Pathfinder Society

Year of Factions' Favor

ASSAULT ON ABSALOM

By Mikko Kallio

PATHFINDER SOCIETY

HOW TO PLAY

Assault on Absalom 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 **paizo.com/pathfinderSociety**.

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GM Resources

Assault on Absalom makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Villain Codex* (VC). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at **paizo.com/prd**, and the relevant creature entries from the *Bestiary* volumes, *NPC Codex*, and *Villain Codex* volumes are reprinted at the back of the adventure in Appendices 1–5 for the GM's convenience.

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The common presumption is that whoever rules Absalom rules the Inner Sea, which has made the wealthy metropolis the target of numerous invasions. To date, Absalom has never fallen to invaders, but the Cairnlands that surround the city are littered with abandoned siege castles erected by power-hungry warlords. Absalom maintains a substantial and professional armed force, but with sieges rarely occurring more than once a century, the military has more practice policing the city than it does fending off large invasions.

The city narrowly avoided a catastrophic clash 800 years ago, when a Taldan armada known as the Silent Tide nearly invaded the city by sea. The operation hinged on an elite cadre of saboteurs known as the Black Echelon, which infiltrated Absalom and awaited signals of colored light to coordinate their demolition of Absalom's supplies, defenses, and communications. As the crippled city struggled to restore order, the armada was to sweep in and take control. But the operation came to a crashing halt when heroes of Absalom uncovered the scheme and struck down the key members of the Black Echelon. Without the agents' sabotage and signaling the ships to approach, the invasion stalled. Absalom's navy launched a surprise attack against the waiting armada and sank the fleet, and guards within the city executed the last of the Black Echelon operatives.

By all accounts, the threat ended there. However, the entire invasion force had sworn an oath obligating them to conclude their invasion from beyond the grave. Nearly a decade ago, the military historian Yargos Gill uncovered the Black Echelon's book of coded signals and replicated a few in the innocent interest of historical reenactment. The experiment awoke the operatives' restless souls, and the undead saboteurs moved swiftly to destroy key Absalom facilities and signal the shattered fleet that still awaited the Black Echelon's call. Only intervention by the Pathfinder Society—aided by key intelligence from the information broker Grandmaster Torch—averted a second invasion.

With the Black Echelon's codebook kept carefully hidden within the Forae Logos library and the Society's copy of it stored in the Grand Lodge, few consider the Silent Tide a

Absalom

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threat to Absalom anymore. Unfortunately, among the few versed in the undead invasion force and how to activate it is Grandmaster Torch, who wants to unmask the Decemvirate, both to get his revenge for a betrayal that happened decades ago and to free the Pathfinder Society from what he considers the Decemvirate's sinister schemes. He has used his web of contacts to propose an alliance of sorts with several other enemies of the Pathfinder Society, among them Pasha Muhlia Al-Jakri, the former head of the Qadira faction; Thurl, a former venture-captain who betrayed the crusader capital Nerosyan to demonic forces; and Koth'Vaul, a glabrezu that has clashed with the Society several times.

Among these, Thurl is the best equipped to be a massive threat. When Pathfinders confronted and killed him several years ago, a *wish* spell granted by Koth'Vaul bound his soul

to an abomination stitched together from demon parts. Thurl has built an army of similar stitched-together abyssal constructs with which he intends to conquer Absalom. On his own, Thurl would likely throw his forces against Absalom's walls, be crushed, and become little more than a historical footnote, but Grandmaster Torch has arranged to activate the Black Echelon at the same time and blame this treachery on the Decemvirate.

SUMMARY

Reports of a demonic army mobilizing in the Cairnlands reached Absalom a few days ago, and the city has been preparing for a siege. Wynsal Starborn, District Seat of the Grand Council and retired Captain of Absalom's First Guard, has been appointed the Siege Lord overseeing Absalom's defenses, and the Pathfinder Society is helping the First Guard by gathering information, assisting with the siege defenses, and helping people retreat behind the city walls.

Light patterns suddenly flash from atop Skyreach, and undead agents of the Black Echelon spring into action, sabotaging and seizing key locations in Absalom. Citizens start to panic, and the First Guard—Absalom's principal armed forces—struggles to restore order. The leaders of the seven Pathfinder Society factions step up, each dispatching the Pathfinders on different missions. These include retrieving the original Black Echelon codebook from the Forae Logos library, crashing a conspiratorial meeting of weapon merchants, retaking Fort Tempest, ensuring that Absalom's slave population can help with siege defenses, activating an ancient arcane weapon, finding vanished Sarenite warriors, and convincing nobles to lend their aid to Absalom.

All the while, Thurl's army and the Silent Tide armada have been mobilizing outside Absalom. Just as the Pathfinders manage to restore some stability in the city, the invading forces start converging on Absalom in earnest. The Pathfinders must fight the enemy forces on two battlefronts: the Flotsam Graveyard and the Cairnlands. Those defending the harbor ride into battle on hippocampi, fight the Silent Tide's undead marines, destroy evil admirals, and disable enemy ships. Those who face Thurl's army must defend Absalom's ramparts and slay Thurl's field commanders. After many hard-earned victories, it seems Absalom's defenders are gaining the upper hand, but in a desperate attempt to turn the tide of battle, Thurl unleashes a terrible beast of gigantic proportions. Once the Pathfinders have dealt with the warbeast, they can enter the siege castle and crush Thurl's remaining forces.

RUNNING THE EVENT

Assault on Absalom is meant to accommodate varying House sizes (from 5 tables up to 150+ tables). In order to facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario during Part 1. There is no requirement to have

everyone seated before players actually begin Part 1, and Table GMs should be ready to start as soon as four or more players have been seated at the table.

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

PATHFINDER ADVENTURE CARD GUILD

Assault on Absalom includes an optional Pathfinder Adventure Card Guild component, allowing these two organized play programs to participate together toward the same goals as part of one giant adventure. Roleplaying Guild and Adventure Card Guild successes both impact the House, and both types of tables are added together to calculate the successes needed to trigger special conditions and events.

The rules for the Adventure Card Guild portion of the adventure are included as part of *Pathfinder Adventure Card Guild Special: Assault on Absalom*. These rules include ways in which Overseer GM announcements impact the Adventure Card Guild tables. The nature of the Adventure Card Guild's encounters is very similar to that of the Roleplaying Guild tables, but the former are scored in slightly different ways.

Part 1: Adventure Card Guild tables spend this time setting up their game boxes and building the first scenario.

Part 2: The Adventure Card Guild tables alternate between two scenarios that feature rallying Absalom's defenses and defeating Black Echelon forces respectively. Although these challenges are similar to those faced by Roleplaying Guild tables, an Adventure Card Guild table simply reports successes, not specific faction successes. The Overseer GM can apply these successes to any combination of faction goals, helping realize goals that are nearly done or shore up underrepresented faction goals.

Part 3: The Adventure Card Guild tables spend most of this part combating the Silent Tide in Absalom's harbor. Until the Overseer GM announces the Siege Castle condition is in play, all Adventure Card Guild successes count as Undead successes. Should the Sunken Ships condition be in effect before the Siege Castle condition is, treat additional Adventure Card Guild successes as Minotaur successes (until the Broken Horns condition is in effect) and after that as Construct successes.

Once the Siege Castle condition is in play, treat all Adventure Card Guild successes as General successes, which contribute to the final scene in the adventure.

GLOSSARY OF TERMS

Assault on Absalom uses several terms unique to the Pathfinder Society Special format as listed on page 5.

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.

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

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

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

Overseer GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This 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.

Table GM: Each of these Game Masters 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 must notify the Overseer GM.

Every Table GM should make a special note of her table's Average Party Level (APL) as calculated in the Pathfinder Society Roleplaying Guild Guide. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table's APL to determine several important skill and saving throw DCs.

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

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

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 AND COMBAT MANEUVER 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

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 should distribute these at random to tables before beginning. An Aid Token appears on page 86, which the Overseer GM can print for use.

Once per encounter, any character at a table can use an Aid Token to assist the group in one of the ways described on page 6. Once a table uses an Aid Token, one of the players then passes the Aid Token to a neighboring table for those players to use. A table can only benefit from one Aid Token per encounter. Because there are a limited number of Aid Tokens, hoarding one means that another table doesn't get to use it.

If a table receives an Aid Token and doesn't need its benefits, the players are encouraged to boost its potency by expending some of their own resources or attempting a skill check. Boosting an Aid Token, including an attempted skill check, is part of passing that Aid Token to another table. A table cannot retry a skill check, nor can they boost an Aid Token more than once before passing it to another table. A table can boost an Aid 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's name down next to the boosted effect along with any other relevant information. Using a boosted effect consumes

the boost; the player using that benefit should erase the boost information from the Aid Token.

Some Aid Token benefits can be used only if 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 on one attack by 1d8 points. In addition, after the attack, characters attacking the target are considered to be flanking it until the beginning of the attacker's next turn. In Subtiers 5–6 and 7–8, this additional damage increases to 2d8 points. In Subtier 10–11, this additional damage increases to 3d8 points. **To Boost:** Succeed at an attack roll against an AC equal to an Average skill check. **Boosted Effect:** +1d8 damage.

Burst of Healing: A Pathfinder agent restores 1d6 hit points to each PC. In Subtiers 5–6 and 7–8, the amount restored increases to 3d6 hit points. In Subtier 10–11, the amount restored increases to 5d6 hit 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 table's APL/2, rounded up. A PC must cast this spell, not simply activate a wand or scroll. **Boosted Effect:** +2d6 hit points restored.

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 a similar ability. **Boosted Effect:** Increase the competence bonus by 1.

Provide Knowledge (must be boosted): Gain the benefit of a successful Knowledge or Spellcraft check 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, can also grant these benefits.

TIMELINE

Assault on Absalom is designed to take less than 5 hours, including a modest amount of time for mustering and setup. Each section transitions automatically after a certain amount of time passes, though Part 1 is somewhat flexible based on mustering needs. The following is a measure of how long each part should last.

Part 1: 15 minutes (or longer, if mustering requires)
Part 2: 100 minutes

Intermission: 5–10 minutes
Part 3: 145–160 minutes

STARTING THE EVENT

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

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

> "Pathfinders, our beloved Absalom faces the threat of invasion and needs our help. Just as Absalom has been our Society's home for centuries, so does it fall to us to aid in its defense. Find the group to which you've been assigned, lend a hand as the city prepares for the siege, and be ready for more instructions."

PART 1: STORM CLOUDS ON THE HORIZON

In Part 1, the PCs are brought up to speed on the impending siege. As soon as they are ready, they can attempt skill checks that help Absalom prepare for the siege.

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

> Hundreds of Pathfinders stand waiting at the Grand Lodge for news of the coming battle, and a murmur of anticipation has risen from the nervous crowd. Master of Swords Marcos Farabellus takes the lectern, raises his hand for attention, and speaks: "Pathfinders, thank you for answering my call. It has been two days since we received news of an army of demonic abominations building a siege castle in the Cairnlands north of Absalom. Today, the Grand Council of Absalom announced they have invoked an old wartime law, according to which a Siege Lord must be appointed to oversee the city's defense. They've made an excellent choice: Wynsal Starborn, District Seat on the Grand Council and retired Captain of the First Guard.
> "He has already organized scouting forays and evacuations of the outer towns in preparation for a siege. The Pathfinder Society has pledged to help the Siege Lord with the preparations. All of you have been assigned to teams, and if you have already found the other members of your team, you should get started. Go now, but be ready to return here when you hear the signal horn."

While players muster and find their seats, those already gathered may introduce themselves and participate in minor tasks listed in the Preparations section on page 8 both to find out more about what is going on and to help the city prepare for a siege. The PCs can also make any last-minute purchases in Absalom's many shops and stores. All merchants lock their doors as soon as Part 1 ends. All PCs should be made aware they are aiding in the city's defense against a siege.

Absalom

Forae Logos •

Noble Houses •

• Temple of the Shining Star

• Misery Row

• The Grand Lodge

• Arms Dealers

Titan's Fountain •

• Fort Tempest

• The Flotsam Graveyard
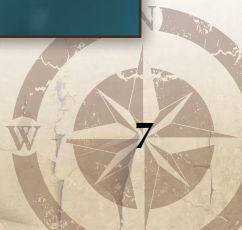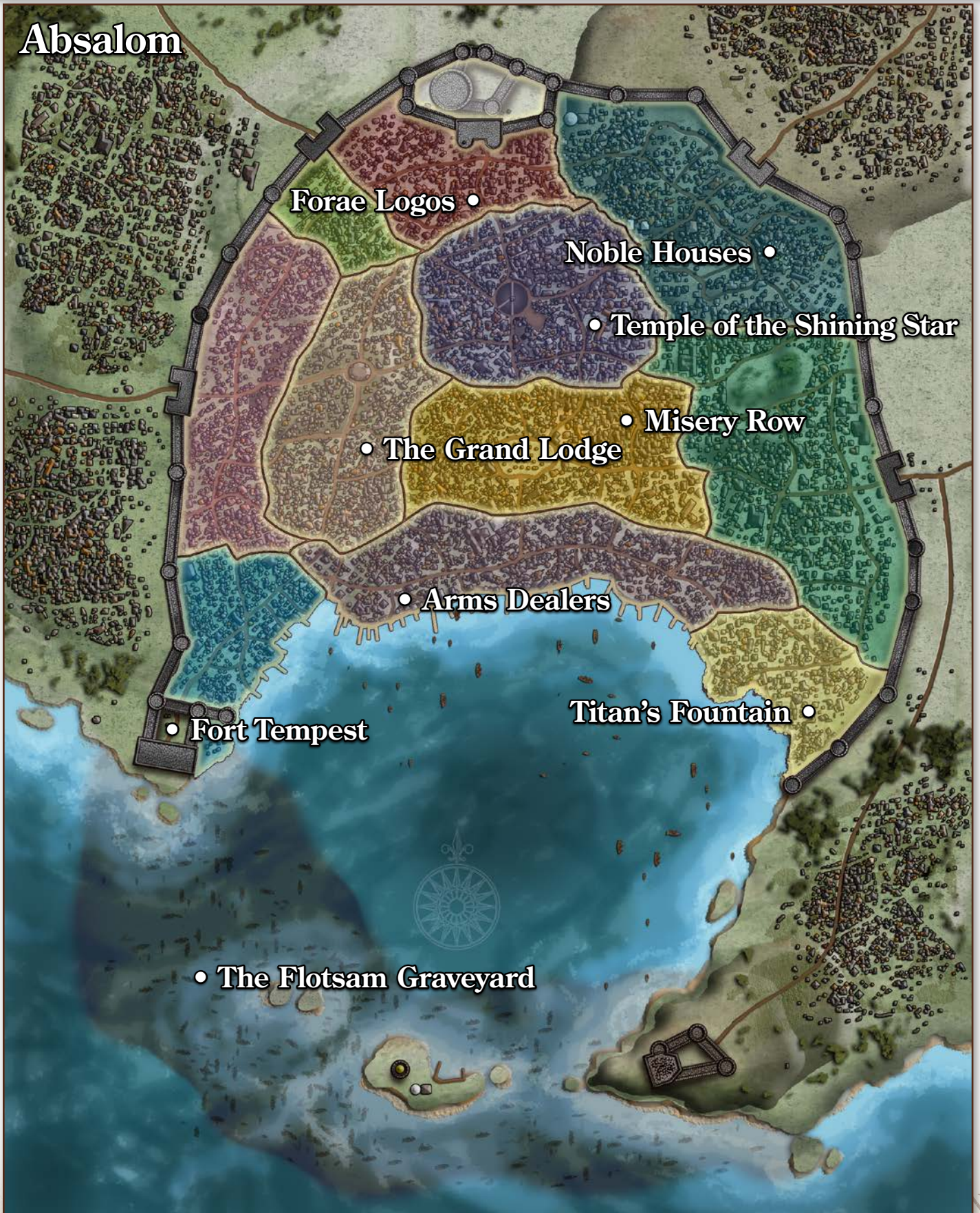
PREPARATIONS

The following are tasks the PCs may attempt in any order while the House is mustering. The GM describes the task, engages the PCs in some brief roleplaying (1–2 minutes), and then prompts the PCs to each choose one of the listed skills to attempt. Each task has three levels of success corresponding to the Easy, Average, and Hard skill check DCs. The group receives the information and rewards that correspond to the check result and any easier levels (e.g. meeting the Average check DC earns information and rewards associated with both the Easy and Average checks). The PCs can attempt the checks individually or use the aid another action, provided that the PCs are using the same skill.

CATCHING A SPY

Relevant Skills: Acrobatics (apply any Acrobatics modifiers for jumping) or Climb

TASK DETAILS

The PCs chase a spy across the rooftops of Absalom, hoping to gain some useful information about the coming attack.

REWARD

Easy: The spy falls to his death, but the PCs find a symbol resembling a bull's head branded on his skin.

Average: On his last breath, the spy says: "You're no match for the demon-flesh army my liege commands!"

Hard: Once during the adventure, when the group encounters one or more construct opponents, the group can activate this reward to grant the PCs a +4 bonus on their initiative checks for that encounter.

DEFENSIVE WARDS

Relevant Skills: Knowledge (arcana or religion), Spellcraft, or Use Magic Device

TASK DETAILS

The PCs help spellcasters set up defensive wards.

REWARD

Easy: The PCs help establish potent abjurations that protect them in addition to protecting the city. Once during the adventure, when an opponent's attack roll to confirm a critical hit succeeds by 4 or less, the group can activate this reward to negate the confirmation of the critical hit.

Average: When using the reward above, the group can instead turn any confirmed critical hit into a normal hit.

Hard: In place of the reward above, the group can force an opponent to reroll an attack once during the adventure.

EVACUATION NOTICE

Relevant Skills: Diplomacy, Intimidate, or combat maneuver check

TASK DETAILS

The PCs must persuade stubborn people to abandon their homes and retreat behind the city walls. This involves traveling into the neighborhoods of Copperwood, Dawnfoot, Shoreline, and Westerhold outside of Absalom.

REWARD

Easy: Once the people reach the safety of the walls, they regret their initial stubbornness and become thankful. The PCs can draw upon this goodwill once during the adventure: one PC can reroll a failed Bluff, Diplomacy, or Intimidate check and use the new result.

Average: When using the reward above, the PC can instead reroll any one skill check.

Hard: When using the reward above, the PC can instead reroll any one d20 roll.

RECONNAISSANCE

Relevant Skills: Acrobatics, Perception, or Stealth

TASK DETAILS

The PCs perform a short scouting mission to spy on the army mustering in the Cairnlands.

REWARD

Easy: The PCs find that the army consists of various kinds of creatures stitched together from demonic flesh: constructs, oozes, and undead.

Average: The PCs notice both that the army's field commanders are all minotaurs and that there are true demons among the army's ranks.

Hard: Each PC gains a single piece of *+1 bane ammunition* (such as an arrow, bolt, shuriken, or sling bullet). The bane weapon special ability is keyed to a creature type (and subtype, if applicable) of the PC's choice.

STRANGE THINGS

Relevant Skills: Perception or Survival (apply any Survival modifiers to track)

TASK DETAILS

The PCs investigate strange occurrences that have been reported all over Absalom.

REWARD

Easy: The PCs find a skeletal footprint and a part of a broken sickle.

Average: Following skeletal footprints, the PCs notice that the supports of a bridge have been sabotaged.

Hard: Once during the adventure, when the group encounters one or more undead opponents, the group can activate this reward to grant the PCs a +4 bonus on their initiative checks for that encounter.

URGENT REPAIRS

Relevant Skills: Craft (any relevant craft skill), Disable Device, Knowledge (engineering), Profession (teamster), or combat maneuver check

TASK DETAILS

The PCs help repair a wagon that tipped over while carrying alchemical goods and other important supplies.

REWARD

Easy: Thankful for the PCs' help, the wagon's owner provides a potion of *cure serious wounds* for each PC.

Average: The owner procures a 2nd-level potion of the PC's for each of the characters, in addition to the *potions of cure serious wounds*. The potion cannot have an expensive material component.

Hard: In place of the above reward's 2nd-level potion, a PC can choose to receive a 3rd-level potion that has no expensive material components.

USEFUL GOSSIP

Relevant Skills: Diplomacy (gather information) or Knowledge (local)

TASK DETAILS
The PCs gather information on recent events.

REWARD

Easy: People have been complaining that the local bread and water taste funny today.

Average: Sailors have been talking about a strange fog rising in the Flotsam Graveyard and at sea beyond the bay. Some even say they've seen the outlines of masts within the fog.

Hard: These rumors about possible enemies keep the PCs on their toes. Once during the adventure, each PC can reroll one initiative check. The PC must take the second roll, even if it is worse.

THE SIGNAL HORN

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

Heavy clouds are gathering above Absalom, and the city is tense with anticipation of the coming battle. Suddenly, bright light patterns flash from atop Skyreach. A few minutes later, the sound of an explosion rumbles through the city as an old wooden granary erupts in flames. A little farther away, a stone bridge collapses, dropping a group of soldiers to their deaths. Soon the air is alive with frightened screams, the sound of hurried footsteps, and moments later, the booming blare of a brass horn that rises above the din of a city in chaos. A messenger runs past, shouting: "The horn! We should gather at the Grand Lodge! Let's go!"

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

Several agents assist in marshaling Pathfinders as Marcos Farabellus unfurls several maps of Absalom's districts. Once a crowd has gathered, he straightens to address the gathered Society. "Pathfinders, Absalom is under attack. We have received many reports of undead saboteurs attacking armories, granaries, water supplies, and guard outposts—targeted strikes to undermine our city's infrastructure. Absalom is losing key resources, and enough people are panicking that it's difficult to organize an effective defense."

Zarta Dralneen, head of the Dark Archive faction, steps forward and interjects. "I have learned someone—someone who knows our home well—has stolen the Black Echelon codebook from our archives. A force of Taldan agents attacked Absalom long ago while following those encoded orders, and with the right combination of illuminated signals, one could draw these oathsworn operatives from beyond the grave to continue their attack."

Farabellus narrows his eyes. "That explains the acts of sabotage. Absalom's First Guard is struggling to restore order, and they need our help. Pathfinders, stand by for instructions!"

Ollysta Zadrian of the Silver Crusade raises her sword high, announcing, "We should not wait—Absalom needs us now!"

Clasping the paladin's upraised hand with her own, Lady Gloriana Morilla adds, "Each of us has accumulated considerable influence and resources in recent years, and this is the prime opportunity for each of us to lend Absalom our strength in its our of need. We may call ourselves factions, but today we can act as one!"

Nodding with approval, Marcos Farabellus calls out to the assembled Pathfinders. "It's decided. Pathfinders, we're deferring to the specialized expertise of these seven organizations to rally Absalom. Seek out the leaders for instructions, and make the city proud."

Table GMs, Part 2 has begun.

PART 2: THE BLACK ECHELON'S ONSLAUGHT

A few hours before the events of the adventure, former faction leader Pasha Muhlia Al-Jakri infiltrated the Grand Lodge and stole the Society's copy of the Black Echelon codebook. Thanks to her considerable knowledge gained while working with the Pathfinder Society, she knows her way around the Grand Lodge quite well, and it was easy for her to spirit the book away without anybody noticing the theft until it was too late. It was she who teleported to the top of Skyreach in order to create the colored signals and reactivate the Black Echelon.

The undead operatives' attacks and acts of sabotage cause portions of Absalom to panic as citizens begin doubting the Siege Lord's plan and taking their safety into their own hands. Meanwhile, two enemy forces mobilize in the background: Thurl's army of demon-flesh constructs and the ancient Taldan navy known as the Silent Tide.

Once Part 2 has begun, read the following aloud.

It has been decided. The factions of the Pathfinder Society will coordinate the Society's efforts to help Absalom survive from the attack. Each faction has identified a task ideally suited to its strengths and its agents' skills, so choose your missions wisely. Most of you are best equipped to serve the needs of your own factions, but there are considerable opportunities to help Absalom by assisting other factions directly. Now is not a good time to be selfish—you're all in this together!
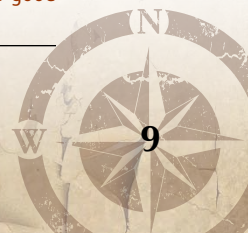
Each of the seven current factions has a mission that the PCs can complete to help restore order in Absalom. Give the players **Handout #1** (see page 46), which helps the PCs choose and keep track of these missions. More detailed instructions for each mission are available in the Table GM Instructions section.

TABLE GM INSTRUCTIONS

During this part of the adventure, each table can choose from seven missions, each of which takes place in a different part of Absalom and plays to the strengths and interests of one of the seven Pathfinder Society factions. The Pathfinders can attempt the missions in any order; distribute **Handout #1** (see page 46), which helps the players choose and keep track of these missions. Inform the players that it's unlikely they have time to complete all seven missions, so they should consider starting with those associated with their factions or those that best match their PCs' abilities. The group can undertake a faction's mission even if the table doesn't have a member of that faction present. For the purpose of tracking spell durations, assume that each mission takes about 30 minutes to complete.

Over the course of Part 2, the Overseer GM will report that particular factions' objectives are complete. When this happens, no other groups can begin that faction's mission. However, those groups currently performing that mission may finish it. When reporting the success to HQ Staff, the group should choose one other faction to receive the credit.

Reporting Successes: During Part 2, it is important to report each successfully completed mission to HQ Staff and to indicate which of the seven missions it was.

Maps: Most encounters in Part 2 use either one side of *Pathfinder Flip-Mat: Red Light District* or one side of *Pathfinder Flip-Mat: City Gates*, which appear on pages 11–12. The Dark Archive, the Exchange, and Silver Crusade missions use different maps reprinted as part of their respective encounters.

ANNOUNCED CONDITIONS

There are seven different conditions the Overseer GM might announce, each tied to the House completing its respective faction's objective. These grant each table a single-use benefit that the players can choose to activate as a group. Activating one of these benefits takes no action, but a table can only benefit from up to two of these benefits per encounter. These benefits can also affect companion creatures, such as familiars and animal companions. Benefits that replicate an Aid Token's benefits can be used in the same encounter as an Aid Token.

Dark Archive: When the Overseer GM announces that the Dark Archive objective is fulfilled, Pathfinder agents begin broadcasting illuminated signals that confuse the Black Echelon agents. Once during the adventure, the PCs can activate this benefit grant all undead creatures present the confused condition for 1 round. If an undead creature confused in this way attacks a PC, it takes a penalty on its attack rolls equal to half the group's APL.

The Exchange: When the Overseer GM announces that the Exchange objective is fulfilled, a cache of pristine and deadly armaments becomes available. At the beginning of one encounter, the PCs can activate this benefit to treat the enhancement bonuses of all their weapons as 2 higher for the duration of the encounter. Treat the effective enhancement bonus of mundane weapons as +0.

Grand Lodge: When the Overseer GM announces that the Grand Lodge objective is fulfilled, Absalom's flag rises over Fort Tempest and emboldens the city's defenders. At the beginning of one encounter, the PCs can activate this benefit to gain a number of temporary hit points equal to three times their APL (minimum 6 temporary hit points); these last until the end of the encounter.

Liberty's Edge: When the Overseer GM announces that the Liberty's Edge objective is fulfilled, freed slaves cast off their chains to join Absalom's defense. At the beginning of one encounter, the PCs can activate this benefit to increase their land speed by 10 feet for the duration of the encounter.

Scarab Sages: When the Overseer GM announces that the Scarab Sages objective is fulfilled, the powerful construct Gulgamodh awakens and seeks out invaders to strike down with its arcane cannon. The group gains one free use of the Aid Token's Allied Offensive benefit (multiply the additional damage dealt by 150%) that the PCs can activate at their discretion.

Silver Crusade: When the Overseer GM announces that the Silver Crusade objective is fulfilled, the faithful of Sarenrae return to Absalom in force to heal embattled defenders' wounds. The group gains one free use of the Aid Token's Burst of Healing benefit that the PCs can activate at their discretion.

Sovereign Court: When the Overseer GM announces that the Sovereign Court objective is fulfilled, members of Absalom's nobility rally the defenders and direct their household guards to shore up key areas. The group gains one free use of the Aid Token's Timely Inspiration benefit that the PCs can activate at their discretion.

