

Once a number of Ritual successes equal to four-fifths (4/5) of the number of tables have been reported or there are only 30 minutes remaining in the slot, whichever happens first, the Overseer GM should read the following.

At last, the ritual reaches a critical point. With the ritual's anchoring stones disrupted and its guardians slain, the Pillar struggles in vain to stop its magic from collapsing. The Pillar trembles, and a psychic scream echoes through the minds of everyone within Gallowspire. The last wisps of magic drift away from the pillar's surface, filling the room with a quiet fog. The taste of corruption fades from the air.

Utter silence falls, as if all the air in Gallowspire has been drawn away by the inhalation of some massive being. But the peace does not last for long. The stillness is broken a moment later by a titanic crack. Fissures form in the walls, and the ground shifts. Silently, a pitch-black nothingness begins to ooze forth from the newly formed cracks in the walls, floors, and ceilings. The cracks spread with supernatural speed, reaching out like grasping fingers to tear the dungeons to pieces. In the Black Caverns, small rocks begin to rain down from above. Gallowspire is falling apart!

This text serves as a 15-minute warning for Table GMs and players that they should conclude Part 4's encounters. Table

GMs should once again apply the conditions in Speeding Up the Encounters After the Warning found on page 16 to ensure the PCs are able to move to the final section of the adventure in a timely fashion.

D. THE BLACK CAVERNS

This level of the dungeon consists of a series of natural caverns, although many areas have been worked, smoothed down, and made easy to traverse. Area **D3** of the Black Caverns was once partially a prison carved into the very rock itself.

D1. BLACK CAVERNS PRIMARY ENCOUNTER

Shevar Besnik leads the way through the darkness for several hours. As the surface grows farther away, the air becomes increasingly cloying and stale. The sheer weight of the hundreds of tons of stone above is palpable. Hordes of lesser undead rise to stop the group several times on the journey, but they are no match for the Pathfinders and soon fall. Ahead, a dull red glow provides some illumination as the cavern expands, leading to the bottom of a deep chasm where a river of blood flows. A bridge spans the chasm in a low arc. "This is it," says Shevar.

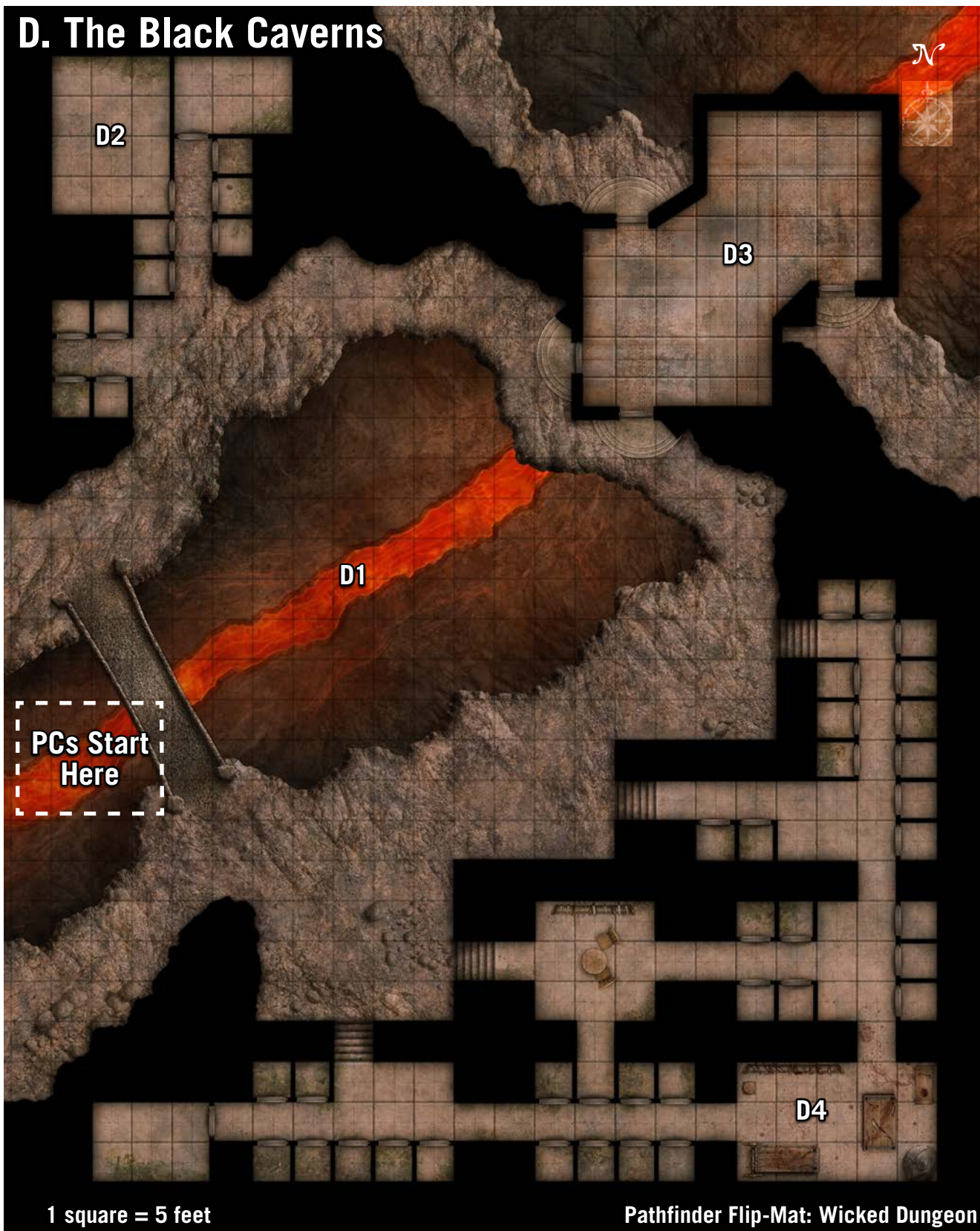
Ages ago, Tar-Baphon hid the relic here, in one of the deepest corners of the Black Caverns, and charged powerful guardians to remain here for eternity. The PCs begin at the bottom of the chasm, which is 50 feet deep with stone walls (DC 20 to Climb in Subtier 5–6, DC 25 in all other Subtiers). The starting position marked on the map approximates the PCs' starting location. The PCs can cluster against the walls of the chasm to avoid being adjacent to the river of blood.

Death of Shevar Besnik: Roughly 15 minutes after the beginning of Part 4, Shevar Besnik is killed by one of the guardians. Due to the nature of the attack that killed him and the status of his body, he cannot be brought back with *raise dead* or *breath of life*. He is canonically dead at the end of the scenario.

Creatures: The Whispering Tyrant's servants immediately attack the PCs. They lurk at the bottom of the chasm with the PCs.

Hazard: The river of blood is infused with negative energy. Living creatures that approach within 5 feet take 2d6 points of negative energy damage each round of exposure in Subtiers 5–6 and 7–8; the damage is increased to 4d6 points in all other subtiers. A PC who succeeds at a hard Fortitude save halves the damage. If a living creature touches the blood, the damage increases to 4d6 points in Subtiers 5–6 and 7–8 or 8d6 points in all other subtiers. A PC who succeeds at a hard Fortitude save halves this damage. Undead creatures instead regain an equivalent number of hit points. This river also grants all undead creatures in the Black Caverns channel resistance +2 (or increases their existing channel resistance by 2). The river is 5 feet deep, and it flows slowly (DC 20 Swim).

D. The Black Caverns



Reporting: If the PCs defeat the primary Black Caverns encounter, report one Relic success to HQ Staff.

SUBTIER 5–6 (CR 9)

The Whispering Tyrant had several victims buried alive in by the river. These victims rise again to fight for the Tyrant.

GRAVEBOUND (2) CR 4

hp 37 each (*Pathfinder RPG Bestiary 5* 128; see page 49)

KUROBOZUS (2) CR 6

hp 76 each (*Pathfinder RPG Bestiary 5* 153; see page 50)

SUBTIER 7–8 (CR 11)

These undead are well-versed in group tactics.

DULLAHAN CR 7

hp 85 (*Pathfinder RPG Bestiary 2* 111; see page 59)

GAKIS (3) CR 7

hp 74 each (*Pathfinder RPG Bestiary 4* 118; see page 60)

SUBTIER 10–11 (CR 15)

Drawn into service of the Whispering Tyrant, this nightshade knows there are powerful items stored somewhere nearby.

ADVANCED NIGHTWING CR 15

hp 229 (*Pathfinder RPG Bestiary 2* 292, 203; see page 71)

SUBTIER 12–13 (CR 17)

The body of the monstrous warsworn has grown over long ages, and the metallic components of its form contain armor and weapons from several time periods. The spirits tied to two of these suits of armor proved too resilient to join its collective, and instead rose to unlife as graveknights.

WARSWORN CR 16

hp 207 (*Pathfinder RPG Bestiary 4* 272; see page 86)

GRAVEKNIGHTS (2) CR 11

hp 139 each (*Pathfinder RPG Bestiary 3* 138; see page 81)

SUBTIER 15–16 (CR 20)

Lured by promises of participating in the end of all life on Golarion, the tzitzimitl looks forward to annihilating any living creature that approaches it. Two nemhains, once priests of an ancient cult that revered the tzitzimitl as an avatar of destruction, serve their god loyally in death. The tzitzimitl cannot use its light to dark ability to interfere with the healing received from the Medic Aid Mission.

TZITZIMITL CR 19

hp 319 (*Pathfinder RPG Bestiary 3* 276; see page 100)

NEMHAINS (2)

CR 15

hp 225 each (*Pathfinder RPG Bestiary 5* 182; see page 97)

D2. TROPHIES OF A THOUSAND RULERS

These rooms are lined with shelves, each with a small metal plaque and a name. Atop the shelves are crowns, diadems, and headgear of rulership with staggering diversity.

Each time Tar-Baphon conquered a new land or gained an alliance, he collected trophies, some of which he placed here.

D3. RELIQUARY

The doors leading into this room are warded with protective spells (see Hazard below).

The stone doors to this chamber are decorated with a stylized skull wearing a horned headdress marked with arcane symbols. Oppressive dread radiates from the walls like waves of heat.

A PC can locate the relic's hiding spot in the northeastern corner of the room with a successful average Perception check. Hidden under a loose flagstone is a small locked offer of unadorned steel (hard Disable Device check to open).

Hazard: Tar-Baphon placed powerful magical defenses on this room to protect the relic. Each door into **D3** in the southwest corner of the area is protected with a *symbol* spell set to trigger when a creature passes through the door. In Subtiers 5–6 and 7–8, each is warded with a *symbol of pain*; in Subtiers 10–11 and 12–13, each is warded with a *symbol of weakness*; in Subtier 15–16, each is warded with a *symbol of death*. All the symbols are CL 20th (hard Fortitude negates).

Reward: Within the coffer is a 6-inch-tall statue of a halfling holding a shortsword with three notches cut into the blade. A PC who succeeds at a DC 20 Knowledge (religion) check recognizes the figure as a representation of Chaldira Zuzaristan, a halfling god of battle, luck, and mischief. How it came to be in the Whispering Tyrant's possession in the first place is lost to the mists of time. While it will take further study to uncover the artifact's full potential, its recovery provides an immediate boon. PCs who recover the relic gain a +1 luck bonus on attack rolls, saving throws, and skill checks for the rest of the adventure. If enough groups report Relic successes, this benefit extends to the entire House and provides additional aid to PCs in area **E**.

Reporting: If the PCs recover the relic, even if they don't manage to open the coffer, report one Relic success to the HQ Staff.

D4. PRISON CELLS

Numerous small cells line the hallways here, accessible only through narrow windows cut into the otherwise bare walls.

Tar-Baphon didn't see much need to take prisoners out of their cells. Instead of relying upon cell doors, he simply shaped the walls to trap his victims.

ADDITIONAL ENCOUNTERS IN THE BLACK CAVERNS

The following encounters are designed to provide more content for tables where the players move quickly through their primary encounters and have extra time. Table GMs can use these encounters at their discretion during Part 4; the encounters can take place in any of the area **D** locations, but only after the PCs have successfully completed the primary Black Caverns or Pillar encounter.

After the Primary encounter be sure to give the PCs a chance to find the relic before introducing additional encounters. Table GMs should use the location on the Black Caverns map they feel is most appropriate.

Reporting: Each time the PCs complete one of these encounters, report one additional success to HQ staff. If the table is playing Soldier mode, report a Relic success; if they are playing Champion mode, report a Ritual success instead.

BLACK CAVERNS OPTIONAL ENCOUNTER 1: MORE UNDEAD

The dungeons below Gallowspire are filled with numerous undead foes.

SUBTIER 5–6 (CR 8)

These monsters are eager to prove themselves in battle against the living.

WRAITHS (3) CR 5

hp 47 each (*Pathfinder RPG Bestiary* 281; see page 53)

SUBTIER 7–8 (CR 10)

This baykok hopes to earn command of an undead unit in Tar-Baphon's army. So far, it has secured only a pair of wraiths to serve it.

BAYKOK CR 9

hp 97 (*Pathfinder RPG Bestiary* 3 35; see page 55)

WRAITHS (2) CR 5

hp 47 each (*Pathfinder RPG Bestiary* 281; see page 63)

SUBTIER 10–11 (CR 13)

Coordinated and headstrong, these creatures each wish to outshine the others in battle.

BAYKOKS (3) CR 9

hp 97 each (*Pathfinder RPG Bestiary* 3 35; see page 65)

SUBTIER 12–13 (CR 15)

Many nightshades serve the Whispering Tyrant. This one

has been ordered to patrol the Black Caverns. In Champion Mode, the nightwing has already summoned 2 greater shadows (see page 84).

ADVANCED NIGHTWING CR 15

hp 229 (*Pathfinder RPG Bestiary* 2 292, 203; see page 83)

SUBTIER 15–16 (CR 18)

This creature knows the Black Caverns better than all but the Whispering Tyrant himself. In Champion Mode, the nightcrawler has already summoned 6 greater shadows (see page 99).

NIGHTCRAWLER CR 18

hp 312 (*Pathfinder RPG Bestiary* 2 200; see page 97)

BLACK CAVERNS OPTIONAL ENCOUNTER 2: EVEN MORE UNDEAD

Even more undead foes arrive to challenge the PCs.

SUBTIER 5–6 (CR 8)

Not all victims of Tar-Baphon's "justice" became gallowdead. Unable to achieve revenge upon the lich, this creature sees all living creatures as enemies.

GUECUBU CR 8

hp 104 each (*Pathfinder RPG Bestiary* 3 145; see page 48)

SUBTIER 7–8 (CR 10)

A broken obsidian dagger lies on the ground where the fext's last would-be killer fell.

FEXT CR 10

hp 127 (*Pathfinder RPG Bestiary* 5 115; see page 59)

SUBTIER 10–11 (CR 13)

Tortured beyond the bounds of reason, this spirit now knows only pain.

BANSHEE CR 13

hp 161 (*Pathfinder RPG Bestiary* 2 41; see page 65)

SUBTIER 12–13 (CR 15)

Its rejuvenation tied to the Black Caverns by foul rituals, this undead spirit hopes to diminish its own pain through the suffering of others.

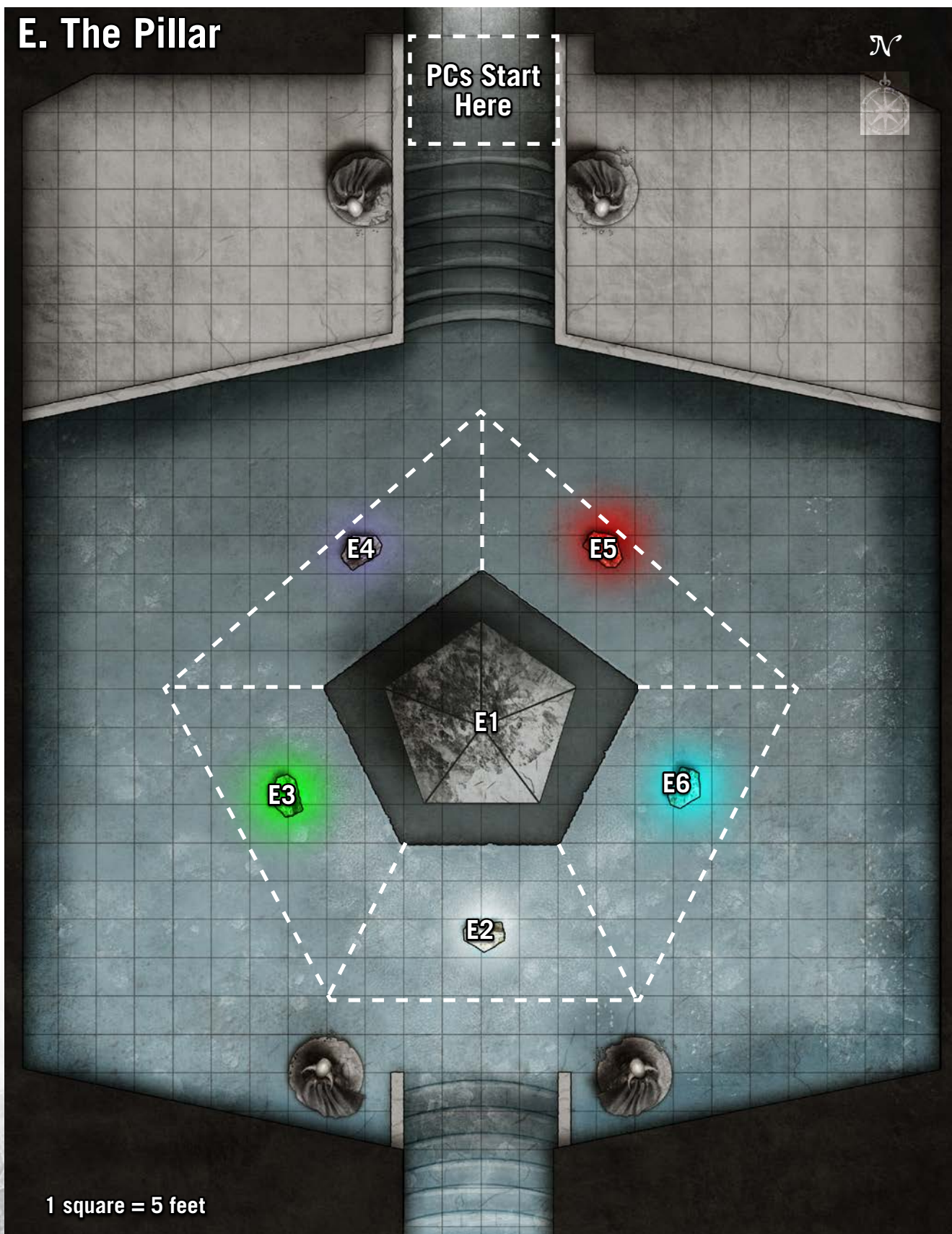
NEMHAIN CR 15

hp 225 (*Pathfinder RPG Bestiary* 5 182; see page 82)

SUBTIER 15–16 (CR 19)

A pair of dwarven explorers broke through the wrong cave wall hundreds of years ago.

E. The Pillar



hp 270 each (*Pathfinder RPG Bestiary 2* 283; see page 101)

E. THE PILLAR

A massive pillar is this room's central feature. Upon this remarkable structure, the Whispering Tyrant has carved knowledge of thousands of spells and arcane rituals. After being the focus of so much arcane energy for so long, the Pillar has developed a consciousness of a kind. Its personality is derived from the Whispering Tyrant himself, often speaking with his voice to the minds of both the living and undead.

The Pillar serves as the focus point for the necromantic ritual now underway, one that Tar-Baphon learned hints of when he took much of Runelord Zutha's knowledge thousands of years ago.

PILLAR PRIMARY ENCOUNTER

With the other Pathfinders fighting off the threats of the Black Caverns, Ollysta Zadrian leads the remaining members of the expedition hurriedly toward the source of the ritual. Waves of minor undead rise to block the way but are quickly cut down by the Pathfinders' weapons and spells.

After what seems like hours, the caverns change to worked stone, and the rolling waves of necromantic energy become more pronounced. Abruptly, the passageway opens into a massive chamber housing a towering pillar that rises from the center of a pit. This Pillar is made of strange metal that shifts colors, and each of its five faces is covered with arcane runes.

"We are here, Pathfinders," says Ollysta. "Let us finish with this foul place."

The ceiling here is 150 feet high. The Pillar rises to a height of 140 feet and stands within a 40-foot-deep pit. Ollysta is willing to wait a round or two before moving in, giving the PCs a few seconds to prepare, but no longer.

The Pillar is covered in magical spells and formulae of all schools of magic, but taking his lead from the ancient power of Thassilonian sin magic, Tar-Baphon designed the pillar to have five facets, each attuned most closely one of the five schools of magic a Thassilonian necromancer would have focused upon: necromancy, transmutation, illusion, evocation, and conjuration. A PC who succeeds at a DC 20 Knowledge (arcana) check can identify the school of magic represented on each facet.

Death of Ollysta Zadrian: About 30 minutes after the beginning of Part 4, the Overseer GM will announce the death of Ollysta Zadrian. A PC who succeeds at a DC 27 Knowledge (religion) check knows that the creature that slew her was a wrymwraith, and that those slain by wrymwraiths typically rise from the dead as wraiths. However, it is clear that Ollysta is not undergoing this transformation. Ollysta died protected and enveloped by Sarenrae's light, and her soul believes that it

has reached the proper end of its life. As such, Ollysta cannot be raised from the dead.

Creatures: The most powerful defenders the Whispering Tyrant could afford to leave behind move to stop the PCs. Table GMs for Subtier 15–16 tables should ask their players if they would like an even more difficult version of the primary encounter instead of the normal one. The GM should make it clear that it is a beyond-epic CR encounter. If everyone at the table agrees freely, the PCs face the Alternate encounter.

The pillar provides additional protection to its guardians. All creatures here are immune to daze, and their natural armor bonus to AC converts to a deflection bonus. This causes their touch AC to rise to be equal to their regular AC. Once the Overseer GM announces the Ritual Disturbed condition, the guardians lose these protections.

Hazards: The Pillar mentally assaults the PCs during the battle, sometimes taunting with threats, sometimes tempting with dark promises of power. This constant mental pressure causes all PCs in area E to take a –1 penalty on attack rolls, saving throws, and skill checks, as well as a –1 penalty to AC and to the DCs of their spells and other abilities that allow for saving throws. This is a mind-affecting affect, which the PCs can resist at the beginning of each round with a Hard Will save. This constant mental pressure continues until the Relic Recovered condition is in effect (see page 27).

In addition, each facet of the Pillar is linked to a school of magic and has an area of effect shown on the map. Some squares are cut apart by the lines—treat these squares as if they are in the area where the majority of the square falls (including outside of the Pillar's area of effect). When in doubt, err in the PCs' favor. Each round on the initiative count of 10, one of the facets (determined randomly) flares with energy that affects all creatures in that facet's area. Roll 1d6 and consult the list below.

1 (Reprieve, E1): The very top of the pillar flashes with light. This is part of the ritual, but it has no effect on the PCs.

2 (Necromancy, E2): A pulse of negative energy fills the area, dealing 2d8 points of damage in Subtiers 5–6 and 7–8, 4d8 points in Subtiers 10–11 and 12–13, and 6d8 points in Subtier 15–16 (Average Fortitude save for half). Undead creatures regain an equivalent number of hit points from this pulse.

3 (Transmutation, E3): All creatures in the area are targeted by *mass enlarge person* (CL 20). Since none of the threats in this encounter are humanoid, this spell can affect only the PCs. An average Fortitude save negates the effect.

4 (Illusion, E4): The area fills with curtains of shimmering, dizzying colors. This acts as a *rainbow pattern* spell and persists for 1d3 rounds. A PC who succeeds at an average Will save negates the effect for that character.

5 (Evocation, E5): A blast of cold fills the area, dealing 3d6 points of cold damage in Subtiers 5–6 and 7–8, 5d6 points in Subtiers 10–11 and 12–13, and 7d6 points in Subtier 15–16. An average Reflex save halves the damage.

6 (Conjuration, E6): Each creature in the area is transported to a space adjacent to one of the four Tar-Baphon statues (determine which statue randomly). When this effect triggers, all affected creatures appear next to the same statue. A creature that succeeds at an average Will save is not transported.

SUBTIER 5–6 (CR 9)

Undead horrors shamle forth to stop the PCs.

DEFENDER OF THE PILLAR CR 7

Necrocraft (*Pathfinder RPG Bestiary 4* 200; see page 48)
hp 75

UNRISEN (2) CR 5

hp 52 each (*Pathfinder RPG Bestiary 6* 268; see page 52)

SUBTIER 7–8 (CR 13)

Two of the Whispering Tyrant's most ancient servants move to prevent the PCs' approach.

PHARAONIC GUARDIANS (2) CR 11

hp 142 each (*Pathfinder RPG Bestiary 5* 191; see page 63)

SUBTIER 10–11 (CR 16)

The Whispering Tyrant does terrible things to his enemies. This once-noble silver dragon is an example, as is the gashadokuro, an agglomeration of the bodies of those foes Tar-Baphon starved to death.

GASHADOKURO CR 13

hp 180 (*Pathfinder RPG Bestiary 4* 121; see page 68)

VALRINETHAR THE WRETCHED CR 15

Male mummified adult silver dragon (*Pathfinder RPG Bestiary 4* 196, *Pathfinder RPG Bestiary 110*; see page 74)
hp 212

SUBTIER 12–13 (CR 18)

The most powerful defenders remaining in the dungeons below Gallowspire move to stop the PCs from interfering with the ritual.

GASHADOKUROS (2) CR 13

hp 180 each (*Pathfinder RPG Bestiary 4* 121; see page 80)

WYRMWRAITH CR 17

hp 252 (*Pathfinder RPG Bestiary 5* 280; see page 87)

SUBTIER 15–16 (CR 21)

The ritual spawned a charnel colossus, an unholy amalgamation of parts from hundreds of corpses. This towering behemoth of decaying flesh is joined by a pair of draconic spirits.

CHARNEL COLOSSUS CR 19

hp 345 (*Pathfinder Campaign Setting: Inner Sea Bestiary 10*; see page 89)

WYRMWRAITHS (2) CR 17

hp 252 each (*Pathfinder RPG Bestiary 5* 280; see page 102)

ALTERNATE SUBTIER 15–16 (CR 22)

Should all the players at the table agree, they can instead face a truly horrifying challenge as death itself attempts to stop them. Permanent death is a possibility in this encounter, so be sure the players are willing to face a truly formidable foe.

GRIM REAPER CR 22

hp 400 (*Pathfinder RPG Bestiary 5* 134; see page 94)

STOPPING THE RITUAL

The Whispering Tyrant has set up the five ritual stones (areas **E1–E6**) to both draw negative energy into the Pillar until it explodes. The stones then direct the flow of that explosion up through the dungeons to the surface and out into a radius of hundreds of miles. This explosion would destroy all life in that area and raise those killed as undead in the Whispering Tyrant's service. A PC who succeeds at a hard Knowledge (arcana) or Spellcraft check realizes the general nature of this ritual.

The ritual stones are roughly trapezoidal, measuring 4 feet wide on their longest edge. They are made of marble, weigh approximately 1,800 pounds, and have hardness 8 and a break DC of 45. They each have 100 hit points in Subtier 5–6, 140 hit points in Subtier 7–8, 200 hit points in Subtier 10–11, 240 hit points in Subtier 12–13, and 300 hit points in Subtier 15–16.

The first way to disrupt the ritual is by physically destroying the ritual stones, which causes the energies passing through them to become unfocused. Destroying a ritual stone grants the group 1 point toward a Ritual success.

Second, the stones can be physically moved to misalign the energies. Each stone is keyed to the area of effect of the school of magic where it begins. Moving a stone to a different facet's area of effect disrupts its focus. A Strength score of 20 is required to move the stone at a rate of 5 feet per round; for each 5 additional Strength, the PCs can move the stone 5 feet faster. Up to two characters can attempt to push a stone at one time, combining their Strength scores to determine the speed at which they can move the stone. Clever tactics or spells may make this process easier, at the Table GM's discretion. Each ritual stone moved to another school of magic's area of effect grants the group 1 point toward a Ritual success.

Third, a spellcaster can reroute or temporarily block the flow of magical energy between the stones. They can do this with a variety of spells or abilities that disrupt, suppress, or manipulate the flow of magic. The Pillar interferes with the

PCs' effort, but PCs who use an ability and succeed at an average Knowledge (arcana) or Spellcraft check maintain enough control over the effect to succeed and gain 1 point toward a Ritual success.

The PCs may try other strategies. Table GMs should use their best judgment in such cases, allowing clever solutions to be successful if the PCs succeed at a relevant hard skill check. Each such success grants the group 1 point toward a Ritual success. If the PCs wait until after combat to disrupt the ritual, so long as they set forth a clear plan to disrupt the ritual and have the skills and abilities to execute the plan, the Table GM can handle the disruption narratively rather than having the PCs continue to roll damage rolls and skill checks until they succeed enough times.

Reporting: Once the PCs have accumulated 3 points, report a Ritual success to HQ staff.

Development: Once the PCs have accumulated 3 points, the ritual ends. Read the following.

At last, the ritual reaches a critical point. With its anchoring stones disrupted and its guardians slain, the Pillar struggles in vain to stop its magic from collapsing. The Pillar trembles, and a psychic scream echoes through the minds of everyone within Gallowspire. The last wisps of magic drift away from the Pillar's surface, filling the room with a quiet fog, and the taste of corruption fades from the air.

With the ritual ended, the Pillar itself makes an offer to the PCs to "imprint" its arcane knowledge on them so that the secrets contained on the Pillar are not lost. Those who accept see momentary flashes of strange symbols and terrible images of horrific deeds the Whispering Tyrant performed to gain that knowledge. These PCs earn the Whispers of the Pillar boon on their Chronicle sheets.

