

PATHFINDER SOCIETY®

YEAR OF THE
STOLEN STORM



THE SOLSTICE SCAR

By Kalervo Oikarinen



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GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Bestiary 6*, and *Pathfinder RPG Monster Codex*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at pfrd.info, and the relevant rules from the *Bestiary* and *Codex* volumes are reprinted at the back of the adventure in Appendices 1–10 for the GM's convenience.

HOW TO PLAY

The Solstice Scar is a Pathfinder Society Scenario designed for 1st- through 11th-level characters (Tier 1–11; Subtiers 1–2, 3–4, 5–6, 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild 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, see the campaign's home page at PathfinderSociety.club.

This is **Version D** of an evolving storyline that is re-released regularly with updated content.

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THE SOLSTICE SCAR

By Kalervo Oikarinen



When the Shining Crusade defeated the dread lich Tar-Baphon in 3827 AR, the lich's lieutenants scattered, hoping to evade the crusade's triumphant armies. Eshimka, one of the nightwalkers serving Tar-Baphon, fled north to hide and build up its power. Ivvora, a disciple of the divine martyr Vildeis, tracked the evil creature into the Tusk Mountains. There she contacted a nearby tribe of Kellids known as the Twinhorn following, and together, they formed a plan to destroy the nightwalker.

On the winter solstice, they lured Eshimka to a circle of standing stones where the Twinhorn druids used their powerful magic to bind the nightwalker. Ivvora leapt from the shadows and attacked, burying her sacred dagger deep into Eshimka's flesh before the blade snapped off near the hilt. Try as it might, the nightwalker could not pry the blade loose. As the druids' ritual concluded at the darkest hour of the solstice, Eshimka sensed its imminent demise and used magic to escape back to the Negative Energy Plane.

After the escape of the nightwalker, Ivvora left the ruined hilt of her blade with the Twinhorn following, instructing them to place it on the center stone each year when the world grew darkest. She then traveled north, pursuing new threats in her never-ending quest to eradicate evil from Golarion. The Twinhorns have kept their promise to Ivvora over countless generations, ensuring that their nomadic circuit always brings them back to the standing stones each winter.

For centuries, Eshimka has been able to travel the planes and build up its power, gathering armies of undead followers. However, the combination of the druids' magic and the fragment of Ivvora's blade have prevented the nightwalker from returning; the former bars it from traveling to the Material Plane except during the winter solstice, and the latter pulses painfully with holy power as a reminder of what awaits the undead menace if it returns. Eshimka is patient and waits for the day it can gain its revenge on mortals. Each year it prepares itself to travel back, but thinks better after sensing Ivvora—in truth the hilt of her dagger—waiting to finish it off.

WHERE ON GOLARION?

Having retrieved Ivvora's dagger and made peace with the Kellids, the PCs travel north to the Twinhorn camp at the base of the Tusk Mountains but find that Eshimka's vanguard has already begun its invasion of Golarion. After fending off the assault, the PCs travel farther north in the Tusk Mountains that bisect the Realm of the Mammoth Lords to find a lost hero, clash with a tribe of fanatic kobolds, and battle a flight of white dragons. Finally, the PCs travel to the eastern reaches of the Northern Fangwood in Lastwall to strike down the blighted monstrosity that lives there. For more information about the Realm of the Mammoth Lords and Lastwall, see *Pathfinder Campaign Setting: People of the North* and *Pathfinder Campaign Setting: The Inner Sea World Guide* available in game stores and online at paizo.com.



SKILLS AND SAVES

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

SKILL CHECK DCs

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

SAVING THROW DCs

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

Recently, acquisition agents from the Blakros Museum discovered the Twinhorns' interesting tradition while following the story of Ivvora, champion of the Shining Crusade. They approached the following, asking to buy the relic to display in their new exhibit. When the Twinhorns refused, the acquisition agents stole it, unwilling to let such a rare treasure rest in the hands of barbaric northerners. They quickly traveled south, returning to Absalom with their prize. Once the following became aware of the theft, they dispatched a large group of warriors to retrieve the hilt, led by Medda, the following's spiritual leader and keeper of Ivvora's treasured weapon. They vowed to return with it before the winter solstice, for it was not a point of pride but a matter of life and death for all living creatures in their territory.

SUMMARY

Version D of this adventure begins partway through the story, and events from prior versions (Parts 1, 2, and 3) are also summarized here.

In Part 1, the PCs receive a call for help from the Blakros Museum, where intruders have tripped the many defenses and barricaded themselves inside the building. Upon overcoming these safeguards, the PCs encounter Medda and her Twinhorn warriors. She is willing to discuss the Kellids' reason for attacking. Valsin is angered to learn that museum agents resorted to theft to gain relics and promises Medda that the PCs will accompany them back to the Tusk Mountains to return the hilt, beginning the next part.

Part 2 does not appear in Version C of this adventure. (In Part 2, the PCs secure passage for their convoy through the Hold of Belkzen and fight off renegade tribes' raiders.)

In Part 3, the PCs arrive at the Twinhorn encampment too late; Eshimka's forces have begun flooding through a portal at the standing stones. The PCs must fight back the undead and close the rift. Once it's sealed, the PCs learn that the attack left an extraplanar scar. Expecting an even greater invasion the next solstice, the PCs must prepare to defeat Eshimka and end the threat forever.

In Part 4, the PCs follow in the footsteps of the paladin Ivvora, seeking the place where she died battling a powerful white dragon. There, Medda hopes to commune with Ivvora in the afterlife, learning how they can reforge the broken dagger or create a new weapon to destroy Eshimka. In the process, the PCs must fight the new generations of white dragons and their kobold servitors who now inhabit the area.

In Part 5, the PCs travel to an ancient battlefield where Ivvora and her comrades fought against an overwhelming undead force, only to shatter it once Ivvora's actions called down a miracle from empyreal lord Vildeis herself. In the centuries since, the lingering undead influence has caused the nearby Fangwood to grow over the area and turn into a blighted landscape. Only by destroying the heart of the blight can the PCs earn Vildeis's approval and secure the weapons with which they might destroy the nightwalker Eshimka.

In Part 6, the PCs return to the Twinhorns' standing stones to find that Eshimka's vanguard has overrun the forces the following had left behind, and their powerful nightshade foe is readying another invasion. The PCs must sneak, rush, or fight their way past these initial forces to reach the Negative Energy Plane portal. From there, lower-level groups stabilize the gateway and neutralize a fearsome draconic threat, while higher-level groups travel through the portal to eliminate lieutenants and draw out Eshimka. At last, the nightshade herself emerges, and together the Pathfinder Society and Twinhorn following can destroy the villain in a final showdown.

RUNNING THE EVENT

The Solstice Scar accommodates varying House sizes (anything from 3 tables to 150 tables or more). There is not a specific introductory mustering event, and tables should not begin until the Overseer GM officially starts Part 3. Until then, lead the players in introductions and provide a brief overview of the events so far for anyone who has not participated in earlier versions of this adventure.

For conveying data to larger numbers of tables, a projected display can help aid the House in having access to important information including art depictions of PCs locations, maps that illustrate travel across Avistan, and a gauge in each part showing how close the House is to earning a special benefit.

GLOSSARY OF TERMS

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

APL: This term indicates the Average Party Level for a participating table.

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

House: All the PCs participating in the adventure.

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

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

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

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

Table GM: These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the Overseer GM calls time, she should notify the Overseer GM; as time allows, either run an additional encounter or have the table take a short break before the next scene change.

Every Table GM should make a special note of her table's Average Party Level (APL) as calculated in the Pathfinder Society Roleplaying Guild Guide. In addition to the Table GM determining the appropriate subtier to use for each encounter,

the adventure sometimes uses the table's APL to determine several important skill check and saving throw DCs.

AID TOKENS

During the event, it is possible for characters at one table to assist those at another with Aid Tokens. Each represents the assistance of allied Pathfinder agents who assist the PCs. The House should begin with a number of Aid Tokens equal to one-third (1/3) the number of tables, and the Overseer GM should distribute these at random to tables before beginning.

Once per encounter, any character at a table can use an Aid Token to assist the group in one of the ways described below. Once a table uses an Aid Token, one of the players then passes the Aid Token to a neighboring table for them to use. A table can only benefit from one token per encounter. Because there are a limited number of Aid Tokens; hoarding one means that somebody else doesn't get to use it.

If a table receives an Aid Token and doesn't need its benefits, they're encouraged to boost its potency by expending some of their own resources or attempting a skill check. Boosting an Aid Token, including attempting a skill check, is part of passing that Aid Token to another table. A table can neither retry such a skill check nor boost an Aid Token more than once before passing it to another table. A table may boost a token even while in combat without taking any in-round actions; the scenario assumes the aid was granted before that encounter began. Players should be encouraged to write their PC name down next to the boosted effect along with any other relevant information. Using a boosted effect consumes the boost; the player should erase the boost information from the Aid Token.

Some Aid Token benefits may be used only if already boosted by another table. An Aid Token's benefits vary based on the table's subtier, and these benefits can take one of the following forms.

Allied Offensive: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, anyone attacking the target is considered to be flanking it until the beginning of the attacker's next turn. In Subtiers 5–6 and 7–8, this amount increases to 2d8 points. In Subtier 10–11, this amount increases to 3d8 points. *To Boost:* Succeed at an attack roll against an AC equal to an Average skill check. *Boosted Effect:* +1d8 points of damage.

Burst of Healing: A Pathfinder agent heals all of the PCs of 1d6 points of damage. In Subtiers 5–6 and 7–8, the amount healed increases to 3d6 points. In Subtier 10–11, the amount healed increases to 5d6 points. *To Boost:* Expend one use of channel positive energy or cast one spell with the healing descriptor with a spell level greater than or equal to your APL/2, rounded down. A PC must cast this spell, not simply activate a wand or scroll. *Boosted Effect:* +2d6 points of damage healed.

Timely Inspiration: A Pathfinder agent provides the effects of a bard's inspire courage bardic performance for 3 rounds. In Subtiers 1–2 and 3–4, the competence bonus is +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3. *To Boost:* Expend 3 rounds of bardic performance or similar ability. *Boosted Effect:* Increase the competence bonus by 1.

Provide Knowledge (Must Be Boosted): Gain the benefits of a Knowledge skill check or Spellcraft skill check used to identify a magical item; the type and difficulty (Easy, Average or Hard) depend on the table granting the benefit. *To Boost:* Succeed at a Knowledge check of your choice, the result of the check (Easy, Average or Hard) should be noted on the Aid Token.

Provide Spellcasting (Must Be Boosted): Gain the benefits of a beneficial spell cast by an ally as listed on

the Aid Token. *To Boost:* Cast one of the following spells and note your PC's name and caster level on the Aid Token: *lesser restoration*, *neutralize poison*, *remove curse*, or *remove disease*. Only these spells may be granted. Expending resources that produce the effects of these spells, such as a paladin's mercy class feature, may also grant these benefits.

TIMELINE

The Solstice Scar should take less than 5 hours. Part 5 transitions to Part 6 automatically after about 120 minutes after the adventure begins, and Part 6 ends approximately 120 minutes after it begins. Allow approximately 30 minutes total for transitions, mustering, and filling out Chronicle sheets.

Individual parts have more detailed information about their time breakdown.

PART 5: BLIGHTED BATTLEGROUND

Long before Ivvora met the Twinhorn following, she joined the Shining Crusade to vanquish Tar-Baphon. She first served not with the main force but with a secondary contingent tasked with shielding the army's western flank and rooting out evil in what is now central Lastwall. Despite initial successes, the force found itself outmaneuvered, cut off from reinforcements by an undead horde, and backed against the Fangwood. Ivvora, seeing their brigade with little left to lose, proposed a daring plan virtually guaranteed to cost her life, and the commander accepted her strategy. It all went according to plan except for one piece: Ivvora didn't die. Instead, she awoke on the battlefield hours later, her body scarred and clutching a blessed dagger—a sign of Vildeis's approval of her willingness to sacrifice herself in order to stop evil.

Ivvora served with distinction during the rest of the Shining Crusade, but she and her comrades never returned to the Fangwood, so they never sensed how the taint of undeath had lingered on that battlefield. The Fangwood's fey noticed the change fairly early, though, and they soon contained it from spreading. They might have eliminated it entirely, too, were it not for the devastating Darkblight that shattered Fangwood's Accresiel Court and left many of the fey, animals, and plants corrupted. With the fey dominion broken, those containing and eliminating the undead presence gradually disappeared. For several centuries since, the area has festered. In the past decade, these several square miles have bloomed into a hungry wilderness thanks to a powerful witch calling herself Mother Bloodleaf.

GETTING STARTED

To begin Part 5, the Overseer GM should read or paraphrase the following.

The long journey south from the slopes of the Tusk Mountains to the edge of Fangwood took several weeks, during which many of the Twinhorns and Pathfinders exchanged ancestral stories and tales of daring adventures to pass the time on the relatively uneventful trek. By the time the Fangwood rises ahead in the brisk morning air, both groups are eager to confront whatever lies ahead.

Medda addresses the crowd gathered before her. "South of here lies a battlefield where the paladin Ivvora risked her life in a daring ploy to help her battalion defeat an undead horde. For her selflessness, Ivvora earned a token of Vildeis's favor: the dagger she used to deal a terrible blow to Eshimka! For all the crusaders' heroism, I can sense an undead taint lingered here, and that stretch of the Fangwood has expanded in the centuries since to absorb it. It is now our turn to earn Vildeis's blessing, risking ourselves to end this threat so that in turn we might slay Eshimka once and for all.

"The terrain favors small groups over larger formations, so we shall divide into smaller groups to navigate the forest and identify the corruption's heart. May Ivvora's example guide us to victory!" With that, Medda and her phantom Anok turn and enter the Fangwood, followed by Pathfinder and Twinhorn teams that fan out behind her.

The PCs have 60 minutes to explore this blighted part of the Fangwood to gain access to the ancient battleground where the blight's core grows. After the PCs have gotten through the brambles, they begin with the encounter in area O, after which they can attempt to convince imprisoned spirits to aid them against the blight in the Grove of Faces encounter. If they have time, the PCs may take on a trial set up by a mischievous fey called Grimpfkin in exchange for his aid. In the final 30 minutes, the PCs enter area Q to deal with the rotten heart of the blight and its corrupted guardians, cleansing Fangwood of this infestation for good.

TABLE GM INSTRUCTIONS

During Part 5, the PCs make their way into Northern Fangwood, fight against blighted creatures, seek aid from spirits bound to the forest, and might attempt a trial set up by a fey called Grimpfkin. Finally, the PCs confront the heart of the blight and its corrupted guardians.

Pacing: All of Part 5 except the final encounter is intended to take about 80 minutes to play, providing each table enough time to complete 3–4 encounters. At that time, the Overseer GM announces the transition to area Q; do not move to that area earlier. Once that announcement occurs, wrap up any ongoing encounters with some quick narrative to ensure the players get plenty of time to tackle the last encounter.

Reporting: Almost all encounters have a reporting entry at the very end that notes how to handle successes. Most encounters involve the Table GM reporting one success to the HQ Staff. If the PCs convince the spirits to aid them, the Table GM should report one or more spirit successes. If the PCs destroy the heart of the blight or a seedpod, the Table GM should report one special success.

Travel Time: Navigating the Fangwood is difficult, and it takes about 20 minutes to travel from encounter to encounter in Part 5 for a group with a speed of 30 feet (about 30 minutes with a speed of 20 feet or 15 minutes for a speed of 40 feet). Treat any PCs who are able to ignore natural obstacles (such as with the woodland stride ability) as though their speed were four times greater for the purpose of this travel time.

Fey Challenge: The encounter with Grimpfkin does not involve reporting any successes or conditions that affect the entire House. Instead, see the Development sections on pages 13 and 15 for resolving that encounter.

Helpful Spirits: This condition triggers and affects the entire House once the tables have reported enough spirit successes. This affects the placement of the PCs in the

encounter in area **Q**, and the House gains access to a new aid token benefit for the final encounter; see the Guardians and Spirits sidebar on page 15.

Unaware Guardians: This condition triggers and affects the entire House once the tables have reported enough successes. This affects the encounter in area **Q**; see the Guardians and Spirits sidebar on page 15.

Weakening Blight: This condition triggers and affects the entire House once the tables have reported enough special successes. All blighted creatures must immediately succeed at an Easy Will save or become dazed for 1 round. Additionally, the blighted creatures take a -1 penalty to AC and a -1 penalty on attack rolls and saving throws.

OVERSEER INSTRUCTIONS

During Part 5, the Overseer GM tallies reported successes, special successes, and spirit successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

After 80 Minutes: Once the House has had 80 minutes to explore the blighted forest, the Overseer GM should make the following announcement to indicate that area **Q** is now accessible.

It is difficult to tell how much time has passed through the smothering canopy as Medda addresses the regrouped Pathfinder and Twinhorn forces. "The ancient battlefield is just beyond those trees. There, Ivvora and her comrades scattered an undead army, but the necromantic taint never left this land. Instead, the plants and animals have gradually absorbed the evil, encouraged by someone calling herself Mother Bloodleaf.

"We must strike as one, simultaneously attacking the corruption's heart as well as the seedpods spread out around the swamp. Their destruction will unleash harmful energies, so we of the Twinhorn following shall head toward the center to ritually disperse that energy to keep it from festering anew! Each team should follow its Twinhorn mystic to an intended target, and from there, three blasts of a horn shall signal our attack. May Vildeis bless us as she did Ivvora before us!"

Medda, the Twinhorns, and the Pathfinders spread out and make their way through the woods to their striking positions.

In addition, read one of the two announcements in the Successes entry below, based on the number of successes the House has reported.

Successes: The number of successes (not including spirit successes) reported affects what extra condition is in effect after 80 minutes when the House can enter area **Q**. If the House has reported at least a number of successes equal to $1.5 \times$ the number of tables, the Unaware Guardians condition is in play, and the Overseer GM should read the first of the announcements below. If not, read the second announcement instead.

For the Unaware Guardians condition, read the following aloud.

Three blasts of a war-horn echo across the heavily forested battleground. As the Pathfinders rush toward their targets, startled figures with purple glowing eyes hurry toward the seedpods and the enormous dark flower at the heart of the swamp. A shriek carries over the battleground. "What treachery is this? My minions have fallen without so much as warning me? No matter, I shall rip out any trespassers' souls and feed them to the blight!"

Table GMs, the Unaware Guardians condition is now in effect, and the way to area **Q** is now open. Please move to that encounter area quickly.

If the House has not earned enough successes to trigger the Unaware Guardians condition, read the following instead.

Three blasts of a war-horn echo across the battlefield. As the Pathfinders rush toward their targets, malicious laughter echoes over the marsh. "Ah, the main course has arrived at last! Our flowers shall drink up your souls and spread across the land." Across the clearing, glowing purple eyes open in anticipation, and an enormous flower near the center sways as if in anticipation. It seems the creatures here are aware of your attack.

Table GMs, please move to the encounter in area **Q** swiftly.

Special Successes: Runners report special successes following the destruction of the heart of the blight or a seedpod in the encounter in area **Q**, and these contribute to activating the Weakening Blight condition. Once the House has reported a number of special successes equal to one-third ($\frac{1}{3}$) the number of tables, rounded up, read the following aloud.

Several blasts of purple energy momentarily light up the battlefield. The initial shouts of celebration are quickly drowned out by the agonized screech emitted by the heart of the blight.

Table GMs, the Weakening Blight effect is in play.

Spirit Successes: Runners report either one or two spirit successes whenever a table successfully concludes the Grove of Faces encounter, and these contribute to activating the Helpful Spirits condition. Once the House has reported a number of spirit successes equal to the number of tables, read the following aloud.

Even though much of the forest withers from some evil curse, eager faces flow from tree to tree as the friendly, whispering spirits encourage their would-be saviors onward.

Table GMs, the Helpful Spirits effect is in play.

Concluding Part 5: This part should end after 120 minutes. See the Concluding Part 5 section on page 21.

THROUGH THE BRAMBLES

As the PCs approach the edge of the forest, read or paraphrase the following.

Brambles grow wild throughout the edge of the wood where a thick canopy of trees begins to filter out sunlight, turning day into night. The overgrown plant life forbids easy access deeper into the forest and fills the air with the sickly-sweet smell of decay.

The outer edge of the blighted forest is overgrown with poisonous barbed plants, and the thick foliage hides venomous creatures in its nooks and crannies. To navigate their way through the area safely, each PC must succeed at a Hard skill check using one of the following skills: Acrobatics, Climb, Handle Animal, Knowledge (nature), or Survival. Alternatively, a PC can attempt an Average wild empathy check, and any PC with the woodland stride class feature (or a similar ability) receives a +4 bonus on any of these checks. If the check fails, the PC must succeed at an Average Reflex save or a Hard Fortitude save. On a failed save, the PC is sickened during the encounter in area O.

Development: The PCs are free to move onto area O.

Reporting: If more than half of the PCs get through this encounter without becoming sickened, report one success to the Overseer GM.

O. BLIGHTED FOREST

As the PCs proceed, read or paraphrase the following.

The forest floor is blanketed with eerie dark flowers that paint the otherwise lightless woods with their purple incandescence. Disorienting paths cut through the trees, forward-facing paths seem to lead back to where they started, and retracing one's steps leads to unfamiliar terrain. Glowing eyes glare hungrily from within the impenetrable thickets where the vines slowly curl around anyone who gets too close.

The blight that infects this forest extends to more than the plants; much of the fauna is likewise tainted and aggressive as a result. The infected beasts surround the PCs as the latter emerge from the thickets and attack. Although these beasts are well camouflaged, the PCs can spot the attack coming. Each PC attempts a Perception or Survival check. If at least half of the PCs' checks meet the Average DC, the foes begin 30–50 feet away from the PCs. If at least half of the PCs' checks meet the Hard DC, the foes begin at least 55 feet away. Beyond that, the GM has the discretion to determine the foes' starting positions to give the PCs a fair challenge. If the battle goes badly for the PCs, they can escape by going beyond the edge of the map. The thick canopy of the forest keeps any outside light from passing through, but the glowing flowers provide dim light throughout the area. This heavy plant growth can also slow the PCs (see Hazard below).

Creatures: The blighted beasts have eyes that glow faintly purple, and the same eerie flowers that blanket the forest grow also on their bodies. These creatures ignore all hazards in the area and difficult terrain. The flowers' illumination is enough for the beasts to navigate and attack without penalties due to the dim light. The beasts fight until they are killed.

SUBTIER 1–2 (CR 3)

INFECTED BEASTS (2) CR 1

Elk (*Pathfinder RPG Bestiary* 3 147; see page 40)

hp 13 each

SUBTIER 3–4 (CR 5)

INFECTED BEASTS (2) CR 3

Dire wolves (*Pathfinder RPG Bestiary* 278; see page 45)

hp 37 each

SUBTIER 5–6 (CR 8)

INFECTED BEASTS (2) CR 6

Hodags (*Pathfinder RPG Bestiary* 3 148; see page 51)

hp 60 each

SUBTIER 7–8 (CR 10)

INFECTED BEASTS (3) CR 7

Yaoguais (*Pathfinder RPG Bestiary* 4 284; see page 58)

hp 84 each

SUBTIER 10–11 (CR 13)

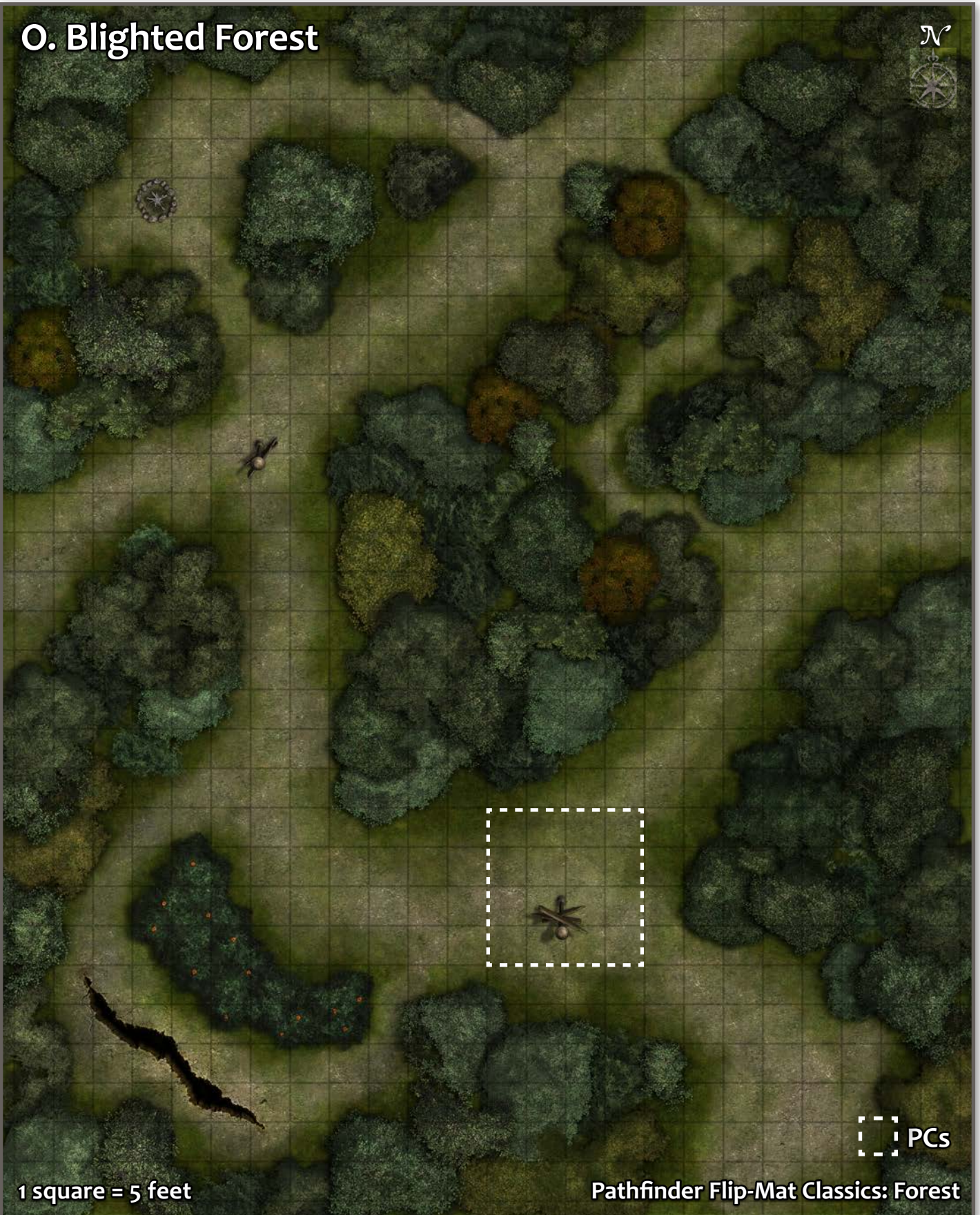
INFECTED BEASTS (2) CR 11

Goliath spiders (*Pathfinder RPG Bestiary* 4 252; see page 66)

hp 147 each

Hazard: The local plant life seems to have a mind of its own and responds to intruders with displeasure. Any creature that ends its turn within 5 feet of the thickets must succeed at an Average Reflex save or become entangled. Entangled creatures can attempt to break free as a move action, succeeding with an Average Escape Artist check or DC 13 Strength check. Alternatively, a creature can free itself by dealing an amount of slashing damage to the plants equal to 3 + APL. This effect is treated as a plant for the purpose of class features such as resist nature's lure, and the plants ignore anyone benefiting from *fire shield* or a similar effect that automatically burns or withers them. Likewise, any area of effect that specifically harms plants (e.g. *blight* or *diminish plants*) or deals at least 3 × APL points of fire damage or negative energy damage disables the grasping plants in that area for the duration of the encounter.

