

PATHFINDER SOCIETY

YEAR OF THE STOLEN STORM



WRATH OF THE FLESHWARPED QUEEN

By Brian Duckwitz



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TABLE OF CONTENTS

WRATH OF THE FLESHWARPED QUEEN	2
PLAYER HANDOUT	19
APPENDIX: STAT BLOCKS	20
MAP	22
CHRONICLE SHEET	24

GM RESOURCES

Wrath of the Fleshwarped Queen makes use of *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG Ultimate Equipment*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* volumes and *Monster Codex* are reprinted at the back of the adventure for the GM's convenience.

HOW TO PLAY

Pathfinder Society Scenario #8-22: Wrath of the Fleshwarped Queen is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfindersociety.

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WRATH OF THE FLESHWARPED QUEEN

By Brian Duckwitz



Under the rule of Runelord Alaznist, the Thassilonian nation of Bakrakhan waged continuous warfare with neighboring Shalast. Numerous research facilities across Bakrakhan were dedicated to producing stronger weapons and living soldiers to fuel the conflict. One of these facilities, the Wrathwarped Halls, lies hidden beneath Varisia's Calphiak Mountains. Its entrance stood undisturbed for millennia—until an unlikely group of explorers happened upon it.

Many tribes of goblins make their home in the twisting warrens beneath the Calphiak range, frequently squabbling for power and territory. One of these tribes, the Rocksmashers, recently suffered a decisive loss. The surviving Rocksmashers fled, but they were unwilling to abandon their tribe's lucky totem—a large boulder that featured in many of the tribe's legends. As they rolled the boulder into an unfamiliar cavern, its weight caused the ground to give way beneath them. Convinced that the collapse was a message from the sacred boulder, the goblins followed the new passage, eventually reaching a strange door wreathed in flames. Awestruck, the goblins threw themselves into opening the door, but the portal held fast. Filled with fury that a stupid door could stand in their way, Zoagusk, their champion, slammed her fist into it and shouted. To the goblins' surprise, the flames surged up through a hole in the cavern's roof and erupted into the night sky, twisting into the shape of Bakrakhan's iconic rune of wrath, as the door opened. Whether because Zoagusk fulfilled the necessary sinful requirements or because of a combination of strength and luck, the goblin chief became the new master of the Wrathwarped Halls.

The facility was a minor one in the days of Thassilon, but it had been given a very specific purpose. Its inner circle of magical researchers served Runelord Alaznist to infuse humanoids with elemental energies, thus making them pliable and obedient to those with a strong affinity with the sin of wrath. Staffed by a combination of humans, sinspawn, and demons, the research station was infused with preservative magics and built to last indefinitely. Charged with their mission, the researchers were sealed away behind doors that could be opened only by Alaznist or her closest

WHERE ON GOLARION?

Wrath of the Fleshwarped Queen takes place in the Wrathwarped Halls, a Thassilonian ruin that was once part of the realm of Bakrakhan. It is now on the northern side of the Varisian Gulf, west of Riddleport in the Calphiak Mountains. For more information on Varisia, Thassilon, and the Shoanti, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Companion: Varisia, Birthplace of Legends*, available in bookstores and hobby stores everywhere and online at paizo.com.



advisors from the outside, and could not be opened at all from within.

After the fall of Thassilon, however, there was no one to come back to see if the facility had succeeded. After 10,000 years, only a few sinspawn remained, leaping into the fleshwarping pits to be regenerated when they neared the ends of their miserable lives.

When the goblins came, these remaining inhabitants transferred their allegiance to Zoagusk and her vigorous embodiment of wrath. The goblin alchemist Grib, delighted to find the ancient laboratory and its fleshwarping pits, immediately set to experimentation. He managed to create mutations in the Rocksmasher goblins that improved their power and compliance to Zoagusk. The newly named Fleshwarped Queen Zoagusk believed she had found a new

goblin paradise, and began to plot her domination over surrounding goblin tribes and, eventually, the entire region.

The goblins' intrusion did not go unnoticed. Tide Watcher, leader of a tribe of Axe Clan Shoanti, witnessed the wrath-fueled flames rising into the sky. When she and her scouts went to investigate, they found the door the goblins had thrown open and recognized its ancient architecture and runes. Wary of what they might have discovered, the group sent word to the Pathfinder Society lodge in Magnimar. They then gathered a group of warriors from the Axe Clan outside the cave, ready to strike if their allies failed.

Meanwhile, a disciple of Soralyon—the empyreal lord of guardians, magic, and monuments—heard tales of the runic flame from sailors docking at Riddleport. The priest sailed out from Riddleport and inspected the Thassilonian site on his own, with the tentative permission of the Shoanti guardians. After analyzing its magic, the priest confidently told the Shoanti that he could have the site fully warded within a week's time. However, he soon found that he had more than simply rogue magical energies to content with. Goblins rampaged within the facility, wreaking havoc and commanding the remnants of the site's guardians. The priest managed to create a magical ward to temporarily seal the door, but the hasty ward requires him to maintain it without rest.

Meanwhile in Magnimar, Sheila Heidmarch received word of the Shoanti's discovery, and has dispatched the PCs to help.

SUMMARY

With a letter from Sheila Heidmarch in hand, the PCs talk to Tide Watcher, leader of the group of Shoanti who spotted the flaming signal in the hills near their home. They learn of the priest of Soralyon and are able to purchase minor equipment from Shoanti merchants before delving into the caves, where they find signs of a battle between goblins along their route. They soon reach the priest and learn that the ruin is much more active than previously believed. The priest provides information about goblins and sinspawn as well as Thassilonian ruins in general, but because the ward he has raised requires constant supervision, he can provide little direct help and asks the party to go inside. As they proceed to explore the facility, the PCs encounter a goblin-made trap and numerous goblins, many of whom have been mutated under the direction of the goblin alchemist Grib. After a series of battles, the PCs find and deal with Zoagusk, her lieutenants, and her sinspawn servants.

GETTING STARTED

Distribute the **Player Handout** (page 19) to the table. The letter comes with a map, a small pouch of gold coins, and a list of agents to whom Sheila sent the letter so that the PCs can identify each other.

The PCs begin the adventure in Riddleport, a port city in Varisia famous for the massive stone arch at its center and its tendency to attract unsavory types. They meet up at the Publican House, a popular tavern and temple to Cayden Cailean, before departing to follow the map that the venture-captain provided. The journey to the Shoanti village proceeds without incident.

Read or paraphrase the following to start the adventure.

The sound of crashing waves and seabirds mixes with the smell and cool spray of saltwater at the entrance of a wide, low sea cave open to the Varisian Gulf. A bustling community is hard at work in the dim morning light: tall, tattooed men and women clean and fillet fish, while others toss crustaceans into pots; a group of older children sit in a circle on the sand near the water's edge and repair nets and harpoons; nearby, several women are busily patching holes in a small boat.

"This is not a sight very many outsiders ever see, Pathfinders," says a tall, muscular woman. Her head is shaved and tattoos line her shoulders, arms, and neck. "But we are pleased you have come. *Kel-grish!* Welcome! Let us walk."

"I am Tide Watcher, the jothka of this tribe," she says, as she leads the way onto a small path heading up the hill above the cave. "As you probably know, the Shoanti do not often call upon outsiders for help. But this is a special circumstance." She stops atop the hill and takes a deep breath of the wind blowing off the water before turning to the hills and mountains to the north.

"Two weeks ago I stood watch on this spot, minding both the water and the land. Suddenly a plume of flame rose into the air in the hills there." She points slightly northwest. "I took a group of warriors to investigate. When traveling down familiar caverns, we soon found a place where the floor had recently collapsed into another series of tunnels that had smooth, worked walls. Then we found the stone door. It flickered with flame and was deeply carved with the runes we know to be the language of Thassilon." She pauses, a sour look on her face. "It is forbidden to explore places marked with these runes, so I thought it best to simply try to collapse the cave entrance and be done. But then I saw the door was open. Something had either gotten in or gone out.

"I sent word to our allies in Magnimar of what we'd found. I contacted Sheila Heidmarch specifically because I have heard that under her direction, the Pathfinders have made fair dealings with the Shoanti, laid the spirit of an ancient symbol of peace to rest, and stopped a Runelord from rising once again.

"Five days ago, a priest named Julian arrived from Magnimar and claimed he could seal the door. He worships a good god of monuments, he said, and was confident he could succeed. I have not seen him since, however, so I do not know what has happened."

Tide Watcher turns to the group. "Pathfinders, I want you to learn the nature of this place beyond the door and determine if it is a threat to my tribe. If it is within your ability to eliminate it, do so. If not, we will discuss closing off the cave entrance permanently. Do you have any questions?"

What was Thassilon? “It was a corrupted empire that existed long ago. It is forbidden to go near its ruins.”

What kinds of dangers do Thassilonian ruins often contain? “The stories I have heard tell of ancient magical traps and creatures, but I have no deep knowledge of these things. Perhaps you can find Julian and ask him when you get there.”

Who are the Shoanti? “Although it saddens me to hear you do not know, it does not surprise me. We are the original inhabitants of Varisia, although we have been driven from many of our ancient homelands. We have seven quahs, what you might call clans, united by heritage, tradition, and lifestyle. I and my tribe are part of the Shadde-Quah, the Axe Clan. We keep our homes near the water and repel those who try to conquer our shores. We are unused to seeing outsiders, although we do trade with Magnimar.”