MORE ENCOUNTERS AFTER STOPPING THE RITUAL

Should the PCs finish the primary encounter and still have time remaining, the PCs can return to the Black Caverns and face its primary encounter, gaining a chance to find the Relic and earn a Relic success. After that, they can proceed to Additional Encounters in the Black Caverns (see page 30).

ESCAPING

Table GMs should read the following once the PCs finish their encounter after the 10-minute warning has been declared.

Stalactites riddled with fingers of negative energy begin raining from the ceiling as the entire area shakes treacherously. It is clear that the time to go is now!

The primary danger the Pathfinders now face is getting above the level of the Black Caverns. A few undead remain, but the collapsing chambers and seeping negative energy

provide the true threats. This last section of the adventure is primarily narrative. The GM should ask the players how their characters to describe how they escape. Table GMs are also free to add their own descriptions of the challenges the PCs fight through on their way out.

Table GMs seeking more guidance for this section can use any of the following strategies and events. Use Average DCs for skill checks and saving throws. PCs who get stuck here and aren't rescued by their fellow PCs are rescued by other Pathfinders--such as the table's Aid Characters.

- The ground is unsteady. PCs who fail an Acrobatics check fall to the ground. If they also fail a Reflex save, they are pinned under 1,000 pounds of rubble and take an amount of damage equal to twice the healing from the standard Burst of Healing aid token.

- The negative energy lashes out, as the *black tentacles* spell (with a CL equal to the higher of the character levels in the Subtier, such as CL 6 for Subtier 5–6). NPC Pathfinders have been grappled and are being crushed to death. They need the PCs to heal them or otherwise help them escape.

- Hordes of weak undead (such as skeletons) emerge from cracks in the walls and start chasing the fleeing Pathfinders. They are too weak to challenge the PCs, but NPCs need help.

- The way out has been almost completely sealed off. PCs can squeeze through with Escape Artist or find another route with Survival or Knowledge (dungeoneering or engineering).

Heroic Deaths of Characters: Table GMs should mention that any players who want their Primary Characters or Aid Characters to meet a heroic end have an opportunity to narrate that moment. Table GMs should strive to work with players to create heroic moments for these sacrifices and provide a satisfying, emotional end for that character's adventures. Example heroic moments include pushing a friend out of the way of a falling wall or bravely fending off a terrible monster while the others escape. Table GMs cannot, however, encourage players to sacrifice a character. This is provided only as an option for players who wish for a character's story to end here.

CONCLUSION

When there are only 15 minutes left in the allotted time for the event or it is clear the House is ready to move on to the Conclusion, the Overseer GM should read the following.

Through the terrible dark and palpable evil of the dungeons of Gallowspire, the expedition fights its way to the surface. The earth beneath and around them continues to shake, and undead monstrosities continue to fight, but the Pathfinders are implacable in their progress. Finally, after many more hours, the dim light of day greets the surviving Pathfinders who emerge from the outskirts of the Gallowgarden. Most show signs of desperate battle and deep exhaustion. As the light grows and shatters the clearing clouds, a few shouts of congratulations soon become a rousing cheer.

PATHFINDER SOCIETY SCENARIO

After a moment for the House to cheer, the Overseer GM should continue. If the House earned at least as many Ritual Successes as four-fifths (4/5) of the number of tables, read the following text.

Marcos Farabellus steps forward triumphantly. “My friends, I have never been so proud to call myself a Pathfinder as I am today. Thanks to you, and to everyone who gave their lives to this mission, the world does not need to fear a terrible undead blight. The Whispering Tyrant may be a figure of legend, but you have challenged his plots, and you have emerged victorious. Your bravery and determination stand as a shining example, not just to your fellow agents, but to the world. Let us face the challenges ahead in the same spirit. Let us honor our dead and carry their memory and stories with us as we move forward into a new day. Explore! Report! Cooperate!”

If the House did not earn at least that many Ritual successes, read the following text instead.

Marcos Farabellus limps forward. He clears his throat, “Pathfinders. There has never been a day in the Society’s history so filled with blood, in which so many of our dear friends and allies have fallen. But I say, there has never been a day in the Society’s history so filled with courage and honor. Thanks to you, and to everyone who gave their lives to this mission, the world does not need to fear a terrible undead blight. The Whispering Tyrant may be a figure of legend, but you have challenged his plots, and you have emerged victorious. Your bravery and determination stand as a shining example, not just to your fellow agents, but to the world. Let us face the challenges ahead in the same spirit. Let us honor our dead and carry their memory and stories with us as we move forward into a new day. Explore! Report! Cooperate!”

Finally, announce that all players have earned the Necromantic Surge boon with 1, 2, 3, or 4 boxes remaining, depending upon how successful they were in the scenario. All players earn the boon with at least 1 box. They earn an additional box for each Part that ended because the House earned enough successes rather than running out of time (see the corresponding Success Types section of each part’s Overseer GM Instructions for more details).

FINAL CLOSING

The Overseer should close the event, thank the Table GMs and event staff for their hard work, thank the players for their support of Pathfinder Society Organized Play, and provide

the GMs and players with instructions for submitting reporting sheets and exiting the event.

Regardless of the outcome of the scenario, all PCs earn the Necromantic Surge boon, with the number of boxes remaining that the Overseer GM announced. Cross off any additional boxes. PCs who went to area E and accepted the Pillar’s offer of knowledge earn the Whispers of the Pillar boon. In the Aid Missions boon, cross off the boons for any missions that the House did not successfully complete. On the GM’s Chronicle sheet, cross off the boons for failed Aid Missions. GMs receive all checkboxes on the Necromantic Surge boon regardless of the Houses’s performance and can choose to take the Whispers of the Pillar boon.

At this point, Table GMs can use the Aid Mission Triumph handout as a reference for which Aid Characters participated in successful Aid Missions. They can then work with the players to fill out the character numbers of participating Aid Characters next to the corresponding boons.

Aid Characters who were harmed during the scenario may need to spend Prestige Points to recover. Table GMs can use the Aid Character Misfortunes handout as a reference for which Aid Characters need to do so. Players with a dead Aid Character who did not use the benefit of the discounted spellcasting services available in this scenario (see page 8) can instead apply this discount to the cost of restoring the Aid Character to life.

Aid characters do not receive their own Chronicle sheets for participating in this scenario. However, they can receive a boon for the Aid Mission they participated in. Players are responsible for photocopying their Chronicle sheet to apply these boons to the relevant Aid Characters. These copied Chronicle sheets grant the relevant boon and no other rewards. Since table GMs do not have Aid Characters, they do not apply these rewards to any of their other characters.

REPORTING CONDITIONS

If the Overseer GM read the first text in the conclusion (“Marcos Farabellus steps forward triumphantly”), check box **A**. If she read the second text (“Marcos Farabellus limps forward”), check box **B**. If the House recovered the relic of Chaldira Zuzaristan, check box **C**. If your table played Champion mode until the end of the scenario, check box **D**.

SUCCESS CONDITIONS

There are no specific primary or secondary success conditions in this scenario. For participating in this adventure, each PC earns 2 Prestige Points.

Handout #1: First Whisper

A DRY VOICE, HARSH AND OLD, SPEAKS IN YOUR MIND. "THE LIVING? HERE? SO, YOU MUST BE AFTER MY SECRETS. WE WILL SPEAK MORE OF THIS IF YOU MANAGE TO FIND ME AND LOOK UPON MY GREATNESS."

Handout #2: Second Whisper

A POWERFUL, VIBRANT VOICE OF A YOUNG WOMAN SPEAKS IN YOUR MIND. "IT IS NOT NECESSARY TO GROW OLD AND CRUMBLE TO DUST. SEEK ME OUT AND I CAN TEACH YOU LESSONS TO AVOID THE RAVAGES OF TIME."

Handout #3: Third Whisper

A VOICE LIKE THE SOUND OF ROCKS GRINDING TOGETHER SPEAKS TO YOU MENTALLY. "TRUST IN STRENGTH OF ARMS, MUSCLE, AND SINEW IS FOR FOOLS. YOU SOON WILL MEET YOUR END, LIKE ALL OTHERS WHO DARED COME TO THESE DEPTHS!"

Handout #4: Fourth Whisper

A HARSH VOICE MADE UP OF MULTITUDES OF OTHER VOICES BLASTS INTO YOUR MIND WITH GREAT FORCE. "FOOL! THERE IS NO HOPE OF VICTORY FOR YOU HERE, ONLY THE PROMISE OF DEATH AND ETERNAL SERVITUDE."

Handout 5: Aid Token Benefits

An Aid Token's benefits sometimes vary based on the table's subtier, and these benefits can take one of the following forms. Activating an Aid Token does not take an action.

Allied Offensive

Aid Character Role: Scout

Effect: The Aid Character strikes a creature at the same time as the PC, increasing the damage dealt on one attack by 2d8 points in Subtier 5–6, 3d8 points in Subtier 7–8, 4d8 points in Subtiers 10–11 and 12–13, or 5d8 points in Subtier 15–16.

Heroic Aid: This token grants an additional +2d8 damage to the attack. In addition, after the attack, characters attacking the target are considered to be flanking it until the beginning of the attacker's next turn.

Athletic Assistance

Aid Character Role: Muscle

Effect: The Aid Character rushes in to assist a PC in a task that requires Strength. For 1 round, one PC treats their Strength score as 6 higher for the purposes of skill checks, ability checks, and determining what the PC can carry (but not for attack or damage rolls).

Heroic Aid: This bonus Strength applies to the PC's attack and damage rolls as well.

Burst of Healing

Aid Character Role: Medic

Effect: The Aid Character restores 4d6 hit points to each PC. In Subtiers 10–11 and 12–13, the amount restored increases to 6d6 hit points. In Subtier 15–16, the amount restored increases to 8d6 hit points.

Heroic Aid: Increase the amount of healing by 2d6.

Coordinated Maneuver

Aid Character Role: Guard

Effect: The Aid Character assists a PC in performing a combat maneuver or attack roll. The PC must choose to use this Aid Token before rolling. If they do, they can roll twice and take the better result.

Heroic Aid: Once activated, the benefit lasts for the rest of the PC's turn.

Provide Spellcasting

Aid Character Role: Spellcaster

Effect: The Aid Character either casts a beneficial spell or helps someone who can cast such a spell to reach the PCs. The spellcaster casts one of the following spells, with a caster level equal to the Aid Character's level: *consecrate*, *heroism*, *invisibility*, *mage armor*, *neutralize poison*, *remove blindness/deafness*, *remove curse*, or *restoration* (100-gp version). Write the spell name and caster level on the Aid Token. When activating this token, gain the benefits of the listed spell. For *restoration*, the Aid Character can pay the cost and write PAID on the Aid Token; if they do not, the character applying the token pays the cost.

Heroic Aid: Add the following spells to the list: *break enchantment*, *dispel magic*, and *restoration* (1,000-gp version).

SIEGE OF GALLOWSPIRE

Allied Offensive

Aid Character Name: _____

Heroic

Allied Offensive

Aid Character Name: _____

Heroic

Allied Offensive

Aid Character Name: _____

Heroic

Athletic Assistance

Aid Character Name: _____

Heroic

Allied Offensive

Aid Character Name: _____

Heroic

Athletic Assistance

Aid Character Name: _____

Heroic

Allied Offensive

Aid Character Name: _____

Heroic

Athletic Assistance

Aid Character Name: _____

Heroic

Athletic Assistance

Aid Character Name: _____

Heroic

Burst of Healing

Aid Character Name: _____

Heroic

Athletic Assistance

Aid Character Name: _____

Heroic

Burst of Healing

Aid Character Name: _____

Heroic

Burst of Healing

Aid Character Name: _____

Heroic

Burst of Healing

Aid Character Name: _____

Heroic

Burst of Healing

Aid Character Name: _____

Heroic

Coordinated Maneuver

Aid Character Name: _____

Heroic

Coordinated Maneuver

Aid Character Name: _____
Heroic

Provide Spellcasting

Aid Character Name: _____
Heroic
Spell Name: _____ **CL:** _____

Coordinated Maneuver

Aid Character Name: _____
Heroic

Provide Spellcasting

Aid Character Name: _____
Heroic
Spell Name: _____ **CL:** _____

Coordinated Maneuver

Aid Character Name: _____
Heroic

Provide Spellcasting

Aid Character Name: _____
Heroic
Spell Name: _____ **CL:** _____

Coordinated Maneuver

Aid Character Name: _____
Heroic

Provide Spellcasting

Aid Character Name: _____
Heroic
Spell Name: _____ **CL:** _____

Provide Spellcasting

Aid Character Name: _____

Heroic

Spell Name: _____ **CL:** _____

GM Reference #1: Aid Mission Rules

Once the Overseer GM announces an Aid Mission, Table GMs should find a natural pause in the action within the next 10 minutes. At this time, players can elect to send any number of their Aid Characters of the correct role on the mission. These missions are more dangerous than improving Aid Tokens, but the benefits they provide apply to the whole house. For each Aid Character sent on the mission, have the player roll 2d6 for a 4th-level NPC Pathfinder, 3d6 for a 5th- to 8th-level Aid Character, 4d6 for a 9th- to 12th-level Aid Character, 5d6 for a 13th- to 16th-level Aid Character, or 6d6 for a 17th- to 20th-level Aid Character. The results for each Aid Character depend upon the results of their roll.

5 or less: The Aid Character's luck runs out. Whether from an ambush, a devious trap, or a relentless onslaught of foes, the character meets their end. This Aid Character dies and does not contribute to the mission's success.

6-10: The Aid Character is trapped in a perilous situation and needs the assistance of other Pathfinders to escape. The Aid Character does not contribute to the mission's success. If the mission fails, the Aid Character dies.

11-19: The Aid Character makes a substantial contribution to the mission, generating 1 success. If the mission fails, the Aid Character is injured. They can recover from their injuries at the end of the scenario by spending 8 Prestige Points.

20+: The Aid Character is a triumphant leader, inspiring other Pathfinders with their bravery and skill. They generate 2 successes for the mission. Even if the mission fails, they escape unscathed.

Once a table has determined its results, each Table GM should signal their table's total number of successes to HQ staff. The Aid Mission Success Slips on page 45 are the default way to communicate successes. Use these unless the HQ staff has requested a different method.

Once the HQ staff has tallied the House's total number of successes, the Overseer GM announces the results of the Aid Mission to the House, as specified in the Aid Mission's description. When the Overseer GM announces the results of the mission, Table GMs should record any negative consequences to Aid Characters on **GM Reference #2: Aid Character Misfortunes** (see page 43). If the mission failed, there are no further effects. If the mission succeeded, the House receives a special benefit. These benefits are listed in the Table GM Instructions sections for the corresponding part of the adventure. Additionally, all participating Aid Characters will be able to benefit from a boon on this scenario's Chronicle sheet. Record the names of Aid Characters who participated in a successful mission (regardless of whether or not they personally earned successes) on **GM Reference #3: Aid Character Triumphs** (see page 44).

GM Reference #2: Aid Character Misfortunes

Aid Characters can be harmed in the course of this scenario. Record the names and character numbers of characters who suffered misfortunes and check off the appropriate box to represent the character's situation. This handout is intended to give space for even the most daring and unlucky of tables, not to represent a typical number of misfortunes.

Aid Character #1

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #2

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #3

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #4

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #5

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #6

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #7

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #8

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #9

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #10

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #11

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #12

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #13

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #14

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #15

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #16

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #17

Name: _____

Number: _____ -

8 PP recovery Character dead

Aid Character #18

Name: _____

Number: _____ -

8 PP recovery Character dead

GM Reference #3: Aid Character Triumphs

Record the names and numbers of all characters who participated in successful Aid Missions here, for later reference. Note that characters do not need to have personally earned any successes to count as participating in the mission.

Aid Mission #1 (Scout)

Name	Number
Aid Character #1: _____	_____
Aid Character #2: _____	_____
Aid Character #3: _____	_____
Aid Character #4: _____	_____
Aid Character #5: _____	_____

Aid Mission #2 (Spellcaster)

Name	Number
Aid Character #1: _____	_____
Aid Character #2: _____	_____
Aid Character #3: _____	_____
Aid Character #4: _____	_____
Aid Character #5: _____	_____

Aid Mission #3 (Guard)

Name	Number
Aid Character #1: _____	_____
Aid Character #2: _____	_____
Aid Character #3: _____	_____
Aid Character #4: _____	_____
Aid Character #5: _____	_____

Aid Mission #4 (Muscle)

Name	Number
Aid Character #1: _____	_____
Aid Character #2: _____	_____
Aid Character #3: _____	_____
Aid Character #4: _____	_____
Aid Character #5: _____	_____

Aid Mission #5 (Medic)

Name	Number
Aid Character #1: _____	_____
Aid Character #2: _____	_____
Aid Character #3: _____	_____
Aid Character #4: _____	_____
Aid Character #5: _____	_____

Aid Mission Success Slips

After determining the results of an Aid Mission, record the Table's number of successes on the corresponding slip of paper. Then give this paper to a Runner or Courier, to be delivered to HQ. Cut along the dotted lines.

.....
Aid Mission #1 (Number of Scout Successes): _____

.....
Aid Mission #2 (Number of Spellcaster Successes): _____

.....
Aid Mission #3 (Number of Guard Successes): _____

.....
Aid Mission #4 (Number of Muscle Successes): _____

.....
Aid Mission #5 (Number of Medic Successes): _____

APPENDIX 1: SUBTIER 5–6 BESTIARY

The stat blocks for all creatures that appear in Subtier 5–6 are printed below for the GM's convenience. Abilities that are not described in the Special Abilities section of the stat block are universal monster rules. You can find a full list of universal monster rules at pfrd.info.

Some of the creature stat blocks in this appendix have been slightly modified, removing a spell or altering an ability to reduce the number of reference books needed to prepare the encounter. All such modifications are marked with asterisks (*) and explained in full at the bottom of the stat block.

CRYPT FLOWER

A lone petal hangs over the opening of this bulbous, pitcher-shaped flower, which is flanked by a pair of serpentine vines.

CRYPT FLOWER	CR 7
<i>Pathfinder RPG Bestiary 6 67</i>	
N Large plant	
Init +1; Senses low-light vision, tremorsense 30 ft.; Perception +1	
DEFENSE	
AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)	
hp 78 (12d8+24)	
Fort +10, Ref +5, Will +5	
Immune plant traits; Resist acid 10	
OFFENSE	
Speed 20 ft.	
Melee bite +13 (1d8+5 plus grab), 2 vines +13 (1d8+5 plus grab)	
Ranged toxin splash +9 (poison)	
Space 10 ft.; Reach 10 ft. (20 ft. with vine)	
Special Attacks poison, swallow whole (1d6 acid plus poison, AC 15, 7 hp)	
STATISTICS	
Str 20, Dex 12, Con 14, Int —, Wis 13, Cha 6	
Base Atk +9; CMB +15 (+19 grapple); CMD 26 (30 vs. trip)	
SQ excavate, gushing wound	
SPECIAL ABILITIES	
Excavate (Ex) A crypt flower can use its shoots to dig rapidly through soil, dirt, sand, or other loose ground. As a result of this constant excavation activity, the ground in a 20-foot radius around a crypt flower is treated as difficult terrain for all creatures except crypt flowers.	
Gushing Wound (Ex) Whenever an opponent scores a critical hit on a crypt flower with a slashing or piercing weapon, the flower's toxic fluids squirt out. The attacker and all creatures adjacent to the attacker must attempt a DC 18 Reflex save or be doused in toxic fluids and thus exposed to the crypt flower's poison. The save DC is Constitution-based.	
Poison (Ex) Contact; <i>save</i> Fort DC 18; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Dex damage; <i>cure</i> 2 consecutive saves.	
Toxin Splash (Ex) As a standard action, a crypt flower can dip its vines into the toxic fluids within its pitcher and fling the liquid as a splash weapon with a range increment of 20 feet. A target	

struck, as well as all targets in the splash radius, are exposed to the crypt flower's poison (although creatures in the splash radius gain a +4 bonus on Fortitude saves to resist the poison). A crypt flower can use its toxin splash once every 1d4 rounds. The save DC is Dexterity-based.

Vines (Ex) A crypt flower's vines are primary natural attacks that deal bludgeoning damage.

DAEMON, VENEDAEMON

Tentacles protrude from the robes of this floating hooded figure in place of arms and legs. Its face is a disturbing, toothless maw.

VENEDAEMON	CR 5
<i>Pathfinder RPG Bestiary 6 78</i>	
NE Medium outsider (daemon, evil, extraplanar)	
Init +2; Senses <i>arcane sight</i> , darkvision 60 ft.; Perception +12	
DEFENSE	
AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)	
hp 51 (6d10+18)	
Fort +5, Ref +7, Will +8	
DR 5/good or silver; Immune acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; SR 16	
OFFENSE	
Speed 30 ft., fly 30 ft. (average)	
Melee 4 tentacles +8 (1d6+1)	
Special Attacks swallow soul	
Spell-Like Abilities (CL 6th; concentration +9)	
Constant— <i>arcane sight</i>	
At will— <i>command cacodaemon</i> ^{B2} (DC 18)	
3/day— <i>dimension door</i> , <i>dispel magic</i> , <i>slow</i> (DC 16)	
1/day— <i>summon</i> (level 3, 1 venedaemon 50% or 2d4 cacodaemons ^{B2} 70%)	
Sorcerer Spells Known (CL 6th; concentration +9)	
3rd (4)— <i>hold person</i> (DC 16)	
2nd (6)— <i>invisibility</i> , <i>scorching ray</i>	
1st (7)— <i>charm person</i> (DC 14), <i>mage armor</i> , <i>magic missile</i> , <i>shield</i>	
0 (at will)— <i>acid splash</i> , <i>arcane mark</i> , <i>bleed</i> (DC 13), <i>mage hand</i> , <i>prestidigitation</i> , <i>ray of frost</i> , <i>read magic</i>	
STATISTICS	
Str 13, Dex 15, Con 16, Int 22, Wis 16, Cha 17	
Base Atk +6; CMB +7; CMD 19	
Feats Arcane Strike, Combat Casting, Eschew Materials ^B , Weapon Finesse	
Skills Bluff +12, Disguise +12, Fly +11, Intimidate +9, Knowledge (arcana, planes) +15, Knowledge (religion) +12, Perception +12, Sense Motive +12, Spellcraft +15, Stealth +11, Use Magic Device +12	
Languages Abyssal, Aklo, Aquan, Auran, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.	
SPECIAL ABILITIES	
Command Cacodaemon (Sp) As a swift action, a venedaemon can issue a <i>suggestion</i> (as per the spell) to a cacodaemon	

(*Pathfinder RPG Bestiary 2* 64). The venedaemon adds a +2 racial bonus to the save DC of this spell-like ability. It can command a cacodaemon to feed it a soul gem via this effect.

Swallow Soul (Su) A venedaemon can consume a held soul gem created by a cacodaemon as a swift action, allowing it to cast any of its spells known without using a spell slot. For the daemon to use this ability, the consumed gem must contain the soul of a creature with Hit Dice equal to or greater than the spell level of the desired spell.

Spells A venedaemon casts spells as a 6th-level sorcerer.

DEATHTRAP OOZE

The jagged boulders of a horrific trap drip with an animated sheen of foul brown-orange slime.

DEATHTRAP OOZE CR 8

Pathfinder RPG Bestiary 3 64

N Large ooze (shapechanger)

Init -4; **Senses** blindsight 60ft.; Perception -5

DEFENSE

AC 10, touch 5, flat-footed 10 (-4 Dex, +5 natural, -1 size)

hp 126 (12d8+72)

Fort +10, **Ref** +0, **Will** -1

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +13 (2d6+7 plus 2d6 acid and grab)

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

Special Attacks constrict (2d6+7 plus 2d6 acid)

STATISTICS

Str 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13

SQ compression, trap form

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself. This particular ooze favors the form of a falling block trap (see below). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

DEATHTRAP OOZE (AS FALLING BLOCK TRAP) CR —

Pathfinder Core Rulebook 420

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +13 melee (6d6); multiple targets (all targets in a 10-ft. square)

DEMON, BABAU

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU CR 6

Pathfinder RPG Bestiary 57

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., see *invisibility*; Perception +19

DEFENSE

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

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5)
or longspear +12/+7 (1d8+7/*3), bite +7 (1d6+2)

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—see *invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Gear longspear

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from its skin's protective slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

DEMON, NABASU

This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.

NABASU

CR 8

Pathfinder RPG Bestiary 64

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54)

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

DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15;

Racial Modifiers +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately

transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

DEFENDER OF THE PILLAR

Thick muscle and jutting bone from multiple corpses fused together form a winged, humanlike predator.

DEFENDER OF THE PILLAR

CR 7

Necrocrafter (Pathfinder RPG Bestiary 4 200)

NE Huge undead

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

DEFENSE

AC 16, touch 7, flat-footed 16 (–1 Dex, +9 natural, –2 size)

hp 75 (10d8+30)

Fort +5, **Ref** +2, **Will** +7

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 3 claws +15 (1d8+10)

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

Special Attacks trample (1d8+15, DC 25)

STATISTICS

Str 31, **Dex** 9, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +19; **CMD** 28

Feats Toughness^B

Skills Acrobatics –1 (+3 to jump)

SQ construction points (extra attack [claw], faster [base speed], trample)

SPECIAL ABILITIES

Construction Points The effects of the defender of the pillar's construction points have been factored into its statistics.

GUECUBU

A skeletal carcass pulls itself from the ground, its body formed as much from earth and soil as from bones and rotting flesh.

GUECUBU

CR 8

Pathfinder RPG Bestiary 3 145

CE Medium undead (earth)

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

Aura broken ground (30 ft., DC 20)

DEFENSE

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

hp 104 (11d8+55); fast healing 5

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning; **Immune** electricity, undead traits; **Resist** cold 10

OFFENSE

Speed 30 ft., burrow 15 ft.; earth glide

Melee bite +14 (1d8+6 plus misfortune), 2 slams +14 (1d6+6 plus misfortune)

SIEGE OF GALLOWSPIRE

Spell-Like Abilities (CL 8th; concentration +13)

At will—*stone shape*

3/day—*soften earth and stone, spike growth* (DC 18)

1/day—*spike stones* (DC 19), *transmute mud to rock* (DC 20),
transmute rock to mud (DC 20)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +8; **CMB** +14; **CMD** 29

Feats Combat Expertise, Dodge, Improved Initiative, Mobility,
Spring Attack, Whirlwind Attack

Skills Acrobatics +15, Knowledge (nature) +12, Perception +18,
Sense Motive +18, Stealth +18

Languages Abyssal, Common

SPECIAL ABILITIES

Broken Ground (Su) The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

Misfortune (Su) A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already under this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

GRAVEBOUND

This humanoid figure has two impossibly deep pits where its eyes should be, and long claws that stretch toward the ground.

GRAVEBOUND

CR 4

Pathfinder RPG Bestiary 5 128

NE Medium undead (earth)

Init +5; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 37 (5d8+15)

Fort +4, **Ref** +2, **Will** +5

Defensive Abilities amorphous; **Immune** undead traits

Weaknesses tied to the grave, vulnerable to consecration

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 claws +8 (1d6+4 plus disease)

Special Attacks bury alive, gravedigger

STATISTICS

Str 18, **Dex** 13, **Con** —, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** +7; **CMD** 18

Feats Ability Focus (gravedigger), Improved Initiative, Weapon
Focus (claw)

Skills Acrobatics +5, Intimidate +10, Knowledge (religion) +7,
Perception +8, Stealth +8

Languages Common

Gear shovel

SPECIAL ABILITIES

Bury Alive (Su) As a full-round action, a gravebound can manipulate the ground to fill in a pit that it created with its gravedigger ability. Any creature the gravedigger buries alive is trapped and can't move, and begins to suffocate. Creatures outside of the pit can dig out the buried creature. Each 5-foot cube of dirt weighs 3,000 pounds, and a creature can move 5 times her maximum load worth of dirt per minute, or 10 times her maximum load if she has a shovel or other appropriate tool. Once all squares of dirt above a creature's head have been removed, the creature can breathe, and can escape with a DC 15 Strength or Escape Artist check. A standing Medium creature typically has its head buried under 5 feet of earth (3,000 pounds). For a Small creature, this is increased to roughly 7 feet of earth (4,200 pounds). If the creature was prone when it was buried, its head is buried under the full 10 feet of earth (6,000 pounds).

Disease (Su) *False Death*: Injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d4 Cha damage; cure 2 consecutive saves. The save DC is Charisma-based. A creature whose Charisma score is reduced to 0 by false death falls into a deep coma and appears to be dead to anyone who doesn't succeed at a DC 25 Heal check. After one week, the affected creature wakes up with all of its Charisma restored.

Gravedigger (Su) As a standard action, a gravebound can open up a 10-foot-deep pit in the earth underneath a single creature. The creature can avoid falling into the pit with a successful DC 17 Reflex save. Because the pit is made of soft earth, the falling damage the creature takes is nonlethal damage. The save DC is Charisma-based.

Tied to the Grave (Ex) A gravebound can't venture more than 1,000 feet from the spot where its body is buried.

Vulnerable to Consecration (Ex) Whenever a gravebound is within the area of a *consecrate* effect, it must succeed at a DC 15 Fortitude save at the beginning of each of its turns or be staggered for 1 round.

HAG, GREEN

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone.