O. Blighted Forest



PCs

1 square = 5 feet

Pathfinder Flip-Mat Classics: Forest

In addition to actively ensnaring the PCs, the denser parts of the forest are difficult terrain. The thick growth also provides cover against any attacks that pass through at least 10 feet of a thicket, and anything protected by at least 20 feet gains full cover. Any creature that ignores natural undergrowth (such as with the woodland stride class feature) can move at normal speed but does not ignore the cover.

Development: Whether the PCs defeat the blighted beasts or flee from them, they can move on to the Grove of Faces encounter.

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

GROVE OF FACES

As the PCs continue to wander within the blighted forest, read or paraphrase the following.

The forest opens to a small clearing that is free of the dark flowers that seem to permeate the rest of the landscape. A ring of tall grey trees circles the clearing, their branches reaching toward each other to form a ceiling of black leaves. A chorus of whispering voices echoes within the clearing as countless faces form out of tree bark only to meld back in, flowing from tree to tree. Three of the faces remain in place and speak out in unison. "Who wanders these forlorn paths? Do you seek to join us? Join us!"

This portion of the Fangwood has trapped spirits for centuries, first by nature of the lingering undead influence and more recently due to Mother Bloodleaf's efforts. The entities are a diverse mix of nature spirits, mortal souls, and the memories of Ivora's comrades. They have only fuzzy memories of their mortal lives, with even details of their identities eluding their recall. On the other hand, the spirits are very familiar with the forest, its shifting paths, and the region where Mother Bloodleaf perpetuates the blight.

With patience and persuasion, the PCs can secure their help as guides. Three spirits take charge of dealing with the PCs, while the rest shift from tree to tree within the grove, observing and whispering among themselves. One of these spirits acts in an aggressive manner, one jokes around, and

the last one adopts a calmer attitude. The spirits ask about who the PCs are, why they have come, and why the spirits should risk Mother Bloodleaf's wrath by helping.

How much help the spirits provide depends on how convincing the PCs are, and the trio only cares to linger for a short time. This provides the PCs enough time to perform two major actions each: observe a face and present a case.

Observation: As the PCs interact with the spirits, each PC can study one face and its behavior to learn about its personality and which strategies might be most effective against it. After the PCs have roleplayed for a short while, have each one select one spirit and attempt a Sense Motive check. If the PC's check meets the Average check DC, she learns that spirit's dislikes. If her check also meets the Hard DC, she also learns the spirit's likes.

Presentation: With the small talk aside, the spirits are eager to hear why they should assist the PCs. Each PC can make her pitch to one spirit—either independently or by using the aid another action—each of which requires one successful check to persuade (except if there are 6 or more PCs, in which case one spirit is especially stubborn and requires a second success). More than one PC can try to persuade a particular spirit, though after two failed checks, that spirit fades back into the trees.

The check's DC depends on a PC's strategy. For many checks, the DC is Average. If the PC's skill or strategy appeals to the spirit's likes, the DC is instead Easy. Likewise, making an argument that chafes against the spirit's dislikes increases the DC to Hard.

AGGRESSIVE SPIRIT

Personality This spirit acts aggressively, but it is trying to hide that it's actually afraid of what Mother Bloodleaf might do to the spirits if they provide assistance to the Pathfinders.

Likes Emotional and reassuring tactics that convince it that the PCs will do all that they can to help and protect the spirits.

Dislikes Aggressive methods that try to intimidate the spirit or demonstrate the might of the PCs.

JOKER SPIRIT

Personality This spirit acts as though it doesn't care what happens and thinks everything is a joke, but it is actually worried about the other spirits and any other victims the blight might entrap.

Likes Tactics that use reason and logic to



Grove of Faces

convince the spirit that helping the PCs is the best course of action to help the spirits as a whole.

Dislikes Methods that appeal to emotions or garner empathy.

CALM SPIRIT

Personality This spirit maintains a calm appearance, but it inwardly seethes rage towards the blight and Mother Bloodleaf.

Likes Tactics that demonstrate the power of the PCs or that describe how they will vanquish the blight and make Mother Bloodleaf pay.

Dislikes Methods that try to use reason and logic to convince the spirit that helping the PCs is the best course of action.

Development: No matter how the PCs fare, at least a few of the spirits follow them for the rest of Part 5 and occasionally manifest in tree trunks along the way. However, these spirits provide imperfect directions and are not numerous enough to provide much assistance. For each spirit the PCs do persuade, though, their entourage becomes larger and more capable.

Unless the Overseer GM has directed the action to area Q, move to the Fey Challenge.

Reporting: Report one spirit success if the PCs successfully persuade one or two spirits. If the PCs convince all three spirits, report two spirit successes.

THE FEY CHALLENGE

As the PCs travel toward the blight's heart, the spirits leading them suddenly halt, and a booming voice demands to meet Mother Bloodleaf's latest minions. The speaker is **Grimpfkin** (CN male seilenos^{B5}), a very powerful fey who resembles a heavysset satyr. Grimpfkin adopts a sinister mien initially, first accusing the PCs of being evil servants, then casting doubts on any professed desires to end the blight, and even making absurdly violent threats. He manages to keep up this charade only for a moment before his jovial nature gets the better of him, at which point he steps into the open in a fit of laughter. Read or paraphrase the following.

The spirits suddenly freeze in place as a burly middle-aged man with the ears and legs of a goat steps out from behind a tree. He grins and waves his hand. "Ho there, adventurers! I got bored waiting, so I think we should have some fun! Don't worry, this won't take long. I wouldn't want you to miss the main event, and I plan to have a front-row seat. Oh, where are my manners? The name's Grimpfkin. So, what do you say? Do you choose to test your speed or might?"

Grimpfkin bears the PCs no ill will and would rather rid the Fangwood of its distasteful blight, but he's already on thin ice with Arlantia and her Accessiel Court to the south (and was gradually making his way elsewhere for his own sake). As a result, he's not eager to help the PCs directly, but

he is willing to give them a boon to clear up this forest—his idea of a parting gift for the Fangwood. To make sure the PCs stand a chance of vanquishing the blight, though, he challenges them to their choice of a test of speed or a test of might.

Overall, Grimpfkin's a pleasant and spirited individual who has some difficulty taking anything seriously for too long. He responds well to passionate PCs and tends to bait stodgy PCs into foolish statements or actions.

Development: If the PCs refuse the challenge, Grimpfkin feigns offense before smirking, complaining about the PCs' boorish behavior, and springing off into the woods, releasing the frozen spirits to continue guiding the PCs. If the PCs accept the challenge, move to either the Test of Speed (see below) or Test of Might (see page 13). If the PCs attack him, Grimpfkin shouts curses at whoever struck him and departs. Anyone who attacked him gains a jinx (see the Fey Charm sidebar on page 13).

TEST OF SPEED

If the PCs agree to a test of speed, Grimpfkin nods approvingly, hops atop a mossy rock, and flings the contents of his mug into the air. Before it reaches the ground, the fizzing ale transforms into a bird and takes flight off into the woods, leaving a faintly sparkling trail. The seilenos looks on with surprised approval before clapping his hands at the PCs and exclaiming, "What are you waiting for? Catch it, and the prize is yours. Just, ah, no flying or teleporting—it's a challenge, remember?"

The PCs must follow the glimmering trail left behind by the bird. They encounter four obstacles that can hinder their progress. At each obstacle, the PCs are free to decide how they attempt to get through it, using their attributes, attacks, saves, skills etc. If the idea is particularly clever, reduce the difficulty by one step (e.g. from Hard to Average) for that PC. Provided the idea helps the other PCs as well, the difficulty might be lower for them all. If a plan has multiple parts, the check is made for the most important or difficult part, or the parts could be divided between the PCs. If a majority of the PCs succeed at their check to overcome an obstacle, it counts as one success for measuring how fast they were (see Development). The PCs don't take any damage from failure; it just costs them time and speed.

Although some spells might provide an automatic success (such as magically creating a bridge over the ravine) or grant an explicit skill bonus, a good rule of thumb is that a helpful spell should grant that PC a bonus on his check against that obstacle equal to twice the spell's level.

Grimpfkin easily arrives nearby to observe as the PCs reach each obstacle; for example, sitting or lounging on a tree branch and giving commentary on the PCs' successes and failures.

Ravine

The glittering trail leads across a wide ravine that cuts through the forest. The ravine has several old logs set across it, and a slowly flowing creek runs along the bottom.

The DC for this obstacle is Average. Likely strategies include balancing carefully or jumping (Acrobatics), identifying which log is the most stable (Knowledge [nature] or Survival), anchoring a grappling hook in a distant tree (ranged attack), or sliding down the slope to swim across the creek (Swim).

Cliffside

The trail ends at a tall cliff that splits the forest, and the glittering trail leads up the rock face. Several thick vines descend from above, but each vine bears several long thorns.

The DC for this obstacle is Average. Likely strategies include ascending the cliff (Climb) or carefully checking the vines to only grab where there aren't thorns (Perception).

Overgrown Maze

The trail zigzags through a large thicket that winds about like a primal hedge maze. Some of the plants seem to move on their own, reaching towards warmth.

The DC for this obstacle is Hard. Likely strategies include avoiding the plants most likely to entangle the PCs (Knowledge [nature]), finding the shortest path through the area (Survival), or using weapons to hack through the tangle (melee attack).

Ruins

A ruined two-story building rises out of the forest, hugged by dense, thorny thickets on both sides. The front wall, ceiling, and floors have long since collapsed. Several support columns rise from the cellar, and the remains of a staircase up to the second floor look far too weak to support weight. The back door leads to clearer terrain, where the trail continues.

The DC for this obstacle is Hard. Likely strategies include identifying stable columns to use as stepping stones (Acrobatics or Knowledge [engineering]), pushing over a column to serve as an improvised bridge (DC 18 Strength), or climbing the inside walls toward the back door (Climb).

Development: When the PCs finish the race, Grimpfkin is reclining against a tree stump where the ale-bird has alighted. If the PCs successfully overcame one or none of the obstacles, the bird has lost its animating force and is now only a wet stain on the stump. If the PCs overcame two or three obstacles, Grimpfkin congratulates them heartily.

FEY CHARM

Depending on how the PCs fare in Grimpfkin's challenges, the PCs might earn one of the following.

Charm of Luck: Once during the encounter in area Q, a PC can choose to reroll a d20 after seeing the result but before learning the outcome. The PC must keep the new result.

Greater Charm of Luck: This functions as the Charm of Luck, but the PC can roll twice when rerolling the d20 and take the higher result.

Jinx: The first time a PC hits an enemy, she must reroll the attack roll and use the new result. Alternatively, first time an enemy fails a save against the PC's spell or effect, the enemy rerolls the save and keeps the new result.

He uses his magic to shape part of the stump into a set of mugs, and when he knocks his own mug against the stump, the bird splits into equal parts, turning back into ale that fills each mug. He toasts the PCs and invites them to drink; this grants each of the PCs the Charm of Luck benefit. If the PCs successfully overcame all four obstacles, Grimpfkin performs the same ceremony, but the PCs instead gain the Greater Charm of Luck benefit.

Regardless, the PCs are free to move to area Q when the Overseer GM announces that it's open. If the PCs have quickly overcome all other encounters so far, they may also participate in the test of might.

Reporting: Do not report any successes for this encounter unless the PCs also completed the Test of Might. The encounter's benefits otherwise apply only to the table.

P. TEST OF MIGHT

If the PCs choose the test of might, Grimpfkin nods approvingly, salutes the PCs with his mug, and turns to lead them deeper into the woods. After about 5 minutes of travel, they reach a clearing surrounded by both towering trees and 8-foot-tall mushrooms. Toward the center looms a menacing shape, and the seilenos whispers to the PCs, "Go ahead, I'm sure that great heroes like you will be fine."

The thickets here are difficult terrain.

Creature: The ongoing blight has infected many of the forest's creatures. That includes the creature here, which has become evil-aligned due to its long exposure. The creature turns to face the PCs, but it has little interest in chasing PCs beyond the map or attacking unconscious PCs (unless the PCs are somehow using this reticence to harass the creature).

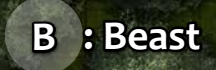
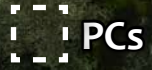
SUBTIER 1-2 (CR 3)

MOSS TROLL

CR 3

hp 30 (*Pathfinder RPG Bestiary 3* 273; see page 40)

P. Test of Might



1 square = 5 feet

Pathfinder Flip-Mat Classics: Forest

SUBTIER 3–4 (CR 5)

OGRE SPIDER CR 5

hp 52 (*Pathfinder RPG Bestiary 3* 254; see page 45)

SUBTIER 5–6 (CR 8)

TREANT CR 8

hp 114 (*Pathfinder RPG Bestiary 266*; see page 52)

SUBTIER 7–8 (CR 10)

FEN MAULER CR 10

hp 136 (*Pathfinder RPG Bestiary 6* 127; see page 56)

SUBTIER 10–11 (CR 13)

ADVANCED AMAROK CR 13

hp 202 (*Pathfinder RPG Bestiary 5* 288, 17; see page 65)

Development: When the PCs defeat the creature, Grimpfkin ambles out from the woods to inspect the fallen beast. Nodding with approval, he uses his magic to mold a set of mugs from a nearby tree (or the fallen treant), and by knocking his own mug against them, he causes each mug to fill with delicious drinks. He toasts the PCs and invites them to drink; this grants each of the PCs the Greater Charm of Luck benefit.

In the event one or more PCs were left unconscious in this area when the others fled the encounter, the PCs left behind wake up about 10 minutes later with half their total hit points. The creature is gone, but Grimpfkin is sitting a nonthreatening distance away. He makes some chagrined remarks about the PCs' loyalty to each other before wishing the fallen PC luck in what lies ahead and departing.

Regardless, the PCs are free to move to area Q when the Overseer GM announces that it's open. If the PCs have quickly overcome all other encounters so far, they may also participate in the test of speed.

Reporting: Do not report any successes for this encounter unless the PCs also completed the Test of Speed. The encounter's benefits otherwise apply only to the table.

LOST PATHFINDERS

Once the PCs have completed at least two of the earlier encounters (the Blighted Forest, Grove of Faces, or Fey Challenge), they come within several hundred feet of the heart of the blight (area R). There, Medda is worriedly mustering the few groups that have arrived safely and observing the dangerous creatures that lie beyond. A few minutes after the PCs arrive, she approaches them with a request.

"Something's not right, Pathfinders. Only a fraction of our combined forces have made it here, and our scouts have found

GUARDIANS AND SPIRITS

There are several conditions that might be in effect during this encounter.

Helpful Spirits: This condition triggers if the House reports enough spirit successes. The forest spirits accompanying the PCs open two connected portals that allow instantaneous movement between two trees in area Q. These trees cannot be more than 60 feet apart. When a creature enters the area of the portal tree, they can appear in a space adjacent to the other portal tree. The portals work both ways and remain open for 1 minute. The PCs can choose which trees form the portals and only the PCs and their allies can use the portals. Spells and effects do not travel through these portals.

When the encounter begins, one PC can attempt a Hard Knowledge (nature) or Spellcraft check to increase the distance between the trees to 120 feet.

Unaware Guardians: This condition triggers if the House reports enough successes prior to the encounter in area Q. Place the blighted creatures (other than the heart of the blight) in the area marked G2 on the map, rather than in the area marked G1. Each of these creatures is staggered for the first round of combat (Average Reflex save negates).

Weakening Blight: This condition triggers and affects the entire House once the tables have reported enough special successes; it is not in effect at the beginning of this encounter. All blighted creatures must immediately succeed at an Easy Will save or become dazed for 1 round. Additionally, the blighted creatures take a -1 penalty to AC and a -1 penalty on attack rolls and saving throws.

several groups mired by the terrain and beasts. However, there are just as many groups that are completely missing. If you have the strength to spare, please double back and find one or more of these teams. They may have run into more trouble than they can handle and need help."

The PCs may decline; doing so might be the best choice if more than 70 minutes have passed since Part 5 began, for the final encounter begins once approximately 80 minutes have passed. In that case, this might be a good opportunity to give the players a short break before that scene begins. If the PCs are hesitant to help because they're wounded, Medda can restore a number of hit points equal to $5 \times$ the APL (minimum 10), distributed however the PCs need.

If the PCs accept Medda's mission, they trek back toward the other Pathfinder groups, looking for clues. For each subtier, there are two possible threats, including one creature that prefers to snatch up prey (referred to as the hunter) and one that prefers to poison or plague its victims (referred to as the corruptor). Choose one of these two threats for your encounter.

Assisting a missing group of Pathfinders involves two steps: finding the agents and defeating a threat. The hunters include the ahuizotl, ettercap, hydra, and froghemoth. The corruptors include the garden ooze, blight wisp, and catoblepas.

The thick Fangwood undergrowth is difficult to navigate yet harbors many clues of other Pathfinders' passage. To find a missing group, the PCs undertake three different skill challenges from the list below, depending on which threat you have chosen. The number of challenges they successfully overcome affects how much information the PCs find about the nearby foe (see area Q) and how many allies they can save. Each PC can either attempt the check herself or aid another to grant a bonus on another PC's check.

This adventure doesn't specify the NPC Pathfinder agents' identities. These can be fairly generic explorers or your own creations, though you can instead make them some of your or your players' other Pathfinder Society characters who aren't participating in the adventure. Even if the PCs fail to save them, don't worry—their grisly demise here doesn't kill off the actual characters!

Finding Tracks (both): As the lost group traveled, its various members left tracks and markings that the PCs can follow. With a successful Average Knowledge (nature), Hard Perception, or Average Survival check, a PC identifies several sets of tracks left by the group as they wend their way into marshy terrain.

Caustic Spoor (corruptor): The corruptor periodically drips toxins onto nearby foliage or purposefully infects animals. As the PCs explore, they find signs of the corruptor's influence and can study these to better track down the creature. With a successful Average Craft (alchemy), Hard Heal, or Average Knowledge (arcana or dungeoneering) check, a PC identifies some of the toxin's properties and can better follow the trail of devastation. The Knowledge check corresponds to the hunter's creature type—arcana for a magical beast or dungeoneering for an aberration or ooze.

The Plagued Survivor (corruptor): The PCs find one of the NPC Pathfinders who has been infected by the corruptor, though the agent is overcome by some combination of delirium, fatigue, and terror from the event. The NPC is not in immediate danger of dying from the affliction, but she is unable to communicate helpful information to the PCs. With a successful Hard Bluff, Average Diplomacy, Average Perform (comedy), or Hard Sense Motive check, a PC can get the NPC to focus sufficiently and communicate, or the PC can pick up enough nonverbal cues to glean useful information about where the other NPCs went. If a PC provides the victim an antitoxin, casts *remove disease*, or the like, that NPC's assistance grants all of the PCs a +2 bonus (if the remedy grants a bonus on saving throws) or a +4 bonus (if the remedy could completely remove the affliction) on their checks.

The Scarred Corpse (hunter): The PCs find the mutilated remains of one of the NPC Pathfinders. With a successful

Hard Appraise, Average Heal, or Average Knowledge (arcana or dungeoneering, as appropriate) check, the PCs can study the fatal wounds to get a better sense of what attacked their colleague. The Appraise check represents studying the ways in which the attack damaged the victim's gear, such as how much force was required to stave in armor or what kind of saliva might have begun corroding leather. The Knowledge check corresponds to the hunter's creature type—arcana for a magical beast or dungeoneering for an aberration.

Stalking the Beast (hunter): The PCs are closing in on the threat, which is actively harrying a few of the surviving NPC Pathfinders. The PCs soon ascertain that the hunter seems to be aware of the PCs and is purposefully driving its prey away to keep the two groups separated. If the PCs are to catch up, they need to either move quickly or move furtively to avoid betraying their location. With a successful Hard Acrobatics, Average Climb, or Average Stealth check, the PCs can close the distance before the hunter kills again.

Development: The number of challenges that the PCs successfully overcome determines how quickly the PCs find their colleagues, and with what preparations, before further calamities. After resolving this skill-based encounter, move to area Q.

3 Successes: Three Pathfinders are alive. One of them can provide any benefit (not boosted) granted by an aid token for free at any time during the encounter. Before the encounter, the PCs learn two facts about their foe, as though someone had succeeded at the appropriate Knowledge check.

2 Successes: Two Pathfinders are alive. One of them can provide assistance once during the encounter in area Q, distracting the foes enough that either the PCs all gain a +2 bonus on their attack rolls for 1 round or the PCs gain a +2 bonus to their AC and saving throws for 1 round. Before the encounter, the PCs learn one fact about their foe, as though someone had succeeded at the appropriate Knowledge check.

1 Success: Only one Pathfinder is still alive by the time the PCs arrive. This NPC provides no aid, and unless a PC can reach him and succeed at an Easy Heal check as a standard action (or restore a number of hit points equal to the APL) within a minute of beginning the encounter in area Q, that NPC perishes.

No Successes: All of the NPC Pathfinders have perished. The PCs can still fight the creature responsible, but at this point even overcoming the creature does not count as a success. The PCs can end this particular attempt and start over, tracking down the other missing group and the alternate threat that's hounding them.

Reporting: Do no report any successes for this encounter.

Q. PATHFINDERS' GRAVE

Having tracked the missing Pathfinders and the creature that hounds them, the PCs move to confront their foe. This takes place near the decaying ruins of a manor that's

Q. Pathfinders' Grave



1 square = 5 feet

Pathfinder Flip-Mat Classics: Swamp

crumbling into the swampy surroundings. If the selected foe has a swim speed, the green portions of the map are expanses of stagnant water covered in thick mats of algae. If the selected foe lacks a swim speed, these areas are instead undergrowth thick enough to provide concealment to any creature more than 10 feet away. The dirt paths are clear enough that they don't impede mobility, and the surviving stone walls are 10 feet tall.

Creatures: Any surviving Pathfinder NPCs are injured and have taken cover in the northern half of the stone building. They know that the hostile creature is nearby but have temporarily lost sight of it, and they can provide the PCs a quick visual description of it. The number of survivors and their condition depend on how many of the earlier challenges the PCs successfully overcame (see Development to the right).

The hostile creature hides in the water (if it can swim) or the vegetation. If there are two of the same creature, they are separated by at least 50 feet. Blight wisps resemble will-o'-wisps but emit a ghoulishly green light, burn their victims with acidic bursts, and transmit disease with a touch. The spitting hydra and spitting garden ooze are variants capable of spraying acid, pathogens, or both over a considerable distance.

SUBTIER 1-2 (CR 3)

ETTERCAP CR 3
hp 30 (*Pathfinder RPG Bestiary* 129; see page 40)

SPITTING GARDEN OOZE CR 3
hp 26 (see page 40)

SUBTIER 3-4 (CR 5)

YOUNG AHUIZOTL CR 5
hp 52 (*Pathfinder RPG Bestiary* 3 291, 10; see page 46)

SPITTING GARDEN OOZES (2) CR 3
hp 26 each (see page 46)

SUBTIER 5-6 (CR 8)

BLIGHT WISP CR 8
hp 63 (see page 50)

GRIZZLED AHUIZOTL CR 8
hp 105 (*Pathfinder RPG Bestiary* 3 10; see page 51)

SUBTIER 7-8 (CR 10)

BLIGHT WISPS (2) CR 8
hp 63 each (see page 56)

SPITTING HYDRA CR 10
hp 94 (see page 57)

SUBTIER 10-11 (CR 13)

ADVANCED CATOBLEPAS CR 13
hp 189 (*Pathfinder RPG Bestiary* 2 292, 52; see page 65)

FROGHEMOTH CR 13
hp 184 (*Pathfinder RPG Bestiary* 136; see page 66)

Development: Once the PCs defeat the hostile creature and stabilize any seriously injured NPCs, they can help the survivors back to Medda to receive further healing. She thanks the PCs, and if there's plenty of time remaining, the PCs are welcome to find another missing group; whichever of the two threats the PCs did not face earlier hounds this group.

Reporting: If the PCs defeat the hostile creature and successfully rescued at least one living Pathfinder NPC, report one success to the Overseer GM.

Q. HEART OF THE BLIGHT

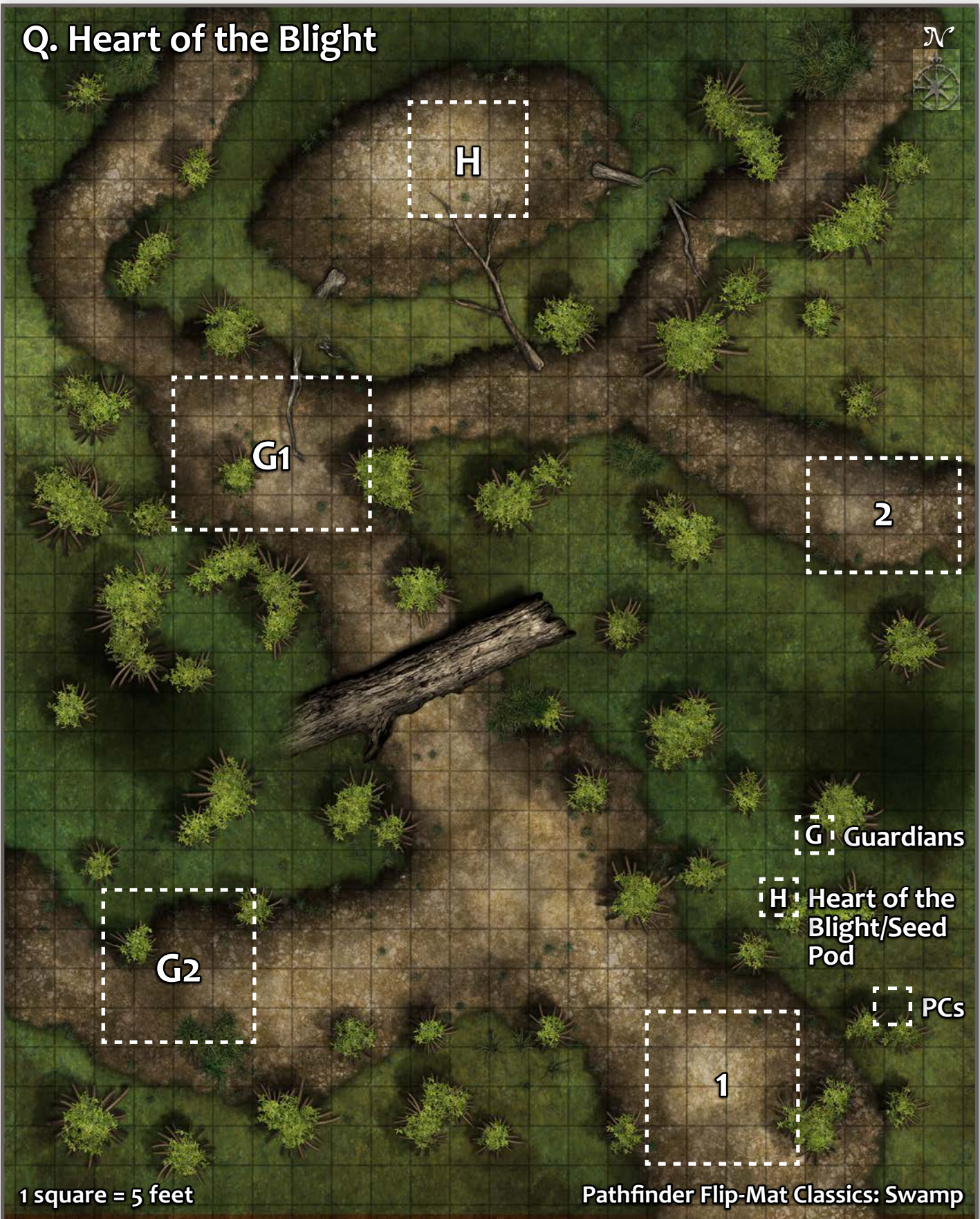
This encounter area is accessible only once the Overseer GM has made an announcement indicating that PCs can travel here. Until then, run the previous encounters, or give the players a quick break if the PCs have already completed all of the other encounters.