KNOWLEDGE (ARCANA) OR KNOWLEDGE (HISTORY)

The player characters may already know some details about Thassilon. Each PC recalls all of the information below whose DC is less than or equal to the result of his check.

15+: Thassilon was an empire that ended some 10,000 years ago in what is now Varisia. The seven-pointed star, called the Sihedron, is a commonly seen motif in Thassilonian art.

20+: There were seven realms in Thassilon, each controlled by a powerful practitioner of magic called a runelord. Each treated his or her own realm as a kingdom onto itself. This area of Varisia was likely in the kingdom known as Bakrakhan, domain of wrath, ruled by Runelord Alaznist. Runelord Krune recently attempted to rise again, but the Pathfinder Society stymied his efforts.

25+: Each Runelord was associated with a sin and tied to a school of magic: envy to abjuration, gluttony to necromancy, greed to transmutation, lust to enchantment, pride to illusion, sloth to conjuration, and wrath to evocation. Thassilon came to an end in the great cataclysm known as Earthfall, but it is suspected the Runelords all had preparations in place that would allow them to survive, perhaps even until the present day.

DIPLOMACY OR KNOWLEDGE (LOCAL)

The player characters may know some details about the Shoanti people already, or might have spent time gathering information on them after getting the letter from Heidmarch but before setting out for the camp. Each PC recalls all of the information below whose DC is less than or equal to the result of his check.

10+: The Shoanti are mostly a nomadic people who lived in Varisia long before other human groups. They are distrustful of outsiders.

15+: Many Shoanti men and women feel that long hair is a dangerous liability in battle and thus shave their heads. They also have tattoos over much of their bodies.

20+: There are seven quahs, or clans, each of which has numerous tribes as constituent parts. Each is led by a tribal leader called a jothka.

25+: Historians are suspicious of the fact that there are seven quahs of Shoanti, seven realms of Thassilon, and seven points on the Sihedron. Some speculate that the Shoanti were either servants or slaves of the Runelords in ancient times, and their taboo against exploring Thassilonian ruins comes from that relationship.

SHOANTI AXE CLAN SETTLEMENT AND CAMP

The PCs can purchase basic supplies from the Shoanti in the sea cave settlement. Despite the sharing and trading culture of the Shoanti, they will accept coins as payment since they can use the currency in trade with Magnimar. The Shoanti merchants are not particularly welcoming, but they are fair. If the PCs try to spend too much time in the settlement and the GM feels the pace of the adventure lags, Tide Watcher simply starts to walk away, saying “It is time we headed to the ruins.”

After a half-mile hike north guided by Tide Watcher, the PCs arrive at a makeshift camp outside a cave entrance guarded by several warriors. The scouts here have not been inside recently, nor have they seen the priest since he entered. They have been ordered to remain outside to keep any enemies from emerging. If the PCs come back later seeking help against the facility’s guardians, the Shoanti suggest collapsing this entrance.

FALLEN ROCK CAVES

This winding, complex system of caves forms a network of connected passages throughout the region. Tide Watcher knows the path to follow to find the Thassilonian door and provides the PCs with a map leading there. Alternatively, anyone who succeeds at a DC 14 Survival check can follow the priest’s tracks from the cave entrance to the Thassilonian door.

The caves are unlit except where noted, and are narrow, winding, and generally cramped. Passages are typically no wider than 5 feet, and ceilings range between 3 and 8 feet.

SIGNS OF GOBLINS

When the Rocksmashers fled their enemies, they went through these tunnels, traveling blindly down the passages until their foes cornered them. Zoagusk, filled with rage at this turn of events, decided to make a stand to kill as many of her opponents as possible. Her fury turned the tide of the battle, and the Rocksmashers’ enemies fled back the way they came. Read or paraphrase the following.

After several hundred feet of twisting, turning, and often cramped passageways, the caverns here begin to widen somewhat. Broken arrows and short, makeshift swords litter the

GOBLIN SONGS

Goblins love to sing: it is a source of joy equal to their love of fire, murder, and mayhem. Throughout the adventure, sidebars like this will call out song lyrics the GM can use to add flavor to the adventure. GMs are encouraged to sing the songs to the players and shouldn't worry about sounding awful; it would be difficult to sound worse than a goblin.

ground, and a rotting corpse lies slumped in a corner. Blood, now dried, is splattered on many of the rocks nearby. The passage continues to the east.

A PC who succeeds at a DC 12 Survival check uncovers tracks of several dozen goblins in this part of the tunnels, as well as the signs of a battle. If the PC succeeds by 5 or more, she also determines that there were two groups of goblins, and the larger group fled back to the west while the rest continued east. The corpse is a slain goblin from the Rocksmasher's rival tribe. A PC who inspects the body and succeeds at a DC 15 Heal check determines that the goblin died roughly 2 weeks ago to a combination of stab wounds and burns.

THE HOLE IN THE FLOOR

About 100 feet beyond the battle site, the PCs easily locate the place where the goblins' boulder broke through into the tunnels below. The collapse formed a ramp that is easy to navigate.

THE PRIEST AND THE DOOR

The passageway twists sharply to the left after another 100 feet, opening into a wider room. Read or paraphrase the following aloud.

Dim, flickering light illuminates a natural chamber roughly 30 feet by 10 feet. Stalactites cling to the ceiling and a few stalagmites rise from the floor. The air is damp and clammy. At the eastern end of the room stands a 10-foot-wide double door set into the wall. Flames flicker about the columns and lintel, casting the spiky, spidery runes covering the surfaces into sharp relief. The doors are partially open.

The priest **Julian** (NG male human cleric of Soralyon 3) can be found here. He has expended all his spells to power the ritual to seal away the magical energies seeping from the ruins beyond, but to no avail. He has successfully raised a ward at the entrance (effectively a small *wall of force*), but he must renew it every 10 minutes or so by chanting the required verse. Julian has mostly been awake for 5 days now; he has the exhausted condition as a result.

Julian is aware that the long-pent-up sin magic in

the Wrathwarped Halls prevents his ritual from taking hold, and that only after the focus of that magic has been destroyed (Julian is unaware that in this case, Zoagus and her lieutenants serve as the focus) will he be able to fully seal it.

PCs who read Thassilonian or who succeed at a DC 25 Linguistics check can translate the writing on the door: "Beyond here lies only pain for the enemies of Bakrakhan."

Julian does his best to answer any questions that the PCs might have.

What can you tell us about these ruins? "I'm almost certain they were part of the realm called Bakrakhan, ruled by Alaznist, Runelord of Wrath."

Why haven't you gone for help? "The Shoanti made it clear they weren't coming in, but I knew that if I left, the ward I managed to raise would fail. The ward contains magic that is trying to seep out from the complex within. I guess I just hoped others would arrive to help, since the Shoanti sent for aid."

What do you know of Thassilon? "It was a powerful, sinful empire that ended 10,000 years ago. Its rulers wielded incredible magic, and the hazards they left behind often persist to the present. I see it as my duty to serve Soralyon and protect the modern world from these ancient dangers."

What kind of dangers should we expect? "Given that this is likely a stronghold of Bakrakhan, I'd expect to see evocation magic used against you. Bakrakhan was also known for using fleshwarping magic to make more powerful soldiers."

What do you need us to do? "Head beyond the door and eliminate whatever focus of magical energies you can find: it might be a creature or an object. Once you've done that, I should be able to finish a permanent ward."