GREEN HAG

CR 5

Pathfinder RPG Bestiary 167

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

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

hp 58 (9d10+9)

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

SR 16

OFFENSE

PATHFINDER SOCIETY SCENARIO

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace, tongues, water breathing*
At will—*alter self, dancing lights, ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 14), *tree shape, whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

Languages Aklo, Common, Giant

SQ coven, mimicry

SPECIAL ABILITIES

Coven Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead, baleful polymorph* (DC 18), *blight* (DC 17), *bestow curse* (DC 17), *clairaudience/clairvoyance, charm monster* (DC 17), *commune, control weather, dream, forcecage, mind blank, mirage arcana* (DC 18), *reincarnate, speak with dead, veil* (DC 19), *vision*. All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th. The save DCs are Charisma-based, and function as if with a Charisma score of 16.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and it cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

KUROBOZU

The mouth of this gray-skinned, emaciated monk is a distended, hollow pit of darkness.

KUROBOZU

CR 6

Pathfinder RPG Bestiary 5 153

LE Medium undead

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

DEFENSE

AC 20, touch 20, flat-footed 16 (+4 Dex, +2 monk, +4 Wis)

hp 76 (9d8+36)

Fort +7, **Ref** +9, **Will** +10

Defensive Abilities evasion; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee unarmed strike +12/+7 (1d8+5 plus sage's bane) or flurry of blows +13/+13/+8 (1d8+5 plus sage's bane)

Special Attacks disease, sage's bane, steal breath

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 34 (38 vs. trip)

Feats Defensive Combat Training, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist^B, Weapon Focus (unarmed strike)

Skills Acrobatics +13, Climb +12, Perception +16, Sense Motive +12, Stealth +16

Languages Common

SQ echo of life, sage's bane

SPECIAL ABILITIES

Disease (Su) *Black apoxia*: Steal breath—inhaled; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con damage and exhausted; *cure* 2 consecutive saves.

Echo of Life (Su) A kurobozu retains some the same disciplined training it had in life. It gains the monk's evasion, AC bonus, Stunning Fist, and flurry of blows class features and unarmed strike damage as a monk of equal level to its Hit Dice. A kurobozu's Stunning Fist lasts 1 round longer than normal. In addition, a kurobozu replaces its Constitution modifier with its Wisdom modifier instead of its Charisma modifier.

Sage's Bane (Su) Any target struck by a kurobozu's unarmed strike takes 1d4 points of Wisdom damage and loses an equal amount of ki (Fortitude DC 18 negates both). For every point of Wisdom damage a kurobozu deals, it heals 5 hit points. Hit points received in excess of the creature's normal total are treated as temporary hit points and dissipate after 1 minute. The save DC is Wisdom-based.

Steal Breath (Su)^{*} As a standard action, a kurobozu can steal the breath from a stunned or helpless target. The target can attempt to resist this spell's effects with a Fortitude save—if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. He must then attempt Fortitude saves on each of his next three turns. On the first of these turns that the target fails a Fortitude save, he falls unconscious and is reduced to 0 hit points. On the second failed save, the target drops to -1 hit points and is dying. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this ability by simply holding one's breath—if the victim fails the initial saving throw, the air in his lungs is extracted. Regardless of whether it successfully saved, the victim can't speak for 1 minute, and its breath reeks of carrion. This also exposes the victim to the kurobozu's disease.

^{*}The text of this ability has been modified. It normally references the spell *suffocation* from the *Advanced Player's Guide*. The text provided here fully describes the ability's effects.

SIEGE OF GALLOWSPIRE

LIVING WALL

This gruesome wall is made of stacked corpses mortared together into an unyielding mass of grasping limbs, topped with a dragon skull.

LIVING WALL CR 4

Pathfinder RPG Bestiary 4 182

N Large construct

Init -4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 12, touch 5, flat-footed 12 (-4 Dex, +7 natural, -1 size)

hp 46 (3d10+30); fast healing 1

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

DR 5/slashing; **Immune** construct traits; **Resist** acid 5, cold 5, fire 5

OFFENSE

Speed 10 ft.

Melee 2 slams +6 (1d8+4 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks crushing push, push (slam, 5 ft.)

STATISTICS

Str 18, **Dex** 3, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +8 (+10 bull rush, +12 grapple); **CMD** 14 (16 vs. bull rush)

Feats Improved Bull Rush^B

SQ fleshy link

SPECIAL ABILITIES

Crushing Push (Ex) A living wall adjacent to a creature that is also adjacent to a barrier (such as a dungeon wall, gate, or another living wall) can spend a standard action to crush that creature against the barrier, dealing 1d8+6 points of damage. If the living wall is grappling the target, as part of this attack it can attempt a free combat maneuver check to pin the target.

Fleshy Link (Ex) A living wall that is adjacent to another living wall automatically links with it, forming an impassible solid barrier. Linked living walls coordinate their attacks and move as one creature. Any linked wall can unlink itself as a free action. Any damage to one linked living wall is divided evenly among all linked living walls (for example, if three walls are linked and one takes 15 points of damage, each wall instead takes 5 points of damage). Two or three linked living walls count as a Huge creature for the purpose of effects affected or limited by size (such as bull rush), four or five count as Gargantuan, and six or more count as Colossal.

MOHRG

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

MOHRG CR 8

Pathfinder RPG Bestiary 208

CE Medium undead

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

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

SPECIAL ABILITIES

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

MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY CR 5

Pathfinder RPG Bestiary 210

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

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

DEFENSE

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

hp 60 (8d8+24)

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

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

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

STATISTICS

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

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

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by

PATHFINDER SOCIETY SCENARIO

fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

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

QUICKWOOD

Were it not for the image of a sinister face peeking out from its dark gray bark, this would look like any other ragged oak tree.

QUICKWOOD

CR 8

Pathfinder RPG Bestiary 2 228

N Huge plant

Init +3; **Senses** darkvision 120 ft., low-light vision, oaksight; Perception +21

Aura fear aura (variable distance, DC 20)

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d8+50)

Fort +12, **Ref** +2, **Will** +5

Defensive Abilities spell absorption; **Immune** electricity, fire, plant traits; **SR** 19 (see spell absorption)

OFFENSE

Speed 10 ft.

Melee bite +14 (2d6+9), 3 roots +12 (1d6+4 plus pull)

Space 5 ft.; **Reach** 15 ft. (60 ft. with root)

Special Attacks pull (root, 10 ft.)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +7; **CMB** +18; **CMD** 27 (can't be tripped)

Feats Improved Initiative, Lunge, Multiattack, Power Attack, Skill Focus (Perception)

Skills Knowledge (nature) +11, Perception +21, Stealth +4 (+8 in forests); **Racial Modifiers** +4 Stealth in forests

Languages Common, Sylvan

SPECIAL ABILITIES

Fear Aura (Su) A quickwood with stored magical energy can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (Will DC 20 negates). Creatures that fail their saving throws become panicked for 1 minute. The DC is Charisma-based and includes a +4 racial bonus.

Oaksight (Su) A quickwood may observe the area surrounding

any oak tree within 360 feet as if using *clairaudience/clairvoyance*. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.

Roots (Ex) A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

Spell Absorption (Su) If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura ability. While the plant is storing a spell, its SR decreases by 5. It can only store one spell at a time.

SHADOW

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

SHADOW

CR 3

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

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

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

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

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

UNRISEN

This grotesque tangle of twisted bones, decayed flesh, and rotted organs is shaped into a vague parody of the human form.

SIEGE OF GALLOWSPIRE

UNRISEN

CR 5

Pathfinder RPG Bestiary 6 268

NE Medium undead

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

Aura awfulness (60 ft., DC 16)

DEFENSE

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

hp 52 (7d8+21)

Fort +5, **Ref** +3, **Will** +8

Defensive Abilities meant to live, rise again; **Immune** undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 40 ft.

Melee bite +10 (1d4+5), 2 claws +10 (1d4+5)

STATISTICS

Str 21, **Dex** 8, **Con** —, **Int** 6, **Wis** 17, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 19

Feats Improved Initiative, Lightning Reflexes, Power Attack, Step Up

Skills Climb +15, Perception +13

Languages Common (cannot speak)

SQ essential salts

SPECIAL ABILITIES

Awfulness (Ex) An unrisen's form is horrifically distorted. Any creature that sees an unrisen within 60 feet must succeed at a DC 16 Fortitude save or become nauseated for 1d4 rounds. Once a creature is subjected to an unrisen's awfulness aura, it is immune to that unrisen's awfulness aura for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Essential Salts (Ex) An unrisen destroyed by fire damage, disintegration, or as a result of its resurrection vulnerability is reduced to a handful of metallic blue-green salts. Reducing an unrisen to 0 hit points while the undead is in the area of a consecrate or hallow effect also reduces the creature to its essential salts. These salts can be used as a material component for the casting of spells that restore life (such as *raise dead*, *resurrection*, and *true resurrection*), reducing the total cost of that spell's material components by 1,500 gp per handful of salts.

Meant to Live (Su) An unrisen takes no damage from positive energy. Whenever a positive energy effect would otherwise deal damage to an unrisen, the unrisen heals half that amount of hit points instead.

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

Rise Again (Su) One round after an unrisen is destroyed (unless it was reduced to its essential salts—see above), it returns to unlife at half its maximum hit points (26 hp for most unrisen), reforming in the square in which it was destroyed. Any creature that witnesses an unrisen rising again must succeed at a DC 16 Will save or be stunned for 1 round; this is a mind-affecting fear

effect. An unrisen can rise again no more often than once per hour; if killed a second time within this hour it is permanently destroyed (note that this does not reduce it to its essential salts). The save DC is Charisma-based.

WRAITH

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

WRAITH

CR 5

Pathfinder RPG Bestiary 281

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

Special Attack create spawn

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

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

Languages Common, Infernal

SPECIAL ABILITIES

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

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

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

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

SPAWNED WRAITH

CR 4

Variant wraith (*Pathfinder RPG Bestiary 281*)

LE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., lifesense; Perception +8

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 37 (5d8+15)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +4 (1d6 negative energy plus 1d2 Con drain)

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +8, Fly +5, Intimidate +11, Knowledge (planes) +5, Perception +8, Sense Motive +8, Stealth +9

Languages Common, Infernal

SPECIAL ABILITIES

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

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, using this stat block. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

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

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

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

ZOMBIE

This walking corpse wears only a few soiled rags. Its flesh rots off its bones as it stumbles forward, arms outstretched.

FAST ZOMBIE

CR 1/2

Human fast zombie (*Pathfinder RPG Bestiary* 288)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 12 (2d8+3)

Fort +0, **Ref** +2, **Will** +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Toughness^B

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

APPENDIX 2: SUBTIER 7–8 BESTIARY

The stat blocks for all creatures that appear in Subtier 7–8 are printed below for the GM's convenience. Abilities that are not described in the Special Abilities section of the stat block are universal monster rules. You can find a full list of universal monster rules at pfrd.info.

BAYKOK

This howling corpse swoops through the air with hideously elongated legs and a bow made of bone.

BAYKOK CR 9

Pathfinder RPG Bestiary 3 35

NE Medium undead

Init +10; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)

hp 97 (15d8+30)

Fort +7, **Ref** +11, **Will** +9

Immune undead traits

OFFENSE

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

Melee 2 claws +14 (1d6+3)

Ranged +1 composite longbow +19/+14/+9 (1d8+4/19–20/×3 plus 1d6 negative energy and paralysis)

Special Attacks devour soul, dread howl, infused arrows

STATISTICS

Str 17, **Dex** 22, **Con** —, **Int** 11, **Wis** 10, **Cha** 15

Base Atk +11; **CMB** +14; **CMD** 31

Feats Dodge, Improved Critical (composite longbow), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Fly +28, Intimidate +20, Perception +18, Stealth +24

Languages Common

Gear +1 composite longbow (+3 Str)

SPECIAL ABILITIES

Devour Soul (Su) A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 19 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hastened for 4 rounds (as if affected by *haste*). This is a death effect. The save DC is Charisma-based.

Dread Howl (Su) Once per day, a baykok can unleash a blood-curdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a DC 19 Will save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect. The DC is Charisma-based.

Infused Arrows (Su) A baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy on a hit. Further, the first creature struck in a round by a baykok's arrow must make a DC 19 Fortitude save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow, but they do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

BLOOD BRAMBLE

A tremendous bramble of intertwined bushes rises from a sizable pile of bones heaped at its roots, and its thorny flowers drip blood.

BLOOD BRAMBLE CR 10

Pathfinder RPG Bestiary 6 48

N Large plant

Init +13; **Senses** low-light vision, tremorsense 30 ft.; Perception +14

DEFENSE

AC 24, touch 18, flat-footed 15 (+9 Dex, +6 natural, –1 size)

hp 126 (12d8+72)

Fort +14, **Ref** +13, **Will** +8

DR 10/slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 4 vines +17 (1d8+6/19–20 plus bleed)

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

Special Attacks bleed (1d6), bramble incursion, swift trip

STATISTICS

Str 22, **Dex** 28, **Con** 22, **Int** 3, **Wis** 15, **Cha** 9

Base Atk +9; **CMB** +16; **CMD** 35 (can't be tripped)

Feats Improved Critical (vine), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Climb +14, Perception +14, Stealth +17

Languages Aklo (cannot speak)

SQ freeze (as berry bush)

SPECIAL ABILITIES

Bramble Incursion (Ex) Like a swarm, a blood bramble can move into areas occupied by other creatures. Its brambles weave quickly across the ground, wounding and tripping creatures sharing the same space. Moving into another creature's space is a move action that provokes attacks of opportunity. Creatures sharing a space with a blood bramble are considered to be moving in difficult terrain. Each time a creature takes a move or standard action within the blood bramble's space, it must first succeed at a DC 25 Reflex save or take 1d8 points of piercing damage from the sharp thorns. The save DC is Dexterity-based.

Swift Trip (Ex) Whenever a blood bramble occupies the same space as another creature, it can attempt a special trip combat maneuver check as a swift action. The check affects all creatures that share the blood bramble's space and does not

provoke attacks of opportunity. Any targets knocked prone by the trip combat maneuver take 1d8 points of piercing damage from falling into the sharp thorns.

Vines (Ex) A blood bramble's vines constitute a primary natural attack that deals piercing damage.

CALLER IN DARKNESS

This roiling horror appears to be a swirling vortex of darkness and screaming, ghostly faces.

CALLER IN DARKNESS CR 9

Pathfinder RPG Bestiary 5 48

CE Large undead (incorporeal)

Init +11; **Senses** darkvision 60 ft.; Perception +22

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 12 (+3 deflection, +7 Dex, +1 dodge, -1 size)

hp 97 (13d8+39)

Fort +7, **Ref** +11, **Will** +10

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +15 (6d6 plus consume mind)

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

Special Attacks consume mind, wrap in despair

Psychic Magic (CL 10th; concentration +12)

12 PE—*aversion*^{OA} (2 PE, DC 15), *emotive block*^{OA} (3 PE, DC 16), *greater oneiric horror*^{OA} (4 PE, DC 17), *mind thrust* ^VOA (5 PE, DC 18), *paranoia*^{OA} (2 PE, DC 15), *telepathic projection*^{OA} (1 PE, DC 14)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Ability Focus (wrap in despair), Alertness, Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Intimidate, Stealth)

Skills Fly +5, Intimidate +25, Knowledge (arcana) +18, Perception +22, Sense Motive +22, Spellcraft +18, Stealth +21

Languages Abyssal, Common

SPECIAL ABILITIES

Consume Mind (Su) Whenever a caller in darkness hits a creature with its incorporeal touch attack, or begins its turn occupying the same space as a creature, it drains away a portion of that creature's mind, inflicting 1d4 points of Wisdom damage. This is a mind-affecting effect, but not a negative energy effect. If the caller in darkness reduces a living creature's Wisdom score to 0 in this way, it absorbs that creature's mind, killing it. The caller in darkness gains psychic energy equal to the creature's HD and access to all of the creature's memories. A creature whose mind is absorbed in this way cannot be resurrected until the caller in darkness is slain, unless the caster first uses a *wish* or *miracle* to free the creature's mind.

Wrap in Despair (Su) Any living creature that begins its turn occupying the same space as a caller in darkness must succeed on a DC 21 Will save or be overwhelmed by crippling depression for 1d4 rounds. Affected creatures are unable to take any action. Adjacent allies can offer words of encouragement as a standard action to grant the creature a new saving throw. If the creature succeeds on a saving throw granted in this way, it is immune to the caller in darkness's wrap in despair ability for 24 hours. Creatures with Intelligence scores of 2 or less are immune to this effect. This is a mind-affecting, emotion, and fear effect. The saving throw DC is Charisma-based.

CRYPT FLOWER

A lone petal hangs over the opening of this bulbous, pitcher-shaped flower, which is flanked by a pair of serpentine vines.

CRYPT FLOWER CR 7

Pathfinder RPG Bestiary 6 67

N Large plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +1

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 78 (12d8+24)

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

Immune plant traits; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+5 plus grab), 2 vines +13 (1d8+5 plus grab)

Ranged toxin splash +9 (poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with vine)

Special Attacks poison, swallow whole (1d6 acid plus poison, AC 15, 7 hp)

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** —, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

SQ excavate, gushing wound

SPECIAL ABILITIES

Excavate (Ex) A crypt flower can use its shoots to dig rapidly through soil, dirt, sand, or other loose ground. As a result of this constant excavation activity, the ground in a 20-foot radius around a crypt flower is treated as difficult terrain for all creatures except crypt flowers.

Gushing Wound (Ex) Whenever an opponent scores a critical hit on a crypt flower with a slashing or piercing weapon, the flower's toxic fluids squirt out. The attacker and all creatures adjacent to the attacker must attempt a DC 18 Reflex save or be doused in toxic fluids and thus exposed to the crypt flower's poison. The save DC is Constitution-based.

Poison (Ex) Contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

Toxin Splash (Ex) As a standard action, a crypt flower can dip its vines into the toxic fluids within its pitcher and fling the liquid as a splash weapon with a range increment of 20 feet. A target

struck, as well as all targets in the splash radius, are exposed to the crypt flower's poison (although creatures in the splash radius gain a +4 bonus on Fortitude saves to resist the poison). A crypt flower can use its toxin splash once every 1d4 rounds. The save DC is Dexterity-based.

Vines (Ex) A crypt flower's vines are primary natural attacks that deal bludgeoning damage.

DAEMON, SANGUDAEMON

This human-sized, serpent-headed spider seems to be made of clotted blood, its dragonfly-like wings dripping crimson streamers.

SANGUDAEMON CR 9

Pathfinder RPG Bestiary 6 75

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., scent; Perception +18

Aura bleeding aura (30 ft.)

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +7 natural)

hp 114 (12d10+48)

Fort +12, **Ref** +13, **Will** +7

DR 10/good or silver; **Immune** acid, bleed, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

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

Melee bite +19 (1d8+7/18–20/×3 plus bleed), 2 claws +19 (1d6+7/19–20)

Special Attacks bleed (2d4+2), blood drain (1d2 Con), drain soul

Spell-Like Abilities (CL 12th; concentration +14)

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—quicken *death knell* (DC 14), *invisibility*, *summon swarm*

1/day—*hold monster* (DC 17), *summon* (level 6, 1 sangudaemon 40%)

STATISTICS

Str 24, **Dex** 21, **Con** 19, **Int** 10, **Wis** 16, **Cha** 15

Base Atk +12; **CMB** +19; **CMD** 35 (47 vs. trip)

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Power Attack, Quicken Spell-Like Ability (death knell)

Skills Fly +24, Intimidate +17, Knowledge (arcana) +15, Perception +18, Sense Motive +18, Spellcraft +15

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ augmented critical, contagious gore

SPECIAL ABILITIES

Augmented Critical (Ex) A sangudaemon's bite threatens a critical hit on a roll of 18–20 and deals ×3 damage on a critical hit.

Bleeding Aura (Su) Blood gushes from wounds at an increased rate when within 30 feet of a sangudaemon. All bleed effects deal 2 additional points of damage (this bonus is included in the daemon's bleed damage). Heal checks to stop bleeding or stabilize a dying creature, Constitution checks to become stable, and saving throws against effects that deal bleed damage take a –4 penalty.

Contagious Gore (Su) Any creature that stops a bleed effect created by a sangudaemon must succeed at a DC 20 Fortitude save or gain a bleed effect identical to what the creature just stopped (this has no effect if the creature was stopping a bleed effect on itself). A creature that succeeds at this save is immune to this ability for 24 hours. The save DC is Constitution-based.

Drain Soul (Su) A sangudaemon can revitalize itself by draining souls. The target must be a dead creature the daemon dealt bleed damage to or used its blood drain ability on within the last hour, and can have been dead for no longer than 1 minute. As a full-round action, the daemon can drink the creature's soul dry, condemning it to Abaddon as one of the hunted (though the dead creature can be returned to life as normal). The daemon gains fast healing 2 for a number of rounds equal to the Hit Dice of the creature whose soul was drained.

DEATHTRAP OOZE

The jagged boulders of horrific trap drip with an animated sheen of foul brown-orange slime.

DEATHTRAP OOZE CR 8

Pathfinder RPG Bestiary 3 64

N Large ooze (shapechanger)

Init –4; **Senses** blindsight 60ft.; Perception –5

DEFENSE

AC 10, touch 5, flat-footed 10 (–4 Dex, +5 natural, –1 size)

hp 126 (12d8+72)

Fort +10, **Ref** +0, **Will** –1

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +13 (2d6+7 plus 2d6 acid and grab)

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

Special Attacks constrict (2d6+7 plus 2d6 acid)

STATISTICS

Str 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13

SQ compression, trap form

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself. In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the

creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

DEATHTRAP OOZE (AS FALLING BLOCK TRAP) CR —

Pathfinder Core Rulebook 420

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +13 melee (6d6); multiple targets (all targets in a 10-ft. square)

DEMON, BABAU

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU CR 6

Pathfinder RPG Bestiary 57

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

DEFENSE

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

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/×3), bite +7 (1d6+2)

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Gear longspear

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes

a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

DEMON, NABASU

This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.

NABASU CR 8

Pathfinder RPG Bestiary 64

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54)

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

DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15;

Racial Modifiers +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth

SIEGE OF GALLOWSPIRE

points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

DULLAHAN

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

DULLAHAN

CR 7

Pathfinder RPG Bestiary 2 111

LE Medium undead

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

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 85 (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

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

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 keen longsword +14/+9 (1d8+6/17-20 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

STATISTICS

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

Base Atk +7; **CMB** +12; **CMD** 24

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

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

Languages Common, Sylvan

Gear +1 full plate, +1 longsword

SPECIAL ABILITIES

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

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

stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Summon Mount (Su) As a standard action, a dullahan can summon a heavy horse with the fiendish creature simple template (see below). This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

DULLAHAN'S HORSE

CR 2

Advanced fiendish horse (*Pathfinder RPG Bestiary 294, 177*)

N Large animal

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

hp 19 (2d8+10)

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

Resist cold 5, fire 5; **SR** 7

OFFENSE

Speed 50 ft.

Melee 2 hooves +5 (1d4+3)

Space 10 ft., **Reach** 5 ft.

Special Attacks smite good (1/day)

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run⁸

Skills Perception +8

SPECIAL ABILITIES

Smite Good (Ex) Once per day as a swift action, the dullahan's horse can smite a good-aligned target. If it does, it adds a +2 bonus to its damage rolls against the target for 24 hours.

FEXT

This creature's pallid skin and dead, vacant eyes belie its healthy, powerful physique. It is clad in fearsome armor.

FEXT

CR 10

Pathfinder RPG Bestiary 5 115

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 23 (+9 armor, +1 Dex, +1 dodge, +2 natural, +2 shield)

hp 127 (15d8+60)

Fort +9, **Ref** +9, **Will** +11

DR 10/glass or obsidian; **Immune** cold, undead traits; **Resist** electricity 10, fire 10; **SR** 21

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee +1 bastard sword +20/+15/+10 (1d10+8/17-20) or slam +18 (1d4+10 plus energy drain)

Special Attacks energy drain (1d4 levels, DC 21)

PATHFINDER SOCIETY SCENARIO

Spell-Like Abilities (CL 15th; concentration +19)

At will—*death knell* (DC 16), *protection from good*, *speak with dead* (DC 17)

3/day—*bestow curse* (DC 17)

STATISTICS

Str 25, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 33

Feats Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword)

Skills Acrobatics +4, Disguise +15, Intimidate +20, Knowledge (engineering) +12, Knowledge (religion) +12, Perception +20, Sense Motive +9, Stealth +11

Languages Common, Infernal

SQ unkillable

Gear +1 *bastard sword*, full plate, heavy steel shield

SPECIAL ABILITIES

Ungillable (Su) When reduced to 0 hit points by anything other than a glass weapon or an obsidian weapon, a fext is not destroyed, but instead becomes unconscious. Additionally, 1d4 minutes after falling unconscious, a fext gains fast healing 1. To be completely destroyed, a fext must be reduced to 0 hit points by a glass or obsidian weapon, or once it is rendered unconscious, its head must be severed and anointed with holy water. Once destroyed, a fext dissolves into fine ash.

GAKI

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

GAKI

CR 7

Pathfinder RPG Bestiary 4 118

NE Medium undead

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

DEFENSE

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

hp 74 (9d8+32)

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

Immune undead traits

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

OFFENSE

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

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

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

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

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

Constant—*detect evil*

At will—*invisibility*

1/day—*disguise self*

STATISTICS

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

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

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

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

Languages Common

SPECIAL ABILITIES

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

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

GOLEM, BONE

This horrific humanoid figure is a mass of bones and skulls tied together with slick ropes of sinew.

BONE GOLEM

CR 8

Pathfinder RPG Bestiary 3 133

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 90 (11d10+30)

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

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +14 (1d8+4), 2 slams +14 (2d6+4)

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

Special Attacks bone prison (ranged touch +12)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +11; **CMB** +16 (+20 disarm or grapple); **CMD** 28

Feats Improved Initiative^B

SPECIAL ABILITIES

Bone Prison (Ex) As a standard action, a bone golem can throw some of its bones at a creature within 30 feet—it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a combat maneuver check to deal the golem's slam damage, using the golem's CMB. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, DR,

and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.

Immunity to Magic (Ex) A bone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- Magical effects that heal living creatures slow a bone golem (as the *slow* spell) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bone golem gets no saving throw against attacks that deal negative energy damage.
- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.

HAG, BLOOD

This woman would be pretty if it were not for her sharp teeth and nails, and her ghastly pale skin.

BLOOD HAG CR 8

Pathfinder RPG Bestiary 4 19

NE Medium monstrous humanoid (shapechanger)

Init +10; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +18

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 90 (12d10+24)

Fort +6, **Ref** +14, **Will** +11

DR 5/cold iron and magic; **Immune** charm, disease, fear, fire, sleep; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (perfect; in fiery form only)

Melee bite +18 (2d4+4), 2 claws +18 (1d6+4 plus grab)

Special Attacks blood drain (1d2 Con), detonate

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*detect good*, *detect magic*

At will—*inflict moderate wounds* (DC 16), *scorching ray*, *spider climb* (self only)

3/day—*deep slumber* (DC 17)

STATISTICS

Str 18, **Dex** 22, **Con** 15, **Int** 14, **Wis** 17, **Cha** 19

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 33

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +18, Bluff +16, Disguise +16, Fly +14, Intimidate +19, Perception +18, Stealth +21

Languages Abyssal, Common, Giant, Infernal

SQ fiery form (DC 20), mask evil

SPECIAL ABILITIES

Detonate (Su) A blood hag in fiery form can explode in a 30-foot-radius burst that deals 8d6 points of fire damage (Reflex DC 18 for half). Using this ability returns a blood hag to her normal form. The save DC is Constitution-based.

Fiery Form (Su) As a standard action, a blood hag who has removed her skin by using *mask evil* can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals 3d6 points of fire damage (Reflex DC 20 negates) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and she can pass through openings and cracks as though in *gaseous form*. A blood hag in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted *dispel magic* spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier (typically 4). The save DC is Charisma-based.

Mask Evil (Su) During the day, a blood hag “wears her skin,” giving her the appearance of a young woman. When so disguised, the blood hag can’t use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant *undetectable alignment* spell.

MOHRG

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

MOHRG CR 8

Pathfinder RPG Bestiary 208

CE Medium undead

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

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

SPECIAL ABILITIES

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

MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY

CR 5

Pathfinder RPG Bestiary 210

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

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

DEFENSE

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

hp 60 (8d8+24)

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

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

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

STATISTICS

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

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

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SPECIAL ABILITIES

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

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

NOROFAEX

This stocky man wears black robes and a mask made of human bone.

NOROFAEX

CR 8

Death Priest (*Pathfinder RPG NPC Codex* 50)

Male human cleric of Urgathoa 9

NE Medium humanoid (human)

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

DEFENSE

AC 20, touch 13, flat-footed 18 (+7 armor, +1 deflection, +2 Dex)

hp 89 (9d8+27)

Fort +11, **Ref** +6, **Will** +11

OFFENSE

Speed 20 ft.

Melee dagger +5/+0 (1d4–1/19–20)

Ranged light crossbow +8 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 17, 5d6), hand of the acolyte (7/day)

Domain Spell-Like Abilities (CL 9th; concentration +13)

7/day—bleeding touch (4 rounds)

1/day—dispelling touch

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*slay living*⁰ (2, DC 21)

4th—*death ward*⁰, *freedom of movement*, *poison* (DC 20), *spell immunity*

3rd—*bestow curse* (DC 19), *contagion* (2, DC 19), *dispel magic*⁰, *prayer*

2nd—*bear's endurance*, *darkness*, *death knell*⁰ (DC 18), *delay poison* (DC 16), *desecrate*, *resist energy* (DC 16)

1st—*bane* (DC 15), *cause fear*⁰ (DC 17, 2), *entropic shield*, *obscuring mist*, *protection from good*

0 (at will)—*bleed* (DC 16), *detect poison*, *light*, *virtue*

D Domain spell; **Domains** Death, Magic

TACTICS

Before Combat The cleric casts *bear's endurance*, *delay poison*, and *freedom of movement*.