The ancient battleground has turned into a fetid swamp that fills the air with the scent of death and decay. Rusted weapons jut out from the patches of solid land. Here and there, skeletal remains and grimacing skulls clad in ruined iron peek out from the glowing mire. A seedpod pulsing with purplish energy grows on an islet across the swamp.

The heart of the blight is a great, monstrous black flower. The flower periodically creates seedpods that its host of evil witch and druid attendants distribute throughout the Fangwood and beyond. Their leader, Mother Bloodleaf, is an exiled orc from the Hold of Belkzen. As she wandered the Fangwood humiliated and abandoned a decade ago, the blight called to her and offered her power. She has served it ever since and recruited a host of followers.

PCs in most subtiers (Subtiers 1-2, 3-4, 5-6, and 7-8) make for the seedpods, whereas PCs in Subtier 10-11 attack the heart of the blight directly. The PCs begin in the area marked Q1. The swamp water glows visibly, providing dim light throughout the area. The water is about 2 feet deep and functions as a shallow bog for which it costs 2 squares of movement to enter a square; also see the Hazard section on page 21. The large fallen tree near the center of the map forms a slick barrier about 10 feet tall, requiring either an Average Climb check to clamber over it or a Hard Escape

Q. Heart of the Blight



1 square = 5 feet

Pathfinder Flip-Mat Classics: Swamp

Artist check to slip under it while moving half speed. The narrow fallen tree that crosses to the heart of the blight is unsteady and slippery; a creature must succeed at a Hard Acrobatics check to cross it, and failing the check by 5 or more dumps that PC in the water.

Seedpod: Each seedpod is a 5-foot-diameter hardened husk surrounding a large kernel that pulses with purple light. A seedpod's statistics vary by subtier (see the table below), and each has an Armor Class equal to 10 + the table's APL and a Touch AC of 5. Once reduced to 0 hit points, a seedpod splits open in a burst of negative energy that deals the listed damage to non-blighted living creatures in a 15-foot radius (Average Will save for half); the enemy creatures in this encounter are immune to this effect. The seedpods appear on the small island marked **H**.

SEEDPOD STATISTICS

Subtier	Hardness	HP	Damage
1-2	5	15	2d6
3-4	8	30	4d6
5-6	10	45	6d6
7-8	12	60	8d6

Creatures: Evil druids, witches, plants, and beasts protect the seedpods and the heart of the blight.

All of them have dark flowers growing out of their flesh and purple glowing eyes. They prioritize protecting the seedpods and the heart of the blight, and they fight



Heart of the Blight

to the death to protect these plants. These creatures ignore any harmful effects from hazards and seedpods in the area, such as negative energy. Place the creatures in location **G1** on the map unless the Unaware Guardians condition is in effect. The heart of the blight is placed in location **H** on the map.

SUBTIER 1-2 (CR 4)

BLIGHTED CREEPER CR 2

Yellow musk creeper (*Pathfinder RPG Bestiary* 285; see page 41)
hp 22

BLIGHTED HUSKS (3) CR 1/2

Yellow musk zombies (*Pathfinder RPG Bestiary* 288; see page 41)
hp 12 each

SUBTIER 3-4 (CR 6)

BLIGHT DRUID CR 3

Savage plant sage (*Pathfinder RPG NPC Codex* 63; see page 45)
hp 32

BLIGHTED VINE CR 3

Assassin vine (*Pathfinder RPG Bestiary* 22; see page 45)
hp 30

BLIGHTED BEAST CR 3

Dire wolf (*Pathfinder RPG Bestiary* 278; see page 54)
hp 37

SUBTIER 5-6 (CR 9)

BLIGHT WITCH CR 5

Goblin frog-talker (*Pathfinder RPG Monster Codex* 110; see page 50)
hp 47

SHAMBLING BLIGHT CR 6

Shambling mound (*Pathfinder RPG Bestiary* 246; see page 51)
hp 67

BLIGHTED BEASTS (2) CR 4

Dire boar (*Pathfinder RPG Bestiary* 36; see page 50)
hp 42 each

SUBTIER 7-8 (CR 11)

BLIGHT FLOWER CR 7

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

BLIGHT WITCH CR 8

Troll fury (*Pathfinder RPG Monster Codex* 229; see page 58)
hp 156

SHAMBLING BLIGHTS (2)

CR 6

Shambling mound (*Pathfinder RPG Bestiary* 246; see page 57)

hp 67 each

SUBTIER 10–11 (CR 14)

HEART OF THE BLIGHT

CR 13

Corpse lotus (*Pathfinder RPG Bestiary* 5 60; see page 65)

hp 178

MOTHER BLOODLEAF

CR 8

Orc witch doctor (*Pathfinder RPG Monster Codex* 171; see page 66)

hp 94

SHAMBLING BLIGHTS (3)

CR 6

Shambling mound (*Pathfinder RPG Bestiary* 246; see page 67)

hp 67 each

Hazard: Just as the blight has corrupted the organisms here, so too has it gradually dissolved the land, reducing the ancient battlefield's epicenter into a swamp. The first time each round that a non-blighted creature starts its turn in the water or enters the water, the creature takes 1d4 points of negative energy damage. This increases to 1d8 points of negative energy damage in Subtier 3–4, 2d8 in Subtier 5–6, 3d8 in Subtier 7–8, and 4d8 in Subtier 10–11. A creature takes only the minimum damage with a successful Average Fortitude save, and the save DC increases to Hard if the creature is prone.

Development: Once the PCs have defeated their enemies and destroyed a seedpod (lower subtiers) or the heart of the blight (Subtier 10–11), they can see the battle continuing to rage across the swamp. If there's plenty of time left, you can begin another encounter with the same monsters but without the seedpod as reinforcements appear from one side of the map. In Subtier 10–11, you may use the corpse lotus in this follow-up encounter, or you may include a pair of goliath spiders (see page 66).

Reporting: If the PCs successfully destroy the seedpod or the heart of the blight, report one special success to the Overseer GM.

CONCLUDING PART 5

After about 90 minutes, the Overseer GM should read the following aloud to conclude Part 5. This concludes the event as a whole if this is the final part of the adventure.

Strands of purple energy whip across the battleground and begin to swirl above the remains of the giant flower. The continuous chant of the Twinhorn shamans reaches a fever pitch and then suddenly stops. After a breathless moment of silence, a loud reverberating boom echoes across the swamp as a column of

purple energy pierces through the clouds, dissipating into the starry sky. Shouts of celebration begin to sound across the field as Medda makes her way to the heart of the blight. A shaft of moonlight shines on the site through the parted clouds as she rips through the withered roots of the blighted flower. Medda reaches in and draws out the shriveled remains of a female crusader. In stark contrast to the rest of the remains, her silvery breastplate glimmers in the moonlight. A grievous blow has scarred its surface where a golden engraved figure spreads out her wings. Trails of blood seep out from scars running across the figure. Medda lowers the remains gently upon a white cloak that a Twinhorn warrior has placed on the ground.

With a heavenly glow, the ghostly form of Ivvora appears in the clouds above. "She was my sister-in-arms against the vile Tar-Baphon. I now know that her sacrifice spared me all those years ago, as it will all of you in the days to come. Go with Vildeis' grace and use this blessed plate to vanquish my hated adversary. Hurry back north, for the moment of Eshimka's reckoning draws near!"

Medda looks up to the sky as the visage of Ivvora dissipates, the red phantom hand of Anok floating above her shoulder. After a moment, she kneels next to the crusader's remains and carefully wraps them up in the white cloak, which is slowly soaked with red. She looks at the crowd gathered around her and speaks up. "We stand here triumphant, having rid this land of corruption. But this is a mere shade of the darkness that awaits us at the Solstice Scar! Fear not, for Vildeis' blessing will guide our weapons to strike true and eradicate Eshimka for good!" Medda motions for the Twinhorn warriors to raise the bundled remains on their shields as one of the honored dead. "Pathfinders, you have done much for my tribe and our lands, but I ask you once more to lend us your weapons so that we might end the evil that haunts Solstice Scar. What say you?"

If this is the final part, the Overseer GM should close the event, thank the Table GMs for their hard work, and thank the players for their support of the Pathfinder Society Roleplaying Guild campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event. If the House reported a number of special successes equal to at least two-thirds ($\frac{2}{3}$) the number of tables, announce that each PC also earns the Fangwood Purifier boon; for the sake of clarity, be sure to instruct Table GMs to cross out the boon if the House did not earn it.

Otherwise, the Overseer GM should begin Part 6.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points. Each PC earns the Blight Bane and Martyr's Shard 3 boons on their Chronicle sheet. So long as the House reported a number of special successes equal to at least two-thirds ($\frac{2}{3}$) the number of tables, each PC also earns the Fangwood Purifier boon.

PART 6: BATTLE OF SOLSTICE SCAR

To begin part 6, the Overseer GM should read or paraphrase the following.

Inspired by the events in the Fangwood, the Pathfinders and Twinhorn warriors have at last returned to the Kellid following's territory. The scattered woodlands that once stood in the Tusk Mountains are now cast in perpetual shadow despite it being only a few hours after noon. The trees are bare, the grass crumbles at a touch, and even the accumulated snow of midwinter is melting in the freezing air as if surrendering to entropy.

Medda confers with some of the Twinhorn following who stayed behind, then she addresses the crowd. "The winter solstice does not peak until tonight, yet already Eshimka's vanguard has escaped the Negative Energy Plane. They now control the area around the planar scar for several miles in each direction. If we're to stop them, we need to break through these outer forces, regroup at the center, and take control of the rift. If that doesn't draw Eshimka out, a few brave souls will need to pass through the rift to crush her lieutenants, destroy whatever is keeping the rift open, and draw her into our world. When they do, we need to ensure there are no reinforcements, and that means eliminating any commanders who have already broken through. That includes a corrupted dragon that has our scouts worried."

She smiles grimly. "When the paladin Ivvara faced the beast Eshimka here centuries ago, she fought with Vildeis's blessing and banished the fiend. Tonight, Eshimka would return to our world, but we are not one paladin; we are many!" She pricks her finger on her spear and paints a set of bloody wings upon her forehead. The Twinhorns follow suit "And we too carry Vildeis's favor!" With these words, the painted wings blaze with light.

The PCs have 80 minutes to battle Eshimka's minions and help with the ritual before the nightwalker herself arrives and the final battle begins. The PCs can fight their way toward the rift (area **S**), or they can attempt to evade patrols through a combination of boating skill, stealth, and magic. Once they reach the standing stones, lower-level PCs (Subtiers 1–2, 3–4, and 5–6) can work to stem the tide of invaders (area **T**), track down the void-touched drake that could pose a threat to either side (area **U**), or assist in the ritual to close the rift. Meanwhile, higher-level PCs (Subtiers 7–8 and 10–11) enter into the Negative Energy Plane (area **V**) to battle a powerful lieutenant and disable the focuses that are tearing the rift wider. After 80 minutes (or earlier, if the House reports many successes), Eshimka herself emerges onto the Material Plane for the first time in nearly a millennium, and the PCs can destroy her at last (area **W**).

BLESSING OF VILDEIS

As Ivvara did so long ago, the PCs have the blessing of Vildeis, the empyreal lord of devotion, sacrifice, and scars. Each PC begins Part 6 with one blessing that she can expend in order

to perform one of the feats below. When the Overseer GM announces the Emphyreal Approval condition, each PC gains an additional blessing.

These benefits also appear on **Handout #1** on page 39.

Burning Radiance: As an immediate action when dealing damage to an evil creature, the PC can cause her attack to ignore that target's damage reduction and deal an additional amount of damage equal to 1d6 plus twice the character's level.

Healing Sacrifice: As a standard action, a PC can touch another creature to heal it. This functions either as *breath of life* or as *restoration* (CL 15th). The temporary negative level from this blessing's *breath of life* effect lasts only until the end of the next encounter and is ignored for the purpose of determining whether a PC would die from having too many negative levels. This ability can be used offensively against creatures vulnerable to positive energy, but its damage does not exceed $4 \times$ the character's level.

Unstoppable Wrath: As a swift action, the PC can choose one of the following undead immunities: bleed, death effects, mind-affecting effects, paralysis, poison, sleep effects, or stunning. For the duration of that encounter, the PC's abilities, equipment, and spells ignore that immunity for undead creatures. Additionally, the PC ignores the impeded magic property of the Negative Energy Plane during that encounter.

TABLE GM INSTRUCTIONS

During Part 6, the PCs push past the undead horde to reach the planar rift, either secure the battleground or enter the rift to kill Eshimka's lieutenant, and finally take part in a ritual to close the rift before Eshimka arrives and the final battle begins.

Pacing: All of Part 6 except the final encounter is intended to take about 80 minutes, providing each table enough time to complete several encounters. After 80 minutes (or slightly before, if the House is reporting many successes), the Overseer GM announces the transition to encounter **W**; do not begin that encounter earlier. Once the announcement occurs, it's okay to wrap up an ongoing encounter with some quick narrative to ensure the players get plenty of time to tackle the last encounter.

Healing: The PCs have enough time to do some quick healing between the different encounters, such as using healing spells, potions, or wands.

Light: Part 6 takes place in the late afternoon and evening, but the Negative Energy Plane's encroaching influence restricts the region to dim light.

Terrain: Forest areas are considered difficult terrain, except in the final encounter (see page 35). The standing stones are 10 feet high. The river's water flows swiftly and requires a successful DC 15 Swim check to traverse. The water is also numbingly cold, and a PC who ends her turn in the water is staggered for 1 round (Easy Fortitude save negates).

Reporting: All encounters have a reporting entry at

the very end that notes how to handle successes. Most encounters involve the Table GM reporting one success to the HQ Staff. If the PCs successfully defeat or recruit the drake (see page 29), the Table GM should report one dragon success. If the PCs successfully help perform the ritual (see page 34), the Table GM should report one ritual success. If the PCs successfully defeat their foes in one of the Eshimka's Assault encounters (see page 35), report one special success—though if a group defeats Eshimka in Subtier 10–11, report one Eshimka success instead.

Dangerous Drake: This condition triggers and affects the entire House once enough tables have reported dragon successes. Pathfinders have defeated a violent drake, either slaying it so that more allies are available during the final encounter or convincing the dragon to fight at the Pathfinders' side. If a table personally killed or negotiated with the drake, this benefit should reflect their choices—such as by having the drake appear as reinforcement in the PCs' hour of need.

During the final encounter in area **W**, each table gains a bonus use of the Allied Offensive benefit as if provided by an Aid Token.

Empyrean Approval: This condition triggers and affects the entire House once enough tables have reported successes. As the Pathfinders push on, Vildeis's approval grows, and she renews the PCs' vigor.

Each PC regains any spent blessing of Vildeis. A PC cannot have more than one blessing.

Eshimka Defeated: This condition triggers and affects the entire House once enough tables report special successes and Eshimka successes. Pathfinders have dealt a devastating blow to Eshimka, weakening her to the point that she can neither direct the battle nor threaten large groups.

Negate the hazard in area **W**. A table can expend any Pathfinders' Teamwork handout it has to restore a number of hit points to each PC equal to $2 \times$ the APL (minimum 5).

Weakened Rift: This condition triggers and affects the entire House once enough tables report ritual successes. Shielded and aided by the Pathfinders, the Twinhorn mystics have begun a powerful ritual to seal the Solstice Scar, the rift to the Negative Energy Plane. The positive energy generated by this process partially restores the PCs.

Each PC regains a number of hit points equal to $2 \times$ the APL. In addition, each PC regains one of the following benefits of their choice.

- Regain a single use of an ability the PC can use four or fewer times per day or two uses of an ability the PC can use at least five times a day.
- Regain one or more spells or spell slots whose total levels are equal to your character level (minimum 2).
- Remove a temporary negative level or a disease.
- Cure 1d3 points of damage to all ability scores.

- Gain a +1 sacred bonus on attack rolls and saving throws either for the duration of your current combat encounter or for the duration of your next combat encounter.

OVERSEER GM INSTRUCTIONS

During Part 6, the Overseer GM tallies reported successes, dragon successes, ritual successes, special successes, and Eshimka successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

Before this Part: One of the scoring mechanics below is based on the number of tables that are playing Subtiers 1–2, 3–4, or 5–6. As part of mustering, be sure to have an approximate count of how many tables are playing in these subtiers.

After 80 minutes: The PCs should have about 80 minutes in which to fight Eshimka's vanguard, neutralize the drake, and skirmish in the Negative Energy Plane. After that time—or before, if the House reports enough successes (see below)—the Overseer GM should make the following announcement to indicate that the final encounter in area **W** is now accessible.

The combined Pathfinder and Twinhorn forces have beaten back the worst of Eshimka's vanguard, and their spellcasters are hard at work repairing the damage around the planar rift. It seems there is at last a lull when a pair of bladelike arms stab through the rift and tear it wider. The wound releases a wave of negative energy that crashes into the mystics' wards, and the shock causes the trees for hundreds of feet around to wither, their limbs snapping off and turning to ash before hitting the ground. Through the widened rift steps a towering giant with sinister horns, shaking the ground with every step as her army follows her: vampires, towering suits of armor, hungry corpses, and even a powerful dragon! Medda's shout carries over the din. "Eshimka is here! Strike now!"

The giant laughs thunderously as it regards the mortals around it and tears of pieces from her own flesh that turn into nightmarish beasts. "The living are no match for my might. Spread out, and reduce every one of these mortals to dust!"

Table GMs, please begin the encounter Eshimka's Assault within the next few minutes.

Successes: The number of successes reported—including normal successes, dragon successes, and ritual successes—determines how soon Eshimka attacks as well as whether the PCs regain a use of their Blessing of Vildeis handout. Once the House has reported a number of successes equal to $2-2/3 \times$ the number of tables, read the following aloud.

The combined Pathfinder and Twinhorn forces shatter undead bones and topple the walking dead, even while sustaining wounds of their own, and their momentum seems unstoppable. The holy approval of the empyreal lord Vildeis grows stronger,

as if recognizing the Pathfinders' righteousness by causing their weapons, armor, and even blood to shimmer with angelic power.

Table GMs, the Emyreal Approval condition is now in effect, restoring the PCs' expended blessings of Vildeis.

Once the house has reported a number of successes equal to $3 - 1/3 \times$ the number of participating tables, you can begin the Eshimka's Assault event by reading aloud the text on page 23.

Dragon Successes: The number of dragon successes reported determines whether the Pathfinders have defeated or even recruited the drake Zurhriga. Once the House has reported a number of dragon successes equal to $2/3$ the number of tables playing Subtiers 1–2, 3–4, and 5–6 (rounded up), read the following aloud.

An anguished draconic roar echoes across the landscape. Within minutes, reports begin circulating that some of the Society's newest agents single-handedly defeated a powerful drake, ensuring that it will be no threat during the final assault. Competing rumors suggest these agents actually convinced the drake to fight by the Pathfinders' side! Whatever the case, it is a great boon in the fights to come.

Table GMs, the Dangerous Drake condition is in effect, providing an edge in the final battle.

Ritual Successes: Runners report ritual successes following the completion of the Planar Ritual encounter, and these contribute to activating the Weakened Rift condition. Once the House has reported a number of ritual successes equal to $2/3$ the number of tables (rounded up), read the following aloud.

Smoke, pale flames, and incantations rise as one around the Kellids' stone circle as a combined force of Twinhorn and Pathfinder mystics reach the climax of their ritual. As the magic takes hold, the rift into the Negative Energy Plane weakens and begins to shrink. A burst of positive energy ripples out from the site, washing over combatants for miles around.

Table GMs, the Weakened Rift condition is now in effect, healing the PCs.

Special successes and Eshimka Successes: Runners report special successes following the successful completion of a nightshade encounter (area W). They report Eshimka successes whenever a Subtier 10–11 group successfully defeats the nightwalker Eshimka. Treat each Eshimka success as if it were two special successes. Once the House has reported a number of special successes equal to $2/3$ the number of tables (rounded down), read the following aloud.

Her dark armor riddled with arrows and sliced by a dozen blades, Eshimka staggers back from the nearby Pathfinders attacking

her. With one blade-arm she beckons for more of her shadowy minions to reunite with her body and heal her wounds, but other Pathfinders have slain too many for any to answer her call. For the first time, Eshimka seems worried, fighting for her survival rather than leading her army.

Table GMs, the Eshimka Defeated condition is now in effect, ending the ongoing hazard.

Concluding Part 6: This part should end after about 120 minutes, or earlier if the House reports a number of special successes equal to $1 - 1/3 \times$ the number of tables. Ideally, let each table have the opportunity to finish one combat.

See the Concluding Part 6 section on page 37.

PAST THE HORDE

The PCs need to get past the undead patrols if they're to reach the rift and other high-priority targets. They have three options: canoes, combat, or evasion. If the PCs elect to borrow canoes, proceed to the Down the Cold Rapids encounter that follows. If the PCs elect to fight their way forward, proceed to the encounter in area S. If the PCs elect to sneak, fly, or teleport their way past trouble, proceed to the Evasive Maneuvers encounter on page 25.

DOWN THE COLD RAPIDS

Seasonal rivers and lakes crisscross the Twinhorn following's territory, and the Kellids stash long canoes made of wood and hides at various landmarks to catch fish and move materials easily. In winter, these waterways are typically frozen, but the entropic influence of the Negative Energy Plane is causing the ice and snow to melt and flow for miles around. Dark water rushes around jagged rocks and down toward frothing rapids.

By piloting the canoes, the PCs can swiftly bypass the wandering undead. The route is hazardous, though, and the PCs must survive three challenges, each of which requires each PC to attempt a skill check to overcome. The number of successes the PCs earn during each challenge determines how effectively they navigate each challenge and how much damage their canoe sustains (see Development). The canoe begins with 4 structure points, and if reduced to 0 structure points, it is destroyed. By casting *make whole*, *wood shape*, or a similar spell that takes a standard action to cast, a PC can restore 1d4 structure points.

Any number of PCs can be paddlers, and there are two optional roles—lookout and navigator—each of which a single PC can fill. As the PCs approach a challenge, the PCs attempt checks in three stages:

- The lookout is in charge of spotting rocks and other hazards. This character must attempt an Average Perception check. If successful, the navigator gains a +4 circumstance bonus to her check.

- The navigator is in charge of steering the canoe and picking out an optimal course. She attempts a Hard Knowledge (nature), Survival, or relevant Profession check to direct the paddlers. If successful, double the number of successes earned by the paddlers.
- The paddlers propel the canoe, dodging obstacles or powering past them. Each paddler attempts an Easy Strength, Dexterity, or Constitution check. The number of successes determines the group's success in overcoming the obstacle.

If the group consists of only four PCs, reduce the number of successes required to overcome the swift currents and churning rapids by one, and reduce the number of successes required for the cascades by two. The PCs may also benefit from not having a lookout in order to maximize the number of paddlers.

Swift Currents (Challenge 1, 3 Successes): The melting ice from many square miles drains into this river, and the current becomes especially swift as the river narrows. Failing this challenge reduces the canoe's structure points by 1, and earning no successes reduces the structure points by 2.

Cascades (Challenge 2, 4 Successes): The river courses down a series of rock steps, each forming a small waterfall. Failing this challenge reduces the canoe's structure points by 2, and earning only one or no successes reduces the structure points by 3.

Churning Rapids (Challenge 3, 3 Successes): The river broadens but becomes shallower, exposing the canoe to sharp rocks and frothing rapids that jostle everyone. Failing this challenge reduces the canoe's structure points by 1, and earning only one or no successes reduces the structure points by 2.

Development: Once the PCs successfully overcome the final challenge, they beach their canoe and can proceed to later encounters (areas T, U, and V).

The canoe breaks if reduced to 0 structure points, casting the PCs into the water and dealing an amount of bludgeoning damage equal to twice the APL. The PCs can freely abandon the river and find another way to approach the standing stones (either Evasive Maneuvers, below, or Fight the Horde on page 26). Alternatively, the PCs can attempt to overcome the remaining challenges by attempting Average Swim checks; if at least half of the PCs succeed at their checks, they overcome the challenge successfully and take cold damage equal to the APL. If fewer than half of the PCs succeed at the Swim check, the PCs all take cold damage equal to the APL, drag themselves to the shore, and must proceed by foot, using one of the other options to reach the standing stones.

Reporting: If the PCs successfully overcome the three river challenges without destroying their canoe, report one success to the Overseer GM.

EVASIVE MANEUVERS

Although hundreds of undead and void-touched foes have already emerged onto the Material Plane through the rift, they're spread out over more many square miles. If the PCs are careful, they can evade the roving bands of enemies.

To succeed, the PCs must overcome three obstacles as they approach the standing stones. For each obstacle, each PC attempts one of the listed skill checks. If at least half of the PCs succeed at the check, the group successfully overcomes that challenge. If fewer than half of the PCs succeed, the group fails that challenge. The number of challenges the group successfully overcomes determines whether the PCs have to fight an undead patrol and on what terms. Each of these challenges represents about 10 minutes of travel, and creative use of spellcasting should reduce the difficulty of the skill check DC for the affected targets by one step (from Average to Easy, for example). If the PCs use spells or abilities to dramatically overcome a challenge (such as flying for 10 minutes), they can overcome that challenge automatically.

Boulder Slopes (Challenge 1): Avoiding the patrols requires taking less-traveled paths, such as one that ascends a boulder-strewn hill and passes through narrow ravines. The PCs can attempt the following checks: Average Climb, Average Escape Artist, or Average Knowledge (geography).

Forest Cover (Challenge 2): The PCs' route cuts through thick forests, where the boughs have recently shed needles at an alarming rate thanks to the Negative Energy Plane's influence. Nearby undead require avoiding the creatures' paths and moving stealthily. The PCs can attempt the following checks: Hard Perception, Average Stealth, or Average Survival.

River Crossing (Challenge 3): Uncharacteristic melt waters have flooded a seasonal river, turning it into a swift torrent strewn with fallen trees. However, the PCs need to cross nearby if they're to avoid prowling fiends. The PCs can attempt the following checks: Hard Acrobatics, Average Knowledge (nature), or Average Swim.

Development: The number of challenges the PCs successfully overcome affects their outcome.

3 Successes: The PCs adroitly bypassed any threats and can proceed to later encounters (areas T, U, and V).

2 Successes: The PCs suffered a close call along the way, such as a brief skirmish or dangerous accident. Half of the PCs selected at random (rounded up) take an amount of damage equal to 3 × the APL. However, the PCs can freely proceed to later encounters (areas T, U, and V).

1 Success: The PCs encounter a significant threat they fail to avoid. Begin the Fight the Horde encounter (area S).

0 Successes: The PCs' clumsy attempts to avoid trouble simply attracted more threats. Begin the Fight the Horde encounter, but increase the number of undead creatures by 1.

Reporting: If the PCs earn 2 or 3 successes during this encounter, report one success to the Overseer GM.

S. FIGHT THE HORDE

The most direct route toward the standing stones involves the PCs fighting through the undead creatures emerging from the rift. Twinhorn warriors and fellow Pathfinders race ahead just in sight of the PCs, their breath visible in the cold air.

