

PATHFINDER SOCIETY®

YEAR OF THE DEMON



VENGEANCE AT SUNDERED CRAG

BY PARIS CRENSHAW



VENGEANCE AT SUNDERED CRAG

PATHFINDER SOCIETY SCENARIO #5-25

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Pathfinder Society Scenario #5-25: Vengeance at Sundered Crag is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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VENGEANCE AT SUNDERED CRAG

BY PARIS CRENSHAW



The Pathfinder Society is on the verge of one of the greatest archaeological discoveries since the beginning of the Age of Lost Omens. Teams of agents scattered throughout the Inner Sea discovered that the lost Sky Citadel of Jormurdun lies within an area of the Worldwound's Frostmire Fen called the Wolfcrags. Opening Jormurdun would be the crowning achievement of any Pathfinder agent's career, ensuring a prominent place in what will likely become a widely-read volume of the Pathfinder Chronicles.

The Decemvirate made the Sky Citadel's exploration its highest priority. They prepared to send a small team into the Wolfcrags to open the Sky Citadel, but the sudden failure of the *wardstones*, the siege of Nerosyan, and the eruption of the Fifth Mendevian Crusade disrupted their plans. The Society would have postponed its expedition indefinitely were it not for two critical details.

First, the traitorous dwarf Thurl, who used his position as a venture-captain to further his own search for Jormurdun, still pursues his selfish goals. Thurl has also allied with another demon-worshipping criminal, Tancred Desimire. While allying with demonkind doesn't completely protect even these depraved travelers in the Worldwound, they have relied upon their blasphemous knowledge to survive the corrupt wasteland, and so continue to pose a threat.

Aside from competition with old enemies, the Decemvirate fears threats from the Abyss itself. Arcane scholars know that the extraplanar encroachment has caused geological disturbances in the region. They are concerned that such instability could threaten the Sky Citadel itself. The Society's leaders can't risk waiting for earthquakes or Abyssal rifts to damage Jormurdun. Agents must get in, explore the site, catalog their findings, and retrieve the relics rumored to lie there as soon as possible. The Society has already lost a year gathering allies and building an army to fend off the Worldwound's demonic forces. They may already be out of time, but there is no way of knowing until agents actually get inside.

WHERE ON GOLARION?

Vengeance at Sundered Crag takes place in the Frostmire, a cold, desolate region wedged in the northwestern Worldwound. It shares a border with the Realm of the Mammoth Lords to the west, while to the north lie endless frozen wastes. The events of this scenario occur along a northerly trail through the Wolfcrags, the foothills of the northeastern Tusk Mountains. More information about the Wolfcrags and the rest of the Frostmire begins on page 6 of *Pathfinder Campaign Setting: The Worldwound*.



Thurl and Desimire have now forced the Society's hand. Anxious to claim Jormurdun's legacy for themselves, the two are making a break for the Sky Citadel.

To keep the Society off of their heels, their horde of tieflings, psychopaths, and other cultists—along with whatever demons they could recruit—has lured the Army of Exploration into a major battle on the Sarkorian Steppe. Master of Blades Marcus Farabellus leads the Society's army, but his spies haven't seen Thurl and Desimire among the enemy troops. Suspecting they may be up to something, Farabellus dispatches scouts to locate them.

As the battle commenced, Farabellus received confirmation that Thurl and Desimire are heading north into the Wolfcrags with a small contingent of

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player Guide* (APG), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Bestiary* (B1), and *Pathfinder RPG Bestiary 3* (B3). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Additional information is drawn from the *Pathfinder Campaign Setting: Inner Sea World Guide* (ISWG), *Pathfinder Campaign Setting: The Worldwound*, and *Pathfinder Campaign Setting: Book of the Damned, Vol. 2, Lords of Chaos* (BOD2).

followers—toward Jormurdun. With no time to waste, Farabellus has summoned the most capable agents he can find, directing his troops to punch a hole in the enemy's line so the smaller team can get through. With luck, the agents can track down the criminals, bring them to justice, and secure Jormurdun for exploration once the Society's army has won the battle at hand.

SUMMARY

At the start of this adventure, Master of Blades Marcus Farabellus tasks the PCs with tracking down and stopping enemies of the Pathfinder Society—Thurl and Tancred Desimire—before they can establish themselves in the Sky Citadel of Jormurdun. Farabellus knows this assignment is a kill order, but he is resolute. Thurl's betrayal cost the lives of thousands and directly threatens the Society's goals. Tancred Desimire is not a target of the Decemvirate's wrath, but he is a vicious foe and must be stopped.

Farabellus's troops escort the PCs to Thurl and Desimire's last known location, where the PCs pick up the villains' trail into the Wolfcrags.

On their journey, the PCs encounter an Abyssal geyser and the region's infamous undead dire wolves. Surviving the wolf attack, they continue north and come upon Thurl as he and his minions battle what appear to be three human barbarians. The humans are actually demon-possessed Kellids of the Roaring Sabertooth tribe who work for Tancred.

The demons are attacking Thurl because the dwarf suddenly and mysteriously attacked Tancred on the trail approaching the Sundered Crag. Desimire managed to temporarily trap Thurl and escape, but the dwarven summoner broke free and resumed his murderous pursuit. The demons used the tribesmen to track Thurl and they've only just caught up with the dectieful dwarf.

Joining the battle, the PCs defeat the traitor, putting a permanent end to his treachery.

If the barbarians survive the fight, it might not be clear they are possessed. They offer to escort the PCs in the direction they say Tancred and his minions fled, but a short way down the trail the barbarians turn on them. One of the shadow demons, a sinister creature called Arastrax, has served Tancred in other Pathfinder entanglements. To keep the PCs from interfering with his master, Arastrax tries to eliminate them.

After the PCs overcome the demons, they continue up the trail to the watchtower at Sundered Crag. There the PCs must find the means to open the gates and avoid a deadly trap. Once inside, they discover that the inner gate is still closed. Unable to open the inner gate and fearful that his tinkering could be disastrous, Tancred retired to a room in the upper floors to ponder the situation. He had counted on Thurl's expertise, but the dwarf's sudden betrayal robbed him of that resource. When the PCs arrive, he sees an opportunity.

The PCs encounter the guarded inner gates where they might trigger an attack from the gate guardian and possibly activate a failsafe that could bring the whole tower down on top of them. When the PCs are at their most vulnerable, Tancred and his minions attack.

If the PCs succeed in defeating the tower's defenses as well as Desimire's forces, the PCs will simultaneously strike a vengeful blow for the Society and secure access to one of the most amazing locations its agents have ever explored.

GETTING STARTED

Read or paraphrase the following out loud to get the adventure underway.

Seated in the Army of Exploration command tent, Master of Swords Marcus Farabellus looks up from a pile of reports. He squints, indicates a few chairs, and launches immediately into his brief.

"We have little time. I'll be as quick and clear as I can. Tancred Desimire and that traitorous dwarf, Thurl, are on their way to Jormurdun as we speak."

By now, every Society member knows about Thurl's betrayal in Nerosyan. His alliance with that disgraced Chelaxian noble isn't surprising. But the confirmation that they are grabbing for the Society's prize charges the air with tension.

"I knew something was wrong when our spies told us the villains weren't leading their troops, but it took time to learn the truth. Those worms are using this battle as cover."

The Master of Blades points to one of the maps on the table. "The enemy's forces are lined up here, blocking our advance. We're making a direct assault to dislodge them, but we don't have time to wait. I need you to go after them. Our forces have punched a hole in their line, giving you the opening you'll need

to slip through, track them down, and stop them.”

Farabellus fixes each agent with a hard stare. “In the case of Thurl, that means permanently. He has destroyed countless lives and has put even more at grave risk. Don’t waste any energy trying to bring him back alive—not that he’ll likely give you the chance.

“Desimire is more of a problem. The Society doesn’t need him back alive, either, but Paracountess Dralneen personally requested that we turn him over to Cheliox for trial. She has a personal stake in this. You may recall the mess surrounding her disappearance last year—including Tancred’s involvement. Take him alive, if you can. If not, bring back his body, but make sure his head and jaw are intact.”

He steps back from the desk and takes a deep breath. “So, that’s it. Catch up to these treasonous villains and don’t let them get a foothold in Jormurdun. They’ve got a head start so they might take you right to the Sky Citadel’s entrance. That’ll at least save us the work of searching for it, but they must not be allowed to hold that site.

“And one more thing. If you do manage to get inside, try not to break anything. High King Borogrim is allowing the Society to explore the Citadel first, but we must turn it over in good condition.”

The Master of Blades leans on the table again. “This mission is critical. Those two must not get their hands on any of Jormurdun’s treasures. The loss of historical knowledge is nothing compared to the damage they could do if those relics fell into the hands of those controlling the Worldwound.

“The quartermasters can outfit you with supplies once you’ve gotten yourselves together. I’ll have escorts take you through the battle lines. If you’ve got any questions, ask now. Otherwise, get going.”

If the PCs have questions, Farabellus spares some time and gives what answers he can, but he stresses that time is of the essence.

Where do we start? “The break in the enemy lines isn’t far from camp. A squad of soldiers will escort you to the site where Tancred and Thurl were last seen.”

Where are they going? “We don’t know the exact location of Jormurdun. However, information gathered by other Pathfinders points to an area in the Wolfcrags, but we’ll have to do a lot of scouting to pinpoint the spot. We’d be searching for it now if we weren’t battling a horde of demons and murderers.”

How much of a lead do they have? “By the scouts’ accounts, they have a day’s lead—enough for concern, but not so much that you can’t catch up if you hurry.”

What forces do they have with them? “The last report mentions that they have a few cultists and the murderers sprung from prison, and of course some demons travel with them. But both are skilled in summoning magic, so we don’t know if they’ll have any new help.”

What kind of supplies are available here? The Master of Blades outfits each PC with food and water rations for a 6-day journey. The army’s supplies aren’t endless, especially out here in the Worldwound, but he doesn’t want them foraging if they don’t have to.

Farabellus also gives one PC a rough map of the Frostmire, which may help them if they lose their quarry’s trail. Lastly, the PCs can purchase equipment in the camp as though they are in a town of 5,000 people.

Once the PCs ask their questions and gather their supplies, continue with the adventure.

TRACKING THE VILLAINS

Farabellus’s troops guide the PCs across the battlefield, staying clear of the main battle sites. They witness minor skirmishes, but most of the fighting has moved on to other areas. After an hour of travel, the squad points out the direction Tancred Desimire and Thurl were last seen heading, then departs to join in the final assault on the demonic army.

This journey will take at least a few days as the PCs track Tancred and Thurl overland. They don’t know Jormurdun’s location well enough to teleport there, and flying has its own risks in the demon tainted Worldwound. Aside from risk, tracking from the air would be difficult at best. Tancred and Thurl suffer their own setbacks along the way, preventing the PCs from falling too far behind. Tracking them requires only a successful DC 15 Survival check.

To simplify the journey, have the PCs make three Survival checks. Each check they fail costs them time, using up one extra day’s worth of rations. When the group runs out of rations, the PCs must make Survival checks to gather food and water (see the Surviving in the Frostmire sidebar).