OVERSEER GM INSTRUCTIONS

During Part 2, the responsibilities of the Overseer GM are to tally the number and type of each success reported and, when the House has accumulated the requisite number of successes for a particular mission, to announce that the mission is completed (see the respective factions' announcements on page 13). If displaying a map of Absalom or other visual aid to track the House's progress, the Overseer GM should update it after the completion of each faction's mission.

The House's goal is to complete as many of the seven missions as possible before time runs out. Once the House

D. The Slave Pits and G. Waterfront

N

D

PCs' Starting Area

G

G

N

N

N

D : Area D Enemy Starting Area

G : Area G Enemy Starting Area

N : Drowning Noble (area G)

1 square = 5 feet

Pathfinder Flip-Mat: Red Light District

C. Fort Tempest Courtyard and
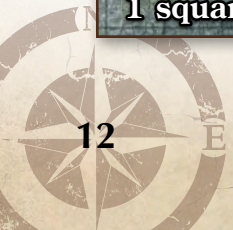E. Titan's Fountain

N

C. PC's
Starting Area

Enemy
Starting Area

Enemy
Starting Area

E. PC's Starting Area
and Hazard

Enemy
Starting Area

1 square = 5 feet

Pathfinder Flip-Mat: City Gates

has reported a number of successes for a faction equal to two-fifths (2/5) the number of tables, that faction's mission is complete. Make the announcement that corresponds to that faction.

For the Dark Archive, read the following aloud.

The Dark Archive has recovered the missing codebook, allowing Zarta Dralneen and her agents to create contradictory signals that confuse the Black Echelon undead. The Dark Archive faction's special condition is in effect.

For the Exchange announcement, read the following aloud.

The Exchange has secured and distributed a fresh supply of weapons and armor, including highly valuable gear for the Pathfinders' use. The Exchange faction's special condition is in effect.

For the Grand Lodge announcement, read the following aloud.

The combined strength of the Muckruckers and the Grand Lodge have broken through the Black Echelon's defenses and retaken Fort Tempest. Absalom's flag flies over the fortress once more, encouraging the city's defenders. The Grand Lodge faction's special condition is in effect.

For the Liberty's Edge announcement, read the following aloud.

Led from Misery Row by agents of Liberty's Edge, most of Absalom's slaves have cast off their chains to contribute to Absalom's defense. The Liberty's Edge faction's special condition is in effect.

For the Scarab Sages, read the following aloud.

A cacophonous cloud of debris and dust rises from the Precipice Quarter following the Scarab Sages' activation ritual. An immense suit of animated plate armor rises from the wreckage, towers over the surrounding buildings, and declares in a metallic voice, "Gulgamodh stands ready." The Scarab Sages special condition is in effect.

For the Silver Crusade, read the following aloud.

The gathering clouds momentarily part as a beam of sunlight shines upon the Ascendant Court, heralding the return of Sarenrae's holy warriors and the arrival of a small host of celestial guardians. These reinforcements rally alongside the paladin Ollysta Zadrian before dispersing to aid Absalom. The Silver Crusade faction's special condition is in effect.

For the Sovereign Court, read the following aloud.

Warriors wearing the colors of a dozen or more noble houses course through Absalom's streets, lending their strength directly to the First Guard. Numerous well-known aristocrats—previously thought to have fled before someone convinced them otherwise—appear at major sites and intersections to help coordinate the war effort and rally the citizens. The Sovereign Court faction's special condition is in effect.
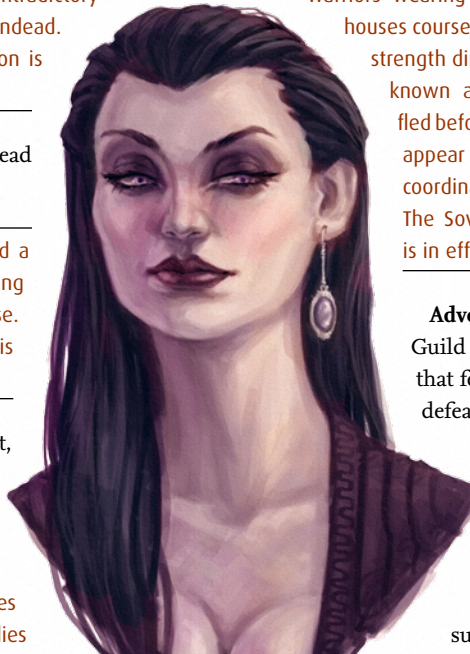
Adventure Card Guild: The Adventure Card Guild tables alternate between two scenarios that feature rallying Absalom's defenses and defeating Black Echelon forces respectively. Although these challenges are similar to those faced by Roleplaying Guild tables, an Adventure Card Guild table simply reports successes, not specific faction successes. The Overseer GM can apply these successes to any combination of faction goals, helping realize goals that are nearly done or shore up underrepresented faction goals.

Concluding Part 2: This part should end after 100 minutes or after the House has completed all seven factions' objectives. Proceed to the Intermission on page 28.

MISSION 1: THE BLACK CIPHER (DARK ARCHIVE)

Zarta Dralneen, leader of the Dark Archive faction, meets with the PCs on the ground floor of Skyreach in the Grand Lodge.

An overburdened table creaks in protest under the weight of ledgers and indices as Zarta Dralneen examines the records. "Hopefully you've already heard about the missing Black Echelon codebook, Pathfinders. It's a centuries-old volume that details scores of colored light patterns, each of which directed Taldan saboteurs to destroy a particular facility or perform some other action. Somebody—somebody who knew their way around the Grand Lodge and its vaults—stole the codebook and has used it to bring the oathbound Taldan spies back from the grave.

"Fortunately, the codebook that was stolen from the Grand Lodge is not the only copy; it was an approved copy of the original, which in turn is kept in a restricted wing of the Forae Logos library. With

Zarta Dralneen

the original codebook, we might be able to disrupt their operation by sending contradictory signals of our own. The Forae Logos is a close ally of the Dark Archive, and you have Second Archivist Sandaril's blessing to retrieve the codebook from the library."

As soon as the PCs are ready, they can travel to the Forae Logos library in the Wise Quarter district.

A. THE FORAE LOGOS LIBRARY

As the PCs approach the entrance to the library, they can hear a racket coming from inside. As they enter the building, they notice signs of disarray and violence: books strewn about on the floor, blood spatters on the walls, and a smell of smoke in the air. Second Archivist Sandaril is nowhere to be seen.

Creatures: Instinctively drawn to the location where their codebook is stored, Black Echelon operatives are rummaging through the library and are now chasing a group of librarians about the center of the reading room. Any of the undead that aren't fighting a PC continue attacking the librarians (see the Hazard section below for more details). As a general guideline, an undead creature breaks away from harassing the librarians if attacked in melee or attacked by a significant ranged threat. A relatively ineffective melee threat might not keep an operative's attention, whereas an especially destructive threat might draw away multiple operatives.

SUBTIER 1–2 (CR 3)

BLACK ECHELON AGENTS (4)	CR 1/2
hp 9 each (see page 49)	

SUBTIER 3–4 (CR 5)

BLACK ECHELON AGENTS (4)	CR 1/2
hp 9 each (see page 54)	

BLACK ECHELON OPERATIVE	CR 3
hp 27 each (see page 54)	

SUBTIER 5–6 (CR 7)

BLACK ECHELON OPERATIVES (4)	CR 3
hp 27 each (see page 61)	

SUBTIER 7–8 (CR 9)

BLACK ECHELON INFILTRATORS (4)	CR 5
hp 52 each (see page 69)	

SUBTIER 10–11 (CR 12)

BLACK ECHELON ELITES (4)	CR 8
hp 105 each (see page 78)	

Hazard: The undead are chasing a crowd of librarians, who are huddled together in a 10-foot-by-10-foot area. Severely injured and carrying unconscious colleagues, the crowd moves only 10 feet per round away from the undead each round on initiative count 10. The group counts as difficult terrain and grants soft cover. Instead of tracking the crowd's hit points, the GM should count how many times an undead creature attacks the group; if the undead make a total of 12 attacks, the last of the librarians dies, and the PCs fail the mission. If the PCs include the librarians in the area of any lethal attack, treat it as two successful attacks against the crowd.

Development: The surviving librarians show the PCs the vault where the dangerous codebook is stored. Unfortunately, Sandaril was the only ranking librarian on duty who knows how to open the vault, and he's been missing since the attack began. Proceed to the Recovering the Codebook encounter below.

RECOVERING THE CODEBOOK

Locks, traps, and magical wards protect the vault, and since Sandaril's whereabouts are unknown, the PCs have little choice but to break into the vault.

Vault: The door to the vault has three locks on it, which the PCs can attempt to open in any order. The door has hardness 10, 40 hp, and break DC 25, but if the PCs resort to violence to open the door, each PC is subjected to a curse that makes her fatigued (Hard Will save negates). The curse is only temporary—its effect expires after the PCs' next mission in Part 2 (or after their first encounter in Part 3, if this is their last mission in Part 2).

The Invisible Lock: A symbol depicting a closed eye adorns this brass-colored lock. The lock doesn't seem to have a dial, keyhole, or other means of opening it. Studying the lock with *detect magic* reveals faint illusion magic on the lock, and any PC who touches the lock can attempt an Average Will save to disbelieve the illusion magic hiding a small handle that opens the lock.

The Dragon Lock: A symbol depicting a flying dragon adorns this gold-hued lock. The dragon's mouth is wide open. Any PC succeeding at an Easy Knowledge (arcana) check identifies the dragon as a gold dragon and realizes that its posture suggests it is about to breathe fire. If the PCs bring any flame (such as a lit candle or torch) within a foot of the lock, it opens.

The Spider Lock: A symbol depicting a spider adorns this lock made of dark metal. The keyhole is perfectly round, with a diameter slightly larger than that of a human's index finger. If a PC inserts a finger in the hole, he notices there is a button inside the lock. Pushing the button opens the lock but also triggers a trap that deals 1d4 points of piercing damage and injects a dose of poison (Redspine caterpillar poison—injury; *save* Average Fort negates; *frequency* 1/round
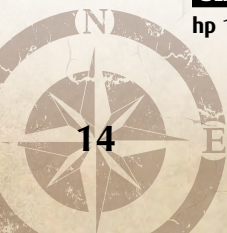
A. The Forae Logos Library
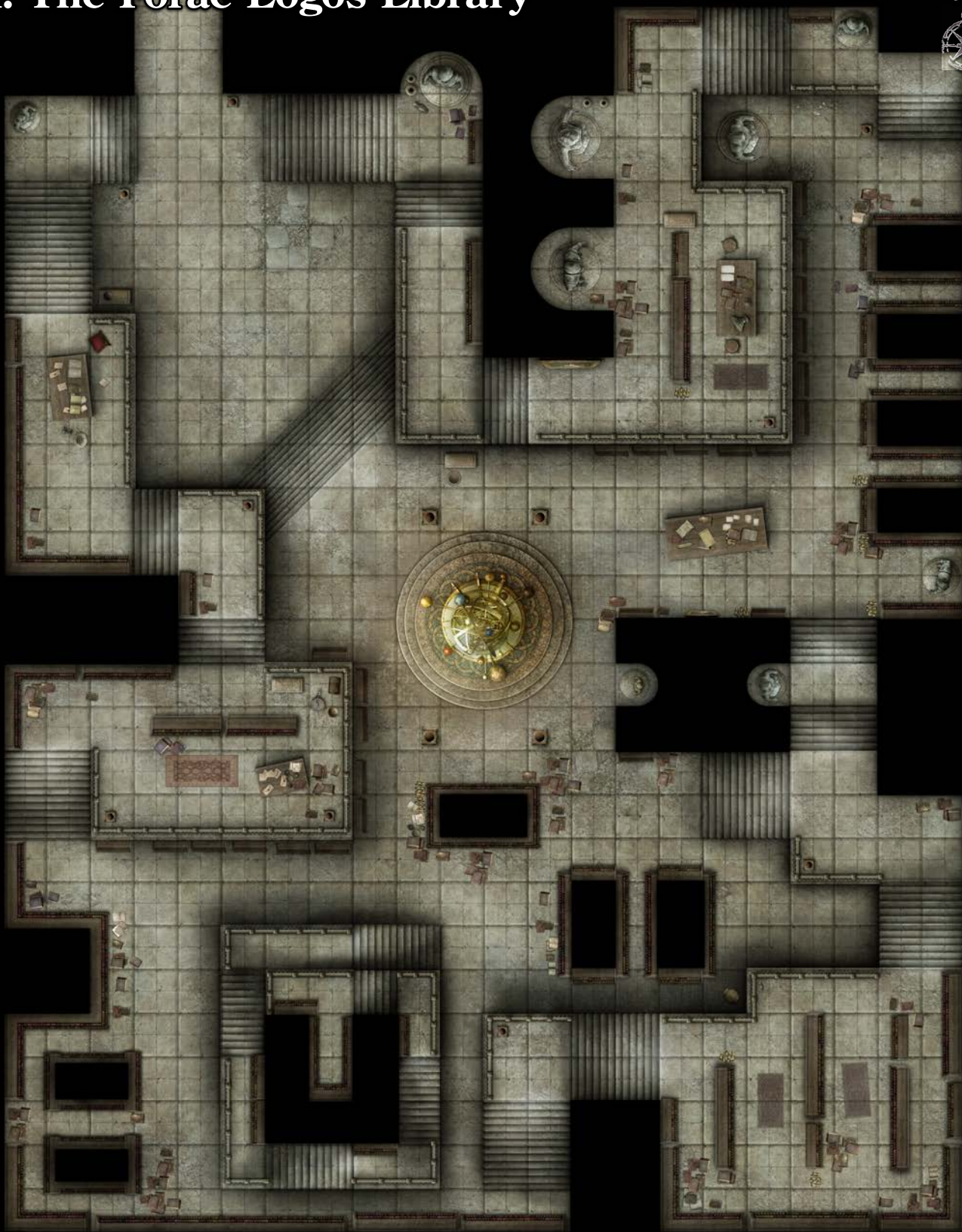
Pathfinder Flip-Mat: Arcane Library
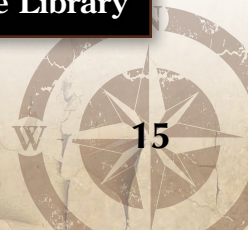
for 4 rounds; *effect* 1d3 Dex damage; *cure* 1 save). Noticing the trap requires a successful Hard Perception check, and disabling it requires an Average Disable Device check.

Development: Once the PCs break into the vault, they can recover the yellowed codebook with relative ease. Upon receiving the codebook, Zarta Dralneen thanks the PCs and quickly identifies a few key entries with which she can disrupt the attack on Absalom. She and her assistants set to creating bursts of light that begin leading Black Echelon operatives into ambushes and to sites they cannot easily destroy.

Reporting: If the PCs successfully recover the codebook, report one Dark Archive success to HQ staff.

MISSION 2: DEATH DEALERS' GAMBIT (THE EXCHANGE)

Trade Prince Aaqir al'Hakam, leader of the Exchange faction, is reviewing a missive as the PCs arrive. Reading over his shoulder is the Varisian entrepreneur and second-in-command Guaril Karela. The former looks up to address the PCs once they've arrived.

"I'm sure you've heard about the recent acts of sabotage. Among the undead saboteurs' first targets was one of the First Guards' main armories, and without proper equipment, Absalom's defenders are at a disadvantage. I've identified the best source of replacements for the Siege Lord: the city's arms dealers, who have proven quite unhelpful. According to our informants, many weapon merchants are meeting in secret, planning to hide their wares so that they can sell them at usurious prices. The Siege Lord has deputized us to free up those weapons for use, and I want you to see that it happens. I'll let you decide whether you want to negotiate with them or cow them into following the Siege Lord's orders and accepting his compensation."

Guaril Karela chimes in. "We have a document here that proves you have the Siege Lord's backing. What my colleague has not mentioned is that this parchment also authorizes you to kick in the door and seize the wares if necessary—a practice that is more becoming of common thieves, which," he clears his throat suggestively, "is a practice of which no court would ever find us guilty. Thankfully we have the city's blessing. In the interest of maintaining our neighbors' ongoing goodwill, though, avoid destroying the merchandise or harming witnesses." Aaqir al'Hakam shoots Guaril Karela a concerned look, to which the Varisian amends, "Or bystanders," before mischievously curling his moustache around one finger.

Aaqir al'Hakam

B. ARMS DEALERS' MEETING

Guaril Karela provides the PCs both the aforementioned document and directions to the clandestine meeting of merchants in the Docks district; use the large building in the northwest corner of *Pathfinder Flip-Mat: Red Light District*. The document is a written purchase order by which the city of Absalom would pay a fair price for a large number of weapons, failing which the Siege Lord authorizes seizure of enough goods for the city's defense. The meeting is taking place in a rather lavishly decorated house full of people engaged in a heated argument about the plan to hide the weapons and drive up the prices. Most of the merchants are willing to follow the plan, and their bodyguards eye the crowded meeting nervously.

There are three major ways to secure the weapons: negotiation, threats, and kicking in the door.

Negotiation: This strategy involves joining the meeting and convincing the merchants to honor the Siege Lord's bid. This involves attempting five different skill checks or saving throws (all Average difficulty), of which the PCs must succeed at three to convince the merchants to comply. The PCs can repeat a particular skill check in place of attempting a different tactic, but each additional attempt takes a cumulative –4 penalty. If the PCs succeed at fewer than three checks, their only recourse is to fight. If the PCs succeeded at exactly two of the checks, the bodyguards gain the shaken condition, and each one surrenders once reduced to half his maximum hit points.

Encourage the PCs to roleplay this interaction (not just roll dice), and endeavor to prompt particular checks with dialogue. The negotiation process involves reasoning with the arms dealers (Diplomacy), reminding them of Absalom's proud history (Knowledge [history] or Perform [oratory]), assessing the fairness of the Siege Lord's reimburse for leasing the weapons (Appraise, Craft [weapons], or Profession [merchant]), giving an honest tactical evaluation of the military situation (Knowledge [local] or Profession [soldier]), and patiently answer the merchants' questions (Average Will save).

Threaten: This option functions in most ways as the negotiation option above. The process involves exaggerating the legal consequences of hiding the weapons (Bluff or Profession [barrister]), threatening with violence (Intimidate), sharing some horrible rumors about the
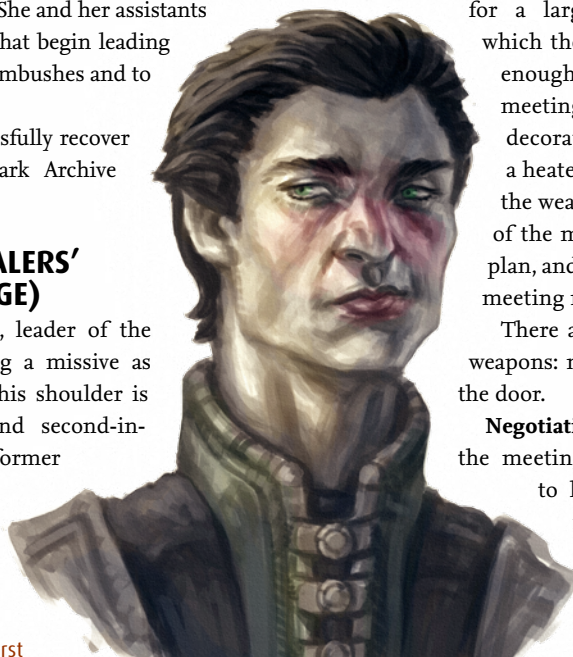
invaders (Knowledge [local]), picking on the most nervous-looking arms dealers (Sense Motive), and making a showy flourish with a weapon (Hard attack roll).

Kick In the Door: If the PCs decide to assault the house without any warning, they have the element of surprise; the PCs gain a surprise round and begin the encounter immediately outside the house with the door open.

Creatures: If the negotiation fails and the PCs refuse to leave, the arms dealers' bodyguards draw their weapons. These combatants are scattered fairly evenly throughout the main room. See the hazards below for further complications.

SUBTIER 1–2 (CR 3)

BRIGANDS (4)	CR 1/2

hp 15 each (*Pathfinder NPC Codex* 266, see page 50)

SUBTIER 3–4 (CR 5)

BRIGANDS (2)	CR 1/2

hp 15 each (*Pathfinder NPC Codex* 266, see page 55)

ODDFELLOWS (2)	CR 2

hp 33 each (*Pathfinder RPG Villain Codex* 58, see page 59)

SUBTIER 5–6 (CR 7)

ODDFELLOWS (3)	CR 2

hp 33 each (*Pathfinder RPG Villain Codex* 58, see page 67)

SWAGGERING SHOT	CR 5

hp 49 (*Pathfinder RPG Villain Codex* 192, see page 68)

SUBTIER 7–8 (CR 9)

MUSKET MARAUDER	CR 7

hp 71 (*Pathfinder RPG Villain Codex* 192, see page 76)

SWAGGERING SHOTS (2)	CR 5

hp 49 each (*Pathfinder RPG Villain Codex* 192, see page 77)

SUBTIER 10–11 (CR 12)

STRONGWOMEN (2)	CR 8

hp 90 each (*Pathfinder RPG Villain Codex* 34, see page 85)

MUSKET MARAUDERS (3)	CR 7

hp 71 each (*Pathfinder RPG Villain Codex* 192, see page 82)

Hazards: Treat the shallow pool as difficult terrain. Furthermore, the room is full of people, and the PCs can easily notice that most of them are not hostile. These bystanders do their best to stay out of the combatants' way and let the fight play out. However, if the PCs use an area effect that deals lethal damage or would instigate reckless bedlam (such as an effect that causes the confused or frightened condition), panic breaks out; the Exchange has to spend considerable resources placating the local merchants, and the PCs fail in their mission. Due to the gravity of this outcome, ensure that it's clear to the players that such attacks are ill advised.

Development: If the PCs defeat the bodyguards, the merchants capitulate to the Siege Lord's request. Once the PCs have convinced the merchants to cooperate by whatever means, one of the merchants who didn't support the plan to hide weapons approaches the PCs. He conveys that in the past few weeks, a woman had been spreading rumors about falling prices, which encouraged weapon merchants to hide their wares to build scarcity. The merchant had used his contacts to find out more about the mysterious woman, and they were able to discover her name: Muhlia Al-Jakri. If the players don't recognize the name, their characters know that Muhlia Al-Jakri operated as a Pathfinder Society faction leader for several years before disavowing the Society in a scandalous event that left one of her colleagues dead.

Reporting: If the PCs successfully secure the merchants' cooperation, report one Exchange success to HQ staff.

MISSION 3: TROUBLE AT FORT TEMPEST (GRAND LODGE)

Venture-Captain Ambrus Valsin is busily receiving reports and dispatching teams from near the gates of the Grand Lodge. It is there that he meets with the PCs.

"We have received some troubling news from the Puddles. The Muckruckers—a volunteer force of guards watching over the district—have reported that Fort Tempest has suddenly fallen silent, and a strange black flag is flying over the fort. Despite the Muckruckers' concerns and observations, nobody has stepped up to investigate what's happened. I suspect that while most of Absalom has been watching the Cairnlands to the north, an enemy force has silently taken over the secondary fort that oversees the Puddles district. Whatever has happened in the fort, the First Guard can't spare forces to look into it.
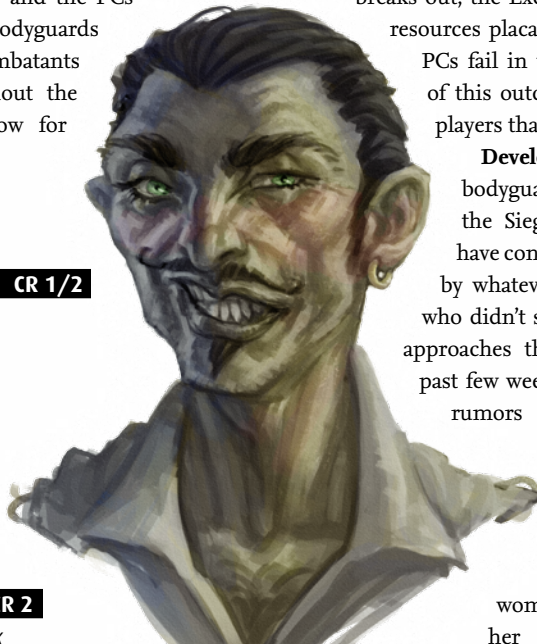
B. Arms Dealer's Meeting

1 square = 5 feet

Pathfinder Flip-Mat: Red Light District

"Your job is to lead the Muckruckers into the fort, find out what's happened, and provide aid as necessary. They look up to you as heroes; don't let them down."

Soon after awakening, the Black Echelon quietly attacked the fortress, subdued most of its garrison, and took control. If the PCs ask Valsin about Fort Tempest, they learn the fort has a rather poor reputation. In recent centuries, being stationed there has become an unofficial punishment for guards throughout the city.

APPROACHING FORT TEMPEST

Except for a tattered black flag waving over the fort, initially nothing looks out of place as the PCs catch the fort in their view. However, as the PCs—with the Muckruckers in tow—get closer, Black Echelon operatives open fire using crossbows (and in Subtiers 5–6, 7–8, and 10–11, ballistae and catapults) to deter any attempts to retake the fort. The PCs must lead the Muckruckers through enemy fire.

In this encounter, the PCs work as a team to overcome obstacles that each present two possible ways to overcome that challenge without serious repercussions. For every obstacle, each PC can attempt a check or use an ability (see the Using Spells and Special Abilities sidebar). At the end of the turn, use the highest check result, and treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action. If the PCs fail to overcome a particular obstacle, they still proceed to the next one, but their failures mean both the Muckruckers suffer casualties and the PCs take injuries. Keep track of the number of obstacles the PCs fail to overcome. When the PCs overcome (or fail to overcome) the sixth and final obstacle, they proceed to the courtyard (area **C**).

Several of the obstacles below reference a "Hard + 3" DC. To calculate this check DC, add 3 to the subtier's Hard check DC.

SURPRISE VOLLEY

Suddenly, dozens of hidden enemies within the fort open fire on your group!

Quick Reflexes: Hard Reflex save
Survival Instinct: Initiative check (use Average skill check DC)

RUN FOR COVER

As arrows rain upon you and the Muckruckers, you must lead your allies away from the killing field.

Predict Attacks: Hard Sense Motive check
Zigzag: Hard Acrobatics check

Venture-Captain Ambrus Valsin

Using Spells and Special Abilities

Instead of rolling, a PC can use a spell or ability that seems especially appropriate to the situation, such as casting *levitate* to get over the wall. This grants the highest check result a +2 or +4 bonus (depending on how effective the action was). The PC's movement speed doesn't affect the result because leaving the Muckruckers behind only makes them easier targets.

Any PC who uses invisibility, teleportation magic, or similar abilities that prevent the Black Echelon operatives from targeting them takes no damage in this encounter, but such PCs cannot help the others with their rolls. If all PCs use such spells or abilities, the inexperienced Muckruckers are obliterated by enemy fire because the PCs weren't there to lead them. For the purpose of determining how many casualties the Muckruckers take, the PCs count as having failed all their checks.
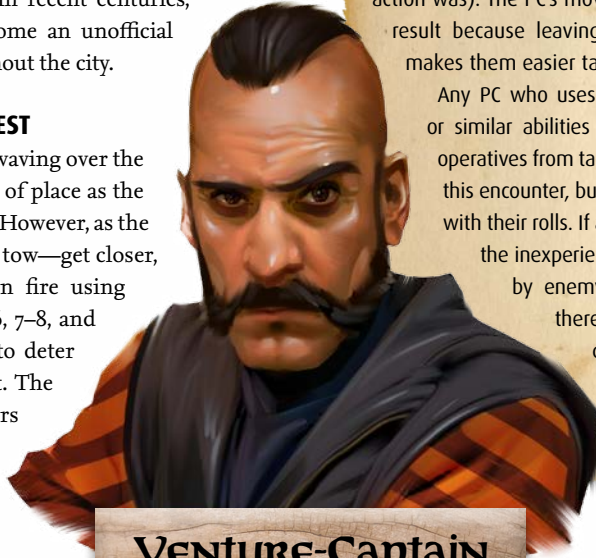
SAFE ROUTE

You must pick a route that doesn't leave you exposed to focused fire.

As a Shadow: Hard Stealth check
Optimal Route: (Hard + 3) Perception check

COORDINATED MOVEMENT

Running from cover to cover, you must coordinate the Muckruckers so they don't just rush to their death.