Creatures: The Twinhorn following left a rear guard and many of the noncombatants behind as Medda, her warriors, and the Pathfinders departed to restore Ivvora's sacred weaponry. When the rift first began to tear open again several days ago, most of the following evacuated, but the remaining warriors stayed behind to contain the threat. Their exposure to the Negative Energy Plane and Eshimka's insidious promises has begun transforming many of them, numbing their minds and bodies to their former lives. Nonetheless, these warriors are still alive, and a PC can infer their condition with a successful Average Knowledge (planes) check or Hard Knowledge (local) check. It's possible to rehabilitate them if they're subdued, removed from the affected region, and given time to recover. Although the afflicted warriors are former allies, they view the PCs as enemies.

The Twinhorn warriors stalk the region alongside several undead creatures. The more intelligent undead taunt the PCs and their futile efforts to stop Eshimka. The undead and warriors begin approximately 50–75 feet away from the PCs.

SUBTIER 1–2 (CR 3)

GHOUL CR 1

Ghoul (*Pathfinder RPG Bestiary* 146; see page 42)

hp 13

KELLID WARRIORS (2) CR 1/2

hp 12 each (see page 43)

SUBTIER 3–4 (CR 5)

KELLID WARRIORS (2) CR 1

hp 19 each (see page 47)

SKELETAL CHAMPIONS (2) CR 2

hp 17 each (*Pathfinder RPG Bestiary* 252; see page 48)

SUBTIER 5–6 (CR 8)

ADVANCED MUMMY CR 6

hp 76 (*Pathfinder RPG Bestiary* 294, 210; see page 53)

KELLID WARRIORS (3) CR 3

hp 34 each (see page 54)

SUBTIER 7–8 (CR 10)

ADVANCED MOHRG CR 9

hp 119 (*Pathfinder RPG Bestiary* 294, 91; see page 60)

KELLID WARRIORS (4) CR 3

hp 34 each (see page 61)

SUBTIER 10–11 (CR 13)

KELLID WARRIORS (2) CR 9

hp 99 each (see page 70)

VAMPIRES (2) CR 9

hp 102 each (*Pathfinder RPG Bestiary* 270; see page 70)

Development: After defeating the undead and Kellid warriors, the PCs can freely proceed to later encounters (areas **T**, **U**, and **V**). Within a minute of the battle ending, a band of Medda's Twinhorn warriors arrive and express their dismay at their comrades' apparent betrayal. If the PCs defeated one or more of the warriors without killing them, a few Kellid allies ensure that their corrupted comrades are carried to safety. So long as half of the warriors were spared, these Kellids give the PCs a *potion of cure moderate wounds* in Subtier 1–2 or a number of *potions of cure serious wounds* equal to the PCs' APL divided by 3 (rounded down) for all other subtiers. If the PCs spared all of the warriors, double the number of potions.

Also make a note of any PCs who dealt a killing blow to a Kellid warrior in Subtiers 5–6 or 7–8. This has additional ramifications in the final encounter.

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

T. SECURE THE RIFT

This encounter is intended for Subtiers 1–2, 3–4, and 5–6. Subtier 7–8 and 10–11 groups can complete this encounter but are strongly encouraged to do so only after completing the encounter in area **V**.

Having bypassed the outer patrols, the PCs have reached the standing stones where Ivvora fought Eshimka so long ago. A dark tear ripples at the center of the snow-covered monument, and the pale moon struggles to pierce the supernatural gloom. Twinhorn mystics are only a short distance behind the PCs, preparing their reagents and conserving their power to close the rift.

Creatures: Groups of undead periodically emerge from the rift to secure a beachhead for Eshimka's invasion. If the Twinhorn mystics are to seal the portal, they need to be able to approach the area safely. That means somebody has to fight off the undead here: the PCs. As this combat encounter begins, place the PCs about 60 feet away from the

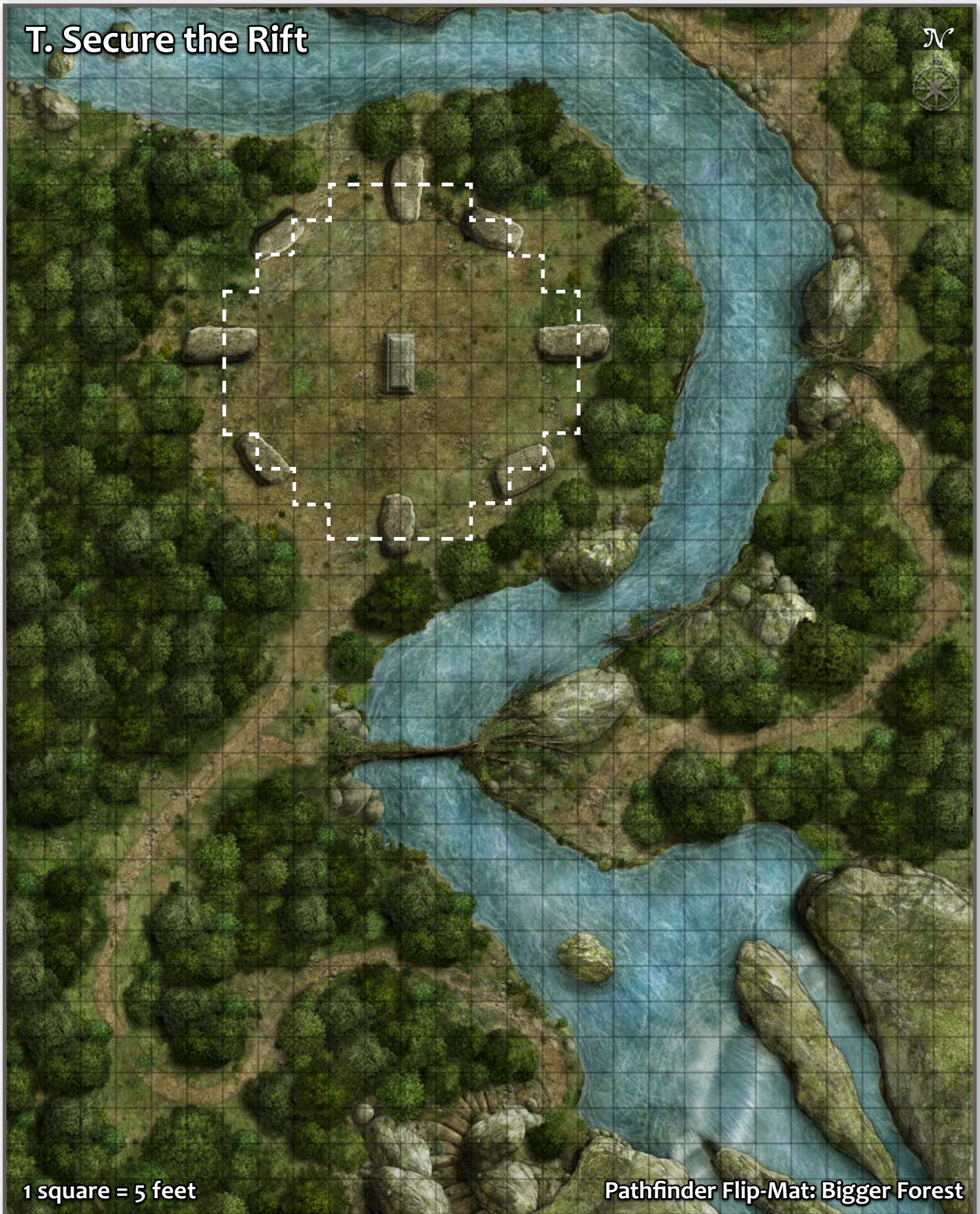
S. Fight the Horde



1 square = 5 feet

Pathfinder Flip-Mat: Bigger Forest

T. Secure the Rift



1 square = 5 feet

Pathfinder Flip-Mat: Bigger Forest

edge of the stone circle. The undead begin the encounter within the circle and prefer to hide in the negative energy-infused area (see Hazards below) for at least the first round of combat before emerging to tear apart the PCs with melee attacks.

SUBTIER 1–2 (CR 3)

FESTROGS (2) CR 1

Festrog (*Pathfinder RPG Bestiary 3* 289; see page 42)
hp 9 each

SUBTIER 3–4 (CR 5)

ZUVEMBIE CR 4

Zuvenbie (*Pathfinder RPG Bestiary 3* 289; see page 49)
hp 37

ZOMBIES (3) CR 1/2

Zombie (*Pathfinder RPG Bestiary* 288; see page 48)
hp 12 each

SUBTIER 5–6 (CR 8)

DEATHWEBS (2) CR 6

Deathweb (*Pathfinder RPG Bestiary 3* 65; see page 53)
hp 71 each

SUBTIER 7–8 (CR 10)

GUECUBUS (2) CR 8

hp 104 (*Pathfinder RPG Bestiary 3* 145; see page 61)

SUBTIER 10–11 (CR 13)

HARIONAGOS (2) CR 11

hp 147 each (*Pathfinder RPG Bestiary 4* 149; see page 69)

Hazard: The Negative Energy Plane's influence suffuses the area inside the stone circle (represented by the marked area). While in the area and for 1 round after leaving the area, undead creatures gain channel resistance +4 (or increase their channel resistance bonus by 2), increase their speed by 10 feet, and gain a special ranged touch attack they can attempt as a standard action with a range of 60 feet; this deals 1d6 negative energy damage in Subtier 1–2, 2d6 in Subtier 3–4, 4d6 in Subtier 5–6, 6d6 in Subtier 7–8, and 9d6 in Subtier 10–11. Creatures in the area take 1d3 points of negative energy damage if they enter or start their turn in the area; this damage increases to 1d4+1, 1d8+1, 2d8+2, and 3d8+3 in Subtiers 3–4, 5–6, 7–8, and 10–11 respectively.

Development: Once the PCs have defeated the undead, the Twinhorn mystics move in and begin setting up the

ritual to close the rift—ideally once their allies have drawn out Eshimka to destroy her.

After this encounter, the PCs should move to the encounter in area U (see below) or the Planar Ritual encounter (see page 34). If they have already completed these encounters, consider either running the encounter in area S (if the PCs bypassed it) or giving the players a short break before the final confrontation begins.

Reporting: If the PCs successfully defeat the undead, report one success to the Overseer GM.

U. THE HATEFUL DRAKE

This encounter is available only to Subtiers 1–2, 3–4, and 5–6. Subtier 7–8 and 10–11 groups should proceed to area V.

Seeing the PCs, one of the Twinhorn following's scouts approaches with news. The Kellid man, named Bayah, is familiar to the PCs, who have traveled with him from the Fangwood earlier in this adventure.

The scout jogs up and skids to a stop. "Be careful, Pathfinders. You are near the territory of one of the more fearsome creatures for miles around: a powerful drake. Several other scouts believed the beast emerged from the rift, but I've had a closer look, and I recognize the drake as a type common in the Hold of Belkzen, to the southwest. I'm not sure that it's truly our enemy, though I can see that it's angry and looking for a fight. It's likely not safe to leave alone, otherwise it might attack us when we should be focused on Eshimka." He rubs at his arm, which is raw as if burned. "I tried talking to it but might have given the wrong impression. Whether you defeat it with speech or spears, we can't afford to ignore it."

Bayah can provide the PCs directions to the low tor where the drake lives. He's fairly eager to continue his scouting circuit and deliver his report to Medda, so he's not willing to accompany the PCs. However, he can tell the PCs that the drake is extraordinarily fast, can fly, and has the ability to spit caustic globules that explode on contact, spraying everyone nearby. He also knows that drakes aren't especially smart yet have a devious cunning. If the PCs heal Bayah's wounds (he has taken damage equal to 3 × the APL), he also gives the PCs his *potion of cat's grace* out of gratitude.

The PCs can reach the drake's lair after 10 minutes of travel. The steep hill provides a commanding view of the surrounding area. The sides of the hill rise at a sheer incline, and the sandy soil provides few solid footholds; climbing from the path to the peak requires an Easy Climb check. The large rocks rise about 5 feet above the surrounding terrain, providing some cover.

Creature: Shortly after Medda led a large number of the Twinhorn following away to restore Ivvora's dagger, the drake Zurhriga departed the crowded peaks of Belkzen in favor of this new hunting ground. It met his needs well

U. The Hateful Drake



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

until several days ago, when the air turned unpleasantly sharp. He investigated, finding the stone circle abandoned but for its freshly opened rift. It piqued his curiosity, and he sniffed around the area before hearing Eshimka's call. The nightshade spoke to him, demanding he serve her and then die, but the proud drake bristled and refused. As tendrils of negative energy spewed from the rift to ensnare him, he sprang to the air, avoiding all but one of the dark tendrils. It wasn't powerful enough to kill him, but it did make him sick. Over the past few days, he's felt increasingly listless and ill, though his bouts of indignant anger at his condition and seeing territory wilt have helped him cling to life. Instead of dying, he's absorbed the negative energy influence, granting him power that's drastically shortening his lifespan. The arrival of so many humanoids has stoked his fury, and he's ready to kill, if only to distract him from the gnawing entropy that grips him.

As the PCs reach the foot of the hill, Zurhriga—who prefers Draconic but knows a passable amount of Common—roars a challenge, demanding to know who is foolish enough to approach him. If they wish, the PCs can just attack the drake at this point. He happily obliges those PCs looking for a fight.

However, the PCs can attempt the difficult feat of negotiating with Zurhriga. This involves succeeding at three of the following four tasks, each of which involves several appropriate skills: bribing the drake, encouraging the drake, praising the drake, or shaming the drake. Details for these approaches appear below. Several of the skill checks include a modifier (e.g. "Hard + 3"), in which case use the appropriate DC and increase it by the listed amount. If the PCs swiftly completed earlier encounters, you can extend this encounter slightly through roleplaying rather than moving swiftly to skill checks. If the PCs fail at two of these tasks, Zurhriga loses patience and attacks.

Even though Zurhriga understands and can speak Common, he much prefers Draconic. Any PC who addresses him in Draconic gains a +2 circumstance bonus on skill checks to persuade him. He's at first quite terse until the PCs succeed at one of these tasks, after which he becomes slightly more talkative and explains his experience near the rift if asked. The drake also tends to mentally label humanoids with simple identifiers (e.g. "the weak one," "the nice-talking one," or "the shouter"), and once he has established a role for a given PC, if that PC tries to change tactics, he interrupts them, assuming trickery. This helps steer the conversation and also makes it much more difficult for one or two PCs to dominate the encounter or use the aid another action repeatedly.

Until persuaded to join the PCs' cause—and to an extent even then—the drake is irritable and suspicious. Numerous actions anger him, causing him to rebuke the PCs at the first hint of treachery, imposing a -2 penalty on all subsequent skill checks to persuade him at the second offense, and

attack at the third offense. Likely grievances include (but are not limited to):

- Using conversation as an opportunity to physically maneuver in a way that makes the drake feel threatened
- Failing a check to shame the drake (see below)
- Asking the drake to assist the Pathfinders in some degrading way, such as serving as a PC's mount
- Repeatedly defying whatever label the drake has assigned to a PC

Bribing the Drake: With a successful Average Appraise, Knowledge (arcana), or Use Magic Device check or a Hard Bluff or Spellcraft check, a PC can extol the value of a bribe worth at least 50 gp × APL. If the PC offers a bribe that's worth at least half this, increase the DC by 2. If the PC's bribe is worth less than 10% this value, increase the DC by 5. If the PC fails, the drake takes the gift but interprets the PC's offer as that of a desperate creature not worthy of his aid. If the check is successful, the drake greedily inspects the bribe before hiding it away.

Encouraging the Drake: With a successful Hard Diplomacy or Knowledge (planes) check or a Hard + 3 Bluff check, a PC can perform any number of strategies that encourage the drake to help the PCs, whether that's describing the threat posed by the rift or promising that the Twinhorn following would offer him tribute. If the PC fails, the Zurhriga brushes off the gambit as being too dangerous, beneath his dignity, or otherwise unconvincing.

Praising the Drake: With a successful Average Diplomacy or Perform check or a Hard Bluff check, a PC can bolster the drake's ego with praise or feigned subservience, making him more likely to feel like the PCs' proposal is his own idea or that he's fully in control. If the PC fails, Zurhriga interprets the ploy as weakness that triggers his predatory instincts, which he barely keeps in check. If the PCs succeeds, the drake flexes and preens with pride.

Shaming the Drake: With a successful Average Handle Animal or Intimidate check or a Hard Perform (comedy) or Sense Motive check, a PC can goad the drake in a way that directs his anger toward Eshimka—always stopping before pushing the drake too far. If the PC fails, Zurhriga angrily threatens the PC and splays his wings threateningly. If the PC succeeds, the drake cringes momentarily before hiding his shame with aggressive stomping, threats, and posturing.

Other Approaches: The PCs might consider some other approach not covered by the tactics above. If so, assign a appropriate skill for them to use with a Hard DC. Endeavor not to use the same one or two skills repeatedly, and if the most appropriate skill is one that the PCs have used before, consider increasing the DC by 2 to reflect the drake's growing impatience with the same strategy.

THE NEGATIVE ENERGY PLANE

This plane is utterly hostile to life, swiftly reducing living creatures to ash. The plane has the following traits.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. There are two kinds of negative-dominant traits: minor negative-dominant and major negative-dominant.

On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more dangerous. Each round, those within must attempt a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Enhanced Magic: Spells and spell-like abilities that use negative energy are enhanced, functioning as if their caster level were 2 higher than normal. Class abilities that use negative energy, such as channel negative energy, gain a +4 bonus to the save DC to resist the ability.

Impeded Magic: Spells and spell-like abilities that use positive energy (including cure spells) are impeded. Characters on this plane take a -10 penalty on saving throws to remove negative levels bestowed by an energy drain attack. To cast an impeded spell, the caster must attempt a concentration check (DC = 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

SUBTIER 1-2 (CR 3)

JUVENILE SPIRE DRAKE

CR 3

hp 34 (*Pathfinder RPG Bestiary 4* 81; see page 43)

SUBTIER 3-4 (CR 5)

VOID-RAVAGED FOREST DRAKE

CR 5

hp 42 (*Pathfinder RPG Planar Adventurers 117*, *Pathfinder RPG Bestiary 2* 107; see page 48)

SUBTIER 5-6 (CR 8)

ADVANCED SPIRE DRAKE

CR 8

hp 100 (*Pathfinder RPG Bestiary 4* 288, 81; see page 53)

Development: If the PCs succeed at three of the tasks above before failing two, Zurhriga roars furiously and declares that Eshimka shall pay for her treachery. He flies off, promising the PCs that he shall join the battle soon. If the PCs fight and kill the drake, they can report back to their comrades that the drake won't pose a threat during the showdown with Eshimka.

After this encounter, the PCs should move to the encounter in area T (see page 26) or the Planar Ritual encounter (see page 34). If they have already completed these encounters, consider either running the encounter in area S (if the PCs bypassed it) or giving the players a short break before the final confrontation begins.

Reporting: If the PCs successfully persuade or defeat the drake, report one dragon success to the Overseer GM.

V. INTO THE VOID

This encounter is available only to Subtiers 7-8 and 10-11. Subtier 1-2, 3-4, and 5-6 groups should proceed to areas T or U.

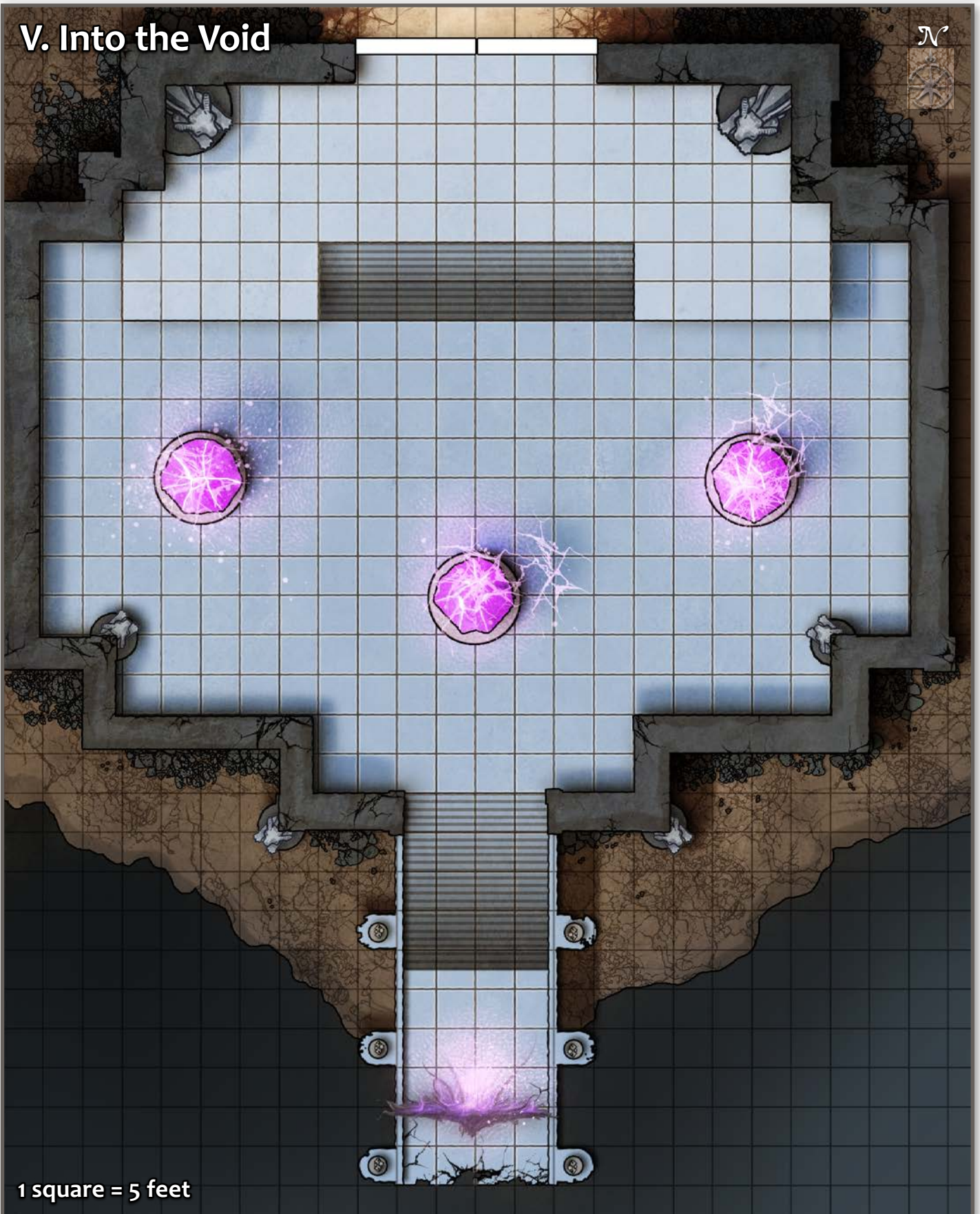
As the PCs reach the stone circle, other groups of Pathfinders are busy skirmishing with undead creatures, drawing these enemies away from the dangerous rift within. Medda is already there, and her phantom Anok emerges from the rift a moment later to confer with her, his spectral body weeping ghostly blood. Once she's heard his report and healed his wounds, she beckons to the PCs.

Medda looks on with some concern. "The rift has already torn open and released many undead, but this is only a fraction of what Eshimka could bring to bear. Anok has examined what lies beyond: a crumbling fortress being used as a staging ground for the assault expected at midnight. Eshimka is nowhere to be found, yet she has left a sub-chief in charge. I suspect she is away mustering her invasion force, and we can't afford to give her that time. We need to lure her here before she's at her full strength."

Several Twinhorn mystics arrive and begin preparing ritual focuses. Medda gestures toward them as she continues. "That involves two steps. First, we need to start closing the rift to force her hand. Second, we need someone to enter that fortress and weaken the forces she already has. I'm hoping that could be you. We can push back against the Negative Energy Plane, creating a small area that's merely painful rather than deadly. It's all we can do to keep even a corner of such a powerful plane at bay."

The PCs can take time to prepare as they like. With a successful Easy Knowledge (planes) check, a PC can identify the properties of the Negative Energy Plane (see the sidebar on this page). Medda's ritual diminishes the entropic energy in the fortress's main room and the broken bridge outside, which has only the minor negative-dominant planar trait. Anything more than 5 feet outside of these areas has the major negative-dominant trait.

V. Into the Void



1 square = 5 feet

Once the PCs are ready, they pass through the rift and emerge onto a shattered stone bridge that stretches above a dark, endless expanse—the virtually empty Negative Energy Plane. The bridge leads toward a towering fortress of charcoal-gray stone, accessible by steep steps. Gruesome gargoyles line the crumbling walls and towers. Inside, three low pedestals bear large, violet crystals that intermittently arc with energy (see Hazards on this page). Where this energy strikes the building, a chunk of façade slowly begins crumbling. A second flight of steps deeper inside the room leads up to a gargantuan black gate.

The crystals and portal glow with enough light to provide dim light in this area.

Creatures: Depending on the subtier, one of two lieutenants awaits them. In Subtier 7–8, this is a holy knight slain by Eshimka during the Shining Crusade and dragged back to the Negative Energy Plane. Rather than crumble to ash, her body reanimated as a dullahan, and she has become obsessed with invading the Material Plane and reliving the crusade she could not complete. She is already mounted on her horse, which is immune to the major and minor negatedominant planar traits. With her is a bitter incorporeal spirit that awaits its opportunity to rot the living. The dullahan favors bold ride-by attacks, whereas the spirit prefers to sweep past melee threats to assault weaker targets.

In Subtier 10–11, the lieutenant is an undead frost giant who perished during the Shining Crusade’s final days. Dubbing himself Jarl Bloodfrost, he is excited to infect giants and lesser humanoid alike with his undead curse. Accompanying him is a powerful polar bear lured through the rift during Eshimka’s last assault, and although it is able to survive on this plane, it is ravenously hungry. If he hears the PCs approach, Jarl Bloodfrost drinks a *potion of invisibility* and lays an ambush. The bear is a much more direct combatant.

Both of the lieutenants are talkative combatants who gleefully gloat about laying waste to the Material Plane alongside Eshimka. The enemies start near the inner stairs, either atop the platform or just below it. The PCs can freely cross between the two planes using the portal. If they flee the encounter, these enemies do not follow. The PCs can heal and return, though during that time their enemies likely also heal.

SUBTIER 7–8 (CR 10)

FALLEN CRUSADER CR 8

Advanced dullahan (*Pathfinder RPG Bestiary 2* 111, 292; see page 60)

hp 105

DEATHWEBS (2) CR 6

hp 71 each (*Pathfinder RPG Bestiary 3* 65; see page 60)

SUBTIER 10–11 (CR 13)

JARL BLOODFROST CR 12

hp 154 (see page 69)

VOID BEAR CR 10

Advanced void-ravaged dire polar bear (*Pathfinder RPG Bestiary 5* 288, 41; *Pathfinder RPG Planar Adventures* 117; see page 71)

hp 135

Hazard: The energy crystals release negative energy every 1d3 rounds on initiative count 10. The crystals begin to crackle at the beginning of the round in which the crystals release the energy. Any living creature within 10 feet of a crystal when this energy is released takes 4d6 (6d6 in Subtier 10–11) points of negative energy damage (Average Will half). Undead creatures in the area instead regain hit points from this effect. If a crystal takes at least 10 points of positive energy damage, its energy dissipates, delaying the crystal’s release of negative energy by 1 round.