Alternatives: The PCs may choose not to follow Tancred and Thurl overland if they have a faster means of travel, but they risk losing the trail. The PCs may have access to scrying magic, and there is a chance that at least one of the PCs has met one or both of these men in the past. For the purposes of scrying magic, PCs who have played *Pathfinder Society Scenario #2–08: The Sarkorian Prophecy* had the chance to meet Thurl and PCs who have played *Pathfinder Society Scenario #4–09: The Blakros Matrimony* had the chance to meet Tancred Desimire, giving them firsthand knowledge of the men. If a PC has Tancred Desimire checked off in regards to the Impressive Influence boon, they are considered to have familiar knowledge of him. In past adventures, it’s possible that a PC could have taken one or more of the two villain’s garments or possessions during the course of *Pathfinder Society Scenario #5–09: The Traitor’s Lodge* or *Pathfinder Society Scenario #5–14: Day of the Demon*. While

PATHFINDER SOCIETY SCENARIO

SURVIVING IN THE FROSTMIRE

In the Worldwound, the very land turns against creatures not of the Abyss, and the PCs must travel for more than a day while they track Thurl and Tancred. The following information gives you some basics on threats the PCs might face.

Weather: Conditions are cold and windy, as one would expect. Some precipitation falls daily, usually a dusting of snow (which can aid tracking), but planar chaos also allows for bizarre weather. The skies are not always gloomy, however, much to the chagrin of the shadow demons of Sabretooth Vale.

You may choose to impose harsh weather during the encounters that take place outside. If so, page 27 of *Pathfinder Campaign Setting: The Worldwound* presents many good options (though some rolls may present results far above the PCs' capabilities). Otherwise, you can roll a d%: on a result of 1–50, there is a blizzard; on a result of 51–75, there is a thunderstorm with lightning strikes that deal random energy damage (acid, cold, electricity, fire, or sonic); and on a result of 76–100, supernatural precipitation falls (as hail, but composed of frozen eyeballs, tongues, and pieces of internal organs).

Survival: A DC 24 Survival check allows the PCs to predict the weather or to find food and water. The trail rations and water they carry protect them from the contaminants in the Worldwound, but PCs who eat or drink from the wild have a 35% chance of being exposed to demonplague (*Pathfinder Campaign Setting: The Worldwound* 29).

DEMONPLAGUE

Type disease, injury or ingested; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d3 Con damage and 1d6 Wis damage, and victim is fatigued if it takes any ability damage from the disease; animals and other unintelligent creatures slain by the disease arise as plagued beasts; **Cure** 3 consecutive saves

tracking the two, allow the PCs one DC 30 Perception check each day to find hair, a piece of clothing, or other item they can use to increase their chances to successfully scry on Thurl. If they find him, the PCs can teleport to him, bypassing the Across the Wasteland encounter. In this case, go directly to The Traitor Found encounter, which begins as Thurl breaks free from his stone prison and is being attacked by Arastrax and his companions. The rest of the adventure proceeds as normal.

A. ACROSS THE WASTELAND (CR 8 OR CR 11)

To set the scene for the journey, read or paraphrase the following.

The cold ground crunches beneath your feet and silent bursts of lightning—exploding in anything but natural colors—illuminate the gray clouds. Occasionally, sunlight shines through an opening above, providing light, but little warmth.

A chill wind blows from the north, carrying tiny, white snowflakes that irritate the eyes. Sometimes, small red specks cover you and your gear, suggesting that the flakes are not always made of water. A ragged howl echoes in the distance, evidence of where the Wolfcrags get their name.

Heading north, the trail passes through a narrow valley where the PCs encounter an Abyssal geyser. The geyser, which explodes with supernaturally cold energy, attracted some undead Wolfcrags dire wolves who now lair in a cave nearby. The geyser has no effect on the beasts, but it weakens their prey, which they kill and drag back to their lair. There, they savage the bodies in a mock feast that will never sate their hunger. From the site of the attack, the cave is visible nearby.

The geyser becomes active just as the PCs arrive in the immediate area. Be sure to give the PCs a chance to notice this hazard. The wolves attack the PCs when the geyser erupts and continue to press the attack while it repeatedly blasts the area.

Creatures: These wolves, slain by demonplague and then animated as undead creatures, lie in wait in their cave nearby. When the Abyssal geyser erupts, they charge out and attack.

Hazard: The wolves stay close to this area because of the irregular eruptions of chaotic energy. Each time the geyser explodes, it reforms as a 2-foot mound of earth. Touching the mound causes it to erupt before its randomly determined interval. A successful DC 15 Acrobatics check is required to move through the mound's square without setting it off (*Pathfinder Campaign Setting: The Worldwound* 28).

Subtier 7–8 (CR 8)

WOLFCRAGS DIRE WOLVES (2)

CR 5

Plagued beast advanced dire wolf (*Pathfinder RPG Bestiary* 278, 294; *Pathfinder Campaign Setting: The Worldwound* 56)
NE Large undead

Init +5; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, –1 size)

hp 37 (5d8+15)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities channel resistance +2; **DR** 5/slashing;

Immune cold, undead traits

OFFENSE

Speed 50 ft.

Melee bite +11 (2d6+12 plus disease and trip)

A. Across the Wasteland



W = Wolfcrag's Dire Wolf
A = Abyssal Geyser

W

To
Cave

A

W

W

W

1 square = 5 feet

Pathfinder Flip-Map: Battlefield (side B)

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTERS

Make the following changes to the encounters to accommodate parties with only four PCs.

Subtier 7–8: Apply one negative level to the Wolfcrags dire wolf.

Subtier 10–11: Remove one Wolfcrags dire wolf.

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

Special Attacks disease (DC 14; see page 6)

TACTICS

During Combat The wolves flank one opponent and attempt to trip and kill that foe before moving on to other targets. They attempt to herd characters who move away from the geyser back into the burst area.

Morale Lacking any strong sense of self-preservation, these creatures fight to the death.

Statistics **Str** 27, **Dex** 21, **Con** —, **Int** 2, **Wis** 16, **Cha** 15

Base Atk +3; **CMB** +12; **CMD** 27 (31 vs. trip)

Feats Run, Skill Focus (Perception), Toughness^B, Weapon Focus (bite)

Skills Perception +12, Stealth +6, Survival +3 (+7 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

ABYSSAL GEYSER

CR 5

Type special; **Perception** DC 20; **Disable Device** —

EFFECTS

Trigger touch or automatic; **Reset** automatic reset (1d4 rounds)

Effect Every 1d4+1 rounds for 1 minute, the geyser explodes in a 45-foot radius burst of cold energy (10d6 cold damage, DC 18 Reflex save for half damage).

Subtier 10–11 (CR 11)

WOLFCRAGS DIRE WOLVES (4)

CR 5

hp 37 each

TACTICS

During Combat Two wolves flank one opponent and attempt to trip and kill it before moving on to the next target. The other two herd characters who move away from the geyser back into the burst area.

Morale Lacking any strong sense of self-preservation, these creatures fight to the death.

ABYSSAL GEYSER

CR 8

Type special; **Perception** DC 20; **Disable Device** —

EFFECTS

Trigger touch or automatic; **Reset** automatic reset (1d4 rounds)

Effect Every 1d4+1 rounds for 1 minute, the geyser explodes in a 60-foot radius burst of cold energy (16d6 cold damage, DC 21 Reflex save for half damage).

Treasure: The PCs can investigate the nearby cave where they find the remains of the beasts' previous

victims. Among a pile of bones and tattered clothing are two +1 *mithral chain shirts*, two +1 *mithral heavy shields*, one +1 *longsword*, *potions of cure serious wounds* (2), and a sack containing six amethysts worth 100 gp each. For Subtier 10–11, there are two +2 *mithral chain shirts*, two +2 *mithral heavy shields*, two +1 *longswords*, *potions of cure serious wounds* (4), and a sack containing eight amethysts worth 100 gp each.

Rewards: If the PCs fail to investigate the wolves' cave, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold by 1,117 gp.

Out of Subtier: Reduce each PC's gold by 1,459 gp.

Subtier 10–11: Reduce each PC's gold by 1,802 gp.

B. THE TRAITOR FOUND (CR 11 OR CR 14)

After tracking the criminals through the deadly landscape, the PCs finally arrive at the site of Thurl's battle with Tancred and his minions.

On a flat table of stone sits a strange cylindrical structure, seemingly molded from the surrounding rock. Blotches of black and green ichor dot the ground, evidence of a battle with foul creatures.

As the demon-worshippers approached Sundered Crag, one of Nocticula's agents took control of Thurl by shattering a *mindbind figurine* that was attuned to him (see the *Pathfinder Module: The Moonscar*). The reasons for Nocticula's timing of this attack are her own, and the politics of the Abyss are far too complex for most mortals to understand. The now dominated Thurl attacked his traveling companion Tancred Desimire as soon as the effect took hold.

Tancred was furious, but he chose not to kill Thurl outright. Instead, he used a *scroll of maze*, then a *scroll of stone shape* to create a prison out of stone around the area where the dwarf would reappear. Leaving his shadow demon allies and a couple of babaus to fight Thurl's minions, Tancred headed for the watchtower to claim his hopeful prize. Even though the ruse held him long enough for Tancred to get away, Thurl eventually broke free from the cell and headed after him.

Farther up the trail, the PCs catch up to the villainous dwarf.

The trail ahead bends to the right as it climbs toward the base of a high peak. Curses and threats shouted in dwarven, Abyssal, and Hallit echo down the slope—the sounds of a fight about to begin.

When they investigate, the PCs find what appear to be three human barbarians attacking Thurl and his cohorts. These barbarians are in fact possessed by shadow

B. Vengeance at Sundered Keep: The Traitor Found & Shadows Rise

- B = Barbarian
- I = Ihaz
- N = Nabasu
- SA = Stitched Abomination
- T = Thurl



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country (side B)

SCALING ENCOUNTERS

Make the following changes to the encounters to accommodate parties with only four PCs.

Subtier 7–8: Remove the nabasu.

Subtier 10–11: Remove one nabasu and one stitched abomination.

demons loyal to Tancred, and they savagely fight against Thurl and his extraplanar companions. Despite the freshly killed babau corpses at their feet, the barbarians look outmatched, but they bravely face down the evil summoner. When the barbarians see the PCs, they shout for help in driving the demon-worshiper from their lands. Thurl digs in, orders his minions to attack, and the battle is joined.

Creatures: Thurl’s eidolon, Inhaz, is an amalgamation of various creatures, similar in appearance to a shemhazian demon. Thurl has also created stitched beings that combine a marilith’s multi-armed, serpentine aspects with the wings of another demon. A few demonic allies accompany Thurl and Inhaz, two nabasu children of Baphomet. These are standard nabasu, but they possess the heads of monstrous goats.