On My Mark: (Hard + 3) Diplomacy check
Go Go Go!: Hard Intimidate check

OBSTACLES

Broken wagons and other barriers block your way to the fort.

Break Through: Hard combat maneuver check
Dismantle: Average Disable Device check

OVER THE WALL

The gates are closed, so climbing the wall is the only option!

Cracks in the Wall: Hard Climb check
Use Rope: Hard ranged attack roll

Development: Depending on how many checks the PCs succeed at, the PCs and Muckruckers suffer the following effects. Any PC who has the Deflect Arrows feat, benefits from the *protection from arrows* spell, or has a similar effect takes no damage in Subtiers 1–2 and 3–4, but in higher subtiers these defenses are ineffective because the enemies use siege weaponry.

5 or 6 Successes: The PCs take no damage. The Muckruckers take only light casualties, and the enemies gain no special advantage.

3 or 4 Successes: The PCs take damage equal to 1d6 × their APL. Muckruckers take heavy casualties, and their ability to support the PCs is hampered. This makes it easier for the Black Echelon to fend off the PCs; grant each of the opponents a +2 bonus on ability checks, attack rolls, saving throws, and skill checks.

2 of Fewer Successes: The PCs take damage equal to 1d8 × their APL. The Muckruckers are obliterated by enemy fire, and the PCs fail the mission.

C. FORT TEMPEST COURTYARD

The PCs clamber onto the fort's ramparts with the Muckruckers in tow. While the Muckruckers split off to secure nearby buildings and protect the PCs' flanks, the PCs must deal with undead in the courtyard.

Creatures: Black Echelon operatives guarding the courtyard immediately attack the PCs.

SUBTIER 1–2 (CR 3)

BLACK ECHELON AGENTS (4) CR 1/2
hp 9 each (see page 49)

SUBTIER 3–4 (CR 5)

BLACK ECHELON AGENTS (4)	CR 1/2
hp 9 each (see page 54)

BLACK ECHELON OPERATIVE	CR 3
hp 27 (see page 54)

SUBTIER 5–6 (CR 7)

BLACK ECHELON AGENTS (4)	CR 1/2
hp 9 each (see page 61)

BLACK ECHELON OPERATIVES (3)	CR 3
hp 27 each (see page 61)

SUBTIER 7–8 (CR 9)

BLACK ECHELON INFILTRATORS (2)	CR 5
hp 52 each (see page 69)

BLACK ECHELON OPERATIVES (4)	CR 3
hp 27 each (see page 69)

SUBTIER 10–11 (CR 12)

BLACK ECHELON ELITES (3)	CR 8
hp 105 each (see page 78)

BLACK ECHELON INFILTRATORS (3)	CR 5
hp 52 each (see page 78)

Development: Muckruckers replace Black Echelon's black banners with those of the First Guard.

Reporting: If the PCs successfully reclaim Fort Tempest, report one Grand Lodge success to HQ staff.

MISSION 4: CHAINS OF INJUSTICE (LIBERTY'S EDGE)

If the PCs go looking for the Major Colson Maldris, leader of the Liberty's Edge faction, they cannot find him. After they've searched for a few minutes, a stocky halfling named Tamrin Credence flags them down. Tamrin often works with the Bellflower Network, an antislavery operation that often cooperates with the faction, and he serves as a stand-in faction leader.

Tamrin Credence
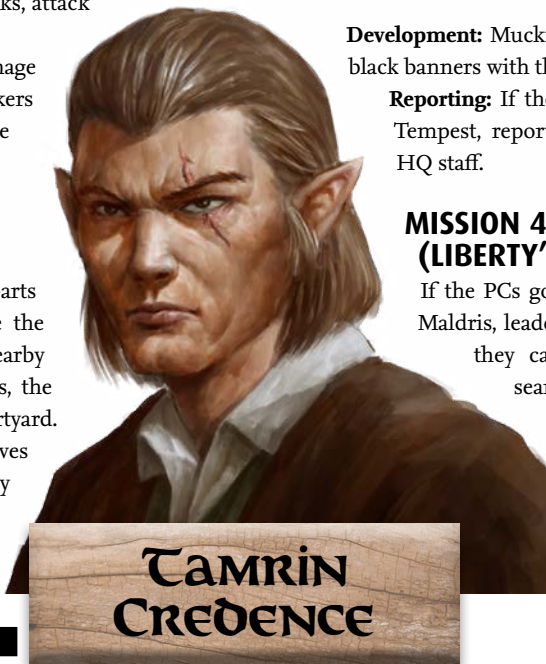
"Looking for Maldris, are you? Me too. It seems the major's been on hiatus for some time—worrisome, but hardly as dangerous as the army camped outside. What say we do a little good in the meantime?

"Siege Lord Wynsal Starborn signed an emergency mandate that says any slaves who volunteer to serve Absalom in the defense of the city will earn their freedom. A few messengers set out to take the proclamation to Misery Row. Turns out, no slaves have showed up to help move supplies and fight fires, and Absalom's finest figured the spooky undead saboteurs must have had something to do with it. Just to be sure, the First Guard has deputized fine freedom-longing folk like us to look into it, guarantee the message reaches Misery Row, and ensure the slave masters don't try any monkey business." Tamrin Credence scoffs to ensure his feelings about slavers' integrity are entirely clear. "You, my friends, get to be the ones to carry out this important task. Remember that bloodshed tends not to endear emancipators to bystanders, so avoid violence unless you have no other choice."

Credence gives the PCs another copy of the proclamation (**Handout #2** on page 46). He grins as he does and adds, "It's not every day someone gets to deliver a speech that undoes an unjust institution. Savor the moment, and make it good."

The Siege Lord's mandate didn't sit well with several members of the Coin Council, most notably Lord Nevvem of House Wachail. Believing the Siege Lord's mandate an unacceptable seizure of property, Lord Nevvem dispatched cronies to intercept the official messengers and ensure the order never arrived. The thugs only meant to give the messenger a beatdown and steal the proclamation, but they botched the job and accidentally killed the messenger.

CRIME SCENE

As the PCs arrive in Misery Row, they notice a group of people gathered around the dead body of a woman wearing a uniform that identifies her as one of the messengers who were sent to deliver the proclamation.

Investigation: It is not immediately evident who killed her, but the PCs can examine the crime scene and interrogate eyewitnesses. However, the evidence is rapidly becoming contaminated as people jostle through the crowd, and eyewitness accounts become more unreliable. As a result, the PCs can only investigate five out of the six pieces of evidence described below.

Evidence (Equipment): If the PCs succeed at an Easy Perception check, they notice not only that all valuables have been stolen, but also that the proclamation is missing—it is not on the body or anywhere near the body. If the PCs' check result exceeds or exceeds the DC for a Hard Perception check, they also realize that the messenger's jacket has a well-hidden pocket in the lining, but it's also empty.

Evidence (Footprints): If the PCs succeed at a Hard Perception check or an Average Survival check to track, they notice that the perpetrators were wearing heavy boots and weighed around 200 pounds each.

Evidence (Injuries): If the PCs succeed at an Easy Heal check, they identify that the injuries were caused by blunt trauma. If the PCs' check result meets or exceeds the DC for a Hard Heal check, they realize the perpetrators pummeled the woman with their fists and probably didn't intend to kill the messenger.

Eyewitness 1: **Yggwil** (N male dwarf expert) says he saw "a few of those rotten buggers" just before he found the body and almost tripped on it. He's very sure the undead killed the woman, but if the PCs succeed at an Average Sense Motive check, they realize the dwarf really has no clue who did it. Furthermore, Yggwil mentions that Marten (see below) is "a lying, thieving street urchin." Any PC succeeding at an Easy Sense Motive check realizes he really loathes the boy.

Eyewitness 2: **Marten** (CG male young human commoner), one of Misery Row's many "street urchins," is initially reluctant to talk, but a PC who succeeds at an Average Diplomacy check or Easy Intimidate check can convince him to reveal that he saw three or four thugs beating up the woman and running toward the Slave Pits after they took something from the woman's body. While it is true that the

streets have taught Marten to lie a lot, he is telling the truth this time.

Eyewitness 3: **Tamira** (NE female human rogue) is an informant working for the slave masters but posing as a courtesan. She says she saw three skeletal creatures attack the woman. If the PCs succeed at a Hard Sense Motive check, they realize this is a blatant lie. If the PCs ask more questions, she gives only vague answers ("maybe, probably"), and if the PCs accuse her of lying, she refuses to comment further, saying that she already told the PCs enough.

Development: Regardless of their successes and failures, the PCs should proceed to the Slave Pits (area **D**). The investigation's primary purpose is to provide the PCs with evidence that they can use in the following encounter.

D. THE SLAVE PITS

The Slave Pits is where most of Absalom's slave trade takes place. After Lord Nevvem's thugs intercepted the messenger, stole the proclamation, and accidentally killed her, they returned here.

Creatures: On Lord Nevvem's orders, the same burly thugs who killed the messenger are now guarding the Slave Pits. When they see the PCs, they block their way and insist, "Sorry, guv'nors, you gotta turn back. Lord's orders." Any PC succeeding at an Average Perception check notices bruises on their knuckles. If the PCs mention they need to deliver the Siege Lord's proclamation, the thugs just laugh and say boisterously demand to know why they should be allowed to pass.

If the players have deduced that the thugs killed the woman, they can present their evidence. Each of the following counts as evidence:

- The perpetrators beat the woman with their fists.
- The perpetrators were large men or women wearing heavy boots, like these thugs.
- Only a slaver would steal the proclamation.
- An eyewitness (Marten) saw the incident.

Yggwil and Tamira's unreliable testimonies about undead perpetrators don't count as evidence. Additionally, the PCs can present one piece of fake evidence if they succeed at a Hard Bluff check, but if they fail by 5 or more, the thugs retort scoff at the PCs' proof; the PCs count as having one fewer piece of evidence than they otherwise would.

If the PCs present three or more pieces of evidence, the thugs visibly shake with nervousness before revealing Lord Nevvem's plan (as described at the beginning of this mission) in the hope of avoiding legal repercussions. If the PCs present two pieces of evidence, the thugs attack, but they are shaken, and each of them surrenders when reduced to half her maximum hit points. If the PCs have less than two pieces of evidence, it is virtually impossible to convince the thugs to back off without combat.

SUBTIER 1–2 (CR 3)

BRIGANDS (2)	CR 1/2

hp 15 each (*Pathfinder NPC Codex* 266, see page 50)

SKULKING BRUTE	CR 1

hp 19 (*Pathfinder RPG NPC Codex* 144, see page 53)

SUBTIER 3–4 (CR 5)

BORDER GUARD	CR 3

hp 30 (*Pathfinder RPG NPC Codex* 129, see page 54)

SKULKING BRUTES (2)	CR 1

hp 19 each (Pathfinder RPG NPC Codex 144, see page 60) Subtier 5–6 (CR 7)

SKULKING BRUTES (2)	CR 1

hp 19 each (*Pathfinder RPG NPC Codex* 144, see page 67)

SECURITY MANAGER	CR 5

hp 55 (*Pathfinder RPG Villain Codex* 122, see page 67)

SUBTIER 7–8 (CR 9)

BORDER GUARDS (2)	CR 3

hp 30 each (*Pathfinder RPG NPC Codex* 129, see page 70)

STRONGWOMAN	CR 8

hp 90 (*Pathfinder RPG Villain Codex* 34, see page 77)

SUBTIER 10–11 (CR 12)

SCHEMING FENCER	CR 10

hp 98 (*Pathfinder RPG NPC Codex* 86, see page 83)

STRONGWOMEN (2)	CR 8

hp 90 each (*Pathfinder RPG Villain Codex* 34, see page 84)

Development: After defeating the thugs, the PCs can deliver the proclamation to the Slave Pits. The group should choose one of the PCs (preferably a member of the Liberty's Edge) to heroically stand before the Slave Pits, read out the proclamation (**Handout #2**), and receive the resoundingly affirmative response of those in Misery Row. After that, the PCs can break some chains and revel in the cheers of those who were enslaved.

Reporting: If the PCs successfully deliver the proclamation at the Slave Pits, report one Liberty's Edge success to HQ staff.

AMENOPHEUS

MISSION 5: THE RISE OF GULGAMODH (SCARAB SAGES)

Amenopheus and Tahonikepsu, leaders of the Scarab Sages faction, busily review brittle scrolls in the Pathfinder Society's Starhall as they search for forgotten weapons of war that might be turned to Absalom's defense. Amenopheus steps away to meet with the PCs as they approach.

The Sapphire Sage carries a weathered scroll marked with silvery ink. "As you know, rebuilding our ancient order has been the main priority of the Scarab Sages, but we also take a keen interest in wondrous technology from the past and how those discoveries could benefit the present. This isn't the first time Absalom's fallen under attack, and there are untold defenses secreted away beneath centuries of new construction. Tahonikepsu and I have recovered several promising leads that—"

Tahonikepsu interrupts without looking up. "Amenopheus! This scroll speaks of a ritual that turns Absalom's walls into living fire and its streets into carnivorous sand! Such potential! What a sight to behold!"

Wide-eyed with shock, Amenopheus warily turns to look back at his colleague. "To say nothing of that being more dangerous to our citizens than to the invaders, the city patched up that glaring

problem several years ago after the Decklands almost leaked it to our enemies." Tahonikepsu visibly deflates before she grabs another scroll and voraciously continues her research.

"As I was saying, we have identified a more promising and ancient defense described by—and perhaps built by—the wizard Beldrin centuries ago. This so-called 'Gulgamodh' is a weapon that lies buried beneath a fountain in the Precipice Quarter. I ask that you identify it, locate it, and activate it for use in the battle to come."

Amenopheus gives the PCs a key and a yellowing map with a location called the Titan's Fountain marked on it. According to the sages' old texts, Gulgamodh is buried beneath the fountain, and the key should help the bearers access the weapon. Unbeknownst to Amenopheus, Gulgamodh is an ancient automaton of massive proportions. He is also unaware that Grandmaster Torch also knows about Gulgamodh, and the latter's allies have deduced that it is the Scarab Sages' plan to activate it. Grandmaster Torch has sent a group of his minions to intercept the PCs, seize control of the automaton, and use it to wreak havoc in Absalom.

E. THE TITAN'S FOUNTAIN

Amenopheus's directions are clear and lead the PCs to the run-down, partly collapsed fountain plaza.

A curious ten-foot-tall fountain stands at the center of a plaza in the Precipice Quarter. Shaped like a giant fist and built from steel that hasn't become tarnished despite its apparent age, it looks almost as though some titan of old had punched its fist through the ground.

Gulgamodh once quietly stood over the district, but centuries ago, an earthquake destabilized its foundation and caused the entire statue to descend into an expanding sinkhole that the neighborhood later filled as part of an urban beautification initiative. Only the automaton's right arm remained aboveground, and because Gulgamodh had been deactivated, it has remained trapped there since. Two hundred years ago, an architect who didn't understand the arm's significance constructed a fountain that integrated the arm into its design, and the locals started calling it the Titan's Fountain.

Activation: When the PCs approach the plaza, the key starts vibrating gently, and glowing script in Celestial, Draconic, and Osiriani appears along the fountain's surface: "Here lies Gulgamodh, aegis of Absalom. When the city needs Gulgamodh, open the locks and call it forth with true and honest intent."

In order to free Gulgamodh, the PCs must succeed at three of the following five checks using the Average skill checks DC, which they can attempt in any order. The PCs

can attempt to remember stories that shed light to what Gulgamodh was (Knowledge [history or local]), realign the glowing sigils and schematics (Knowledge [arcana], Spellcraft, or Use Magic Device), find hidden buttons and mechanisms that can free Gulgamodh (Appraise, Craft [sculptures or stonemasonry], Perception, or Sleight of Hand), improvise a phrase that encourages Gulgamodh to activate (Bluff, Diplomacy, Intimidate, Linguistics, or Perform [oratory or sing]—be sure this character roleplays this encouragement), or remove parts of the fountain that aren't part of the original construction (Disable Device, Knowledge [engineering], or combat maneuver check).

If the PCs succeed at three of these checks, Gulgamodh starts tearing itself free from the ground. If not, the PCs fail the mission.

Creatures: As Gulgamodh activates, Grandmaster Torch's mercenaries approach and demand that the PCs surrender their pet golem. These antagonists aren't willing to take no for an answer, and they attack if the PCs don't quickly toss them the key. See the Hazard section on page 24 for the construct's effect on this encounter.

SUBTIER 1–2 (CR 3)

BRIGANDS (2)	CR 1/2

hp 15 each (*Pathfinder NPC Codex* 266, see page 50)

INITIATE	CR 1

hp 16 (*Pathfinder NPC Codex* 245, see page 52)

SUBTIER 3–4 (CR 5)

INITIATES (2)	CR 1

hp 16 each (*Pathfinder NPC Codex* 245, see page 58)

ODDFELLOWS (2)	CR 2

hp 33 each (*Pathfinder RPG Villain Codex* 58, see page 59)

SUBTIER 5–6 (CR 7)

BORDER GUARDS (2)	CR 3

hp 30 each (*Pathfinder RPG NPC Codex* 129, see page 62)

STORM SORCERER	CR 5

hp 35 (*Pathfinder RPG NPC Codex* 163, see page 67)

SUBTIER 7–8 (CR 9)

SECURITY MANAGERS (2)	CR 5

hp 55 each (*Pathfinder RPG Villain Codex* 122, see page 76)

STORM SORCERERS (2)	CR 5

hp 35 each (*Pathfinder RPG NPC Codex* 163, see page 76)
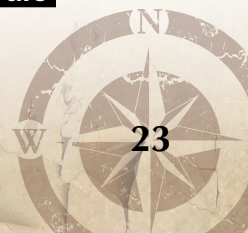
SUBTIER 10–11 (CR 12)

MUSKET MARAUDERS (2)	CR 7

hp 71 each (*Pathfinder RPG Villain Codex* 192, see page 82)

SCHEMING FENCER	CR 10

hp 98 (*Pathfinder RPG NPC Codex* 86, see page 83)

STORM SORCERERS (2)	CR 5

hp 35 each (*Pathfinder RPG NPC Codex* 163, see page 84)

Hazard: During the combat encounter, Gulgamodh's flailing hand randomly trips creatures within 10 feet of the fountain. Each round at initiative count 0, each creature in this area has a 50% chance of being knocked prone (Average Reflex negates).

Development: As the combat resolves, a 60-foot-tall construct crawls out from the ground, destroying a few nearby buildings in the process. It looks almost like a gigantic suit of plate armor, and its left arm terminates in a cannon-like weapon. In a metallic voice, it declares "Gulgamodh stands ready," but thereafter only stands, stares at the world, and reacts to no commands.

The mercenaries are professionals. If captured, they're outwardly more interested in spending some time in a prison than betraying their employer. However, a PC who succeeds at an Average Intimidate check or Hard Diplomacy check can convince the mercenaries to admit that trying to steal a giant statue wasn't their idea; a man hire them, his body covered in burn scars and smelling of unguents—a man they know as "Torch."

Reporting: If the PCs successfully awaken Gulgamodh and fend off the thugs, report one Scarab Sages success to HQ staff.

MISSION 6: ABSENCE OF FAITH (SILVER CRUSADE)

The PCs do not find Ollysta Zadrian, leader of the Silver Crusade faction, in the Grand Lodge. If they seek her out, they come across her

finishing off a skeletal Black Echelon operative. She then motions for a group of citizens seeking refuge in an alley to move to a safer part of the city before she turns to the PCs and idly cleans her sword.

"I'm pleased to see you have come to Absalom's aid in its darkest hour. As you may have heard, undead creatures have attacked various locations within the city, and scouts have reported that an army of demon-flesh abominations is assembling in the Cairnlands. The holy warriors of the Ascendant Court would be instrumental in a war against such holy creatures, and I have begun coordinating the faithful. I know Absalom is home to more of the faithful than I have seen. Most notably absent are Sarenrae's blades, and my close ally Scion Lady Xerashir of House Shamyyid at the Temple of the Shining Star has not answered the call to arms. I can only assume that something has waylaid her and her comrades. My presence is required here, but I am trusting you to investigate the matter and lend any aid necessary."

Recognizing that good-aligned faiths are among the best equipped to thwart an invasion of fiends and undead, Muhlia Al-Jakri took steps to prevent the faithful of Sarenrae from contributing to Absalom's defense. Knowing that the Sarenites had prepared a ritual to call powerful extraplanar allies to join Absalom's defense, Muhlia and her agents assassinated the guards outside the temple and then stealthily replaced a key relic used as the spell's focus with a replica invested with the power of Baphomet, dangerously usurping the ritual's energies. The gate that was meant to allow celestial creatures enter the Material Plane instead sucked the Sarenites into the Abyssal realm of the Ivory Labyrinth, where Thurl's allies were waiting in ambush.

However, Muhlia Al-Jakri's late sister was an acolyte of Sarenrae, and for all Muhlia's crimes since, she has struggled to avoid inflicting lasting harm on Sarenites, even when doing so is central to her plans. Out of lingering respect for and guilt about her sister's death, she made several adjustments so that the corrupted ritual sent the priests to a different location on the plane. The Sarenites are now trapped in a nightmarish maze, but because of Muhlia, they have at least a fighting chance to survive and escape.

Gulgamodh

THE TEMPLE OF SARENRAE

The smell of incense is heavy in the air at the Temple of the Shining Star, but it is ominously quiet in the vast Sarenite prayer room. Statues and other religious objects have been placed in concentric circles atop a massive sundial. Opposite the sundial is a portable lens-like device that seems to focus light like a magnifying glass.

The temple is the largest of Sarenrae's temples in Absalom, and normally bustling with activity throughout the day. When the PCs arrive, however, they find the temple empty. The PCs can search for clues in the following three locations.

Floor: Any PC succeeding at an Average Perception check or Easy Survival check to find tracks realizes that footprints and small objects littering the floor suggest a powerful and sudden force dragged people within the temple toward the sundial, but the tracks suddenly end 10 feet short of the sundial.

Lens: Any PC studying the lens notices it is possible adjust the lens's angle, focusing sunlight into a stronger beam of light. Any PC succeeding at an Average Knowledge (arcana or planes) check understands both that the lens is intended to empower spells and that the beam of light should be aimed at a magical focus.

Sundial: Any PC who studies the sundial and succeeds at an Average Knowledge (religion) or Spellcraft check can deduce that the sundial was used as a central focus for a powerful spell, and the objects around the sundial were intended to function as foci for a conjuration spell, determining the parameters of the spell.

If the PCs aim the beam of light at the sundial, a whirling portal of intertwined bright and dark energies opens, sucking the PCs in. Any PC succeeding at an Average Knowledge (planes or religion) check realizes that the portal took them to the Ivory Labyrinth, Baphomet's domain in the Abyss, and that the portal remains open as long as the beam of light feeds energy to the sundial.

F. THE IVORY LABYRINTH

In the Ivory Labyrinth, the PCs see a winding labyrinth before them and the whirling portal still behind them. In the distance, they hear a woman shouting commands in the Kelish language over the sounds of battle—the Sarenites are near.

Creatures: Sacred bulls and minotaurs roam the strange labyrinth. As the PCs delve deeper into the maze, several monsters attacks them. In Subtier 3–4 and above, one of the creatures (a bull or gorgon) approaches from a narrow side passage and attacks the party's rear. Although this passage is slightly too small for a Large creature to maneuver, the ambushing creature is adept at moving through the labyrinth and can move through the passage without squeezing.
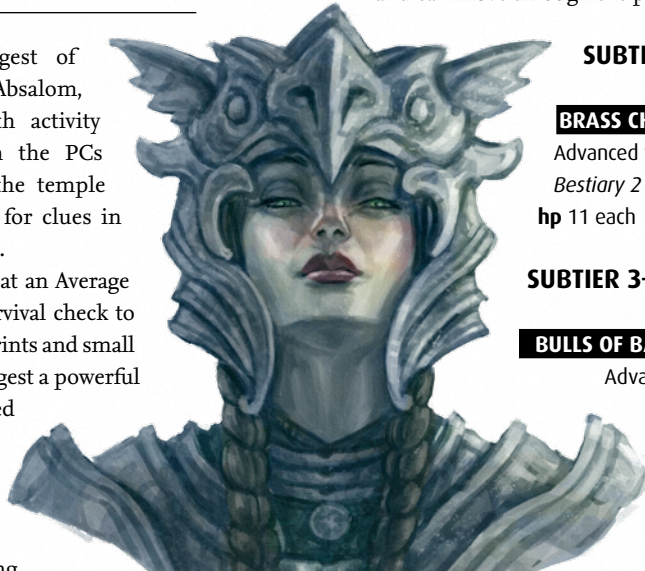
SUBTIER 1–2 (CR 3)

BRASS CHARGERS (2)	CR 1

Advanced fiendish rams (*Pathfinder RPG Bestiary 2* 294, 154; see page 49)
hp 11 each

SUBTIER 3–4 (CR 5)

BULLS OF BAPHOMET (2)	CR 3

Advanced fiendish aurochs (*Pathfinder RPG Bestiary* 294, 174; see page 55)
hp 28 each

SUBTIER 5–6 (CR 7)

BULL OF BAPHOMET	CR 3

Advanced fiendish aurochs (*Pathfinder RPG Bestiary* 294, 174; see page 62)
hp 28

MINOTAURS (2)	CR 4

hp 45 each (*Pathfinder RPG Bestiary* 206, see page 66)

SUBTIER 7–8 (CR 9)

BULLS OF BAPHOMET (2)	CR 3

Advanced fiendish aurochs (*Pathfinder RPG Bestiary* 294, 174; see page 70)
hp 28 each

MINOTAUR MARAUDERS (2)	CR 6

hp 62 each (*Pathfinder RPG Inner Sea Monster Codex* 42, see page 75)

SUBTIER 10–11 (CR 12)

GORGON	CR 8

hp 100 (*Pathfinder RPG Bestiary* 165, see page 81)

LABYRINTH GUARDIANS (3)	CR 8

hp 60 each (*Pathfinder RPG Inner Sea Monster Codex* 43, see page 81)

Ollysta Zadrien

F. The Ivory Labyrinth

PCs' Starting Area

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

Development: After the fight, the PCs find the Sarenites several hundred feet farther down the passage. The Dawnflower's priests have also just defeated a group of minotaurs. Once all of the Sarenites have safely returned to the Material Plane, Scion Lady Xerashir of House Shamyyid thanks the PCs and says the following.

"Someone must have tampered with the magical foci we used, causing the spell to fail. When we completed the ritual, a gateway formed that drew us into that Abyssa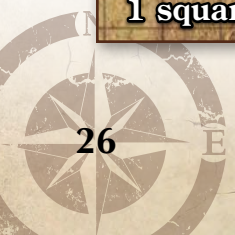l realm. As the portal closed behind us, I could see a woman's silhouette as she tossed something through the portal and grimly intoned, 'My sister's memory earns you mercy.' It was this," she reports, holding up a silver holy symbol of Sarenrae, stamped with the word 'Oppara,' and notched as if by a blade. "This style only saw use in Taldor by hidden congregations, including one that reactionary Opparan officials tried to stamp out about six years ago. Was there not a prominent leader in the Society who lost a sister in that incident? A pasha who went rogue? This alone may not be evidence of her involvement, but whoever sent us to the Abyss seemed to want us trapped, not killed."

Reporting: If the PCs successfully rescue the priests of Sarenrae, report one Silver Crusade success to HQ staff.

MISSION 7: A NOBLE CAUSE

The PCs can find Lady Gloriana Morilla, leader of the Sovereign Court faction, reading through a growing pile of reports. Every minute or two, a courier delivers another sealed letter, or a charmed animal scrambles in through one of the doors or windows with a rolled up missive from elsewhere in the city.

"The city is in dire straits, Pathfinders. The Siege Lord Wynsal Starborn is a strong leader, but he's had difficulty gathering the High Council—and in turn getting other nobles to focus. The recent acts of sabotage have caused many noble families to seal off their estates or begin evacuating the city in private ships. Not only is this cowardly exodus clogging the harbor and sowing confusion, but it is also disrupting other defenses because the nobles had earlier promised their household guards' service in defending the city. Acting under authority granted by the Siege Lord, help me find them and remind them of their responsibilities as members of the nobility. History need not remember them and their descendants as the ones who failed Absalom."