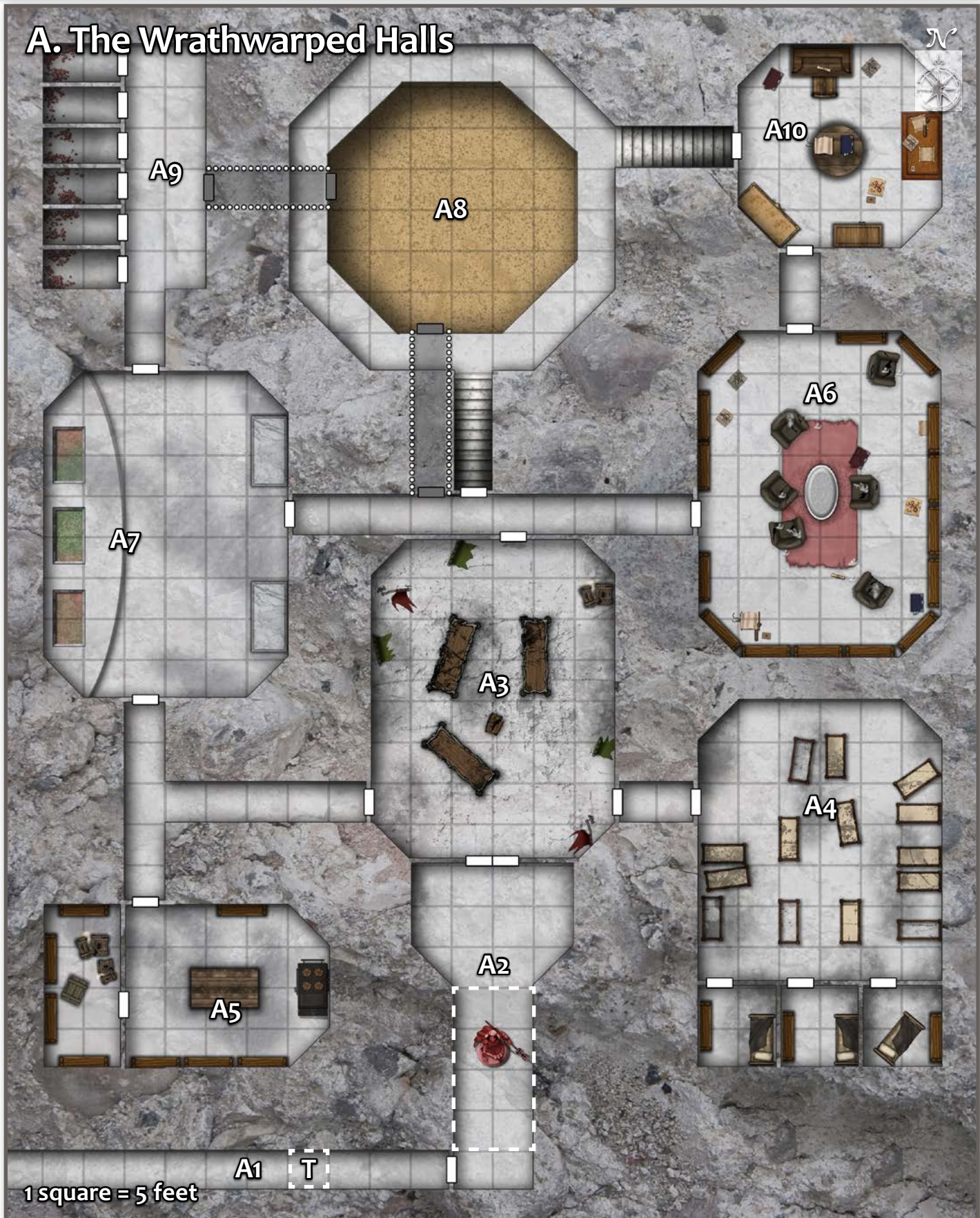
A. THE WRATHWARPED HALLS

The Wrathwarped Halls was the name given to this small facility charged with altering humanoids into weapons of war for Runelord Alaznist. The facility was established only a short time before Earthfall, so nothing learned there was ever put to use.

The walls throughout are made of stone infused with preservative magic. The air supply is magically refreshed, although those enchantments have begun to wear out, and the many fires the goblins have lit throughout the halls are overwhelming this ventilation system.

The entire facility is bathed in normal light, drawing its illumination from *continual flame* spells cast upon sconces spaced every 15 feet along the walls. The color of the light changes from yellow to orange and back again every 12 hours, charting the passage of time. Unless otherwise noted, all doors are made of stone, and the ceilings are 8 feet tall in passageways and 15 feet tall in rooms.

A. The Wrathwarped Halls



SCALING ENCOUNTER A1

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Reduce the trap's attack bonus to +10.

SCALING ENCOUNTER A3

Make the following adjustments to accommodate a group of four PCs:

Subtier 1–2: Greenie is weaker than his counterpart. Remove Greenie's constrict, reactive regeneration, and slime trail abilities.

Subtier 4–5: Remove Meanie from the encounter.

A1. The Dangers of Reading (CR 2 or CR 5)

After the Rocksmasher goblins entered the Wrathwarped Halls, they worried they would be pursued by the tribe that had so soundly defeated them. Fortunately for the Rocksmashers, they found something any goblin would find terrifying: stacks and stacks of books. As any goblin knows, reading steals words right out of one's head, so the Rocksmashers rigged the books into a trap to keep pursuers away. Also concerned that other creatures might come after their new home, they made sure the trap could do plenty of damage even if the target can't read.

The wider passageway narrows here and continues to the east. Dim flickering flames dance around the walls, illuminating unadorned polished stone. A door is at the eastern end of the hall.

Trap: The goblins drove sharp metal spikes into a salvaged tabletop and then, without looking directly at them, speared a series of ancient texts upon the spikes so that their pages remain open and visible. They mounted the slab on a makeshift hinge in such a way that it swings down and smashes anyone entering the chokepoint if they trigger a tripwire. Any survivors, the goblins figure, will see the open books and flee in terror.

SUBTIER 1–2 (CR 2)

POKEY SMASHY BOOK TRAP

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (1d4+2/19–20)

SUBTIER 4–5 (CR 5)

EVEN HEAVIER POKEY SMASHY BOOK TRAP

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

EFFECTS

Trigger location; **Reset** manual

Effect 5 spikes +15 (1d4+2/19–20)

Treasure: Although the books are mostly ruined, one bears a *bookplate of recall* (*Pathfinder RPG Ultimate Equipment* 284) on its inside cover. In Subtier 4–5, a folded-up scroll of *flaming sphere*, *magic missile* (CL 3rd), *molten orb* (*Pathfinder RPG Advanced Class Guide* 188), and *wind wall* is jammed between some pages and miraculously undamaged, as well as a tiny metal box containing a *word bottle* (*Ultimate Equipment* 325).

Rewards: If the PCs do not deal with the trap, either by triggering, disabling, or bypassing it, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 167 gp.

Subtier 4–5: Reduce each PC's gold earned by 252 gp.

A2. The Path of Fire

This hallway is designed to force visitors to show proper obedience to Runelord Alaznist, although it provides no actual danger. Read or paraphrase the following as the PCs enter.

A hallway runs north and south here, its walls carved with images of fire and destruction. Humanoids from many races peer out from the flames in the upper portions of the carvings, their faces alight with excruciating pain. The lower two feet of the carvings show other figures on hands and knees, their faces toward the north, the brutal fires just above their backs.

Near the center of the hallway on a low plinth stands the statue of a cruel-faced woman wielding a ranseur in her right hand. Her left hand gestures to the south, giving the impression it is the source of the carved flames.

A large bronze plaque is affixed to the southern wall of the passage, covered in spiky, spidery runes.

A PC who succeeds at a DC 12 Perception check notices that someone has used charcoal to draw a large, toothy goblin grin on Alaznist's face.

Hazard: If a creature attempts to pass the Alaznist statue without first touching a knee to the ground in this room, the marked area fills with impressive, roaring flame except for the area up to 2 feet from the floor. Despite this fearsome appearance, the flames's strength has degraded over the years, and they now do nothing more than singe and slightly blacken clothes and hair. The goblins took it as a sign of their might that they were unharmed by these fires.

The murals on the wall provide a clue to avoiding the trouble, as does the plaque on the southern wall, which reads "Humble yourself and show the respect Runelord Alaznist is due" in Thassilonian; a successful DC 25 Linguistics check is enough to decipher the script.

WRATH OF THE FLESHWARPED QUEEN

A3. Ears (CR 3 or CR 6)

This large room's walls are decorated with carvings extolling the virtues of wrath: scenes abound of warriors crushing their opponents with a combination of martial and magical skill. Above all these warriors stands the magnificent figure of a striking woman clad in armor and wielding a ranseur. Her face is contorted in a mixture of rage and elation, and she stands atop a veritable mountain of corpses.

In sharp contrast to the intricate beauty of the carvings, the contents of the room are in shambles. Broken tables and chairs litter the floor, once-magnificent banners are torn and strewn about, and several small fires smolder throughout the room. Anything that can be burned is blackened with soot, and anything breakable has been shattered into tiny pieces. The pungent smell of an animal warren permeates the entire room.

This room was once the main meeting hall of the facility, but the goblins have reduced its finely made tables and chairs to a series of small smoldering piles. A perpetual haze fills the room, as the ancient magic that supplies fresh air has been unable to keep up with the goblins' handiwork, though this haze is not thick enough to impair vision. A PC who succeeds at a DC 14 Survival check notices trails of glimmering, hardened slime on the floor throughout the room. The table legs in this room are intact enough to serve as clubs, should the PCs wish to use a bludgeoning weapon against the room's occupants. Assume that there are enough properly sized table legs to supply every Small or Medium PC with a club.

Creature: Some of Grib's first "volunteers" ended up in a less than ideal form. Instead of mutating them in ways he'd hoped, the protoflesh used for the fleshwarping experiments bonded with the hosts and formed into hungry fleshes. Although the creatures do not understand the command to guard, they do not leave the room unless Zoagusk orders them to leave. To keep them fed, Zoagusk has directed two goblins (see area A5) to feed them the nutrient slurry from A5 and the corpses of those who have not survived Grib's experiments, which they do using long poles from the hallway.

Aside from the greenish tinge of the malignant tissue that makes up the hungry fleshes' bodies, the only clue to the creatures' origin is a remnant of goblin features on the largest of them. A single pair of perfect goblin ears sticks up from the top of the creature's head, twitching and moving about in response to nearby sounds. The remaining goblins think this is exceptionally funny and have taken to calling this hungry flesh "Ears." The goblins have nicknamed the other two hungry fleshes "Greenie" and "Meanie."

SUBTIER 1-2 (CR 3)

EARS AND GREENIE

CR 1

Variant hungry fleshes (*Pathfinder RPG Bestiary 4* 152)

N Medium ooze

Init -3; **Senses** blindsight 30 ft., scent; Perception -5

DEFENSE

AC 9, touch 7, flat-footed 9 (-3 Dex, +2 natural)

hp 15 each (2d8+6); regeneration 3 (acid or fire)

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

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +3 (1d4+3 plus grab)

Special Attacks constrict (1d4+3)

TACTICS

During Combat The hungry fleshes attack the nearest creature that is not a goblin or a hungry flesh. If a PC falls unconscious, the greedy creatures switch targets, attracted to the nearest moving PC.

Morale The hungry fleshes mindlessly fight to the death.

STATISTICS

Str 14, **Dex** 5, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 10 (can't be tripped)

SQ compression, reactive regeneration, slime trail

SPECIAL ABILITIES

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 3 hit points.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 14). The slime dries up after 1 minute. The save DC is Constitution-based.