Base Statistics Without *bear's endurance*, the cleric's statistics are **hp** 71, **Fort** +9, **Con** 14.

STATISTICS

Str 8, **Dex** 15, **Con** 18, **Int** 10, **Wis** 19, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 18

Feats Combat Casting, Command Undead, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Spell Focus (necromancy)

Skills Craft (alchemy) +6, Heal +10, Intimidate +7, Knowledge (religion) +12, Perception +10

Languages Common

SQ aura, death's embrace

Gear +1 *chainmail*, dagger, light crossbow with 20 bolts, *cloak of resistance* +1, *headband of inspired wisdom* +2, *pearl of power* (1st), *ring of protection* +1, bone unholy symbol, unholy water, onyx gems (worth 500 gp), silver dust for *desecrate* (worth 25 gp), 162 gp

PHARAONIC GUARDIAN

This translucent humanoid figure has an animal's head. Rising from its back are wings of chilling white light.

PHARAONIC GUARDIAN

CR 11

Pathfinder RPG Bestiary 5 191

LE Large undead (incorporeal)

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

DEFENSE

AC 25, touch 21, flat-footed 18 (+5 deflection, +7 Dex, +4 shield, -1 size)

hp 142 (15d8+75)

Fort +10, **Ref** +12, **Will** +12

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee +3 *ghost touch speed longsword* +19/+19/+14/+9 (2d6+8/17-20)

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

Special Attacks insightful strike, judging gaze, soul-rending wings

Spell-Like Abilities (CL 15th; concentration +20)

3/day—*suggestion* (DC 18)

1/day—*greater command* (DC 20)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 13, **Wis** 16, **Cha** 21

Base Atk +11; **CMB** +19; **CMD** 34

Feats Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Vital Strike, Stand Still, Step Up, Vital Strike, Weapon Focus (longsword)

Skills Fly +13, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +21, Sense Motive +21

Languages Aklo, Auran, Celestial, Infernal; telepathy 100 ft.

SQ guardian sword and shield

Gear mwk light steel shield, mwk longsword

SPECIAL ABILITIES

Guardian Sword and Shield (Su) The pharaonic guardian can imbue any Large sword and shield with the *ghost touch* and *speed* special abilities and a +3 enhancement bonus. This effect lasts for as long as the guardian wields them and for 1 minute thereafter. The guardian uses these items as if it had a Strength score equal to its Charisma score.

Insightful Strike (Ex) The pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.

Judging Gaze (Su) The pharaonic guardian's gaze attack allows it to read the minds of those within 30 feet, as per the *detect thoughts* spell with 3 rounds of concentration (Will DC 22 negates). This is a mind-affecting divination effect, and the save DC is Charisma-based.

Soul-Rending Wings (Su) As a standard action every 1d4 rounds, the pharaonic guardian can flare its wings to fire rays of soul-cutting light in two 30-foot lines extending away from it. Living

creatures in the lines take 1d4 negative levels (Reflex DC 22 negates). A creature whose thoughts the pharaonic guardian has read via its judging gaze ability takes a -2 penalty on this save. The Fortitude save to remove these negative levels is also DC 22, though without the -2 penalty from judging gaze. The save DCs are Charisma-based.

WRAITH

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

WRAITH

CR 5

Pathfinder RPG Bestiary 281

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

Special Attack create spawn

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

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

Languages Common, Infernal

SPECIAL ABILITIES

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

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

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

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

SPAWNED WRAITH

CR 4

Variant wraith (*Pathfinder RPG Bestiary* 281)

LE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., lifesense; Perception +8

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 37 (5d8+15)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +4 (1d6 negative energy plus 1d2 Con drain)

Special Attacks create spawn

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +8, Fly +5, Intimidate +11, Knowledge (planes) +5, Perception +8, Sense Motive +8, Stealth +9

Languages Common, Infernal

SPECIAL ABILITIES

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

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, using this stat block. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Lifeseize (Su) A wraith notices and locates living creatures within

60 feet, just as if it possessed the blindsight ability.

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

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

ZOMBIE

This walking corpse wears only a few soiled rags. Its flesh rots off its bones as it stumbles forward, arms outstretched.

FAST ZOMBIE

CR 1/2

Human fast zombie (*Pathfinder RPG Bestiary* 288)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 12 (2d8+3)

Fort +0, **Ref** +2, **Will** +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Toughness^B

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

APPENDIX 3: SUBTIER 10–11 BESTIARY

The stat blocks for all creatures that appear in Subtier 10–11 are printed below for the GM's convenience. Abilities that are not described in the Special Abilities section of the stat block are universal monster rules. You can find a full list of universal monster rules at pfrd.info.

Some of the creature stat blocks in this appendix have been slightly modified, removing a spell or ability to reduce the number of reference books needed to prepare the encounter. All such modifications are marked with asterisks (*) and explained in full at the bottom of the stat block.

BANSHEE

This beautiful, ghostly elven woman glides through the air, her long hair flowing around a face knotted into a mask of rage.

BANSHEE	CR 13
<i>Pathfinder RPG Bestiary 2 41</i>	
CE Medium undead (incorporeal)	
Init +15; Senses darkvision 60 ft., hear heartbeat; Perception +31	
DEFENSE	
AC 26, touch 26, flat-footed 14 (+4 deflection, +11 Dex, +1 dodge)	
hp 161 (19d8+76)	
Fort +10, Ref +19, Will +18	
Defensive Abilities incorporeal; Immune undead traits	
Weaknesses sunlight powerlessness	
OFFENSE	
Speed fly 60 ft. (perfect)	
Melee incorporeal touch +26 (14d6 negative energy plus terror)	
Special Attacks wail	
STATISTICS	
Str —, Dex 32, Con —, Int 5, Wis 20, Cha 19	
Base Atk +14; CMB +25; CMD 40	
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance	
Skills Fly +19, Perception +31, Sense Motive +7	
Languages Common, Elven	
SPECIAL ABILITIES	
Hear Heartbeat (Ex) A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.	
Terror (Su) A creature damaged by the banshee's touch attack must make a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as <i>heroes' feast</i> or <i>mind blank</i>), the banshee's touch attempts to dispel one such effect with <i>greater dispel magic</i> (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.	
Wail (Su) Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her	

wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 *wail of the banshee*). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

BAYKOK

This howling corpse swoops through the air with hideously elongated legs and a bow made of bone.

BAYKOK	CR 9
<i>Pathfinder RPG Bestiary 3 35</i>	
NE Medium undead	
Init +10; Senses darkvision 60 ft.; Perception +18	
DEFENSE	
AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)	
hp 97 (15d8+30)	
Fort +7, Ref +11, Will +9	
Immune undead traits	
OFFENSE	
Speed 30 ft., fly 60 ft. (good)	
Melee 2 claws +14 (1d6+3)	
Ranged +1 composite longbow +19/+14/+9 (1d8+4/19–20/*3 plus 1d6 negative energy and paralysis)	
Special Attacks devour soul, dread howl, infused arrows	
STATISTICS	
Str 17, Dex 22, Con —, Int 11, Wis 10, Cha 15	
Base Atk +11; CMB +14; CMD 31	
Feats Dodge, Improved Critical (composite longbow), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)	
Skills Fly +28, Intimidate +20, Perception +18, Stealth +24	
Languages Common	
Gear +1 composite longbow (+3 Str)	
SPECIAL ABILITIES	
Devour Soul (Su) A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 19 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via <i>raise dead</i> (<i>resurrection</i> and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hastened for 4 rounds (as if affected by <i>haste</i>). This is a death effect. The save DC is Charisma-based.	

Dread Howl (Su) Once per day, a baykok can unleash a blood-curdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a DC 19 Will save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect. The DC is Charisma-based.

Infused Arrows (Su) A baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy on a hit. Further, the first creature struck in a round by a baykok's arrow must make a DC 19 Fortitude save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

BLOOD BRAMBLE

A tremendous bramble of intertwined bushes rises from a sizable pile of bones heaped at its roots, and its thorny flowers drip blood.

BLOOD BRAMBLE	CR 10
<i>Pathfinder RPG Bestiary 6 48</i>	
N Large plant	
Init +13; Senses low-light vision, tremorsense 30 ft.; Perception +14	
DEFENSE	
AC 24, touch 18, flat-footed 15 (+9 Dex, +6 natural, -1 size)	
hp 126 (12d8+72)	
Fort +14, Ref +13, Will +8	
DR 10/slashing; Immune plant traits	
Weaknesses vulnerable to fire	
OFFENSE	
Speed 40 ft., climb 40 ft.	
Melee 4 vines +17 (1d8+6/19-20 plus bleed)	
Space 10 ft.; Reach 10 ft.	
Special Attacks bleed (1d6), bramble incursion, swift trip	
STATISTICS	
Str 22, Dex 28, Con 22, Int 3, Wis 15, Cha 9	
Base Atk +9; CMB +16; CMD 35 (can't be tripped)	
Feats Improved Critical (vine), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse	
Skills Climb +14, Perception +14, Stealth +17	
Languages Aklo (cannot speak)	
SQ freeze (as berry bush)	
SPECIAL ABILITIES	
Bramble Incursion (Ex) Like a swarm, a blood bramble can move into areas occupied by other creatures. Its brambles weave quickly across the ground, wounding and tripping creatures sharing the same space. Moving into another creature's space is a move action that provokes attacks of opportunity. Creatures sharing a space with a blood bramble	

are considered to be moving in difficult terrain. Each time a creature takes a move or standard action within the blood bramble's space, it must first succeed at a DC 25 Reflex save or take 1d8 points of piercing damage from the sharp thorns. The save DC is Dexterity-based.

Swift Trip (Ex) Whenever a blood bramble occupies the same space as another creature, it can attempt a special trip combat maneuver check as a swift action. The check affects all creatures that share the blood bramble's space and does not provoke attacks of opportunity. Any targets knocked prone by the trip combat maneuver take 1d8 points of piercing damage from falling into the sharp thorns.

Vines (Ex) A blood bramble's vines constitute a primary natural attack that deals piercing damage.

BODAK

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

BODAK	CR 8
<i>Pathfinder RPG Bestiary 2 48</i>	
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.	

BONETHORN

Ligaments of stringy black fungus connect the bones of this filthy skeleton. In numerous places, the fungus has formed thorny growths.

BONETHORN

CR 12

Pathfinder RPG Bestiary 6 52

N Medium plant

Init +10; **Senses** lifesense, low-light vision; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 150 (20d8+60)

Fort +15, **Ref** +14, **Will** +11

Defensive Abilities positive energy absorption;

DR 10/bludgeoning; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee gore +24 (2d6+9 plus spores), 2 claws +24 (2d6+9/19–20 plus spores)

Special Attacks critical implantation

STATISTICS

Str 28, **Dex** 23, **Con** 17, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +15; **CMB** +24; **CMD** 41

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Sickening Critical, Skill Focus (Perception)

Skills Perception +22, Stealth +19

SPECIAL ABILITIES

Critical Implantation (Ex) If a bonethorn scores a critical hit with any of its natural weapons, the victim takes a –4 penalty on its Fortitude save to resist the spore effect.

Positive Energy Absorption (Sp) Those attempting to affect a bonethorn with positive energy quickly discover their mistake. Not only does positive energy heal the bonethorn (as it is a living creature, not undead), but it also absorbs the positive energy, boosting its metabolism. Whenever a bonethorn is affected by positive energy, it gains the benefits of *haste* and fast healing 5 for 1 round. This duration increases to 2 rounds if the bonethorn is not wounded at the time it is affected by positive energy. The durations from multiple exposures to positive energy effects stack.

Spores (Su) Each time a bonethorn deals damage with its sporeladen natural attacks, its victim must attempt a DC 23 Fortitude save to avoid becoming infested by the fungus. If the victim fails, the fungus propagates through its body, dealing 2d6 points of slashing damage per round at the start of the infected creature's turn. If the bonethorn dies and the infected creature is still alive, the infection immediately ends. A creature that has a skeleton and that dies while infested with bonethorn spores is consumed over the course of 2d6 rounds, after which a new bonethorn rises from the remains. A new bonethorn created in this manner from a Large or larger body can animate only a Medium-sized portion of the skeleton, resulting in strange, partially skeletal hosts that have similar statistics to a bonethorn grown from a humanoid host. Burning or otherwise completely destroying the victim's body before the spores complete their consumption prevents it from becoming a new bonethorn. This is a disease effect. The save DC is Constitution-based.

DAEMON, DERGHODAEMON

A deadly and vicious bouquet of insectile claws sprouts from this horrid, three-legged, multi-eyed beast.

DERGHODAEMON

CR 12

Pathfinder RPG Bestiary 2 66

NE Large outsider (daemon, evil, extraplanar)

Init +5; **Senses** all-around vision, darkvision 60 ft., *detect magic*, *see invisibility*; Perception +28

Aura feeblemind (DC 20)

DEFENSE

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, –1 size)

hp 161 (14d10+84)

Fort +15, **Ref** +14, **Will** +7

DR 10/good; **Immune** acid, death effects, disease, poison;

Resist cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 40 ft.

Melee 5 claws +21 (1d6+8/19–20)

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

Special Attacks rend (2 claws, 1d8+12 plus 2 Con damage)

Spell-like Abilities (CL 12th; concentration +15)

Constant—*detect magic*, *see invisibility*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*fear* (DC 17), quickened *summon swarm*

1/day—*creeping doom*, *insect plague*, *summon* (level 4, 1 derghodaemon 30%)

STATISTICS

Str 27, **Dex** 20, **Con** 22, **Int** 7, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +23; **CMD** 38 (40 vs. trip)

Feats Cleave, Critical Focus, Improved Critical (claws), Power Attack, Quicken Spell-Like Ability (*summon swarm*), Sickening Critical, Vital Strike

Skills Intimidate +20, Perception +28, Sense Motive +20,

Stealth +18; **Racial Modifiers** +4 Perception

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ swarmwalking

SPECIAL ABILITIES

Feeblemind Aura (Su) By grinding and clicking its mandibles and chitinous plates together (a free action), a derghodaemon can affect all creatures within 30 feet as if by a *feeblemind* spell. Daemons are immune to this effect, but all other creatures must make a DC 20 Will save to resist the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails remains affected as long as the derghodaemon continues to maintain the aura and the subject remains within 30 feet of the derghodaemon. Once either condition ends, the victim of this effect can attempt a new DC 20 Will save once per minute to recover from the effect; otherwise, it can be cured by a *heal*, *limited wish*, *miracle*, or *wish* spell. A derghodaemon cannot use its spell-like abilities or rend attack in any round in which it uses its *feeblemind* aura. This is a sonic mind-affecting effect. The save DC is Charisma-based.

PATHFINDER SOCIETY SCENARIO

Swarmwalking (Su) A derghodaemon is immune to damage or distraction effects caused by swarms.

DEMON, GLABREZU

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

GLABREZU CR 13

Pathfinder RPG Bestiary 61

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., *true seeing*; Perception +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19),

dispel magic, *mirror image*, *reverse gravity* (DC 22),

greater teleport (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

GAKI

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

GAKI CR 7

Pathfinder RPG Bestiary 4 118

NE Medium undead

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

DEFENSE

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

hp 74 (9d8+32)

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

Immune undead traits

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

OFFENSE

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

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

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

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

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

Constant—*detect evil*

At will—*invisibility*

1/day—*disguise self*

STATISTICS

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

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

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

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

Languages Common

SPECIAL ABILITIES

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

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

GASHADOKURO

The bones and skulls of countless smaller creatures dribble from the joints and rib cage of this massive skeleton.

GASHADOKURO CR 13

Pathfinder RPG Bestiary 4 121

NE Huge undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

Aura starvation (60 ft., DC 25)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 180 (19d8+95)

Fort +11, **Ref** +6, **Will** +14

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning;

Immune undead traits

SIEGE OF GALLOWSPIRE

OFFENSE

Speed 30 ft.

Melee bite +22 (2d8+10 plus grab), 2 claws +23 (2d6+10/19–20)

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

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, swallow whole (6d6 bludgeoning damage, AC 20, 18 hp)

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** 6, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +26 (+28 bull rush, +30 grapple); **CMD** 36 (38 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Climb +23, Intimidate +32, Perception +20

Languages Common (can't speak)

SPECIAL ABILITIES

Breath Weapon (Su) A gashadokuro can breathe bone shards as a standard action.

Corpse Consumption (Su) A gashadokuro that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a *miracle* or *wish* spell until the gashadokuro is destroyed.

Starvation Aura (Su) A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 24 Fortitude save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food.

GHOLDAKO

A single milky eye stares from the forehead of this towering giant wrapped in filthy, rune-covered strips of bloody linen.

GHOLDAKO

CR 10

Pathfinder RPG Bestiary 4 125

NE Large undead

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 127 (15d8+60)

Fort +9, **Ref** +5, **Will** +10

Defensive Abilities channel resistance +3; **DR** 5/good; **Immune** undead traits; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+7), 2 claws +18 (2d8+7/19–20 plus disease)

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

Special Attacks blinding breath, disease

STATISTICS

Str 25, **Dex** 10, **Con** —, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 29 (31 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack, Weapon Focus (claw)

Skills Intimidate +22, Knowledge (history) +8, Perception +19, Sense Motive +11, Stealth +14

Languages Giant

SPECIAL ABILITIES

Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a DC 21 Fortitude save. The save DC is Charisma-based.

Disease (Ex) *Seaside rot*: Injury; save Fort DC 21; onset 1 minute; frequency 1/day; effect 1d4 Str and 1d4 Dex; cure 2 consecutive saves. The save DC is Charisma-based.

GHOLE

Ligaments of stringy black fungus connect the bones of this filthy skeleton. In numerous places, the fungus has formed thorny growths.

GHOLE

CR 12

Pathfinder RPG Bestiary 6 132

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent sickness; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 168 (16d10+80)

Fort +12, **Ref** +14, **Will** +13

Immune disease

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee bite +23 (2d6+10/17–20 plus disease), 2 claws +23 (1d8+7/19–20 plus disease)

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

Special Attacks bolster disease, powerful bite, savage the sick, sneak attack +2d6

Spell-Like Abilities (CL 10th; concentration +13)

At will*—*gentle repose*

3/day—*ghoul touch* (DC 15), *hide from undead*

1/day—*haste*

STATISTICS

Str 25, **Dex** 18, **Con** 21, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +23; **CMD** 37

Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (bite, claw), Improved Initiative, Power Attack

Skills Perception +22, Sense Motive +19, Stealth +23, Survival +22

Languages Common

SQ change shape (Medium humanoid; *alter self*)

PATHFINDER SOCIETY SCENARIO

SPECIAL ABILITIES

Bolster Disease (Su) A creature bitten by a ghole must succeed at a DC 23 Fortitude save or any disease it currently suffers from is bolstered. A disease bolstered in this way has its frequency doubled (so a disease that normally has a frequency of 1/day has its effects applied once every 12 hours) and can be cured only by magic. The bubonic plague carried by a ghole automatically gains these advantages. The save DC is Constitution-based.

Disease (Ex) *Bubonic Plague*: Bite or claw—injury; save Fort DC 23; frequency 2/day; effect 1d4 Con damage and 1 Cha damage and target is fatigued; cure —.

Powerful Bite (Ex) A ghole's bite attack always applies 1-1/2 times its Strength modifier to damage rolls and threatens a critical hit on a roll of 19–20. When a ghole bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Savage the Sick (Ex) Gholes are vicious when attacking a diseased foe. Against diseased targets, a ghole gains a +2 morale bonus on attack rolls and automatically adds its sneak attack damage to any damage it deals.

Scent Sickness (Ex) A ghole has the scent ability against diseased creatures.

*To reduce the number of sources needed to prepare this adventure, this ghole does not have the spell-like ability *restore corpse* from *Ultimate Magic*, which most gholes can use at will.

GIANT, TOMB

This towering, lean figure is hairless and has smooth, milky white skin. A scythe gleams in the giant's hands.

TOMB GIANT

CR 12

Pathfinder RPG Bestiary 6 136

NE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., *deathwatch*, *detect undead*, low-light vision; Perception +15

DEFENSE

AC 28, touch 12, flat-footed 25 (+6 armor, +3 Dex, +10 natural, –1 size)

hp 162 (13d8+104)

Fort +16, **Ref** +9, **Will** +10

Defensive Abilities negative energy affinity, rock catching;

Immune death effects, paralysis

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee mwk scythe +20/+15 (2d6+16/19–20/*4 plus energy drain) or

2 slams +19 (1d6+11 plus energy drain)

Ranged rock +12 (1d8+11)

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

Special Attacks energy drain (1 level, DC 18), rock throwing (120 ft.)

Spell-Like Abilities (CL 12th; concentration +14)

Constant—*deathwatch*, *detect undead*

3/day*—corpse stitcher

1/day—*animate dead*, *control undead* (DC 19)

STATISTICS

Str 32, **Dex** 17, **Con** 26, **Int** 13, **Wis** 19, **Cha** 14

Base Atk +9; **CMB** +21 (+23 trip); **CMD** 34 (36 vs. trip)

Feats Combat Expertise, Improved Critical (scythe), Improved Iron Will, Improved Trip, Iron Will, Lightning Reflexes, Power Attack

Skills Climb +12, Heal +12, Knowledge (religion) +12, Perception +15, Stealth +7, Survival +10

Languages Common, Giant

SQ sinister synergy

Treasure mwk breastplate, mwk scythe

SPECIAL ABILITIES

Corpse Stitcher (Sp) Tomb giants can cast *make whole* as a spell-like ability, but only for the purpose of creating undead creatures. For example, a tomb giant can use this ability to aid in the creation of a necrocrafter (*Pathfinder RPG Bestiary 4 200*), to restore armor to be used for the creation of a phantom armor (*Bestiary 4 213*), or even to repair the armor of a graveknight (*Pathfinder RPG Bestiary 3 138*).

Energy Drain (Su) A tomb giant inflicts its energy drain attack no more than once per round via its first successful melee attack (with its slam attack or with any melee weapon it wields).

Sinister Synergy (Su) Multiple tomb giants can combine their efforts to gain the ability to create undead. When two or more tomb giants are within 30 feet of each other, they can work together to use *create undead* as a spell-like ability (caster level 13th). Three or more tomb giants working in unison in this way can use *greater create undead* as a spell-like ability (caster level 15th). Every additional tomb giant beyond the third who participates in this synergy increases the caster level of this effect by 1.

*To reduce the number of sources needed to prepare this adventure, this tomb giant does not have the spell-like ability *sculpt corpse* from *Advanced Player's Guide*, which most tomb giants can use 3 times per day.

GOLEM, ALCHEMICAL

A rickety construction of glass tubing, metal, and wood convey the brain and two eyes afloat in this figure's glass skull.

AUGMENTED ALCHEMICAL GOLEM

CR 12

Variant alchemical golem (*Pathfinder RPG Bestiary 2 135*)

N Large construct

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

DEFENSE

AC 28, touch 14, flat-footed 23 (+5 Dex, +14 natural, –1 size)

hp 118 (16d10+30)

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

DR 10/adamantine or bludgeoning; **Immune** construct traits, magic

SIEGE OF GALLOWSPIRE

OFFENSE

Speed 30 ft.

Melee 2 slams +24 (3d8+9 plus alchemy)

Ranged bomb +20 (11d6 energy damage)

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

Special Attacks alchemy, bombs, splash

STATISTICS

Str 29, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +26; **CMD** 41

SPECIAL ABILITIES

Alchemy (Ex) When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can either deal 1d6 points of acid, cold, electricity, or fire damage, or cause the target to become sickened (Fortitude DC 18 negates) or entangled (Reflex DC 18 negates) for 1d4 rounds. These save DCs are Constitution-based.

Bombs (Ex) As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem's bomb takes 11d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type.

Immunity to Magic (Ex) An alchemical golem is immune to spells or spell-like abilities that allow spell resistance, save for spells with the sonic descriptor. *Shatter* damages an alchemical golem as if it were a crystalline creature.

Splash (Ex) Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a critical hit.

GRAVESLUDGE

This filthy, shuddering mass of sludge and bones seems to have formed from a mass of muddy grave soil.

GRAVESLUDGE

CR 12

Pathfinder RPG Bestiary 6 145

NE Medium ooze

Init +10; **Senses** blindsight 60 ft., lifestense; Perception +19

DEFENSE

AC 27, touch 21, flat-footed 21 (+5 deflection, +6 Dex, +6 natural)

hp 161 (14d8+98)

Fort +11, **Ref** +15, **Will** +11

Defensive Abilities haunted, negative energy affinity; **DR** 10/good; **Immune** acid, cold, death effects, energy drain, fear, negative energy, ooze traits

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 slams +20 (2d8+10/19–20 plus 2d6 negative energy and lifeleech)

Space 5 ft.; **Reach** 10 ft.

Special Attacks create spawn, lifeleech, swift slam

Spell-Like Abilities (CL 12th; concentration +17)

At will—*ghost sound* (DC 15), *telekinesis* (DC 20)

3/day—quicken *death knell* (DC 17), *phantasmal killer* (DC 19), *wall of ectoplasm*^{OA} (DC 20)

1/day—*harm* (DC 21)

STATISTICS

Str 31, **Dex** 22, **Con** 24, **Int** 15, **Wis** 21, **Cha** 20

Base Atk +10; **CMB** +20; **CMD** 41

Feats Combat Casting, Combat Reflexes, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (death knell)

Skills Climb +24, Knowledge (religion) +16, Perception +19, Stealth +20

Languages Common; telepathy 100 ft.

SPECIAL ABILITIES

Create Spawn (Su) A creature slain by a gravesludge animates as a free-willed juju zombie (*Pathfinder RPG Bestiary 2* 291) 1d4 rounds after it is slain. For ease, if a PC is transformed into a juju zombie, apply the following simplified adjustments. The PC gains a +3 bonus to natural armor, DR 10/magic and slashing, fire resistance 10, and immunity to cold, electricity, and *magic missile*. The PC gains a slam attack that deals 1d8 damage. Finally, the PC gains Improved Initiative and Toughness as bonus feats.

Haunted (Su) The eldritch spiritual energy that infuses a gravesludge grants it a deflection bonus to its AC and a resistance bonus on Reflex saves equal to its Charisma modifier (+5 for the typical gravesludge).

Lifeleech (Su) When a gravesludge deals negative energy damage to a creature, that creature continues to take 1d6 points of negative energy damage at the start of its turn each round. This effect can be stopped via magical healing, and otherwise stops on its own 3 rounds after the initial slam attack. Multiple slam attacks extend the duration of this ongoing negative energy damage but do not increase the amount of damage.

Swift Slam (Ex) A gravesludge can attack twice with its slam attack as a standard action.

NIGHTSHADE, NIGHTWING

This enormous, bat-like creature is shaped from utter darkness, its eyes tiny red stars in the blackest night.

ADVANCED NIGHTWING

CR 15

Pathfinder RPG Bestiary 2 292, 203

CE Huge undead (extraplanar, nightshade)

Init +10; **Senses** darksense, darkvision 60 ft., *detect magic*, low-light vision; Perception +27

Aura desecrating aura (30 ft.)

DEFENSE

AC 33, touch 14, flat-footed 27 (+6 Dex, +19 natural, –2 size)

PATHFINDER SOCIETY SCENARIO

hp 229 (17d8+153)

Fort +14, **Ref** +13, **Will** +19

DR 15/good and silver; **Immune** cold, undead traits; **SR** 26

Weaknesses light aversion

OFFENSE

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

Melee bite +25 (4d10+21/19–20 plus 4d6 cold and magic drain)

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

Special Attacks channel energy (7d6, DC 30, 8/day)

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*detect magic*, *magic fang*

At will—*contagion* (DC 21), *deeper darkness*, *unholy blight* (DC 21)

3/day—*confusion* (DC 21), *greater dispel magic*, *haste*, *hold monster* (DC 22), *invisibility*

1/day—*cone of cold* (DC 22), *finger of death* (DC 24), *plane shift* (DC 24), *summon* (level 6, 2 greater shadows)

STATISTICS

Str 35, **Dex** 22, **Con** —, **Int** 22, **Wis** 25, **Cha** 25

Base Atk +12; **CMB** +26; **CMD** 42

Feats Cleave, Combat Reflexes, Command Undead, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Power Attack, Snatch

Skills Fly +26, Knowledge (arcana) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Spellcraft +26, Stealth +18 (+26 in darkness), Swim +29; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Magic Drain (Su) The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 25 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 25 Will save. Damage dealt to an item is applied after the effects of magic drain are applied. The save DC is Charisma-based.

PTERINAT

Dirty linen strips swathe this emaciated, once-noble figure from head to toe. Its eyes burn with unholy light.