The PCs’ barbarian “allies” are actually possessed by shadow demons. They engage Thurl’s forces as commanded by Tancred, hoping to slay the dwarf for his murderous betrayal. For statistics for the barbarians, see **Shadows Rise**. Even though the *mindbind figurine* controls him, Thurl knows the Pathfinders are a bigger threat than Tancred’s barbarian-wearing shadow demons. Arastrax, one of these shadow demons, has served Tancred for a while and PCs might have encountered this demon in *Pathfinder Society Scenario #4–09: The Blakros Matrimony*.

Subtier 7-8 (CR 11)

THURL	CR 8
Male dwarf summoner 8 (<i>Pathfinder RPG Advanced Class Guide</i> 54) CE Medium humanoid (dwarf)	
Init +2; Senses darkvision 60 ft.; Perception +3	
DEFENSE	
AC 19, touch 12, flat-footed 17 (+3 armor, +2 Dex, +2 natural, +2 shield)	
hp 71 (8d8+32)	
Fort +10, Ref +8, Will +11; +2 vs. poison, spells, and spell-like abilities	
Defensive Abilities defensive training, shield ally; DR 10/adamantine (80 hp)	
OFFENSE	
Speed 20 ft.	
Melee +2 <i>darkwood quarterstaff</i> +9/+4 (1d6+1) or	

mwk mithral dagger +8/+3 (1d4–1/19–20)
Ranged *mwk mithril dagger* +11 (1d4–1/19–20)
Special Attacks hatred
Summoner Spell-Like Abilities (CL 8th; concentration +12):
 7/day—*summon monster IV*
Summoner Spells Known (CL 8th; concentration +12)
 3rd (3/day)—*evolution surge*^{APG}, *greater magic fang*, *summon monster IV*
 2nd (5/day)—*eagle’s splendor*, *glitterdust* (DC 17), *resist energy*, *summon monster II*
 1st (5/day)—*daze monster* (DC 15), *grease* (DC 16), *life conduit*^{UC}, *ray of sickening*^{UM} (DC 15), *summon monster I*
 0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *mage hand*, *message*, *resistance*

TACTICS

Before Combat While in his stone prison, Thurl has cast the following spells on himself: *barkskin*, *bear’s endurance*, *eagle’s splendor*, *heroism*, and *stoneskin* before breaking out. He also cast *greater magic fang* and *evolution surge*, adding a +1 to all of Inaz’s natural attacks and making him Large.

During Combat Thurl casts *haste* on the first round of combat, including all of his allies in the effect. He then stays within Inhaz’s reach, gaining the benefit of his shield ally ability. He first casts *summon monster IV* to summon a fiendish dire boar, then uses *grease*, *ray of sickening* and *glitterdust* to weaken foes. He uses *life conduit* or *resist energy* to help Inhaz. If Inhaz is killed, Thurl uses his *summon monster IV* ability to conjure another fiendish dire boar or 1d3 dretches.

Morale Thurl knows he will find no mercy at the hands of the Decemvirate. He fights to the death.

Base Statistics Without *barkskin*, *bear’s endurance*, *eagle’s splendor*, *heroism*, and *stoneskin*, Thurl has the following statistics: **AC** 17, touch 12, flat-footed 13; **hp** 55; **Fort** +8, **Ref** +6, **Will** +9; **Melee** +2 *darkwood quarterstaff* +7/+2 (1d6+1), *mwk mithral dagger* +6/+1 (1d4–1/19–20); **Ranged** *mithral dagger* +9; **Con** 14, **Cha** 15; **CMB** +5; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 13, **Wis** 12, **Cha** 19
Base Atk +6; **CMB** +5; **CMD** 17 (21 vs. bull rush, 21 vs. trip)
Feats Augment Summoning, Inscribe Magical Tattoo, Spell Focus (conjuration), Summoner’s Call
Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Bluff +8, Craft (tattoo) +11, Knowledge (arcana) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (planes) +12, Linguistics +7, Perception +3 (+5 to notice unusual stonework), Spellcraft +12; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework
Languages Abyssal, Common, Dwarven, Terran
SQ bond senses (8 rounds/day), eidolon, exceptional resources, life link, maker’s call, transposition
Combat Gear potions of cure serious wounds (2), *spell*

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tattoo of barkskin (CL 6th; feet slot), spell tattoo of bear's endurance (CL 6th; shoulders slot), spell tattoo of dimension door (ring slot), spell tattoo of dispel magic (CL 6th; hands slot), spell tattoo of haste (CL 6th; ring slot), spell tattoo of heroism (CL 6th; neck slot), spell tattoo of protection from energy (CL 6th; waist slot), spell tattoo of stonewood (CL 6th; torso slot); **Other Gear** +2 darkwood quarterstaff, mithral daggers (2), bracers of armor +3

SPECIAL ABILITIES

Exceptional Resources Thurl possesses PC-equivalent gear that increases his CR by 1.

INHAZ

CR —

Male quadruped eidolon (*Pathfinder RPG Advanced Player's Guide* 58)

CE Large outsider (extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 11, flat-footed 19 (+6 armor, +2 Dex, +4 natural, -1 size)

hp 63 (6d10+30)

Fort +9, **Ref** +7, **Will** +4; +4 Will against enchantment spells and effects

Defensive Abilities devotion, evasion

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+9), 2 claws +14 (1d6+9), sting +14 (1d6+9 plus poison)

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

Special Attacks poison, rend (2 claws, 1d6+13)

TACTICS

During Combat Inhaz keeps Thurl within reach, standing his ground and using full attacks with Power Attack and rend.

Morale Inhaz fights until slain.

Base Statistics Without the benefit of Summoner's Call, *greater magic fang*, and *evolution surge*, Inhaz's statistics are as follows: **Size** Medium; **Init** +3; **hp** 51; **Fort** +7, **Ref** +8, **Will** +4;

Melee bite +9 (1d6+3), 2 claws +9 (1d4+3), sting +9 (1d4+3 plus poison); rend (2 claws, 1d6+12); **Str** 17, **Dex** 17, **Con** 14; poison DC 15

STATISTICS

Str 27, **Dex** 15, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +15; **CMD** 27

Feats Iron Will, Power Attack, Toughness

Skills Climb +12, Knowledge (planes) +6, Perception +9, Stealth +7, Survival +9

Languages Common

SQ evolutions (bite, claws, limbs [arms], limbs [arms], limbs [legs], limbs [legs], poison [sting], rend, sting, tail), link, share spells

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save.

STITCHED ABOMINATION

CR 8

Unfettered eidolon (*Pathfinder RPG Bestiary* 3 110)

CN Medium outsider (extraplanar)

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

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 85 (10d10+30)

Fort +7, **Ref** +11, **Will** +9

Defensive Abilities evasion; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee mwk longsword +14/+9 (1d8+3/19-20), bite +11 (1d6+3 plus 1d6 electricity), tail slap +11 (1d6+1 plus 1d6 electricity)

Ranged mwk composite longbow +15/+10 (1d8+3/[TSXX]3)

TACTICS

During Combat The stitched abomination hovers close to its creator, attacking foes with its bow until a melee combatant gets within reach.

Morale The creature flees as soon as Thurl is killed, but otherwise fights to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +10; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Hover, Iron Will, Multiattack[®], Toughness

Skills Fly +8, Knowledge (planes) +10, Perception +13, Sense Motive +13, Stealth +17

Languages Common

SQ evolution points (bite, climb, energy attacks [electricity], flight [2], limbs [arms], reach [bite], resistance [cold], resistance [electricity], resistance [fire], tail, tail slap, weapon training [2])

GOAT-HEADED NABASU DEMON

CR 8

hp 103 (*Pathfinder RPG Bestiary* 64)

TACTICS

During Combat The nabasu targets as many PCs as possible with its death-stealing gaze, then keeps melee combatants away from Thurl, using *mass hold person*, if necessary.

Morale The nabasu teleports away if reduced below 10 hit points.

Subtier 10–11 (CR 14)

THURL

CR 11

Male dwarf summoner 11 (*Pathfinder RPG Advanced Class Guide* 54)

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 22, touch 12, flat-footed 20 (+5 armor, +2 Dex, +3 natural, +2 shield)

hp 97 (11d8+44)

Fort +13, **Ref** +11, **Will** +14; +2 vs. poison, spells, and spell-like

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abilities

Defensive Abilities defensive training, shield ally

OFFENSE

Speed 20 ft.

Melee +2 flaming darkwood quarterstaff +13/+8 (1d6+1) or mwk mithral dagger +12/+7 (1d4-1/19-20)

Ranged mwk mithral dagger +13 (1d4-1/19-20)

Special Attacks hatred

Summoner Spell-Like Abilities (CL 11th; concentration +15)
7/day—*summon monster VI*

Summoner Spells Known (CL 11th; concentration +15)
4th (3/day)—*insect plague*, *summon monster V*, *wall of stone* (DC 19)

3rd (5/day)—*evolution surge*^{APG}, *greater magic fang*, *rejuvenate eidolon*^{APG}, *summon monster IV*

2nd (5/day)—*eagle's splendor*, *glitterdust* (DC 17), *haste*, *resist energy*, *summon monster II*

1st (6/day)—*daze monster* (DC 15), *expeditious retreat*, *grease* (DC 16), *life conduit*^{UC}, *ray of sickening*^{UM} (DC 15), *summon monster I*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *mage hand*, *message*, *resistance*

TACTICS

Before Combat While in his stone prison, Thurl has cast the following spells on himself: *barkskin*, *bear's endurance*, *eagle's splendor*, *greater heroism*, and *stoneskin* before breaking free. He also cast *greater magic fang* and *evolution*

surge, adding a +1 to all of Inaz's natural attacks and making him Large.

During Combat Thurl casts *haste* on the first round of combat, including all of his allies in the effect. He then stays within Inhaz's reach, gaining the benefit of his shield ally ability. He first casts *summon monster V* to summon a fiendish wooly rhinoceros, then uses *grease*, *ray of sickening* and *glitterdust* to weaken foes. He uses *life conduit* or *resist energy* to help Inhaz. If Inhaz is killed, Thurl uses his *summon monster VI* ability to call up a fiendish chimera.

Morale Thurl knows he will find no mercy at the hands of the Decemvirate. He fights to the death.