SUBTIER 4-5 (CR 6)

EARS, GREENIE, AND MEANIE

CR 3

Hungry fleshes (*Pathfinder RPG Bestiary 4* 152; see page 20)

hp 47 each

TACTICS

During Combat The hungry fleshes attack the nearest creature that is not a goblin or a hungry flesh. If a PC falls unconscious, the greedy creatures switch targets, attracted to the nearest moving PC. They only eat downed PCs if all conscious PCs leave the room.

Morale The hungry fleshes mindlessly fight to the death.

Development: If the PCs defeat Zoagusk, the hungry fleshes begin to wander the facility, looking for food.

Treasure: The goblin who became Ears had stolen a container of *dust of dryness* from Grib, which can still be found near the surface of the creature's body. In Subtier 4-5, it has also scraped up an *aegis of recovery* (*Pathfinder RPG Ultimate Equipment* 254) and two small sapphires.

Rewards: If the PCs do not defeat the hungry fleshes, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 70 gp.

Out of Subtier: Reduce each PC's gold earned by 141 gp.

Subtier 4-5: Reduce each PC's gold earned by 212 gp.

GRIB'S SONG

Anyone who approaches area **A7** hears the following song as the alchemist works.

*"Stir the flesh around the pit,
See how many goblins fit.
They might shout and they might cry,
If they're lucky, they won't die.*

*When they plop out, we shall see
What new creatures they now be.
Will they have some wings or claws?
Will they grow big, massive jaws?*

*Maybe one will breathe some fire,
Then the queen can light a pyre!
Come on, find out, jump inside,
Grib is now your friend and guide!"*

A4. Ancient Barracks

This large room just off the main entryway appears to have housed sleeping quarters in ancient times, based on the smashed, torn, and smoldering piles of bunks along the eastern wall. To the west is another rubble pile composed of half-burned and despoiled furniture: tables, chairs, and several short bookcases. Three doors in the south lead to individual quarters, although their contents have obviously been taken out, piled, and burned. There is nothing of value in the room.

A5. Kitchens

Smooth work surfaces line the southern wall, and a single door to the west leads to a large room filled with broken, empty boxes that have been smashed to bits. A large stove takes up the eastern half of the room. Cupboards along the walls near the stove have been left open, and scattered cookware and crockery litter the ground. A vaguely sour-smelling, beige puddle covers much of the floor near the stove. The same substance is splattered all over the floors and ceiling of the room, and small footprints are clearly visible on the floor and counters.

Once a miracle of magical food creation, these kitchens could originally conjure the necessary ingredients for a wide variety of meals to support the facility's residents. Now, the conjuration magic has degraded to the point that it only provides an endless supply of slimy beige goo of questionable nutritional value. The goo appears inside a 3-foot-square, lidded box below one of the counters and refills 10 minutes after being emptied. The goblins have had great fun opening the lid and eating the goo, and have

had numerous food fights in here, tossing fistfuls of it at each other. A PC who succeeds at a DC 12 Survival check knows that the tracks are from goblins and that the goo is nominally edible, if unappetizing.

Creatures: Two goblins, **Gugnack** and **Bopak**, have been tasked with keeping Ears and Greenie fed (as well as Meanie in Subtier 4–5). They normally spend their time running back and forth between the hungry fleshies' room (area **A3**) and the kitchens carrying buckets full of goo on long poles they then dump on the floor for the creatures to eat. Today, however, they decided to feed themselves first and gorged to the point where their stomachs are so full they are unable to move or act normally. These two goblins are noncombatants. They have the stunned condition when the PCs enter and retain that condition for 2 hours longer.

A6. Library

This room's magnificent, vaulted ceiling rises to a height of twenty-five feet, and its walls are covered with mahogany bookshelves that nearly reach the ceiling. The once-beautiful wood is chipped, broken, and charred in most places, and the shelves are nearly empty. Most of the books, tomes, and scrolls are piled unceremoniously on the floor in two large heaps that still smolder feebly. A few cushioned chairs spew stuffing onto the ground, and several once-beautiful paintings lay smashed on the floor, their images ripped and shredded.

The research facility once boasted a fine library of books and scrolls that contained all manner of information on fleshwarping and wrath magic. While many of these sources survived to the present day due to the preservative magic used in the facility's construction, few survived the attentions of the goblins.

Treasure: If a PC spends 1 hour cataloging the works, or spends 10 minutes and succeeds at a DC 15 Perception check (DC 19 in Subtier 4–5), she finds several unscathed volumes. Titles include *Warping the Flesh and Sculpting the Mind*, *A Fool and His Gold: Karzoug and Xin-Shalast*, *The Essence of Vanity: Politics and the Illusion of Power in Cyrusian*. These books are worth a total of 650 gp (or 1,050 gp in Subtier 4–5). A scroll of *cure moderate wounds* and *lesser restoration* is wedged between the volumes. In Subtier 4–5, the book contains two scrolls of *cure moderate wounds*, two scrolls of *lesser restoration*, and one scroll of *remove disease*, and a peacock-shaped origami swarm (*Pathfinder RPG Ultimate Equipment* 314) created long ago by a Peacock Spirit worshiper is tucked into the middle of another book.

Rewards: If the PCs do not find the books, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 79 gp.

Out of Subtier: Reduce each PC's gold earned by 136 gp.

Subtier 4–5: Reduce each PC's gold earned by 193 gp.

A7. The Goblin Genius (CR 4 or CR 7)

The stench of this room is a pungent mixture of acrid smoke, foul body odor, and cooked cabbage. Stone tables line the eastern wall, covered in scattered bits of glass, wooden racks holding numerous vials, and various alchemical implements. Along the western side of the chamber are three pits of churning, bubbling liquid that shifts between brown, beige, and green, occasionally releasing a puff of noxious gas that drifts slowly to the floor.

While the goblins have wrecked most of the facility's rooms during their short tenure, they have left the fleshwarping lab itself mostly intact. It is here that the goblin alchemist Grib performs his experiments and transforms the members of the tribe into more powerful monstrosities. A PC who spends 10 minutes investigating the pits and succeeds at a DC 15 Craft (alchemy), Knowledge (arcana), or Knowledge (engineering) check (DC 19 in Subtier 4–5) gains rudimentary insight into the pits' design and function that she can report back to the Pathfinder Society, such as information on the pipe design and basic facts about the liquid's composition.

Creatures: Grib was always the brightest goblin in the tribe, famous for his alchemist's fire, but he also hides a dark secret: he can read. His natural talent for mixing strange substances and his literacy are the keys to his success, and experiments of his own mad design have transformed members of his tribe into mutants who slavishly serve Zoagusk. He almost never leaves this room.

Grib's assistants have been both his helpers and his test subjects. They enjoy watching Grib's experiments, especially when they are performed on someone other than themselves. Their bodies display a variety of mutations, such as useless extra limbs, scaly skin, an extra row of sharp teeth, lengthened fingers and toes, and extra ears growing out of odd places.

Hazards: The three protoflesh pits in the west are the source of two dangers which combine to increase the CR of this encounter by 1. Foul-smelling gases perpetually surround the pits, a result of Grib's experimentation. Anyone who enters these spaces must succeed at a DC 12 Fortitude save (DC 15 in Subtier 4–5) or be sickened for 1 round. Creatures who fail the saving throw but remain in the cloud must attempt a new saving throw each round, but characters who succeed are immune to the effect for 24 hours. The



SCALING ENCOUNTER A7

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: The goblin assistants have the sickened condition due to long-term exposure to the pits.

goblins in this room have already succeeded at this saving throw today.

Second, contact with the protoflesh is dangerous and causes rapid mutations.

Grib's experiments have altered the protoflesh, and the effects are only beneficial to goblins under his care. Any PC who comes into contact with the protoflesh must succeed at a DC 12 Fortitude save (DC 15 in Subtier 4–5) or suffer a sudden, painful mutation as the flesh attaches

to and mutates her body. A PC who fails this save is nauseated for 1 round from

the pain of the mutation. GMs are encouraged to think up their own ideas for mutations. Mutations do not provide bonuses or penalties; they are a purely cosmetic effects. Record any mutations that the PCs gain on their Chronicle sheets. The mutations can be removed with *remove disease* or *heal*. Protoflesh dies quickly if it is taken out of the pits—it remains dangerous only for 5 rounds after being removed.

SUBTIER 1–2 (CR 4)

GOBLIN ASSISTANTS (3)

CR 1/3

Goblins (*Pathfinder RPG Bestiary* 156; see page 20)

hp 6 each

Ranged protoflesh lump +3 touch (mutation) or shortbow +4 (1d4/×3)

Combat Gear protoflesh lumps (2); **Other Gear** leather armor, light wooden shield, short sword, shortbow with 20 arrows

TACTICS

Before Combat The goblins scoop up two handfuls of protoflesh to throw at the PCs.

During Combat The goblins try to flank a single weak-looking foe.

Morale The goblins fight to the death, certain that if they fail here, Grib will turn them into the hungry fleshes' next meal.

SPECIAL ABILITIES

Protoflesh Lump A goblin can throw a handful of protoflesh at a target as a ranged touch attack with a range increment of 10 feet. If the attack hits, the target is exposed to the protoflesh hazard (see Hazards above) and might acquire a mutation.

EXPLOSION POCKET

This item appears on page 29 of *Pathfinder Player Companion: Goblins of Golarion*.