PTERINAT

CR 12

Male human mummy lord cleric of Set 11 (*Pathfinder RPG Bestiary* 5 176)

LE Medium undead (augmented human)

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

Aura great despair (30 ft., DC 20)

DEFENSE

AC 29, touch 16, flat-footed 26 (+8 armor, +3 deflection, +2 Dex, +1 dodge, +5 natural)

hp 130 (11d8+77)

Fort +12, **Ref** +7, **Will** +12

Defensive Abilities channel resistance +4, rejuvenation;

DR 10/—; **Immune** cold, electricity, undead traits; **Resist** fire 30

OFFENSE

Speed 30 ft.; *air walk*

Melee +2 *longspear* +17/+12 (1d8+12/×3 plus insidious mummy rot) or

slam +15 (1d6+7 plus insidious mummy rot)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +2 *longspear*)

Special Attacks channel negative energy 8/day (DC 22, 6d6), channel rot, insidious mummy rot (DC 15), sandstorm wrath (6d8 fire and slashing, DC 20), scythe of evil (5 rounds, 1/day), undead mastery (DC 20)

Domain Spell-Like Abilities (CL 11th; concentration +16)

8/day—*touch of darkness* (5 rounds), *touch of evil* (5 rounds)

Cleric Spells Prepared (CL 11th; concentration +16)

6th—*create undead*⁰, *harm* (DC 22)

5th—*dispel good*⁰, *flame strike* (DC 20), *slay living* (DC 21), *wall of stone*

4th—*air walk*, *freedom of movement*, *greater magic weapon*, *poison* (DC 20), *unholy blight*⁰ (DC 19)

3rd—*animate dead*, *bestow curse* (DC 19), *deeper darkness*⁰, *invisibility purge*, *magic vestment*, *stone shape*

2nd—*align weapon* (evil only)⁰, *bull's strength*, *hold person* (2, DC 18), *resist energy*, *spiritual weapon*

1st—*bane* (DC 17), *command* (2, DC 17), *deathwatch*, *detect good*, *obscuring mist*⁰, *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *read magic*

D Domain spell; **Domains** Darkness, Evil

TACTICS

Before Combat Pterinat casts *air walk*, *freedom of movement*, *greater magic weapon*, *magic vestment*, *resist energy*, and *shield of faith*.

Base Statistics Without his spells, Pterinat's statistics are **AC** 24, touch 13, flat-footed 21; **Resist** none; **Speed** 30 ft.; **Melee** mwk longspear +16/+11 (1d8+10/×3 plus insidious mummy rot)

STATISTICS

Str 24, **Dex** 15, **Con** —, **Int** 10, **Wis** 21, **Cha** 20

Base Atk +8; **CMB** +15; **CMD** 31

Feats Blind-fight, Combat Casting, Dodge, Improved Channel, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Spell Focus (necromancy), Toughness^B

Skills Intimidate +20, Knowledge (religion) +14, Perception +13, Sense Motive +17, Spellcraft +14, Stealth +13; **Racial Modifiers** +8 Intimidate, +8 Sense Motive, +8 Stealth

Languages Common, Osiriani

SQ eyes of darkness (5 rounds/day)

Gear mithral breastplate, mwk longspear, *belt of incredible dexterity* +2, *headband of inspired wisdom* +2, 2,000 gp worth of black onyx gems

SPECIAL ABILITIES

Channel Rot (Su) A mummy lord can deliver its insidious mummy rot through melee weapon attacks, its slam attack, and any natural attacks it possesses.

Great Despair Aura (Su) All creatures within a 30-foot radius that see a mummy lord must succeed at a DC 20 Will saving throw or be paralyzed with fear for 1d4 rounds, then shaken for the following 1d4 rounds. Whether or not the saving throw is successful, that creature cannot be affected again by the same mummy lord's great despair aura ability for 24 hours. This is a mind-affecting paralysis and fear affect. The save DC is Charisma-based.

Insidious Mummy Rot (Su) curse and disease—slam or melee attack; *save* Fort DC 20; *onset* 1 minute; *frequency* 1/day; *effect* 2d4 Con and 2d4 Cha; *cure* —.

Insidious mummy rot is both a curse and disease, and it can be cured only by first removing the curse and then curing the disease. Even after the curse element of insidious mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from insidious mummy rot transforms into a pile of sand and cannot be raised by means other than *resurrection* or greater magic. The save DC is Charisma-based.

Rejuvenation (Su) One day after a mummy lord is destroyed, the necromantic energies that created the abomination begin to rebuild its body. This process takes 1d10 days. If the body is destroyed before that time passes, the process starts anew. After this time, the mummy lord awakens fully healed in its tomb. To permanently destroy a mummy lord, it must be destroyed and then its remains must be targeted by *consecrate*, *hallow*, and then *dispel evil*, cast in consecutive rounds and in that order.

Sandstorm Wrath (Su) Three times per day as a standard action, a mummy lord can exhale a blast of superheated sand in a 40-foot cone. The blast deals 6d8 points of fire and slashing damage. A successful DC 20 Reflex save halves this damage. Creatures that fail this save are blinded for 2d4 rounds.

Undead Mastery As a standard action, a mummy lord can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a DC 20 Will save or fall under the mummy lord's control (the save DC is Charisma based). An undead with an Intelligence score is allowed an additional save every day to break free of the mummy lord's control; for undead without an Intelligence score, the control is permanent. A creature that succeeds at its Will save cannot be affected again by the same mummy lord's undead mastery for 24 hours. Pternat can control 66 HD worth of undead.

If the mummy lord exceeds this limit, any excess undead from earlier uses of this ability become uncontrolled, as per *animate dead*. If another creature is currently controlling an undead that fails its save against undead mastery, the mummy lord must roll an opposed Charisma check against the current controller. If the mummy lord succeeds, it wrests away control of the undead. Otherwise, the mummy lord's undead mastery attempt has no effect.

SHADOW

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

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn, strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

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

SPECIAL ABILITIES

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

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHADOW

CR 3

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

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

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

PATHFINDER SOCIETY SCENARIO

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

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

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

VALRINETHAR THE WRETCHED

This linen-wrapped dragon has tattered wings, jagged claws, and sunken eyes.

VALRINETHAR THE WRETCHED

CR 15

Male mummified adult silver dragon (*Pathfinder RPG Bestiary* 110, *Pathfinder RPG Bestiary* 4 196)

NE Huge undead (dragon, cold)

Init +4; **Senses** dragon senses, fog vision; Perception +24

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, –2 size)

hp 212 (17d8+102)

Fort +15, **Ref** +12, **Will** +17

DR 5/—; **Immune** acid, cold, undead traits; **SR** 26

Weaknesses vulnerability to electricity and fire

OFFENSE

Speed 30 ft., fly 190 ft. (poor); cloudwalking, graceful flight

Melee bite +26 (3d8+15/19–20), 2 claws +25 (3d6+10), tail slap +23 (2d6+15), 2 wings +23 (1d8+5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft cone, 12d8 cold, Reflex DC 25 half), burst of vengeance, crush, dust stroke, paralyzing breath (50-ft. cone, 1d6+6 rounds, DC 20)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*detect evil, feather fall, fog cloud*

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic, wind wall*

2nd (7/day)—*augury, cure moderate wounds, web* (DC 17)

1st (8/day)—*alarm, bless, divine favor, shield, true strike*

0 (at will)—*detect magic, flare* (DC 15), *light, message, prestidigitation, read magic, stabilize*

STATISTICS

Str 31, **Dex** 10, **Con** —, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +17; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Ability Focus (breath weapon), Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +16, Diplomacy +24, Fly +19, Heal +24, Intimidate +24, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (nobility) +23, Perception +24, Sense Motive +24, Spellcraft +23, Stealth –4; **Racial Modifiers** +4 Stealth

Languages Auran, Common, Draconic, Dwarven, Giant

SQ change shape (humanoid or animal; *polymorph*)

SPECIAL ABILITIES

Burst of Vengeance (Su) Twice per day as a swift action, Valrinethar can act as if affected by a *haste* spell for 1 round.

Cloudwalking (Su) Valrinethar can tread on fog or clouds as though on solid ground.

Crush (Ex) When flying or jumping, Valrinethar can land on foes as a standard action, using his whole body to crush them. Small or smaller creatures in his spaces must succeed at a DC 25 Reflex save, automatically taking 2d8+15 bludgeoning damage during the next round unless the dragon moves off them. If he chooses to maintain the pin, he must succeed at the combat maneuver check as normal. Pinned creatures take the damage from the crush each round until they escape.

Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as humans in dim light and twice as well in normal light.

Dust Stroke (Su) A creature killed by Valrinethar's natural attacks turns into a cloud of dust and ash (*as disintegrate*).

Graceful Flight (Su) Valrinethar's maneuverability is poor rather than clumsy, as typical for a mummified adult dragon.

Fog Vision (Ex) Valrinethar can see perfectly well in fog and clouds.

Frightful Presence (Ex) As a free action as a part of an attack or charge, Valrinethar can make a frightening display. Creatures within 300 feet with 17 HD or fewer must succeed at a DC 23 Will save or be shaken for 5d6 rounds. The save DC is Charisma-based. Creatures who succeed at the saving throw are immune to Valrinethar's frightful presence for 24 hours. This is a mind-affecting fear effect.

Paralyzing Breath (Su) Instead of breathing a cone of cold, Valrinethar can breathe a cloud of paralyzing gas. Creatures within the cone must succeed at a DC 25 Fortitude save or be paralyzed for 1d6+6 rounds. The save DC is Constitution based.

APPENDIX 4: SUBTIER 12–13 BESTIARY

The stat blocks for all creatures that appear in Subtier 12–13 are printed below for the GM's convenience. Abilities that are not described in the Special Abilities section of the stat block are universal monster rules. You can find a full list of universal monster rules at pfrd.info.

Some of the creature stat blocks in this appendix have been slightly modified, removing a spell or ability to reduce the number of reference books needed to prepare the encounter. All such modifications are marked with asterisks (*) and explained in full at the bottom of the stat block.

ALRAUNE

An attractive green-skinned woman sits in the depths of this enormous, sweet-smelling flower.

ALRAUNE CR 13

Pathfinder RPG Bestiary 3 13

NE Large plant

Init +5; **Senses** low-light vision; Perception +17

Aura calming fragrance (60 ft., DC 24)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 199 (19d8+114)

Fort +17, **Ref** +9, **Will** +11

Immune plant traits; **SR** 24

OFFENSE

Speed 40 ft.

Melee 4 vines +20 (1d10+7 plus grab and bleed)

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

Special Attacks bleed (2d6), constrict (1d10+10), feed

Spell-Like Abilities (CL 13th; concentration +18)

At will—*charm monster* (DC 19), *detect thoughts* (DC 17), *suggestion* (DC 18)

3/day—*quicken glitterdust* (DC 17), *hold monster* (DC 20)

1/day—*commune with nature*, *mind fog*, *wall of thorns*

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** 10, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped)

Feats Alertness, Cleave, Deceitful, Great Cleave, Improved

Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Vital Strike

Skills Bluff +16, Disguise +9, Knowledge (nature) +9, Perception +17, Sense Motive +14

Languages Aklo, Common, Elven, Sylvan

SPECIAL ABILITIES

Calming Fragrance (Su) A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a DC 24 Will save at the start of its turn to avoid falling under the effects of calming fragrance for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a –2 penalty on this Will save, while all

other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

Feed (Ex) An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

BAROMETZ

This massive green ramlike creature's pelt is actually a tangle of vines, and its horns are wickedly sharp wooden branches.

BAROMETZ CR 15

Pathfinder RPG Bestiary 4 16

N Gargantuan plant

Init +5; **Senses** low-light vision; Perception +27

DEFENSE

AC 31, touch 11, flat-footed 26 (+5 Dex, +20 natural, –4 size)

hp 253 (22d8+154)

Fort +20, **Ref** +12, **Will** +11

Immune electricity, plant traits

OFFENSE

Speed 40 ft.

Melee gore +23 (5d10+15/19–20)

Space 20 ft.; **Reach** 20 ft.

Special Attacks powerful charge (gore, 10d10+15), trample (5d10+15, DC 31)

STATISTICS

Str 30, **Dex** 21, **Con** 24, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +16; **CMB** +30 (+34 bull rush or overrun); **CMD** 45 (47 vs. bull rush or overrun, 49 vs. trip)

Feats Awesome Blow, Bleeding Critical, Critical Focus, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (gore), Improved Overrun, Iron Will, Power Attack, Weapon Focus (gore)

Skills Perception +27

BAT SWARM

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

BAT SWARM CR 2

Pathfinder RPG Bestiary 30

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE

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

hp 13 (3d8)

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

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

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

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; **Racial Modifiers** +4 Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

BONETHORN

Ligaments of stringy black fungus connect the bones of this filthy skeleton. In numerous places, the fungus has formed thorny growths.

BONETHORN

CR 12

Pathfinder RPG Bestiary 6 52

N Medium plant

Init +10; **Senses** lifesense, low-light vision; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 150 (20d8+60)

Fort +15, **Ref** +14, **Will** +11

Defensive Abilities positive energy absorption; **DR** 10/bludgeoning; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee gore +24 (2d6+9 plus spores), 2 claws +24 (2d6+9/19-20 plus spores)

Special Attacks critical implantation

STATISTICS

Str 28, **Dex** 23, **Con** 17, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +15; **CMB** +24; **CMD** 41

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Sickening Critical, Skill Focus (Perception)

Skills Perception +22, Stealth +19

SPECIAL ABILITIES

Critical Implantation (Ex) If a bonethorn scores a critical hit with any of its natural weapons, the victim takes a –4 penalty on its Fortitude save to resist the spore effect.

Positive Energy Absorption (Sp) Those attempting to affect a bonethorn with positive energy quickly discover their mistake. Not only does positive energy heal the bonethorn (as it is a living creature, not undead), but it also absorbs the positive energy, boosting its metabolism. Whenever a bonethorn is affected by positive energy, it gains the benefits of *haste* and fast healing 5 for 1 round. This duration increases to 2 rounds if the bonethorn is not wounded at the time it is affected by

positive energy. The durations from multiple exposures to positive energy effects stack.

Spores (Su) Each time a bonethorn deals damage with its sporeladen natural attacks, its victim must attempt a DC 23 Fortitude save to avoid becoming infested by the fungus. If the victim fails, the fungus propagates through its body, dealing 2d6 points of slashing damage per round at the start of the infected creature's turn. If the bonethorn dies and the infected creature is still alive, the infection immediately ends. A creature that has a skeleton and that dies while infested with bonethorn spores is consumed over the course of 2d6 rounds, after which a new bonethorn rises from the remains. A new bonethorn created in this manner from a Large or larger body can animate only a Medium-sized portion of the skeleton, resulting in strange, partially skeletal hosts that have similar statistics to a bonethorn grown from a humanoid host. Burning or otherwise completely destroying the victim's body before the spores complete their consumption prevents it from becoming a new bonethorn. This is a disease effect. The save DC is Constitution-based.

CARNIVOROUS CRYSTAL

The facets of this crystalline formation shift and vibrate, as though in anticipation.

CARNIVOROUS CRYSTAL

CR 11

Pathfinder RPG Bestiary 3 45

N Medium ooze (earth, extraplanar)

Init –5; **Senses** blindsight 120 ft.; Perception –5

Aura subsonic hum (60 ft., DC 22)

DEFENSE

AC 17, touch 5, flat-footed 17 (–5 Dex, +12 natural)

hp 136 (16d8+64)

Fort +9, **Ref** +0, **Will** +0

DR 10/–; **Immune** cold, electricity, ooze traits; **Resist** fire 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +18 (7d8+9/18–20 plus entrap)

Special Attacks crystallize, entrap (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

STATISTICS

Str 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 23 (can't be tripped)

Skills Climb +14, Stealth +0 (+5 in rocky environs); **Racial Modifiers** +5 Stealth (+10 in rocky environs)

SQ freeze, split (critical hit from a bludgeoning or sonic attack, 15 hp)

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

SIEGE OF GALLOWSPIRE

Crystallize (Ex) A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Razor Sharp (Ex) A carnivorous crystal's slam attack deals devastating piercing and slashing damage and threatens a critical hit on a roll of 18, 19, or 20.

Subsonic Hum (Su) An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

DAEMON, CRUCIDAEMON

Its body seemingly made of iron, this feminine form has wrists pierced by chains that end in curved blades.

CRUCIDAEMON

CR 15

Pathfinder RPG Bestiary 3 62

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *deathwatch*, *detect good*, *true seeing*; Perception +23

DEFENSE

AC 29, touch 16, flat-footed 23 (+5 Dex, +1 dodge, +13 natural)

hp 212 (17d10+119)

Fort +17, **Ref** +12, **Will** +13

DR 10/good and silver; **Immune** acid, bleed, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee daggers +29/+29/+24/+19/+14 (1d4+11/17–20 plus bleed)

Space 5 ft.; **Reach** 10 ft.

Special Attacks bleed (2d6), chained daggers, trap making

Spell-Like Abilities (CL 16th; concentration +25)

Constant—*air walk*, *deathwatch*, *detect good*, *true seeing*

At will—*fear* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*

3/day—*greater glyph of warding* (DC 25), *hold monster* (DC 24)

1/day—*insanity* (DC 26), *summon* (level 4, 2 piscodaemons 50%), *symbol of pain* (DC 24)

STATISTICS

Str 28, **Dex** 21, **Con** 24, **Int** 16, **Wis** 17, **Cha** 29

Base Atk +17; **CMB** +26; **CMD** 42

Feats Dodge, Improved Critical (daggers), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Stealthy, Step Up, Weapon Focus (daggers)

Skills Bluff +29, Craft (traps) +31, Disable Device +25, Escape Artist +7, Intimidate +29, Knowledge (arcana, engineering) +11,

Perception +23, Sense Motive +16, Spellcraft +18, Stealth +29, Use Magic Device +19; **Racial Modifiers** +8 Craft (traps)

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Chained Daggers (Su) A crucidaemon fights with the two daggers chained to its wrists as if dual wielding daggers with a reach of 10 feet (although it can also attack adjacent foes with no penalty). It takes no penalty on attack or damage rolls while wielding both of these daggers at once. These daggers are considered to be +2 *daggers* that deal 2d6 points of bleed damage. The daggers become nonmagical upon the daemon's death and cannot be disarmed. A crucidaemon may remanifest a destroyed dagger as a standard action.

Trap Making (Ex) A crucidaemon can use Disable Device to disarm magic traps. When it uses its *greater glyph of warding* spell-like ability to create a spell glyph, it may utilize any 6th-level or lower spell from the cleric or the wizard spell list, even though it otherwise can't cast these spells. The Perception and Disable Device DCs for any traps a crucidaemon creates gain a +2 bonus.

DAEMON, PISCODAEMON

This hideous cross between a lobster, an octopus, and a human threatens enemies with powerful claws and writhing tentacles.

PISCODAEMON

CR 10

Pathfinder RPG Bestiary 2 72

NE Medium outsider (aquatic, daemon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +16

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 137 (11d10+77)

Fort +14, **Ref** +7, **Will** +9

DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 2 claws +18 (2d6+7/18–20/×3 plus grab and 1d6 bleed), tentacles +16 (1d10+3 plus poison)

Special Attacks constrict (2d6+10)

Spell-Like Abilities (CL 11th; concentration +14)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*fly*, *stinking cloud* (DC 16)

1/day—*summon* (level 4, 1d3 hydrodaemons 35%)

STATISTICS

Str 25, **Dex** 18, **Con** 24, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 32

Feats Critical Focus, Improved Initiative, Multiattack, Power Attack, Sickening Critical, Vital Strike

Skills Escape Artist +18, Intimidate +17, Knowledge (planes) +16,

PATHFINDER SOCIETY SCENARIO

Perception +16, Sense Motive +16, Stealth +18, Survival +16, Swim +29

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ amphibious, augmented critical

SPECIAL ABILITIES

Augmented Critical (Ex) A piscodaemon's claws threaten a critical hit on an 18–20 and inflict ×3 damage on a critical hit.

Poison (Ex) Tentacles—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus staggered for 1 round; *cure* 2 consecutive saves.

DEMILICH

Glittering jewels encrust this leering skull as it floats up into the air on a swirling vortex of dust and shimmering magic.

ADVANCED DEMILICH

CR 15

Pathfinder RPG Bestiary 3 290, 66

NE Tiny undead

Init +9; **Senses** darkvision 60 ft., *true seeing*; Perception +29

DEFENSE

AC 31, touch 25, flat-footed 25 (+5 Dex, +1 dodge, +6 natural, +7 profane, +2 size)

hp 172 (15d8+105)

Fort +19, **Ref** +19, **Will** +25

Defensive Abilities channel resistance +5, rejuvenation, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, undead traits

Weaknesses torpor, vorpal susceptibility

OFFENSE

Speed fly 30 ft. (perfect)

Space 2-1/2 ft., **Reach** 0 ft.

Special Attacks devour soul

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*true seeing*

At will—*greater bestow curse* (DC 23), *telekinesis* (DC 22), *wail of the banshee* (20-ft.-radius spread centered on the demilich; DC 26)

STATISTICS

Str 10, **Dex** 21, **Con** —, **Int** 25, **Wis** 24, **Cha** 25

Base Atk +11; **CMB** +14; **CMD** 36

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack⁸, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +22, Fly +25, Knowledge (arcana) +25, Knowledge (dungeoneering) +22, Knowledge (history) +17, Knowledge (planes) +17, Knowledge (religion) +20, Perception +29, Sense Motive +29, Spellcraft +25, Stealth +26

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

SPECIAL ABILITIES

Devour Soul (Su) As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 26 Fortitude save, it gains two permanent negative

levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life. The save DC is Charisma-based and includes a +2 bonus for the Ability Focus feat.

Greater Bestow Curse (Sp) This spell-like ability functions like *bestow curse* but can have one of the following effects: –12 to one ability score; –6 to two ability scores; –8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 6th-level spell.

Immunity to Magic (Su) A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature, as noted below.

- A *dispel evil* spell deals 2d6 points of damage, with no saving throw.
- *Holy smite* affects a demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a caster level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Telekinetic Storm (Su) As a special use of its *telekinesis* spell-like ability, a demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a fog cloud within a 20-foot spread centered on the demilich's skull. Creatures within the storm take 12d6 points of bludgeoning damage per round on the demilich's turn (Reflex DC 24 for half damage). The demilich can maintain the storm indefinitely by concentrating.

Torpor (Ex) A demilich takes no actions against intruders unless its remains or treasure are disturbed.

Unholy Grace (Su) A demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

Vorpal Susceptibility (Ex) Vorpal weapons of any kind ignore a demilich's damage reduction.

DEMON, NALFESHNEE

A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in four-fingered hands.

NALFESHNEE CR 14

Pathfinder RPG Bestiary 65

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *true seeing*; Perception +31

Aura unholy aura (DC 23)

DEFENSE

AC 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)

hp 203 (14d10+126)

Fort +22, **Ref** +9, **Will** +21

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +23 (3d8+11/19-20), 2 claws +23 (2d6+11)

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

Special Attacks unholy nimbus

Spell-Like Abilities (CL 12th)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrock 50%)

STATISTICS

Str 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +27; **CMD** 42

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved

Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19,

Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge

(any one other) +20, Perception +31, Sense Motive +23,

Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial**

Modifier +8 on Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Unholy Nimbus (Su) Three times per day as a free action, a nalfeshnee can create nauseating beams of writhing color around body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

DEMON, VROCK

A cloud of spores and a trail of feathers surround this twisted cross between a man and a gigantic vulture.

VROCK CR 9

Pathfinder RPG Bestiary 69

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 112 (9d10+63)

Fort +13, **Ref** +10, **Will** +6

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

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

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

STATISTICS

Str 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15;

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

DEVOURER

This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small, tormented ghostly form.

DEVOURER

CR 11

Pathfinder RPG Bestiary 82

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities spell deflection, undead traits; **SR** 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 20)

Spell-Like Abilities (CL 18th)

At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 19), *confusion*^{4th} (DC 19), *control undead*^{7th} (DC 22), *death knell*nd (DC 17), *ghoul touch*^{2nd} (DC 17), *inflict serious wounds*^{3rd} (DC 18), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 18), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 18)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21

Base Atk +10; **CMB** +20; **CMD** 33

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise,

Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19,

Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

GASHDOKURO

The bones and skulls of countless smaller creatures dribble from the joints and rib cage of this massive skeleton.

GASHADOKURO

CR 13

Pathfinder RPG Bestiary 4 121

NE Huge undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

Aura starvation (60 ft., DC 25)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 180 (19d8+95)

Fort +11, **Ref** +6, **Will** +14

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +22 (2d8+10 plus grab), 2 claws +23 (2d6+10/19-20)

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

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, swallow whole (6d6 bludgeoning damage, AC 20, 18 hp)

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** 6, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +26 (+28 bull rush, +30 grapple); **CMD** 36 (38 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush,

Improved Critical (claw), Improved Initiative, Intimidating

Prowess, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Climb +23, Intimidate +32, Perception +20

Languages Common (can't speak)

SPECIAL ABILITIES

Breath Weapon (Su) A gashadokuro can breathe bone shards as a standard action.

Corpse Consumption (Su) A gashadokuro that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a *miracle* or *wish* spell until the gashadokuro is destroyed.

Starvation Aura (Su) A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 24 Fortitude save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food.

GIANT, PLAGUE

This oversized humanoid is dressed in tattered rags that don't quite cover its diseased body.

PLAGUE GIANT

CR 14

Variant plague giant (*Pathfinder RPG Bestiary 6* 134)

NE Huge humanoid (giant)

Init +9; **Senses** low-light vision; Perception +26

DEFENSE

AC 29, touch 13, flat-footed 24 (+5 Dex, +16 natural, -2 size)

hp 207 (18d8+126)

Fort +15, **Ref** +11, **Will** +18

Defensive Abilities rock catching; **Immune** disease

OFFENSE

Speed 50 ft.

Melee mwk flail +23/+18/+13 (3d6+11 plus disease), slam +17 (1d8+5 plus disease) or
2 slams +22 (1d8+11 plus disease)

Ranged rock +17 (2d8+16) or
corpse +17 (2d6+16 plus disease)

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

Special Attacks hurl corpse, rock throwing (140 ft.)

Spell-Like Abilities (CL 15th; concentration +20)

At will—*contagion* (DC 21), *death knell* (DC 19)

1/day—*summon* (level 6, 1 tick swarm⁹² 100%)

STATISTICS

Str 32, **Dex** 20, **Con** 25, **Int** 15, **Wis** 20, **Cha** 25

Base Atk +13; **CMB** +26 (+30 disarm and trip); **CMD** 41 (43 vs. disarm and trip)

Feats Combat Casting, Combat Expertise, Great Fortitude, Greater Disarm, Greater Trip, Improved Disarm, Improved Initiative, Improved Trip, Iron Will

Skills Heal +26, Knowledge (religion) +20, Perception +26, Survival +26

Languages Common, Giant

Gear mwk light flail, 4 rocks, 2 corpses

SPECIAL ABILITIES

Disease (Ex) Although plague giants are immune to disease, they carry a virulent plague that causes flesh to rot and limbs to wither over time in those damaged with the giants' weaponry. *Atrophic Plague:* Injury; *save* Fort DC 26; *onset* immediate; *frequency* 1/day; *effect* 1d4 Dex drain and 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Hurl Corpse (Su) A plague giant can throw a Small or Medium corpse as if it were hurling a rock. Hurling corpses deal damage as per a plague giant's thrown rocks but as if the giant were one size category smaller (2d6+16 for this plague giant). In addition, the hurled corpse is infused with the plague giant's pestilence, exposing the creature struck to the giant's atrophic plague. Upon impact, a hurled corpse explodes into a cloud of thick gray vapor that fills a 10-foot-radius area with thick mist that obscures vision as per *fog cloud*. Any creature that begins its turn within this cloud must succeed at a DC 26 Fortitude save or be nauseated for 1 round. The cloud persists for 1d4 rounds before dissipating naturally (if not dissipated earlier via a moderate or stronger wind). The save DC is Constitution-based.

GRAVEKNIGHT

Shadows veil what lurks within the dark, imposing armor of this figure, though two piercing eyes gaze from its closed visor.

GRAVEKNIGHT

CR 11

Pathfinder RPG Bestiary 3 138

Human graveknight fighter 10

LE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +19

Aura sacrilegious aura (30 ft., DC 19)

DEFENSE

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 natural)

hp 139 (10d10+80)

Fort +13, **Ref** +6, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3, channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 22

OFFENSE

Speed 30 ft.

Melee +1 greatsword +25/+20 (2d6+19 plus 2d6 acid)

Ranged composite longbow +14/+9 (1d8+11/×3)

Special Attacks channel destruction, devastating blast (6d6 acid, DC 19), undead mastery (DC 19), weapon training (heavy blades +2, bows +1)

STATISTICS

Str 27, **Dex** 12, **Con** —, **Int** 15, **Wis** 12, **Cha** 18

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Critical Focus, Dazzling Display, Greater Weapon Focus (greatsword), Improved Initiative⁸, Mounted Combat⁸, Power Attack, Ride-By Attack⁸, Shatter Defenses, Spirited Charge, Toughness⁸, Trample, Unseat, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +13, Intimidate +25, Knowledge (nobility) +12, Perception +19, Ride +19, Swim +13; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

Languages Common, Dwarven, Infernal

SQ armor training 2, phantom mount

Gear +1 full plate, +1 greatsword, composite longbow (+8 Str) with 20 arrows, belt of giant strength +2

PATHFINDER SOCIETY SCENARIO

SPECIAL ABILITIES

Channel Destruction (Su) Any weapon a graveknight wields deals an additional 2d6 points of acid damage.

Devastating Blast (Su) Three times per day, the graveknight may unleash a 30-foot cone of acid as a standard action. This cone deals 6d6 points of acid damage (Reflex DC 19 half).

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

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

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. This graveknight can control 50 Hit Dice of undead creatures. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

GRAVESLUDGE

This filthy, shuddering mass of sludge and bones seems to have formed from a mass of muddy grave soil.

GRAVESLUDGE

CR 12

Pathfinder RPG Bestiary 6 145

NE Medium ooze

Init +10; **Senses** blindsight 60 ft., lifestense; Perception +19

DEFENSE

AC 27, touch 21, flat-footed 21 (+5 deflection, +6 Dex, +6 natural)

hp 161 (14d8+98)

Fort +11, **Ref** +15, **Will** +11

Defensive Abilities haunted, negative energy affinity; **DR** 10/good; **Immune** acid, cold, death effects, energy drain, fear, negative energy, ooze traits

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 slams +20 (2d8+10/19–20 plus 2d6 negative energy and lifeleech)

Space 5 ft.; **Reach** 10 ft.