Base Statistics Without *barkskin*, *bear's endurance*, *eagle's splendor*, *greater heroism*, and *stoneskin*, Thurl has the following statistics: **AC** 19, touch 12, flat-footed 17; **hp** 75; **Fort** +7, **Ref** +7, **Will** +10; **Melee** +2 flaming darkwood quarterstaff +9/+4 (1d6+1) or mwk mithral dagger +8/+3 (1d4-1/19-20); **Con** 14, **Cha** 15; **CMB** +7; **CMD** 19 (23 vs. bull rush, 23 vs. trip)

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 13, **Wis** 12, **Cha** 19

Base Atk +8; **CMB** +7; **CMD** 19 (23 vs. bull rush, 23 vs. trip)

Feats Augment Summoning, Combat Casting, Combat Expertise, Spell Focus (conjuration), Summoner's Call, Inscribe Magical Tattoo

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Bluff +12, Craft (tattoo) +14, Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (planes) +16, Linguistics +9, Perception +5 (+7 to notice unusual stonework), Spellcraft +15; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Abyssal, Common, Dwarven, Terran

SQ aspect, bond senses (11 rounds/day), eidolon, exceptional resources, life link, maker's call, transposition

Combat Gear *potions of cure serious wounds* (3), *spell tattoo of barkskin* (CL 6th; feet slot), *spell tattoo of bear's endurance* (CL 10th; shoulders slot), *spell tattoo of dimension door* (ring slot), *spell tattoo of dispel magic* (CL 10th; hands slot), *spell tattoo of haste* (CL 10th; ring slot), *spell tattoo of greater heroism* (CL 10th; neck slot), *spell tattoo of protection from energy* (CL 10th; waist slot), *spell tattoo of stoneskin* (CL 7th; torso slot);

THURL AND INHAZ

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Other Gear +2 flaming darkwood quarterstaff, mwk mithral daggers (2), bracers of armor +5

SPECIAL ABILITIES

Exceptional Resources Thurl possesses PC-equivalent gear which increases his CR by 1.

INHAZ

CR —

Male quadruped eidolon (*Pathfinder RPG Advanced Player's Guide* 58)

CE Large outsider

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 24, touch 12, flat-footed 21 (+8 armor, +3 Dex, +4 natural, -1 size)

hp 94 (9d10+45)

Fort +10, **Ref** +9, **Will** +5; +4 Will against enchantment spells and effects

Defensive Abilities devotion, evasion; **SR** 22

OFFENSE

Speed 40 ft.

Melee bite +18 (1d8+10), 2 claws +18 (1d6+10), sting +18 (1d6+10 plus poison)

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

Special Attacks poison, rend (2 claws, 1d6+15)

TACTICS

During Combat Inhaz keeps Thurl within reach, standing his ground and using full attacks with Power Attack and rend.

Morale Inhaz fights until slain.

Base Statistics Without the benefit of Summoner's Call, *greater magic fang*, and *evolution surge*, Inhaz's statistics are as follows: Size Medium; **Init** +4; **AC** 26, touch 14, flat-footed 22;

hp 76; **Fort** +8, **Ref** +10, **Will** +5; **Melee** bite +13 (1d6+4), 2 claws +13 (1d4+4), sting +13 (1d4+4 plus poison); **Str** 18, **Dex** 18, **Con** 14; **CMB** +13; **CMD** 27; poison Fort DC 16

STATISTICS

Str 28, **Dex** 16, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +19; **CMD** 32

Feats Combat Reflexes, Iron Will, Power Attack, Toughness, Vital Strike

Skills Climb +13, Knowledge (planes) +9, Perception +12, Stealth +11, Survival +12

Languages Common

SQ evolutions (bite, claws, limbs [arms], limbs [arms], limbs [legs], limbs [legs], poison [sting], rend, spell resistance, sting, tail), link, share spells

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save.

STITCHED ABOMINATIONS (4)

CR 8

hp 85 each

TACTICS

During Combat These creatures remain close to their creator,

attacking foes with their bows until a melee combatant gets too close.

Morale The creatures flee as soon as Thurl is killed, but otherwise fight to the death.

GOAT-HEADED NABASU DEMONS (2)

CR 8

hp 103 each (*Pathfinder RPG Bestiary* 64)

TACTICS

During Combat The nabasus target as many PCs as possible with their death-stealing gaze abilities, then keep melee combatants away from Thurl, using *mass hold person*, if necessary.

Morale The nabasus teleport away if reduced below 10 hit points.

Development: If the possessed barbarians die during this encounter, two of the shadow demons slink into the ground and disappear. If Arastrax is ejected from his host, he casts *deeper darkness* and keeps fighting, revealing the true nature of the barbarians that were aiding their attack on Thurl. If Arastrax escapes the fray, it is possible that he attacks the PCs later.

During the battle with Thurl, PCs can roll a DC 22 Sense Motive, Knowledge (planes), Knowledge (local), or other relevant check to discern that the barbarians are not fighting exactly as one would expect. A successful check prevents PCs from being surprised if the demons attack them.

If Thurl escapes, he takes time to rest, then resumes his hunt for Tancred. The PCs could meet him outside the watchtower, or he may show up inside to attack Tancred as his mental programming demands.

If any barbarians survive the fight, they tell the PCs that Tancred and his minions fled north. They know the direction and offer to lead the PCs to him. This, of course, is a trick, and the shadow demons attack the PCs just a few minutes up the road. See encounter **B2** for this outcome.

Treasure: Laying in the dirt is a torn fragment from a fine garment. Embroidered on the scrap is an insignia for House Desimire, successfully identified with a successful DC 15 Knowledge (nobility) check. If Thurl is defeated, the PCs discover a note among his possessions. Give the players **Player Handout #1**.

Rewards: If the PCs fail to defeat Thurl and his minions, reduce each PC's gold earned as follows.

Subtier 7-8: Reduce each PC's gold by 1,195 gp.

Out of Subtier: Reduce each PC's gold by 2,403 gp.

Subtier 10-11: Reduce each PC's gold by 3,611 gp.

B2. Shadows Rise (CR 9 or CR 12)

Left behind to deal with the traitorous and mind-controlled dwarf, three shadow demons inhabiting barbarians follow Tancred's orders to destroy him. As soon as Thurl is dead or defeated, Arastrax and his companions thank the PCs and tell them that another group continued north and offer to show the PCs the way. If any of the PCs

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SPELL TATTOOS

Thurl has a number of spell tattoos inked into his skin. Spell tattoos use the following rules. More information can be found about them in *Pathfinder Campaign Setting: Inner Sea Magic* on page 16.

SPELL TATTOO		PRICE VARIES
SLOT none	CL varies	WEIGHT —
AURA varies		

A *spell tattoo* is essentially a wearable scroll inscribed on flesh instead of on parchment or vellum. These tattoos appear as colorful and intricate patterns rather than magical writing. The tattoo is a silent, spell completion item that only the bearer can activate. It vanishes when activated. A *spell tattoo* must be visible to the bearer and must be touched as part of its activation. These magical tattoos are not normally placed on the head, neck, or back as a result, since most creatures would require mirrors to activate them. A *spell tattoo's* aura and caster level varies as per the scroll it emulates. A *spell tattoo* has a market price four times as much as an equivalent scroll.

CONSTRUCTION REQUIREMENTS	COST varies
---------------------------	-------------

Inscribe Magical Tattoo, the spell to be inscribed

noticed their odd behavior earlier, they might expect betrayal. Otherwise, the possessed barbarians surprise the PCs three minutes into their journey north.

Creatures: The battle starts off against three possessed human barbarians, and ends against a single shadow demon. This encounter assumes the challenge rating is based on the shadow demons rather than their barbarian hosts. The shadow demons remain in their hosts to avoid the daylight that weakens them. After the PCs kill the barbarians, the two unnamed shadow demons retreat from the daylight and return to their mistress in Sabretooth Vale. Arastrax, however, lets his hatred get the better of him.

He casts *deeper darkness* and fights on. During the fight, Arastrax taunts and curses at the PCs, telling them that he has faced Pathfinders before on Pariol Island. He boasts that, even now, his master is on his way to claim Jormurdun for himself and the glory of Lord Shax.

Subtier 7–8 (CR 9)

POSSESSED ROARING SABERTOOTH BARBARIANS (3) CR 5

Female or male human barbarian 6
CE Medium humanoid (human)
Init +1; Senses Perception +11

DEFENSE

AC 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural, –2 rage)

hp 68 (6d12+24)

Fort +5, Ref +8, Will +8

Defensive Abilities improved uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 greataxe +13/+8 (1d12+8/[TSXX]3) or
mwk shortspear +13/+8 (1d6+5)

Ranged mwk shortspear +9/+4 (1d6+5)

Special Attacks rage (16 rounds/day; can't use), rage powers (guarded stance, knockback, superstition +3)

Spell-Like Abilities (CL 10th; concentration +14)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

TACTICS

Before Combat Before engaging Thurl and his minions, each barbarian consumes a *potion of barkskin* and a *potion of rage*.

During Combat The barbarians focus their attacks on Thurl's minions, allowing the PCs to fight the dwarf directly. Once they turn on the PCs, they focus their attacks on other melee combatants. The shadow demons ride within their hosts and direct them to fight recklessly with no care for the hosts' bodies. To help maintain their ruse, the shadow demons don't make use of their spell-like abilities.

Morale As soon as the host bodies are slain, two of the shadow demons flee by sinking into the ground to hide from the sunlight. Only Arastrax continues to fight the PCs. After his host is slain, Arastrax casts *deeper darkness* to protect himself from direct sunlight.

Base Statistics Without the effects of the *potions of rage* and *potions of barkskin*, the barbarians' statistics are as follows:

AC 15 (touch 11, flat-footed 14); Str 18, Con 14; Will +7

STATISTICS

Str 20, Dex 13, Con 16, Int 14, Wis 14, Cha 19

Base Atk +7; CMB +12; CMD 21

Feats Blind-Fight, Combat Reflexes, Lightning Reflexes, Power Attack

Skills Acrobatics +7 (+11 when jumping), Climb +11, Perception +11, Survival +11

Languages Common

SQ fast movement, possessed

Combat Gear *potions of rage* (2), *potion of barkskin*; Other

Gear hide armor, +1 greataxe, mwk shortspear

SPECIAL ABILITIES

Possessed (Ex) These barbarians have the Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities of 6th-level barbarians, and the Intelligence, Wisdom, Charisma, base attack bonus, base saves,

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alignment, and mental abilities of a shadow demon. The shadow demons possessing the barbarians can't use or activate their hosts' extraordinary or supernatural abilities.

SHADOW DEMONS (2) CR 7

hp 59 each (*Pathfinder RPG Bestiary* 67)

ARASTRAX (SHADOW DEMON) CR 7

hp 59 (*Pathfinder RPG Bestiary* 67)

TACTICS

During Combat Arastrax reserves his spell-like abilities for when his host is slain. Once this happens, he casts *deeper darkness* to protect himself from the sunlight and then lashes out with shadow evocation in the form of *fireball*, *ice storm*, *lightning bolt*, or *shout* spells.

Morale Enraged and desperate, Arastrax fights until slain.

Subtier 10–11 (CR 12)

POSSESSED ROARING SABERTOOTH BARBARIANS (2) CR 5

Female or male human barbarian 6

CE Medium humanoid (human)

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

DEFENSE

AC 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural, -2 rage)

hp 68 (6d12+24)

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

Defensive Abilities improved uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 *greataxe* +13/+8 (1d12+8/[TSXX]3) or
mwk shortspear +13/+8 (1d6+5)

Ranged mwk shortspear +9/+4 (1d6+5)

Special Attacks rage (16 rounds/day; can't use), rage powers (guarded stance, knockback, superstition +3)

Spell-Like Abilities (CL 10th; concentration +14)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

TACTICS

Before Combat Before engaging Thurl and his minions, each barbarian consumes a *potion of barkskin* and a *potion of rage*. If time permits, they drink their other *potion of rage* before engaging the PCs.