Numerous noble families perceived the Black Echelon's acts of sabotage as the beginning of the end, and they started to panic. Lady Morilla entrusts the PCs with a list of four family names—the Arpadors, Caperinas, al-Hadirs, and Tullians—and their presumed whereabouts. The PCs can confront the noble families in any order. Successfully completing the mission requires that the PCs convince at least two of the four families to help Absalom. Unlike the other three families that are holed up in their mansions in the Petal District, the Tullians attempted to evacuate in their private ship but were intercepted by Black Echelon undead (see area **G**).

The PCs can learn lore about each of the first three families by attempting one of two skill checks: an Easy Knowledge (nobility) check or an Average check with any other Knowledge skill. This information can inform the PCs' approach, potentially making it easier to persuade that family (e.g. by decreasing the difficulty of a Hard check DC to Average). Upon confronting one of the families, the PCs have three chances to persuade them: once each using Bluff, Diplomacy, and Intimidate. The PCs must succeed at two or all three of these checks to successfully convince the nobles to overcome their reservations and defend Absalom.

Specific skills used in this negotiation and skill check DCs appear in the table on this page. The GM and players should roleplay the persuasion checks rather than just rolling.

The Arpadors: The Arpadors are calm and collected, favoring an exaggeratedly formal Taldan accent and verbiage. Marton Arpador, the head of the family, is very fashionable and fond of twirling his mustache and noncommittally using the word "indeed." With a successful Average Sense Motive check, a PC can determine that the Arpadors are hiding because they are afraid of the undead, not out of selfishness. Promising them that they'll be protected decreases the difficulty of the Diplomacy check by one step.

Lore: The Arpadors were originally merchants who effectively bought their way into the nobility with their considerable wealth accumulated in the cattle trade. Mentioning their humble origins makes them flustered, decreasing the difficulty of either the Bluff check or Intimidate check by one step.

The Caperinas: The Caperinas have narrow eyes and prominent cheekbones. Annalia Caperina, the head of the family, likes to hold her gray Chelish ragdoll cat in her arms and overuses the word "perhaps" while avoiding explicitly affirmative or negative answers. With a successful Hard Perception check, a PC can spot that Annalia is wearing a

Lady Gloriana Morilla
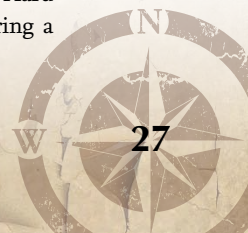
CONVINCING THE NOBLES

Family	Origin	Lore	Bluff DC	Diplomacy DC	Intimidate DC
Arpador	Taldor	Knowledge (local)	Average	Hard	Average
Caperina	Cheliax	Knowledge (religion)	Hard	Average	Average
al-Hadir	Qadira	Knowledge (history)	Average	Average	Hard

small pentagram amulet paying homage to Asmodeus—an act of devotion she's picked up in response to the pending siege. Due to her family's public renunciation of Asmodeus, this is a point of embarrassment, and a PC who points this out to her reduces the difficulty of the Bluff check by one step.

Lore: The Caperinas are from Cheliax, and like many of their fellow Chelaxians, they are sticklers for law. The PCs can attempting Linguistics or Profession (barrister) checks in place of Bluff, Diplomacy, and Intimidate checks to influence the Caperinas.

The al-Hadirs: The al-Hadirs wear loose-fitting silk garments, and both the men and women of the family wear their hair long. Naadhira al-Hadir, the head of the family, speaks slowly and deliberately, often invoking her patron deity's name in expressions like "by Sarenrae's grace." With a successful Average Sense Motive check, a PC can determine that Naadhira is hardheaded and doesn't respond well to threats; the PCs can attempt a second Bluff or Diplomacy check in place of an Intimidate check.

Lore: Centuries ago, the extended al-Hadir family produced many great warriors who fought Taldor and became war heroes. Reminding Naadhira of her family history makes her feel ashamed, decreasing the difficulty of either the Bluff check or Diplomacy check by one step.

G. WATERFRONT

The Tullians made it as far as the Docks district before being ambushed by undead.

Creatures: Black Echelon operatives were chasing three nobles of House Tullian, who jumped into the water and hoped that the undead wouldn't pursue them. Unfortunately, the nobles themselves are not very good swimmers. The Black Echelon operatives hide within a nearby house when the PCs arrive, and they wait for the PCs to go rescue the nobles before launching a surprise attack.

The nobles in the water manage to stay afloat for 1, 2, and 3 rounds, respectively. After that, each struggles underwater for 2 rounds before inhaling water and falling unconscious, after which he drowns after an additional 3 rounds. Saving a noble requires that a PC succeed at an Easy drag combat maneuver to pull that Tullian ashore. An unsuccessful check doesn't move a noble, but it does keep him afloat for an additional round (or reset the amount of time he can spend underwater before starting to drown). The PCs can use rope or other long objects to attempt these checks from a distance greater than 5 feet, though some of these tools might only function if the noble is conscious to grab hold.

SUBTIER 1–2 (CR 3)

BLACK ECHELON OPERATIVE	CR 3

hp 27 (see page 49)

SUBTIER 3–4 (CR 5)

BLACK ECHELON OPERATIVES (2)	CR 3

hp 27 each (see page 54)

SUBTIER 5–6 (CR 7)

BLACK ECHELON INFILTRATORS (2)	CR 5

hp 52 each (see page 61)

SUBTIER 7–8 (CR 9)

BLACK ECHELON ELITE	CR 8

hp 105 (see page 69)

BLACK ECHELON INFILTRATOR	CR 5

hp 52 (see page 69)

SUBTIER 10–11 (CR 12)

BLACK ECHELON ELITES (4)	CR 8

hp 105 each (see page 78)

Development: If all of the three Tullians survive the encounter, they are exceedingly grateful for the PCs' help. They change their mind about leaving the city and convince many others from their family to also assist Absalom.

Reporting: If the PCs successfully rally at least three noble families, report one Sovereign Court success to HQ staff.

INTERMISSION: CALM BEFORE THE STORM

After time has run out or the House has successfully completed all seven missions in Part 2, the Overseer GM announces an intermission, during which tables can exchange information about the seven faction missions and learn more of the story.

Having dealt with the chaos that ensued from the Black Echelon's attack, the Pathfinders return to the Grand Lodge. While anxiously awaiting additional instructions, each table should send one or two Pathfinders to neighboring tables to share information about the faction missions they completed and learn about the ones they didn't. You can also boost any Aid Token in

your possession once, and this is an excellent opportunity to pass it to another group.

Announce how long the House has for this intermission. Typically, 5 minutes is enough for the players to stretch and chat about what they've learned, but you might consider extending this to 10 minutes.

PART 3: THE BATTLE ON TWO FRONTS

After the intermission ends, the Overseer GM begins Part 3, when Thurl's army and the Silent Tide armada converge on Absalom in earnest. The Overseer GM reads the following.

The sound of brass signal horns echoes across Absalom, warning the city that the enemy onslaught has begun. Sergeants of the First Guard shout warnings to attend the walls, when suddenly a second warning sounds. A messenger brings news of a second attack: "An enemy fleet is approaching from the south!" A strange mist is rising in the Flotsam Graveyard, and dozens of ships with tattered sails approach Absalom's harbor with long-dead marines on board.

Back at the Grand Lodge, Master of Swords Marcos Farabellus addresses the Pathfinders: "You and the factions you represent have greatly helped our city; however, the worst is still to come, and Absalom needs our help! We must fight the enemy on land and at sea. Those of you who choose to bolster Absalom's defenses against the demon-flesh army attacking from the Cairnlands to the north, report to Captain of the First Guard, Rothos of House Vastille. Those of you who choose to fight the undead armada, report to Captain Sevana Kinhan of the Wave Riders."

Table GMs, Part 3 has begun.

TABLE GM INSTRUCTIONS

During this part of the adventure, each group can choose whether to confront Thurl's army, which is attacking Absalom from the north, or the Silent Tide, which is advancing through the Flotsam Graveyard. A group can travel from one front to the other between encounters, whether because they realize they're in over their heads where they are or because the other front is making too little progress.

Reporting Successes: During Part 3, there are five potential events to report to HQ Staff. Each of these should be reported differently.

Undead: Report the defeat of a Silent Tide commander (see area **I2**).

Minotaur: Report the defeat of a minotaur commander (see area **K2**).

Construct: Report the defeat of Atalazorn (see area **L**)

Gate: Report a successful Strength check to break down the inner gate (see page 41). If your group worked in tandem with another group, only one of the groups should report a success.

General: Report to HQ Staff when the group defeats an encounter in area **M2**.

ANNOUNCED CONDITIONS

There are four conditions the Overseer GM might announce, each tied to the House completing one of Part 3's objectives. Some of these grant each group a benefit, whereas others open access to other encounter areas that drive the story.

Sunken Ships: When the Overseer GM announces this condition, Pathfinder agents have destroyed the last of the Silent Tide's leaders. The undead armada begins to break apart, and Absalom's forces can direct their full efforts to defeating the demon-flesh army. This grants the PCs a reprieve to catch their breath, and all PCs immediately gain a number of temporary hit points equal to 1d8 × the group's APL (maximum 40 temporary hit points). PCs can conclude any harbor encounter they're in, but they should not begin new encounters in areas **H** and **I**.

Broken Horns: When the Overseer GM announces this condition, Pathfinder agents have defeated many of the demon-flesh army's minotaur field commanders. Groups can now combat Atalazorn in area **L**. Furthermore, the city has slowed the Silent Tide's approach. If the group is currently combatting the undead navy, reduce the hit points of those enemy creatures by half their maximum hit point totals. If this would reduce any creature to 0 or fewer hit points, instead reduce it to 1 hit point.

Basically, hasten to conclude the current encounter so that the players can participate fully in the encounter in area **L**.

Siege Castle: When the Overseer GM announces this condition, Absalom's defenders have felled the towering construct Atalazorn and are preparing to storm the siege castle. Groups can now access area **M1** (but not area **M2**).

Open Gates: When the Overseer GM announces this condition, Absalom's defenders have broken down the siege castle's inner gates. Groups can now access area **M2**, and reinforcements arrive to help the PCs defeat any ongoing encounters in area **M1**. To represent this, reduce the hit points of those enemy creatures by half their maximum hit point totals. If this would reduce any creature to 0 or fewer hit points, instead reduce it to 1 hit point.

OVERSEER GM INSTRUCTIONS

During Part 3, the responsibilities of the Overseer GM are to tally the number and type of each success reported and, when the House has accumulated the requisite number of successes for a particular event, to announce that a particular condition is in play (see the respective announcements on page 30). Once a condition is announced, any additional successes reported that would contribute to that event instead count as successes for whatever the next objective is (e.g. additional Undead successes after the Sunken Ships condition is in effect would be treated as Minotaur successes).

The House's goal is to break through to the demon-flesh army's siege castle (area **M**) and defeat its general. There are several sub-goals, including defeating the Silent Tide armada in the harbor, defeating the minotaur field commanders, felling the gigantic war construct Atalazorn, and breaking down the siege castle's inner gate. During the final encounter, the PCs confront the army's general and can shut down an extraplanar gate.

Once the House has reported a number of Undead successes equal to three-fifths (3/5) the number of tables, read the following aloud.

Pathfinders and Wave Riders board the last of the Silent Tide's command ships. Only a moment later, the ship veers, crashes, and begins to sink, joining the Flotsam Graveyard's wreckage. The Sunken Ships condition is now in effect.

Once the House has reported a number of Minotaur successes equal to three-fifths (3/5) the number of tables, read the following aloud.

Fighting alongside the First Guard forces, Pathfinders have defeated many of the invading army's commanders. Without their minotaur overseers to direct their wrath, many of the demon-flesh constructs slow—or even begin fighting one another. The victory is short-lived. Bellowing with Abyssal rage, a massive construct takes to the sky, for a moment blotting out the sun before landing messily atop a squad of the First Guard. The brute is shaped almost like a dragon, but its elongated body, misshapen limbs, bulbous head, and grotesque wings are all stitched together from demonic skin and flesh. It easily swats a dozen soldiers into the sky with one of its immense claws before roaring a second challenge.

As if sensing a worthy rival, the statuesque Gulgamodh flares with angry light and roars "Gulgamodh stands ready," before leaping Absalom's walls and lumbering to stand beside the ones who hold its key: the Pathfinders. Who among you is prepared to guide Gulgamodh's hand?

The Broken Horns condition is now in effect.

Once the House has reported a number of Construct successes equal to three-fifths (3/5) the number of tables, read the following aloud.

An elite team of Pathfinders pins down one of the draconic monstrosity Atalazorn's limbs, giving Gulgamodh an opportunity to grab the beast's head. After a brief struggle, Gulgamodh decapitates the abomination, which falls to the battlefield with a shuddering crash. With the giant construct leading the way, formations of the First Guard and Pathfinders converge on the siege castle.

Gulgamodh bulldozes down the outer gate headfirst. Waiting inside is a battalion of demons led by a minotaur champion with metal plates bolted to its body and wielding an overlarge sword. It sweeps the sword at Gulgamodh, tearing open a terrible gash

that nearly splits the giant construct in two. Gulgamodh lets out a drawn-out, metallic wail before collapsing in the gateway. The ancient guardian may have fallen, but the path into the castle is open. Don't waste this opportunity!

The Siege Castle condition is now in effect.

Once the House has reported a number of Gate successes equal to three-fifths (3/5) the number of tables, read the following aloud. After making the announcement, begin a 40-minute countdown until the end of the adventure.

Teams of Pathfinders wielding battering rams crash against the inner gates again and again until, with a decisive crack, the doors shatter inward. The Pathfinders can now enter the castle's inner reaches, and the Open Gates condition is in effect.

Adventure Card Guild: The Adventure Card Guild tables spend most of this part combating the Silent Tide in Absalom's harbor. Until the Overseer GM announces the Siege Castle condition is in play, all Adventure Card Guild successes count as Undead successes. Should the Sunken Ships condition be in effect before the Siege Castle condition is, treat additional Adventure Card Guild successes as Minotaur successes (until the Broken Horns condition is in effect) and after that as Construct successes.

Once the Siege Castle condition is in play, treat all Adventure Card Guild successes as General successes, which contribute to the final scene in the adventure.

Pacing Part 3: Most conditions in Part 3 control the pace of the adventure and provide a sequence of fun scenes as the PCs make their way to the siege castle. There are not any special, lasting rewards that the House can unlock for reporting enough successes of a particular type, so the Overseer GM has some leeway to announce a condition even if the House hasn't reported quite the right number of successes. Do so with caution, as calling a condition early can also cut short tables' imminent victories over their current foes.

Part 3 should take about 145–160 minutes. Ideally, the House should have about 70 minutes with which to storm the siege castle, so after about 65 minutes of play, assess the number of successes and consider announcing the Broken Horns condition a little early if needed. It's important to save 40 minutes for the final encounter (begun with the Open Gates condition), as the PCs' reported General successes affect their earned rewards.

Concluding Part 3: This part should end 40 minutes after the Open Gates condition is announced. Proceed to the Conclusion on page 45 to end the adventure.

THE SILENT TIDE

Those groups of PCs that choose to defend Absalom's harbor against the Silent Tide armada witness the following as they approach the Docks district.

Subtier	Ship	Commander	Historical Fact
1–2	"Lioness"	Commander Paulus Saltbain	Despite his high rank, Saltbain preferred to wield an axe and wade directly into combat.
3–4	"The Black Swan"	Captain Pegarius Stormcrow	Stormcrow was hanged for his war crimes, but it took him three days to die.
5–6	"Stavian"	Captain Viator Abastor	A famous rondelero in life, Abastor was beheaded with his own falcata.
7–8	"Oppara"	Commodore Maurus Korgen	A cruel man who killed hundreds of prisoners of war, Morgen was repeatedly keelhauled until his intestines hung out.
10–11	"Dreadnought"	Admiral Arminus Pythareus	Arminus Pythareus was among the richest nobles in Taldor, and he personally funded much of the invasion fleet. He was an exceptional hunter, said to be unparalleled with a crossbow.

"They're coming! The armada of the dead is coming!" shouts a terrified member of the Harbor Guard while running past. Down in the Flotsam Graveyard, dozens of ships with tattered black sails are winding among and crashing through the hazardous wrecks that dot the bay, rapidly approaching the harbor. As the skeletal ships advance, more sunken ships start rising of their own accord through the foaming waves, joining the undead invasion.

H. THE FLOTSAM GRAVEYARD

This encounter uses the blank side of *Pathfinder Flip-Mat Classics: Ship* (not pictured here).

When the PCs make it to the harbor, a Wave Rider commander approaches them. The following read-aloud text references a ship name and a commander's name that varies by subtier, so see the table on this page to confirm those details before reading or paraphrasing the following.

A soldier clad in mithral armor, wearing a blue cloak, and carrying a barbed spear nods a greeting, carrying a worried look on her face. "I'm captain Sevana Kinhan of the Wave Riders, and I'm glad to see you have come to help us—we've taken heavy casualties, our allies from Escadar haven't arrived, and the undead armada doesn't seem deterred by the Flotsam Graveyard's wreckage.

"In order to stop their advance, we must destroy their five command ships. Your superior at the Pathfinder Society has informed me that your skills would be well suited for attacking the **[ship's name]** commanded by **[commander's name]**. We have more hippocampi than there are able-bodied Wave Riders left to command them, so you can borrow our steeds if that helps you reach and board their tattered ships."

If the PCs succeed at an Average Knowledge (history or nobility) check, they also learn a historical fact about the commander as noted on the table.

The PCs don't have to ride hippocampi if they have abilities, equipment, or magic that allows them to move and fight in water. Captain Kinhan gives the PCs two *potions of touch of the sea*APG and a *potion of water breathing*. By expending an Aid Token, the PCs can secure an additional four *potions of touch of the sea*APG and two additional *potions of water breathing*.

Creatures: The strange curse that animates the ships and marines of the Silent Tide also beckons to aquatic beasts and makes them unusually aggressive, attacking anyone who approaches the ships. These creatures have fanned out across the harbor, but it's possible for the PCs to evade these opponents and bypass the encounter with sufficient speed and skill. If the group chooses to evade the encounter, each PC must attempt an Easy Ride check (if mounted) or an Average Swim check (if

Wave Rider
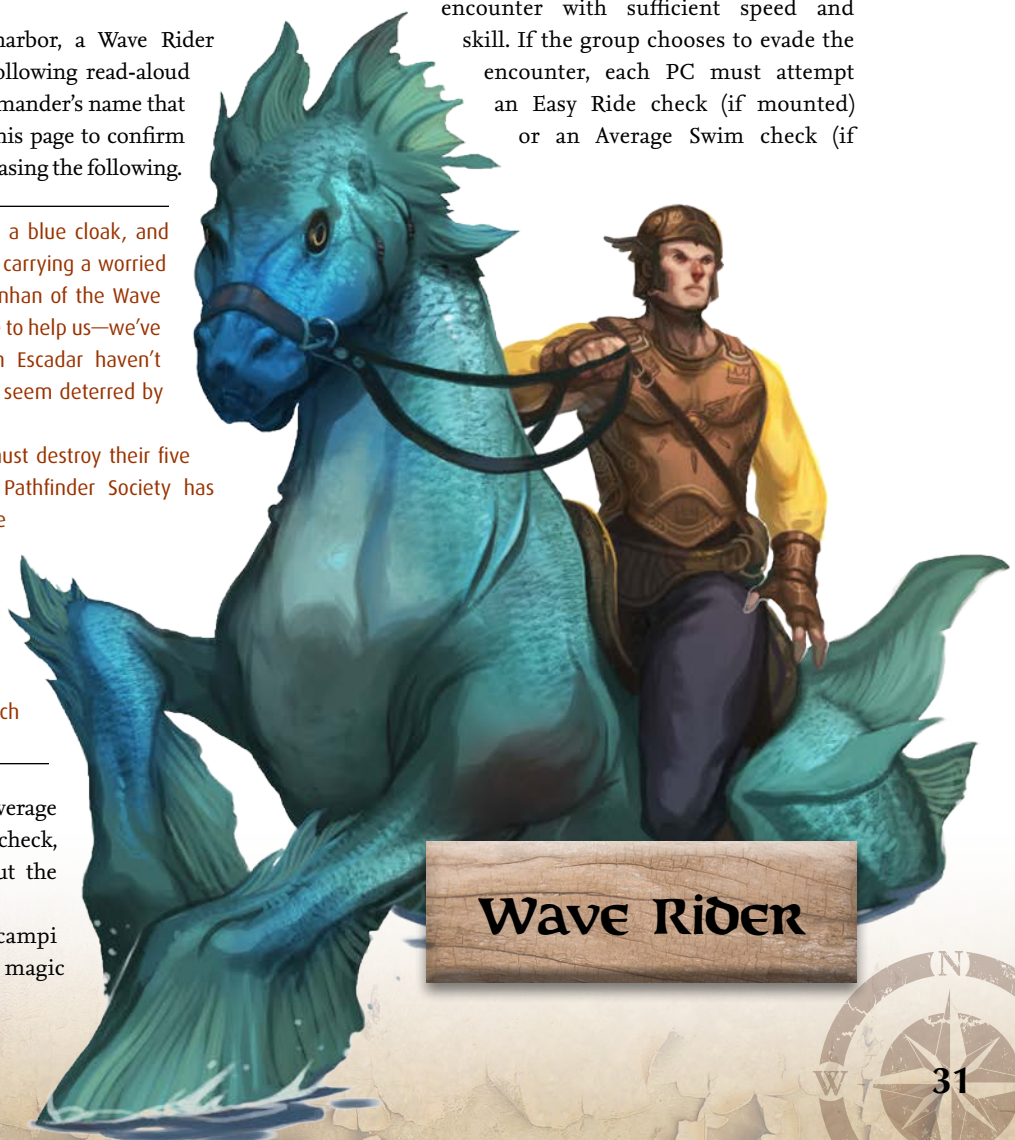
swimming, with a +2 bonus for every 10 feet by which the PC's swim speed exceeds 30 feet). A PC who can fly automatically succeeds at this check, though a combination of the distance to the ships and the need to avoid intervening threats means that it takes about 5 minutes to reach the armada—enough time to board the ship in the following encounter. If more than half of the PCs succeed, the group outmaneuvers the sea creatures and can move to area **I**. Otherwise, the encounter begins with the PCs approximately 60 feet from the enemies.

SUBTIER 1–2 (CR 3)

DEATH'S HEAD JELLYFISH (2)	CR 1

hp 15 each (*Pathfinder RPG Bestiary 3* 155, see page 52)

SUBTIER 3–4 (CR 5)

BUNYIPS (2)	CR 3

hp 32 each (*Pathfinder RPG Bestiary 2* 50, see page 55)

SUBTIER 5–6 (CR 7)

GLOBSTERS (2)	CR 5

hp 57 each (*Pathfinder RPG Bestiary 3* 131, see page 64)

SUBTIER 7–8 (CR 9)

SHARK-EATING CRABS (2)	CR 7

hp 84 each (*Pathfinder RPG Bestiary 3* 60, see page 71)

SUBTIER 10–11 (CR 12)

SEA SERPENT	CR 12

hp 187 (*Pathfinder RPG Bestiary* 244, see page 84)

Reporting: Remember that in fighting the Silent Tide armada, only report the defeat of the commander in area **I2**; do not report an encounter success for this area.

I. SHIP OF THE DEAD

The unholy power of an ancient pact known as the Binding Word animates both the ships of the Silent Tide as well as the undead sailors and marines that crew the ships. The captains and admirals serve as a focus for this power, so in order to sink the ships, the PCs must destroy the commanders. The ship the PCs approach depends on their subtier (see the table on page 31).

I1. BOW DECK

These ships once carried an array of ballistae below deck, though centuries of moldering underwater have left the siege weapons (represented by the cannons on the map) as little more that waterlogged lumps. The PCs can clamber through the open ballista ports 15 feet above the water's surface to this area, or they can aim for the main deck (area **I2**) 25 feet above the water. Each hippocampus has a grappling hook and rope in its saddlebags. If the PCs used the hippocampi (or other means) to approach the ship from underwater, they have 3 rounds to secure grappling hooks and clamber up before the undead notice them. Securing a grappling hook requires a successful ranged attack roll against AC 5, and climbing the knotted rope attached to the hook requires a successful DC 0 Climb check.

Creatures: Undead Taldan marines mill about the cabins on either end of this deck, waiting to invade Absalom and contemplating the cruelties they'll inflict upon the city. The undead marines attack once the PCs start entering through the ballista ports. Distribute the undead between the two cabins, though their exact placement is otherwise whatever would make for a fun encounter.

The undead in both areas **I1** and **I2** can hear the sounds of combat in one another's respective areas. Unless the PCs take special pains to eliminate the undead in one area quietly, the undead from the other area join the encounter at the beginning of the third round of combat.

SUBTIER 1–2 (CR 2)

DROWNED MARINES (3)	CR 1/2

Variant human zombie (*Pathfinder RPG Bestiary* 288, see page 53)
hp 12 each
Speed 30 ft., swim 20 ft.
Melee scimitar +4 (1d6+3/18–20)

SUBTIER 3–4 (CR 4)

DROWNED MARINES (2)	CR 1/2

Variant human zombie (*Pathfinder RPG Bestiary* 288, see page 60)
hp 12 each
Speed 30 ft., swim 20 ft.
Melee scimitar +4 (1d6+3/18–20)

LACEDONS (2)	CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146, see page 59)

SUBTIER 5–6 (CR 6)

DRAUGRS (3)	CR 2

hp 19 each (*Pathfinder RPG Bestiary 2* 110, see page 63)

LACEDONS (2)	CR 1

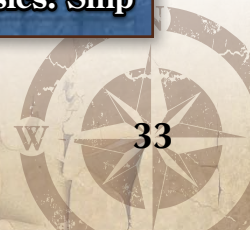**hp** 13 each (*Pathfinder RPG Bestiary* 146, see page 66)

I. Ship of the Dead

I1

I2

1 square = 5 feet

Pathfinder Flip-Mat Classics: Ship

SUBTIER 7–8 (CR 9)

FESTERING SPIRIT	CR 8

hp 58 (*Pathfinder RPG Bestiary 4* 98, see page 72)

HANGED LIEUTENANTS (2)	CR 4

Variant advanced wight (*Pathfinder RPG Bestiary* 294, 276; see page 77)

hp 34 each

Melee mwk scimitar +7 (1d6+4/18–20 plus energy drain)

SUBTIER 10–11 (CR 12)

DISMOUNTED DULLAHANS (3)	CR 7

Variant dullahan (*Pathfinder RPG Bestiary 2* 111, see page 79)

hp 85 each

Melee *+1 keen falcata* +14/+9 (1d8+8/17–20/×3 plus 1d6 cold)

Feats Exotic Weapon Proficiency (falcata), Iron Will, Power Attack, Step Up, Weapon Focus (falcata)

Gear *+1 falcata*^APG, *+1 full plate*

FESTERING SPIRITS (2)	CR 8

hp 58 each (*Pathfinder RPG Bestiary 4* 98, see page 80)

Reporting: Remember that in fighting the Silent Tide armada, only report the defeat of the commander in area **I2**; do not report an encounter success for this area.

I2. MAIN DECK

The stench of salt and decay is strong on the main deck, which looks ominously empty, as if the ship was steering itself.

Creatures: The ship's long-dead commander and a handful of officers plan the imminent assault using disintegrating maps at the stern cabin or take stock of ruined supplies in the bow. They can spot intruders on the main deck, at which point they burst forth, gasping "For Taldor!" as they attack. Distribute the undead between the two cabins, though their exact placement is otherwise whatever would make for a fun encounter.

The undead in both areas **I1** and **I2** can hear the sounds of combat in one another's respective areas. Unless the PCs take special pains to eliminate the undead in one area quietly, the undead from the other area join the encounter at the beginning of the third round of combat.

SUBTIER 1–2 (CR 3)

COMMANDER SALTBAIN	CR 2

Draugr (*Pathfinder RPG Bestiary 2* 110, see page 50)

hp 19

DROWNED MARINES (2)	CR 1/2

Variant human zombie (*Pathfinder RPG Bestiary* 288, see page 53)

hp 12 each

Speed 30 ft., swim 20 ft.