Development: After destroying the undead lieutenant and their companion, a low booming like the sound of thunderclaps echoes throughout the otherwise still air within the fortress. Outside, a distant cloud begins to form, arcing with bolts of purple-hued negative energy. Eshimka has felt the counterattack, and she is on her way! At this point, the PCs are not in immediate danger except from the plane itself.

After this encounter, the PCs should move to the Planar Ritual encounter (see page 34). If they have already completed this encounter, consider either running the encounter in area S (if the PCs bypassed it), running the encounter in area T, or giving the players a short break before the final confrontation begins.

Reporting: If the PCs defeat the lieutenant, report one success to the Overseer GM.

PLANAR RITUAL

This encounter is suitable for all subtiers, though the PCs should only begin this encounter after concluding one of the encounters in areas T, U, or V.

Directed by Medda, Twinhorn mystics have begun preparing the stone circle to close the rift—ideally forever, assuming the allied forces can destroy Eshimka. The planar tear seems to have a will of its own, though, and it actively fights back and even tries to rip itself wider. If the mystics are to succeed, they need help. This involves the PCs assisting in one of four ways over the course of three events. How well they perform these tasks determines how their efforts contribute to the larger ritual. If the PCs swiftly completed earlier encounters, you can extend this encounter slightly through roleplaying and description rather than moving swiftly to skill checks.

Assisting the Ritual: There are four primary ways in which the PCs can help with the ritual. Most of these involve attempting skill checks or making other rolls whose DCs use the skill check table on page 4. During each of the three events in this encounter (see below), each PC can attempt one of these rolls.

Contribute Magic: Although skillful practitioners perform the ritual, magical energy helps sustain it. By expending one prepared spell or unused spell slot from their highest or second-highest spell slot (minimum 1st level), a PC can fuel the ritual with their raw magical power. Doing so requires no check.

Defend the Site: Until the ritual concludes, undead continue to emerge from the rift, and monsters encroach from the wilderness. With a successful Average attack roll or Craft (traps) check, a PC neutralizes one or more of these threats as they approach, keeping the ritual's participants safe. A PC can also succeed at this task by using a spell or ability that harms undead; this succeeds if the ability deals damage equal to at least $3 \times \text{APL}$ to a single target or $2 \times \text{APL}$ to multiple creatures. Failing this task represents being overrun by foes, some of which begin threatening the ritual's secondary casters.

Perform the Ritual: With a successful Average Knowledge (arcana), Knowledge (planes), Knowledge (religion), or Spellcraft check or a Hard Perform (dance or sing) or Use Magic Device check, a PC applies her expertise to the ritual, increasing its power. Failing this task represents making mistakes that make no meaningful contribution—or even accidentally undermines the ritual in a minor way.

Prepare Reagents: The ritual includes numerous powerful focuses and material components, and the Twinhorn mystics brought most of what they need. However, the rift's resilience requires far more materials than anticipated. With a successful Average Appraise, Craft (alchemy), Heal, Knowledge (nature), or Profession (herbalist) check, a PC adeptly prepares additional ritual focuses that are quickly incorporated into the incantations. Failing this task represents the creation of inadequate materials that crumble when exposed to the Negative Energy Plane's power.

Other Methods: A PC can use the aid another action in place of attempting her own check. A PC might also have a convincing technique or application of a spell or ability that she could contribute in place of one of the techniques above. In general, this should be treated as a success if it uses a potent, limited-use ability such as a higher-level spell or ability with few uses per day. In other cases, it's typically appropriate to call for a relevant Average DC skill check to determine if the effort succeeds.

Ritual Events: The ritual is long, and the PCs need to contribute only during the most challenging part. Three small events occur during this time, and each PC can contribute to ritual's success in some way (see above) once

during each event, except as noted. Each event lasts about 5 minutes and requires the listed number of successes to be considered successful. For a group of four PCs, reduce the number of successes required by 1.

Event 1—Building Momentum (3 successes): During this time, the ritual participants are preparing the stone circle and beginning the rites. There are relatively few undead threats emerging during this time, so the PCs can earn only two successes using the Defend the Site task (one success if there are only four PCs).

Event 2—Planar Surge (4 successes): As the ritual progresses, the rift contorts in response as if angry. The building negative energy releases violently, washing over the area and causing many of the ritual focuses to crumble. During this event, each successful Prepare Reagents action grants two successes.

Event 3—Undead Onslaught (5 successes): The wave of negative energy acts as a beacon for undead on both planes, and the standing stones quickly come under assault. During this event, each Defend the Site action grants two successes.

Development: After concluding the third event, the ritual reaches a sustainable point that doesn't require the PCs' ongoing assistance. If the PCs attained the minimum number of successes for at least two of the events, they succeed overall. If the PCs attained the minimum number of successes for all three events, they succeed and also receive several scrolls that are no longer necessary to fuel the ritual.

Subtier 1–2: The PCs receive a scroll of cure light wounds, a scroll of shield of faith, and either a scroll of summon monster II or a scroll of summon nature's ally II.

Subtier 3–4: The PCs receive a scroll of cure moderate wounds, a scroll of bear's endurance, and either a scroll of summon monster III or a scroll of summon nature's ally III.

Subtier 5–6: The PCs receive a scroll of cure serious wounds, a scroll of searing light, and either a scroll of summon monster IV or a scroll of summon nature's ally IV.

Subtier 7–8: The PCs receive a scroll of cure critical wounds, a scroll of stonewood, and either a scroll of summon monster V or a scroll of summon nature's ally V.

Subtier 10–11: The PCs receive two scrolls of cure critical wounds, a scroll of stonewood, and either a scroll of summon monster VI or a scroll of summon nature's ally VI.

Reporting: If the PCs succeed at two or all three events, report one ritual success to the Overseer GM.

W. ESHIMKA'S ASSAULT

This encounter begins only once the Overseer GM announces that Eshimka is attacking.

The encounter occurs around the stone circle, depicted in area T on page 28. After absorbing the recent pulse of negative energy, the vegetation is dead and crumbling; forested sections on the map do not impede movement or grant cover. The PCs begin 30–60 feet away from the stone circle, and their first foes begin inside the circle.

Creatures: There are two combat encounters that occur here, and the players can choose which to pursue and in what order. The first threat consists of Eshimka's undead army, and the second consists of shadowy portions of Eshimka (or Eshimka herself) that the powerful nightwalker has torn from herself to augment her forces. For most groups, the latter encounter is more difficult, so they should be advised of the challenge going in. Fortunately, the PCs likely still have Vildeis's blessing to even the odds. Although some groups might complete both encounters, your group should select whichever one interests them

most in case they can finish only one fight in the time allotted before the adventure ends.

If the PCs in Subtiers 5–6 and 7–8 killed any of the Kellid warriors in area S, one of the revenants is one of these warriors spontaneously animated by negative energy and hatred. Randomly select one of the PCs who dealt the killing blow to one of the Kellid warriors from the earlier encounter. That PC is treated as the revenant's murderer, and the revenant still bears the telltale wounds of that PC's weapon or spell.

Eshimka also poses a threat to all groups, represented by the hazard on this page.

SUBTIER 1–2 (CR 4)

Eshimka's Army

VUKODLAK CR 3
hp 26 (*Pathfinder RPG Bestiary 5* 272; see page 43)

ECTOPLASMIC HUMANS (2) CR 1/2
hp 7 each (*Pathfinder RPG Bestiary 4* 82; see page 42)

The Nightshade

GIANT PHANTOM ARMOR CR 4
hp 37 (*Pathfinder RPG Bestiary 4* 213; see page 43)

SUBTIER 3–4 (CR 6)

Eshimka's Army

GIANT PHANTOM ARMOR CR 4
hp 37 (*Pathfinder RPG Bestiary 4* 213; see page 47)

FESTROGS (3) CR 1
hp 9 each (*Pathfinder RPG Bestiary 3* 115; see page 47)

The Nightshade

FIENDISH SKAVELING CR 6
hp 58 (*Pathfinder RPG Bestiary 2* 292, 42; see page 47)

SUBTIER 5–6 (CR 9)

Eshimka's Army

REVENANTS (2) CR 6
hp 76 (*Pathfinder RPG Bestiary 2* 235; see page 54)

VUKODLAKS (2) CR 3
hp 26 each (*Pathfinder RPG Bestiary 5* 272; see page 55)



Eshimka

The Nightshade

UMBRAL HOUND CR 9

Variant nessian warhound (*Pathfinder RPG Bestiary* 173; see page 55)

hp 126

SUBTIER 7–8 (CR 11)

Eshimka's Army

REVENANTS (2) CR 6

hp 76 (*Pathfinder RPG Bestiary* 2 235; see page 62)

VAMPIRE LIEUTENANT CR 10

Vampire savage (*Pathfinder RPG Monster Codex* 241; see page 63)

hp 136

The Nightshade

NIGHTPROWLER CR 10

hp 136 (*Pathfinder* #102: *Breaking the Bones of Hell* 90; see page 61)

SPECTRE CR 7

hp 52 (*Pathfinder RPG Bestiary* 256; see page 63)

SUBTIER 10–11 (CR 14)

Eshimka's Army

ADULT UMBRAL DRAGON CR 14

hp 195 (*Pathfinder RPG Bestiary* 2 102; see page 68)

The Nightshade

ESHIMKA CR 16

Nightwalker (*Pathfinder RPG Bestiary* 2 201; see page 68)

hp 241

Hazard: As the fight progresses, Eshimka looms over the battlefield, bellows commands, and uses her fell power to turn the tide in smaller battles; this hazard does not apply if the PCs are fighting Eshimka in Subtier 10–11 or once the Eshimka Defeated condition is in effect. At the beginning of every even-numbered round of combat, she turns her attention to where the PCs are and prepares to intervene from afar, such as by gathering a cloud of negative energy or uprooting one of the standing stones. At the beginning of the following round, she launches her attack, which consists of one of the following:

Dispelling Wave: Eshimka erases magical effects. This functions as *greater dispel magic* affecting a 20-foot-radius

area, using the APL + 2 as the effective caster level.

Hurled Debris: Eshimka hurls a large inanimate object, such as part of a standing stone or the crumpled body of a fallen undead ally. This object lands in a 10-foot-square area, dealing an amount of bludgeoning damage equal to $1d4 \times \text{APL}$ and knocking creatures in the area prone (Average Reflex; a success halves the damage, moves the affected creature outside the area of effect, and negates the prone effect). The object then occupies that space, acting as difficult terrain and granting cover.

Negative Energy Burst: Eshimka showers a wide area with negative energy. Each PC takes an amount of negative energy damage equal to $1d6 \times \text{half the APL}$ (rounded up), and creatures healed by negative energy regain that many hit points. A successful Average Will save halves the damage.

While Eshimka prepares for her attack during an even-numbered round, a PC can attempt to disrupt her efforts, distract her, or otherwise interfere with her landing the attack against their group. Doing so involves either hitting her (use the Easy skill check DC as her Armor Class and 10 as her touch AC) with a ranged attack and dealing an amount of damage to her at least equal to $3 \times \text{APL}$ (she has DR 5/good and silver in Subtiers 1–2 and 3–4, DR 10/good and silver in Subtiers 5–6 and 7–8, and DR 15/good and silver in Subtier 10–11) or succeeding at a Hard Bluff check as a standard action. Doing so causes her next hazard effect to fail, either by disrupting her preparations, causing the attack to veer off course, or causing her to attack someone else. If the PCs deal damage equal to or greater than $5 \times \text{APL}$ or exceed the Bluff DC by 5 or more, they also disrupt Eshimka's attacks against a nearby group; the players can pass a copy of **Handout #2: Pathfinders' Teamwork** to a nearby table, which helps their comrades also disrupt Eshimka's assault. Eshimka is not necessarily on the map, though treat her as being 30 feet away for the purpose of calculating ranges and range increments.

Development: Once the PCs have defeated their first encounter, they have 2 rounds in which to recover and reposition before facing the other group of enemies—whichever they did not fight first. The players can also elect to withdraw from the battle altogether, especially if their personal resources are nearly spent. Once ready, begin the second encounter with the enemies approaching from a different area than before, beginning about 30–90 feet away.

Reporting: If the PCs defeated the Eshimka's Army or the Nightshade encounter, report one special success to the Overseer GM. If the PCs defeated Eshimka in Subtier 10–11, report one Eshimka success.

CONCLUSION

After about 120 minutes—or once the House's reported sum of special successes and Eshimka successes equals $1\frac{1}{4} \times$ the number of tables—the Overseer GM should read the

following aloud to conclude Part 6. This concludes the event as a whole, as this is the final part of the adventure.

For a smaller event in which one PC has demonstrated exceptional heroism, consider having that character be described slaying Eshimka in place of Medda landing the killing blow in the second paragraph.

A screeching wail cuts across the battlefield as Eshimka falls to her knees, her undead horde routed on all sides by the combined Pathfinder and Twinhorn forces. The nightshade cries out in anger and dismay, “No! How could mortal worms like these strike me down?”

As if answering the question, Medda strides forward, battered and bleeding as her blessed armor begins to glow brighter and brighter. Cast in the shadow of a nearby standing stone, the dwarven apparition of the paladin warrior Ivvora seems to mirror Medda’s movements and guide her steps. As one they respond, “Eshimka, this battle began a millennium ago, and it ends tonight. Vildeis has judged you and found you wanting. Producing a dagger of white fire in one hand, Medda and Ivvora both plunge their blades into the undead giant’s chest. Eshimka’s mouth opens in a silent scream as light pours from her eyes, mouth, and the wounds inflicted by the Pathfinders. The nightshade’s body crumbles into ash that the wind scatters across the snow, and the dying rift at last closes.

The towering dwarven ghost salutes the gathered heroes and announces, “You have all proved yourself worthy of Vildeis’

attention. Pathfinders, you have defeated a great evil, so let the tale of your bravery shatter your enemies’ courage while bolstering your own. Medda and Anok, you have made me proud and finished what I could not. Go with Vildeis’s blessing, and keep vigilant—evil never rests.” Ivvora smiles and looks up to the stars as she fades away and the blessed armor returns to its normal sheen.

Medda looks to the champions surrounding her. “Everyone, I cannot put into words how grateful I am to all of you. You have stood by my side through all these hardships, and at last we have triumphed! Eshimka is forever destroyed, and we the Twinhorn following have found true allies in the Pathfinder Society. Call on us in your hour of need, and we shall come to your aid. For now though, the danger has passed.” She and Anok give one last look to where the planar scar is already healing.

“Let us celebrate at last.”

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

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points. Each PC earns the Blood and Courage, Emphyreal Revenant, and Martyr’s Shard 4 boons on his or her Chronicle sheet.

HANDOUT #1: BLESSING OF VILDEIS

As Ivvora did so long ago, the PCs have the blessing of Vildeis, the empyreal lord of devotion, sacrifice, and scars. Each PC begins Part 6 with one blessing that she can expend in order to perform one of the feats below.

Burning Radiance: As an immediate action when dealing damage to an evil creature, the PC can cause her attack to ignore that target's damage reduction and deal an additional amount of damage equal to 1d6 plus twice the character's level.

Healing Sacrifice: As a standard action, a PC can touch another creature to heal it. This functions either as *breath of life* or as *restoration* (CL 15th). The temporary negative level from this blessing's *breath of life* effect lasts only until the end of the next encounter and is ignored for the purpose of determining whether a PC would die from having too many negative levels. This ability can be used offensively against creatures vulnerable to positive energy, but its damage does not exceed $4 \times$ the character's level.

Unstoppable Wrath: As a swift action, the PC can choose one of the following undead immunities: bleed, death effects, mind-affecting effects, paralysis, poison, sleep effects, or stunning. For the duration of that encounter, the PC's abilities, equipment, and spells ignore that immunity for undead creatures. Additionally, the PC ignores the impeded magic property of the Negative Energy Plane during that encounter.

HANDOUT #2: PATHFINDERS' TEAMWORK

THE POWERFUL NIGHTWALKER ESHIMKA IS LAYING WASTE TO HER ENEMIES. HOWEVER, YOUR PATHFINDER SOCIETY COMRADES HAVE DISTRACTED HER, PERHAPS BUYING YOU ADDITIONAL TIME TO DODGE HER ATTACKS OR EVEN DISRUPT HER NEXT ASSAULT. THE NEXT TIME THAT ESHIMKA PREPARES AND ATTEMPTS AN ATTACK AGAINST YOUR GROUP, YOU EACH GAIN THE FOLLOWING:

- INCREASE ANY DAMAGE DEALT TO ESHIMKA BY 50% FOR THE PURPOSE OF DISRUPTING HER ATTACK.
- ANY TIME YOU ATTEMPT A BLUFF CHECK TO DISTRACT ESHIMKA, ROLL 1D8 AND ADD THE RESULT TO YOUR CHECK.
- ANY TIME YOU WOULD ATTEMPT A SAVING THROW AGAINST ONE OF ESHIMKA'S HAZARDS, YOU CAN ROLL 1D6 AND ADD THE RESULT TO YOUR SAVING THROW. DECREASE ESHIMKA'S CASTER LEVEL CHECKS BY 2.

SUBTIER 10–11 ONLY: IF YOU ARE FIGHTING ESHIMKA DIRECTLY, YOU CAN INSTEAD TREAT THIS HANDOUT AS AN AID TOKEN IN THE BATTLE AGAINST HER.

DO NOT PASS THIS HANDOUT TO ANYONE ELSE AFTER USING IT.

APPENDIX 1: SUBTIER 1–2 BESTIARY (PART 5)

ELK CR 1

Pathfinder RPG Bestiary 3 147

N Medium animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** +8, **Will** +2

OFFENSE

Speed 50 ft.

Melee gore +3 (1d6+2), 2 hooves –2 (1d3+1)

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes, Run^B

Skills Perception +7

ETTERCAP CR 3

Pathfinder RPG Bestiary 129

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d8+12)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)

Special Attacks traps, web (+6 ranged, DC 15, hp 4)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Great Fortitude, Improved Initiative

Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7; **Racial Modifiers** +8 on Craft (trapmaking)

Languages Common

SQ spider empathy +7

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

MOSS TROLL CR 3

Pathfinder RPG Bestiary 3 273

CE Large humanoid (giant, shapechanger)

Init +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, –1 size)

hp 30 (4d8+12); regeneration 5 (fire)

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

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d4+3), 2 claws +5 (1d4+3)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws)

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 21

Feats Intimidating Prowess, Iron Will

Skills Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation); **Racial Modifiers** +2 Acrobatics, +4 Stealth (+8 in vegetation)

Languages Giant

SQ change shape (mossy tree; tree shape), tree climber

SPECIAL ABILITIES

Fear of Fire (Ex) A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

Tree Climber (Ex) When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

SPITTING GARDEN OOZE CR 3

Variant garden ooze (*Pathfinder Bestiary 3 122*)

N Small ooze

Init +3; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 26 (4d8+8)

Fort +3, **Ref** +4, **Will** –4

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +4 (1d4 plus 1d8 acid)

Ranged spit +7 touch (1d8 acid plus sickened)

Special Attacks acid, spit, stink

STATISTICS

Str 11, **Dex** 16, **Con** 15, **Int** —, **Wis** 1, **Cha** 2

Base Atk +3; **CMB** +2; **CMD** 15 (can't be tripped)

Skills Climb +8

SQ camouflage

SPECIAL ABILITIES

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 16 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Spit (Ex) As a standard action, a spitting garden ooze can spray a jet of noxious acid as a ranged touch attack up to 60 feet. A creature struck by this acid is also sickened for 1 round (Fortitude DC 14 negates the sickened effect).

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d4 rounds (Fort DC 14 negates). This is a poison effect. The save DC is Constitution-based.

YELLOW MUSK CREEPER

CR 2

Pathfinder RPG Bestiary 285

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

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

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2, **CMB** +5, **CMD** 17 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the

brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

YELLOW MUSK ZOMBIE

CR 1/2

Pathfinder RPG Bestiary 285, 288

NE Medium plant

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

DEFENSE

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

hp 12 (2d8+3)

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

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

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

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

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

Feats Toughness^B

Special Qualities staggered

SPECIAL ABILITIES

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.

APPENDIX 2: SUBTIER 1–2 BESTIARY (PART 6)

ECTOPLASMIC HUMAN CR 1/2

Pathfinder RPG Bestiary 4 82

N Medium undead

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

DEFENSE

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

hp 7 (1d8+3)

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

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

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

STATISTICS

Str 16, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness^b

SQ phase lurch

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

FESTROG CR 1

Pathfinder RPG Bestiary 3 115

NE Medium undead

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

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +4

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: Disease—contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

GHOUL CR 1

Pathfinder RPG Bestiary 146

CE Medium undead

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

DEFENSE

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

hp 13 (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

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

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

STATISTICS

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

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

Feats Weapon Finesse

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

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

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

GIANT PHANTOM ARMOR CR 4

Pathfinder RPG Bestiary 4 213

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, -1 size)

hp 37 (5d8+15)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee heavy flail +7 (2d8+7/19-20)

Space 10 ft., **Reach** 10 ft.

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** 7, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 19

Feats Improved Initiative, Power Attack, Toughness

Skills Perception +8, Stealth +4

Languages Common (can't speak)

SQ freeze (suit of armor)

JUVENILE SPIRE DRAKE CR 3

Variant spire drake (*Pathfinder RPG Bestiary 4 81*)

LE Large dragon

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 34 (4d12+8)

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

Immune curses, energy drain, negative energy, paralysis, sleep

OFFENSE

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

Melee bite +7 (1d8+4), tail slap +2 (1d6+2)

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

Special Attacks accursed breath

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +4; **CMB** +9; **CMD** 19

Feats Power Attack, Wingover

Skills Climb +16, Fly +5, Knowledge (arcana) +7, Knowledge (religion) +7, Perception +7, Spellcraft +7, Use Magic Device +8

Languages Common, Draconic

SQ speed surge

SPECIAL ABILITIES

Accursed Breath (Su) As a standard action, a spire drake can spit a compressed ball of jet-black dust that bursts into a spray of clinging motes that sap the spiritual strength of creatures in an area. The attack has a range of 60 feet and deals 2d6 points of negative energy damage (Will DC 14 half) to all creatures in a 10-foot radius. Affected creatures take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds (or for 1 round on a successful Will save). As long as these motes cling to a creature, the effect of any conjuration

(healing) effect used on that creature is halved. This is a curse effect. The save DC is Constitution-based.

Speed Surge (Su) Three times per day as a swift action, a spire drake can draw on its draconic reserves for a boost of strength and speed, allowing it to take an additional move action in that round.

KELLID WARRIOR CR 1/2

Human ranger 1

N Medium humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee battleaxe +3 (1d8+2/×3)

Ranged composite longbow +4 (1d8/×3)

Special Attacks favored enemy (animals +2)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot

Skills Climb +6, Handle Animal +3, Knowledge (nature) +4, Perception +5, Stealth +7, Survival +5, Swim +6

Languages Common, Hallit

SQ track +1, wild empathy +0

Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, battleaxe, composite longbow with 20 arrows, 9 gp

VUKODLAK CR 3

Pathfinder RPG Bestiary 5 272

NE Large undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

Aura unnatural aura

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 26 (4d8+8)

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

DR 5/silver; **Immune** undead traits; **Resist** cold 5, electricity 5

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+7 plus grab)

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

Special Attacks blood drain (1d2 Constitution), terrifying gaze

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Run

Skills Intimidate +8, Perception +10, Stealth +8; Racial Modifiers +4 Perception, +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Terrifying Gaze (Su) Paralyzed with fear for 1 round, 30 feet, Will DC 14 negates. This is a mind-affecting fear

effect. A creature that succeeds at its saving throw is immune to the vukodlak's gaze for 24 hours. The save DC is Charisma-based.

APPENDIX 3: SUBTIER 3–4 BESTIARY (PART 5)

ASSASSIN VINE CR 3

Pathfinder RPG Bestiary 22

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 30 (4d8+12)

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

Immune electricity, plant traits; **Resist** cold 10, fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

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

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

DIRE WOLF CR 3

Pathfinder RPG Bestiary 278

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 37 (5d8+15)

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

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

OGRE SPIDER CR 5

Pathfinder RPG Bestiary 3 254

N Huge vermin

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

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)

hp 52 (7d8+21)

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

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +8 (2d8+7 plus poison)

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

Special Attacks web (+5 ranged, DC 16, hp 7)

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +12; **CMD** 24 (36 vs. trip)

Skills Climb +29, Perception +5, Stealth –2; **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18 (includes +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save.

SAVAGE PLANT SAGE CR 3

Pathfinder RPG NPC Codex 63

Half-orc druid 4

CN Medium humanoid (human, orc)

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

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 natural)

hp 32 (4d8+11)

Fort +6, **Ref** +2, **Will** +5; +4 vs. fey and plant-targeted effects

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk club +9 (1d6+4)

Ranged spear +4 (1d8+4/x3)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +5) 4/day—wooden fist

Druid Spells Prepared (CL 4th; concentration +5)

2nd—*barkskin*⁰, *bull's strength*, *summon swarm*

1st—*entangle*⁰ (2, DC 12), *faerie fire*, *shillelagh* (2)

0 (at will)—*create water*, *know direction*, *light*, *stabilize*

D domain spell; **Domain** Plant

TACTICS

Before Combat The druid casts *barkskin* on himself.

During Combat The druid casts *entangle* or *summon swarm*.

Base Statistic Without *barkskin*, the druid's statistics are **AC** 18, touch 11, flat-footed 17.

STATISTICS

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

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

Feats Natural Spell, Weapon Focus (club)

Skills Heal +7, Intimidate +2, Knowledge (nature) +8, Perception +6, Survival +10

Languages Common, Druidic, Orc

SQ nature bond (Plant domain), nature sense, orc blood, trackless step, weapon familiarity, wild empathy +4, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *dragonhide breastplate*, mwk club, spears (4), holly and mistletoe, 93 gp

SPITTING GARDEN OOZE

CR 3

Variant garden ooze (*Pathfinder Bestiary* 3 122)

N Small ooze

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

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 26 (4d8+8)

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

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +4 (1d4 plus 1d8 acid)

Ranged spit +7 touch (1d8 acid plus sickened)

Special Attacks acid, spit, stink

STATISTICS

Str 11, **Dex** 16, **Con** 15, **Int** —, **Wis** 1, **Cha** 2

Base Atk +3; **CMB** +2; **CMD** 15 (can't be tripped)

Skills Climb +8

SQ camouflage

SPECIAL ABILITIES

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 16 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Spit (Ex) As a standard action, a spitting garden ooze can spray a jet of noxious acid as a ranged touch attack up to 60 feet.

A creature struck by this acid is also sickened for 1 round (Fortitude DC 14 negates the sickened effect).

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d4 rounds (Fort DC 14 negates). This is a poison effect. The save DC is Constitution-based.

YOUNG AHUIZOTL

CR 5

Pathfinder RPG Bestiary 3 291, 10

NE Medium magical beast (aquatic)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 52 (8d10+8)

Fort +7, **Ref** +11, **Will** +4

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +11 (1d8+3), claw +11 (1d6+3/19-20 plus grab)

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

Special Attacks rake (2 claws +11, 1d3+3 plus grab)

STATISTICS

Str 16, **Dex** 21, **Con** 13, **Int** 9, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 26 (30 vs. trip)

Feats Blinding Critical^B, Combat Reflexes, Improved Critical (claw)
^B Improved Initiative, Skill Focus (Stealth), Stand Still

Skills Bluff +9, Stealth +15, Swim +18; **Racial Modifiers** +6 Bluff

Languages Common

SQ amphibious, tenacious grapple, voice mimicry

SPECIAL ABILITIES

Tenacious Grapple (Ex) An ahuizotl does not gain the grappled condition when it grapples a foe.