During Combat The barbarians focus their attacks on Thurl's minions, allowing the PCs to fight the dwarf directly. Once they turn on the PCs, they focus their attacks on other melee combatants. The shadow demons ride within their hosts and direct them to fight recklessly with no care for the hosts'

SCALING ENCOUNTERS

Make the following changes to the encounters to accommodate parties with only four PCs. For both subtiers, reduce the barbarians' hit points by 20, and treat Arastrax as if he had already used all but one of his daily uses of *shadow conjuration* and *shadow evocation*, and has one use of his *summon* spell-like ability.

bodies. To help maintain their ruse, the shadow demons don't make use of their spell-like abilities.

Morale As soon as the host bodies are slain, two of the shadow demons flee by sinking into the ground to hide from the sunlight. Only Arastrax continues to fight the PCs. After his host is slain, Arastrax casts *deeper darkness* to protect himself from direct sunlight.

Base Statistics Without the effects of the *potions of rage* and *potions of barkskin*, the barbarians' statistics are as follows:
AC 15 (touch 11, flat-footed 14); **Str** 18, **Con** 14; **Will** +7

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +12; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Lightning Reflexes, Power Attack

Skills Acrobatics +7 (+11 when jumping), Climb +11, Perception +11, Survival +11

Languages Common

SQ fast movement, possessed

Combat Gear *potions of rage* (2), *potion of barkskin*; **Other Gear** hide armor, +1 *greataxe*, mwk shortspear

SPECIAL ABILITIES

Possessed (Ex) These barbarians have the Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities of 6th-level barbarians, and the Intelligence, Wisdom, Charisma, base attack bonus, base saves, alignment, and mental abilities of a shadow demon. The shadow demons possessing the barbarians can't use or activate their hosts' extraordinary or supernatural abilities.

POSSESSED BARBARIAN (POSSESSED BY ARASTRAX) CR 6

Female or male human barbarian 6

CE Medium humanoid (human)

Init +1; **Senses** Perception +12

DEFENSE

AC 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural, -2 rage)

hp 68 (6d12+24)

Fort +6, **Ref** +12, **Will** +10

Defensive Abilities improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft.

Melee +1 *greataxe* +16/+11 (1d12+8/[TSXX]3) or
mwk shortspear +16/+11 (1d6+5)

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Ranged mwk shortspear +12/+7 (1d6+5)

Special Attacks rage (16 rounds/day; can't use), rage powers (guarded stance (+2 dodge vs. melee), knockback, superstition +3), sneak attack +2d6

Spell-Like Abilities (CL 10th; concentration +16)

At will—*deeper darkness*, *fear* (DC 20), *greater teleport* (self only), *telekinesis* (DC 21)

3/day—*shadow conjuration* (DC 20), *shadow evocation* (DC 21)

1/day—*magic jar* (DC 21), *summon* (level 3, 1 shadow demon 50%)

TACTICS

Before Combat Before engaging Thurl and his minions, Arastrax consumes a *potion of barkskin* and a *potion of rage*. If time permits, he drinks his other *potion of rage* before engaging the PCs.

During Combat The barbarians focus their attacks on Thurl's minions, allowing the PCs to fight the dwarf directly. Once they lead the PCs away and turn their attacks on them, they focus their attacks on other melee combatants. The shadow demons ride within their hosts and direct them to fight recklessly with no care for the hosts' bodies.

Morale As soon as his host body is slain, Arastrax continues to fight the PCs. Arastrax casts *deeper darkness* to protect himself from direct sunlight.

Base Statistics Without the effects of the *potions of rage* and *potions of barkskin*, the barbarians' statistics are as follows:

AC 15 (touch 11, flat-footed 14); **Str** 18, **Con** 14; **Will** +9

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 14, **Wis** 16, **Cha** 23

Base Atk +10; **CMB** +15; **CMD** 24

Feats Blind-Fight, Combat Reflexes, Lightning Reflexes, Power Attack

Skills Acrobatics +7, Climb +11, Perception +12, Survival +12

Languages Common

SQ rogue talents (bleeding attack +2, surprise attack), trapfinding +2, fast movement, possessed

Combat Gear *potions of rage* (2), *potion of barkskin*; **Other Gear** hide armor, +1 *greataxe*, mwk shortspear

SPECIAL ABILITIES

Possessed (Ex) Possessed by Arastrax, this barbarian has the Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities of a 6th-level barbarian, and the Intelligence, Wisdom, Charisma, base attack bonus, base saves, alignment, and mental abilities of his own. Arastrax can't use or activate his host's extraordinary or supernatural abilities.

SHADOW DEMONS (2)

CR 7

hp 59 each (*Pathfinder RPG Bestiary* 67)

ARASTRAX

CR 11

Male shadow demon rogue 4 (*Pathfinder RPG Bestiary* 67)

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

incorporeal)

Init +10; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 22, touch 22, flat-footed 16 (+6 deflection, +6 Dex)

hp 115 (11 HD; 7d10+4d8+59)

Fort +8, **Ref** +17, **Will** +9

Defensive Abilities evasion, incorporeal, trap sense +1, uncanny dodge; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +16 touch (1d6 plus 1d6 cold), bite +16 touch (1d8 plus 1d6 cold)

Special Attacks pounce, shadow blend, sneak attack +2d6, sprint

Spell-Like Abilities (CL 10th; concentration +16)

At will—*deeper darkness*, *fear* (DC 20), *greater teleport* (self only), *telekinesis* (DC 21)

3/day—*shadow conjuration* (DC 20), *shadow evocation* (DC 21)

1/day—*magic jar* (DC 21), *summon* (level 3, 1 shadow demon 50%)

TACTICS

Before Combat Arastrax refrains from using his spell-like abilities while within his host to help maintain his ruse.

During Combat Once his host is slain, Arastrax casts *deeper darkness* to protect himself from the sunlight, and then uses his *shadow conjuration*, *shadow evocation*, and *telekinesis* abilities against the PCs. On alternating rounds he uses *fear* in hopes of driving off some of his attackers.

Morale Enraged and desperate, Arastrax fights until slain.

STATISTICS

Str —, **Dex** 22, **Con** 20, **Int** 14, **Wis** 16, **Cha** 23

Base Atk +10; **CMB** +16; **CMD** 32

Feats Blind-Fight, Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Lightning Reflexes

Skills Acrobatics +20, Bluff +20, Diplomacy +16, Disable Device +8, Fly +24, Intimidate +14, Knowledge (local) +16, Knowledge (planes) +16, Perception +25, Sense Motive +17, Stealth +20; **Racial Modifiers** +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SQ rogue talents (bleeding attack +2, surprise attack), trapfinding +2

SPECIAL ABILITIES

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it.

VENGEANCE AT SUNDERED CRAG

A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

Rewards: If the PCs fail to defeat Arastrax and the other two shadow demons, reduce each PC's gold earned as follows.

All Subtiers: Reduce each PC's gold by 578 gp.

C. THE SUNDERED CRAG WATCH TOWER

With Thurl gone, the PCs quickly pick up Tancred's trail and follow it to the base of Sundered Crag, which holds the watchtower guarding Jormurdun's entrance. Tancred already found the hidden mechanism that opens the outer gate and avoided the deadly trap protecting it. Once inside, the wizard closed the gates, while he finished exploring. The PCs must find the same mechanism and avoid the trap.

Desimire's trail leads to an opening in the rock face of the mountain. Just inside, a flight of stairs winds up through the ancient stone.

After ascending 750 feet above the valley floor, the PCs reach a wide shelf. The watchtower is a three-tiered octagonal structure that juts out from the mountainside. The tunnel exit is on the western side of the shelf. On the eastern side, a wide path—hidden from below—winds down the mountainside. Now littered with boulders and debris from the mountain above, this road once carried dwarven merchants and armies from Jormurdun to trade with peaceful surface dwellers and wage war on their enemies.

PCs can attempt a DC 20 Perception or Knowledge (engineering) check to realize that the watchtower is a freestanding stone structure even though it appears to be part of the mountainside. The PCs can't yet discover that this construction allows the entire building to be collapsed in order to seal the entrance to Jormurdun if the tower's ultimate defenses are activated.

Tancred and his minions are waiting inside the tower. Tancred is taking the time to think about how to bypass the inner gate's defenses, and he has ordered his minions to keep watch over the site until he is ready to make another move. The statblocks for individual foes are found in the rooms they are assumed to be in when the PCs enter the tower, though they fight as a team as soon as Tancred orders the attack. Though the individual enemies have their Challenge Ratings listed with their statblocks, altogether they represent a CR 11 for subtier

7–8 and CR 14 for subtier 10–11. Their tactics and information on how to scale the encounter are included with their individual statblocks.

C1. The Mountain Door (CR 9 or 12)

The central face of the tower holds a pair of large, ornately etched, stone doors. The gates fit so tightly in the doorway that the seams could be mistaken for part of the artwork on the tower wall.

The gates are shut and locked. A DC 15 Perception or Survival check reveals that some humanoids approached the gate on foot, opened it, and went inside. The gate lacks handles or other obvious means to pull open the massive, double doors.

To get inside, the PCs must locate the hidden mechanism that disengages the lock. PCs who search the surface of the tower and succeed at a DC 25 Perception check discover a hidden panel covering a lever that unlocks the gates. Characters succeeding on a DC 20 Perception or Survival check notice footprints leading to the area where the panel is located (marked with an "X" on the map) and gain a +5 circumstance bonus on Perception checks made to find the hidden lever.

Trap: The dwarves protected this mechanism with a devious trap. Triggering the trap suddenly opens a 10-foot wide trench, dropping victims into a pit. On the round following the painful fall, magical fonts in the watchtower's outer walls dump alchemist's fire into the pit, burning creatures unable to get out in time.