Melee scimitar +4 (1d6+3/18–20)

SUBTIER 3–4 (CR 5)

CAPTAIN STORMCROW	CR 4

Variant advanced wight (*Pathfinder RPG Bestiary* 294, 276; see page 60)

hp 34

Melee mwk scimitar +7 (1d6+4/18–20 plus energy drain)

LACEDONS (2)	CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146, see page 59)

SUBTIER 5–6 (CR 7)

CAPTAIN ABASTOR	CR 7

Variant dullahan (*Pathfinder RPG Bestiary 2* 111, see page 64)

hp 85

Melee *+1 keen falcata* +14/+9 (1d8+8/17–20/×3 plus 1d6 cold)

Feats Exotic Weapon Proficiency (falcata), Iron Will, Power Attack, Step Up, Weapon Focus (falcata)

Gear *+1 falcata*^APG, *+1 full plate*

LACEDONS (2)	CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146, see page 66)

SUBTIER 7–8 (CR 9)

COMMODORE KORGEN	CR 8

Mohrg (*Pathfinder RPG Bestiary* 208, see page 75)

hp 91

HANGED LIEUTENANTS (2)	CR 4

Variant advanced wight (*Pathfinder RPG Bestiary* 294, 276; see page 77)

hp 34 each

Melee mwk scimitar +7 (1d6+4/18–20 plus energy drain)

SUBTIER 10–11 (CR 12)

ADMIRAL PYTHAREUS	CR 11

Advanced pale stranger (*Pathfinder RPG Bestiary 3* 290, 214; see page 78)

hp 157

OFFENSE

Ranged *+1 hand crossbows* (1d4+1/17–20/×4)

Special Attacks hand crossbows, stranger's shot

STATISTICS

Feats Deadly Aim, Dodge, Improved Critical (hand crossbow), Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Quick Draw^B, Two-Weapon Fighting

SPECIAL ABILITIES

Hand Crossbows (Su) Admiral Pythareus is an expert duelist with hand crossbows. This functions exactly like a pale stranger's pistols and stranger's shot abilities—including the crossbows attacks' ability to resolve as touch attacks—except that the benefits apply to hand crossbows in place of pistols, and the hand crossbows deal piercing damage. The admiral's hand crossbows have a critical threat range of 19–20/×4.

DISMOUNTED DULLAHANS (2)	CR 7

Variant dullahan (*Pathfinder RPG Bestiary 2* 111, see page 79)
hp 85 each
Melee *+1 keen falcata* +14/+9 (1d8+8/17–20/×3 plus 1d6 cold)
Feats Exotic Weapon Proficiency (falcata), Iron Will, Power Attack, Step Up, Weapon Focus (falcata)
Gear *+1 falcata*APG, *+1 full plate*

Development: After defeating a commander, the PCs have two options. First, they can board another ship, in which case they repeat the encounters in areas **I1** and **I2** with one exception: replace the commander in area **I2** with the commander from the next highest subtier (or add two mohrgs and a second advanced pale stranger in Subtier 10–11). Be sure the group knows that this assault could be very challenging!

Alternatively, the PCs can go to the Petal District and defend the walls against the demon-flesh horde (see the next section).

Reporting: When the PCs defeat the commander, report one Undead success to HQ Staff.

THE DEMON-FLESH HORDE

Groups that choose to defend Absalom's walls against the horde of fiend-flesh creatures witness the following as they approach the Petal District.

In the distance, a brass horn sounds a warning signal. A moment later, a Captain of the First Guard shouts for her force to ready for impact—a command that guards relay up and down the wall. A dark swarm of thousands of strangely misshapen creatures charges, throwing themselves against the stone walls and clambering over each other to reach the top. Despite many volleys of arrows raining down and boiling oil poured on them, the stubborn fiend-flesh creatures press on. In multiple places along the ramparts, soldiers of the First Guard have to draw their swords and engage the creatures in melee. Here and there, groups of nightmarish creatures spill through the line of defense.

The horde of demon-flesh creatures Thurl assembled is not the largest force ever to attack Absalom, but it's among the more intimidating ones. His army has built an imposing siege castle in the Cairnlands outside Absalom, from which his commanders are coordinating the siege.

Thurl himself is watching the siege through a scrying device from a safe location in the Ivory Labyrinth and doesn't take part in the fighting. Instead, he has recruited minotaurs from a Baphomet-worshiping tribe on the Isle of Kortos to lead his army.

J. PETAL DISTRICT RAMPARTS

The first wave of Thurl's demonic army crashes against the northeastern walls Absalom, which protect the upscale Petal District.

Creatures: Thousands of creatures stitched together from strange fiendish flesh swarm the area, and despite the First Guard's stalwart defense, small groups of the creatures stubbornly manage to slip onto the wall. It's up to the PCs to deal with them.

SUBTIER 1–2 (CR 3)

ECTOPLASMIC HUMANS (4)	CR 1/2

hp 7 each (*Pathfinder RPG Bestiary 4* 82, see page 50)

SUBTIER 3–4 (CR 5)

ECTOPLASMIC HUMANS (4)	CR 1/2

hp 7 each (*Pathfinder RPG Bestiary 4* 82, see page 57)

HUNGRY FLESH	CR 3

hp 47 (*Pathfinder RPG Bestiary 4* 152, see page 58)

SUBTIER 5–6 (CR 7)

CARRION GOLEM	CR 4

hp 42 (*Pathfinder RPG Bestiary 2* 136, see page 64)

HUNGRY FLESHES (2)	CR 3

hp 47 each (*Pathfinder RPG Bestiary 4* 152, see page 66)

SUBTIER 7–8 (CR 9)

BLOOD GOLEMS (2)	CR 6

hp 64 (*Pathfinder RPG Bestiary 4* 130, see page 73)

HUNGRY FLESHES (2)	CR 3

hp 47 each (*Pathfinder RPG Bestiary 4* 152, see page 74)

SUBTIER 10–11 (CR 12)

UNFETTERED EIDOLONS (4)	CR 8

hp 85 each (*Pathfinder RPG Bestiary 3* 110, see page 80)

Development: As the PCs conclude their encounter, Siege Lord Wynsal Starborn rides toward the gate accompanied by several mounted soldiers. They help dispatch the last

J. Petal District Ramparts

J
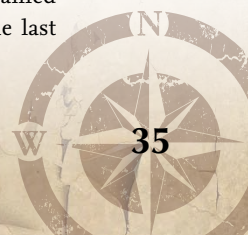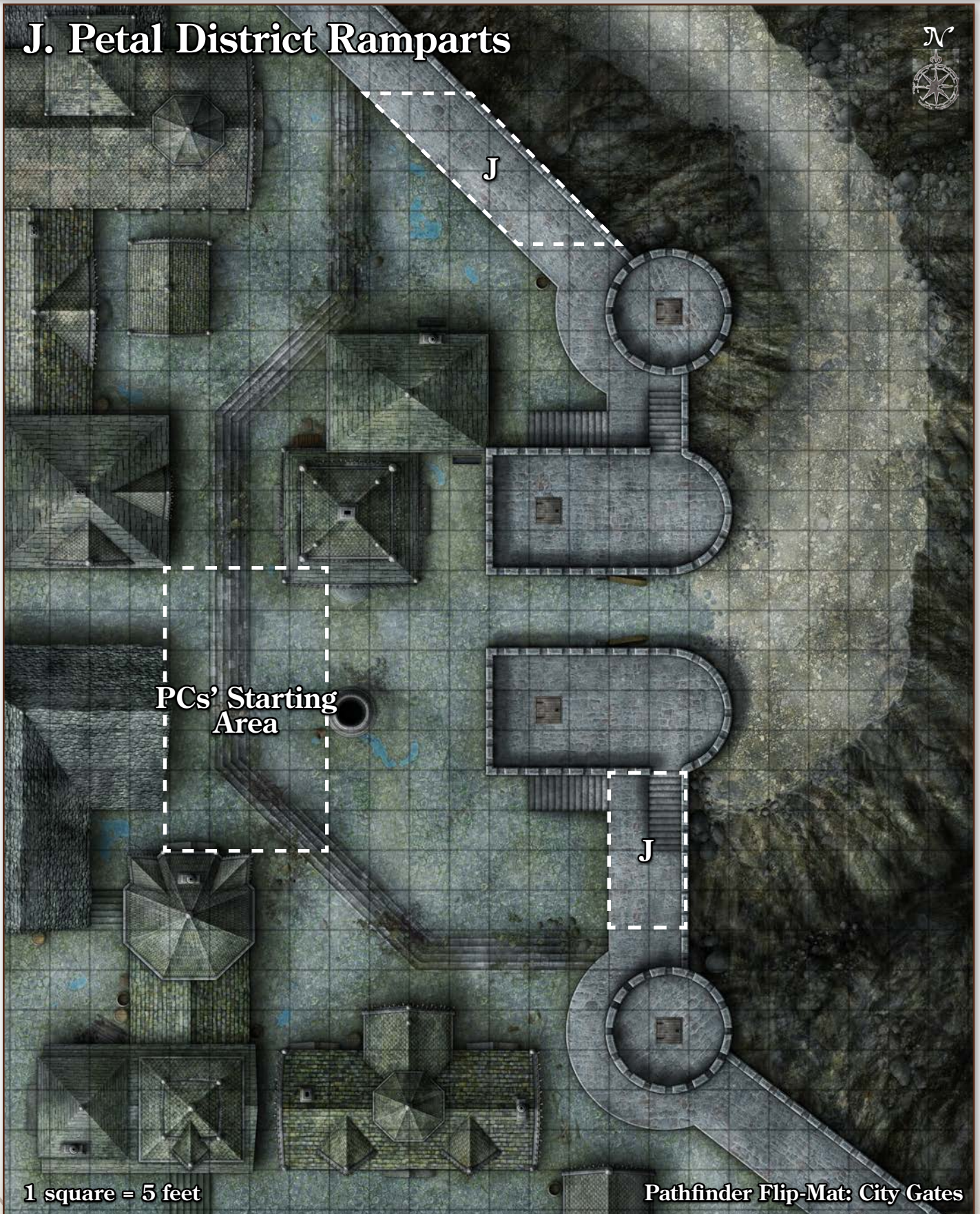
PCs' Starting Area

J

1 square = 5 feet

Pathfinder Flip-Mat: City Gates

Subtier	Commander	Local Rumor
1–2	Champion Rakmool Bloodhorn	An utter sadist, Rakmool delights in towering over his enemies and carving them with a jagged cleaver.
3–4	Huntmaster Minawar	Minawar is not only the best hunter in her tribe, but she is also a respected warrior who wields her bow and axe with equal skill.
5–6	Captain Nakarr	Nakarr's mother was otherworldly and entirely evil—traits this minotaur inherited.
7–8	Warchief Mithrakk	He's said to have been killed in a duel, but he rose from his grave and avenged his own death.
10–11	High Priestess Alimnekk	Alimnekk is a prophet of Baphomet, which has made her so overconfident that she refuses any bodyguards on the battlefield.

of the enemies in the area before the Siege Lord motions for the PCs speak with him. The following read-aloud text references a commander's name that varies by subtier, so see the table on this page to confirm that detail before reading or paraphrasing the following.

The Siege Lord removes his steel helmet for a moment, shaking out his braided hair beaded with the teal and gold colors of Absalom's flag. With a respectful nod and congratulatory salute, he introduces himself. "I am Wynsal Starborn, once captain of the First Guard and now the Siege Lord ensuring Absalom's safety. You fought bravely, and thanks to your help, we've got the situation under control here.

"I am less confident about affairs beyond our gates, though we could seize control of the tides of war with a targeted strike by capable operatives like you. As you probably noticed, those fiendish abominations are quite tough, but they're not very organized. In fact, I saw two groups of them fighting each other until one of the minotaur commanders sorted them out. We might be able to use their lack of discipline against them!

"I've heard the Pathfinder Society has already done a great deal for the city today. While I'm reticent to ask more, I cannot afford to surrender your expertise. I ask that you sneak past enemy lines, seek out **[commander name]**, and kill that horned beast. The First Guard will be ready to exploit the opening."

Wynsal Starborn

If the PCs succeed at an Average Knowledge (local or nature) check, they also remember a local rumor about the commander (see the table on this page). As soon as the PCs are ready, they can proceed to the encounters in the Cairnlands (area **K**).

Reporting: Remember that in fighting the demon-flesh army, only report the defeat of the commander in area **K2**; do not report an encounter success for this area.

K. CAIRNLANDS

The PCs can slip past the enemy lines, seek out enemy leaders, and eliminate them.

K1. FIENDISH GUARD POST

A black-and-red banner with a bull's head on it flies above the shattered remains of an ancient siege castle. A group of groaning, hunched creatures stitched together from strange flesh patrol the ruins.

According to the First Guard's intelligence reports, the presence of a banner indicates an enemy commander is nearby. The PCs approach from the northern end of the map, having circled behind this encampment.

Creatures: Demon-flesh creatures guard the commander's position, but it's possible for the PCs to evade these opponents and bypass the encounter with sufficient skill. If the group wants to evade the encounter, each PC must attempt an Easy Stealth check; an invisible PC automatically succeeds at this check. If more than half of the PCs succeed, the group outmaneuvers the creatures here and can move to area **K2**; the creatures in area **K1** wander far enough away not to interfere in the next encounter. Otherwise, begin combat.

The commander in area **K2** is focused on the aberrant reinforcements marching to attack Absalom, and the pervasive sounds of battle drown out the worst of the any combat in area **K1**. At the beginning of the third round of combat here, the commander and any bodyguards take note and begins moving to join the ongoing encounter. If the PCs defeat the creatures here within 2 full rounds, the commander overlooks the nearby outburst, and the PCs can attack the minotaur separately.

SUBTIER 1–2 (CR 3)

HUNGRY FLESH	CR 3

**hp** 47 (*Pathfinder RPG Bestiary 4* 152, see page 51)
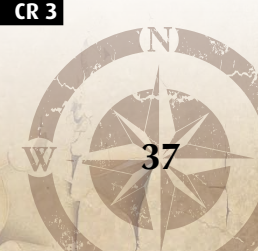
SUBTIER 3–4 (CR 5)

WAX GOLEMS (2)   CR 3

hp 42 each (*Pathfinder RPG Bestiary 4* 133, see page 57)

SUBTIER 5–6 (CR 7)

FLESH GOLEM   CR 7

hp 79 (*Pathfinder RPG Bestiary* 160, see page 65)

SUBTIER 7–8 (CR 9)

FLESH GOLEMS (2)   CR 7

hp 79 each (*Pathfinder RPG Bestiary* 160, see page 73)

SUBTIER 10–11 (CR 12)

DEMON-FLESH GOLEMS (2)   CR 10

Variant advanced flesh golem (*Pathfinder RPG Bestiary* 294, 160; see page 80)

hp 107 each

Reporting: Remember that in fighting the demon-flesh army, only report the defeat of the commander in area **K2**; do not report an encounter success for this area.

K2. COMMAND POST

Within the ruins, a towering humanoid creature with a bull's head is observing the battle and issuing commands to demon-flesh creatures. Tiny homunculi race off to deliver orders across the battlefield's churned soil. A blood-red symbol depicting a bull's head adorns the bull-headed creature's armor.

This rocky location affords the unit commander an excellent view of the battlefield and some basic protection against Absalom's archers. Thurl recruited his commanders from a tribe of Baphomet-worshiping minotaurs on the Isle of Kortos. Any PC who succeeds at an Average Knowledge (planes or religion) check realizes that the bull symbol on the commander's armor is actually a minotaur's head, and that it's a stylized unholy symbol of the demon lord Baphomet.

Creatures: The commander (and in some subtiers, an entourage of bodyguards) is eager to do a little fighting and not just give orders. It attacks the PCs.

SUBTIER 1–2 (CR 4)

RAKMOOL BLOODHORN   CR 4

Minotaur (*Pathfinder RPG Bestiary* 206, see page 52)

hp 45

Melee handaxe +9/+4 (1d8+4/×3), gore +4 (1d6+2)

SUBTIER 3–4 (CR 6)

HUNTMASTER MINAWAR   CR 6

Minotaur marauder (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 42, see page 59)

hp 62

SUBTIER 5–6 (CR 8)

CAPTAIN NAKARR   CR 6

Half-fiend minotaur (*Pathfinder RPG Bestiary* 171; see page 65)

hp 57

Melee glaive +11/+6 (2d8+9/×3), bite +6 (1d8+3), gore +6 (1d6+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)

MINOTAURS (2)   CR 4

hp 45 each (*Pathfinder RPG Bestiary* 206, see page 66)

SUBTIER 7–8 (CR 10)

WARCHIEF MITHRAKK THE UNDYING   CR 8

Labyrinth guardian (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 43, see page 74)

hp 60

MINOTAUR MARAUDERS (2)   CR 6

hp 62 each (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 42, see page 75)

SUBTIER 10–11 (CR 13)

HIGH PRIESTESS ALIMNEKK   CR 13

Prophet of Baphomet (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 45, see page 83)

hp 127

OFFENSE

Cleric Spells Prepared (CL 11th; concentration +15)

3rd—*bestow curse* (DC 17), *cure serious wounds, deeper darkness, dispel magic, magic circle against good*[D], *meld into stone*

Development: After defeating a commander, the PCs have two options. First, they can pursue another minotaur commander, in which case they repeat the encounters in areas **K1** and **K2** with one exception: replace the commander in area **K2** with the commander from the next highest subtier (or add three labyrinth guardians in Subtier 10–11). Be sure the group knows that this assault could be very challenging!

Alternatively, they can go to the harbor and fight the Silent Tide (see page 30).

Reporting: When the PCs defeat the commander, report one Minotaur success to HQ Staff.

K. Cairnlands and
L. The Flight of the Atalazorn

K1

K2

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

L. THE FLIGHT OF ATALAZORN

This encounter uses the same *Pathfinder Flip-Mat: Desert Ruins* map as appears in area **K**.

The House can only begin this encounter once the Broken Horns condition is in play. As a last-ditch attempt to turn the tide of the combat, Thurl general releases Atalazorn, the most impressive of his creations, to crush Absalom's finest and regain control of the battlefield. Gulgamodh (the construct Pathfinders activated in Part 2) joins the Pathfinders to fight Atalazorn. This encounter is unusual in that all tables from Subtier 1–2 to Subtier 10–11 get to fight the same massive creature. For balance reasons, though, the way in which each subtier contributes varies.

Creatures (Subtiers 1–2, 3–4, and 5–6): The same key that Amenopheus lent to the Pathfinders segments into interlocking pieces, each of which allows its wielder to control one part of Gulgamodh: its boots, fist, gun, head, heart, or voice. **Handouts #3–8** detail how piloting Gulgamodh functions and what actions each parts can perform. Distribute these to the players and let them decide which roles to perform. Each PC should perform only one role, though for a table of fewer than six PCs, it's okay for a few PCs to have two roles to ensure all six pieces are functional. Once the players have taken a moment to review their respective roles, begin the combat against Atalazorn with the two goliaths about 60 feet away from each other.

To properly control Gulgamodh, the PCs have to remain with 200 feet of the construct and concentrate on their respective pieces of its control key. For the most part, this keeps the PCs at a fairly safe distance, though the first time Atalazorn confirms a critical hit against Gulgamodh, it tears or knocks off a piece of the protective construct, sending it crashing into the ruins near where the PCs take shelter. This showers the PCs with rubble and grit, dealing a number of points of damage equal to 1d6 × the group's APL (Easy Reflex for half). Having a PC join the encounter directly is inadvisable—ideally use one of Atalazorn's attacks to damage and scare off

(but not kill) the overly heroic Pathfinder. Of course, if the would-be-hero persists in a way that truly inconveniences Atalazorn, it might just crush the tiny threat.

Creatures (Subtier 7–8): Atalazorn is grappling with Gulgamodh and takes a –4 penalty to Dexterity and a –2 penalty on attack rolls against the PCs. Atalazorn moves at half speed, and whenever it moves, Gulgamodh moves to an unoccupied space adjacent to it. Gulgamodh doesn't take actions normally; assume that the two behemoths exchange blows, effectively reducing Atalazorn's hit points to 130, while Atalazorn automatically deals 35 points of damage to Gulgamodh (177 hit points) each round, destroying it in 6 rounds. Atalazorn uses its bite attack against Gulgamodh, attacking the PCs only with its claws and tail slap. Lastly, whenever Atalazorn uses its breath weapon, it must include Gulgamodh in the area of effect.

Creatures (Subtier 10–11): The PCs fight Atalazorn at its full strength, with no support from the Gulgamodh construct.

ALL SUBTIERS (CR 13)

Gulgamodh

ATALAZORN	**CR 13**

CE Gargantuan construct

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, –4 size)

hp 164 (16d10+76); fast healing 5

Fort +5, **Ref** +11, **Will** +10

DR 10/adamantine; **Immune** construct traits, fire; **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee bite +23 (3d6+11 plus grab), 2 claws +23 (2d6+11), tail slap +18 (2d6+5)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (60-foot cone, 8d6 acid damage, Reflex DC 18 for half, usable once every 1d4 rounds), pounce

TACTICS

During Combat Whenever Atalazorn's breath weapon recharges, the construct disengages from combatants, ascends to a height of 30 feet, uses Wingover to turn 180 degrees, and unleashes its breath weapon. The following round (unless the breath weapon is ready to use again), it charges and pounces, thereafter taking full attack actions until the breath weapon is once again ready to use.

STATISTICS

Str 32, **Dex** 18, **Con** —, **Int** 7, **Wis** 16, **Cha** 5

Base Atk +16; **CMB** +31 (+35 grapple); **CMD** 45

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Fly), Toughness, Wingover

Skills Fly +21

SPECIAL ABILITIES

Adamantine Strikes (Ex) Atalazorn's natural attacks are treated as adamantine weapons for the purpose of overcoming damage reduction.

Massive (Ex) Atalazorn treats the walls on the battlefield as difficult terrain. Walls provide only partial cover (+2 AC) against Atalazorn's attacks.

GULGAMODH	CR 13

N Gargantuan construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 28, touch 6, flat-footed 28 (+22 natural, –4 size)

hp 177 (18d10+78)

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

DR 10/adamantine; **Immune** construct traits; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee gun slam +22 (2d6+8), head butt +22 (2d6+8), kick +22 (2d6+8), slam +22 (3d6+8)

Ranged arcane cannon +4 (6d6)

Space 20 ft.; **Reach** 20 ft.

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** —, **Wis** 14, **Cha** 7

Base Atk +18; **CMB** +30 (+34 bull rush); **CMD** 40

Feats Toughness[B]

SQ adamantine strikes, massive

SPECIAL ABILITIES

Adamantine Strikes (Ex) Gulgamodh's natural attacks and cannon shots are treated as adamantine weapons for the purpose of overcoming damage reduction.

Massive (Ex) Gulgamodh treats the walls on the battlefield as difficult terrain. Walls provide only partial cover (+2 AC) against Gulgamodh's attacks.

Development: With the defeat of Atalazorn, Absalom's defenders gain palpable momentum on the battlefield and begin advancing on the siege castle. By the time the PCs defeat Atalazorn, it's likely the Overseer GM will call the Siege Castle condition soon and allow the House to begin encounters in area **M**. Until then, the PCs should remain in these earlier encounters. Allow them to continue encounters in Areas **I** and **K** as they like, and if they're intent on continuing to use Gulgamodh to crush the opposition, let them! You're welcome to run have the PCs face off against the Subtier 7–8 creatures in area **K2**, and if they defeat those minotaurs before the Siege

Castle condition is announced, report the victory as another Construct success.

Reporting: When the PCs defeat Atalazorn, report one Construct success to HQ Staff.

M. SIEGE CASTLE

Do not begin encounters in this area until the Siege Castle condition is in effect.

Because the siege castle isn't big enough for huge formations of the First Guards to enter, the Pathfinders and other local heroes are among the first to storm the fortification. Gulgamodh's body, the broken door, rubble, and stairs each count as difficult terrain. The ballistae, columns, and statue block movement and provide cover. The castle's hasty construction leaves the interior walls rough, requiring only a successful DC 15 Climb check to scale.

M1. GATEHOUSE

This gatehouse is teeming with horrid fiends, and a seasoned Venture-Captain orders the Pathfinders to engage the enemy: "Greenhorns, kill those snipers in the towers! Experienced Pathfinders, kill me some babaus and nabasus! Tough-as-nails veterans, kill that bucket-headed abomination on the stairs!"

Creatures: Demons called from the Abyss and fiend-blooded cultists guard the gatehouse and immediately attack the PCs. Pathfinder venture-captains organize the groups of Pathfinders to engage the enemy as follows.

In Subtiers 1–2 and 3–4, the PCs rush into the two towers that flank the entrance, neutralizing cambions, schirs, and tieflings who are shooting at Pathfinders and First Guard soldiers through arrow slits. In Subtiers 5–6 and 7–8, the PCs engage a group of elite demons guarding the gatehouse. If PCs in Subtier 7–8 are feeling particularly courageous, they can take on the Implacable Beast (see Subtier 10–11) instead. In Subtier 10–11, the PCs fight the Implacable Beast, Katazuul's soulless, once-slain minotaur champion who is heavily augmented with demon parts (such as a glabrezu's claw and a metal helmet riveted into his flesh).

SUBTIER 1–2 (CR 4)

CAMBION	CR 2

hp 22 (*Pathfinder RPG Bestiary 5* 75, see page 50)
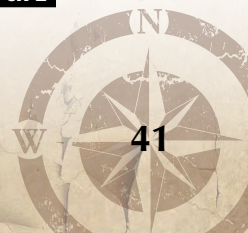
TIEFLINGS (2)	CR 1/2

hp 10 each (*Pathfinder RPG Bestiary* 264, see page 53)
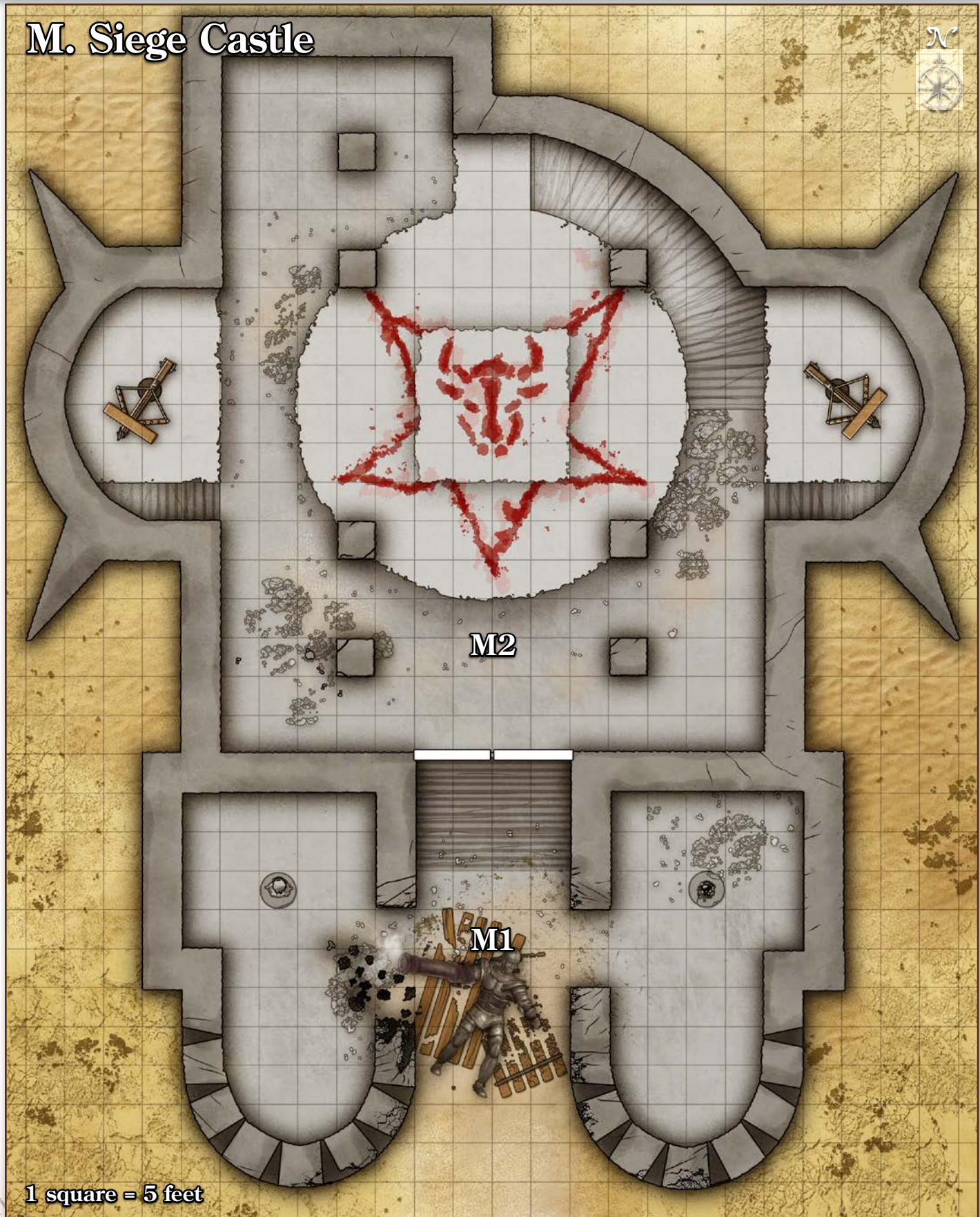
SUBTIER 3–4 (CR 6)

CAMBIONS (2)	CR 2

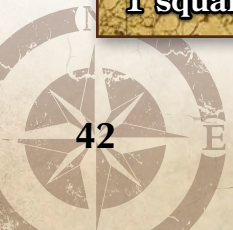**hp** 22 each (*Pathfinder RPG Bestiary 5* 75, see page 56)

M. Siege Castle

M2

M1

1 square = 5 feet

SCHIR	CR 4

hp 37 (*Pathfinder RPG Bestiary 3* 74, see page 56)
Ranged mwk composite longbow +8 (1d8+3/×3 plus disease)

SUBTIER 5–6 (CR 8)

BABAUS (2)	CR 6

hp 73 each (*Pathfinder RPG Bestiary* 57, see page 62)

SUBTIER 7–8 (CR 10)

NABASUS (2)	CR 8

hp 103 each (*Pathfinder RPG Bestiary* 64, see page 71)

SUBTIER 10–11 (CR 13)

THE IMPLACABLE BEAST	CR 13

hp 147 (see page 81)

TACTICS

During Combat The Implacable Beast equally favors trampling its enemies, heaving its Huge bastard sword, and using its pincer to pinch, grab, constrict, and release a foe (unless the foe is too meddlesome to release). The Implacable Beast relies heavily on the Greater Vital Strike feat when it attacks, rarely choosing to attack more than once a round. The Implacable Beast usually makes its attacks of opportunity with its pincer.