Voice Mimicry (Ex) An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a Bluff check opposed by its listener's Sense Motive check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a -8 penalty on the Sense Motive check.

APPENDIX 3: SUBTIER 3–4 BESTIARY (PART 6)

FESTROG

CR 1

Pathfinder RPG Bestiary 3 115

NE Medium undead

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

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +4

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: Disease—contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

FIENDISH SKAVELING

CR 6

Pathfinder RPG Bestiary 2 292, 42

CE Large undead

Init +7; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 13, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 58 (9d8+18)

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

DR 5/good; **Immune** undead traits; **Resistances** cold 10, fire 10

OFFENSE

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

Melee bite +10 (2d8+7 plus disease and paralysis)

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

Special Attacks paralysis (1d4+1 rounds, DC 16), screech, smite good (1/day, +2 attack, +9 damage)

STATISTICS

Str 21, **Dex** 17, **Con** —, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +12; **CMD** 26

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Fly +13, Perception +14 (+18 when using blindsense), Stealth +14; **Racial Modifiers** +4 Perception when using blindsense

Languages Undercommon

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight (see ghouls).

Screech (Su) Once per day as a standard action, a skaveling can produce an ear-splitting screech that stuns all creatures in a 20-foot-radius burst. All creatures within the area must make a DC 16 Fortitude save or be stunned for 1d3 rounds. This is a sonic mind-affecting effect.

GIANT PHANTOM ARMOR

CR 4

Pathfinder RPG Bestiary 4 213

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, -1 size)

hp 37 (5d8+15)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee heavy flail +7 (2d8+7/19–20)

Space 10 ft., **Reach** 10 ft.

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** 7, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 19

Feats Improved Initiative, Power Attack, Toughness

Skills Perception +8, Stealth +4

Languages Common (can't speak)

SQ freeze (suit of armor)

KELLID WARRIOR

CR 1

Human ranger 2

N Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 19 (2d10+4)

Fort +4, **Ref** +6, **Will** +1

OFFENSE



Speed 30 ft.

Melee battleaxe +4 (1d8+2/×3)

Ranged composite longbow +5 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (animals +2)

STATISTICS

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

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

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +7, Handle Animal +4, Knowledge (nature) +5, Perception +6, Stealth +8, Survival +6, Swim +7

Languages Common, Hallit

SQ track +1, wild empathy +1

Combat Gear *potion of cure light wounds*; **Other Gear** mwk studded leather, battleaxe, composite longbow (+2 Str) with 20 arrows, 24 gp

SKELETAL CHAMPION

CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3, **Ref** +1, **Will** +3; channel resistance +4

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative⁸, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, masterwork longsword

VOID-RAVAGED FOREST DRAKE

CR 5

Pathfinder RPG Planar Adventurers 117, Pathfinder RPG Bestiary 2 107

LE Large dragon (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 42 (5d12+10)

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

DR 5/—; **Immune** acid, death, energy drain, mind-affecting effects, paralysis, sleep

Defensive Abilities negative energy affinity

OFFENSE

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

Melee bite +8 (1d8+4 plus energy drain), tail slap +3 (1d8+2)

Space 10 ft., **Reach** 10 ft.

Special Attacks acidic cloud, energy drain (1 level, DC 13)

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +5; **CMB** +10; **CMD** 22

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

Skills Fly +8, Intimidate +9, Perception +11, Stealth +6, Swim +20

Languages Draconic

SQ aquatic adaptation, speed surge

SPECIAL ABILITIES

Acidic Cloud (Su) A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 14 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex) A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Negative Energy Affinity (Ex) A void-ravaged creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Speed Surge (Ex) Three times per day as a swift action, a forest drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

ZOMBIE

CR 1/2

Pathfinder RPG Bestiary 288

NE Medium undead

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

DEFENSE

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

hp 12 (2d8+3)

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

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

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

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

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

Feats Toughness⁸

SQ staggered

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round.

A zombie can move up to its speed and attack in the same round as a charge action.

ZUVEMBIE CR 4

Pathfinder RPG Bestiary 3 289

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 37 (5d8+15)

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

Defensive Abilities channel resistance +4; DR 5/piercing; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+1/x3), claw -1 (1d4) or 2 claws +4 (1d4+1)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*darkness*

3/day—*ghoul touch*, *scare* (DC 14)

1/day—*animate dead*, *ray of exhaustion*, *summon* (level 3, 1d3 bat or bird swarms [use the same stats], 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 17

Feats Ability Focus (corpse call), Dodge, Toughness

Skills Bluff +7, Knowledge (arcana) +8, Perception +10, Stealth +14; Racial Modifiers +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Corpse Call (Su) Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvemie may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a DC 16 Will save or move toward the zuvemie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the zuvemie simply stands and offers no resistance to the zuvemie's attacks. This effect continues for as long as the zuvemie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures. The save DC is Charisma-based.

APPENDIX 4: SUBTIER 5–6 BESTIARY (PART 5)

BLIGHT WISP CR 8

Variant will-o'-wisp (*Pathfinder RPG Bestiary* 277)
CE Small aberration

Init +13; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 26, touch 26, flat-footed 16 (+5 deflection, +9 Dex, +1 dodge, +1 size)

hp 63 (12d8)

Fort +6, **Ref** +13, **Will** +11

Defensive Abilities blighted invisibility; **Immune** magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee touch +19 (3d8 acid plus wisp waste)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +3; **CMD** 28

Feats Alertness, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +24, Bluff +14, Escape Artist +24, Fly +34, Perception +22, Sense Motive +5, Stealth +28

Languages Aklo, Common

SQ feed on fear

SPECIAL ABILITIES

Blighted Invisibility (Ex) Blight wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. However, any creature affected by an affliction—such as a curse, disease, or poison—can see the ghostly image of the blight wisp, which only gains the benefits of concealment.

Feed on Fear (Su) Any time a blight wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Blight wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Wisp Waste (Su) Disease—touch; *save* Fort DC 16; *onset* instantaneous; *frequency* 1/day; *effect* 1d3 Con and 1d3 Cha; *cure* 2 saves.

DIRE BOAR CR 4

Pathfinder RPG Bestiary 36

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +8 (2d6+9)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

GOBLIN FROG-TALKER CR 5

Pathfinder RPG Monster Codex 110

Goblin witch 6 (*Pathfinder RPG Advanced Player's Guide* 65)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 47 (6d6+24)

Fort +5, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d3–2/19–20)

Ranged javelin +7 (1d4–2)

Special Attacks hexes (evil eye [–2, 6 rounds], misfortune [1 round], mud witch, poison steep^{UM}, swamp hag^{UM})

Witch Spells Prepared (CL 6th; concentration +9)

3rd—*blink*, *lightning bolt* (DC 16), *spit venom*^{UM} (DC 16)

2nd—*feast of ashes*^{APG} (DC 15), *frost fall*^{UC} (DC 15), *invisibility*, *vomit swarm*^{APG}

1st—*command* (DC 14), *mage armor*, *obscuring mist*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

Patron deception

TACTICS

Before Combat The frog-talker casts *mage armor*.

During Combat The frog-talker uses *blink* and *invisibility* to avoid melee opponents, and attacks with hexes and ranged spells.

Base Statistics Without *mage armor*, the frog-talker's statistics are **AC** 15, touch 15, flat-footed 12.

STATISTICS

Str 6, **Dex** 17, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +0; **CMD** 14

Feats Brew Potion, Extra Hex^{APG}, Toughness

Skills Craft (alchemy) +9, Intimidate +8, Perception +7, Ride +7, Spellcraft +12, Stealth +17, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Giant, Goblin, Orc

SQ witch's familiar (frog)

Combat Gear *potion of air bubble*^{UC}, *potions of cure moderate wounds* (3), *potion of fly*, *potion of hex ward*^{UM}, alchemist's fire (2), antitoxin (2), smokesticks (2), tanglefoot bags (2);

Other Gear dagger, javelin, *cloak of resistance* +1, *ring of protection* +1, delicious poisoned food (1 lb.), 79 gp

SPECIAL ABILITIES

Mud Witch (Su) As a standard action, the frog-talker can assume the form of viscous brown mud. Her type changes to ooze and she is able to squeeze through even the smallest cracks, but she can't make attacks or cast spells with verbal, somatic, material, or focus components while in this form, and she loses her supernatural abilities. If she has a touch spell ready to use, that spell is discharged harmlessly when she uses this hex. While the witch is in mud form, her speed becomes 10 feet and she gains a swim speed of 20 feet. She also gains DR 10/slashing and cold resistance 10. The frog-talker can use this ability for 6 minutes per day. The duration doesn't need to be consecutive, but it must be spent in 1-minute increments. This hex affects only the witch.

GRIZZLED AHUIZOTL **CR 8**

Variant ahuizotl (*Pathfinder RPG Bestiary 3 10*)

NE Large magical beast (aquatic)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +12, **Will** +9

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +16 (2d6+7), claw +16 (1d8+7/19-20 plus grab)

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

Special Attacks rake (2 claws +16, 1d4+7 plus grab)

STATISTICS

Str 24, **Dex** 21, **Con** 21, **Int** 13, **Wis** 18, **Cha** 20

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 33 (37 vs. trip)

Feats Blinding Critical^B, Combat Reflexes, Improved Critical (claw)

^B Improved Initiative, Iron Will, Skill Focus (Stealth), Stand Still

Skills Bluff +11, Climb +15, Perception +17, Stealth +20, Swim +23; **Racial Modifiers** +6 Bluff

Languages Common

SQ amphibious, tenacious grapple, voice mimicry

SPECIAL ABILITIES

Tenacious Grapple (Ex) An ahuizotl does not gain the grappled condition when it grapples a foe.

Voice Mimicry (Ex) An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a Bluff check opposed by its listener's Sense Motive check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a -8 penalty on the Sense Motive check.

HODAG **CR 6**

Pathfinder RPG Bestiary 3 148

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 60 (8d10+16)

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite +11 (1d8+4), 2 claws +11 (1d6+4), tail slap +11 (1d4+4)

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

Special Attacks spiked tail, toss

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Climb +10, Perception +7, Stealth +2, Swim +8

Languages Common (cannot speak)

SQ trackless

SPECIAL ABILITIES

Spiked Tail (Ex) A hodag's tail spikes allow the creature's tail slap to deal both bludgeoning and piercing damage. A hodag's tail slap is a primary attack.

Toss (Ex) A hodag charging 20 feet or more that damages a foe with an attack can throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the hodag. If the combat maneuver check succeeds, the hodag's opponent is thrown 10 feet through the air in a direction chosen by the hodag and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of damage.

Trackless (Ex) A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag have their normal DC increased by +10.

SHAMBLING MOUND **CR 6**

Pathfinder RPG Bestiary 246

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

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

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

TREANT

CR 7

Pathfinder RPG Bestiary 266

NG Huge plant

Init -1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +9

Immune plant traits; **DR** 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

Ranged rock +7 (2d6+13)

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

Special Attacks rock throwing (180 ft.), trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +20; **CMD** 29

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests);

Racial Modifiers +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

SPECIAL ABILITIES

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *Speak with Plants* spell, and most plants greet them with an attitude of friendly or helpful.

APPENDIX 6: SUBTIER 5–6 BESTIARY (PART 6)

ADVANCED MUMMY CR 5

Pathfinder RPG Bestiary 294, 210

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)

hp 76 (8d8+40)

Fort +6, **Ref** +4, **Will** +10

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +16 (1d8+13 plus mummy rot)

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 19

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

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

Skills Climb +20, Intimidate +15, Perception +18, Stealth +13

Languages Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

ADVANCED SPIRE DRAKE CR 8

Pathfinder RPG Bestiary 4 288, 81

LE Large dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

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

hp 100 (8d12+48)

Fort +12, **Ref** +9, **Will** +8

Immune curse effects, energy drain, negative energy, paralysis, sleep

OFFENSE

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

Melee bite +15 (2d6+8 plus 1d6 negative energy), tail slap +10 (1d8+4)

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

Special Attacks accursed breath

STATISTICS

Str 26, **Dex** 16, **Con** 23, **Int** 14, **Wis** 15, **Cha** 19

Base Atk +8; **CMB** +17; **CMD** 30

Feats Flyby Attack, Power Attack, Vital Strike, Wingover

Skills Climb +22, Fly +12, Intimidate +12, Knowledge (arcana) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +13, Spellcraft +13, Use Magic Device +15

Languages Draconic

SQ speed surge

SPECIAL ABILITIES

Accursed Breath (Su) As a standard action, a spire drake can spit a compressed ball of jet-black dust that bursts into a spray of clinging motes that sap the spiritual strength of creatures in an area. The attack has a range of 60 feet and deals 5d6 points of negative energy damage (Will DC 20 half) to all creatures in a 20-foot radius. Affected creatures take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds (or for 1 round on a successful Will save). As long as these motes cling to a creature, the effect of any conjuration (healing) effect used on that creature is halved. This is a curse effect. The save DC is Constitution-based.

Speed Surge (Su) Three times per day as a swift action, a spire drake can draw on its draconic reserves for a boost of speed, allowing it to take an additional move action in that round.

DEATHWEB CR 6

Pathfinder RPG Bestiary 3 65

N Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +15

Aura infestation (5 ft., 1d6 plus poison)

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 71 (11d8+22)

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

Immune undead traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +15 (2d8+12)

Space 10 ft., **Reach** 10 ft.

Special Attacks web (+9 ranged, DC 15, 11 hp)

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +17; **CMD** 29 (41 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike

Skills Climb +16, Perception +15, Stealth +16; **Racial Modifiers** +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Infestation—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

KELLID WARRIOR

CR 3

Human ranger 4

N Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 34 (4d10+8)

Fort +5, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+2/×3)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (animals +2)

Ranger Spells Prepared (CL 1st; concentration +2)
1st—*resist energy*

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +9, Handle Animal +6, Knowledge (nature) +7, Perception +8, Stealth +11, Survival +8, Swim +9

Languages Common, Hallit

SQ favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*; **Other Gear** +1 studded leather, mwk battleaxe, mwk composite longbow (+2 Str) with 20 arrows, 64 gp

REVENANT

CR 6

Pathfinder RPG Bestiary 2 235

LE Medium undead

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 76 (9d8+36)

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

DR 5/slashing; **Immune** cold, undead traits; **SR** 17

Weaknesses self-loathing

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+7 plus grab)

Special Attacks baleful shriek, constrict (1d6+7)

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 19

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 26

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (claw)

Skills Intimidate +16, Perception +13

Languages Common

SQ reason to hate

SPECIAL ABILITIES

Baleful Shriek (Su) Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 18 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Reason to Hate (Su) A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a haste spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has true seeing and discern lies in effect at all times (CL 20th); these abilities cannot be dispelled.

UMBRAL HOUND

CR 9

Variant nessian warhound (Pathfinder RPG Bestiary 173)

LE Large outsider (evil, extraplanar, fire, lawful)

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

DEFENSE

AC 24, touch 11, flat-footed 22 (+6 armor, +2 Dex, +7 natural, -1 size)

hp 126 (12d10+60)

Fort +13, **Ref** +10, **Will** +5

Defensive Abilities negative energy affinity; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +20 (2d6+12/19-20 plus 2d6 fire plus trip)

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

Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 8d6 fire damage, Reflex DC 21 half)

STATISTICS

Str 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +21; **CMD** 33 (37 vs. trip)

Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)

Skills Acrobatics +16, Perception +12, Stealth +21, Survival +18;

Racial Modifiers +5 Stealth

Languages Infernal

VUKODLAK

CR 3

Pathfinder RPG Bestiary 5 272

NE Large undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

Aura unnatural aura

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 26 (4d8+8)

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

DR 5/silver; **Immune** undead traits; **Resist** cold 5, electricity 5

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+7 plus grab)

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

Special Attacks blood drain (1d2 Constitution), terrifying gaze

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Run

Skills Intimidate +8, Perception +10, Stealth +8; Racial Modifiers +4 Perception, +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Terrifying Gaze (Su) Paralyzed with fear for 1 round, 30 feet, Will DC 14 negates. This is a mind-affecting fear effect. A creature that saves is immune to the gaze for 24 hours.

APPENDIX 7: SUBTIER 7–8 BESTIARY (PART 5)

BLIGHT WISP CR 8

Variant will-o'-wisp (*Pathfinder RPG Bestiary* 277)

CE Small aberration

Init +13; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 26, touch 26, flat-footed 16 (+5 deflection, +9 Dex, +1 dodge, +1 size)

hp 63 (12d8)

Fort +6, **Ref** +13, **Will** +11

Defensive Abilities blighted invisibility; **Immune** magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee touch +19 (3d8 acid plus wisp waste)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +3; **CMD** 28

Feats Alertness, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +24, Bluff +14, Escape Artist +24, Fly +34, Perception +22, Sense Motive +5, Stealth +28

Languages Aklo, Common

SQ feed on fear

SPECIAL ABILITIES

Blighted Invisibility (Ex) Blight wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. However, any creature affected by an affliction—such as a curse, disease, or poison—can see the ghostly image of the blight wisp, which only gains the benefits of concealment.

Feed on Fear (Su) Any time a blight wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Blight wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Wisp Waste (Su) Disease—touch; *save* Fort DC 16; *onset* instantaneous; *frequency* 1/day; *effect* 1d3 Con and 1d3 Cha; *cure* 2 saves.

CRYPT FLOWER CR 7

Pathfinder RPG Bestiary 6 67

N Large plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +1

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 78 (12d8+24)

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

Immune plant traits; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+5 plus grab), 2 vines +13 (1d8+5 plus grab)

Ranged toxin splash +9 (poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with vine)

Special Attacks poison, swallow whole (1d6 acid plus poison, AC 15, 7 hp)

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** —, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

SQ excavate, gushing wound

SPECIAL ABILITIES

Excavate (Ex) A crypt flower can use its shoots to dig rapidly through soil, dirt, sand, or other loose ground. As a result of this constant excavation activity, the ground in a 20-foot radius around a crypt flower is treated as difficult terrain for all creatures except crypt flowers.

Gushing Wound (Ex) Whenever an opponent scores a critical hit on a crypt flower with a slashing or piercing weapon, the flower's toxic fluids squirt out. The attacker and all creatures adjacent to the attacker must attempt a DC 18 Reflex save or be doused in toxic fluids and thus exposed to the crypt flower's poison. The save DC is Constitution-based.

Poison (Ex) Contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

Toxin Splash (Ex) As a standard action, a crypt flower can dip its vines into the toxic fluids within its pitcher and fling the liquid as a splash weapon with a range increment of 20 feet. A target struck, as well as all targets in the splash radius, are exposed to the crypt flower's poison (although creatures in the splash radius gain a +4 bonus on Fortitude saves to resist the poison). A crypt flower can use its toxin splash once every 1d4 rounds. The save DC is Dexterity-based.

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

FEN MAULER CR 10

Pathfinder RPG Bestiary 6 127

NE Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

Aura stench (DC 15, 10 rounds)

DEFENSE

AC 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, –1 size)

hp 136 (13d10+65)

Fort +11, **Ref** +12, **Will** +11

Defensive Abilities shadowy pelt; **Immune** disease; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee bite +20 (1d8+8), 2 claws +20 (1d8+8)

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

Special Attacks pounce, rend (2 claws, 1d8+12)

STATISTICS

Str 27, **Dex** 18, **Con** 20, **Int** 7, **Wis** 17, **Cha** 8

Base Atk +13; **CMB** +22; **CMD** 37

Feats Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Skill Focus (Stealth)

Skills Intimidate +16, Perception +17, Stealth +11 (+19 in swamps), Survival +18; **Racial Modifiers** +4 Perception, +8 Stealth in swamps, +4 Survival

Languages Sasquatch

SQ swamp stride, trophy hunter

SPECIAL ABILITIES

Shadowy Pelt (Su) A fen mauler can swathe itself in shadows, allowing it to become nearly invisible while standing motionless. A fen mauler gains partial concealment on any round it does not move from its current space.

Swamp Stride (Ex) A fen mauler can move through any sort of undergrowth and difficult terrain (such as briars, deep mud, and similar terrain) in swamps at normal speed and without taking damage or suffering any other impairment.

Trophy Hunter (Su) As part of a 10-minute ritual, a fen mauler can harvest bones, teeth, flesh, or hide from an animal, humanoid, magical beast, or monstrous humanoid it has slain, creating a trophy. This trophy is a permanent magic item that functions only for the fen mauler that created it, granting some measure of the slain creature's power to the fen mauler while carried or worn on its body. The fen mauler chooses which of the following powers the trophy grants: blindsense 30 feet, climb 30 feet, evasion, ferocity, grab, pounce, uncanny dodge, or a single energy immunity. Alternatively, a trophy can grant a +4 competence bonus to a single skill. The skill or ability modified must be one the trophy creature had in life, and a trophy imparting a skill bonus allows the fen mauler to attempt checks with that skill untrained. A fen mauler can maintain a number of trophies equal to its Wisdom modifier (3 for the standard fen mauler). The fen mauler presented here has not assigned any of its trophies.

SHAMBLING MOUND CR 6

Pathfinder RPG Bestiary 246

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

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

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon

Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

SPITTING HYDRA CR 10

Variant hydra (*Pathfinder RPG Bestiary* 178)

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 94 (9d10+45); fast healing, fast healing 9

Fort +11, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 9 bites +13 (1d8+5 plus poison)

Ranged 9 spits +8 touch (1d8 acid plus blind)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce, spit

STATISTICS

Str 20, **Dex** 13, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +16; **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Point-Blank Shot, Weapon Focus (bite)

Skills Perception +15, Swim +13; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

SPECIAL ABILITIES

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength damage; *cure* 1 save.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Spit (Ex) In place of a bite attack, a hydra can spit its caustic poison up to 60 feet with no range increment. A creature damaged by this attack is blinded for 1 round (Reflex DC 19 negates).

TROLL FURY CR 8

Pathfinder RPG Monster Codex 229

Troll druid (troll fury) 6 (*Monster Codex 224*)

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 21, touch 11, flat-footed 19 (+5 armor, +2 Dex, +5 natural, -1 size)

hp 156 (12d8+102); regeneration 5 (acid or fire)

Fort +19, **Ref** +7, **Will** +13

Resist fire 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+6), 2 claws +13 (1d6+6)

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

Special Attacks chosen prey (humans +2), fire bolt (1d6+3 fire, 6/day), rend (2 claws, 1d6+7), wild shape 2/day

Druid Spells Prepared (CL 6th; concentration +9)

3rd—*call lightning* (DC 18), *fireball*^o (DC 18), *poison* (2, DC 16)
2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 17), *hold animal* (DC 15), *produce flame*^o

1st—*burning hands*^o (DC 16), *entangle* (DC 14), *magic fang*, *obscuring mist*, *pass without trace*

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

D domain spell; **Domain** Fire

TACTICS

During Combat The fury attacks her foes with fire and electricity spells, typically starting with *fireball*. She avoids melee combat until her offensive spells are exhausted. She then casts *bull's strength* on herself and starts attacking.

STATISTICS

Str 23, **Dex** 14, **Con** 27, **Int** 8, **Wis** 16, **Cha** 4

Base Atk +8; **CMB** +15; **CMD** 27

Feats Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Skill Focus (Perception), Spell Focus (evocation)

Skills Intimidate +5, Knowledge (nature) +6, Perception +24, Survival +10

Languages Druidic, Giant

SQ inspire fervor +2, nature bond (Fire domain), nature sense, trackless step, woodland stride

Combat Gear *pearl of power* (1st), *scroll of fog cloud*, *scroll of protection from energy* (fire); **Other Gear** +1 *hide armor*, *cloak of resistance* +1, *headband of inspired wisdom* +2, 110 gp

SPECIAL ABILITIES

Inspire Fervor (Ex) Once per day as a standard action, a troll fury can chant over another troll within 30 feet, bolstering it against fear and improving its combat abilities. This works like the inspire courage bard ability, but affects only one troll and lasts 1 minute. The troll fury uses her druid level as her bard level to determine the effects of this ability.

Chosen Prey (Ex) A troll fury can select one creature type from the ranger's favored enemy list and gains a favored enemy bonus against that creature type with an effective ranger level equal to her druid level. This ability never grants the troll fury favored enemy bonuses against a second favored enemy creature type.

YAOGUAI CR 7

Pathfinder RPG Bestiary 4 284

N Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 84 (8d10+40); fast healing 5

Fort +11, **Ref** +6, **Will** +4; +4 vs. mind-affecting effects

Defensive Abilities fortification (50%); **DR** 5/—; **Immune** nauseated, sickened; **SR** 18

Weaknesses polymorph susceptibility

OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+6), claw +12 (1d8+6), tentacle +12(1d8+6)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 2, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +16; **CMD** 26

Feats Blind-Fight, Cleave, Iron Will, Power Attack

Skills Climb +11, Perception +7, Swim +11

SQ maker's gift (grab and constrict)

SPECIAL ABILITIES

Maker's Gift (Ex) Each yaoguai gains one additional ability that is based on its specific form. Typical additional yaoguai abilities include the following.

Flight: The yaoguai gains a fly speed of 30 feet (clumsy).

Grab and Constrict: The yaoguai's tentacle attack gains grab and constrict. The creature's constrict damage is equal to its slam damage plus its Strength bonus.

Poison: One claw or tentacle attack is replaced with a sting attack (same damage as the replaced attack) plus poison. Poison Sting—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Pounce and Rake: The yaoguai gains pounce and rake (2 claws +14, 1d8+7).

Quills: A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+7 points of piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Trample: The yaoguai gains a trample attack that deals an amount of damage equal to its claw damage plus 1-1/2 times

its Strength modifier.

Polymorph Susceptibility (Su) A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its damage reduction and fast healing for 1d4 rounds.

APPENDIX 8: SUBTIER 7–8 BESTIARY (PART 6)

ADVANCED DULLAHAN CR 8

Pathfinder RPG Bestiary 2 292, 111

LE Medium undead

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

Aura frightful presence (30 ft., DC 21)

DEFENSE

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 natural)

hp 105 (10d8+60); fast healing 5

Fort +9, **Ref** +7, **Will** +14

Defensive Abilities channel resistance +4; **Immune** undead traits; SR 18

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 keen longsword +16/+11 (1d8+8/17–20 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

STATISTICS

Str 24, **Dex** 18, **Con** —, **Int** 18, **Wis** 20, **Cha** 22

Base Atk +7; **CMB** +14; **CMD** 28

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword)

Skills Handle Animal +16, Intimidate +19, Knowledge (religion) +17, Perception +18, Ride +9, Sense Motive +18, Spellcraft +17, Stealth +12

Languages Common, Sylvan

Gear +1 full plate, +1 longsword

SPECIAL ABILITIES

Chilling Blade (Su) A dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the keen weapon property.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 24 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

ADVANCED MOHRG CR 9

Pathfinder RPG Bestiary 208

CE Medium undead

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

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 119 (14d8+56)

Fort +8, **Ref** +12, **Will** +11

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d8+7 plus grab), tongue +12 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 23)

STATISTICS

Str 25, **Dex** 23, **Con** —, **Int** 15, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 34

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

Skills Climb +24, Intimidate +21, Knowledge (religion) +19, Perception +25, Stealth +23, Swim +21

SPECIAL ABILITIES

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

DEATHWEB CR 6

Pathfinder RPG Bestiary 3 65

N Large undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +15

Aura infestation (5 ft., 1d6 plus poison)

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 71 (11d8+22)

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

Immune undead traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +15 (2d8+12)

Space 10 ft., **Reach** 10 ft.