Subtier 7–8 (CR 9)

FIERY PIT TRAP

CR 9

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 25 Reflex avoids; on the following round, alchemist's fire (Atk +20 ranged touch; 3d6 fire damage, then 1d6 on the following round); multiple targets (10-ft.-wide trench in front of tower)

Subtier 10–11 (CR 12)

FIERY PIT TRAP

CR 10

Type mechanical; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

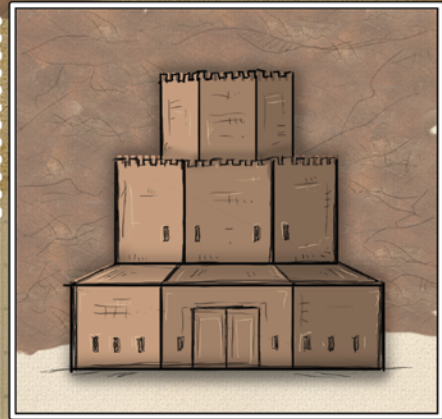
Trigger touch; **Reset** manual

Effect 40-ft.-deep pit (4d6 falling damage); DC 25 Reflex avoids; on the following round, alchemist's fire (Atk +20 ranged touch, 5d6 fire damage, then 2d6); multiple targets (10-ft.-wide trench in front of tower)

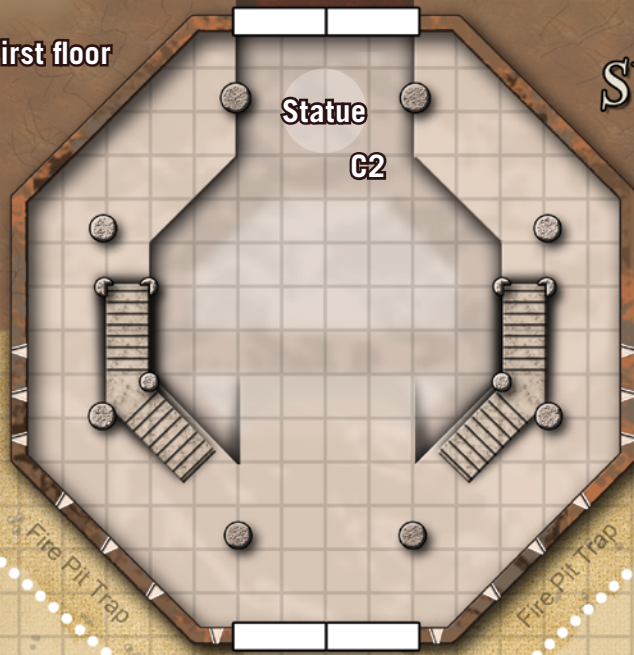
SUNDERED CRAG WATCHTOWER

1 square = 5 ft.

WATCHTOWER - FRONT VIEW



First floor



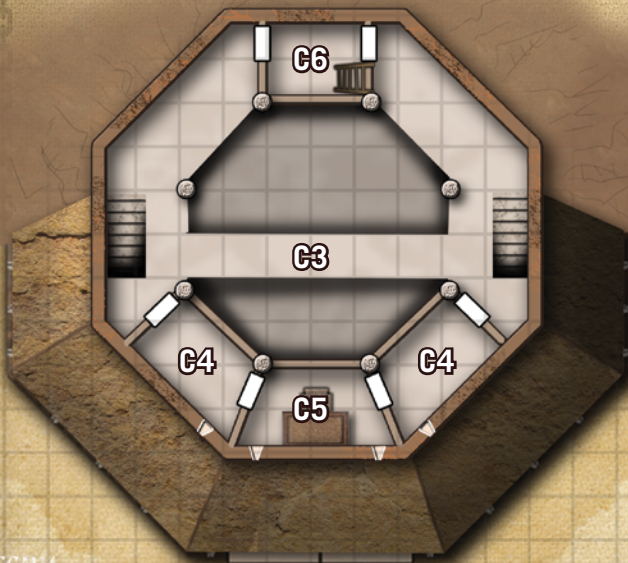
to foot trail

to Old Road

G1



Second floor



Third floor



SCM14

Development: Unless the PCs inspect the gate using spectacular stealth, one of Tancred Desimire's lookouts spots them and report to their master. Frustrated by his own attempts at opening the inner gate, he's interested to see the PCs take a crack at it. If the PCs fail to open the outer gate on their own, Tancred has one of his minions open the gates from inside the tower.

C2. Guardian at the Gate (CR 9 or CR 12)

The outer gates swing inward, silently opening into a large chamber covered in elaborate carvings chased throughout with gleaming silver metalwork. A set of enormous gates dominates the far wall of the chamber. Guarding against any passage is a statue of a dwarven warrior clad in armor and holding an axe at its side and a hammer raised above its head. The central part of the chamber's floor is recessed, with a wide ramp leading down to approach the inner gate. On either side of the ramp, a set of stairs rises to the tower's upper floors. A balcony and walkway with a silvery railing looking down from above.

This entry hall was once a bustling a portal into and out of Jormurdun, serving as one of the Sky Citadel's main points of defense. The chamber's walls are carved with depictions of proud dwarven heroes, and elaborate metalwork adorns these carvings. Brilliantly polished railings ring the ledge in the chamber, and etched metalwork spirals around each towering column. A ramp in the middle of the chamber descends to the central floor, dipping 5 feet lower than the surrounding ledge. At the back of the chamber a pair of sturdy doors provides entrance to Jormundun itself. In front of the inner gates stands a stone statue of a dwarf that was once the champion of the Sky Citadel.

When Tancred first arrived in the tower, he approached the inner gate hoping to gain entrance to Jormundun. The gate guardian woke and queried him for a password in a deep gravelly voice. Without Thurl's help, Tancred answered the question incorrectly and the statue raised its hammer. Suspecting that failing any further guesses would be disastrous, Tancred left the inner gate alone and continued to explore the tower in hopes of stumbling upon the right answer. Not finding anything, he retired to the commander's office (area C5) to rest and think through the puzzle. If he suspects that the PCs are on his trail, he hopes that they might have the correct answer, and plans to ambush them once they open the inner gates to Jormundun.

When the PCs approach the inner gates, the gate guardian states the following in a booming voice:

To the clan that has returned home and seeks Jormundun's embrace once more, speak your hall's name.

OPTIONAL ENCOUNTER

If the PCs choose to investigate the inner gate (area C2) and there are fewer than 90 minutes left in the scenario, consider eliminating the combat with the stone golems. Keep the trap element, so that there is still the risk of toppling the tower. If Tancred is defeated before the PCs choose to investigate the inner gate and there are fewer than 45 minutes remaining in the scenario, you should also consider eliminating the combat element of this encounter.

The gate guardian will accept three wrong answers before it attacks the trespassers. Tancred already used one attempt, so the PCs have two chances to get it right before the guardian attacks. If the PCs give the wrong answer on their first try, the statue raises its hammer above its head. A second wrong answer brings its blows down on the head of the nearest PC. The PCs need to make a successful DC 25 Knowledge (history) or Knowledge (nobility) check to recall a viable name.

If the PCs give the correct answer, the guardian replies, "Welcome home brothers and sisters." The statue then stands, waiting for the PCs to open the gates. The inner gates require a key that was lost long ago, so the PCs must use Disable Device to bypass the sealed gates.

The inner gates stand 15 feet tall and are adorned by bas-reliefs depicting dwarven heroes and complicated machinery. A complex carving of stone and metal depicting toothed gears spans the two gates 3 feet up from the floor. Careful inspection, requiring a successful DC 20 Perception check, reveals that the intricate carvings can move. In the center of the decoration is an indentation that looks like it could fit a triangular device of some sort (the lost key). Two parallel bars fit on stone gears that are attached to the dial. One bar is notched, while the other has a small indicator that fits within the other's notches and marks success or failure. Once the indicator reaches the final notch, the failsafe trap is triggered. The bars are already shifted two notches from the end. Upon the first failure, the bar shifts one space to the end and the entire tower shudders, letting the PCs know that it could trigger something dangerous. To bypass the door and gain entrance to Jormundun, the PCs need to make a successful DC 30 Disable Device check (DC 35 for subtier 10–11).

Once the locking mechanism securing the inner gates is bypassed, the gate guardian swings the heavy doors open and steps aside.

Dwarves gain a +2 racial bonus on the Knowledge and Disable Device checks relating to this gate.

Creatures: If the PCs fail to answer the query correctly, the dwarven statue animates and attacks the PCs.

Subtier 7–8 (CR 9)

GATE GUARDIAN

CR 9

Variant stone golem (*Pathfinder RPG Bestiary* 163)

N Large construct

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

DEFENSE

AC 23, touch 8, flat-footed 23 (-1 Dex, +15 natural, -1 size)

hp 85 (10d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +17 (2d6+8)

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

Special Attacks slow

TACTICS

During Combat The guardian is mindless and attacks the closest foe or the one that did the most damage to it on the previous round.

Morale The guardian fights until destroyed.

STATISTICS

Str 26, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 28

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone 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 *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 3 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 5 rounds, requiring a DC 15 Will save to negate. The save DC is Constitution-based.

Subtier 10–11 (CR 12)

GATE GUARDIAN

CR 12

Advanced stone golem (*Pathfinder RPG Bestiary* 163, 294)

hp 135

TACTICS

During Combat The guardian is mindless and attacks the closest foe or the one that did the most damage to it on the previous round.

Morale The guardian fights until destroyed.

Trap: The dwarves built a destructive failsafe to protect the Sky Citadel from invaders. When the trap is triggered, faces of dwarven warriors carved on the room's columns open their mouths, as though wailing. Their eyes glow, and the sound of liquid flowing through metal pipes can be heard in the chamber by any PC who succeeds at a DC 15 Perception check. Plumes of white mist erupt from seams in the columns, bringing with it a noxious odor.

PCs who succeed at a DC 20 Craft (alchemy) or Knowledge (engineering) check recognize the white mist as the byproduct of a reaction between acid and the granite columns supporting the building and realize that the railings and metalwork spiraling around the columns are actually pipes carrying the acid to the columns. Weakening the columns could destroy the tower, sealing off the entrance to the Sky Citadel and likely killing everyone inside.

To prevent the tower's collapse, the PCs must stop the flow of acid within 10 minutes of the trap being triggering. The acid flows through special platinum alloy pipes lined with lead (hardness 8, hp 50). Bending them with a DC 25 Strength check or dealing 40 points of damage with a bludgeoning weapon closes the stream off to a safe trickle. PCs attacking the pipes with melee weapons must make a successful DC 18 Reflex save after each attack or take 1d6 points of acid damage as the mist geysers out.

The PCs can also shut the failsafe off by manipulating the mechanism on the door. This is a more difficult approach, requiring three consecutive successful DC 25 Disable Device checks.

If 10 minutes pass before the flow of acid is stopped, the weakened columns crumble under the tower's weight. Characters in the building have 1 round to escape before the place falls down around them. Any creatures still inside take 20d6 points of bludgeoning damage. Creatures on higher levels of the building also take falling damage depending on which floor they are on.

Development: There are numerous enemies in the tower with the PCs, and any number of them might hear the party as they explore the tower, especially if the PCs trigger the trap in area C1. Have the cultists (in area C3), babaus (in area C4), and Tancred Desimire (in area C5) make Perception checks to see if they notice the PCs within the tower. The enemies might also notice when the PCs open the outer gates with a successful DC 20 Perception check, or they might hear the gate guardian when it questions the PCs with a successful DC 5 Perception check.

The PCs might ignore the gates and go searching for Tancred. If so, they find his minions on the floor above, triggering a battle that draws Tancred from area C5.

Once the PCs figure out how to open the inner gate or trigger the trap and defeat the guardian, Tancred orders his minions to attack. If the stone golem is eliminated and the PCs have also triggered the failsafe mechanism, Tancred attacks the PCs, unaware that the whole structure is in jeopardy. The PCs may be able to convince Tancred that the destruction of the entry hall would hinder both of their efforts to gain access to Jormundun. While he may work with them temporarily to stop the failsafe, he immediately attacks them once the threat has ended.