EXPLOSION POCKET		PRICE 3,000 GP
SLOT none	CL 1st	WEIGHT 1/2 lb.
AURA faint evocation		

An explosion pocket looks like a cloth pouch just large enough to contain a Small or Medium humanoid's hand. When placed against a shirt, vest, jacket, trousers, or similar piece of clothing, this ragged green patch attaches to the clothing, creating a loose pocket. The pocket functions as a normal pocket, but once per day the pocket's wearer can, as a standard action by speaking a command word while his hand is in the pocket, cause the pocket to create a single vial of alchemist's fire. If a vial of alchemist's fire is in the explosion pocket when it is commanded to create a vial of alchemist's fire, the pocket instead supercharges the existing vial within so that it deals double the normal fire damage a vial of alchemist's fire would normally inflict. An explosion pocket can be removed as a full-round action, allowing it to be placed on a different piece of clothing as the owner wishes. A vial of alchemist's fire created or supercharged by an explosion pocket reverts to a vial of inert, bitter-tasting water 1 minute after it is created or supercharged.

CONSTRUCTION REQUIREMENTS	COST 1,500
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Craft Wondrous Item, *burning hands*

GRIB CR 1

Male goblin alchemist 2 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 17, flat-footed 15 (+2 armor, +6 Dex, +2 natural, +1 size)

hp 17 (2d8+4)

Fort +4, **Ref** +9, **Will** -1; +2 vs. poison

OFFENSE

Speed 60 ft.

Melee dagger +2 (1d3/19-20)

Ranged bomb +9 touch (1d6+2 fire) or light crossbow +8 (1d6/19-20)

Special Attacks bomb 6/day (1d6+2 fire, DC 13)

Alchemist Extracts Prepared (CL 2nd; concentration +4)
1st—*cure light wounds, enlarge person, expeditious retreat*

TACTICS

Before Combat If Grib feels combat is imminent, he drinks his mutagen to increase his Dexterity and his extract of

expeditious retreat. The benefits of these abilities are included in his statistics.

During Combat Grib attempts to stay in or near the cloud of gas near the fleshwarping pits, hurling bombs in a way that will hit the most enemies. He doesn't care about hitting allies with his bombs and laughs maniacally if he does so.

Morale If he runs out of bombs or is reduced to 5 or fewer hit points, Grib tries to flee to area **A10** and alert Zoagus.

Base Statistics Without his mutagen and *expeditious retreat* extract, Grib's statistics are **Init** +4; **AC** 17, touch 15, flat-footed 13; **Ref** +7, **Will** +0; **Speed** 30 ft.; **Ranged** bomb +7 touch (1d6+2 fire) or light crossbow +6 (1d6/19-20); **Dex** 18, **Wis** 10; **CMD** 14; **Skills** Ride +8, Perception +4, Stealth +16.

STATISTICS

Str 10, **Dex** 22, **Con** 13, **Int** 15, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 16

Feats Extra Bombs, Point-Blank Shot, Throw Anything

Skills Appraise +6, Craft (alchemy) +7 (+9 to create alchemical items), Heal +4, Knowledge (arcana, nature) +6, Linguistics +4, Perception +3, Ride +10, Spellcraft +6, Stealth +18, Use Magic Device +2; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Dwarven, Gnome, Goblin, Thassilonian
SQ alchemy (alchemy crafting +2), discovery (smoke bomb), mutagen (+4/-2, +2 natural armor, 20 minutes), poison use

Combat Gear *boro bead* (1st level)^{UE}; alchemist's fire (3);

Other Gear leather armor, dagger, light crossbow with 20 bolts, formula book containing all prepared extracts

SUBTIER 4-5 (CR 7)

GRIB CR 4

Male goblin alchemist 5 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 17, flat-footed 15 (+2 armor, +6 Dex, +2 natural, +1 size)

hp 49 (5d8+20)

Fort +5, **Ref** +10, **Will** +0; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d3/19-20)

Ranged bomb +11 touch (3d6+3 fire) or light crossbow +9 (1d6/19-20)

Special Attacks bomb 10/day (3d6+3 fire, DC 15)

Alchemist Extracts Prepared (CL 5th; concentration +8)

2nd—*fire breath*^{APG}, *lesser restoration, resist energy*

1st—*cure light wounds* (2), *enlarge person, expeditious retreat, true strike*

TACTICS

Before Combat If Grib feels combat is imminent, he drinks his mutagen to increase his Dexterity and his extracts of *false life*

and *expeditious retreat*; he also charges a vial of alchemist's fire within his *explosion pocket*. The benefits of these abilities are included in his statistics.

During Combat Grib attempts to stay in or near the cloud of gas near the fleshwarping pits, hurling bombs in a way that will hit the most enemies. He uses a stink bomb on the first round and standard bombs on subsequent rounds, unless the PCs prove resistant to fire. If he runs out of bombs or another good opportunity presents itself, he drinks his extract of *fire breath*. He doesn't care about hitting allies with his bombs or breath and laughs maniacally if he does so.

Morale If he runs out of ways to attack the PCs with extracts or bombs or is reduced to 10 or fewer hit points, Grib tries to flee to area **A10** and alert Zoagus.

Base Statistics Without his mutagen and extracts of *false life* and *expeditious retreat*, Grib's statistics are **Init** +4; **AC** 17, touch 15, flat-footed 13; **Ref** +8, **Will** +1; **Speed** 30 ft.;

Ranged bomb +9 touch (3d6+3 fire) or light crossbow +7 (1d6/19-20); **Dex** +18, **Wis** 10; **CMD** 16; **Skills** Perception +4, Ride +8, Stealth +16.

STATISTICS

Str 10, **Dex** 22, **Con** 13, **Int** 16, **Wis** 8, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 18

Feats Extra Bombs, Extra Discovery^{APG}, Point-Blank Shot, Precise Shot, Throw Anything

Skills Appraise +8, Craft (alchemy) +11 (+16 to create alchemical items), Heal +8, Knowledge (arcana) +11, Knowledge (nature) +8, Linguistics +7, Perception +3, Ride +10, Sleight of Hand +8, Spellcraft +11, Stealth +18, Use Magic Device +5; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Thassilonian, Varisian

SQ alchemy (alchemy crafting +5), discoveries (frost bomb, smoke bomb, stink bomb), mutagen (+4/-2, +2 natural armor, 50 minutes), poison use, swift alchemy

Combat Gear *boro bead* (1st level)^{UE}, *explosion pocket* (see sidebar on page 12), alchemist's fire (3); **Other Gear** leather armor, dagger, light crossbow with 20 bolts, formula book containing all prepared extracts

SNEAKY GOBLIN ASSISTANTS (3)

CR 1

Goblin sneak (*Pathfinder RPG Monster Codex* 107; see page 20)
hp 16 each (2d10+3)

Ranged protoflesh lump +5 touch (mutation) or shortbow +6 (1d4/x3)

Combat Gear *potion of cure light wounds*, alchemist's fire (2), protoflesh lumps (2), thunderstone

TACTICS

Before Combat The goblins scoop up two handfuls of protoflesh to throw at the PCs.

During Combat The goblins each throw a protoflesh lump at the PCs and then attempt to flank the PCs, preferring PCs who they nauseated with their initial attacks.

OPTIONAL ENCOUNTER

If fewer than 90 minutes remain in which to complete the scenario, Glibeldring and the winged goblins in area **A8** are out in the nearby mountains telling tales of their tribes' greatness and searching for additional goblins to recruit. Glibeldring left the steadfast gut-stone from her equipment behind, poorly hidden among the old bones. If you had already mentioned the skald's song, a lone, unarmed goblin screeches out Glibeldring's tune in this room instead.

SCALING ENCOUNTER A8

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Remove one of the winged goblins.

Subtier 4-5: Remove two of the winged goblins and use Subtier 1-2's version of the hazard. Glibeldring does not cast *heroism* on herself before combat.

Morale The goblins fight to the death, certain that if they fail here, Grib will turn them into the hungry fleshes' next meal.

SPECIAL ABILITIES

Protoflesh Lump A goblin can throw a handful of protoflesh at a target as a ranged touch attack with a range increment of 10 feet. If the attack hits, the target is exposed to the protoflesh hazard (see page 11) and might acquire a mutation.

Development: If the PCs capture Grib, they can question the alchemist. Although he has no interest in helping the PCs, he is eager to brag about his skill at fleshwarping—if the PCs ask him about the process, he launches into a long-winded explanation.

Rewards: If the PCs do not defeat Grib, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 92 gp.

Out of Subtier: Reduce each PC's gold earned by 282 gp.

Subtier 4-5: Reduce each PC's gold earned by 473 gp.

A8. What is that Horrible Screeching? (CR 3 or CR 6)

The main training hall of the facility once served as a place for the sinspawn and their human masters to test their skill at magic and arms, as well as to test newly mutated humanoids against warriors of wrath and sinspawn. Read or paraphrase the following when the PCs enter.

This room's ceiling is thirty feet high. Halfway up the smooth stone walls, the room widens slightly, creating a narrow ledge that runs the entire perimeter, with exits to the east and south. The floor in the lower portion is sand, clumped and stained in places by blood. Bones, broken armor, and shattered weapons

GLIBELDRING'S SONG

Glibeldring has been working on a masterpiece that chronicles the story of the goblins finding the Wrathwarped Halls. When the PCs arrive, she sings this song in Common.