Development: Once the PCs defeat this encounter, they have an opportunity to break down the inner gate (DC 30 Strength check). Thankfully, the First Guard has provided the Pathfinders with large battering rams, and teams of up to 12 PCs (or other allied creatures with suitable appendages) can work together. Each PC attempts a Strength check; use the highest check result, and treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action. The group can also expend an Aid Token to add 10 to their Strength check result. Two or more nearby tables can cooperate to break down the gate. In this case, the GMs should compare their respective groups' Strength checks and add the aid another results to the highest roll. At the GM's discretion, casting a particularly powerful spell such as *disintegrate* can count as an automatic success.

Success or failure, after attempting to break down the gate, the PCs need to defeat a few additional foes before they have another opportunity to swing the ram. Repeat the encounter in this area, but with only half the number of foes (or the two weaker foes in subtiers with multiple types of foes). In Subtier 10–11, the PCs fight one demon-flesh golem (see page 80). Afterward, the PCs can attempt another round of breaking down the gate. Repeat this process until the Overseer GM announces the Open Gates condition.

Reporting: After succeeding at a check to break down the inner gate, report one Gate success to HQ Staff.

M2. SANCTUM OF THE BEAST

Once the Overseer GM has announced the Open Gates condition, the PCs should begin this encounter.

Pathfinders pour through the broken gate into a sanctum teeming with fiends. In two towers that flank the large room, lesser demons furiously work levers and cranks to load ballistae of Abyssal steel and demon sinew to fire wicked bolts upon the charging Pathfinders. Atop a tall platform stands a demon much larger than any other, chanting and weaving dark energies to open what looks like an extradimensional portal.

This room is the command center of Thurl's demonic army. The 20-foot-tall round platform in the room has the inverted pentagram of Baphomet on it, and the smaller, 5-foot-tall square platform resting on this central platform bears the symbol of Baphomet: a minotaur's head. Both symbols are painted in blood. The side platforms are also 20 feet tall, and the ceiling rises to a height of 40 feet.

The largest of the demons is Koth'Vaul's glabrezu vassal Katazuul, who has called a great number of lesser demons from the Abyss to defend the siege castle. Katazuul bears a glowing symbol on her chest, and any PC who knows Abyssal, succeeds at an Average Knowledge (arcana or planes), or succeeds at an Average Linguistics check realizes that the runes signify the demon's obedience to an entity called Koth'Vaul. Having realized that Absalom's forces have penetrated the siege tower's defenses, Katazuul has started a summoning ritual, hoping to bring more glabrezus to the Material Plane to thwart the assault. A PC who succeeds at an Easy Knowledge (planes) check identifies that the portal—if allowed to open fully—would not merely allow more demons to enter; it would also flood a large swath of the Cairnlands with unholy energy that could kill large numbers of Absalom's defenders.

Subtiers 1–2 and 3–4: The central platform and its larger demons represent far too dangerous a threat for PCs at this level. Instead, these PCs can perform two major tasks: disrupting the ongoing ritual and using the ballistae to dispatch other demons. As the encounter begins, let the PCs decide which of the two tasks to pursue, and set up the corresponding encounter. The opponents controlling a ballista begin atop one of the two side platforms. The opponents contributing to the ritual begin in the northwest alcove of area **M2**.

After each encounter, the PCs choose which task to perform next. If they choose to repeat the same encounter, they are instead holding off reinforcements from regaining control over the ritual or siege engine. In the interest of variety, a Table GM can choose to deploy the other task's opponents against the PCs.

Ballista: After the group defeats its foes at the ballista, at least four PCs can load and fire the ballista. This process

takes 3 rounds, after which one of the participating PCs can attempt an Average Profession (siege engineer) or a Hard ranged attack roll (use the subtier's skill check DC). Whether the PC succeeds at or fails this check, report one General success to HQ Staff. If the PC succeeds, the group can also choose either to automatically boost an Aid Token's Allied Offensive benefit or to eliminate one tiefling rogue (Subtier 1–2) or cambion (Subtier 3–4) from their next encounter.

Ritual: The demons and cultists here are using prayer, blood-drawn runes, and animal sacrifice to augment the glabrezu Katazuul's portal. After the Pathfinders defeat their foes performing the ritual, the PCs can work together to weaken or even usurp the ritual. This is a process that takes 3 rounds of concentration by at least four PCs, after which one of the participating PCs can attempt an Average Knowledge (planes or religion) or a Hard Disable Device, Spellcraft, or Use Magic Device check. Alternatively, a PC can expend a use of channel positive energy or cast *consecrate* to automatically succeed at the check. Whether the PC succeeds at or fails this check, report one General success to HQ Staff. If the PC succeeds, the group's weapons gain the *lesser holy* weapon special ability (functions as *holy* but deals only 1d6 additional damage against evil creatures) for the duration of the next encounter.

Subtiers 5–6 and 7–8: The PCs clash with several of the demons that begin on and defend the central platform. When the PCs defeat these foes, report one General success. The PCs have 1 round to reposition themselves and heal before either repeating the encounter or beginning an encounter with double the next-lowest subtier's demons.

Subtier 10–11: The PCs attack Katazuul, who begins in the middle of the central platform. If the PCs defeat her, report two General successes. The PCs have 1 round to reposition themselves and heal before either repeating the encounter (as another glabrezu struggles through the nascent portal) or beginning an encounter with four vrocks (see page 72 of Appendix 4).

SUBTIER 1–2 (CR 6)

CAMBION (BALLISTA ONLY)	CR 2

hp 22 (*Pathfinder RPG Bestiary 5* 75, see page 50)

HORNED ASPIRANT (RITUAL ONLY)	CR 1

hp 17 (see page 51)

TIEFLINGS (2)	CR 1/2

hp 10 each (*Pathfinder RPG Bestiary* 264, see page 53)

SUBTIER 3–4 (CR 6)

CAMBIONS (2)	CR 2

hp 22 each (*Pathfinder RPG Bestiary 5* 75, see page 56)

HORNED INHERITOR (RITUAL ONLY)	CR 4

hp 42 (see page 57)

SCHIR (BALLISTA ONLY)	CR 4

hp 37 (*Pathfinder RPG Bestiary 3* 74, see page 56)

SUBTIER 5–6 (CR 8)

NABASU	CR 8

hp 103 (*Pathfinder RPG Bestiary* 64, see page 63)

TACTICS

During Combat The nabasu remains airborne at a height of 20 feet, or higher if the PCs appear to have extraordinary melee reach. It uses *deeper darkness* to block line of sight, casts *silence* to hinder spellcasters, and prefers to cast either *mass hold person* or *enervation* before charging into melee.

SUBTIER 7–8 (CR 10)

SHADOW DEMON	CR 7

hp 59 (*Pathfinder RPG Bestiary* 67, see page 71)

TACTICS

During Combat The shadow demon does its best to protect the vrock, casting *deeper darkness* and using other spell-like abilities to hinder the PCs until they are close enough for the demon to pounce from the shadows.

VROCK	CR 9

hp 112 (*Pathfinder RPG Bestiary* 69, see page 72)

TACTICS

Before Combat The vrock has already cast *heroism* on itself.

During Combat The vrock has started performing a dance of ruin and needs 2 more rounds to finish, but if it takes more than 30 points of damage, it stops dancing, casts *mirror image*, and attacks the PCs.

SUBTIER 10–11 (CR 14)

KATAZUUL	CR 14

Advanced glabrezu (*Pathfinder RPG Bestiary* 294, 61; see page 79)

hp 210

TACTICS

Before Combat Katazuul has cast *mirror image*.

During Combat On her first round, Katazuul starts summoning vrocks, and if uninterrupted, she successfully summons one vrock. On subsequent rounds, she pelts the PCs with offensive spells. As soon as the PCs make it onto the platform, she eagerly attacks them in melee.

Morale When reduced to 30 or fewer hit points, Katazuul uses *greater teleport* to escape.

Reporting: For all subtiers except Subtier 10–11, after each successful encounter in area **M2**, report one General success

to HQ Staff. In Subtier 10–11, report two General successes after each successful encounter.

CONCLUSION

40 minutes after announcing the Open Gates condition, the Overseer GM should tally the General successes reported and read the following to conclude the adventure.

The wicked glabrezu Katazuul, pierced by ballista bolts and scorched by spells, collapses as her portal sputters and closes. A moment later, a brass horn sounds a triumphant fanfare to announce that the fiend-flesh army has been routed. The march back to Absalom is a jubilant one, though rumors are running wild through the streets as to exactly who the invaders were, what they wanted, and why undead spies sprang to life shortly after beacons appeared around Skyreach. Despite rampant speculation of the Grand Lodge's involvement in the invasion, the citizens as a whole recognize the heroism with which Pathfinder agents personally averted disaster and rode at the vanguard of the city's victorious forces. Absalom's primarch Lord Gyr—whom few remember seeing during the attack—remains silent on the matter, though Siege Lord Wynsal Starborn delivers a speech within the hour personally recognizing the Society's key role in protecting the City at the Center of the World.

At the Grand Lodge, Ollysta Zadrian recounts news of the victory. "Soon after we stormed the siege castle and slew Katazuul, Absalom's navy from Escadar arrived and sank what remained of the undead armada. Once again, Absalom has prevailed in the face of adversity!" Raising her armored fist in celebration, Zadrian shouts: "For Absalom! Absalom! Absalom!"

Master of Swords Marcos Farabellus seems only to have grown more concerned since the siege began, and he confirms what many agents had discovered earlier. "Based on many reports from Pathfinders, we have a reason to believe the attack was a concerted effort driven by several enemies of the Pathfinder Society. We now know that it was Pasha Muhlia Al-Jakri—once a respected leader of many Pathfinders—who used the Black Echelon codebook to summon the undead saboteurs. We have reason to believe Grandmaster Torch was involved, at least enough that his minions attempted to usurp Gulgamodh to turn against Absalom. Finally, we learned the demons in the siege castle were vassals of a powerful demon that's no stranger to the Society, and it is not difficult to deduce that ex-venture-captain Thurl had a hand in creating the fiend-flesh army. Today, we emerged victorious, and I assure you that we shall ascertain these villains' true motives and put a stop to them."

Finally, announce to the House whether they earned one or two benefits tied to the Defender of Absalom boon. If there are at least as many General successes as there are tables, each PC earns two such benefits. Otherwise, each PC earns one.

FINAL CLOSING

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

The PCs can earn up to two benefits based on their performance. Each PC earns the Defender of Absalom boon for participating in *Assault on Absalom*. This boon requires the player to choose a benefit based on the faction missions the group completed, so Table GMs should remind the group which of the seven missions they completed and have the players select a reward before leaving. If the House reported enough General successes during the adventure, each PC instead chooses two benefits. The Overseer GM will announce whether the House met this condition at the end of the adventure.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points.

Handout #1: Mission List

Each group can attempt the following seven missions in any order. Players can choose a faction's mission even if the table doesn't have a member of that faction present. The Type column provides a note about the mission's content, hinting at what skills and abilities are useful. Every mission has also tasks for combat-oriented characters.

Completed	Faction	Mission	Type
☐	Dark Archive	The Black Cipher	Puzzle
☐	Exchange	The Death Dealers' Gambit	Intrigue
☐	Grand Lodge	Trouble at Fort Tempest	Scouting and speed
☐	Liberty's Edge	Chains of Injustice	Investigation
☐	Scarab Sages	The Rise of Gulgamodh	Ancient mystery
☐	Silver Crusade	Absence of Faith	Divine mystery
☐	Sovereign Court	A Noble Cause	Persuasion

Handout #2: Decree of Wartime Emancipation

Siege Lord Wynsal Starborn has proclaimed that any slave who pledges his life and loyalty to defend Absalom in whatever capacity is fair and necessary shall be manumitted at the conclusion of the siege. Cast aside your chains and join us to defend our great city as brothers and sisters — as free citizens of Absalom!

Handout #3: Gulgamodh's Boots

Rather than moving and attacking on an initiative count of its own, Gulgamodh can perform the following actions on the PCs' turns (using the PCs' own initiative modifiers to determine turn order). Gulgamodh can thus use all of its attacks even if it moves in the same round. Gulgamodh uses its own modifiers for attacks, but when attempting a skill check, a PC should use his or her own modifier. PCs cannot ready actions for Gulgamodh, but they can delay.

You control Gulgamodh's boots. You can perform one of the following actions on your turn. You also roll Gulgamodh's Reflex saves (+6 bonus) and keep track of his AC and CMD (AC 28, CMD 40).

Dodge: If you succeed at an Average Acrobatics or Sense Motive check, Gulgamodh gains a +2 dodge bonus to its AC, CMD, and Reflex saves for 1 round.

Kick: Melee attack +22 (2d6+8).

Move: Move up to 30 ft.; Gulgamodh cannot take 5-foot steps and always provokes attacks of opportunity while moving.

Handout #4: Gulgamodh's Fist

Rather than moving and attacking on an initiative count of its own, Gulgamodh can perform the following actions on the PCs' turns (using the PCs' own initiative modifiers to determine turn order). Gulgamodh can thus use all of its attacks even if it moves in the same round. Gulgamodh uses its own modifiers for attacks, but when attempting a skill check, a PC should use his or her own modifier. PCs cannot ready actions for Gulgamodh, but they can delay.

You control Gulgamodh's fist. You can make attacks of opportunity. You can also perform one of the following actions on your turn.

Push: Melee attack +22 (2d6+8 plus push 10 ft. [CMB +34])

Slam: Melee attack +22 (3d6+8).

Handout #5: Gulgamodh's Gun

Rather than moving and attacking on an initiative count of its own, Gulgamodh can perform the following actions on the PCs' turns (using the PCs' own initiative modifiers to determine turn order). Gulgamodh can thus use all of its attacks even if it moves in the same round. Gulgamodh uses its own modifiers for attacks, but when attempting a skill check, a PC should use his or her own modifier. PCs cannot ready actions for Gulgamodh, but they can delay.

You control Gulgamodh's gun. You can perform one of the following actions on your turn.

Cannon Shot: Ranged attack +4 (6d6); this resolves as a touch attack against a foe within 100 feet and provokes an attack of opportunity.

Gun Slam: Melee attack +22 (2d6+8).

Handout #6: Gulgamodh's Head

Rather than moving and attacking on an initiative count of its own, Gulgamodh can perform the following actions on the PCs' turns (using the PCs' own initiative modifiers to determine turn order). Gulgamodh can thus use all of its attacks even if it moves in the same round. Gulgamodh uses its own modifiers for attacks, but when attempting a skill check, a PC should use his or her own modifier. PCs cannot ready actions for Gulgamodh, but they can delay.

You control Gulgamodh's head. You can perform one of the following actions on your turn. You also roll Gulgamodh's initiative (+0 bonus).

Head Butt: Melee attack +22 (2d6+8).

Spot Weakness: If you succeed at an Average Perception check, Gulgamodh's critical hit modifier becomes 19–20/×3 for 1 round.

Handout #7: Gulgamodh's Head

Rather than moving and attacking on an initiative count of its own, Gulgamodh can perform the following actions on the PCs' turns (using the PCs' own initiative modifiers to determine turn order). Gulgamodh can thus use all of its attacks even if it moves in the same round. Gulgamodh uses its own modifiers for attacks, but when attempting a skill check, a PC should use his or her own modifier. PCs cannot ready actions for Gulgamodh, but they can delay.

You control Gulgamodh's arcane heart. If you succeed at DC 14 Strength check or Easy Craft (clockwork or mechanical), Disable Device, Knowledge (engineering), or Use Magic Device check, you can boost Gulgamodh in one of the following ways. You also keep track of Gulgamodh's hit points (177 hp).

Energize: Gulgamodh's melee attacks gain the *shock* weapon special ability for 1 round, dealing an additional 1d6 points of electricity damage.

Overclock: Gulgamodh exceeds its designer's expectations, but this strains the system. Gulgamodh takes 3d6 points of damage, and one of the construct's other systems can perform one extra action on its next turn. Each system can be overclocked in this way only once.

Repair: Gulgamodh regains 3d6 hit points.

Handout #8: Gulgamodh's Voice

Rather than moving and attacking on an initiative count of its own, Gulgamodh can perform the following actions on the PCs' turns (using the PCs' own initiative modifiers to determine turn order). Gulgamodh can thus use all of its attacks even if it moves in the same round. Gulgamodh uses its own modifiers for attacks, but when attempting a skill check, a PC should use his or her own modifier. PCs cannot ready actions for Gulgamodh, but they can delay.

You control Gulgamodh's voice. You can perform one of the following actions on your turn.

Encourage: If you succeed at an Average Diplomacy or Intimidate check, Gulgamodh gains a +2 bonus on its attack rolls for 1 round.

Shout: If you succeed at an Average Intimidate check, Gulgamodh creates a 60-foot-long destructive cone of sound that deals 4d6 sonic damage (Fortitude DC 19 half).

Taunt: If you succeed at an Average Bluff check, Atalazorn takes a −2 penalty on its attack rolls for 1 round.

APPENDIX 1: SUBTIER 1–2 BESTIARY

BLACK ECHELON AGENT   CR 1/2

NE Medium undead

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

Aura silent aura

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +3

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

OFFENSE

Speed 30 ft.

Melee sickle +2 (1d6+1) or

   claw +2 (1d4+1)

Ranged dart +2 (1d4+1 plus poison)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 13

Feats Improved Initiative

Skills Disguise +5, Perception +5, Stealth +6, Swim +3

SQ deliberate, enshrouding mist

Gear darts (2), sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon agents are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon agent can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the agent in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the agent has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon agent can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon agents are perfectly silent. This silence dampens all noise in the agent's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BLACK ECHELON OPERATIVE   CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura silent aura

DEFENSE

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

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +7 (1d6+2) or

   claw +5 (1d4+2)

Ranged dart +5 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Disguise +9, Perception +8, Stealth +10, Swim +7

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon operatives are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon operative can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the operative in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the operative has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon operative can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon operatives are perfectly silent. This silence dampens all noise in the operative's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BRASS CHARGER   CR 3

Advanced fiendish ram (*Pathfinder RPG Bestiary 2* 294, 154)

CE Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

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

hp 11 (2d8+2)

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

Resist cold 5, fire 5; **SR** 6

OFFENSE

Speed 40 ft.

Melee gore +3 (1d4+3)

Special Attacks powerful charge (gore, 1d8+3), smite good

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3 (+5 bull rush); **CMD** 15 (17 vs. bull rush, 19 vs. trip)

Feats Improved Bull Rush^B, Skill Focus (Acrobatics)

Skills Acrobatics +13 (+21 when jumping), Perception +6; **Racial Modifiers** +4 Acrobatics

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BRIGAND   CR 1/2

Pathfinder RPG NPC Codex 266

Human warrior 2

NE Medium humanoid (human)

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

DEFENSE

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

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20) or

sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/×3)

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstones (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

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DEMON, CAMBION   CR 2

Pathfinder RPG Bestiary 5 75

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

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 natural)

hp 22 (3d10+6)

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

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1/19–20) or 2 claws +5 (1d4+2/19–20)

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

Special Attacks sadistic strike, sinfrenzy

Spell-Like Abilities (CL 3rd; concentration +5)

3/day—*command* (DC 13)

1/day—*charm person* (DC 13), *death knell* (DC 14), *enthrall* (DC 14)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Deceitful, Power Attack

Skills Acrobatics +7, Bluff +10, Disguise +10, Intimidate +8, Perception +7, Sense Motive +7, Stealth +7

Languages Abyssal, Common; telepathy 30 ft.

Gear studded leather, mwk composite longbow (+2 Str) with 20 arrows, mwk scimitar

SPECIAL ABILITIES

Sadistic Strike (Su) Cambions excel at causing pain and anguish. Cambions always treat any weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

Sinfrenzy (Su) Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects.

DRAUGR   CR 2

Pathfinder RPG Bestiary 2 110

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

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

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/×3 plus nausea) or

slam +5 (1d10+4 plus nausea)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Toughness

Skills Climb +9, Perception +6, Stealth +6, Swim +11

Languages Common (cannot speak)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must succeed at a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

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) A 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.

HORNED ASPIRANT	CR 1

Tiefling antipaladin 2 (*Pathfinder RPG Bestiary 264, Pathfinder
RPG Advanced Player's Guide 118*)

CE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 17 (2d10+2)

Fort +5, **Ref** +3, **Will** +4

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk glaive +5 (1d10+3/×]3) or
　warhammer +4 (1d8+2/×3)

Ranged throwing axe +4 (1d6+2)

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

Special Attacks smite good 1/day (+1 attack and AC, +2 damage)

Spell-Like Abilities (CL 2nd; concentration +3)

　1/day—*darkness*

Antipaladin Spell-Like Abilities (CL 2nd; concentration +3)

　At will—*detect good*

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +4; **CMD** 16

Feats Skill Focus (Knowledge [religion])

Skills Bluff +3, Intimidate +5, Knowledge (religion) +8,
　Spellcraft +4, Stealth +6; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common

SQ touch of corruption 2/day (1d6)

Gear mwk scale mail, mwk glaive, throwing axe (2), warhammer

HUNGRY FLESH	CR 3

Pathfinder RPG Bestiary 4 152

N Large ooze

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

DEFENSE

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

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

Fort +6, **Ref** −2, **Will** −4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

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

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

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

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

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

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

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

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

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

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

INITIATE — CR 1

Pathfinder RPG NPC Codex 245
Human adept 3
CE Medium humanoid (human)
Init +0; **Senses** Perception +1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor); +2 vs. good
hp 16 (3d6+6)
Fort +4, **Ref** +1, **Will** +4; +2 vs. good

OFFENSE

Speed 30 ft.
Melee spear +1 (1d8/×3) or
   mwk cold iron dagger +2 (1d4/19–20)
Ranged dart +1 (1d4)
Adept Spells Prepared (CL 3rd; concentration +4)
   1st—*burning hands* (DC 12), *detect good*, *protection from good*
   0 (at will)—*detect magic*, *light*, *read magic*

TACTICS

Before Combat The adept casts *protection from good*.
Base Statistics Without *protection from good*, the adept's statistics
   are AC no bonus vs. good; **Saves** no bonus vs. good.

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 8, **Wis** 13, **Cha** 11
Base Atk +1; **CMB** +1; **CMD** 11
Feats Combat Casting, Great Fortitude, Scribe Scroll
Skills Knowledge (arcana, local, planes) +3, Knowledge
   (religion) +5, Spellcraft +5
Languages Common
SQ summon familiar (toad)
Combat Gear *scrolls of burning hands* (2, CL 3rd), *scrolls of cure
   light wounds* (2), *scroll of obscuring mist* (CL 3rd), *scroll of
   sleep* (CL 3rd), acid (2); **Other Gear** leather armor, darts (6),
   masterwork cold iron dagger, spear, belt pouch, masterwork
   manacles, scroll case, silver holy symbol, spell component
   pouch, 9 gp

JELLYFISH, DEATH'S HEAD — CR 1

Pathfinder RPG Bestiary 3 155
N Small vermin (aquatic)
Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 15 (2d8+6)
Fort +6, **Ref** +3, **Will** +0
Defensive Abilities amorphous; **DR** 5/piercing or slashing;
   Immune mind-affecting effects

OFFENSE

Speed swim 20 ft.
Melee 2 tentacles +3 (1d3+1 plus poison)
Space 5 ft.; **Reach** 10 ft.

STATISTICS

Str 12, **Dex** 17, **Con** 16, **Int** —, **Wis** 10, **Cha** 1
Base Atk +1; **CMB** +1; **CMD** 14 (can't be tripped)
Skills Swim +9
SQ compression

SPECIAL ABILITIES

Poison (Ex) Tentacle—injury; *save* Fort DC 14; *frequency* 1/
   round for 6 rounds; *effect* 1 Con and 1 Cha damage; *cure* 2
   consecutive saves. If a creature fails two consecutive saving
   throws, its jaw locks, its tongue swells, and its lips pull back,
   making speech impossible. This condition ends when the
   Charisma damage is healed.

LACEDON — CR 1

Pathfinder RPG Bestiary 146
CE Medium undead (aquatic)
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., swim 30 ft.
Melee bite +3 (1d6+1 plus disease and paralysis), 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 had 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 (*Pathfinder RPG Bestiary* 146).

MINOTAUR — CR 4

Pathfinder RPG Bestiary 206
CE Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, −1 size)
hp 45 (6d10+12)
Fort +6, **Ref** +5, **Will** +5
Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee greataxe +9/+4 (3d6+6/×3), gore +4 (1d6+2)

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

Special Attacks powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10;
   Racial Modifiers +4 Perception, +4 Survival

Languages Giant

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

SKULKING BRUTE   CR 1

Pathfinder RPG NPC Codex 144

Half-orc rogue 2

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 19 (2d8+7)

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

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/×3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

STATISTICS

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

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

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of disguise self, potion of divine favor, potion of feather fall, potion of hide from undead*; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

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TIEFLING   CR 1/2

Pathfinder RPG Bestiary 264

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration –1)
   1/day—*darkness*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

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

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ fiendish sorcery, trapfinding

SPECIAL ABILITIES

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.

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 Toughness[B]

Special Qualities 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.

APPENDIX 2: SUBTIER 3–4 BESTIARY

BLACK ECHELON AGENT — CR 1/2

NE Medium undead

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

Aura silent aura

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +3

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

OFFENSE

Speed 30 ft.