C3. The Gallery

Two Shax cultists keep watch here. At the top of each stairway, a wall-mounted lever operates the lock for the tower's outer gate. A cultist uses one of these levers if the PCs can't open the door themselves.

All the doors on this floor of the tower are locked (hardness 5, hp 10, break DC 18, Disable Device DC 30).

Creatures: The cultists attack from the catwalk.

Subtier 7–8 (CR 8)

SHAX CULTISTS (2) CR 6

Freelance thief (*Pathfinder RPG NPC Codex* 147)

hp 42 each

TACTICS

Before Combat The cultists hide in the balcony observing the PCs until it appears they are heading up the stairs. As the PCs reach the stair the cultists fire on them. They otherwise follow Tancred's orders.

During Combat The cultists use their crossbows from the balcony until the PCs get close enough for melee combat. They then work together to set up flanking attacks.

Morale The cultists fight to the death.

Subtier 10–11 (CR 11)

SHAX CULTISTS (2) CR 9

Dancing dervish (*Pathfinder RPG NPC Codex* 149)

hp 68 each

TACTICS

Before Combat The cultists hide in the balcony observing the PCs until it appears they are heading up the stairs. As the PCs reach the stair the cultists fire on them. They otherwise follow Tancred's orders.

During Combat The cultists use their crossbows from the balcony until the PCs get close enough for melee combat. They then work together to set up flanking attacks.

Morale These cultists fight to the death.

Development: If the PCs explore the watchtower first, one of the cultists shouts a warning to Tancred before

SCALING ENCOUNTERS

To accommodate parties with only four PCs, apply two negative levels to each Shax cultist in both subtiers.

attacking the first PC to climb the stairs. This shout draws out the babaus in area C4 as well as Tancred in area C5.

C4. Officer's Quarters

These rooms once housed the watchtower's guard captains. They are mostly empty now, though one of the rooms' last occupants did leave something behind.

Creatures: A babau stands watch in one or both of these rooms, depending on the scenario's subtier. They leave only when Tancred orders them to attack or when they hear the warning from the cultists.

Subtier 7–8 (CR 8)

BABAU DEMON CR 6

hp 73 (*Pathfinder RPG Bestiary* 57)

TACTICS

Before Combat The babau stays in area C4 until either the cultists or Tancred call it to attack the PCs.

During Combat On the first round of combat, the babau attempts to summon another babau. It then casts *dispel magic* on one of the PCs to end a magical effect before closing to attack.

Morale The babau flees using *greater teleport* when it is reduced below 10 hit points.

Subtier 10–11 (CR 9)

BABAU DEMONS (3) CR 6

hp 73 each (*Pathfinder RPG Bestiary* 57)

TACTICS

Before Combat The babaus stay in area C4 until either the cultists or Tancred call them to attack the PCs.

During Combat The babaus each cast *dispel magic* on PCs to end a magical effect, and then close to attack.

Morale The babaus flee using *greater teleport* when they are reduced below 10 hit points.

Treasure: The first room that the PCs enter holds a single item of value. A DC 20 Perception check reveals a *ring of delayed doom*^{UE} (1 garnet remaining) wedged between two stones in one corner of the room.

Rewards: If the PCs fail to find the ring, reduce each PC's gold earned as follows.

All Subtiers: Reduce each PC's gold by 416 gp.

SCALING ENCOUNTERS

To accommodate parties with only four PCs, apply two negative levels to each babau in both subtiers.

C5. Commander's Office (CR 11 or CR 14)

The only furniture here is an ornate desk carved from a single block of deep rose marble with a matching chair. Tancred claimed this room as a place to think through the gate's riddle further.

Creatures: Tancred is here when the PCs arrive. Though Tancred has been using this room as his temporary office, the PCs most likely encounter him after his cultist minions attack them as they ascend the stairs. When he is alerted to the PCs presence in the tower, he waits to see if they have any success with the inner gate. When the time is right, he directs his minions to attack first and then moves to area C3 for the final battle. Tancred prefers to engage foes from a height advantage, attacking the PCs while they are on the ground floor.

Subtier 7–8 (CR 11)

TANCREDESIMIRE CR 9

Male middle-aged human conjurer 7/
demoniac 3 (*Pathfinder Campaign*
Setting: Book of the Damned, Vol. 2:
Lords of Chaos 46)

CE Medium humanoid (human)

Init +3; Senses Perception +8

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 armor, +2 deflection, +3 Dex, +1 dodge)

hp 67 (10 HD; 7d6+3d8+27)

Fort +7, **Ref** +7, **Will** +9; +4 profane bonus against effects that cause bleed and figment illusions

Defensive Abilities obedience

Weaknesses damned

OFFENSE

Speed 30 ft.

Melee +2 *darkwood cane* +7 (1d6+2)

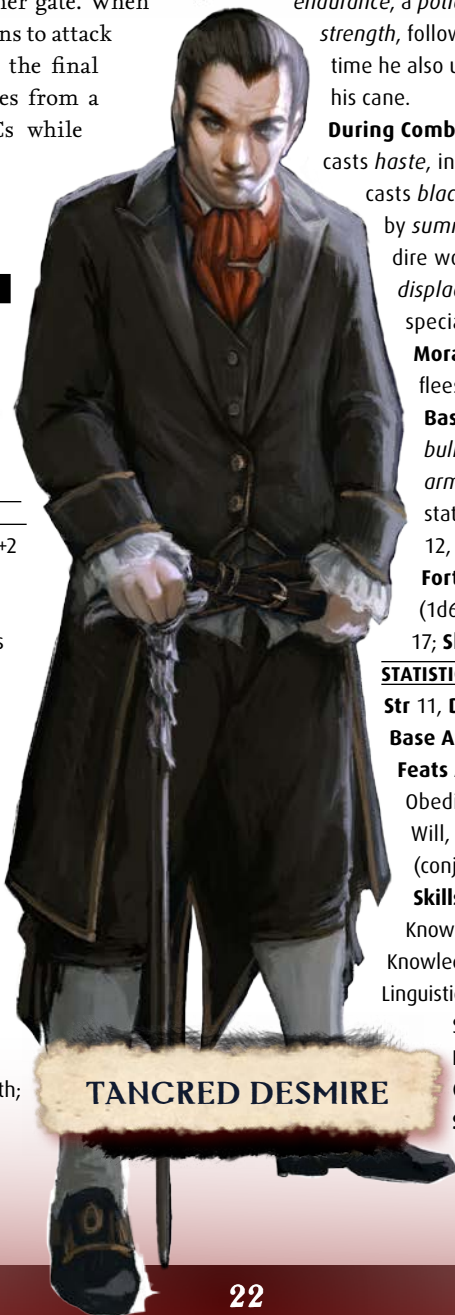
Special Attacks demonic boon, demonic mark, energumen, killer's finesse

Demonic Obedience Spell-Like

Abilities (CL 10th; concentration +12)
2/day—*invisibility*

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

8/day—*acid dart* (1d6+3 acid)



TANCREDESIMIRE

Conjurer Spells Prepared (CL 9th; concentration +14)

- 5th—*acidic spray*^{UM} (DC 21), *summon monster V*, *teleport*
- 4th—*black tentacles*, *fire shield*, *ice storm*, *summon monster IV*
- 3rd—*ash storm*^{UM}, *fireball* (DC 18), *stinking cloud* (DC 19), *summon monster III*
- 2nd—*acid arrow* (2), *extended mage armor*, *glitterdust* (DC 18), *summon monster II*, *web* (DC 18)
- 1st—*burning hands* (2; DC 16), *corrosive touch*^{UM}, *grease* (2; DC 17), *magic missile*, *summon monster I*
- 0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 15)

Opposition Schools transmutation, enchantment

TACTICS

Before Combat This morning, Tancred cast extended *mage armor* and performed his obedience to Shax. Before the PCs ascend the stairs to area C3, he drinks a *potion of bear's endurance*, a *potion of cat's grace*, and a *potion of bull's strength*, followed by casting *fire shield*. If he has the time he also uses a *scroll of greater magic weapon* on his cane.

During Combat On the first round of combat, Tancred casts *haste*, including any of his allies in range. He then casts *black tentacles* on the ground floor, followed by *summon monster V* to summon 1d3 fiendish dire wolves. If threatened, he uses his *scroll of displacement* and then he uses his energumen special ability to boost his Constitution score.

Morale If reduced below 10 hit points, Tancred flees using *teleport*.

Base Statistics Without *bear's endurance*, *bull's strength*, *cat's grace*, *extended mage armor*, and *greater magic weapon*, Tancred's statistics are as follows: **Init** +1; **AC** 14, touch 12, flat-footed 12; **hp** 47 (10 HD; 7d6+3d8+7); **Fort** +5, **Ref** +5; **Melee** darkwood cane +3 (1d6-2); **Str** 7, **Dex** 13, **Con** 11; **CMB** +3, **CMD** 17; **Skills** Stealth +10

STATISTICS

Str 11, **Dex** 17, **Con** 15, **Int** 20, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 21

Feats Augment Summoning, Demonic Obedience^{BO1D2}, Dodge, Extend Spell, Iron Will, Persuasive, Scribe Scroll, Spell Focus (conjuration),

Skills Bluff +11, Diplomacy +10, Intimidate +13, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (nobility) +16, Knowledge (planes) +16, Linguistics +10, Perception +8, Sense Motive +9, Spellcraft +16, Stealth +12

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal

SQ arcane bond (ring), obedience, summoner's charm (3 rounds)

VENGEANCE AT SUNDERED CRAG

Combat Gear *potion of cure serious wounds, potion of haste, potion of bear's endurance, potion of bull's strength, potion of cat's grace, scroll of displacement, scroll of greater magic weapon*; **Other Gear** *cloak of resistance +1, ring of protection +2*

SPECIAL ABILITIES

Damned (Ex) When Tancred is killed, his soul is instantly claimed by the Abyss. In time, his soul is transformed into a demon appropriate to the greatest sins he gloried in while he lived. Any character attempting to resurrect Tancred must succeed at a DC 13 caster level check or the spell fails. That character cannot attempt to resurrect Tancred again until the following day, though other characters can attempt to do so if they please.

Demonic Mark (Ex) Tancred bears Shax's symbol as a tattoo-like brand. Once per day, Tancred can call upon the profane power of his mark to power a spell, giving it the chaotic and evil descriptors. The spell is not expended as it is cast, allowing Tancred to cast it again later.

Energumen (Su) Once per day, Tancred Desimire can open his soul to a demonic spirit as a free action. The spirit possesses him for 3 rounds, granting a +2 profane bonus to his Constitution. When this possession effect ends, Tancred becomes confused for a number of rounds equal to his demoniac level. At the start of each round of confusion, Tancred can attempt a DC 25 Will save to end the effect immediately. Energumen is negated by *protection from evil* or *protection from chaos*. Tancred (or the PCs) can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) this ability ends, but being affected by such a spell before this ability has run its course also causes the benefits to end prematurely.

Killer's Finesse (Sp) Tancred's demonic boon from Shax allows him to cast *invisibility* twice per day as a spell-like ability.