*As we fled, sure we were dead,
We rolled the boulder before us.
Poor us!
Heads dust!
Yes, we rolled the boulder before us.*

*Then suddenly, as Gugnack sneezed,
The boulder disappeared!
Such fear!
More tears!
Yes, the boulder disappeared!*

*But happy day, hip, hip, hooray!
What wonders the boulder had shown!
New home!
Our own!
Yes, the boulder has shown a new home!*

are scattered about the floor, and a musty smell permeates the space. Barred metal doors lead out from the lower level to the west and south.

Creatures: The queen's herald, Glibeldring, is most useful to her queen as a singer, because her voice is so grating that it drives her allies into a bloodthirsty rage. She loves the acoustics of this room and spends much of her time here reveling in her own skill and driving her companions into a frenzy they're eager to unleash. Although this area connects directly to **A10**, Zoagusk ignores any strange noises emanating from here, including the sounds of combat; she merely assumes Glibeldring is trying out new material. Glibeldring's thundering voice grants her and her allies a -4 penalty on Perception checks to hear the PCs approach.

Hazard: A dangerous combination of echoing acoustics and ancient sin magic causes Glibeldring's music to physically damage her opponents. During any round in which Glibeldring's raging song is active, each opponent in area **A8** takes 1 point of sonic damage (or 1d4 points in Subtier 4–5) unless she succeeds at a DC 12 Fortitude save to negate the damage (DC 15 in Subtier 4–5).

SUBTIER 1–2 (CR 3)

GLIBELDRING

CR 1/2

Female goblin skald 1 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Advanced Class Guide* 49)

NE Small humanoid (goblinoid)

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

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size)

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee heavy flail +2 (1d8+1/19–20)

Ranged shortbow +4 (1d4/×3)

Special Attacks raging song 4 rounds/day (inspired rage)

Skald Spells Known (CL 1st; concentration +2)

1st (2/day)—*cause fear* (DC 12), *vanish*^{APG} (DC 12)

0 (at will)—*detect magic*, *flare* (DC 11), *message*, *spark*^{APG} (DC 11)

TACTICS

During Combat Glibeldring activates her raging song on the first round of combat and maintains it long as possible in the fight while trying to stay close to a wall to avoid being surrounded.

She prefers to close to melee and use her heavy flail.

Morale Glibeldring believes that Zoagusk would kill her if she surrendered. She fights to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 8, **Cha** 13



WRATH OF THE FLESHWARPED QUEEN

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

Feats Dodge, Scribe Scroll

Skills Bluff +5, Linguistics +4, Perception +3, Perform (sing) +5, Ride +7, Stealth +11; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ bardic knowledge +1

Combat Gear *steadfast gut-stone*^{UE}; **Other Gear** leather armor, heavy flail, shortbow

WINGED GOBLINS (3)

CR 1/2

Male mutant goblin warrior 1 (*Pathfinder RPG Monster Codex* 112, *Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., scent; Perception +3

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 6 each (1d10+1); fast healing 1

Fort +3, **Ref** +2, **Will** -1

OFFENSE

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

Melee 2 claws +4 (1d3+2 plus grab)

TACTICS

Before Combat The winged goblins begin on the ledge above Glibeldring, swaying to her singing.

During Combat The winged goblins swoop down and attack with their claws.

Morale The winged goblins fight to the death as long as Glibeldring is still conscious. If she falls, they try to flee.

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 8, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +2 (+6 grapple); **CMD** 14

Feats Improved Initiative

Skills Fly +5, Ride +6, Stealth +14; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ mutations (claws, fast healing, snake tongue, wings)

SPECIAL ABILITIES

Snake Tongue (Ex) The winged goblins have long, forked tongues that enhance their sense of smell, granting them the scent ability and a +4 racial bonus on Perception checks.

SUBTIER 4-5 (CR 6)

GLIBELDRING CR 5

Female goblin skald 6 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Advanced Class Guide* 49)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +3 Dex, +1 dodge, +1 size)

hp 43 (5d8+10)

Fort +8, **Ref** +7, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *heavy flail* +9 (1d8+2/19-20)

Ranged light crossbow +10 (1d6/19-20)

Special Attacks rage powers (no escape, scent), raging song 15 rounds/day (inspired rage, song of marching), spell kenning 1/day

Skald Spells Known (CL 6th; concentration +8)

2nd (4/day)—*blindness/deafness* (DC 14), *blur*, *cacophonous call*^{APG}, *heroism*

1st (5/day)—*cause fear* (DC 13), *comprehend languages*, *cure light wounds*, *vanish*^{APG} (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 12), *mage hand*, *message*, *spark*^{APG} (DC 12)

TACTICS

Before Combat Glibeldring casts *heroism* on herself. The bonuses from this spell are included in her statistics.

During Combat Glibeldring activates her raging song on the first round of combat and maintains it for long as possible while trying to stay close to a wall to avoid being surrounded. She uses her breath weapon before closing to melee. If reduced to 15 or fewer hit points, she casts *vanish*, then tries to reposition, heal herself, cast *blur*, and resume combat.

Morale Glibeldring believes that Zoagus would kill her if she surrendered. She fights to the death.

Base Statistics Without *heroism*, Glibeldring's statistics are **Fort** +6, **Ref** +5, **Will** +4; **Melee** +1 *heavy flail* +7 (1d8+2/19-20); **Ranged** light crossbow +8 (1d6/19-20); **Skills** Acrobatics +9, Intimidate +8, Knowledge (dungeoneering, local, nature) +7, Perception +7, Perform (sing) +10, Ride +5, Spellcraft +4, Stealth +13.

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 8, **Cha** 14

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

Feats Dodge, Lingering Performance^{APG}, Mobility, Scribe Scroll

Skills Acrobatics +11, Intimidate +10, Knowledge (dungeoneering, local, nature) +9, Perception +9, Perform (sing) +12, Ride +7, Spellcraft +6, Stealth +15; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ bardic knowledge +3, versatile performance (sing)

Combat Gear *steadfast gut-stone*^{UE}; **Other Gear** chain shirt, +1 *heavy flail*, light crossbow

WINGED GOBLINS (4)

CR 1/2

hp 6 each (see the statistics for Subtier 1-2 above)

TACTICS

Use the winged goblin tactics from Subtier 1-2.

Rewards: If the PCs encounter Glibeldring but do not

SCALING ENCOUNTER A10

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Remove two degenerate fleshdregs from the encounter.

Subtier 4-5: Remove one wrathspawn from the encounter.

defeat her, reduce each PC's gold earned by the following amount. Do not perform this reduction if the PCs do not face this optional encounter.

Subtier 1-2: Reduce each PC's gold earned by 71 gp.

Out of Subtier: Reduce each PC's gold earned by 206 gp.

Subtier 4-5: Reduce each PC's gold earned by 270 gp.

A9. Goblin Sleeping Quarters

The western side of the room is lined with wooden doors fitted with iron bars. Many of the doors are open, revealing bunched up piles of filthy rags heaped in what must have once been cells. A single metal door opens to the east, and another passageway leads south.

This room once served as a prison for the test subjects of the arcane researchers, as it has quick access to both the laboratory and the testing grounds. Today the goblins use it as sleeping quarters. They see the barred doors as comforting, having themselves been raised in cages. There is nothing of value here.

A10. Is Mine! All Mine! (CR 4 or CR 7)

This octagonal room looks to have once served as an office: a smashed desk is shoved against the north wall near toppled bookcases. A large pile of books, some with chewed-off covers, has been arranged into the shape of a makeshift throne. To the northeast sits a two-foot-diameter boulder covered in shiny baubles, coins, and other trinkets.

When the Wrathwarped Halls were operational, this

room served as the office of the overseer and gave direct access to the library and the testing area to the west. It also provided a respite from the persistent odors of the fleshwarping chamber.

Zoagusk, leader of the Rocksmasher tribe, has taken over this room. She believes sitting on the books proves her bravery; she also has easy access to leather book covers that she uses as an occasional snack. The Rocksmasher's sacred boulder also rests in this chamber, which the PCs can easily deduce serves a religious function for the goblins.

Creatures: Zoagusk, having now taken the title of Fleshwarped Queen, believes that she is on the verge of creating a grand goblin empire. Once Grib decides that he has perfected his mutation process, Zoagusk plans to begin kidnapping goblins from other tribes, mutating them into obedience, and building up an army. She doesn't understand the nature of her connection to the Wrathwarped Halls, but she has had dreams of a burning rune and has gone so far as to carve its likeness into her forehead. Zoagusk is accompanied by the Hall's remaining sinspawn, who obey her without question.



SUBTIER 1-2 (CR 4)

GUSK **CR 2**

Female mutant goblin barbarian 2
(*Pathfinder RPG Monster Codex* 112,
Pathfinder RPG Bestiary 156)
CE Small humanoid (goblinoid)

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

DEFENSE

AC 17, touch 12, flat-footed 14 (+1 armor, +3 Dex, +4 natural, -2 rage, +1 size)

hp 27 (2d12+8); fast healing 1

Fort +8, **Ref** +4, **Will** +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft., fly 30 ft. (clumsy)

Melee mwk ranseur +7 (1d6+4/×3) or
2 claws +6 (1d3+3 plus grab)

WRATH OF THE FLESHWARPED QUEEN

Ranged throwing axe +6 (1d4+3)

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

Special Attacks breath weapon, rage (8 rounds/day), rage power (animal fury)

TACTICS

During Combat Zoagusk enters a rage on the first round of combat and tries to breathe fire on as many foes as possible. She uses her ranseur unless enemies approach within 5 feet, in which case she drops the weapon and fights with her claws, breathing fire when able.

Morale Consumed with rage, Zoagusk fights to the death.