Melee sickle +2 (1d6+1) or

claw +2 (1d4+1)

Ranged dart +2 (1d4+1 plus poison)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 13

Feats Improved Initiative

Skills Disguise +5, Perception +5, Stealth +6, Swim +3

SQ deliberate, enshrouding mist

Gear darts (2), sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon agents are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon agent can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the agent in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the agent has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon agent can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon agents are perfectly silent. This silence dampens all noise in the agent's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BLACK ECHELON OPERATIVE — CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura silent aura

DEFENSE

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

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +7 (1d6+2) or

claw +5 (1d4+2)

Ranged dart +5 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Disguise +9, Perception +8, Stealth +10, Swim +7

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon operatives are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon operative can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the operative in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the operative has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon operative can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon operatives are perfectly silent. This silence dampens all noise in the operative's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BORDER GUARD — CR 3

Pathfinder RPG NPC Codex 129

Half-orc ranger 4

NE Medium humanoid (human, orc)

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

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)
Ranged mwk composite longbow +9 (1d8+2/×3)
Special Attacks favored enemy (elves +2)
Ranger Spells Prepared (CL 1st; concentration +2)
    1st—*resist energy*

TACTICS
Before Combat The ranger casts *resist energy* (fire).
Base Statistics Without *resist energy*, the ranger's statistics are
    Resist none.

STATISTICS
Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 20
Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Climb +8, Intimidate +8, Knowledge (geography) +5,
    Knowledge (local) +2, Knowledge (nature) +7, Perception +8,
    Stealth +10, Survival +8
Languages Common, Orc
SQ favored terrain (plains +2), hunter's bond (companions), orc
    blood, track +2, weapon familiarity, wild empathy +3
Combat Gear *+1 flaming arrows* (3), *potion of cure moderate
    wounds*, *potion of divine favor*, *potion of shield of faith*;
    Other Gear masterwork chain shirt, masterwork composite
    longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir
    of hiding*, 26 gp

BRIGAND   CR 1/2
Pathfinder RPG NPC Codex 266
Human warrior 2
NE Medium humanoid (human)
Init +1; **Senses** Perception +0

DEFENSE
AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 15 (2d10+4)
Fort +4, **Ref** +1, **Will** +0

OFFENSE
Speed 30 ft.
Melee longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)
Ranged longbow +3 (1d8/×3)

STATISTICS
Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 14
Feats Point-Blank Shot, Skill Focus (Stealth)
Skills Intimidate +4, Stealth +6
Languages Common
Combat Gear *potion of cure light wounds*, masterwork arrows
    (5), tanglefoot bags (2), thunderstones (2); **Other Gear**
    leather armor, longbow with 20 arrows, longsword, sap,
    48 gp

BULL OF BAPHOMET   CR 3
Advanced fiendish aurochs (*Pathfinder RPG Bestiary* 294, 174)
CE Large animal
Init +2; **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 28 (3d8+15)
Fort +8, **Ref** +5, **Will** +3
Resist cold 5, fire 5; **SR** 8

OFFENSE
Speed 40 ft.
Melee gore +9 (1d8+12)
Space 10 ft.; **Reach** 5 ft.
Special Attacks smite good, stampede, trample (2d6+12, DC 19)

STATISTICS
Str 27, **Dex** 14, **Con** 21, **Int** 2, **Wis** 15, **Cha** 8
Base Atk +2; **CMB** +11; **CMD** 23 (27 vs. trip)
Feats Endurance, Skill Focus (Perception)
Skills Perception +11

SPECIAL ABILITIES
Stampede (Ex) A stampede occurs if three or more creatures with
    stampede make a trample attack while remaining adjacent to
    each other. While stampeding, the creatures can trample foes of
    their size or smaller, and the trample's save DC increases by 2.

BUNYIP   CR 3
Pathfinder RPG Bestiary 2 50
N Medium magical beast (aquatic)
Init +3; **Senses** darkvision 60 ft., low-light vision, keen scent
    180 ft.; Perception +8

DEFENSE
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 32 (5d10+5)
Fort +5, **Ref** +7, **Will** +1

OFFENSE
Speed 10 ft., swim 50 ft.
Melee bite +7 (1d8+1/19–20 plus bleed)
Special Attacks bleed (1d6), blood frenzy, roar

STATISTICS
Str 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +6; **CMD** 19
Feats Improved Critical (bite)[B], Skill Focus (Perception, Stealth),
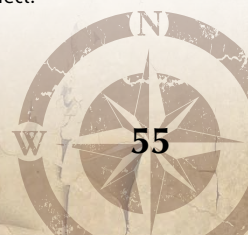   Weapon Focus (bite)
Skills Escape Artist +5, Perception +8, Stealth +10, Swim +9
SQ amphibious

SPECIAL ABILITIES
Blood Frenzy (Ex) A bunyip's blood frenzy ability activates
    whenever it detects blood in the water using its keen scent, but
    otherwise functions as the blood rage universal monster rule.
Roar (Su) A bunyip's roar is supernaturally loud and horrifying.
    When a bunyip roars (a standard action the creature can
    perform at will), all hearing creatures with 4 or fewer HD
    within a 100-foot spread must succeed on a DC 13 Will save or
    become panicked for 2d4 rounds. Whether or not the save is
    successful, creatures in the area are immune to the roar of that
    bunyip for 24 hours. This is a sonic, mind-affecting fear effect.
    The save DC is Constitution-based.

DEMON, CAMBION — CR 2

Pathfinder RPG Bestiary 5 75

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

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 natural)

hp 22 (3d10+6)

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

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1/19–20) or 2 claws +5 (1d4+2/19–20)

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

Special Attacks sadistic strike, sinfrenzy

Spell-Like Abilities (CL 3rd; concentration +5)

3/day—*command* (DC 13)

1/day—*charm person* (DC 13), *death knell* (DC 14), *enthrall* (DC 14)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Deceitful, Power Attack

Skills Acrobatics +7, Bluff +10, Disguise +10, Intimidate +8, Perception +7, Sense Motive +7, Stealth +7

Languages Abyssal, Common; telepathy 30 ft.

Gear studded leather, mwk composite longbow (+2 Str) with 20 arrows, mwk scimitar

SPECIAL ABILITIES

Sadistic Strike (Su) Cambions excel at causing pain and anguish. Cambions always treat any weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

Sinfrenzy (Su) Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects.

DEMON, SCHIR — CR 4

Pathfinder RPG Bestiary 3 74

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

Init +2; **Senses** darkvision 60 ft., *see invisibility*; Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 37 (5d10+10)

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

DR 5/cold iron or good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk halberd +10 (1d10+4/×3 plus disease), gore +3 (1d6+1) or gore +8 (1d6+4)

Special Attacks powerful charge (gore, 3d6+4)

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

Constant—*see invisibility*, *tongues*

3/day—*arcane lock*, *expeditious retreat*, *protection from good*

1/day—*summon* (level 2, 1d3 schirs 20%)

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +10 (+18 when jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial Modifiers** +8 Acrobatics when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft., *tongues*

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 14 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. *Gray Pox*: Halberd—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

DRAUGR — CR 2

Pathfinder RPG Bestiary 2 110

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

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

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/×3 plus nausea) or slam +5 (1d10+4 plus nausea)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Toughness

Skills Climb +9, Perception +6, Stealth +6, Swim +11

Languages Common (cannot speak)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must succeed at a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

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) A 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.

GOLEM, WAX　　　　　　　　　　　　　CR 3

Pathfinder RPG Bestiary 4 133

N Medium construct

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

DEFENSE

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

hp 42 (4d10+20)

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

Immune cold, construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentience

SPECIAL ABILITIES

Conditional Sentience (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gains no saving throw against cold effects.

HORNED INHERITOR　　　　　　　　　　CR 4

Cambion antipaladin 2 (*Pathfinder RPG Bestiary 5 75*, *Pathfinder RPG Advanced Player's Guide 118*)

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

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

hp 42 (5d10+15)

Fort +12, **Ref** +7, **Will** +9

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13

OFFENSE

Speed 30 ft.

Melee mwk glaive +10 (1d10+6/19–20/×3) or

　2 claws +4 (1d4+2/19–20)

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

Special Attacks sadistic strike, sinfrenzy, smite good 1/day (+3 attack and AC, +2 damage)

Spell-Like Abilities (CL 3rd; concentration +6)

　3/day—*command* (DC 14)

1/day—*charm person* (DC 14), *death knell* (DC 15), *enthrall* (DC 15)

Antipaladin Spell-Like Abilities (CL 2nd; concentration +5)

At will—*detect good*

STATISTICS

Str 19, **Dex** 17, **Con** 16, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +5; **CMB** +9; **CMD** 22

Feats Deceitful, Power Attack, Skill Focus (Knowledge [religion])

Skills Acrobatics +10, Bluff +11, Disguise +11, Intimidate +9, Knowledge (religion) +12, Perception +6, Sense Motive +6, Spellcraft +5, Stealth +8

Languages Abyssal, Common; telepathy 30 ft.

SQ touch of corruption 4/day (1d6)

Gear mwk chain shirt, mwk glaive

SPECIAL ABILITIES

Sadistic Strike (Su) Cambions excel at causing pain and anguish. Cambions always treat weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

Sinfrenzy (Su) Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects.

HUNGRY FLESH	**CR 3**

Pathfinder RPG Bestiary 4 152

N Large ooze

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

DEFENSE

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

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

Fort +6, **Ref** −2, **Will** −4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

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

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

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

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

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

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

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

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

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

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

INITIATE	**CR 1**

Pathfinder RPG NPC Codex 245

Human adept 3

CE Medium humanoid (human)

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor); +2 vs. good

hp 16 (3d6+6)

Fort +4, **Ref** +1, **Will** +4; +2 vs. good

OFFENSE

Speed 30 ft.

Melee spear +1 (1d8/×3) or

mwk cold iron dagger +2 (1d4/19–20)

Ranged dart +1 (1d4)

Adept Spells Prepared (CL 3rd; concentration +4)

1st—*burning hands* (DC 12), *detect good*, *protection from good*

0 (at will)—*detect magic*, *light*, *read magic*

TACTICS

Before Combat The adept casts *protection from good*.

Base Statistics Without *protection from good*, the adept's statistics are **AC** no bonus vs. good; **Saves** no bonus vs. good.

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 8, **Wis** 13, **Cha** 11

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

Feats Combat Casting, Great Fortitude, Scribe Scroll

Skills Knowledge (arcana, local, planes) +3, Knowledge (religion) +5, Spellcraft +5

Languages Common

SQ summon familiar (toad)

Combat Gear *scrolls of burning hands* (2, CL 3rd), *scrolls of cure*

light wounds (2), *scroll of obscuring mist* (CL 3rd), *scroll of sleep* (CL 3rd), acid (2); **Other Gear** leather armor, darts (6), masterwork cold iron dagger, spear, belt pouch, masterwork manacles, scroll case, silver holy symbol (cracked moon), spell component pouch, 9 gp

LACEDON   CR 1
Pathfinder RPG Bestiary 146
CE Medium undead (aquatic)
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., swim 30 ft.
Melee bite +3 (1d6+1 plus disease and paralysis), 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 had 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 (*Pathfinder RPG Bestiary* 146).

MINOTAUR MARAUDER   CR 6
Minotaur ranger 2 (*Pathfinder RPG Bestiary 206, Pathfinder Campaign Setting: Inner Sea Monster Codex 42*)
CE Large monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +16
DEFENSE
AC 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, −1 size)
hp 62 (8 HD; 6d10+2d10+18)
Fort +6, **Ref** +10, **Will** +6
Defensive Abilities natural cunning
OFFENSE
Speed 30 ft.
Melee *+1 greataxe* +12/+7 (3d6+7/×3), gore +11 (1d6+2)
Ranged mwk composite longbow +11/+6 (2d6+6/×3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (gore, 1d6+17)
STATISTICS
Str 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10
Base Atk +8; **CMB** +13; **CMD** 25
Feats Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)
Skills Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival
Languages Giant
SQ track +1, wild empathy +2
Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), smokesticks (3), tanglefoot bag; **Other Gear** mwk studded leather, *+1 greataxe*, mwk composite longbow (+6 Str) with 40 arrows, antitoxin, backpack, healer's kit, rope (50 feet), tindertwigs (10)
SPECIAL ABILITIES
Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

ODDFELLOW   CR 2
Pathfinder RPG Villain Codex 58
Half-orc fighter 3
CN Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; Perception +4
DEFENSE
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 33 (3d10+12)
Fort +6, **Ref** +2, **Will** +2 (+1 vs. fear)
Defensive Abilities orc ferocity
OFFENSE
Speed 30 ft.
Melee axe musket +6 (1d8+3/×3)
Ranged axe musket +5 (1d8/×4)
Special Attacks deeds (quick clear), grit (1)
STATISTICS
Str 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 16
Feats Amateur Gunslinger^UC, Exotic Weapon Proficiency (firearms)^UC, Power Attack, Weapon Focus (axe musket)
Skills Climb +6, Intimidate +1, Perception +4; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ armor training 1, orc blood
Gear hide armor, axe musket^UC with 10 bullets^UC, powder horn^UC with 10 doses of black powder^UC

SKULKING BRUTE — CR 1

Pathfinder RPG NPC Codex 144

Half-orc rogue 2

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 19 (2d8+7)

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

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/×3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

STATISTICS

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

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

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of disguise self*, *potion of divine favor*, *potion of feather fall*, *potion of hide from undead*; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

WIGHT, ADVANCED — CR 4

Pathfinder RPG Bestiary 294, 276

LE Medium undead

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 34 (4d8+16)

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

Immune undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +11, Knowledge (religion) +9, Perception +13, Sense Motive +10, Stealth +18, Swim +7; **Racial Modifiers** +8 Stealth

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

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

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 Toughness[B]

Special Qualities 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.

APPENDIX 3: SUBTIER 5–6 BESTIARY

BLACK ECHELON AGENT	CR 1/2

NE Medium undead

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

Aura silent aura

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +3

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

OFFENSE

Speed 30 ft.

Melee sickle +2 (1d6+1) or

claw +2 (1d4+1)

Ranged dart +2 (1d4+1 plus poison)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 13

Feats Improved Initiative

Skills Disguise +5, Perception +5, Stealth +6, Swim +3

SQ deliberate, enshrouding mist

Gear darts (2), sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon agents are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon agent can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the agent in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the agent has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon agent can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon agents are perfectly silent. This silence dampens all noise in the agent's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BLACK ECHELON INFILTRATOR	CR 5

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

Aura silent aura

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 52 (8d8+16)

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

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +11/+6 (1d6+3) or

claw +9 (1d4+2)

Ranged dart +9 (1d4+3 plus poison)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 22

Feats Following Step^APG, Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Climb +14, Disguise +13, Perception +12, Stealth +14, Swim +11

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon infiltrators are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon infiltrator can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the infiltrator in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the infiltrator has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon infiltrator can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and staggered 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon infiltrators are perfectly silent. This silence dampens all noise in the infiltrator's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BLACK ECHELON OPERATIVE	CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura silent aura

DEFENSE

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

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +7 (1d6+2) or

claw +5 (1d4+2)

Ranged dart +5 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Disguise +9, Perception +8, Stealth +10, Swim +7

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon operatives are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon operative can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the operative in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the operative has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon operative can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon operatives are perfectly silent. This silence dampens all noise in the operative's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BORDER GUARD	CR 3

Pathfinder RPG NPC Codex 129

Half-orc ranger 4

NE Medium humanoid (human, orc)

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

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

Before Combat The ranger casts *resist energy* (fire).

Base Statistics Without *resist energy*, the ranger's statistics are **Resist** none.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear *+1 flaming arrows* (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp

BULL OF BAPHOMET	CR 3

Advanced fiendish aurochs (*Pathfinder RPG Bestiary* 294, 174)

CE Large animal

Init +2; **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 28 (3d8+15)

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

Resist cold 5, fire 5; **SR** 8

OFFENSE

Speed 40 ft.

Melee gore +9 (1d8+12)

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

Special Attacks smite good, stampede, trample (2d6+12, DC 19)

STATISTICS

Str 27, **Dex** 14, **Con** 21, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +11

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by 2.

DEMON, BABAU	CR 6

Pathfinder RPG Bestiary 57

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

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

DEFENSE

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

hp 73 (7d10+35)

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

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

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

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

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

1/day—summon (level 3, 1 babau 40%)

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

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

DEMON, NABASU	CR 8

Pathfinder RPG Bestiary 64

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

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

DEFENSE

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

hp 103 (9d10+54)

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

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

OFFENSE

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

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

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

Spell-Like Abilities (CL 8th)

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

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

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

STATISTICS

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

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

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

Skills Acrobatics +15, Fly +15, Knowledge (arcana, planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

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

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. Each living creature within 30 feet must succeed at a DC 18 Fortitude saving throw or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

DRAUGR	CR 2

Pathfinder RPG Bestiary 2 110

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

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

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/×3 plus nausea) or slam +5 (1d10+4 plus nausea)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Toughness

Skills Climb +9, Perception +6, Stealth +6, Swim +11

Languages Common (cannot speak)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must succeed at a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

DULLAHAN   CR 7

Pathfinder RPG Bestiary 2 111

Init +2; **Senses** blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 85 (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 18

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 keen longsword* +14/+9 (1d8+6/17–20 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +12; **CMD** 24

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10

Languages Common, Sylvan

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 an additional 1d6 points of cold damage and gains the *keen* weapon special ability.

Death's Calling (Su) Once per day as a standard action, a dullahan can place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a −2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Summon Mount (Su) As a standard action, a dullahan can summon a 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.

GLOBSTER   CR 5

Pathfinder RPG Bestiary 3 131

N Large ooze (aquatic)

Init −5; **Senses** Perception −5

Aura stench (DC 18, 10 rounds)

DEFENSE

AC 16, touch 4, flat-footed 16 (−5 Dex, +12 natural, −1 size)

hp 57 (6d8+30)

Fort +7, **Ref** −3, **Will** −3

Immune acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +9 (2d6+9 plus grab and nausea)

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

Special Attacks create spawn, constrict (2d6+9)

STATISTICS

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

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 16 (can't be tripped)

Skills Swim +14

SQ decompose, water dependency

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it digests only a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so deals 1d6 points of damage to the globster and creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) A creature struck by a globster must succeed at a DC 18 Fortitude save to avoid being nauseated for 1 round. Once a creature succeeds at this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

GOLEM, CARRION   CR 4

Pathfinder RPG Bestiary 2 136

N Medium construct

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

DEFENSE

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

hp 42 (4d10+20)

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

DR 5/bludgeoning or slashing; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+3 plus disease)

Special Attacks plague carrier

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 18

SPECIAL ABILITIES

Foul Stench (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Immune to Magic (Ex) A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds unless it succeeds at a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
- Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastens a carrion golem (as the *haste* spell) for 2d6 rounds.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus. *Filth Fever*: Slam—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex and 1d3 Con damage; *cure* 2 consecutive saves.

GOLEM, FLESH — CR 7

Pathfinder RPG Bestiary 160

N Large construct

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

DEFENSE

AC 20, touch 8, flat-footed 20; (−1 Dex, +12 natural, −1 size)

hp 79 (9d10+30)

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

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

HALF-FIEND MINOTAUR — CR 6

Pathfinder RPG Bestiary 171, 206

CE Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

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

hp 57 (6d10+24)

Fort +8, **Ref** +7, **Will** +6

Defensive Abilities natural cunning; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

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

Melee greataxe +11/+6 (3d6+9/×3), bite +6 (1d8+3), gore +6 (1d6+3)

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

Special Attacks smite good 1/day, powerful charge (gore +13, 2d6+9)

Spell-Like Abilities (CL 6th)

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 14)

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 25

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Fly +0, Intimidate +9, Knowledge (religion) +5, Perception +14, Stealth +7, Survival +14; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

Gear greataxe

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

HUNGRY FLESH   CR 3

Pathfinder RPG Bestiary 4 152

N Large ooze

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

DEFENSE

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

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

Fort +6, **Ref** −2, **Will** −4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

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

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

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

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

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

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

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

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

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

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

LACEDON   CR 1

Pathfinder RPG Bestiary 146

CE Medium undead (aquatic)

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., swim 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis), 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 had 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 (*Pathfinder RPG Bestiary* 146).

MINOTAUR   CR 4

Pathfinder RPG Bestiary 206

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, −1 size)

hp 45 (6d10+12)

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

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee greataxe +9/+4 (3d6+6/×3), gore +4 (1d6+2)

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

Special Attacks powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

ODDFELLOW — CR 2

Pathfinder RPG Villain Codex 58

Half-orc fighter 3

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 33 (3d10+12)

Fort +6, **Ref** +2, **Will** +2 (+1 vs. fear)

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee axe musket +6 (1d8+3/×3)

Ranged axe musket +5 (1d8/×4)

Special Attacks deeds (quick clear), grit (1)

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 16

Feats Amateur Gunslinger^{UC}, Exotic Weapon Proficiency (firearms)^{UC}, Power Attack, Weapon Focus (axe musket)

Skills Climb +6, Intimidate +1, Perception +4; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ armor training 1, orc blood

Gear hide armor, axe musket^{UC} with 10 bullets^{UC}, powder horn^{UC} with 10 doses of black powder^{UC}

SECURITY MANAGER — CR 5

Pathfinder RPG Villain Codex 122

Human fighter 6

NE Medium humanoid (human)

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +4 shield)

hp 55 (6d10+18)

Fort +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 battleaxe* +15/+10 (1d8+8/×3) or
club +12/+7 (1d6+6) or
heavy shield bash +12/+7 (1d4+6)

Special Attacks weapon training (axes +1)

TACTICS

Before Combat The security manager drinks his *potion of bull's strength*.

Base Statistics Without the *potion of bull's strength*, the security manager's statistics are **Melee** *+1 battleaxe* +13/+8

(1d8+6/×3) or club +10/+5 (1d6+4) or heavy shield bash +10/+5 (1d4+4); **Str** 18; **CMB** +10; **CMD** 20.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +12; **CMD** 22

Feats Bludgeoner^{UC}, Enforcer^{APG}, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (battleaxe)

Skills Acrobatics −4 (−8 when jumping), Diplomacy +5, Handle Animal +8, Intimidate +12, Survival +10

Languages Common, Elven

SQ armor training 1

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, *+1 heavy steel shield*, *+1 battleaxe*, club, 270 gp

SKULKING BRUTE — CR 1

Pathfinder RPG NPC Codex 144

Half-orc rogue 2

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 19 (2d8+7)

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

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

STATISTICS

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

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

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of disguise self*, *potion of divine favor*, *potion of feather fall*, *potion of hide from undead*; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

STORM SORCERER — CR 5

Pathfinder RPG NPC Codex 163

Elf sorcerer 6

NE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8–1/×3)

Ranged mwk longbow +6 (1d8/×3)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—elemental ray (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

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

Bloodline elemental (air)

TACTICS

Before Combat The sorcerer casts *mage armor*.

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

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

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

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

Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)

Languages Auran, Common, Draconic, Elven

SQ bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity

Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*;

Other Gear masterwork longbow with 20 arrows, spear, *cloak of resistance +1*, *ring of protection +1*; 375 gp

SWAGGERING SHOT	CR 5

Human gunslinger (pistolero) 6 (*Pathfinder RPG Villain Codex* 192, *Pathfinder RPG Ultimate Combat* 9, 51)

CE Medium humanoid (human)

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

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)

hp 49 (6d10+12)

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

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18–20)

Ranged mwk pistol +11 (1d8+4/×4) or

mwk pistol +7 (1d8+4/×4), mwk pistol +7 (1d8+4/×4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 22

Feats Deadly Aim, Gunsmithing[uc], Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11, Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear *potion of cat's grace*; **Other Gear** *+1 studded leather*, mwk pistols[uc] (2) with 32 alchemical cartridges[uc] (paper), mwk scimitar

APPENDIX 4: SUBTIER 7–8 BESTIARY

BLACK ECHELON ELITE   CR 8

NE Medium undead

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

Aura silent aura

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 105 (14d8+42)

Fort +7, **Ref** +8, **Will** +10

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +16/+11 (1d6+4/19–20) or

claw +14 (1d4+4)

Ranged dart +14 (1d4+4 plus poison)

Special Attacks sneak attack +4d6

STATISTICS

Str 19, **Dex** 19, **Con** —, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 28

Feats Following Step^APG, Improved Critical (sickle), Improved
Initiative, Lunge, Step Up, Step Up And Strike^APG, Weapon
Focus (sickle)

Skills Climb +21, Disguise +20, Perception +18, Stealth +21,
Swim +18

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon elites are
endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon
elite can expand the fog that swirls around its body. This
creates a pea-soup fog which extends around the elite in a
30-foot radius, centered on its body as it moves. The mist
replicates natural fog conditions; anyone attacking a target
inside the mist has a 20% miss chance. Attackers inside
the mist who are adjacent to their opponents, however, do
not suffer a miss chance. The mist affects both normal and
darkvision alike, and the elite has no special ability to attack
through its own mist; it suffers the same penalty on its
ranged attacks.

Poison (Ex) A Black Echelon elite can poison a dart with its sickly
marrow as a free action when it draws the weapon. This poison
retains its potency for only 1 minute. Dart—injury; *save* Fort DC
20; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage
and sickened 1 round; *secondary effect* 1d2 Cha damage and
dazed 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon elites are perfectly silent. This
silence dampens all noise in the elite's own square as well
as all adjacent squares, just as a *silence* spell. In addition,
although it has no game effect, creatures caught within the
silent aura have the creepy sensation that they are moving
in slow motion.

BLACK ECHELON INFILTRATOR   CR 5

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

Aura silent aura

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 52 (8d8+16)

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

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +11/+6 (1d6+3) or

claw +9 (1d4+2)

Ranged dart +9 (1d4+3 plus poison)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 22

Feats Following Step^APG, Improved Initiative, Step Up, Weapon
Focus (sickle)

Skills Climb +14, Disguise +13, Perception +12, Stealth +14, Swim +11

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon
infiltrators are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon
infiltrator can expand the fog that swirls around its body. This
creates a pea-soup fog which extends around the infiltrator in
a 30-foot radius, centered on its body as it moves. The mist
replicates natural fog conditions; anyone attacking a target inside
the mist has a 20% miss chance. Attackers inside the mist who
are adjacent to their opponents, however, do not suffer a miss
chance. The mist affects both normal and darkvision alike, and
the infiltrator has no special ability to attack through its own mist;
it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon infiltrator can poison a dart with
its sickly marrow as a free action when it draws the weapon.
This poison retains its potency for only 1 minute. Dart—injury;
save Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2
Cha damage and sickened 1 round; *secondary effect* 1d2 Cha
damage and staggered 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon infiltrators are perfectly silent.
This silence dampens all noise in the infiltrator's own square
as well as all adjacent squares, just as a *silence* spell. In
addition, although it has no game effect, creatures caught
within the silent aura have the creepy sensation that they are
moving in slow motion.

BLACK ECHELON OPERATIVE   CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura silent aura

DEFENSE

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

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +7 (1d6+2) or

   claw +5 (1d4+2)

Ranged dart +5 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Step Up, Weapon Focus (sickle)

Skills Disguise +9, Perception +8, Stealth +10, Swim +7

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon operatives are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon operative can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the operative in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the operative has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A black echelon operative can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon operatives are perfectly silent. This silence dampens all noise in the operative's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BORDER GUARD   CR 3

Pathfinder RPG NPC Codex 129

Half-orc ranger 4

NE Medium humanoid (human, orc)

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

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

   1st—*resist energy*

TACTICS

Before Combat The ranger casts *resist energy* (fire).

Base Statistics Without *resist energy*, the ranger's statistics are **Resist** none.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear *+1 flaming arrows* (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp

BULL OF BAPHOMET   CR 3

Advanced fiendish aurochs (*Pathfinder RPG Bestiary* 294, 174)

CE Large animal

Init +2; **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 28 (3d8+15)

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

Resist cold 5, fire 5; **SR** 8

OFFENSE

Speed 40 ft.

Melee gore +9 (1d8+12)

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

Special Attacks smite good, stampede, trample (2d6+12, DC 19)

STATISTICS

Str 27, **Dex** 14, **Con** 21, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +11

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by 2.

CRAB, SHARK-EATING   CR 7

Pathfinder RPG Bestiary 3 60

N Huge vermin (aquatic)

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

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, −2 size)

hp 84 (8d8+48)

Fort +12, **Ref** +4, **Will** +3

Immune mind-affecting effects

Weaknesses water dependency

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +13 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9), darting claw

STATISTICS

Str 29, **Dex** 14, **Con** 22, **Int** —, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 29 (37 vs. trip)

Skills Perception +5, Swim +17; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Darting Claw (Ex) Evolved for snatching fast prey, a shark-eating crab is exceptionally quick with its claws. When making a full attack, if a shark-eating crab misses with both of its claw attacks, it can make an additional claw attack at a −2 penalty against any creature within its reach.