Special Attacks web (+9 ranged, DC 15, 11 hp)

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +17; **CMD** 29 (41 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike

Skills Climb +16, Perception +15, Stealth +16; **Racial Modifiers** +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Infestation—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive

saves. The save DC is Charisma-based.

Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

GUECUBU CR 8

Pathfinder RPG Bestiary 3 145

CE Medium undead (earth)

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

Aura broken ground (30 ft., DC 20)

DEFENSE

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

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

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

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

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

OFFENSE

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

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

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

At will—*stone shape*

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Common

SPECIAL ABILITIES

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

Misfortune (Su) A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls,

saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

KELLID WARRIOR CR 3

Human ranger 4

N Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 34 (4d10+8)

Fort +5, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+2/×3)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (animals +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +9, Handle Animal +6, Knowledge (nature) +7, Perception +8, Stealth +11, Survival +8, Swim +9

Languages Common, Hallit

SQ favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear *oil of magic weapon, potion of cure moderate wounds*; **Other Gear** +1 studded leather, mwk battleaxe, mwk composite longbow (+2 Str) with 20 arrows, 64 gp

NIGHTPROWLER CR 10

Pathfinder #102: Breaking the Bones of Hell 90

CE Large undead (extraplanar, nightshade)

Init +9; **Senses** darksense 30 ft., darkvision 60 ft., *detect magic*, low-light vision, scent; Perception +20

Aura desecrating aura (30 ft.)

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 Dex, +1 dodge, +10 natural, –1 size)

hp 136 (13d8+78)

Fort +10, **Ref** +11, **Will** +14

DR 10/good and silver; **Immune** cold, undead traits; **SR** 21

Weaknesses light aversion

OFFENSE

Speed 50 ft.

Melee bite +18 (3d6+10/19–20 plus creeping dark and grab), 2 claws +18 (1d8+10 plus creeping dark)

Space 10 ft., **Reach** 10 ft.

Special Attacks channel negative energy (DC 20, 5d6, 7/day), creeping dark, rake (2 claws +18, 1d6+10), shadowpounce

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

Constant—*detect magic*, *magic fang*

At will—*deeper darkness*, *unholy blight* (DC 18)

3/day—*dispel magic*, *contagion* (DC 18), *invisibility*

1/day—*air walk*, *confusion* (DC 18), *cone of cold* (DC 19),

haste, *hold monster* (DC 19), *summon* (level 4, 2 shadows)

STATISTICS

Str 25, **Dex** 20, **Con** —, **Int** 14, **Wis** 19, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 33

Feats Combat Reflexes, Command Undead, Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +18, Climb +23, Knowledge (religion) +18, Perception +20, Stealth +23 (+31 in dim light and darkness), Survival +17; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Creeping Dark (Su) The nightprowler's natural attacks leave a stain of dark shadows that linger in and around the wounds, known as the creeping dark—this condition can be resisted with a successful DC 20 Fortitude save. If the victim fails, it becomes staggered for 1 round, after which the creeping dark affects the victim further by preventing healing and hampering vision. A character attempting to use magical healing on a creature damaged by the nightprowler's creeping dark must succeed at a DC 26 caster level check, or the healing has no effect on the injured creature. As long as a creature suffers the creeping dark, its vision is obscured with shadows as well—all creatures gain a 20% miss chance from attacks by the victim. The creeping dark is a curse effect that lasts until removed or until all damage afflicting the victim is healed. The save DC is Charisma-based.

Desecrating Aura (Su) All nightshades have a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by *dispel evil*, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

Darksense (Ex) Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the nightshade's true seeing.

Light Aversion (Ex) A nightshade in bright light becomes

sickened—the penalties from this condition are doubled when the nightshade is in natural sunlight.

Shadowpounce (Su) Nightprowlers have the pounce ability, and when they use this ability, they can also make rake attacks. Up to three times per day when a nightprowler pounces from an area of dim illumination, it generates a shimmering aura of false images that grants it a 50% miss chance, as if under the effects of a displacement spell, for 1d4 rounds.

Summon (Sp) Nightshades can summon undead creatures.

They can be summoned only within areas of darkness, and summoned undead cannot create spawn. The exact type and number of undead they can summon vary according to the nightshade in question, as detailed in each nightshade's entry.

REVENANT

CR 6

Pathfinder RPG Bestiary 2 235

LE Medium undead

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 76 (9d8+36)

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

DR 5/slashing; **Immune** cold, undead traits; **SR** 17

Weaknesses self-loathing

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+7 plus grab)

Special Attacks baleful shriek, constrict (1d6+7)

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 19

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 26

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (claw)

Skills Intimidate +16, Perception +13

Languages Common

SQ reason to hate

SPECIAL ABILITIES

Baleful Shriek (Su) Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 18 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Reason to Hate (Su) A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a haste spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make

a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has true seeing and discern lies in effect at all times (CL 20th); these abilities cannot be dispelled.

SPECTRE CR 7

Pathfinder RPG Bestiary 256

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 52 (8d8+16)

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

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

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

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

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

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A

spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

VAMPIRE SAVAGE CR 10

Pathfinder RPG Monster Codex 241

Half-orc vampire barbarian 9

CE Medium undead (augmented humanoid, human, orc)

Init +8; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 21, touch 14, flat-footed 16 (+1 deflection, +4 Dex, +1 dodge, +7 natural, –2 rage)

hp 136 (9d12+72); fast healing 5

Fort +13, **Ref** +10, **Will** +8

Defensive Abilities channel resistance +4, improved uncanny dodge, orc ferocity, trap sense +3; **DR** 10/magic and silver and DR 1/—; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 40 ft.

Melee +1 *greataxe* +20/+15 (1d12+16/×3), bite +14 (1d4+5 plus energy drain), slam +15 (1d4+5 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), rage (24 rounds/day), rage powers (animal fury, bleeding blow, no escape, powerful blow +3)

TACTICS

Base Statistics When he's not raging, the savage's statistics are

AC 23, touch 16, flat-footed 18; **hp** 118; **Fort** +11, **Will** +6;

Melee +1 *greataxe* +18/+13 (1d12+13/×3), slam +13 (1d4+4 plus energy drain), bite +12 (1d4+4 plus energy drain); **Str** 26, **Cha** 18; **CMB** +17 (+21 bull rush).

STATISTICS

Str 30, **Dex** 18, **Con** —, **Int** 10, **Wis** 14, **Cha** 22

Base Atk +9; **CMB** +19 (+23 bull rush); **CMD** 33 (35 vs. bull rush)

Feats Alertness[®], Cleave, Combat Reflexes[®], Dodge[®], Greater Bull Rush, Improved Bull Rush, Improved Initiative[®], Lightning Reflexes[®], Power Attack, Toughness[®], Weapon Focus (slam)

Skills Acrobatics +16 (+20 when jumping), Intimidate +20, Knowledge (nature) +12, Perception +24, Sense Motive +12;

Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Orc

SQ change shape (dire bat or wolf, *beast shape II*), fast movement, gaseous form, orc blood, shadowless, spider climb

Combat Gear *potion of blur*, *potion of haste*, *potion of resist energy (fire)*; **Other Gear** +1 *greataxe*, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +1, *ring of protection* +1, 80 gp

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a vampire's slam gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume

gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Undead Barbarian An undead creature with the ability to enter a rage gains the morale bonuses from rage despite being immune to morale effects. The bonus to Constitution from the rage applies to an undead creature's Charisma instead.

Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

APPENDIX 9: SUBTIER 10–11 BESTIARY (PART 5)

ADVANCED AMAROK CR 13

Pathfinder RPG Bestiary 5 288, 17

LN Huge magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness, *true seeing*; **Perception** +30

DEFENSE

AC 32, touch 15, flat-footed 25 (+7 Dex, +17 natural, -2 size)

hp 202 (15d10+120)

Fort +17, **Ref** +16, **Will** +15

OFFENSE

Speed 50 ft.

Melee bite +25 (4d6+18/19–20 plus grab and trip)

Space 15 ft.; **Reach** 10 ft.

Special Attacks grab, soul bite, trip

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

Constant—*discern lies*, *true seeing*

3/day—*remove curse*

STATISTICS

Str 34, **Dex** 25, **Con** 26, **Int** 19, **Wis** 27, **Cha** 20

Base Atk +15; **CMB** +29 (+37 grapple); **CMD** 46 (48 vs. grapple, 50 vs. trip)

Feats Alertness, Cleave, Combat Reflexes, Greater Grapple, Improved Critical (bite), Improved Grapple, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +25, Perception +30, Sense Motive +27, Stealth +21, Survival +23, Swim +30; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan; *speaks with animals*

SPECIAL ABILITIES

Soul Bite (Su) As a standard action, an amarok can bite directly into the soul of any creature it can see. A shadowy image of the bitten creature appears next to the amarok, and the amarok makes its bite attack as if the creature were within reach. A soul bite deals the same amount of damage as a normal bite attack, and ignores hardness and damage reduction. If its bite attack hits, the amarok can attempt to trip and grab the target. When the amarok grabs a creature in this way, the creature doesn't move, but the amarok visibly wrestles with the shadowy image and the creature appears to be grappling with thin air. This ability doesn't work against creatures that don't have souls (like most constructs) or that don't have a separate body and soul (like outsiders).

ADVANCED CATOBELPAS CR 13

Pathfinder RPG Bestiary 2 292, 52

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +27

Aura stench (30 ft., DC 25, 10 rounds)

DEFENSE

AC 31, touch 10, flat-footed 30 (+1 Dex, +21 natural, -1 size)

hp 189 (14d10+112)

Fort +17, **Ref** +10, **Will** +10

SR 23

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +20 (3d6+7), gore +20 (2d8+7/19–20), 2 hooves +18 (1d8+3)

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

Special Attacks breath weapon (60 ft. cone, poison, Fortitude DC 25, usable every 1d4 rounds), trample (4d6+10, DC 24)

STATISTICS

Str 24, **Dex** 12, **Con** 26, **Int** 9, **Wis** 19, **Cha** 14

Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)

Feats Diehard, Endurance, Improved Critical (gore), Improved Iron Will, Iron Will, Multiattack, Skill Focus (Perception)

Skills Perception +27, Swim +15

Languages Aklo

SPECIAL ABILITIES

Poison Breath (Ex) A catoblepas's horrid, stinking breath is 60-foot cone of poison gas. Breath—contact; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves.

CORPSE LOTUS CR 13

Pathfinder RPG Bestiary 5 60

N Huge plant

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +21

Aura preserving mists (30 ft.)

DEFENSE

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, -2 size)

hp 178 (17d8+102)

Fort +16, **Ref** +11, **Will** +6

Defensive Abilities all-around vision; **DR** 10/slashing; **Immune** plant traits; **Resist** acid 10, electricity 10

OFFENSE

Speed 10 ft.

Melee 4 vines +22 (1d8+12 plus grab)

Space 15 ft.; **Reach** 25 ft.

Special Attacks constrict (1d8+12), swallow whole (4d6 acid damage, AC 17, 17 hp)

STATISTICS

Str 34, **Dex** 19, **Con** 23, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +26 (+28 bull rush); **CMD** 40 (42 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (vine)

Skills Perception +21

SQ camouflage, digest corpse, preserving mists

SPECIAL ABILITIES

Camouflage (Ex) A corpse lotus can blend in exceptionally well with vegetated areas when not taking any actions. In such an area, a creature must make a successful DC 30 Perception

check to recognize a corpse lotus for what it is before the corpse lotus attacks the first time.

Digest Corpse (Su) A corpse lotus can consume a corpse to quickly heal damage it has taken. As a standard action, a corpse lotus can swallow any corpse within reach that still has flesh attached to grant itself fast healing 10 for 1 minute. Any living creature killed by a corpse lotus's swallow whole ability automatically triggers this ability. A corpse lotus must wait until 1 minute after its fast healing has ended before it can use this ability again.

Preserving Mists (Su) Corpse lotuses emanate a fine mist that spreads across the ground to a range of 30 feet. Any corpse within this area is affected as if by *gentle repose* (CL 1st).

Vines (Ex) A corpse lotus's vines are primary natural attacks with the grab ability. A corpse lotus doesn't gain the grappled condition when grappling enemies with its vines and can maintain grapples with any number of its vines with the same standard action.

FROGHEMOTH CR 13

Pathfinder RPG Bestiary 136

N Huge aberration

Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +16

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 184 (16d8+112)

Fort +12, **Ref** +8, **Will** +11

Immune electricity (partial); **Resist** fire 10

Weaknesses slowed by electricity

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +20 (2d6+10/19-20 plus grab), 4 tentacles +18 (1d8+5 plus grab), tongue +18 (1d4+5 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue)

Special Attacks constrict (tentacle, 1d6+10), swallow whole (3d6+10 damage, AC 19, hp 18)

STATISTICS

Str 30, **Dex** 13, **Con** 24, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 35

Feats Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Perception +16, Stealth +14 (+22 in marshes), Swim +18;

Racial Modifiers +8 Perception, +8 Stealth in marshes

SPECIAL ABILITIES

All-Around Vision (Ex) A froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Slowed by Electricity (Ex) Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

GOLIATH SPIDER CR 11

Pathfinder RPG Bestiary 4 252

N Colossal vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 25, touch 3, flat-footed 24 (+1 Dex, +22 natural, -8 size)

hp 147 (14d8+84)

Fort +15, **Ref** +5, **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (6d8+22 plus poison)

Space 30 ft.; **Reach** 30 ft.

Special Attacks poison, poisoned web (+13 ranged, DC 23, 14 hp), trample (4d8+22, DC 32)

STATISTICS

Str 41, **Dex** 13, **Con** 22, **Int** —, **Wis** 10, **Cha** 2

Base Atk +10; **CMB** +33; **CMD** 44 (56 vs. trip)

Skills Climb +23, Perception +4, Stealth -7 (+1 in forests); **Racial**

Modifiers +8 Climb, +4 Perception, +8 Stealth (+16 in forests)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and paralysis 1 round; *cure* 2 consecutive saves.

Poisoned Web (Ex) This ability works like the web ability, but affects all creatures in a 10-foot-radius burst. In addition, any creature hit by the web must save against the spider's poison.

ORC WITCH DOCTOR CR 8

Pathfinder RPG Monster Codex 171

Orc witch (scarred witch doctor) 9 (*Pathfinder RPG Advanced Race Guide* 140)

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

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

hp 94 (9d6+60)

Fort +7, **Ref** +6, **Will** +10; +2 vs. pain

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19-20)

Ranged sling +6 (1d4+1)

Special Attacks hexes (blight [90 feet], cackle, evil eye [-4, 4 rounds], misfortune [2 rounds], slumber [9 rounds])

Witch Spells Prepared (CL 9th; concentration +10)

5th—*cloudkill* (DC 17)

4th—*enervation*, *shout* (DC 16)

3rd—*fly*, *lightning bolt* (DC 15), *pain strike*^{APG} (DC 15), *screech*^{APG} (DC 15)

2nd—*blindness/deafness* (DC 14), *false life*, *glitterdust* (DC 14), *hold person* (DC 14), *touch of idiocy*

1st—*burning hands* (DC 13), *chill touch* (DC 13), *enlarge person* (DC 13), *mage armor*, *ray of enfeeblement* (DC 13)
0 (at will)—*arcane mark*, *detect magic*, *read magic*, *spark*^{APG}
Patron vengeance

TACTICS

Before Combat The witch doctor casts *false life* and *mage armor* on herself before combat.

During Combat Before enemies reach her, the witch doctor casts *cloudkill*. She then casts *fly* on herself so she can cast additional spells and use hexes from above her enemies' melee reach. The witch doctor typically spends a couple of rounds weakening her strongest foes using *enervation* and *ray of exhaustion*, then begins blasting with evocation spells.

Base Statistics Without *false life* and *mage armor*, the witch doctor's statistics are **AC** 13, touch 13, flat-footed 11; **hp** 79.

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 18

Feats Accursed Hex, Combat Casting, Extra Hex^{APG}, Iron Will, Toughness

Skills Heal +7, Intimidate +12, Perception +10, Spellcraft +13

Languages Common, Orc

SQ fetish mask, fierce intelligence, hex scar, scarshield (+4, 9 min./day), weapon familiarity

Combat Gear *potion of cure serious wounds*, *wand of ray of exhaustion* (4 charges); **Other Gear** mwk dagger, sling with 20 stones, *belt of incredible dexterity* +2, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, 98 gp

SPECIAL ABILITIES

Errata Adjustments These statistics first appeared in *Pathfinder RPG Monster Codex*, shortly after which the scarred witch doctor archetype received adjustments in a new printing of *Pathfinder RPG Advanced Race Guide*. The special abilities printed below reflect the updated abilities, and the statistics above have received minor adjustments to match these changes. In some places, there may be minor inconsistencies that result and can be waived (e.g. the witch doctor's low Intelligence would now prevent her casting 5th-level spells). To minimize the number of books needed to run this encounter, the spells prepared have replaced several *Advanced Race Guide* spells with those that appear in the *Pathfinder Core Rulebook*.

It is also okay to use the original statistics as they appear in the *Monster Codex*.

Fetish Mask (Su) When wearing her fetish mask, a scarred witch doctor gains a +2 circumstance bonus on Heal and Intimidate

checks and gains a +2 bonus on saving throws against effects that specifically cause pain or have the pain descriptor.

Fierce Intelligence A scarred witch doctor treats her Intelligence score as 2 points higher when determining the highest level of spells she can cast, the number of spells she can cast per day, her spell save DCs, her number of spells known at 1st level, and any effects of her hexes determined by her Intelligence.

Hexes (Su) The scarred witch doctor's save DCs for her hexes is 16.

Scarshield (Su) At 1st level, a scarred witch doctor learns how to harden her mutilated skin, gaining a +4 enhancement bonus to her natural armor. She can use this ability for a number of minutes per day equal to her class level. These minutes do not need to be consecutive, but she must spend them in 1-minute increments.

SHAMBLING MOUND

CR 6

Pathfinder RPG Bestiary 246

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

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

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

APPENDIX 10: SUBTIER 10–11 BESTIARY (PART 6)

ADULT UMBRAL DRAGON CR 14

Pathfinder RPG Bestiary 2 102

CE Huge dragon (extraplanar)

Init +4; **Senses** dragon senses; Perception +25

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, –2 size)

hp 195 (17d12+85)

Fort +15, **Ref** +10, **Will** +15

DR 5/magic; **Immune** cold, death effects, energy drain, paralysis, sleep; **SR** 25

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +23 (2d8+12/19–20), 2 claws +23 (2d6+8), tail slap +21 (2d6+12), 2 wings +21 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 23, 12d8 negative energy, DC 23), crush, shadow breath (6 Str)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*darkness*, *shadow walk*, *vampiric touch*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *inflict serious wounds* (DC 18)

2nd (7/day)—*command undead* (DC 17), *invisibility*, *web* (DC 17)

1st (8/day)—*grease* (DC 16), *inflict light wounds* (DC 16), *magic missile*, *reduce person* (DC 16), *shield*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *disrupt undead* (DC 15), *mage hand*, *ray of frost*, *read magic*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +17; **CMB** +27; **CMD** 37 (41 vs. trip)

Feats Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike

Skills Bluff +25, Diplomacy +25, Fly +16, Knowledge (arcana, local, planes) +25, Perception +25, Sense Motive +25, Stealth +18, Survival +25

Languages Abyssal, Aklo, Common, Draconic, Necril, Undercommon

SQ ghost bane, umbral scion

SPECIAL ABILITIES

Ghost Bane (Su) A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Shadow Breath (Su) Three times per day, an adult umbral dragon can breathe a cone of shadows. Creatures who fail a DC 23 Fortitude save are blinded for 1d4 rounds and take 6 points of Strength drain. A successful save negates the blindness and reduces Strength drain to 1d4 points.

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

ESHIMKA CR 16

Nightwalker (*Pathfinder RPG Bestiary 2* 201)

CE Huge undead (extraplanar, nightshade)

Init +2; **Senses** darksense, darkvision 60 ft., detect magic, low-light vision; Perception +29

Aura desecrating aura (30 ft.)

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, –2 size)

hp 241 (21d8+147)

Fort +14, **Ref** +11, **Will** +19

DR 15/good and silver; **Immune** cold, undead traits; **SR** 27

Weaknesses light aversion

OFFENSE

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19–20 plus 4d6 cold)

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

Special Attacks channel energy (8d6, DC 29, 8/day), fear gaze, swift sundering

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20), *invisibility*, quickened *unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), summon (level 7, 4 greater shadows)

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +15; **CMB** +29; **CMD** 41

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (unholy blight), Vital Strike

Skills Intimidate +29, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 in darkness), Swim +33; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Darksense (Ex) Nightshades gain *true seeing* in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the nightshade's *true seeing*.

Desecrating Aura (Su) All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by *dispel evil*, but

a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will DC 25 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Light Aversion (Ex) A nightshade in bright light becomes sickened—the penalties from this condition are doubled when the nightshade is in natural sunlight.

Summon (Sp) Nightshades can summon undead creatures. They can be summoned only within areas of darkness, and summoned undead cannot create spawn.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

HARIONAGO CR 11

Pathfinder RPG Bestiary 4 149

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 147 (14d8+84)

Fort +10, **Ref** +9, **Will** +12

Defensive Abilities channel resistance +2; **DR** 10/magic;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (1d6+4/19–20 plus paralysis), 4 hair barbs +12 (1d6+2/19–20 plus bleed)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hair barbs)

Special Attacks bleed (5), infectious laughter, paralysis (1d4+1 rounds, DC 23)

Spell-Like Abilities (CL 14th; concentration +20)

3/day—*feather fall*, *levitate*, *ray of enfeeblement* (DC 17), *unnatural lust* (DC 18)

1/day—*charm monster* (DC 19), *vampiric touch* (DC 19)

STATISTICS

Str 19, **Dex** 20, **Con** —, **Int** 15, **Wis** 17, **Cha** 22

Base Atk +10; **CMB** +14; **CMD** 29

Feats Combat Reflexes, Improved Critical (claw), Improved Critical (hair barb), Improved Initiative, Improved Natural Attack (hair barb), Multiattack, Weapon Finesse

Skills Bluff +20, Disguise +23, Intimidate +16, Knowledge (nobility) +5, Perception +20, Perform (sing) +10, Sense Motive +20, Stealth +22

Languages Common, Elven, Sylvan

SPECIAL ABILITIES

Infectious Laughter (Su) As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a DC 23 Will saving thrown or be affected as the *hideous laughter* spell (CL 14th), except that a laughing creature is considered helpless

to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature. Its save DC is Charisma-based.

JARL BLOODFIST CR 12

Frost giant vampire rogue 2 (*Pathfinder RPG Bestiary* 270, 149)

CE Large undead (augmented humanoid, cold, giant)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 31, touch 13, flat-footed 27 (+3 armor, +3 Dex, +1 dodge, +15 natural, –1 size)

hp 154 (16d8+82); fast healing 5

Fort +13, **Ref** +12, **Will** +10

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

Weaknesses vampire weaknesses, vulnerability to fire

OFFENSE

Speed 40 ft.

Melee +1 *morningstar* +24/+19/+14 (2d6+14), slam +18 (1d6+6 plus energy drain)

2 slams +23 (1d8+13 plus energy drain)

Ranged rock +13 (1d8+19 plus 6d6 negative energy)

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

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), rock throwing (120 ft.), sneak attack +1d6

STATISTICS

Str 37, **Dex** 17, **Con** —, **Int** 10, **Wis** 18, **Cha** 19

Base Atk +11; **CMB** +25 (+27 overrun, +27 sunder); **CMD** 39 (41 vs. overrun, 41 vs. sunder)

Feats Alertness^B, Cleave, Combat Reflexes^B, Dodge^B, Great Cleave, Improved Initiative^B, Improved Iron Will, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes^B, Power Attack, Skill Focus (Stealth), Toughness^B

Skills Acrobatics +10, Bluff +12, Climb +20, Craft (weapons) +5, Intimidate +17, Perception +30, Sense Motive +14, Stealth +27; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Giant

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, rogue talent (stand up), shadowless, spider climb, trapfinding +1

Combat Gear *potions of invisibility* (2); **Other Gear** +1 leather armor, +1 *morningstar*, 5 rocks

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points

equal to its full normal hit points) each round it drains blood.

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a vampire's slam gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of

exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

KELLID WARRIOR

CR 9

Human ranger 10

N Medium humanoid (human)

Init +4; **Senses** Perception +14

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 99 (10d10+40)

Fort +10, **Ref** +12, **Will** +7

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +13/+8 (1d8+2/×3)

Ranged +1 *composite longbow* +16/+11 (1d8+3/×3)

Special Attacks combat style (archery), favored enemies (animals +6, evil outsiders +2, undead +2)

Ranger Spells Prepared (CL 7th; concentration +8)

2nd—*barkskin*

1st—*aspect of the falcon*^{APG}, *longstrider*, *resist energy*

STATISTICS

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

Base Atk +10; **CMB** +12; **CMD** 26

Feats Deadly Aim, Endurance, Improved Precise Shot, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (longbow)

Skills Climb +15, Handle Animal +12, Knowledge (nature) +13, Perception +14, Stealth +17, Survival +14, Swim +15

Languages Common, Hallit

SQ favored terrains (forest +4, plains +2), hunter's bond (companions), swift tracker, track +5, wild empathy +9, woodland stride

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*; **Other Gear** +2 *studded leather*, +1 *composite longbow* (+2 Str) with 40 arrows, *sizzling arrow*^{APG}, mwk battleaxe, *cloak of resistance* +1

VAMPIRE

Pathfinder RPG Bestiary 270

Female human vampire sorcerer 8

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 102 (8d6+72); fast healing 5

Fort +13, **Ref** +11, **Will** +12

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

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)

Bloodline Spell-Like Ability (CL 8th, +7 touch)

11/day—grave touch

Sorcerer Spells Known (CL 8th, concentration +16)

4th (5/day)—*greater invisibility*

3rd (5/day)—*dispel magic*, *fireball* (DC 21), *vampiric touch*

2nd (8/day)—*false life*, *invisibility*, *scorching ray*, *web* (DC 20)

1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19), *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*

0—*acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*

Bloodline undead

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 14, **Wis** 16, **Cha** 26

Base Atk +4; **CMB** +7; **CMD** 24

Feats Alertness^B, Blind-Fight, Combat Casting, Combat Reflexes^B, Dodge^B, Eschew Materials, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Still Spell, Toughness^B, Weapon Finesse

Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +10, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

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

Gear *cloak of resistance* +3, *headband of alluring charisma* +4, *ring of protection* +2

SPECIAL ABILITIES

For vampire special abilities, see Jarl Bloodfrost on page 69.

VOID BEAR

CR 10

Advanced void-ravaged polar bear (*Pathfinder RPG Bestiary* 5 288, 41, *Pathfinder RPG Planar Adventures* 117)

N Large animal

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, -1 size)

hp 135 (10d8+90)

Fort +16, **Ref** +12, **Will** +10

Defensive Abilities negative energy affinity; **DR** 5/—; **Immune** death effects, energy drain, mind-affecting effects

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +17 (1d8+11 plus energy drain), claw +17 (1d6+11 plus grab)

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

Special Attacks energy drain (1 level, DC 19)

STATISTICS

Str 33, **Dex** 21, **Con** 29, **Int** 2, **Wis** 20, **Cha** 18

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 34

Feats Diehard, Endurance, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Perception +16, Survival +9, Swim +23

SPECIAL ABILITIES

Negative Energy Affinity (Ex) A void-ravaged creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

APPENDIX 11: TABLE GM REFERENCE SHEET—PART 5

The following appendix compiles the Table GM information that appears in Part 5.