Special Attacks create spawn, lifeleech, swift slam

Spell-Like Abilities (CL 12th; concentration +17)

At will—*ghost sound* (DC 15), *telekinesis* (DC 20)

3/day—quicken *death knell* (DC 17), *phantasmal killer* (DC 19), *wall of ectoplasm*^{OA} (DC 20)

1/day—*harm* (DC 21)

STATISTICS

Str 31, **Dex** 22, **Con** 24, **Int** 15, **Wis** 21, **Cha** 20

Base Atk +10; **CMB** +20; **CMD** 41

Feats Combat Casting, Combat Reflexes, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*death knell*)

Skills Climb +24, Knowledge (religion) +16, Perception +19, Stealth +20

Languages Common; telepathy 100 ft.

SPECIAL ABILITIES

Create Spawn (Su) A creature slain by a gravesludge animates as a free-willed juju zombie (*Pathfinder RPG Bestiary 2 291*) for 1d4 rounds after it is slain. For ease, if a PC is transformed into a juju zombie, apply the following simplified adjustments. The PC gains a +3 bonus to natural armor, DR 10/magic and slashing, fire resistance 10, and immunity to cold, electricity, and *magic missile*. The PC gains a slam attack that deals 1d8 damage. Finally, the PC gains Improved Initiative and Toughness as bonus feats.

Haunted (Su) The eldritch spiritual energy that infuses a gravesludge grants it a deflection bonus to its AC and a resistance bonus on Reflex saves equal to its Charisma modifier (+5 for the typical gravesludge).

Lifeleech (Su) When a gravesludge deals negative energy damage to a creature, that creature continues to take 1d6 points of negative energy damage at the start of its turn each round. This effect can be stopped via magical healing, and otherwise stops on its own 3 rounds after the initial slam attack. Multiple slam attacks extend the duration of this ongoing negative energy damage but do not increase the amount of damage.

Swift Slam (Ex) A gravesludge can attack twice with its slam attack as a standard action.

NEMHAIN

A cloud of translucent humanoid spirits whirls around this ghostly desiccated corpse.

NEMHAIN

CR 15

Pathfinder RPG Bestiary 5 182

NE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)

hp 225 (18d8+144); profane regeneration 5 (electricity or good)

Fort +13, **Ref** +16, **Will** +20

Defensive Abilities channel resistance +4, incorporeal;

Immune cold, undead traits; **Resist** acid 10, fire 10

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +21 (3d8 plus 1d6 Con drain)

Special Attack bound spirit

Spell-Like Abilities (CL 15th; concentration +22)

3/day—*harm* (DC 23), *slay living* (DC 22), *telekinesis* (DC 22)

1/day—*antilife shell*, *wall of force*

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 23, **Wis** 25, **Cha** 25

Base Atk +13; **CMB** +21; **CMD** 39

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Toughness

Skills Bluff +25, Diplomacy +25, Fly +37, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +29

Languages Common; telepathy 100 ft.

SQ rejuvenation

SPECIAL ABILITIES

Bound Spirits (Su) A nemhain is surrounded by a whirling cloud of spirits that are bound to her—often the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a ranged touch attack (with an attack bonus of +21). These spirits may be used to cause damage as if the nemhain had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect. Using these spirits to deliver one of these spell-like abilities is a swift action; the nemhain does not need to take a standard action to cast the spell-like ability, but it still counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits as a group up to 1 mile away to act as scouts; they have a fly speed of 60 feet (perfect). She can observe and listen through them, but as long as they don't share her space, she can't use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save the following: *dispel evil*, *raise dead*, or *resurrection*. Such spells cause the spirits to vanish and to be useless to the nemhain for 1 hour. *True resurrection* makes the spirits useless for 24 hours.

Profane Regeneration (Su) This ability functions like regeneration except the nemhain possesses it despite the fact that she lacks a Constitution score. A nemhain reduced to 0 hit points is staggered instead of destroyed while her profane regeneration is active. As long as her profane regeneration is active, a nemhain ignores all damage that would reduce her hit points below 0.

Rejuvenation (Su) All nemhains are tied to a ritual object used in their creation. This object is typically a large statue, pillar, or monolith. Until this object is destroyed, a destroyed nemhain automatically rejuvenates back to full hit points 1d4 days after she is destroyed, always appearing adjacent to her ritual object.

NIGHTSHADE, NIGHTWING

This enormous, bat-like creature is shaped from utter darkness, its eyes tiny red stars in the blackest night.

ADVANCED NIGHTWING

CR 15

Pathfinder RPG Bestiary 2 292, 203

CE Huge undead (extraplanar, nightshade)

Init +10; **Senses** darksense, darkvision 60 ft., *detect magic*, low-light vision; Perception +27

Aura desecrating aura (30 ft.)

DEFENSE

AC 33, touch 14, flat-footed 27 (+6 Dex, +19 natural, -2 size)

hp 229 (17d8+153)

Fort +14, **Ref** +13, **Will** +19

DR 15/good and silver; **Immune** cold, undead traits; **SR** 26

Weaknesses light aversion

OFFENSE

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

Melee bite +25 (4d10+21/19-20 plus 4d6 cold and magic drain)

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

Special Attacks channel energy (7d6, DC 30, 8/day)

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*detect magic*, *magic fang*

At will—*contagion* (DC 21), *deeper darkness*, *unholy blight* (DC 21)

3/day—*confusion* (DC 21), *greater dispel magic*, *haste*, *hold monster* (DC 22), *invisibility*

1/day—*cone of cold* (DC 22), *finger of death* (DC 24), *plane shift* (DC 24), *summon* (level 6, 2 greater shadows)

STATISTICS

Str 35, **Dex** 22, **Con** —, **Int** 22, **Wis** 25, **Cha** 25

Base Atk +12; **CMB** +26; **CMD** 42

Feats Cleave, Combat Reflexes, Command Undead, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Power Attack, Snatch

Skills Fly +26, Knowledge (arcana) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Spellcraft +26, Stealth +18 (+26 in darkness), Swim +29; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Magic Drain (Su) The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 25 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 25 Will save. Damage dealt to an item is applied after the effects of magic drain are applied. The save DC is Charisma-based.

SICHEAV

This lanky woman wears layers of tan and red robes, artfully torn to shreds to create the unsettling appearance of bleeding flesh.

SICHEAV

CR 14

Female human cleric of Urgathoa 15 (*Pathfinder NPC Codex* 56)

NE Medium humanoid (human)

Init +5; **Senses** Perception +20

DEFENSE

AC 22, touch 12, flat-footed 21 (+9 armor, +1 deflection, +1 Dex, +1 natural)

hp 146 (15d8+75)

Fort +14, **Ref** +7, **Will** +17

OFFENSE

Speed 30 ft.

Melee +3 scythe +17/+12/+7 (2d4+6/19–20/*4)

Special Attacks channel negative energy 4/day (DC 18, 8d6), scythe of evil (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 15th; concentration +22)

10/day—bleeding touch (7 rounds), touch of evil (7 rounds)

Cleric Spells Prepared (CL 15th; concentration +22)

8th—*fire storm* (DC 26), *unholy aura*^o

7th—*blasphemy*^o (DC 25), *destruction* (DC 24), *ethereal jaunt*

6th—*antilife shell*, *blade barrier* (DC 24), *create undead*^o, *harm* (DC 23)

5th—*dispel good*, *greater command* (DC 22), *flame strike* (DC 23), *insect plague*, *righteous might*, *slay living*^o (DC 22)

4th—*divine power*, *freedom of movement*, *giant vermin*, *greater magic weapon*, *poison* (DC 21), *unholy blight*^o (DC 22)

3rd—*animate dead*^o, *contagion* (2, DC 20), *deeper darkness*, *dispel magic*, *wind wall*

2nd—*bear's endurance*, *death knell*^o (DC 19), *desecrate*, *gentle repose*, *hold person* (DC 19), *spiritual weapon*

1st—*bane* (DC 18), *cause fear*^o (DC 18), *divine favor*, *doom* (2, DC 18), *entropic shield*, *shield of faith*

0 (at will)—*bleed* (DC 17), *light*, *resistance*, *virtue*

D Domain spell; **Domains** Death, Evil

TACTICS

Before Combat Sicheav casts *bear's endurance*, *freedom of movement*, and *greater magic weapon*.

Base Statistics Without *bear's endurance* and *greater magic weapon*, Sicheav's statistics are **hp** 116; **Fort** +12; **Melee** +1 scythe +15/+10/+5 (2d4+4/19–20/*4); **Con** 14.

STATISTICS

Str 15, **Dex** 12, **Con** 18, **Int** 10, **Wis** 24, **Cha** 8

Base Atk +11; **CMB** +13; **CMD** 25

Feats Combat Casting, Command Undead, Critical Focus, Extra Channel, Improved Channel, Improved Critical (scythe), Improved Initiative, Spell Focus (evocation), Weapon Focus (scythe)

Skills Bluff +5, Intimidate +5, Knowledge (local) +6, Knowledge (religion) +9, Perception +20, Spellcraft +11

Languages Common

SQ aura, death's embrace

Combat Gear *potion of invisibility*; **Other Gear** +3 mithral breastplate, +1 scythe, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, headband of inspired wisdom +4, ring of protection +1, unholy water, cold iron unholy symbol (worth 500 gp), onyx gems (worth 1,000 gp), silver dust for *desecrate* (worth 25 gp), 2,482 gp

SHADOW

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

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn, strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

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

SPECIAL ABILITIES

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

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHADOW

CR 3

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

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

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

SIEGE OF GALLOWSPIRE

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

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

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

TICK SWARM

The rasping legs of this hideous, shining carpet of fist-sized ticks rattle ominously as the swarm skitters forward.

TICK SWARM

CR 9

Pathfinder RPG Bestiary 265

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; Perception +0

DEFENSE

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 120 (16d8+48)

Fort +13, **Ref** +7, **Will** +5

Defensive Abilities swarm traits

Immune mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (4d6 plus disease, distraction, and blood drain)

Special Attacks blood drain (1d4 Con), cling, distraction (DC 21)

STATISTICS

Str 1, **Dex** 14, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** —; **CMD** —

Skills Climb +10; **Racial Modifiers** uses Dex on Climb checks

SPECIAL ABILITIES

Cling (Ex) If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging ticks. The save DC is Dexterity-based.

Disease (Ex) *Bubonic Plague*: Bite—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, 1 Cha damage, fatigue; *cure* 2 consecutive saves. The DC is Con-based.

VAMPIRE

This alluring, raven-haired beauty casually wipes a trickle of blood from a pale cheek, then smiles to reveal needle-sharp fangs.

VAMPIRE

CR 9

Pathfinder RPG Bestiary 270

Female human vampire sorcerer 8

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 102 (8d6+72); fast healing 5

Fort +13, **Ref** +11, **Will** +12

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

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)

Bloodline Spell-Like Ability (CL 8th, +7 touch)

11/day—grave touch

Sorcerer Spells Known (CL 8th, +8 ranged touch)

4th (5/day)—*greater invisibility*

3rd (5/day)—*dispel magic*, *fireball* (DC 21), *vampiric touch*

2nd (8/day)—*false life*, *invisibility*, *scorching ray*, *web* (DC 20)

1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19),

disguise self, *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*,

mending, *message*, *open/close*, *read magic*

Bloodline undead

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 14, **Wis** 16, **Cha** 26

Base Atk +4; **CMB** +7; **CMD** 24

Feats Alertness^B, Blind-Fight, Combat Casting, Combat Reflexes^B, Dodge^B, Eschew Materials, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Still Spell, Toughness^B, Weapon Finesse

Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +10, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

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

Gear *cloak of resistance* +3, *headband of alluring charisma* +4, *ring of protection* +2

SPECIAL ABILITIES

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

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

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

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

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

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

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

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

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

Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing a vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third

of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is severed and anointed with holy water.

WARSWORN

An enormous, animate mass of armed and armored corpses undulates forth, like a siege tower of steel-girded flesh.

WARSWORN

CR 16

Pathfinder RPG Bestiary 4 272

NE Gargantuan undead

Init +3; **Senses** darkvision 60 ft.; Perception +27

Aura frightful presence (60 ft., DC 26)

DEFENSE

AC 29, touch 9, flat-footed 26 (+3 Dex, +20 natural, -4 size)

hp 207 (18d8+126)

Fort +13, **Ref** +9, **Will** +17

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee 4 slams +21 (2d6+12 plus energy drain)

Ranged 1 scrap ball +12 (2d6+12)

Space 20 ft.; **Reach** 5 ft.

Special Attacks absorb dying creature, energy drain (1 level, DC 26), trample (2d6+18, DC 31)

Spell-Like Abilities (CL 18th; concentration +25)

3/day*—*telekinesis* (violent thrust, heavy armor only)

STATISTICS

Str 34, **Dex** 17, **Con** —, **Int** 9, **Wis** 22, **Cha** 25

Base Atk +13; **CMB** +29; **CMD** 42 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Greater Overrun, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Step Up, Strike Back

Skills Climb +33, Perception +27, Swim +30

Languages Common (can't speak)

SQ profane magic

Gear Medium full plate (10), broken weapons and armor

SPECIAL ABILITIES

Absorb Dying Creature (Su) A warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the warsworn, and heals the warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a *miracle* or *wish* until the warsworn is destroyed.

Profane Magic (Su) *Protection from evil* blocks attacks from a warsworn's spell-like abilities.

Scrap Ball (Ex) The warsworn can throw a mass of broken weapons and armor. This deals an amount of damage equal to 2d6 + the warsworn's Strength modifier, and has a range increment of 20 feet.

*The warsworn's *animate objects* spell-like ability has been removed to reduce the number of low-CR creatures appearing on the battlefield.

WRAITH

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

DREAD WRAITH CR 7

Variant wraith (*Pathfinder RPG Bestiary* 281)

LE Large undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., lifiesense; Perception +12

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 16 (+7 deflection, +4 Dex, -1 size)

hp 57 (5d8+35)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks create spawn

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 18, **Wis** 18, **Cha** 25

Base Atk +3; **CMB** +8; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +12, Fly +14, Intimidate +15, Knowledge (planes) +9, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +8

Languages Common, Infernal

SPECIAL ABILITIES

Constitution Drain (Su) Creatures hit by the dread wraith's touch attack must succeed at a DC 19 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the dread wraith gains 5 temporary hit points. The save DC is Charisma-based.

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, using the spawned wraith statistics below. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Lifiesense (Ex) The dread wraith senses and locates living creatures within 60 feet, as if it had the blindsight ability.

Sunlight Powerlessness (Ex) If the dread wraith is in sunlight, it cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach the dread wraith unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

SPAWNED WRAITH CR 4

Variant wraith (*Pathfinder RPG Bestiary* 281)

LE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., lifiesense; Perception +8

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 37 (5d8+15)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +4 (1d6 negative energy plus 1d2 Con drain)

Special Attacks create spawn

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +8, Fly +5, Intimidate +11, Knowledge (planes) +5, Perception +8, Sense Motive +8, Stealth +9

Languages Common, Infernal

SPECIAL ABILITIES

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

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, using this stat block. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

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

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

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

WYRMWRAITH

This ghostly, skeletal creature appears to once have been a dragon, but it is now something far less noble.

WYRMWRAITH CR 17

Pathfinder RPG Bestiary 5 280

CE Gargantuan undead (incorporeal)

Init +16; **Senses** darkvision 60 ft., lifiesense; Perception +38

Aura unnatural aura

DEFENSE

AC 31, touch 31, flat-footed 18 (+6 deflection, +12 Dex, +1 dodge, +6 profane, -4 size)

hp 252 (24d8+144)

Fort +14, **Ref** +20, **Will** +19

Defensive Abilities channel resistance +4, incorporeal, positive energy transference; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal bite +27 (4d6 plus energy drain), 2 incorporeal claws +27 (2d8 plus divine dispelling), 2 incorporeal wings +24 (2d6), incorporeal tail slap +24 (2d8)

Space 20 ft.; **Reach** 15 ft. (20 ft. with incorporeal bite)

Special Attacks breath weapon (60-ft. cone, 20d6 negative energy and 1 negative level, Reflex DC 22 half damage, usable every 1d4 rounds), create spawn, ectoplasmic shift, energy drain (2 levels, DC 28)

Spell-Like Abilities (CL 24th; concentration +30)

At will—*animate dead*, *command undead* (DC 18), *deseccrate*, *detect undead*, *protection from good*

5/day—*create undead*, *control undead* (DC 23), *unhallow*, *unholy blight* (DC 20)

3/day—*create greater undead*, *quicken finger of death* (DC 23), *waves of exhaustion*

1/day—*energy drain* (DC 25), *soul bind* (DC 25)

STATISTICS

Str —, **Dex** 34, **Con** —, **Int** 20, **Wis** 21, **Cha** 22

Base Atk +18; **CMB** +34; **CMD** 57 (61 vs. trip)

Feats Acrobatic, Dodge, Flyby Attack, Hover, Improved Initiative, Multiattack, Quicken Spell-Like Ability (*finger of death*), Skill Focus (Intimidate), Skill Focus (Perception), Stealthy, Weapon Focus (incorporeal bite), Weapon Focus (incorporeal claw)

Skills Acrobatics +40, Escape Artist +14, Fly +45, Intimidate +39, Knowledge (arcana) +20, Knowledge (planes) +17, Knowledge (religion) +32, Perception +38, Sense Motive +32, Stealth +31, Survival +29

Languages Abyssal, Common, Draconic, Elven, Infernal

SQ phase lurch

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a wrymwraith become dread wraiths in 1d4 rounds. Spawn are under the command of the wrymwraith that created them and remain enslaved until its death, at which point they become free-willed dread wraiths. They don't possess the abilities they had in life.

Divine Dispelling (Su) When a wrymwraith strikes a creature with one of its claws, that creature is also affected by a targeted *greater dispel magic* (CL 20th) that can dispel only divine spells.

Ectoplasmic Shift (Su) A wrymwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. As a swift action, the wrymwraith can become corporeal for 1d4 rounds. It can return to its incorporeal form as a free action. Once its ectoplasmic form's duration ends, the wrymwraith can't assume that form again for 1d4 rounds. While in ectoplasmic form, the wrymwraith loses the incorporeal ability (including its deflection bonus to AC) and gains a +16 natural armor bonus to AC, DR 15/—, a Strength score equal to its Dexterity score, and the phase lurch ability. The AC for a typical wrymwraith in ectoplasmic form is 41. When in ectoplasmic form, its attacks are **Melee** bite +27 (4d6+18 plus energy drain), 2 claws +27 (2d8+12 plus divine dispelling), 2 wings +24 (2d6+6), tail slap +24 (2d8+18).

Phase Lurch (Su) A wrymwraith in ectoplasmic form can pass through material obstacles, such as walls. It must begin and end its turn outside any obstacles. It can't move through corporeal creatures with this ability, and its movement speed is halved while moving through an obstacle. Obstacles it moves through are coated with a thin, silvery mucus for 1 minute.

Positive Energy Transference (Su) Whenever a wrymwraith succeeds at a saving throw to resist positive energy damage but still suffers damage, the wrymwraith can immediately transfer that damage to any dread wraith spawn of its choice with 120 feet that it controls. The wrymwraith takes any excess damage beyond the spawn's hit points. Even if the wrymwraith has no spawn under its control, when it succeeds at its save against a positive energy effect that normally deals half damage on a successful save, it instead takes one quarter damage.

APPENDIX 5: SUBTIER 15–16 BESTIARY

The stat blocks for all creatures that appear in Subtier 15–16 are printed below for the GM's convenience. Abilities that are not described in the Special Abilities section of the stat block are universal monster rules. You can find a full list of universal monster rules at pfrd.info.

Some of the creature stat blocks in this appendix have been slightly modified, removing a spell or ability to reduce the number of reference books needed to prepare the encounter. All such modifications are marked with asterisks (*) and explained in full at the bottom of the stat block.

BAROMETZ

This massive green ramlike creature's pelt is actually a tangle of vines, and its horns are wickedly sharp wooden branches.

BAROMETZ	CR 15
<i>Pathfinder RPG Bestiary 4 16</i>	
N Gargantuan plant	
Init +5; Senses low-light vision; Perception +27	
DEFENSE	
AC 31, touch 11, flat-footed 26 (+5 Dex, +20 natural, –4 size)	
hp 253 (22d8+154)	
Fort +20, Ref +12, Will +11	
Immune electricity, plant traits	
OFFENSE	
Speed 40 ft.	
Melee gore +23 (5d10+15/19–20)	
Space 20 ft.; Reach 20 ft.	
Special Attacks powerful charge (gore, 10d10+15), trample (5d10+15, DC 31)	
STATISTICS	
Str 30, Dex 21, Con 24, Int 2, Wis 15, Cha 9	
Base Atk +16; CMB +30 (+34 bull rush or overrun); CMD 45 (47 vs. bull rush or overrun, 49 vs. trip)	
Feats Awesome Blow, Bleeding Critical, Critical Focus, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (gore), Improved Overrun, Iron Will, Power Attack, Weapon Focus (gore)	
Skills Perception +27	

BONETHORN

Ligaments of stringy black fungus connect the bones of this filthy skeleton. In numerous places, the fungus has formed thorny growths.

BONETHORN	CR 12
<i>Pathfinder RPG Bestiary 6 52</i>	
N Medium plant	
Init +10; Senses lifesense, low-light vision; Perception +22	
DEFENSE	
AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)	
hp 150 (20d8+60)	
Fort +15, Ref +14, Will +11	

Defensive Abilities positive energy absorption; **DR** 10/bludgeoning; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee gore +24 (2d6+9 plus spores), 2 claws +24 (2d6+9/19–20 plus spores)

Special Attacks critical implantation

STATISTICS

Str 28, **Dex** 23, **Con** 17, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +15; **CMB** +24; **CMD** 41

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Sickening Critical, Skill Focus (Perception)

Skills Perception +22, Stealth +19

SPECIAL ABILITIES

Critical Implantation (Ex) If a bonethorn scores a critical hit with any of its natural weapons, the victim takes a –4 penalty on its Fortitude save to resist the spore effect.

Positive Energy Absorption (Sp) Those attempting to affect a bonethorn with positive energy quickly discover their mistake. Not only does positive energy heal the bonethorn (as it is a living creature, not undead), but it also absorbs the positive energy, boosting its metabolism. Whenever a bonethorn is affected by positive energy, it gains the benefits of *haste* and fast healing 5 for 1 round. This duration increases to 2 rounds if the bonethorn is not wounded at the time it is affected by positive energy. The durations from multiple exposures to positive energy effects stack.

Spores (Su) Each time a bonethorn deals damage with its sporeladen natural attacks, its victim must attempt a DC 23 Fortitude save to avoid becoming infested by the fungus. If the victim fails, the fungus propagates through its body, dealing 2d6 points of slashing damage per round at the start of the infected creature's turn. If the bonethorn dies and the infected creature is still alive, the infection immediately ends. A creature that has a skeleton and that dies while infested with bonethorn spores is consumed over the course of 2d6 rounds, after which a new bonethorn rises from the remains. A new bonethorn created in this manner from a Large or larger body can animate only a Medium-sized portion of the skeleton, resulting in strange, partially skeletal hosts that have similar statistics to a bonethorn grown from a humanoid host. Burning or otherwise completely destroying the victim's body before the spores complete their consumption prevents it from becoming a new bonethorn. This is a disease effect. The save DC is Constitution-based.

CHARNEL COLOSSUS

This horror is composed of dozens, if not hundreds, of decomposing cadavers held together as an amalgamated whole.

CHARNEL COLOSSUS	CR 19
<i>Pathfinder Campaign Setting: Inner Sea Bestiary 10</i>	
NE Colossal undead	

Init +3; **Senses** darkvision 60 ft., *see invisibility*; Perception +50

DEFENSE

AC 29, touch 1, flat-footed 29 (–1 Dex, +28 natural, –8 size)

hp 345 (30d8+210)

Fort +19, **Ref** +11, **Will** +32

Defensive Abilities amorphous, channel resistance +4; **DR** 15/magic and slashing; **Immune** critical hits, precision damage, turning, undead traits; **SR** 30

OFFENSE

Speed 30 ft.

Melee 6 slams +26 (2d8+12/19–20 plus grab and mind feed) or 2 tendrils +21 (2d6+6 plus grab and pull [20 ft.])

Space 30 ft., **Reach** 20 ft. (40 ft. with tendrils)

Special Attacks voice of the ancients

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*see invisibility*

At will—*augury*, *blindness/deafness* (DC 20), *doom* (DC 18)

3/day—*bestow curse* (DC 20), *speak with dead* (DC 20), *unholy blight* (DC 21)

1/day—*blasphemy* (DC 24), *horrid wilting* (DC 25)

STATISTICS

Str 34, **Dex** 9, **Con** —, **Int** 18, **Wis** 36, **Cha** 25

Base Atk +22; **CMB** +42 (+46 grapple); **CMD** 51 (can't be tripped)

Feats Ability Focus (voice of the ancients), Alertness, Blind-Fight, Combat Reflexes, Critical Focus, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Stand Still, Stunning Critical

Skills Climb +45, Intimidate +40, Knowledge (arcana) +37, Knowledge (history) +34, Knowledge (religion) +37, Perception +50, Sense Motive +50, Spellcraft +37

Languages Common

SQ corporate will

SPECIAL ABILITIES

Corporate Will (Su) A charnel colossus is composed of the sentience of scores of creatures. Though they are able to work in concert as a cohesive whole, they are also able to separate their actions at will so as to not be impeded by the limitations of a single consciousness, effectively allowing them to focus on two things at once. As a result, the charnel colossus can perform one of the following actions each turn as a swift action: make a melee attack, maintain a grapple, or cast one of its spell like abilities. In addition, a charnel colossus is immune to being turned (though it can still take damage from channeled positive energy). While part of the creature's sentience may be affected by a turn attempt, there are enough unaffected intellects within to override the effect.

Mind Feed (Su) When a charnel colossus succeeds at a grapple check with a slam attack, it can use its mind feed ability as a free action during each round in which the grapple is maintained. A victim of a mind feed attempt must succeed at a DC 38 Will save each round that the ability is used. On a failed save, the cadavers that make up the charnel colossus lock their mouths against the

victim and begin to draw forth a part of her sentience to add to the collective. This action deals 1d6 points of Wisdom damage per round. If the victim's Wisdom score is reduced to 0, her soul and persona are wholly subsumed by the charnel colossus, and her body becomes bleached white and brittle and is incorporated into the creature's mass. The charnel colossus then has full access to all of the victim's memories (though not any special powers), and the victim can only be recovered and returned to life with a *wish* or *miracle*. If the charnel colossus has grappled multiple victims, it can attempt multiple mind feeds in a single round. The save DC is Wisdom-based.

Voice of the Ancients (Su)* A charnel colossus can, as a full-round action, cause its collective knowledge to be whispered into the minds of any sentient creature within 100 feet. These whispers riffle through the brain of any such creatures within range in a maddening susurrus. These individuals must succeed at a DC 34 Will save or be paralyzed and frozen in place as if by the *hold monster* spell. The victim may attempt a new save each round to try and break the effect.

*This ability has been simplified to remove edge cases that are not suitable for Organized Play.

DAEMON, DERGHODAEMON

A deadly and vicious bouquet of insectile claws sprouts from this horrid, three-legged, multi-eyed beast.

DERGHODAEMON

CR 12

Pathfinder RPG Bestiary 2 66

NE Large outsider (daemon, evil, extraplanar)

Init +5; **Senses** all-around vision, darkvision 60 ft., *detect magic*, *see invisibility*; Perception +28

Aura feeblemind (DC 20)

DEFENSE

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, –1 size)

hp 161 (14d10+84)

Fort +15, **Ref** +14, **Will** +7

DR 10/good; **Immune** acid, death effects, disease, poison;

Resist cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 40 ft.

Melee 5 claws +21 (1d6+8/19–20)

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

Special Attacks rend (2 claws, 1d8+12 plus 2 Con damage)

Spell-like Abilities (CL 12th; concentration +15)

Constant—*detect magic*, *see invisibility*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*fear* (DC 17), quickened *summon swarm*

1/day—*creeping doom*, *insect plague*, *summon* (level 4, 1 derghodaemon 30%)

STATISTICS

Str 27, **Dex** 20, **Con** 22, **Int** 7, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +23; **CMD** 38 (40 vs. trip)

Feats Cleave, Critical Focus, Improved Critical (claws), Power

SIEGE OF GALLOWSPIRE

Attack, Quicken Spell-Like Ability (*summon swarm*), Sickening Critical, Vital Strike

Skills Intimidate +20, Perception +28, Sense Motive +20, Stealth +18; **Racial Modifiers** +4 Perception

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ swarmwalking

SPECIAL ABILITIES

Feeblemind Aura (Su) By grinding and clicking its mandibles and chitinous plates together (a free action), a derghodaemon can affect all creatures within 30 feet as if by a *feeblemind* spell. Daemons are immune to this effect, but all other creatures must make a DC 20 Will save to resist the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails remains affected as long as the derghodaemon continues to maintain the aura and the subject remains within 30 feet of the derghodaemon. Once either condition ends, the victim of this effect can attempt a new DC 20 Will save once per minute to recover from the effect; otherwise, it can be cured by a *heal*, *limited wish*, *miracle*, or *wish* spell. A derghodaemon cannot use its spell-like abilities or rend attack in any round in which it uses its *feeblemind* aura. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Swarmwalking (Su) A derghodaemon is immune to damage or distraction effects caused by swarms.

DAEMON, PURRODAEMON

Dozens of weapons pierce this massive monster's body. Red eyes glow with wickedness in its vulture-like head.