Base Statistics When not raging, Zoagusk's statistics are **AC** 19, touch 14, flat-footed 16; **hp** 23; **Fort** +6, **Will** +2; **Melee** mwk ranseur +5 (1d6+1/+3); **Str** 13, **Con** 14; **CMB** +2 (+6 grapple); **CMD** 15; **Breath Weapon** DC 13.

STATISTICS

Str 17, **Dex** 17, **Con** 18, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 17

Feats Combat Reflexes

Skills Acrobatics +7 (+11 when jumping), Fly -3, Intimidate +4, Knowledge (nature) +3, Perception +4, Ride +7, Stealth +15, Survival +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ fast movement, mutations (breath weapon, claws, fast healing, wings)

Gear broken leather armor, masterwork ranseur, throwing axes (4), *cloak of resistance* +1

SPECIAL ABILITIES

Breath Weapon (Su) Zoagusk can spew fire from her mouth, dealing 2d4 points of fire damage in a 20-foot line (Reflex DC 15 half). She can use this ability once every 1d4 rounds.

DEGENERATE FLESHDREGS (3)

CR 1/2

Degenerate fleshdreg (*Pathfinder RPG Bestiary 5* 288, *Pathfinder RPG Bestiary 4* 100)

NE Small aberration

Init -1; **Senses** darkvision 60 ft., sin-scent; Perception +2

DEFENSE

AC 12, touch 10, flat-footed 12 (-1 Dex, +2 natural, +1 size)

hp 9 each (2d8)

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

Immune mind-affecting effects; **SR** 12

OFFENSE

Speed 30 ft.

Melee bite +1 (1d6-1 plus 1d4 fire)

TACTICS

During Combat The creatures attempt to remain close to Zoagusk and prevent her from being flanked.

Morale The fleshdregs fight to the death.

STATISTICS

Str 8, **Dex** 9, **Con** 11, **Int** 2, **Wis** 7, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 8

Feats Lightning Reflexes

Skills Acrobatics +3, Escape Artist +3, Perception +2, Stealth +7

Languages Aklo

SPECIAL ABILITIES

Sin-Scent (Su) These wrathful fleshdregs have scent against creatures whose nature reflects wrath. For example, they can scent creatures using rage effects.

SUBTIER 4-5 (CR 7)

ZOAGUSK

CR 5

Female mutant goblin barbarian 5 (*Pathfinder RPG Monster Codex* 112, *Pathfinder RPG Bestiary* 156)

CE Small humanoid (goblinoid)

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

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 armor, +3 Dex, +4 natural, -2 rage, +1 size)

hp 60 (5d12+20); fast healing 1

Fort +9, **Ref** +5, **Will** +4

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft., fly 30 ft. (clumsy)

Melee +1 ranseur +11 (1d6+7/+3) or
2 claws +10 (1d3+4 plus grab)

Ranged throwing axe +9 (1d4+4)

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

Special Attacks breath weapon, rage (14 rounds/day), rage powers (animal fury, intimidating glare)

TACTICS

During Combat Zoagusk enters rage on the first round of combat and tries to breathe fire on as many foes as possible. She uses her ranseur unless enemies approach within 5 feet, in which case she drops the weapon and fights with her claws and bite, breathing fire when able.

Morale Consumed with rage, Zoagusk fights to the death.

Base Statistics When not raging, Zoagusk's statistics are **AC** 21, touch 14, flat-footed 18; **hp** 50; **Fort** +7, **Will** +2; **Melee** +1 ranseur +9 (1d6+4/+3); **Str** 14, **Con** 14; **CMB** +6 (+10 grapple); **CMD** 19; **Skills** Climb +6, Swim +6; **Breath Weapon** DC 14.

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 21

Feats Combat Reflexes, Intimidating Prowess, Power Attack

Skills Acrobatics +8 (+12 when jumping), Climb +8, Fly +1, Intimidate +11, Knowledge (nature) +3, Perception +4, Ride +7, Stealth +16, Survival +4, Swim +8; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ fast movement, mutations (breath weapon, claws, fast healing, wings)

Gear +1 leather armor, +1 ranseur, throwing axes (5), *cloak of resistance* +1

SPECIAL ABILITIES

Breath Weapon (Su) Zoagusk can spew fire from her mouth, dealing 5d4 points of fire damage in a 20-foot line (Reflex DC 16 half). She can use this ability once every 1d4 rounds.

WRATHSPAWN (2)

CR 3

Wrathspawn barbarian 1 (*Pathfinder RPG Bestiary 2* 246)
NE Medium aberration

Init +7; **Senses** darkvision 60 ft., scent, sin-scent; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 10 (+3 Dex, +1 dodge, +2 natural, -2 rage)

hp 41 each (4 HD; 3d8+1d12+17)

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

Immune mind-affecting effects; **SR** 13

OFFENSE

Speed 50 ft.

Melee bite +8 (1d6+5 plus sinful bite), 2 claws +8 (1d4+5)

Special Attacks rage (7 rounds/day), sinful bite

TACTICS

During Combat The wrathspawn enter rage on the first round of combat and descend upon their foes.

Morale The wrathspawn fight to the death.

Base Statistics When not raging, a wrathspawn's statistics are

AC 16, touch 14, flat-footed 12; **hp** 33; **Fort** +6, **Will** +3; **Melee** bite +6 (1d6+3 plus sinful bite), 2 claws +6 (1d4+3); **Str** 17, **Con** 16; **CMB** +6; **CMD** 18.

STATISTICS

Str 21, **Dex** 17, **Con** 20, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20

Feats Dodge, Improved Initiative

Skills Acrobatics +7 (+15 when jumping), Intimidate +6,

Perception +9, Spellcraft +5, Stealth +9, Survival +6

Languages Aklo

SQ fast movement

SPECIAL ABILITIES

Sin-Scent (Su) These wrathful sinspawn have scent against creatures whose nature reflects wrath. For example, they can scent creatures using rage effects.

Sinful Bite (Su) A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Will DC 13 negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered for 1 round if it fails its saving throw. *Calm emotions, remove curse, or break enchantment* negates the effects of sinful bite. The save DC is Charisma-based. This is a mind-affecting effect.

Development: If the PCs kill Zoagusk, surviving goblins scatter, and any surviving hungry fleshies begin wandering the facility in search of food.

Treasure: The baubles draped over the sacred boulder are shiny but worthless. In Subtier 4–5, Zoagusk has topped her makeshift throne with a stick that appears to be constantly on fire. This stick is a *wand of scorching ray* (11 charges remaining).

Rewards: If the PCs do not defeat Zoagusk, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 111 gp.

Out of Subtier: Reduce each PC's gold earned by 282 gp.

Subtier 4–5: Reduce each PC's gold earned by 453 gp.

CONCLUSION

With the Fleshwarped Queen and her lieutenants Grib and Glibeldring defeated, the wrath energies within the facility grow unfocused. Any remaining goblins attempt to flee, ignoring Julian as they go. After a few hours' rest, Julian successfully seals the magical energies within the ruin, preventing it from taking another champion like Zoagusk and rendering it safe for future exploration. Tide Watcher and the other Shoanti thank the PCs for their service and promise to continue friendly relationships with the Pathfinder Society.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat Grib, Glibeldring, and Zoagusk, they prevent the Rocksmashers from gaining a foothold in these ruins and growing in power and influence in the region. They also show themselves to be worthy of Tide Watcher's trust, strengthening ties between the Pathfinder Society and the Axe Clan. Doing so awards each PC 1 Prestige Point as well as the Thassilonian Archivist boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

The PCs must complete one of the following three conditions to gather sufficient information about fleshwarping magic and Thassilon for the Pathfinder Society: capture and interrogate Grib, study the fleshwarping pits in **A7** and succeed at the listed skill check, or recover the books in **A6**. Doing so awards each PC 1 additional Prestige Point. Julian is impressed with their skills and agrees to teach them some of his methods. Each PC earns the Runewarden's Teachings boon on her Chronicle sheet.

PLAYER HANDOUT: SHEILA HEIDMARCH'S LETTER

Greetings,

Once again we find ourselves at the forefront of a great discovery involving Chvassilon. Please meet up with your fellow agents in the Publican House in Riddleport. It is a popular tavern and a temple to Cayden Cailean. Once you've gathered together, proceed to the Shoanti camp location marked in the map I've given you, south of the Calphiak Mountains near the shores of the Varisian Gulf. There you will meet with the Shoanti leader Tide Watcher. She contacted me for help after her discovery of a Chvassilonian ruin near their homes.

I trust you understand how rare it is for the Shoanti to reach out for help, and how vital this makes your mission. Continued friendly relationships with the Shoanti are a high priority for the Society, as is learning whatever you can about this ruin and its original purpose. A word of caution, though—I know little about what you may face ahead. If the mission proves too dangerous, do not let your pride as new agents stand in the way of common sense.

I've enclosed money to pay for your passage and provisions along the journey. Try not to spend it all in one place.

Sincerely,
Sheila Heidmarch

APPENDIX: STAT BLOCKS

The following statistics appear in this scenario.

GOBLIN

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN CR 1/3

Pathfinder RPG Bestiary 156

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged shortbow +4 (1d4/x3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Gear leather armor, light wooden shield, short sword, shortbow with 20 arrows

GOBLIN SNEAK

Goblin sneaks are master ambushers and spectacular hidiers.