Subtier 10–11 (CR 14)

TANCREDE DESIMIRE

CR 12

Male middle-aged human conjurer 7/demoniac 6 (*Pathfinder Campaign Setting: Book of the Damned, Vol. 2: Lords of Chaos* 46)

CE Medium humanoid (human)

Init +3; **Senses** Perception +12

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural)

hp 113 (13 HD; 7d6+6d8+59)

Fort +10, **Ref** +9, **Will** +11; +4 profane bonus against effects that cause bleed and figment illusions

Defensive Abilities obedience

Weaknesses damned

OFFENSE

Speed 30 ft.

SCALING ENCOUNTERS

To accommodate parties with only four PCs, assume that Tancred already used a number of his spells previously in the day.

Subtier 7–8: Tancred has already cast *acidic spray*, *ash storm*, and *web*.

Subtier 10–11: Tancred has already cast *acidic spray*, *ash storm*, *globe of invulnerability*, and *web*.

Melee +3 *darkwood cane* +10/+5 (1d6+3)

Special Attacks demonic boon, demonic mark, energumen, killer's finesse, summon demon

Demonic Obedience Spell-Like Abilities (CL 10th; concentration +12)

3/day—*invisibility* (2/day)

Arcane School Spell-Like Abilities (CL 12th; concentration +17)

8/day—*acid dart* (1d6+3 acid)

Conjurer Spells Prepared (CL 12th; concentration +17)

6th—*globe of invulnerability*, *summon monster VI*, *true seeing*

5th—*acidic spray*^{UM} (DC 21), *break enchantment* (DC 20),

cone of cold (DC 20), *summon monster V*, *teleport*

4th—*black tentacles*, *energumen*, *fire shield*, *ice storm*,

summon monster IV

3rd—*ash storm*^{UM}, *fireball* (2; DC 18), *stinking cloud* (DC 19),

summon monster III

2nd—*acid arrow* (2), *extended mage armor*, *glitterdust* (DC

18), *summon monster II*, *web* (DC 18)

1st—*burning hands* (2; DC 16), *corrosive touch*^{UM}, *grease* (2;

DC 17), *magic missile*, *summon monster I*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *flare*

(DC 15)

Opposition Schools transmutation, enchantment

TACTICS

Before Combat This morning, Tancred cast *extended mage armor* and performed his obedience to Shax. Before the PCs ascend the stairs to area **C3**, he drinks a *potion of bear's endurance*, a *potion of cat's grace*, and a *potion of bull's strength*. If he has the time he also uses a scroll of *greater magic weapon* on his cane.

During Combat On the first round of combat, Tancred casts *haste*, including any of his allies in range. He then casts *black tentacles* on the ground floor, followed by *summon monster VI* to summon 1d3+1 babaus or a shadow demon. If a PC can deal bleed damage, Tancred tries to draw their attacks to gain healing from his Life in Blood boon. If threatened, he uses his *scroll of displacement* and then he uses his energumen special ability to boost his Constitution score.

Morale If reduced below 18 hit points, Tancred flees using *teleport*.

Base Statistics Without *bear's endurance*, *bull's strength*, *cat's*

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grace, extended *mage armor*, and *greater magic weapon*, Tancred's statistics are as follows: **Init** +1; **AC** 16, touch 14, flat-footed 14; **hp** 87 (13 HD; 7d6+6d8+33); **Fort** +8, **Ref** +7; **Melee** darkwood cane +3 (1d6-2); **Str** 7, **Dex** 13, **Con** 12; **CMB** +5, **CMD** 19; **Skills** Stealth +14

STATISTICS

Str 11, **Dex** 17, **Con** 16, **Int** 20, **Wis** 11, **Cha** 14

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

Feats Augment Summoning, Dodge, Extend Spell, Iron Will, Persuasive, Scribe Scroll, Spell Focus (conjuration), Toughness, Demonic Obedience^{BO1D2}, Superior Summoning^{UM}

Skills Bluff +12, Diplomacy +12, Intimidate +15, Knowledge (arcana) +18, Knowledge (local) +18, Knowledge (nobility) +18, Knowledge (planes) +18, Linguistics +10, Perception +12, Sense Motive +10, Spellcraft +18, Stealth +16

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal
SQ arcane bond (ring), life in blood, obedience, summoner's charm (3 rounds)

Combat Gear *potions of cure serious wounds* (2), *potion of haste*, *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *scroll of displacement*, *scroll of greater magic weapon*, *wand of scorching ray* (34 charges); **Other Gear** *amulet of natural armor* +2, *cloak of resistance* +2, *ring of protection* +2

SPECIAL ABILITIES

Energumen (Su) Once per day, Tancred can open his soul to a demonic spirit as a free action. The spirit possesses him for 3 rounds, granting a +4 profane bonus to an ability score of his choice. In addition, he gains electricity resistance 10 and a +4 bonus on all saving throws against poison. When this possession effect ends, Tancred becomes confused for a number of rounds equal to his demonic level. At the start of each round of confusion, Tancred can attempt a DC 25 Will save to end the effect immediately. Energumen is negated by *protection from evil* or *protection from chaos*. Tancred (or the PCs) can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) this ability ends, but being affected by such a spell before this ability has run its course also causes the benefits to end prematurely.

Killer's Finesse (Sp) Tancred's demonic boon from Shax allows him to cast *invisibility* twice per day as a spell-like ability.

Life in Blood (Su) Tancred treats bleed effects as fast healing. For example, if he suffers an effect that causes bleed 5, he does not take any damage from the effect and instead gains fast healing 5. This effect ends when he is fully healed.

Summon Demon (Sp) Once per day, Tancred can use *summon monster VI* once per day to conjure one succubus, 1d3 babaus, or 1d4+1 brimoraks to serve him.

Development: If the PCs somehow happen to collapse the entire structure without engaging Tancred in combat, he teleports just outside the building and attacks

them as they escape. He is so enraged that they spoiled his attempt to claim the structure and gain entrance to Jormundun that he fights to the death.

Rewards: If the PCs fail to defeat Tancred Desmire and his minions, reduce each PC's gold earned as follows.

Subtier 7-8: Reduce each PC's gold by 1,111 gp.

Out of Subtier: Reduce each PC's gold by 1,653 gp.

Subtier 10-11: Reduce each PC's gold by 2,195 gp.

C6. Ladder Room

This simple chamber contains only a ladder leading up to area C7.

C7. Guards Quarters

This now barren room was once the place where the tower's defender's bunked. A door leads out to the battlements on this level. Another ladder leads up to the tower's roof.

CONCLUSION

With Tancred's defeat, the Society's goals for Jormurdun are secure. They can perhaps use the watchtower as a base camp and launch expeditions deeper into the Sky Citadel. The PCs are hailed as heroes of the Society, even if they could not open the gates.

If the tower is destroyed, however, the PCs earn only weak praise for preventing the demon-worshippers from getting into Jormurdun. The Society pays dearly to clear the rubble, access the gates, and appease the rulers of the Five Kings Mountains.

If either Thurl or Tancred escapes, they seek revenge on the Pathfinder Society, hiding and scheming until the time is right. However, even after Thurl's domination by the *mindbind figurine* ends, the two harbor resentment for each other, and each plots the other's demise before attacking the Pathfinders.

If the PCs capture Tancred, Farabellus turns him over to Paracountess Dralneen. What happens to him while he is in her custody is unclear, but Tancred certainly does not enjoy her ministrations. If Tancred dies at the tower, Dralneen takes custody of his body, but is displeased by the inconvenience of having to raise the wizard—even more so, when she discovers that Tancred's pact with Shax makes it harder to bring him back than she thought. If the PCs manage to capture Tancred Desmire alive, they gain the Dralneen's Gratitude boon on their Chronicle sheet.

Reporting Notes

If the PC concluded the adventure with Tancred escaping, check box A on the reporting sheet. If the PCs concluded the adventure with Tancred captured alive, check box B.

VENGEANCE AT SUNDERED CRAG

Primary Success Conditions

If the PCs defeat both Thurl and Tancred, and they succeed in securing the watchtower for further exploration by the Pathfinder Society, each PC earns 1 Prestige Point.

Secondary Success Conditions

If the PCs complete their mission without causing the complete collapse of the watchtower, they each succeed at the secondary success condition and earn 1 additional Prestige Point.

Faction Notes

Grand Lodge faction PCs who fulfill the secondary success conditions and also open the inner gate to Jormurdun contribute to the Society's exploration of the site and earn the Citadel Explorer boon on their Chronicle sheet.

PLAYER HANDOUT #1



PATHFINDER SOCIETY SCENARIO

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Pathfinder Society Scenario #5-25: Vengeance at Sundered Crag

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
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Pathfinder Society Scenario #5-25: Vengeance at Sundered Crag

Character Chronicle #

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Citadel Explorer (Grand Lodge faction): You have opened the gates of Jormurdun, looked within, and gained knowledge that aids you in exploring its depths. As a swift action, you may use this boon to gain a +2 insight bonus on attack rolls, saving throws, skill checks, weapon damage rolls, and caster level checks and a +2 dodge bonus to AC against one trap, construct, or other threat built by the dwarves in Jormurdun or any other Sky Citadel. If you already have an insight bonus on the affected rolls, that bonus instead increases by 2. This boon's effects last for one minute or until you defeat the challenge. When you use this boon, cross it off your Chronicle sheet.

Dralneen's Gratitude: Paracountess Zarla Dralneen remembers your efforts in bringing Tancred Desimire to Chelish justice. Your service will be rewarded. You may call in a one-time favor from the Paracountess, granting you a +5 circumstance bonus to Diplomacy or Intimidate checks to influence Chelish nobles, government officials, or Hellknights in good standing. This bonus lasts for the duration of one scenario. Alternatively, you can requisition a non-expendable, non-charged magic item worth no more than 4,000 gp for one scenario (8,000 in Subtier 10-11). When you use this boon, cross it off your Chronicle sheet.

All Subtiers	Subtier 10-11
<p>+2 <i>darkwood quarterstaff</i> (8,340 gp) <i>bracers of armor +3</i> (9,000 gp) <i>ring of protection +2</i> (8,000 gp)</p>	<p>+2 <i>flaming darkwood quarterstaff</i> (18,340 gp) +2 <i>mithral chain shirt</i> +2 <i>mithral heavy shield</i> <i>amulet of natural armor +2</i> (8,000 gp) <i>bracers of armor +5</i> (25,000 gp) <i>cloak of resistance +2</i> (4,000 gp) <i>ring of protection +2</i> (8,000 gp) <i>wand of scorching ray</i> (34 charges) (3,060 gp)</p>

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	7-8	2,209	4,417
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of subtier	3,111	6,220
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	10-11	4,012	8,024
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	Starting XP			
	+	XP Gained (GM ONLY)		
	=			
	Final XP Total			
	Initial Prestige Initial Fame			
FAME	+	Prestige Gained (GM ONLY)		
	-			
	Prestige Spent			
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	GP Gained (GM ONLY)		
	+	Day Job (GM ONLY)		
	-			
	Gold Spent			
=				
Total				

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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