PURRODAEMON

CR 18

Pathfinder RPG Bestiary 2 73

NE Large outsider (daemon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., true seeing; Perception +26

Aura fear (15 ft., DC 24), unholy aura

DEFENSE

AC 35, touch 19, flat-footed 29 (+4 deflection, +6 Dex, +16 natural, -1 size)

hp 294 (19d10+190)

Fort +25, **Ref** +21, **Will** +14

DR 10/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

OFFENSE

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

Melee +2 *wounding halberd* +32/+27/+22/+17 (2d8+18/19-20/x3), bite +24 (1d8+5)

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

Special Attacks weapon steep

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*chain lightning* (DC 21), *cone of cold* (DC 20), *flame strike* (DC 20)

1/day—*summon* (level 5, 2 derghodaemons 50%)

STATISTICS

Str 32, **Dex** 23, **Con** 30, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +19; **CMB** +31; **CMD** 51

Feats Combat Expertise, Combat Reflexes, Greater Vital Strike, Improved Critical^b (halberd), Improved Initiative, Improved Sunder, Improved Vital Strike, Lunge, Power Attack, Quick Draw, Vital Strike, Weapon Focus^b (halberd)

Skills Acrobatics +28, Bluff +21, Diplomacy +17, Fly +16, Intimidate +27, Knowledge (planes) +25, Perception +26, Sense Motive +26, Spellcraft +23, Stealth +24, Survival +17

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Weapon Steep (Su) A purrodaemon can sheathe a weapon in its flesh as a swift action. This does no damage to the daemon. If a weapon remains sheathed in its body for at least 24 hours, the weapon gains magical enhancements. A purrodaemon can have up to a dozen weapons lodged in its body at a time, but only one can possess magical enhancements at a time. The total enhancements cannot exceed a +4 effective enhancement—most purrodaemons opt to create +2 *wounding* weapons in this manner. A weapon's enhancements vanish as soon as the purrodaemon dies or releases the weapon. A purrodaemon gains Weapon Focus and Improved Critical as bonus feats as long as it wields a weapon benefiting from its weapon steep ability.

DEMON, GLABREZU

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

GLABREZU

CR 13

Pathfinder RPG Bestiary 61

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., *true seeing*; Perception +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

PATHFINDER SOCIETY SCENARIO

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

DEMON, VROLIKAI

This black-skinned, bat-winged demon has four arms; a long, thin tail; and a leering, fanged face with dead, white eyes.

VROLIKAI

CR 19

Pathfinder RPG Bestiary 2 81

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 120 ft., low-light vision, *true seeing*; Perception +36

DEFENSE

AC 35, touch 16, flat-footed 28 (+6 Dex, +1 dodge, +19 natural, -1 size)

hp 332 (19d10+228)

Fort +18, **Ref** +17, **Will** +17

DR 15/cold iron and good; **Immune** death effects, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee +1 *black flame knife* +29/+24/+19/+14 (1d6+11/19-20 plus energy drain), 3 +1 *black flame knives* +29 (1d6+6/19-20 plus energy drain), bite +23 (1d8+5), sting +23 (1d6+5 plus madness) or bite +28 (1d8+10), 4 claws +28 (1d6+10), sting +28 (1d6+10 plus madness)

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

Special Attacks black flame knives, death-stealing gaze, multiweapon mastery

Spell-Like Abilities (CL 19th; concentration +27)

Constant—*true seeing*

At will—*deeper darkness*, *enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 23)

3/day—quicken *enervation*, *regenerate*, *silence* (DC 20), *vampiric touch*

1/day—*mass hold monster* (DC 27), *summon* (level 6, 1 marilith 50% or 1d4 glabrezus 75%), *symbol of death* (DC 26)

STATISTICS

Str 30, **Dex** 23, **Con** 35, **Int** 22, **Wis** 23, **Cha** 26

Base Atk +19; **CMB** +30; **CMD** 47

Feats Cleave, Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Quicken
Spell-Like Ability (*enervation*), Vital Strike

Skills Acrobatics +25 (+29 jump), Bluff +30, Fly +34, Intimidate +27, Knowledge (arcana) +25, Knowledge (planes) +28, Perception +36, Sense Motive +28, Spellcraft +25, Stealth +24 (+32 in shadowy areas), Survival +25, Use Magic Device +27;

Racial Modifiers +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Black Flame Knives (Su) A vrolikai can manifest daggers made of crystallized black flames in each of its four hands as a free action. These weapons function as +1 *daggers* that bestow one permanent negative level on a successful hit. A DC 27 Fortitude negates the negative level, although on a critical hit, no save is allowed. The save DC is Charisma-based.

Death-Stealing Gaze (Su) 1 permanent negative level, 30 ft., Fort DC 27 negates. Creatures slain by these negative levels become juju zombies (*Pathfinder RPG Bestiary 2 291*) under the vrolikai's control. The save DC is Charisma-based. For ease, if a PC is transformed into a juju zombie, apply the following simplified adjustments. The PC gains a +3 bonus to natural armor, DR 10/magic and slashing, fire resistance 10, and immunity to cold, electricity, and *magic missile*. The PC gains a slam attack that deals 1d8 damage. Finally, the PC gains Improved Initiative and Toughness as bonus feats.

Madness (Su) A creature stung by a vrolikai's tail must make a DC 27 Will save to resist taking 1d6 points of Charisma drain and becoming confused for 1d4 rounds. On a successful save, the victim is instead staggered for 1d4 rounds as strange visions assault its mind. This is a mind-affecting effect. The save DC is Charisma-based.

Multiweapon Mastery (Ex) A vrolikai never takes penalties on its attack roll when fighting with multiple weapons.

GALLOWDEAD

This skeletal horror staggers under the weight of the massive hook and chain impaling the bones of its midsection.

GALLOWDEAD

CR 16

Pathfinder RPG Bestiary 4 119

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +3

Aura whispers (30 ft., DC 27)

DEFENSE

AC 31, touch 15, flat-footed 26 (+4 Dex, +1 dodge, +16 natural)

hp 228 (24d8+120)

Fort +13, **Ref** +12, **Will** +17

Defensive Abilities channel resistance +6; **DR** 10/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee spiked chain +26/+21/+16/+11 (2d4+10/19-20 plus chains of the dead) or 2 claws +25 (2d8+7)

Special Attacks chains of the dead

SIEGE OF GALLOWSPIRE

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

STATISTICS

Str 24, **Dex** 19, **Con** —, **Int** 11, **Wis** 16, **Cha** 21

Base Atk +18; **CMB** +25; **CMD** 40

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Critical (spiked chain), Improved Initiative, Improved Vital Strike, Lunge, Power Attack, Step Up, Vital Strike, Weapon Focus (spiked chain)

Skills Climb +34, Escape Artist +28, Intimidate +32, Swim +31

Languages Common

SPECIAL ABILITIES

Aura of Whispers (Su) A gallowdead constantly whispers vile secrets and blasphemous chants. Any creature within 30 feet of a gallowdead must succeed at a DC 27 Will save or be shaken for 1d4 rounds. Already shaken creatures that fail this saving throw become nauseated by the secrets revealed. Each round, an affected creature can make a new Will save to recover from the effect—once a creature recovers from a gallowdead's whispers, it is immune to this ability for 24 hours. Each overlapping whisper aura from additional gallowdead increases the save DC by 2. This is a language-based sonic effect. The save DC is Charisma-based.

Chains of the Dead (Su) When a gallowdead uses its spiked chain, the first attack that hits a foe during the gallowdead's turn deals an extra 12d6 points of negative energy damage (Will DC 27 half). This has no effect on undead creatures. In addition, the gallowdead can make a free combat maneuver check against its target with a +4 racial bonus. If the check succeeds, the target becomes grappled, but the gallowdead doesn't gain the grappled condition. The gallowdead can make a free combat maneuver check each round to maintain its grip on the victim, but can't take any special grapple actions against the victim except the move special action. When grappling a victim in this way, the gallowdead can't attack with its spiked chain. The save DC is Charisma-based.

GIANT, ECLIPSE

Symbolic representations of the occultation of heavenly bodies decorate the dark gray skin of this massive giant.

ECLIPSE GIANT

CR 19

Pathfinder RPG Bestiary 5 134

N Gargantuan humanoid (giant)

Init +0; **Senses** low-light vision, see in darkness; Perception +41

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)

hp 312 (25d8+200)

Fort +16, **Ref** +15, **Will** +21

Defensive Abilities rock catching; **Immune** death effects

OFFENSE

Speed 50 ft.

Melee mwk longsword +34/+29/+24/+19 (4d6+27/19-20)

Ranged rock +15 (3d6+27 plus imbue rock)

Space 20 ft.; **Reach** 20 ft.

Special Attacks imbue rock, rock throwing

Spell-Like Abilities (CL 20th; concentration +24)

At will—*daylight*, *deeper darkness*, *harm* (DC 20), *heal*

3/day—quicken *harm* (DC 20), quickened *heal*

1/day—*lunar veil*, *polar midnight*

STATISTICS

Str 46, **Dex** 11, **Con** 27, **Int** 13, **Wis** 24, **Cha** 18

Base Atk +18; **CMB** +40 (+44 bull rush); **CMD** 50 (52 vs. bull rush)

Feats Awesome Blow, Combat Casting, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Vital Strike, Martial Weapon Proficiency (longsword), Power Attack, Quicken Spell-Like Ability (*harm*, *heal*), Skill Focus (Perception), Vital Strike, Weapon Focus (longsword)

Skills Intimidate +32, Knowledge (arcana) +16, Knowledge (geography) +11, Perception +41

Languages Aklo, Common, Giant

SQ eclipse empowered

Gear mwk longsword

SPECIAL ABILITIES

Eclipse Empowered (Su) When an eclipse giant is in the presence of, and can see, either a solar or a lunar eclipse, it is affected as if subjected to a *greater heroism* spell (CL 20th) for as long as the eclipse lasts. As eclipse giants rarely watch where they're going, they learn to avoid obstacles by instinct; an eclipse giant adds its Wisdom modifier on Reflex saves, even when there is no eclipse.

Imbue Rock (Su) An eclipse giant can imbue a thrown rock, casting either its *heal* or *harm* spell-like ability just before it throws the rock. If it imbues the rock with *harm*, the rock targets touch AC, and a creature hit by the rock attack is also affected as if it were the target of the harm spell. If the giant imbues the rock with *heal*, any creature that catches the rock with the rock catching special ability is affected as if it were the target of the *heal* spell. If rocks so imbued either miss the target (in the case of a *harm*-imbued rock) or are not caught (in the case of a *heal*-imbued rock) they lose the spell effect.

GOLEM, GOLD

This golden statue stands proud, bearing a regal scepter in one hand. Its other arm is stretched out, ending in an upraised fist.

GOLD GOLEM

CR 15

Pathfinder RPG Bestiary 6 140

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 30, touch 13, flat-footed 26 (+4 Dex, +17 natural, -1 size)

hp 156 (23d10+30)

Fort +7, **Ref** +11, **Will** +7

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

PATHFINDER SOCIETY SCENARIO

Melee 2 slams +34 (4d8+12 plus prismatic surge)

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

STATISTICS

Str 34, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +23; **CMB** +36; **CMD** 50

SQ death throes

SPECIAL ABILITIES

Death Throes (Ex) A gold golem melts into worthless slag when destroyed, releasing a 10-foot-radius cloud of fumes that deals 1d4 points of Constitution damage to all creatures within a 10-foot radius. A successful DC 21 Fortitude save negates this effect. This is a poison effect, and the save DC is Constitution-based.

Immunity to Magic (Ex) A gold golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage reduces the golem's DR to 5/adamantine but also hastens it for 1d6 rounds as per the spell *haste*, with no saving throw.
- A magical attack that deals cold damage slows a gold golem for 1d6 rounds as per the spell *slow*, with no saving throw.

Prismatic Surge (Su) As a swift action when it hits a foe with its slam attack, a gold golem unleashes a ray of prismatic energy from its bejeweled scepter. It can choose to automatically hit the foe it hit with its slam attack with this ray, or it can target another creature within 30 feet as a +26 ranged touch attack. Roll 1d6 for any creature struck by a ray and consult the following table to determine the effects. The save DCs are Constitution-based.

1d6 Beam Color Effect

1d6	Beam Color	Effect
1	Red	20 points of fire damage (Reflex DC 21 half)
2	Orange	40 points of acid damage (Reflex DC 21 half)
3	Yellow	80 points of electricity damage (Reflex DC 21 half)
4	Green	Poison (<i>save</i> Fort DC 21; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Con damage; <i>cure</i> 2 consecutive saves)
5	Blue	Petrification (as per <i>flesh to stone</i> , Fort DC 21 negates)
6	Indigo	Insanity (as per <i>insanity</i> , Will DC 21 negates)

GRIM REAPER

One bleached-bone hand of this robed, skeletal figure grasps a massive, curved scythe.

GRIM REAPER

CR 22

Pathfinder RPG Bestiary 5 134

NE Medium undead (extraplanar)

Init +14; **Senses** darkvision 60 ft., *see invisibility*, status sight, *true seeing*; Perception +6

Aura misfortune (20 ft.), unnatural aura

DEFENSE

AC 39, touch 29, flat-footed 28 (+10 Dex, +1 dodge, +10 natural, +8 profane)

hp 400 (32d8+256)

Fort +26, **Ref** +29, **Will** +32

Defensive Abilities channel resistance +4, death's grace; **DR** 10/—; **Immune** undead traits; **SR** 33

OFFENSE

Speed 60 ft., fly 90 ft. (perfect)

Melee +5 *keen adamantine scythe* +40/+40/+35/+30/+25 (2d4+18/19–20/×4 plus death strike and energy drain)

Special Attacks death strike (DC 34), energy drain (2 levels, DC 34), final death

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*haste*, *see invisibility*, *true seeing*

At will—*call spirit* (DC 23)

3/day—*finger of death* (DC 26), *power word kill*

1/day—*plane shift* (DC 23)

STATISTICS

Str 29, **Dex** 30, **Con** —, **Int** 15, **Wis** 23, **Cha** 26

Base Atk +24; **CMB** +34; **CMD** 62

Feats Cleave, Cleaving Finish, Combat Casting, Combat Reflexes, Critical Focus, Dazing Assault, Furious Focus, Great Cleave, Improved Cleaving Finish, Improved Initiative, Power Attack, Staggering Critical, Step Up, Stunning Critical, Tiring Critical, Weapon Focus (scythe)

Skills Acrobatics +42, Disguise +43, Fly +18, Intimidate +43, Knowledge (planes) +18, Knowledge (religion) +21, Ride +42, Stealth +45

Languages Celestial, Common, Infernal

Gear +5 *keen adamantine scythe*

SPECIAL ABILITIES

Death Strike (Su) A grim reaper automatically confirms any critical hit. A creature damaged by a critical hit from a grim reaper must succeed at a DC 34 Fortitude saving throw or be instantly killed. The save DC is Charisma-based.

Death's Grace (Su) The dark power stolen from countless souls protects a grim reaper, granting it a profane bonus on all saving throws and to AC equal to its Charisma modifier.

Final Death (Su) A creature killed by a grim reaper can't be brought back to life by any means short of divine intervention.

Misfortune Aura (Su) When a living creature attempts an ability check, attack roll, caster level check, skill check, or saving throw within 20 feet of a grim reaper, it must roll two d20s and take the lowest roll before applying any modifiers.

Status Sight (Su) When a grim reaper gazes on a creature, it can see that creature's emotion aura and that creature's current health and overall well-being. This acts as the *status* spell, as well as the emotion aura aspect of the *analyze aura*^{OA} spell.

IMMORTAL ICHOR

This strange—almost beautiful—purple ooze thrums with powerful energy and glows with an eerie light.

SIEGE OF GALLOWSPIRE

IMMORTAL ICHOR

CR 17

Pathfinder RPG Bestiary 4 156

NE Medium ooze (extraplanar)

Init +7; **Senses** blindsense 60 ft.; Perception +25

DEFENSE

AC 32, touch 32, flat-footed 28 (+3 Dex, +1 dodge, +18 profane)

hp 270 (20d8+180); regeneration 10 (good spells, good weapons)

Fort +16, **Ref** +9, **Will** +11

Defensive Abilities amorphous; **DR** 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; **Resist** cold 30

OFFENSE

Speed 20 ft., fly 20 ft. (average)

Melee slam +21 (6d6+7 plus 1d3 Wis drain)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*charm person* (DC 18), *detect thoughts* (DC 17), *summon swarm*, *telekinesis* (DC 20)

3/day—*charm monster* (DC 19), quickened *charm person* (DC 18), *control undead* (DC 22), *creeping doom* (DC 22), *insect plague*, *mind fog* (DC 20), *nightmare* (DC 20)

STATISTICS

Str 20, **Dex** 17, **Con** 26, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +15; **CMB** +20 (+24 grapple); **CMD** 34 (can't be tripped)

Feats Ability Focus (*charm person*), Combat Casting, Dodge, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*charm person*), Toughness, Weapon Focus (slam)

Skills Fly +3, Intimidate +25, Knowledge (arcana, history, planes) +25, Perception +25, Sense Motive +25, Spellcraft +25

Languages Abyssal, Aklo, Infernal, Undercommon (can't speak any language); telepathy 100 ft.

SQ compression, corrupt ally, no breath

SPECIAL ABILITIES

Corrupt Ally (Su) Any creature charmed by an immortal ichor takes 1d6 points of Wisdom damage per day. When a charmed creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as dominate monster, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control.

KUDIMMU

Tumorous, misshapen vines laden with dark red fruit make up the form of this lumbering humanoid creature, and its face is marked only by a pair of glowing, crimson eyes.

KUDIMMU

CR 16

Pathfinder Adventure Path #114: Black Stars Beckon 86

NE Large plant

Init +10; **Senses** low-light vision, tremorsense 30 ft.; Perception +32

DEFENSE

AC 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, -1 size)

hp 252 (24d8+144); fast healing 15

Fort +20, **Ref** +14, **Will** +15

Defensive Abilities amorphous; **DR** 10/magic and slashing; **Immune** death effects, energy drain, negative energy, plant traits; **Resist** cold 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee 2 slam +28 (2d4+11 plus grab), 4 tentacles +27 (1d6+5 plus bleed and pull)

Ranged bombardment +23 touch (8d6 negative energy plus splash)

Space 10 ft., **Reach** 10 ft. (30 ft. with tentacles)

Special Attacks bleed (1d6), blood drain (1d4 Constitution), bombardment, create spawn, pull (tentacle, 5 ft.)

Spell-Like Abilities (CL 24th; concentration +27)

3/day—*wall of thorns*

1/day—*animate plants* (DC 20)

STATISTICS

Str 32, **Dex** 22, **Con** 22, **Int** 13, **Wis** 21, **Cha** 17

Base Atk +18; **CMB** +30; **CMD** 46 (48 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dimensional Agility^{UC}, Dimensional Assault^{UC}, Dimensional Dervish^{UC}, Dimensional Savant^{UC}, Improved Initiative, Improved Trip, Iron Will, Multiattack, Power Attack, Weapon Focus (tentacle)

Skills Perception +32, Sense Motive +29, Stealth +29

Languages Azlanti, Sylvan (can't speak); telepathy 100 ft.

SQ bloodfruit, fieldbound

SPECIAL ABILITIES

Bloodfruit (Su)* Plants in a kudimmu's field produce sickly, misshapen, blood-red fruit. An undead creature can consume a kudimmu's bloodfruit in place of whatever bodily material it normally hungers for, whether blood, flesh, or something else. Doing so temporarily sates the undead creature's hunger but does not provide any other benefits normally gained from consumption. Upon consuming bloodfruit, an undead creature must succeed at a DC 25 Will saving throw or fall under the kudimmu's control, as per *control undead*.

Bombardment (Su) A kudimmu can produce bloodfruit from its body, which are charged with negative energy and can be thrown as splash weapons. These bloodfruit deal 8d6 points of negative energy damage on a direct hit, and 8 points of damage to creatures adjacent to the targeted square. A successful DC 25 Will saving throw halves this damage. The save DC is Charisma-based.

Create Spawn (Su)* A creature killed by the kudimmu's blood drain ability rises as a vampire spawn under the kudimmu's control 1d4 days later. A kudimmu can have a number of enslaved spawn totaling at most double its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

Fieldbound (Ex, Sp, Su) A kudimmu can designate an area of natural vegetation up to 100 feet by 100 feet per side as its field, fusing the root systems of the area's plants into an

interconnected mass. While in physical contact with the ground of its field, a kudimmu gains fast healing 15, tremorsense, and a 15-foot burrow speed. Additionally, the kudimmu can teleport to any location in its field as per *dimension door*. Spells and effects that attempt to alter the field's earth or vegetation must overcome the kudimmu's spell resistance to succeed. The kudimmu is physically dependent on its field, as the root system beneath it is in many ways an extension of the kudimmu's body. A kudimmu separated from its field for more than 24 hours instantly decays into a lump of inanimate matter. A kudimmu that is slain or destroyed reforms in the ground beneath its field in a process that takes 1d10 days to complete. To prevent a kudimmu from reviving, its field must be sown with salt or destroyed by magic (merely destroying the surface plants is not sufficient—the roots must also be entirely destroyed). A kudimmu must maintain its field with the blood of the living. The field must soak up the blood of a Medium or larger creature once per week. For each week the kudimmu fails to feed its field, it takes 2 points of Constitution damage. This damage cannot be healed until the kudimmu feeds its field. A kudimmu can designate a new field once per month in a process that takes 1 hour to complete. It can have only one active field at a time.

*Bloodfruit's secondary function as a drug for living creatures that interacts with its create spawn ability has been removed for ease of play.

MOSSLORD

This towering, four-armed humanoid seems to be made of moss and splintered wood, its face sinister and mouthless.

MOSSLORD

CR 18

Pathfinder RPG Bestiary 6 194

LE Large plant

Init +13; **Senses** darkvision 60 ft., greensight, low-light vision, see invisibility; **Perception** +35

DEFENSE

AC 33, touch 19, flat-footed 23 (+9 Dex, +1 dodge, +14 natural, -1 size)

hp 312 (25d8+200); regeneration 10 (cold)

Fort +22, **Ref** +17, **Will** +17

Defensive Abilities perennial; **DR** 15/magic and slashing;

Immune fire, plant traits; **Resist** electricity 30

OFFENSE

Speed 30 ft.

Melee 4 claws +28 (2d8+11/19-20 plus curse)

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

Special Attacks deadwood curse, fungal infestation, sheets of moss, yellow mold blast

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*nondetection*, *pass without trace*, see *invisibility*, *speak with plants*

At will—*command plants* (DC 20), *fear* (DC 20), *mind thrust* VP^{AA} (DC 22), *transport via plants*, *tree shape*
3/day*—*animate plants*, *displacement*
1/day—*control plants* (DC 24), *microcosm*^{AA} (DC 25)

STATISTICS

Str 32, **Dex** 28, **Con** 26, **Int** 27, **Wis** 25, **Cha** 23

Base Atk +18; **CMB** +30 (+34 sunder); **CMD** 50 (52 vs. sunder)

Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Greater Sunder, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (*fungal infestation*)*, Staggering Critical

Skills Climb +36, Intimidate +31, Knowledge (arcana, geography, nature) +33, Perception +35, Sense Motive +32, Spellcraft +33, Stealth +33, Survival +32

Languages Aklo, Common, Sylvan; *speak with plants*; telepathy 100 ft.

SPECIAL ABILITIES

Deadwood Curse (Su) When a mosslord confirms a critical hit with one of its claws, the victim must succeed at a DC 30 Fortitude save or a horrid curse transforms one of its limbs into an immobile wooden branch. Roll 1d4 to determine which limb is affected (1—right arm, 2—left arm, 3—right leg, 4—left leg; adjust the die as necessary for creatures with fewer or more limbs). The cursed limb hardens and becomes entirely immobile until the curse is lifted. If an arm is affected, the victim's Strength is reduced by 2 and it cannot wield weapons in that hand or use the hand in any way. If a victim's leg is affected, the victim's Dexterity is reduced by 2 and its base speed is reduced by 15 feet.

Each time a creature is affected by this curse, a new limb is affected, and the effects stack. If a cursed limb is amputated and regrown via magic, the new limb regrows as deadwood as long as the curse persists. This is a curse effect. The save DC is Constitution-based.

Fungal Infestation (Sp)* As a swift action, a mosslord can touch a creature to coat the creature in necrotic fungus. If the target fails a DC 19 Fortitude save, it takes 1d3 points of Charisma damage. Any physical attack against the target automatically deals 1d6 points of bleed damage.

Perennial (Su) When a mosslord dies, its body decomposes normally but regrows in 60 days. A dead mosslord cannot regrow during winter months or when there is frost or snow on the ground where it was slain; in such a condition, its regrowth is delayed until the thaw. If the region where the mosslord was slain is affected by a lasting winter (either via magic or as a result of natural conditions), its regrowth can be delayed indefinitely. Even completely destroying a mosslord's body won't stop its eventual regrowth. A blight or *diminish plants* spell applied to a mosslord's remains can ensure its permanent death if the caster succeeds at a DC 30 caster level check. A mosslord slain on any plane other than the Material Plane remains dead permanently. Obscure rituals can also aid in the permanent death of a mosslord, at the GM's discretion.

SIEGE OF GALLOWSPIRE

Sheets of Moss (Su) Once every 1d4 rounds as a move action, a mosslord can cover a 20-foot-square area in a blanket of toxic moss at a range of up to 90 feet. Living creatures in the area are automatically entangled and sickened and must succeed at a DC 30 Fortitude save or take 1d4 points of Constitution damage per round until the moss dissipates or is destroyed. The moss has 25 hit points per 5-foot square but can only be damaged by cold or effects that specifically target plants (such as *blight*) or deal additional damage to plants (such as *horrid wilting*). Otherwise, the sheets of moss wither away automatically after 1d4+4 rounds. The sickened effect and Constitution damage are poison effects. The save DC is Constitution-based.

Yellow Mold Blast (Su) As a standard action, a mosslord can swiftly extrude a puffball and hurl it up to 60 feet. Upon impact, the puffball bursts into an unusually thick and potent cloud of yellow mold spores. This cloud of spores fills a 10-foot-radius area, obscuring vision as if it were a fog cloud and affecting all creatures within the area with yellow mold (*Pathfinder RPG Core Rulebook* 416), except the Fortitude save to resist the mold's poisonous effects is DC 30. A creature that takes Constitution damage from these thick spores is also nauseated for 1 round. The cloud of spores persists for 1d4 rounds, after which it automatically dissipates. Creatures with greensight can see through these clouds of spores with ease. The save DC is Constitution-based.

*A mosslord can use the quickened version of *fungus infestation* from *Pathfinder RPG Ultimate Magic*. This stat block describes this ability in full in the special abilities section.

NEMHAIN

A cloud of translucent humanoid spirits whirls around this ghostly desiccated corpse.

NEMHAIN		CR 15
<i>Pathfinder RPG Bestiary</i> 5 182		
NE Medium undead (incorporeal)		
Init +12; Senses darkvision 60 ft.; Perception +28		
DEFENSE		
AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)		
hp 225 (18d8+144); profane regeneration 5 (electricity or good)		
Fort +13, Ref +16, Will +20		
Defensive Abilities channel resistance +4, incorporeal; Immune cold, undead traits; Resist acid 10, fire 10		
OFFENSE		
Speed fly 30 ft. (perfect)		
Melee incorporeal touch +21 (3d8 plus 1d6 Con drain)		
Special Attack bound spirit		
Spell-Like Abilities (CL 15th; concentration +22)		
3/day— <i>harm</i> (DC 23), <i>slay living</i> (DC 22), <i>telekinesis</i> (DC 22)		
1/day— <i>antilife shell</i> , <i>wall of force</i>		
STATISTICS		
Str —, Dex 26, Con —, Int 23, Wis 25, Cha 25		

Base Atk +13; **CMB** +21; **CMD** 39

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Toughness

Skills Bluff +25, Diplomacy +25, Fly +37, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +29

Languages Common; telepathy 100 ft.

SQ rejuvenation

SPECIAL ABILITIES

Bound Spirits (Su) A nemhain is surrounded by a whirling cloud of spirits that are bound to her—often the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a ranged touch attack (with an attack bonus of +21). These spirits may be used to cause damage as if the nemhain had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect. Using these spirits to deliver one of these spell-like abilities is a swift action; the nemhain does not need to take a standard action to cast the spell-like ability, but it still counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits as a group up to 1 mile away to act as scouts; they have a fly speed of 60 feet (perfect). She can observe and listen through them, but as long as they don't share her space, she can't use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save the following: *dispel evil*, *raise dead*, or *resurrection*. Such spells cause the spirits to vanish and to be useless to the nemhain for 1 hour. *True resurrection* makes the spirits useless for 24 hours.

Profane Regeneration (Su) This ability functions like regeneration except the nemhain possesses it despite the fact that she lacks a Constitution score. A nemhain reduced to 0 hit points is staggered instead of destroyed while her profane regeneration is active. As long as her profane regeneration is active, a nemhain ignores all damage that would reduce her hit points below 0.

Rejuvenation (Su) All nemhains are tied to a ritual object used in their creation. This object is typically a large statue, pillar, or monolith. Until this object is destroyed, a destroyed nemhain automatically rejuvenates back to full hit points 1d4 days after she is destroyed, always appearing adjacent to her ritual object.

NIGHTSHADE, NIGHTCRAWLER

This immense worm is covered with plates of dead-black, chitinous armor. Its toothy maw yawns like a cave.

NIGHTCRAWLER		CR 18
<i>Pathfinder RPG Bestiary</i> 2 200		
CE Gargantuan undead (extraplanar, nightshade)		
Init +4; Senses darksense, darkvision 120 ft., <i>detect magic</i> , low-light vision, tremorsense 120 ft.; Perception +33		
Aura desecrating aura (30 ft.)		