GOBLIN SNEAK CR 1

Pathfinder RPG Monster Codex 107

Goblin rogue 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 16 (2d8+4)

Fort +2, **Ref** +7, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4/19-20), dogslicer +4 (1d4/19-20)

Ranged shortbow +6 (1d4/x3)

Special Attacks sneak attack +1d6

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 14

Feats Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +8, Climb +4, Disable Device +8, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +12, Swim +4

Languages Goblin

SQ rogue talents (finesse rogue), trapfinding +1, weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of jump*, *potion of feather fall*, alchemist's fire (4), smokesticks (2), thunderstones (4); **Other Gear** studded leather, dogslicer, mwk dogslicer, shortbow with 20 arrows, 18 gp

HUNGRY FLESH

A quivering pile of tumorous flesh, this creature leaves a trail of slime as it hungrily searches for sustenance.

HUNGRY FLESH CR 3

Pathfinder RPG Bestiary 4 152

N Large ooze

Init -3; **Senses** blindsight 60 ft., scent; Perception -5

DEFENSE

AC 8, touch 6, flat-footed 8 (-3 Dex, +2 natural, -1 size)

hp 47 (5d8+25); regeneration 5 (acid or fire)

Fort +6, **Ref** -2, **Will** -4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +5 (1d6+4 plus disease and grab)

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

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

Str 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

Disease (Ex) *Tumor Infestation*: Injury; save Fort DC 17; onset 1 minute; frequency 1/day; effect 1d2 Con and 1d2 Cha; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

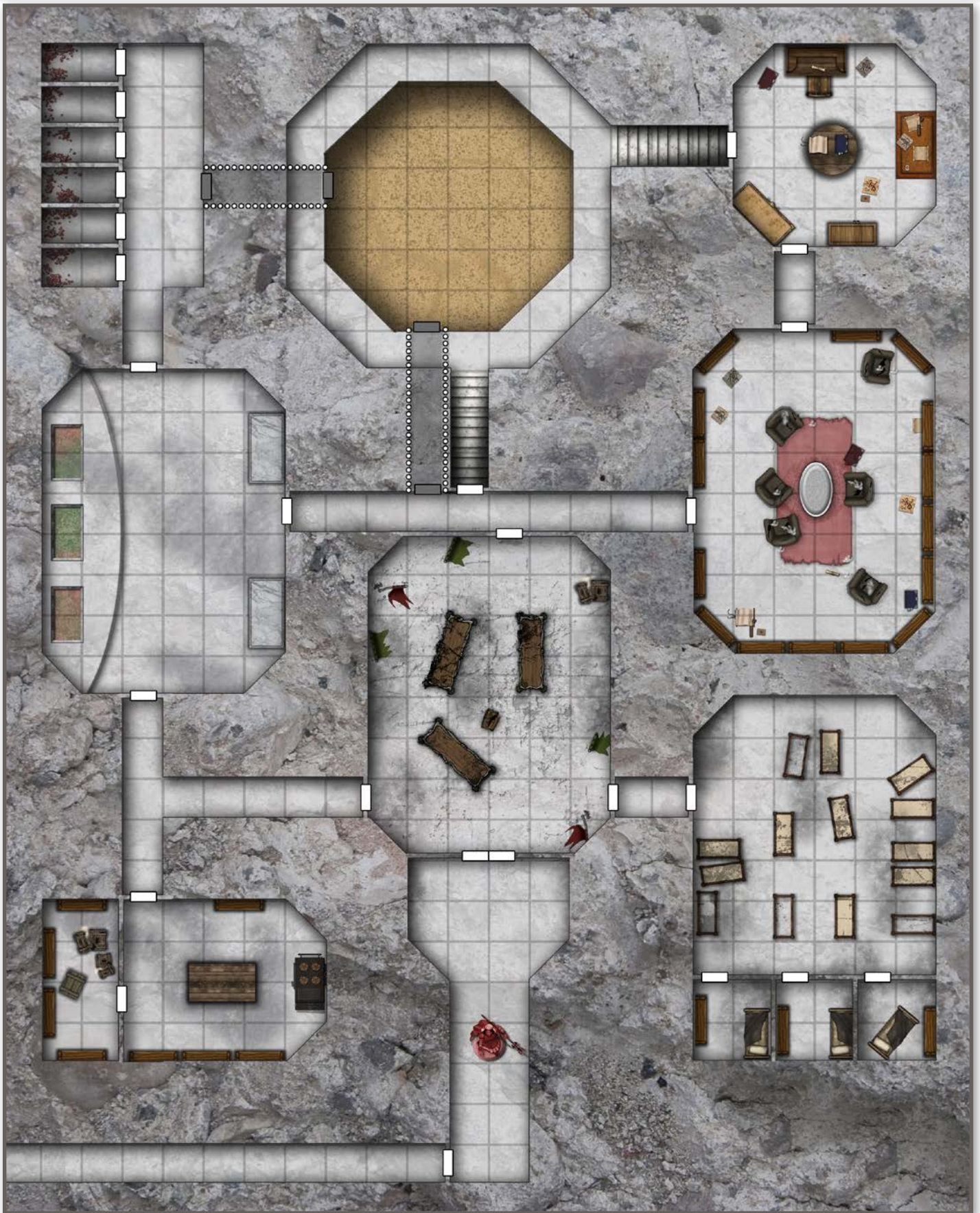
Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability and from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh, or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

WRATH OF THE FLESHWARPED QUEEN

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that

acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.



WRATH OF THE FLESHWARPED QUEEN

Pathfinder Society Scenario #8-22: Wrath of the Fleshwarped Queen

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge
 A B C D

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Scenario #8-22: Wrath of the Fleshwarped Queen © 2017, Paizo Inc.; Author: Brian Duckwitz.



Pathfinder Society Scenario #8-22: Wrath of the Fleshwarped Queen

Character Chronicle #

Core Campaign

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Protoflesh Mutation: You have acquired a mutation from the protoflesh. This mutation's effect is purely cosmetic. You can remove this mutation with *remove disease* or *heal*. The DC of the mutation for the purposes of *remove disease* is 12 if you played in Subtier 1-2 or 15 if you played in Subtier 4-5. If you do not immediately remove the mutation, describe it below.

Runewarden's Teachings: So long as you possess this boon, all of your Pathfinder Society Roleplaying Guild characters have access to the Runeguard prestige class from *Pathfinder Player Companion: Paths of the Righteous* as if it appeared on the Additional Resources page. Refer to the Campaign Clarifications page for this prestige class.

Thassilonian Archivist: Although the goblins thoroughly ransacked the Wrathwarped Halls, a few documents survived their fires and knives. Before you attempt a Knowledge check, you can check a box before this boon to add 1d4 to the result. If the Knowledge check is related to Thassilon, sin magic, fleshwarping, or similar topics (at the GM's discretion), add 1d8 instead.

EXPLOSION POCKET		PRICE 3,000 GP
SLOT none	CL 1st	WEIGHT 1/2 lb.
AURA faint evocation		

An explosion pocket looks like a cloth pouch just large enough to contain a Small or Medium humanoid's hand. When placed against a shirt, vest, jacket, trousers, or similar piece of clothing, this ragged green patch attaches to the clothing, creating a loose pocket. The

pocket functions as a normal pocket, but once per day the pocket's wearer can, as a standard action by speaking a command word while his hand is in the pocket, cause the pocket to create a single vial of alchemist's fire. If a vial of alchemist's fire is in the explosion pocket when it is commanded to create a vial of alchemist's fire, the pocket instead supercharges the existing vial within so that it deals double the normal fire damage a vial of alchemist's fire would normally inflict. An explosion pocket can be removed as a full-round action, allowing it to be placed on a different piece of clothing as the owner wishes. A vial of alchemist's fire created or supercharged by an explosion pocket reverts to a vial of inert, bitter-tasting water 1 minute after it is created or supercharged.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
---------------------------	---------------

Craft Wondrous Item, *burning hands*

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	253	506
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	590	1,180
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	927	1,853
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

Starting XP	
XP Gained (GM ONLY)	GM's Initials
Final XP Total	

Initial Prestige	Initial Fame
Prestige Gained (GM ONLY)	GM's Initials
Prestige Spent	
Current Prestige	Final Fame

Starting GP	
GP Gained (GM ONLY)	GM's Initials
Day Job (GM ONLY)	GM's Initials
Gold Spent	
Total	

All Subtiers	Subtier 4-5
<i>bookplate of recall</i> (1,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 284) <i>boro bead</i> (1st level, 1,000 gp; <i>Ultimate Equipment</i> 284) <i>cloak of resistance +1</i> (1,000 gp) <i>dust of dryness</i> (850 gp) <i>scroll of cure moderate wounds</i> (150 gp) <i>scroll of lesser restoration</i> (150 gp) <i>steadfast gut-stone</i> (800 gp; <i>Ultimate Equipment</i> 320)	<i>aegis of recovery</i> (1,500 gp; <i>Pathfinder RPG Ultimate Equipment</i> 254) <i>explosion pocket</i> (3,000 gp) <i>origami swarm</i> (300 gp; <i>Ultimate Equipment</i> 314) <i>scroll of flaming sphere</i> (150 gp) <i>scroll of magic missile</i> (75 gp; CL 3; limit 1) <i>scroll of molten orb</i> (150 gp; <i>Pathfinder RPG Advanced Class Guide</i> 188) <i>scroll of remove disease</i> (375 gp) <i>scroll of wind wall</i> (375 gp) <i>wand of scorching ray</i> (11 charges; 990 gp, limit 1) <i>word bottle</i> (1,500 gp, <i>Ultimate Equipment</i> 325)

For GM Only

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