During Part 5, the PCs make their way into Northern Fangwood, fight against blighted creatures, seek aid from spirits bound to the forest, and might attempt a trial set up by a fey called Grimpfkin. Finally, the PCs confront the heart of the blight and its corrupted guardians.

New Material: A new encounter called Lost Pathfinders has been added to Part 5 as part of the Version D update. This encounter can be played in two different ways, both providing plenty of added content for ambitious groups and offering some new experiences for players who are already familiar with the events of Part 5.

Pacing: All of Part 5 except the final encounter is intended to take about 80 minutes to play, providing each table enough time to complete 3–4 encounters. At that time, the Overseer GM announces the transition to area **R**; do not move to that area earlier. Once that announcement occurs, wrap up any ongoing encounters with some quick narrative to ensure the players get plenty of time to tackle the last encounter.

Reporting: Almost all encounters have a reporting entry at the very end that notes how to handle successes. Most encounters involve the Table GM reporting one success to the HQ Staff. If the PCs convince the spirits to aid them, the Table GM should report one or more spirit successes. If the PCs destroy the heart of the blight or a seedpod, the Table GM should report one special success.

Travel Time: Navigating the Fangwood is difficult,

and it takes about 20 minutes to travel from encounter to encounter in Part 5 for a group with a speed of 30 feet (about 30 minutes with a speed of 20 feet or 15 minutes for a speed of 40 feet). Treat any PCs who are able to ignore natural obstacles (such as with the woodland stride ability) as though their speed were four times greater for the purpose of this travel time.

Fey Challenge: The encounter with Grimpfkin does not involve reporting any successes or conditions that affect the entire House. Instead, see the Development sections on pages 37 and 39 for resolving that encounter.

PART 5 CONDITIONS

These conditions feature in Part 5.

Helpful Spirits: This condition triggers and affects the entire House once the tables have reported enough spirit successes. This affects the placement of the PCs in the encounter in area Q, and the House gains access to a new aid token benefit for the final encounter; see the Guardians and Spirits sidebar on page 39.

Unaware Guardians: This condition triggers and affects the entire House once the tables have reported enough successes. This affects the encounter in area Q; see the Guardians and Spirits sidebar on page 39.

Weakening Blight: This condition triggers and affects the entire House once the tables have reported enough special successes. All blighted creatures must immediately succeed at an Easy Will save or become dazed for 1 round. Additionally, the blighted creatures take a –1 penalty to AC and a –1 penalty on attack rolls and saving throws.

APPENDIX 12: TABLE GM REFERENCE SHEET—PART 6

The following appendix compiles the Table GM information that appears in Part 6.

Pacing: All of Part 6 except the final encounter is intended to take about 80 minutes to play, providing each table enough time to complete several encounters. After 80 minutes (or slightly before, if the House is reporting many successes), the Overseer GM announces the transition to encounter **W**; do not begin that encounter earlier. Once the announcement occurs, it's okay to wrap up an ongoing encounter with some quick narrative to ensure the players get plenty of time to tackle the last encounter.

Healing: The PCs have enough time to do some quick healing between the different encounters, such as using healing spells, potions, or wands.

Light: Part 6 takes place in the late afternoon and evening, but the Negative Energy Plane's encroaching influence restricts the region to dim light.

Terrain: Forest areas are considered difficult terrain, except in the final encounter (see page 35). The standing stones are 10 feet high. The river's water flows swiftly and requires a DC 15 Swim check to traverse. The water is also numbingly cold, and a PC who ends their turn in the water is staggered for 1 round (Easy Fortitude save negates).

Reporting: All encounters have a reporting entry at the very end that notes how to handle successes. Most encounters involve the Table GM reporting one success to the HQ Staff. If the PCs succeed at the ritual (see page 34), the Table GM should report one or two ritual successes. If the PCs defeat their enemies in the final encounter, the Table GM should report one special success. If the PCs defeat Eshimka, the Table GM should report two special successes.

PART 6 CONDITIONS

These conditions feature in Part 6.

Dangerous Drake: This condition triggers and affects the entire House once enough tables have reported dragon successes. Pathfinders have defeated a violent drake, either slaying it so that more allies are available during the final encounter or convincing the dragon to fight at the

Pathfinders' side. If a table personally killed or negotiated with the drake, this benefit should reflect their choices—such as by having the drake appear as reinforcements in the PCs' hour of need.

During the final encounter in area **W**, each table gains a bonus use of the Allied Offensive benefit as if provided by an Aid Token.

Empyrean Approval: This condition triggers and affects the entire House once enough tables have reported successes. As the Pathfinders push on, Vildeis's approval grows, and she renews the PCs' vigor.

Each PC regains any spent Blessing of Vildeis. A PC cannot have more than one blessing.

Eshimka Defeated: This condition triggers and affects the entire House once enough tables report nightshade successes and Eshimka successes. Pathfinders have dealt a devastating blow to Eshimka, weakening her to the point that she can neither direct the battle nor threaten large groups.

Negate the hazard in area **W**. A table can expend any Pathfinders' Teamwork handout it has to restore a number of hit points to each PC equal to $2 \times$ the APL (minimum 5).

Weakened Rift: This condition triggers and affects the entire House once enough tables report ritual successes. Shielded and aided by the Pathfinders, the Twinhorn mystics have begun a powerful ritual to seal the Solstice Scar, the rift to the Negative Energy Plane. The positive energy generated by this process partially restores the PCs.

Each PC regains hit points equal to $2 \times$ the APL. In addition, each PC regains one of the following of their choice.

- Regain a single use of an ability the PC can use four or fewer times per day or two uses of an ability the PC can use at least five times a day.
- Regain one or more spells or spell slots whose total levels are equal to your character level (minimum 2).
- Remove a temporary negative level or a disease.
- Heal 1d3 points of damage to all ability scores.
- Gain a +1 sacred bonus on all attack rolls and saving throws either for the duration of your combat encounter or for the duration of your next combat encounter.

APPENDIX 13: OVERSEER GM REFERENCE SHEET—PART 5

The following appendix compiles the Overseer GM information that appears in Part 5.

During Part 5, the Overseer GM tallies reported successes, special successes, and spirit successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

After 80 Minutes: Once the House has had about 80 minutes to explore the blighted forest, the Overseer GM should make the following announcement to indicate that area Q is now accessible.

It is difficult to tell how much time has passed through the smothering canopy as Medda addresses the regrouped Pathfinder and Twinhorn forces. “The ancient battlefield is just beyond those trees. There, Ivvora and her comrades scattered an undead army, but the necromantic taint never left this land. Instead, the plants and animals have gradually absorbed the evil, encouraged by someone calling herself Mother Bloodleaf.

“We must strike as one, simultaneously attacking the corruption’s heart as well as the seedpods spread out around the swamp. Their destruction will unleash harmful energies, so we of the Twinhorn following shall head toward the center to ritually disperse that energy to keep it from festering anew! Each team should follow its Twinhorn mystic to an intended target, and from there, three blasts of a horn shall signal our attack. May Vildeis bless us as she did Ivvora before us!”

Medda, the Twinhorns, and the Pathfinders spread out and make their way through the woods to their striking positions.

In addition, read one of the two announcements in the Successes entry below, based on the number of successes the House has reported.

Successes: The number of successes (not including spirit successes) reported affects what extra condition is in effect after 80 minutes when the House can enter area Q. If the House has reported at least a number of successes equal to $2\frac{1}{3} \times$ the number of tables, the Unaware Guardians condition is in play, and the Overseer GM should read the first of the announcements below. If not, read the second announcement instead.

For the Unaware Guardians condition, read the following aloud.

Three blasts of a war-horn echo across the heavily forested battleground. As the Pathfinders rush toward their targets, startled figures with purple glowing eyes hurry toward the seedpods and the enormous dark flower at the heart of the swamp. A shriek carries over the battleground. “What treachery is this? My minions have fallen without so much as warning me? No matter, I shall rip out any trespassers’ souls and feed them to the blight!”

Table GMs, the Unaware Guardians condition is now in effect,

and the way to area Q is now open. Please move to that encounter area quickly.

If the House has not earned enough successes to trigger the Unaware Guardians condition, read the following instead.

Three blasts of a war-horn echo across the battlefield. As the Pathfinders rush toward their targets, malicious laughter echoes over the marsh. “Ah, the main course has arrived at last! Our flowers shall drink up your souls and spread across the land.” Across the clearing, glowing purple eyes open in anticipation, and an enormous flower near the center sways as if in anticipation. It seems the creatures here are aware of your attack.

Table GMs, please move to the encounter in area Q swiftly.

Special Successes: Runners report special successes following the destruction of the heart of the blight or a seedpod in the encounter in area Q, and these contribute to activating the Weakening Blight condition. Once the House has reported a number of special successes equal to one-third ($\frac{1}{3}$) the number of tables, rounded up, read the following aloud.

Several blasts of purple energy momentarily light up the battlefield. The initial shouts of celebration are quickly drowned out by the agonized screech emitted by the heart of the blight.

Table GMs, the Weakening Blight effect is in play.

Spirit Successes: Runners report either one or two spirit successes whenever a table successfully concludes the Grove of Faces encounter, and these contribute to activating the Helpful Spirits condition. Once the House has reported a number of spirit successes equal to the number of tables, read the following aloud.

Even though much of the forest withers from some evil curse, eager faces flow from tree to tree as the friendly, whispering spirits encourage their would-be saviors onward.

Table GMs, the Helpful Spirits effect is in play.

CONCLUDING PART 5

After about 120 minutes, the Overseer GM should read the following aloud to conclude Part 5.

Strands of purple energy whip across the battleground and begin to swirl above the remains of the giant flower. The continuous chant of the Twinhorn shamans reaches a fever pitch and then suddenly stops. After a breathless moment of silence, a loud reverberating boom echoes across the swamp as a column of purple energy pierces through the clouds, dissipating into the starry sky. Shouts of celebration begin to sound across the field as Medda makes her way to the heart of the blight. A shaft of

moonlight shines on the site through the parted clouds as she rips through the withered roots of the blighted flower. Medda reaches in and draws out the shriveled remains of a female crusader. In stark contrast to the rest of the remains, her silvery breastplate glimmers in the moonlight. A grievous blow has scarred its surface where a golden engraved figure spreads out her wings. Trails of blood seep out from scars running across the figure. Medda lowers the remains gently upon a white cloak that a Twinhorn warrior has placed on the ground.

With a heavenly glow, the ghostly form of Ivvara appears in the clouds above. "She was my sister-in-arms against the vile Tar-Baphon. I now know that her sacrifice spared me all those years ago, as it will all of you in the days to come. Go with Vildeis' grace and use this blessed plate to vanquish my hated adversary. Hurry back north, for the moment of Eshimka's reckoning draws near!"

Medda looks up to the sky as the visage of Ivvara dissipates,

the red phantom hand of Anok floating above her shoulder. After a moment, she kneels next to the crusader's remains and carefully wraps them up in the white cloak, which is slowly soaked with red. She looks at the crowd gathered around her and speaks up. "We stand here triumphant, having rid this land of corruption. But this is a mere shade of the darkness that awaits us at the Solstice Scar! Fear not, for Vildeis' blessing will guide our weapons to strike true and eradicate Eshimka for good!" Medda motions for the Twinhorn warriors to raise the bundled remains on their shields as one of the honored dead. "Path nders, you have done much for my tribe and our lands, but I ask you once more to lend us your weapons so that we might end the evil that haunts Solstice Scar. What say you?"

Now is a good time to provide a brief break before beginning Part 6.

APPENDIX 14: OVERSEER GM REFERENCE SHEET—PART 6

The following appendix compiles the Overseer GM information that appears in Part 6.

During part 6, the Overseer GM tallies reported successes, ritual successes, special successes, and Eshimka successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

Before this Part: One of the scoring mechanics below is based on the number of tables that are playing Subtiers 1–2, 3–4, or 5–6. As part of mustering, be sure to have an approximate count of how many tables are playing in these subtiers.

After 80 minutes: The PCs should have about 80 minutes in which to fight Eshimka’s vanguard, neutralize the drake, and skirmish in the Negative Energy Plane. After that time—or before, if the House reports enough successes (see below)—the Overseer GM should make the following announcement to indicate that the final encounter in area **W** is now accessible.

The combined Pathfinder and Twinhorn forces have beaten back the worst of Eshimka’s vanguard, and their spellcasters are hard at work repairing the damage around the planar rift. It seems there is at last a lull when a pair of blade-like arms stab through the rift and tear it wider. The wound releases a wave of negative energy that crashes into the mystics’ wards, though the shock causes the trees for hundreds of feet around to wither, their limbs snapping off and turning to ash before hitting the ground. Through the widened rift steps a towering giant with sinister horns, shaking the ground with every step as her army follows her: vampires, towering suits of armor, hungry corpses, and even a powerful dragon! Medda’s shout carries over the din. “Eshimka is here! Strike now!”

The giant laughs thunderously as it regards the mortals around it and tears of pieces of her own flesh that turn into nightmarish beasts. “The living are no match for my might. Spread out, and reduce every one of these mortals to dust!”

Table GMs, please begin the encounter Eshimka’s Assault within the next few minutes.

Successes: The number of successes reported—including normal successes, dragon successes, and ritual successes—determines how soon Eshimka attacks as well as whether the PCs regain a use of their Blessing of Vildeis handout. Once the House has reported a number of successes equal to $2-2/3 \times$ the number of tables, read the following aloud.

The combined Pathfinder and Twinhorn forces shatter undead bones and topple the walking dead, even while sustaining wounds of their own. However, their momentum seems unstoppable. The holy approval of the empyreal lord Vildeis grows stronger, as if recognizing the Pathfinders’ righteousness by causing their

weapons, armor, and even blood to shimmer with angelic power.

Table GMs, the Empyreal Approval condition is now in effect, restoring the PCs’ expended blessings of Vildeis.

Once the house has reported a number of successes equal to $3-1/3 \times$ the number of tables, you can begin the Eshimka’s Assault event by reading aloud the text (see “After 80 minutes”).

Dragon Successes: The number of dragon successes reported determines whether the Pathfinders have defeated or even recruited the drake Zurhriga. Once the House has reported a number of dragon successes equal to $2/3$ the number of tables playing Subtier 1–2, 3–4, or 5–6 (rounded up), read the following aloud.

An anguished draconic roar echoes across the landscape. Within minutes, reports begin circulating that some of the Society’s newest agents single-handedly defeated a powerful drake, ensuring that will be no threat during the final assault. Competing rumors suggest these agents actually convinced the drake to fight by their side! Whatever the case, it is a great boon in the fights to come.

Table GMs, the Dangerous Drake condition is in effect, providing an edge in the final battle.

Ritual Successes: Runners report ritual successes following the completion of the Planar Ritual encounter, and these contribute to activating the Weakened Rift condition. Once the House has reported a number of ritual successes equal to $2/3$ the number of tables (rounded up), read the following aloud.

Smoke, pale flames, and incantations rise as one around the Kellids’ stone circle as a combined force of Twinhorn and Pathfinder mystics reach the climax of their ritual. As the magic takes hold, the rift into the Negative Energy Plane weakens and begins to shrink. A burst of positive energy ripples out from the site, washing over combatants for miles around.

Table GMs, the Weakened Rift condition is now in effect, healing the PCs.

Nightshade Successes and Eshimka Successes: Runners report nightshade successes following the successful completion of a Nightshade encounter (area **W**). They report Eshimka successes whenever a Subtier 10–11 group successfully defeats the nightwalker Eshimka. Treat each Eshimka success as if it were two nightshade successes. Once the House has reported a number of nightshade successes equal to $2/3$ the number of tables (rounded down), read the following aloud.

Her dark armor riddled with arrows and sliced by a dozen blades, Eshimka staggers back from the nearby Pathfinders attacking her. With one blade-arm she beckons for more of her shadowy

minions to reunite with her body and heal her wounds, but other Pathfinders have slain too many for any to answer her call. For the first time, Eshimka seems worried, fighting for her survival rather than leading her army.

Table GMs, the Eshimka Defeated condition is now in effect, ending the ongoing hazard.

Concluding Part 6: This part should end after about 120 minutes, or earlier if the House reports a number of nightshade successes equal to $1-1/3 \times$ the number of tables. Ideally, let each table have the opportunity to finish one combat.

For a smaller event in which one PC has demonstrated exceptional heroism, consider having that character be described slaying Eshimka in place of Medda landing the killing blow in the second paragraph.

A screeching wail cuts across the battlefield as Eshimka falls to her knees, her undead horde routed to all sides by the combined Pathfinder and Twinhorn forces. The nightshade cries out in anger and dismay, “No! How could mortals worms like these strike me down?”

As if answering the question, Medda strides forward, battered and bleeding before her blessed armor begins to glow brighter and brighter. Cast in the shadow of a nearby standing stone, the dwarven apparition of the paladin warrior Ivvora seems to mirror Medda’s movements and guide her steps. As one they respond, “Eshimka, this battle began a millennium ago, and it ends tonight. Vildeis has judged you and found you wanting. Producing a dagger of white fire in one hand, Medda and Ivvora both plunge their blades into the undead giant’s chest. Eshimka’s mouth opens in a silent scream as light pours from her eyes, mouth, and the wounds inflicted by the Pathfinders. The nightshade’s body

crumbles into ash that the wind scatters across the snow, and the dying rift at last closes.

The towering dwarven ghost salutes the gathered heroes and announces, “You have all proved yourself worthy of Vildeis’ attention. Pathfinders, you have defeated a great evil, so let your tale of your bravery shatter your enemies’ courage while bolstering your own. Medda and Anok, you have made me proud and finished what I could not. Go with Vildeis’s blessing, and keep vigilant—evil never rests.” Ivvora smiles and looks up to the stars as she fades away and the blessed armor returns to its normal sheen.

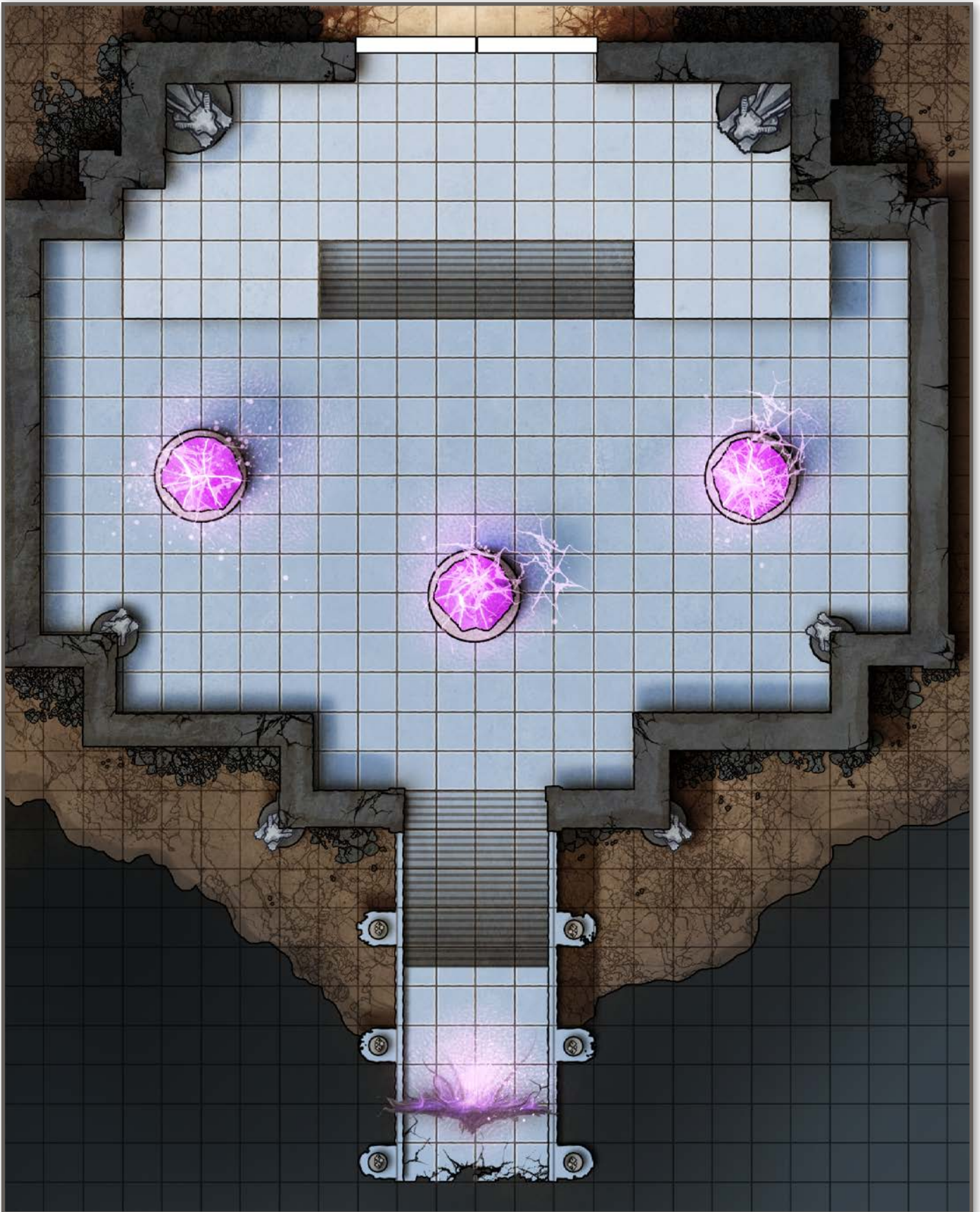
Medda looks to the champions surrounding her. “Everyone, I cannot put into words how grateful I am to all of you. You have stood by my side through all these hardships, and at last we have triumphed! Eshimka is forever destroyed, and we the Twinhorn following have found true allies in the Pathfinder Society. Call on us in your hour of need, and we shall come to your aid. For now though, the danger has passed.” She and Anok give one last look to where the planar scar is already healing.

“Let us celebrate at last.”

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

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points. Each PC earns the Blod and Courage, Emyreal Revenant, and Martyr’s Shard 4 boons on their Chronicle sheet.



AID TOKEN

In this event, an aid token can provide any one of the effects below. At the end of an encounter after using the token, pass it to another table. Before passing the token, you can perform a particular action to boost the effect. You can only attempt an action to boost an aid token once before passing it. Some effects reference the table below for their benefits.

Allied Offensive: Other Pathfinders aid your attack, increasing the damage you deal by the listed amount. After the attack, anyone attacking the target is considered to be flanking until the beginning of your next turn.

To Boost: Succeed at an attack roll (Average difficulty).

Boosted Effect: Increase the damage dealt by 1d8, and cross out the boost.

Burst of Healing: A fellow Pathfinder heals all of the PCs by the listed amount.

To Boost: Expend one use of channel positive energy or cast one spell with the healing descriptor whose spell level is at least half your level (rounded down).

Boosted Effect: Increase the healing by 2d6, and cross out the boost.

Timely Inspiration: A fellow Pathfinder grants the benefits of a bard's inspire courage performance for 3 rounds, granting a bonus equal to the listed amount.

To Boost: Expend 3 rounds of bardic performance or a similar ability.

Boosted Effect: Increase the competence bonus by 1, and cross out the boost.

Provide Knowledge (Boosted Only): Gain the benefits of an Easy, Average, or Hard Knowledge check or an Easy, Average, or Hard Spellcraft check to identify a magic item. Then cross out the boost.

To Boost: Attempt a Knowledge or Spellcraft check. Record whether your check met the DC for an Easy, Average, or Hard skill check based on your subtier.

Provide Spellcasting (Boosted Only): Gain the benefits of a spell cast by a fellow Pathfinder.

To Boost: Cast *lesser restoration*, *neutralize poison*, *remove curse*, or *remove disease*. Note the spell, your caster level, and your PC's name on the aid token. Then cross out the boost.

Benefits

Effect	Subtier				
	1-2	3-4	5-6	7-8	10-11
Allied Offensive	1d8	1d8	2d8	2d8	3d8
Burst of Healing	1d6	1d6	3d6	3d6	5d6
Timely Inspiration +1	+1	+2	+2	+3	

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #8-99: The Solstice Scar, Version D

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 Concordance
 A B C D

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

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 Scarab Sages Silver Crusade Sovereign Court Concordance

Character # _____ Prestige Points

Character Name _____

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

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Pathfinder Society Scenario #8-99: The Solstice Scar, Version D

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Blood and Courage: As long as your current hit point total is less than half your maximum hit points, you gain a +2 bonus on Intimidate checks against evil creatures and a +2 bonus on saving throws against fear. While benefiting from these bonuses, you can check one box that precedes this boon to demoralize all evil creatures in a 15-foot cone as a standard action.

Empyrean Revenant: Nothing can keep you from achieving your goal. Within 3 rounds of dying, you can check the box that precedes this boon to begin slowly recovering, fueled by a combination of personal determination and supernatural vigor. During this time, you cannot be turned into an undead creature. After 1 minute, you are restored to life per *raise dead* with half your maximum hit points, gaining no negative levels in the process. If you died as a result of ability damage or drain, you either remove 8 points of that ability damage or remove enough ability drain to return that ability score to 8 (though no higher than your original ability score value). If you died as a result of negative levels, you remove a number of temporary negative levels equal to half your level (rounded up).

At the end of the adventure, your relentless grip on life fails, your body collapses, and you die; this death is not the result of hit point loss and cannot be reversed by effects such as *breath of life*. The cost of any spellcasting service to restore you to life at the end of that adventure is reduced by 3 Prestige Points for each unique Martyr's Shard boon this character has earned. If a PC casts a spell to restore you to life at the end of the adventure, instead reduce the material component cost by 1,000 gp for each unique Martyr's Shard boon this character has earned.

Martyr's Shard 4: The paladin Ivvora wielded a powerful dagger in service to her angelic patron, Vildeis. By helping cleanse the battlefield where she first earned Vildeis's favor, you have secured that empyreal lord's assistance in a time of need—particularly when battling evil.

If you are a paladin or lawful good character capable of casting divine spells, as a free action you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus that stacks with the weapon's existing enhancement bonus, if any (but not with similar additional enhancements, such as that granted by a paladin's divine bond ability), and grant it the ability to overcome damage reduction of undead creatures for 1 minute. During this time, the weapon also grants you a +2 bonus on caster level checks to overcome the spell resistance of evil creatures.

Otherwise, as a free action, you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus (which does not stack with other enhancement bonuses), and it grants you a +1 bonus on caster level checks to overcome the spell resistance of evil creatures for 1 minute. During this time, attacks with this weapon also ignore the first 5 points of undead creatures' damage reduction.

Any character with this boon can purchase an *avenging dagger* (120,604 gp; functions as a *holy avenger* but a dagger rather than a longsword) as though her effective Fame score were 10 higher. If this character has earned two, three, or all four Martyr's Shard boons, reduce the cost of an avenging dagger to 110,604 gp, 100,604 gp, or 90,604 gp respectively. If you purchase an *avenging dagger* and later gain additional Martyr's Shard boons that would reduce the price further, you gain additional gp equal to the difference between the two costs (as though you had purchased the dagger at the lower cost).

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	250	500
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	625	1,250
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,250	2,500
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,667	5,334
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,833	7,667
EXPERIENCE	Starting XP		
	+		GM's Initials
	XP Gained (GM ONLY)		
	=	Final XP Total	
FAME	Initial Prestige	Initial Fame	
	+		GM's Initials
	Prestige Gained (GM ONLY)		
	-	Prestige Spent	
	Current Prestige	Final Fame	
GOLD	Starting GP		
	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
	Day Job (GM ONLY)		
-	Gold Spent		
=	Total		

For GM Only

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