PATHFINDER SOCIETY SCENARIO

DEFENSE

AC 33, touch 6, flat-footed 33 (+27 natural, -4 size)

hp 312 (25d8+200)

Fort +16, **Ref** +10, **Will** +23

DR 15/good and silver; **Immune** cold, undead traits; **SR** 29

Weaknesses light aversion

OFFENSE

Speed 30 ft., burrow 60 ft.

Melee bite +32 (4d10+18/19-20 plus 4d6 cold and grab), sting +32 (4d6+18/19-20 plus 4d6 cold and poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks channel negative energy (9d6, DC 31, 9/day), energy drain (1 level, DC 28), swallow whole (4d10+22 bludgeoning plus energy drain, AC 23, 31 hp)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 20), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 20)

3/day—quicken *cone of cold* (DC 21), *confusion* (DC 20), *haste*, *hold monster* (DC 21)

1/day—*finger of death* (DC 23), *mass hold monster* (DC 25), *plane shift* (DC 23), *summon* (level 8, 6 greater shadows)

STATISTICS

Str 41, **Dex** 10, **Con** —, **Int** 20, **Wis** 21, **Cha** 23

Base Atk +18; **CMB** +37 (+41 grapple); **CMD** 47 (can't be tripped)

Feats Combat Expertise, Command Undead, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Intimidate +34, Knowledge (arcana) +33, Knowledge (planes) +30, Knowledge (religion) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +16 (+24 in darkness), Swim +40; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Energy Drain (Su) A creature that has been swallowed whole by a nightcrawler gains 1 negative level each round.

Poison (Su) Sting—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain and 1 negative level; *cure* 3 consecutive saves. The save DC is Charisma-based.

PSOGLAV

This one-eyed, wolf-headed creature walks upright on two hooved feet. It bares metal fangs while a thin, ratlike tail twitches behind it.

PSOGLAV

CR 13

Pathfinder RPG Bestiary 6 215

CE Medium monstrous humanoid

Init +8; **Senses** scent, see in darkness; Perception +20

DEFENSE

AC 28, touch 19, flat-footed 19 (+8 Dex, +1 dodge, +9 natural)

hp 187 (15d10+105)

Fort +12, **Ref** +17, **Will** +11

DR 10/cold iron and piercing

OFFENSE

Speed 40 ft.

Melee bite +24 (1d8+13/17-20 plus curse), 2 claws +24 (1d6+9)

Special Attacks consume prey, cursed bite, rend (2 claws, 1d6+13)

Spell-Like Abilities (CL 12th; concentration +11)

3/day—quicken *blur*, *darkness*, *slow* (DC 13)

1/day—*air walk*, *fear* (DC 14), *haste*

STATISTICS

Str 29, **Dex** 26, **Con** 25, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +15; **CMB** +24 (+28 sunder); **CMD** 43 (45 vs. sunder)

Feats Combat Reflexes, Dodge, Greater Sunder, Improved Critical (bite), Improved Sunder, Mobility, Power Attack, Quicken Spell-Like Ability (*blur*)

Skills Acrobatics +23, Perception +20, Stealth +26, Survival +20

Languages Common, Undercommon

SPECIAL ABILITIES

Consume Prey (Su) When a psoglav bites a human (or a half-human creature), it regains a number of hit points equal to half the damage dealt by the bite and gains a +4 profane bonus to its AC and on attack and damage rolls for the following round.

Cursed Bite (Ex) A psoglav's bite attack always adds 1-1/2 times its Strength modifier to damage rolls, threatens a critical hit on a roll of 19-20, and is considered to be magic and cold iron for the purpose of overcoming damage reduction. The damage from a psoglav's bite doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature bitten by a psoglav must succeed at a DC 24 caster level check or the healing has no effect. When a psoglav bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

SAXRA

An immense humanoid skeleton stands draped in tattered robes, its horselike skull lit from within by an eerie red glow.

SAXRA

CR 18

Pathfinder RPG Bestiary 5 220

NE Huge undead (air)

Init +7; **Senses** darkvision 60 ft.; Perception +33

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)

hp 300 (24d8+192)

Fort +16, **Ref** +17, **Will** +20

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft., fly 80 ft. (good)

Melee bite +29 (2d6+13/19-20 plus 2d6 negative energy and energy drain), 2 claws +29 (1d10+13/19-20 plus 2d6 negative energy and energy drain)

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

SIEGE OF GALLOWSPIRE

Special Attacks bone swarm, energy drain (2 levels, DC 30), spawn skeleton, splintered ground

Spell-Like Abilities (CL 20th; concentration +28)

Constant—*deathwatch*, *true seeing*

At will—*call spirit*^{OA} (only creatures slain by the saxra, DC 21), *desecrate*, *ervation*, *gust of wind* (DC 20)

3/day—*finger of death* (DC 25), *horrid wilting* (DC 26), *telekinesis* (DC 23), *unholy blight* (DC 22)

1/day—*legend lore*

STATISTICS

Str 36, **Dex** 25, **Con** —, **Int** 13, **Wis** 23, **Cha** 26

Base Atk +18; **CMB** +33; **CMD** 56

Feats Combat Reflexes, Critical Focus, Defensive Combat Training, Exhausting Critical, Greater Vital Strike, Improved Critical (bite), Improved Critical (claw), Improved Vital Strike, Lightning Reflexes, Power Attack, Tiring Critical, Vital Strike

Skills Bluff +20, Diplomacy +10, Fly +19, Intimidate +35, Knowledge (religion) +17, Perception +33, Sense Motive +21, Stealth +26

Languages Auran, Common

SPECIAL ABILITIES

Bone Swarm (Su) Any creature that ends its turn within 5 feet of a saxra takes 5d6 points of slashing damage and 5d6 points of negative energy damage from the whirling cloud of bone shards that surrounds it. Before the bone swarm deals damage, it attempts a caster level check to dispel any *death ward* effects on the target (as per a CL 20 *dispel magic* spell).

Spawn Skeleton (Su) Any creature that dies within 60 feet of a saxra must succeed at a DC 30 Will save or rise as a skeleton (or skeletal champion if it has an Intelligence score of 3 or more) in 1d4 rounds. Creatures raised as skeletons are overcome with the desire to slay living creatures, but the saxra has no control over them. The save DC is Charisma-based.

Splintered Ground (Su) As a standard action, a saxra can cause splintered bones to erupt from all terrain (except worked stone or open water) in a 100-foot radius. Any creature moving across this area takes 2d6 points of piercing damage and 2d6 points of negative energy damage for every 5 feet of movement, and must succeed at a DC 30 Reflex save or have its land speed reduced by half for 10 minutes. The bones remain and continue to deal damage indefinitely unless someone removes them manually (taking 10 minutes of work for each 5-foot square) or the saxra uses this ability again. The save DC is Charisma-based.

SHADOW

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

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn, strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

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

SPECIAL ABILITIES

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

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHADOW

CR 3

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

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

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

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

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy

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effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

TZITZIMITL

Crusted with rock, this immense skeletal figure flies swiftly through the air, strange gasses clinging to its nightmarish form.

TZITZIMITL

CR 19

Pathfinder RPG Bestiary 3 276

NE Gargantuan undead

Init +9; **Senses** arcane sight, darkvision 60 ft., *true seeing*; Perception +31

DEFENSE

AC 35, touch 11, flat-footed 30 (+5 Dex, +24 natural, -4 size)

hp 319 (22d8+220); fast healing 15

Fort +17, **Ref** +14, **Will** +19

Defensive Abilities channel resistance +4, light to dark; **DR** 15/ bludgeoning and good; **Immune** cold, electricity, undead traits; **Resist** fire 15; **SR** 30

OFFENSE

Speed 50 ft., fly 60 ft. (good)

Melee bite +26 (2d8+14 plus 3d6 electricity and energy drain), 2 claws +27 (2d6+14/19-20 plus 3d6 electricity)

Ranged eye beam +17 touch (10d6 electricity and 10d6 force)

Space 20 ft.; **Reach** 20 ft.

Special Attacks eclipse, energy drain (2 levels, DC 31)

Spell-Like Abilities (CL 19th; concentration +29)

Constant—*arcane sight*, *fly*, *true seeing*

At will—*bestow curse* (DC 24), *deeper darkness*

3/day—*animate dead*, *contagion* (DC 24), *greater teleport*, *haste*

1/day—*create undead*, *temporal stasis* (DC 28), *wail of the banshee* (DC 29)

STATISTICS

Str 39, **Dex** 21, **Con** —, **Int** 20, **Wis** 23, **Cha** 30

Base Atk +16; **CMB** +34 (36 bull rush); **CMD** 49 (51 vs. bull rush)

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Focus (claw)

Skills Fly +35, Knowledge (arcana) +28, Knowledge (nature) +27, Knowledge (planes) +25, Knowledge (religion) +30, Perception +31, Sense Motive +31, Spellcraft +23, Survival +21, Use Magic Device +30

Languages Abyssal, Aklo, Celestial, Common

SPECIAL ABILITIES

Eclipse (Su) Anytime a tzitzimitl casts *deeper darkness*, any creatures in the area of darkness when it is created take 8d6 points of cold damage (DC 31 Fortitude for half). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area. The save DC is Charisma-based.

Eye Beam (Su) As a standard action, a tzitzimitl can fire a glowing

beam of force from its eyes at a range of 100 feet as a ranged touch attack dealing 10d6 points of force damage and 10d6 points of electricity damage.

Light to Dark (Su) As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.

ULIN THE PROUD

This necromancer's pallid skin blends in with his attire—white robes and ceremonial armor made from thousands of bones.

ULIN THE PROUD

CR 17

Male human wizard 18 (*Pathfinder NPC Codex* 193)

NE Medium humanoid (human)

Init +5; **Senses** see *invisibility*; Perception +24

DEFENSE

AC 23, touch 16, flat-footed 22 (+4 armor, +4 deflection, +1 Dex, +1 insight, +3 natural)

hp 170 (18d6+105)

Fort +14, **Ref** +11, **Will** +17; +4 vs. mind-affecting

Defensive Abilities *mind blank*, *spell turning*; **Resist** cold 20, fire 30

OFFENSE

Speed 30 ft.

Melee mwk silver dagger +9/+4 (1d4-1/19-20)

Special Attacks channel negative energy (DC 19, 11/day)

Arcane School Spell-Like Abilities (CL 18th; concentration +26)
11/day—grave touch (9 rounds)

Necromancer Spells Prepared (CL 18th; concentration +26)

9th—*energy drain* (DC 29), *time stop*, *wail of the banshee* (DC 29)

8th—*create greater undead*, *horrid wilting* (3, DC 28), *mind blank*

7th—*ethereal jaunt*, *finger of death* (DC 27), quickened *fireball* (DC 22), *spell turning*, *waves of exhaustion*

6th—*chain lightning* (DC 25), *create undead*, *disintegrate* (DC 24), *eyebite* (DC 26), maximized *vampiric touch* (2)

5th—*cloudkill* (DC 23), quickened *magic missile*, maximized *scorching ray*, *teleport*, *wall of force*, *waves of fatigue*

4th—*animate dead*, *arcane eye*, *bestow curse* (2, DC 24), *dimension door*, *fire shield*, maximized *ray of enfeeblement*

3rd—*blink*, *dispel magic* (2), *fireball* (2, DC 22), *fly*, *vampiric touch*

2nd—*blindness/deafness* (DC 22), *darkvision*, *false life*, *glitterdust* (DC 20), *resist energy*, *scorching ray*, see *invisibility*

1st—*cause fear* (DC 21), *expeditious retreat*, *feather fall*, *grease*, *mage armor*, *magic missile*, *obscuring mist*

0 (at will)—*bleed* (DC 20), *detect magic*, *mage hand*, *read magic*

Opposition Schools enchantment, illusion

TACTICS

Before Combat The wizard casts *false life*, *mage armor*, *mind blank*, *resist energy* (fire), *see invisibility*, and *spell turning*.

Base Statistics Without *false life*, *mage armor*, *mind blank*, *resist energy* (fire), *see invisibility*, and *spell turning*, the wizard's statistics are **AC** 19, touch 16, flat-footed 18; **hp** 155; **Fort** +14, **Ref** +11, **Will** +17; **Defensive Abilities** none; **Resist** cold 20.

STATISTICS

Str 8, **Dex** 12, **Con** 18, **Int** 26, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 23

Feats Alertness, Combat Casting, Command Undead, Craft Wondrous Item, Extra Channel, Forge Ring, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (evocation, necromancy), Toughness, Weapon Focus (ray)

Skills Fly +22, Heal +20, Intimidate +16, Knowledge (arcana, planes, religion) +29, Knowledge (history, local) +21, Perception +24, Sense Motive +24, Spellcraft +29, Stealth +19, Use Magic Device +18

Languages Aklo, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Orc, Undercommon

SQ arcane bond (owl), life sight (30 feet, 18 rounds/day)

Combat Gear *potions of cure serious wounds* (3), *scroll of iron body*, *scroll of spell turning*, *scroll of wall of force*, *wand of inflict moderate wounds* (20 charges), *wand of invisibility* (20 charges); **Other Gear** masterwork silver dagger, *amulet of natural armor* +3, *belt of mighty constitution* +4, *clear spindle ioun stone*, *cloak of resistance* +4, *dusty rose prism ioun stone*, *headband of vast intelligence* +6, *restorative ointment*, *ring of major energy resistance* (cold), *ring of protection* +4, onyx gems (worth 2,000 gp), spellbook, 8,973 gp

WINTERWIGHT

Human-sized and of a deathly blue color, this long-taloned skeletal creature is partially encased in jagged sheets of ice.

WINTERWIGHT

CR 17

Pathfinder RPG Bestiary 2 283

CE Medium undead (cold)

Init +10; **Senses** darkvision 60 ft.; Perception +27

Aura cold (10 ft.)

DEFENSE

AC 32, touch 16, flat-footed 26 (+6 Dex, +16 natural)

hp 270 (20d8+180); fast healing 10

Fort +15, **Ref** +14, **Will** +16

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and good; **Immune** cold, undead traits; **SR** 28

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee bite +30 (2d8+15 plus blightfire), 2 claws +30 (2d6+15 plus blightfire)

Special Attacks rend (2 claws 2d8+22)

Spell-Like Abilities (CL 17th; concentration +26)

Constant—*air walk*

At will—*cone of cold* (DC 24), *dimension door*, *greater dispel magic*, *sleet storm*, *wall of ice*

3/day—*polar ray*

1/day—*control weather*

STATISTICS

Str 40, **Dex** 23, **Con** —, **Int** 11, **Wis** 18, **Cha** 29

Base Atk +15; **CMB** +30; **CMD** 46

Feats Blind-Fight, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Acrobatics +26, Intimidate +32, Perception +27, Stealth +29

Languages Common

SPECIAL ABILITIES

Aura of Cold (Su) Winterwights are surrounded by a 10-foot radius of deathly chill. Any creatures within this area during the winterwight's turn takes 2d10 points of cold damage. All creatures of the cold subtype within this area (including the winterwight) are treated as having fast healing 10.

Blightfire (Su) Whenever a winterwight damages a creature with a bite or claw, the wound erupts with tongues of black fire. For the next 5 rounds, the victim must make a DC 29 Fortitude saving throw at the start of its turn or take 1d6 points of Constitution drain. The winterwight gains 10 temporary hit points each time the creature fails a saving throw against blightfire. A creature cannot be affected by more than one instance of blightfire at a time. The save DC is Charisma-based.

WRAITH

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

DREAD WRAITH

CR 7

Variant wraith (*Pathfinder RPG Bestiary* 281)

LE Large undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +12

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 16 (+7 deflection, +4 Dex, -1 size)

hp 57 (5d8+35)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks create spawn

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 18, **Wis** 18, **Cha** 25

Base Atk +3; **CMB** +8; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +12, Fly +14, Intimidate +15, Knowledge (planes) +9, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +8

Languages Common, Infernal

SPECIAL ABILITIES

Constitution Drain (Su) Creatures hit by the dread wraith's touch attack must succeed at a DC 19 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the dread wraith gains 5 temporary hit points. The save DC is Charisma-based.

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, using the spawned wraith statistics below. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Lifesense (Ex) The wraith senses and locates living creatures within 60 feet, as if it had the blindsight ability.

Sunlight Powerlessness (Ex) If the wraith is in sunlight, it cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach the wraith unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

SPAWNED WRAITH

CR 4

Variant wraith (*Pathfinder RPG Bestiary* 281)

LE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., lifesense; Perception +8

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 37 (5d8+15)

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

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +4 (1d6 negative energy plus 1d2 Con drain)

Special Attacks create spawn

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +8, Fly +5, Intimidate +11, Knowledge (planes) +5, Perception +8, Sense Motive +8, Stealth +9

Languages Common, Infernal

SPECIAL ABILITIES

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

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, using this stat block. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

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

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

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

WYRMWRAITH

This ghostly, skeletal creature appears to once have been a dragon, but it is now something far less noble.

WYRMWRAITH

CR 17

Pathfinder RPG Bestiary 5 280

CE Gargantuan undead (incorporeal)

Init +16; **Senses** darkvision 60 ft., lifesense; Perception +38

Aura unnatural aura

DEFENSE

AC 31, touch 31, flat-footed 18 (+6 deflection, +12 Dex, +1 dodge, +6 profane, -4 size)

hp 252 (24d8+144)

Fort +14, **Ref** +20, **Will** +19

Defensive Abilities channel resistance +4, incorporeal, positive energy transference; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal bite +27 (4d6 plus energy drain), 2 incorporeal claws +27 (2d8 plus divine dispelling), 2 incorporeal wings +24 (2d6), incorporeal tail slap +24 (2d8)

Space 20 ft.; **Reach** 15 ft. (20 ft. with incorporeal bite)

Special Attacks breath weapon (60-ft. cone, 20d6 negative energy and 1 negative level, Reflex DC 22 half damage, usable every 1d4 rounds), create spawn, ectoplasmic shift, energy drain (2 levels, DC 28)

Spell-Like Abilities (CL 24th; concentration +30)

At will—*animate dead*, *command undead* (DC 18), *desecrate*, *detect undead*, *protection from good*

5/day—*create undead*, *control undead* (DC 23), *unhallow*, *unholy blight* (DC 20)

3/day—*create greater undead*, quickened *finger of death* (DC 23), *waves of exhaustion*

1/day—*energy drain* (DC 25), *soul bind* (DC 25)

STATISTICS

Str —, **Dex** 34, **Con** —, **Int** 20, **Wis** 21, **Cha** 22

Base Atk +18; **CMB** +34; **CMD** 57 (61 vs. trip)

Feats Acrobatic, Dodge, Flyby Attack, Hover, Improved Initiative,

Multiattack, Quicken Spell-Like Ability (finger of death), Skill Focus (Intimidate), Skill Focus (Perception), Stealthy, Weapon Focus (incorporeal bite), Weapon Focus (incorporeal claw)

Skills Acrobatics +40, Escape Artist +14, Fly +45, Intimidate +39, Knowledge (arcana) +20, Knowledge (planes) +17, Knowledge (religion) +32, Perception +38, Sense Motive +32, Stealth +31, Survival +29

Languages Abyssal, Common, Draconic, Elven, Infernal

SQ phase lurch

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a wyrmwraith become dread wraiths in 1d4 rounds. Spawn are under the command of the wyrmwraith that created them and remain enslaved until its death, at which point they become free-willed dread wraiths. They don't possess any of the abilities they had in life.

Divine Dispelling (Su) When a wyrmwraith strikes a creature with one of its claws, that creature is also affected by a targeted *greater dispel magic* (CL 20th) that can dispel only divine spells.

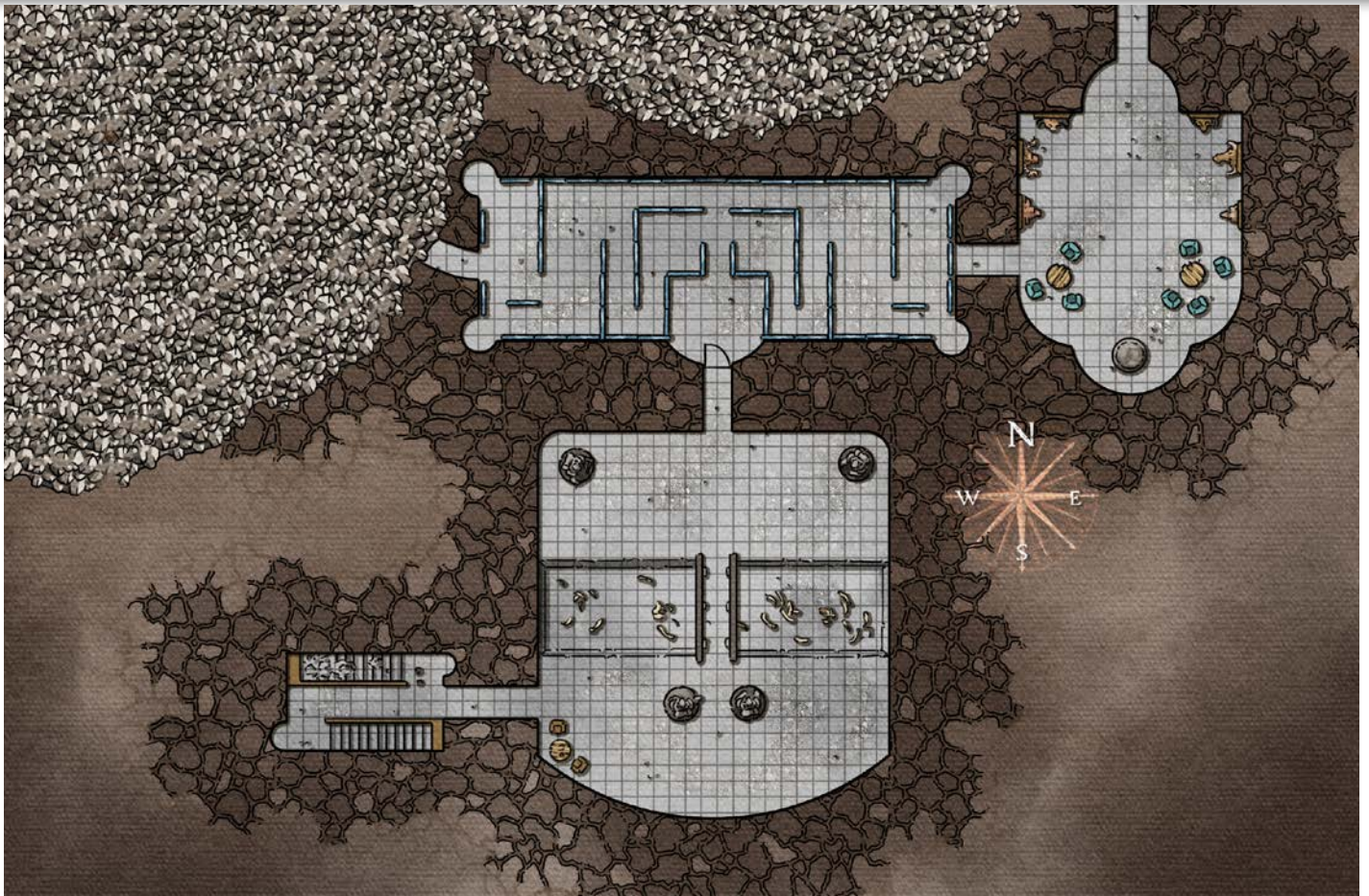
Ectoplasmic Shift (Su) A wyrmwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. As a swift action, the wyrmwraith can become corporeal for 1d4 rounds. It can return to its incorporeal form as a free action. Once its ectoplasmic form's duration ends, the wyrmwraith can't assume that form again for 1d4 rounds. While in ectoplasmic form, the wyrmwraith loses the incorporeal

ability (including its deflection bonus to AC) and gains a +16 natural armor bonus to AC, DR 15/—, a Strength score equal to its Dexterity score, and the phase lurch ability. The AC for a typical wyrmwraith in ectoplasmic form is 41. When in ectoplasmic form, its attacks are **Melee** bite +27 (4d6+18 plus energy drain), 2 claws +27 (2d8+12 plus divine dispelling), 2 wings +24 (2d6+6), tail slap +24 (2d8+18).

Phase Lurch (Su) A wyrmwraith in ectoplasmic form can pass through walls or material obstacles. It must begin and end its turn outside whatever wall or obstacle it's moving through. It can't move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Positive Energy Transference (Su) Whenever a wyrmwraith succeeds at a saving throw to resist positive energy damage but still suffers damage, the wyrmwraith can immediately transfer that damage to any dread wraith spawn of its choice with 120 feet that it controls. The wyrmwraith takes any excess damage beyond the spawn's hit points. Even if the wyrmwraith has no spawn under its control, when it succeeds at its save against a positive energy effect that normally deals half damage on a successful save, it instead takes one quarter damage.

PATHFINDER SOCIETY SCENARIO



SIEGE OF GALLOWSPIRE



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-98: Siege of Gallowspire

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Concordance
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____ Prestige Points

Character Name _____

<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Concordance

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Pathfinder Society Scenario #10-98: Siege of Gallowspire

Character Chronicle #

Core Campaign

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Aid Mission Rewards: Your character earns a boon for each successful Aid Mission. For each boon you earn, if one of your Aid Characters participated in that mission (regardless of how successful their efforts were), write their character number in the blank after the boon. That Aid Character also gains that mission's boon. Include a copy of this Chronicle sheet with each participating Aid Character's records.

What Ambush? (Scout Mission): Your experience in Gallowspire has sharpened your senses against hidden foes. When you would fail a Perception check to act on the surprise round, you can check a box that precedes this boon to act on the surprise round. You are still considered flat-footed until you take an action. Alternatively, you can check a box to reroll an initiative check.

Participating Aid Character Number: _____ - _____

Unravel Magic (Spellcaster Mission): You have friends who know their way around magic. Check the box that precedes this boon as a swift action. A Pathfinder ally briefly enters the fight and casts *dispel magic*, with a caster level equal to your character level. If your character level is at least 13 when you activate this boon, your ally can cast *greater dispel magic* instead.

Participating Aid Character Number: _____ - _____

Timely Delivery (Muscle Mission): No matter where you travel, you can count on one of your Pathfinder allies to keep you ready. You can spend 1 minute and 2 PP and check the box that precedes this boon to gain an item costing 750 gp or less. Unlike a normal purchase made with PP, you do not need to be anywhere near a settlement to acquire the item.

Participating Aid Character Number: _____ - _____

Tactical Strike (Guard Mission): You can rally your allies to make a coordinated strike. Check the box that precedes this boon as a swift action and select one opponent. Until the beginning of your next turn, you and all of your allies deal an additional 1d8 points of damage on all attacks against that opponent. You are considered to be flanking that opponent if at least two of your allies are threatening that foe, regardless of your actual positioning.

Participating Aid Character Number: _____ - _____

Restorative Burst (Medic Mission): A spark of divine grace from your medic allies protects you. When you would be reduced to less than 0 hit points, you can check the box that precedes this boon to automatically trigger a burst of healing around your body. This heals you and all willing allies within 30 feet, as the channel energy ability of a cleric of your level.

Participating Aid Character Number: _____ - _____

Necromantic Surge: You can check a box that precedes this boon to strike foes with the Whispering Tyrant's magic, using one of the following spell-like abilities based on your level when you activate this boon. Use your character level as your caster level, and use your Charisma modifier to determine the spell's DC.

Levels 5-8: You can use a spell-like ability from the following list: *bestow curse*, *command undead*, *ervation*, *false life*, *fear*, or *vampiric touch*.

Levels 9-12: Add *eyebite*, *possession* (*Pathfinder RPG Occult Adventures* 181), and *waves of fatigue* to the list of spell-like abilities you can use.

Levels 13-16: Add *control undead*, *finger of death*, and *greater possession* (*Occult Adventures* 181) to the list of spell-like abilities you can use. Check two boxes to use these spells.

Levels 17+: Add *energy drain* and *wail of the banshee* to the list of spell-like abilities you can use. Check two boxes to use these spells.

Whispers of the Pillar You have interfaced with the Whispering Tyrant's Pillar, which contains much of his accumulated arcane knowledge. In quiet moments, the pillar whispers in the corners of your mind, sharing arcane knowledge. For now, at least, you do not seem to have suffered any ill effects from this connection to the Whispering Tyrant's power. Choose one of the following benefits, crossing the others off your Chronicle sheet.

Spell Access: A dizzying array of spells flashed through your mind. If you are a spontaneous spellcaster, you can cross this boon off your Chronicle sheet to retrain as many of your spells known as you wish at no cost into appropriate spells of any school except abjuration and divination. You cannot retrain spells granted by specific class features, such as sorcerer bloodlines or oracle mysteries. If you use a spellbook, from now on, you can learn any spell by simply scribing it to your spellbook, without needing to find or pay an NPC to learn the spell. If you are a witch, the messages of your patron interfere somewhat with these whispers, but you can still find new spells of schools other than abjuration and divination for half cost.

Spell Knowledge: Spellcraft becomes a class skill for you, and you gain a +2 insight bonus on all Spellcraft checks.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,350	2,700
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,300	4,600
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	4,050	8,100
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	12-13	6,700	13,400
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	15-16	14,000	28,000
	Starting XP		
	EXPERIENCE	+	
XP Gained (GM ONLY)			
=		Final XP Total	
Initial Prestige			Initial Fame
FAME	+		GM's Initials
	Prestige Gained (GM ONLY)		
	-	Prestige Spent	
	Current Prestige	Final Fame	
GOLD	Starting GP		
	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
Day Job (GM ONLY)			
-	Gold Spent		
=	Total		

For GM Only

EVENT _____ EVENT CODE _____ DATE _____ Game Master's Signature _____ GM Pathfinder Society # _____