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

DEMON, NABASU   CR 8

Pathfinder RPG Bestiary 64

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

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

DEFENSE

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

hp 103 (9d10+54)

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

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

OFFENSE

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

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

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

Spell-Like Abilities (CL 8th)

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

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

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

STATISTICS

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

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

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

Skills Acrobatics +15, Fly +15, Knowledge (arcana, planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

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

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. Each living creature within 30 feet must succeed at a DC 18 Fortitude saving throw or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

DEMON, SHADOW   CR 7

Pathfinder RPG Bestiary 67

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

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5, **Ref** +11, **Will** +7

Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, shadow blend, sprint

Spell-Like Abilities (CL 10th)

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

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

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

STATISTICS

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

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

Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local, planes) +12, Perception +20, Sense Motive +12, Stealth +14; **Racial Modifiers** +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

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

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

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in areas of bright light or natural sunlight and flees from them. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

DEMON, VROCK — CR 9

Pathfinder RPG Bestiary 69

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

Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, −1 size)

hp 112 (9d10+63)

Fort +13, **Ref** +10, **Will** +6

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, summon (level 3, 1 vrock 35%)

STATISTICS

Str 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action. At the end of 3 rounds of this dance, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to each creature within 100 feet (Reflex DC 17 half). For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by 1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed at a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

FESTERING SPIRIT — CR 8

Pathfinder RPG Bestiary 4 98

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +13

Aura stench (DC 14, 10 rounds)

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d4 Con damage plus slime)

Special Attacks create spawn, slime, trample (1 Con plus slime, DC 16)

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility

Skills Fly +9, Perception +13, Stealth +17

SQ ghost touch

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a festering

spirit's Constitution damage becomes a festering spirit under the control of its killer in 1d4 days. Giving the corpse a proper burial (or cremation) prevents it from becoming a festering spirit.

Ghost Touch (Su) A festering spirit can manipulate corporeal objects that weigh up to 25 pounds as if those objects had the *ghost touch* special ability.

Slime (Su) A festering spirit's slime resembles the putrefying sludge of decaying corpses. Any creature that is hit by the spirit's incorporeal touch attack, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a DC 16 Fortitude save. On a failure, the creature is nauseated for 1d4 rounds, and on a success the creature is staggered for 1 round. A festering spirit's slime persists on objects and creatures for 1d10 minutes but has no harmful effect after its initial contact. Creatures immune to disease or poison are immune to this ability. The save DC is Charisma-based.

Trample (Ex) The DC of a festering spirit's trample is Charisma-based.

GOLEM, BLOOD	**CR 6**

Pathfinder RPG Bestiary 4 130

N Medium construct

Init +4; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +2

DEFENSE

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

hp 64 (8d10+20)

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

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** construct traits, magic

Weaknesses vulnerable to bleed

OFFENSE

Speed 10 ft.

Melee 2 slams +10 (2d6+2 plus bleed and grab)

Special Attacks bleed (1d6), blood drain (1d2 Con), constrict (2d6+2 plus bleed)

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 24

SQ clotted skin, compression

SPECIAL ABILITIES

Blood Drain (Su) A blood golem heals 5 hit points each round it drains blood.

Clotted Skin (Ex) A blood golem can congeal its surface into a hard skin as a full-round action, allowing it to assume a vaguely humanoid form. With its skin, it gains DR 5/bludgeoning, natural armor +6, and a base speed of 30 feet, but loses its amorphous and compression abilities. It can liquefy this skin as a full-round action, losing its DR and natural armor, changing its speed to 10 feet, and regaining the amorphous and compression abilities. The golem normally maintains its congealed skin, liquefying itself only when it has to pass through obstacles that would hinder its solid form.

Immunity to Magic (Ex) A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.

- Cure spells affect it as if it were a living creature, but only heal the minimum amount of damage.
- Spells and effects that specifically affect blood (such as *boiling blood*^{UM}) affect it normally.

Vulnerable to Bleed (Ex) Bleed effects, blood drain, and attacks that target a creature's blood affect a blood golem normally. The golem can spend a full-round action to harden its clotted outer shell to end a bleed effect.

GOLEM, FLESH	**CR 7**

Pathfinder RPG Bestiary 160

N Large construct

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

DEFENSE

AC 20, touch 8, flat-footed 20; (−1 Dex, +12 natural, −1 size)

hp 79 (9d10+30)

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

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

HUNGRY FLESH   CR 3

Pathfinder RPG Bestiary 4 152

N Large ooze

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

DEFENSE

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

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

Fort +6, **Ref** −2, **Will** −4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

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

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

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

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

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

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

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

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

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

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

LABYRINTH GUARDIAN   CR 8

Minotaur graveknight fighter 1 (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 43, *Pathfinder RPG Bestiary* 206, *Pathfinder RPG Bestiary 3* 138)

CE Large undead (augmented monstrous humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura sacrilegious aura (30 ft., DC 16)

DEFENSE

AC 29, touch 10, flat-footed 28 (+10 armor, +1 Dex, +9 natural, −1 size)

hp 60 (7 HD; 6d8+1d10+28)

Fort +4, **Ref** +8, **Will** +9

Defensive Abilities channel resistance +4, natural cunning, rejuvenation; **DR** 10/magic; **Immune** undead traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee *+1 bastard sword* +15/+10 (2d8+8/19–20 plus 1d6 fire), slam +8 (1d6+3), gore +8 (1d6+3)

Ranged mwk heavy crossbow +8 (2d8/19–20 plus 1d6 fire)

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

Special Attacks channel destruction, devastating blast (4d6 fire, DC 16), powerful charge (gore, 2d6+10), undead mastery (DC 16)

STATISTICS

Str 25, **Dex** 12, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +7; **CMB** +15; **CMD** 26

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative[B], Lightning Reflexes, Mounted Combat[B], Power Attack, Ride-By Attack[B], Toughness[B], Vital Strike, Weapon Focus (bastard sword)

Skills Climb +12, Intimidate +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +10, Knowledge (religion) +12, Perception +20, Ride +14, Survival +13; **Racial Modifiers** +8 Intimidate, +12 Perception, +8 Ride, +4 Survival

Languages Common, Giant

SQ phantom mount, ruinous revivification (fire)

Combat Gear *potions of inflict moderate wounds* (2); **Other Gear** *+1 full plate*, *+1 bastard sword*, mwk heavy crossbow

SPECIAL ABILITIES

Channel Destruction (Su) Any weapon a labyrinth guardian wields seethes with energy, and deals an additional 1d6 points of fire damage for every 4 Hit Dice the graveknight has.

Devastating Blast (Su) Three times per day, the labyrinth guardian can unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of fire damage for every 3 Hit Dice the graveknight has (Reflex half).

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight wakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell desecrate and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 17 concentration check. If the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.

MINOTAUR MARAUDER   CR 6

Minotaur ranger 2 (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 42, *Pathfinder RPG Bestiary* 206)
CE Large monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, −1 size)
hp 62 (8 HD; 6d10+2d10+18)
Fort +6, **Ref** +10, **Will** +6
Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.
Melee *+1 greataxe* +12/+7 (3d6+7/×3), gore +11 (1d6+2)
Ranged mwk composite longbow +11/+6 (2d6+6/×3)
Space 10 ft.; **Reach** 10 ft.

Special Attacks combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (gore, 1d6+17)

STATISTICS

Str 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10
Base Atk +8; **CMB** +13; **CMD** 25
Feats Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)
Skills Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival
Languages Giant
SQ track +1, wild empathy +2
Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), smokesticks (3), tanglefoot bag; **Other Gear** mwk studded leather, *+1 greataxe*, mwk composite longbow (+6 Str) with 40 arrows, antitoxin, backpack, healer's kit, rope (50 feet), tindertwigs (10)

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

MOHRG   CR 8

Pathfinder RPG Bestiary 208
CE Medium undead
Init +8; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)
hp 91 (14d8+28)
Fort +6, **Ref** +10, **Will** +9
Immune undead traits

OFFENSE

Speed 30 ft.
Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)
Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14
Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30
Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack
SKILLS CLIMB +22, PERCEPTION +23, STEALTH +21, SWIM +19 SPECIAL ABILITIES

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

creature and acts as if under the effects of *haste* for the round immediately following the spawn's creation.

MUSKET MARAUDER   CR 7

Pathfinder RPG Villain Codex 192

Human rogue 8

NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 71 (8d8+32)

Fort +4, **Ref** +10, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +9/+4 (1d6+3/19–20)

Ranged *+1 musket* +12 (1d12+1/×4)

Special Attacks sneak attack +4d6

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 22

Feats Deadly Aim, Point-Blank Shot, Power Attack, Precise Shot, Rapid Reload, Toughness, Weapon Focus (musket)

Skills Acrobatics +14, Bluff +10, Climb +12, Disguise +10, Intimidate +10, Perception +11, Profession (sailor) +11, Sleight of Hand +14, Stealth +14, Swim +12

Languages Abyssal, Common

SQ rogue talents (combat trick, firearm training^UC, sniper's eye^APG, weapon training), trapfinding +4

Gear *+1 chain shirt*, *+1 musket*^UC with 20 bullets^UC, *+1 short sword*, powder horn with 20 doses of black powder^UC

SECURITY MANAGER   CR 5

Pathfinder RPG Villain Codex 122

Human fighter 6

NE Medium humanoid (human)

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +4 shield)

hp 55 (6d10+18)

Fort +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 battleaxe* +15/+10 (1d8+8/×3) or
club +12/+7 (1d6+6) or
heavy shield bash +12/+7 (1d4+6)

Special Attacks weapon training (axes +1)

TACTICS

Before Combat The manager drinks his *potion of bull's strength*.

Base Statistics Without the *potion of bull's strength*, the security manager's statistics are **Melee** *+1 battleaxe* +13/+8 (1d8+6/×3) or club +10/+5 (1d6+4) or heavy shield bash +10/+5 (1d4+4); **Str** 18; **CMB** +10; **CMD** 20.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +12; **CMD** 22

Feats Bludgeoner^UC, Enforcer^APG, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (battleaxe)

Skills Acrobatics −4 (−8 when jumping), Diplomacy +5, Handle Animal +8, Intimidate +12, Survival +10

Languages Common, Elven

SQ armor training 1

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, *+1 heavy steel shield*, *+1 battleaxe*, club, 270 gp

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STORM SORCERER   CR 5

Pathfinder RPG NPC Codex 163

Elf sorcerer 6

NE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8−1/×3)

Ranged mwk longbow +6 (1d8/×3)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—*elemental ray* (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

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

Bloodline elemental (air)

TACTICS

Before Combat The sorcerer casts *mage armor*.

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

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

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

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

Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)

Languages Auran, Common, Draconic, Elven

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

elven magic, weapon familiarity

Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance +1*, *ring of protection +1*; 375 gp

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STRONGWOMAN   CR 8

Pathfinder RPG Villain Codex 34

Human fighter 9

CN Medium humanoid (human)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +1 natural)

hp 90 (9d10+36)

Fort +11, **Ref** +5, **Will** +7 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee *+1 earth breaker* +16/+11 (2d6+9/×3) or unarmed strike +14/+9 (1d3+5)

Ranged mwk handaxe +11/+6 (1d6+4/×3)

Special Attacks weapon training (close +1, hammers +2)

TACTICS

Before Combat The strongwoman downs her *potion of bull's strength* if she expects a serious fight. This has not been factored into her statistics.

STATISTICS

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

Base Atk +9; **CMB** +13 (+17 grapple, +15 sunder); **CMD** 25 (27 vs. grapple or sunder)

Feats Dodge, Great Fortitude, Greater Grapple, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike

Skills Bluff +2, Climb +11, Diplomacy +2, Intimidate +13, Perform (act) +6

Languages Common

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** *powerhouse pelt*^VC, *+1 earth breaker*^UE, mwk handaxe, *amulet of natural armor +1*, *cloak of resistance +1*, entertainer's outfit

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SWAGGERING SHOT   CR 5

Human gunslinger (pistolero) 6 (*Pathfinder RPG Villain Codex* 192, *Pathfinder RPG Ultimate Combat* 9, 51)

CE Medium humanoid (human)

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

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)

hp 49 (6d10+12)

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

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18–20)

Ranged mwk pistol +11 (1d8+4/×4) or mwk pistol +7 (1d8+4/×4), mwk pistol +7 (1d8+4/×4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 22

Feats Deadly Aim, Gunsmithing^UC, Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11, Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear *potion of cat's grace*; **Other Gear** *+1 studded leather*, mwk pistols^UC (2) with 32 alchemical cartridges^UC (paper), mwk scimitar

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WIGHT, ADVANCED   CR 4

Pathfinder RPG Bestiary 294, 276

LE Medium undead

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 34 (4d8+16)

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

Immune undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +11, Knowledge (religion) +9, Perception +13, Sense Motive +10, Stealth +18, Swim +7; **Racial Modifiers** +8 Stealth

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a −2 penalty on all d20 rolls and checks, as well as −2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not have any of the abilities they had in life.

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

APPENDIX 5: SUBTIER 10–11 BESTIARY

ADVANCED PALE STRANGER — CR 11

Pathfinder RPG Bestiary 3 290, 214

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +22

Aura fear (10 ft., DC 21)

DEFENSE

AC 25, touch 19, flat-footed 19 (+2 armor, +5 Dex, +1 dodge, +3 luck, +4 natural)

hp 127 (15d8+60)

Fort +9, **Ref** +10, **Will** +13

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits; **SR** 21

OFFENSE

Speed 30 ft.

Ranged +1 pistols +15/+15/+10/+10/+5 (1d8+1/19–20/×4)

Special Attacks pistols, stranger's shot

STATISTICS

Str 17, **Dex** 21, **Con** —, **Int** 11, **Wis** 18, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 33

Feats Deadly Aim, Dodge, Improved Critical (pistol), Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Quick Draw^B, Two-Weapon Fighting

Skills Acrobatics +10, Climb +11, Intimidate +22, Perception +22, Ride +15, Stealth +13, Swim +8

Languages Common

SQ stranger's luck

SPECIAL ABILITIES

Pistols (Su) A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 pistol. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from two-weapon fighting.

Stranger's Luck (Su) A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

Stranger's Shot (Ex) As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals an additional 6d6 points of damage.

BLACK ECHELON ELITE — CR 8

NE Medium undead

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

Aura silent aura

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 105 (14d8+42)

Fort +7, **Ref** +8, **Will** +10

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +16/+11 (1d6+4/19–20) or claw +14 (1d4+4)

Ranged dart +14 (1d4+4 plus poison)

Special Attacks sneak attack +4d6

STATISTICS

Str 19, **Dex** 19, **Con** —, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 28

Feats Following Step^APG, Improved Critical (sickle), Improved Initiative, Lunge, Step Up, Step Up And Strike^APG, Weapon Focus (sickle)

Skills Climb +21, Disguise +20, Perception +18, Stealth +21, Swim +18

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon elites are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon elite can expand the fog that swirls around its body. This creates a pea-soup fog which extends around the elite in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions; anyone attacking a target inside the mist has a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and darkvision alike, and the elite has no special ability to attack through its own mist; it suffers the same penalty on its ranged attacks.

Poison (Ex) A Black Echelon elite can poison a dart with its sickly marrow as a free action when it draws the weapon. This poison retains its potency for only 1 minute. Dart—injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Cha damage and sickened 1 round; *secondary effect* 1d2 Cha damage and dazed 1 round; *cure* 1 save.

Silent Aura (Su) Black Echelon elites are perfectly silent. This silence dampens all noise in the elite's own square as well as all adjacent squares, just as a *silence* spell. In addition, although it has no game effect, creatures caught within the silent aura have the creepy sensation that they are moving in slow motion.

BLACK ECHELON INFILTRATOR — CR 5

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

Aura silent aura

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 52 (8d8+16)

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

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +11/+6 (1d6+3) or

claw +9 (1d4+2)

Ranged dart +9 (1d4+3 plus poison)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 22

Feats Following Step^APG, Improved Initiative, Step Up, Weapon
Focus (sickle)

Skills Climb +14, Disguise +13, Perception +12, Stealth +14, Swim +11

SQ deliberate, enshrouding mist

Gear darts (2), mwk sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon
infiltrators are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon
infiltrator can expand the fog that swirls around its body. This
creates a pea-soup fog which extends around the infiltrator in
a 30-foot radius, centered on its body as it moves. The mist
replicates natural fog conditions; anyone attacking a target
inside the mist has a 20% miss chance. Attackers inside
the mist who are adjacent to their opponents, however, do
not suffer a miss chance. The mist affects both normal and
darkvision alike, and the infiltrator has no special ability to
attack through its own mist; it suffers the same penalty on its
ranged attacks.

Poison (Ex) A black echelon infiltrator can poison a dart
with its sickly marrow as a free action when it draws the
weapon. This poison retains its potency for only 1 minute.
Dart—injury; *save* Fort DC 16; *frequency* 1/round for 4
rounds; *effect* 1d2 Cha damage and sickened 1 round;
secondary effect 1d2 Cha damage and staggered 1 round;
cure 1 save.

Silent Aura (Su) Black Echelon infiltrators are perfectly silent.
This silence dampens all noise in the infiltrator's own square as
well as all adjacent squares, just as a *silence* spell. In addition,
although it has no game effect, creatures caught within the
silent aura have the creepy sensation that they are moving in
slow motion.

DEMON, ADVANCED GLABREZU   CR 14

Pathfinder RPG Bestiary 294, 61

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

Init +2; **Senses** darkvision 60 ft., *true seeing*; Perception +28

DEFENSE

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, −2 size)

hp 210 (12d10+144)

Fort +20, **Ref** +6, **Will** +13

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10,
fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee bite +22 (1d8+12), 2 claws +22 (1d6+12), 2 pincers +22
(2d8+12/19–20)

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

Special Attacks rend (2 pincers, 2d8+18)

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*true seeing*

At will—*chaos hammer* (DC 21), *confusion* (DC 21), *dispel
magic*, *greater teleport* (self plus 50 lbs. of objects only),
mirror image, *reverse gravity*, *unholy blight* (DC 21), *veil*
(self only; DC 23)

1/day—*power word stun*, summon (level 4, 1 glabrezu 20% or
1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 35, **Dex** 15, **Con** 35, **Int** 20, **Wis** 20, **Cha** 24

Base Atk +12; **CMB** +26; **CMD** 38

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive,
Power Attack, Vital Strike

Skills Bluff +30, Diplomacy +26, Intimidate +26, Knowledge
(history, local, planes) +20, Perception +28, Sense Motive
+20, Spellcraft +17, Stealth +9, Use Magic Device +19; **Racial
Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

DULLAHAN   CR 7

Pathfinder RPG Bestiary 2 111

Init +2; **Senses** blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 85 (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits;
SR 18

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 keen longsword* +14/+9 (1d8+6/17–20 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +12; **CMD** 24

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample,
Weapon Focus (longsword)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +7,
Spellcraft +15, Stealth +10

Languages Common, Sylvan

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 an additional 1d6 points of cold damage and gains the *keen* weapon special ability.

Death's Calling (Su) Once per day as a standard action, a dullahan can place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a −2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Summon Mount (Su) As a standard action, a dullahan can summon a 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.

EIDOLON, UNFETTERED   CR 8

Pathfinder RPG Bestiary 3 110
CN Medium outsider (extraplanar)
Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)
hp 85 (10d10+30)
Fort +7, **Ref** +11, **Will** +9
Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (good)
Melee bite +14 (1d6+3 plus 1d6 electricity), gore +14 (1d6+3 plus 1d6 electricity), tail slap +12 (1d6+1 plus 1d6 electricity)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +10; **CMB** +13; **CMD** 27 (can't be tripped)
Feats Combat Reflexes, Great Fortitude, Iron Will, Multiattack[B], Toughness, Weapon Finesse
Skills Bluff +13, Climb +11, Fly +16, Knowledge (planes) +6, Perception +13, Sense Motive +8, Stealth +12
Languages Common
SQ evolution points (bite, climb, energy attacks, flight [2], gore, improved evasion, improved natural armor [2], reach [bite], tail, tail slap)

FESTERING SPIRIT   CR 8

Pathfinder RPG Bestiary 4 98
CE Medium undead (incorporeal)
Init +9; **Senses** darkvision 60 ft.; Perception +13
Aura stench (DC 14, 10 rounds)

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)
hp 58 (9d8+18)
Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)
Melee incorporeal touch +11 (1d4 Con damage plus slime)
Special Attacks create spawn, slime, trample (1 Con plus slime, DC 16)

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15
Base Atk +6; **CMB** +11; **CMD** 24
Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility
Skills Fly +9, Perception +13, Stealth +17
SQ ghost touch

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a festering spirit's Constitution damage becomes a festering spirit under the control of its killer in 1d4 days. Giving the corpse a proper burial (or cremation) prevents it from becoming a festering spirit.

Ghost Touch (Su) A festering spirit can manipulate corporeal objects that weigh up to 25 pounds as if those objects had the *ghost touch* special ability.

Slime (Su) A festering spirit's slime resembles the putrefying sludge of decaying corpses. Any creature that is hit by the spirit's incorporeal touch attack, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a DC 16 Fortitude save. On a failure, the creature is nauseated for 1d4 rounds, and on a success the creature is staggered for 1 round. A festering spirit's slime persists on objects and creatures for 1d10 minutes but has no harmful effect after its initial contact. Creatures immune to disease or poison are immune to this ability. The save DC is Charisma-based.

Trample (Ex) The DC of a festering spirit's trample is Charisma-based.

GOLEM, DEMON-FLESH   CR 10

Variant advanced flesh golem (*Pathfinder RPG Bestiary* 294, 160)
N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, −1 size)
hp 107 (14d10+30)
Fort +4, **Ref** +4, **Will** +4
DR 5/adamantine and good; **Immune** construct traits, magic; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft., fly 40 ft. (poor)
Melee 2 slams +20 (2d10+10/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks berserk, blasphemous shockwave, powerful blows

STATISTICS

Str 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +14; **CMB** +22; **CMD** 32

SPECIAL ABILITIES

Berserk (Ex) When a demon-flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Blasphemous Shockwave (Su) When a demon-flesh golem confirms a critical hit with a slam attack, its fist creates an unholy shockwave that functions as *unholy blight* (DC 17, CL 10th), centered on the target.

Immunity to Magic (Ex) A demon-flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals at least 11 points of cold or fire damage slows a demon-flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its maximum hit points, it gains any excess as temporary hit points. A demon-flesh golem receives no saving throw against attacks that deal electricity damage.

Powerful Blows (Ex) A demon-flesh golem inflicts 1-1/2 times its Strength bonus and threatens a critical hit on a 19–20 with its slam attacks.

GORGON · CR 8

Pathfinder RPG Bestiary 165
N Large magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, −1 size)
hp 100 (8d10+56)
Fort +13, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.
Melee gore +14 (2d8+7), 2 hooves +9 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 21 negates), trample (2d8+10, DC 21)

STATISTICS

Str 24, **Dex** 10, **Con** 24, **Int** 2, **Wis** 16, **Cha** 9
Base Atk +8; **CMB** +16; **CMD** 26
Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)
Skills Perception +17

SPECIAL ABILITIES

Breath Weapon A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Each creature caught in the area of the gas can attempt a DC 21 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 21 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified and can no longer attempt additional Fortitude saves to recover naturally. The save DC is Constitution-based.

THE IMPLACABLE BEAST · CR 13

CE Large construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, −1 size)
hp 147 (18d10+48)
Fort +6, **Ref** +12, **Will** +7
DR 10/—; **Immune** construct traits; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.
Melee Huge bastard sword +25/+20/+15/+10 (3d8+8/17–20) and pincer +20 (2d8+4 plus grab) or
pincer +25 (2d8+12 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (2d8+12), trample (4d6+12, DC 27)

STATISTICS

Str 27, **Dex** 18, **Con** —, **Int** 10, **Wis** 13, **Cha** 7
Base Atk +18; **CMB** +27; **CMD** 41
Feats Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Greater Vital Strike, Improved Critical (bastard sword), Improved Vital Strike, Lightning Reflexes, Toughness, Vital Strike
Skills Climb +26, Perception +19
Languages Abyssal (cannot speak)
SQ oversized weapon, unbroken stride
Gear bastard sword

SPECIAL ABILITIES

Oversized Weapon (Ex) The Implacable Beast can use a weapon of one size category larger without penalty.
Unbroken Stride (Ex) The Implacable Beast ignores the effects of difficult terrain.

LABYRINTH GUARDIAN · CR 8

Minotaur graveknight fighter 1 (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 43, *Pathfinder RPG Bestiary* 206,

Pathfinder RPG Bestiary 3 138)

CE Large undead (augmented monstrous humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura sacrilegious aura (30 ft., DC 16)

DEFENSE

AC 29, touch 10, flat-footed 28 (+10 armor, +1 Dex, +9 natural, −1 size)

hp 60 (7 HD; 6d8+1d10+28)

Fort +4, **Ref** +8, **Will** +9

Defensive Abilities channel resistance +4, natural cunning, rejuvenation; **DR** 10/magic; **Immune** undead traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee *+1 bastard sword* +15/+10 (2d8+8/19–20 plus 1d6 fire), slam +8 (1d6+3), gore +8 (1d6+3)

Ranged mwk heavy crossbow +8 (2d8/19–20 plus 1d6 fire)

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

Special Attacks channel destruction, devastating blast (4d6 fire, DC 16), powerful charge (gore, 2d6+10), undead mastery (DC 16)

STATISTICS

Str 25, **Dex** 12, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +7; **CMB** +15; **CMD** 26

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative[B], Lightning Reflexes, Mounted Combat[B], Power Attack, Ride-By Attack[B], Toughness[B], Vital Strike, Weapon Focus (bastard sword)

Skills Climb +12, Intimidate +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +10, Knowledge (religion) +12, Perception +20, Ride +14, Survival +13; **Racial Modifiers** +8 Intimidate, +12 Perception, +8 Ride, +4 Survival

Languages Common, Giant

SQ phantom mount, ruinous revivification (fire)

Combat Gear *potions of inflict moderate wounds* (2); **Other Gear** *+1 full plate*, *+1 bastard sword*, mwk heavy crossbow

SPECIAL ABILITIES

Channel Destruction (Su) Any weapon a labyrinth guardian wields seethes with energy, and deals an additional 1d6 points of fire damage for every 4 Hit Dice the graveknight has.

Devastating Blast (Su) Three times per day, the labyrinth guardian can unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of fire damage for every 3 Hit Dice the graveknight has (Reflex half).

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is

destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight wakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell desecrate and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 17 concentration check. If the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

MUSKET MARAUDER · CR 7

Pathfinder RPG Villain Codex 192

Human rogue 8

NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 71 (8d8+32)

Fort +4, **Ref** +10, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +9/+4 (1d6+3/19–20)

Ranged *+1 musket* +12 (1d12+1/×4)

Special Attacks sneak attack +4d6

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 22

Feats Deadly Aim, Point-Blank Shot, Power Attack, Precise Shot, Rapid Reload, Toughness, Weapon Focus (musket)

Skills Acrobatics +14, Bluff +10, Climb +12, Disguise +10, Intimidate +10, Perception +11, Profession (sailor) +11, Sleight of Hand +14, Stealth +14, Swim +12

Languages Abyssal, Common

SQ rogue talents (combat trick, firearm training^UC, sniper's eye^APG, weapon training), trapfinding +4

Gear *+1 chain shirt*, *+1 musket*^UC with 20 bullets^UC, *+1 short sword*, powder horn with 20 doses of black powder^UC

PROPHET OF BAPHOMET   CR 13

Minotaur cleric of Baphomet 11 (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 45, *Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 24, touch 10, flat-footed 24 (+8 armor, +1 deflection, +6 natural, −1 size)

hp 127 (17 HD; 11d8+6d10+45)

Fort +14, **Ref** +12, **Will** +18

Defensive Abilities natural cunning

OFFENSE

Speed 20 ft.

Melee *+1 glaive* +21/+16/+11 (2d8+10/19–20/×3), gore +19 (1d6+9)

Ranged mwk light crossbow +14 (2d6/19–20)

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

Special Attacks channel negative energy 3/day (DC 15, 6d6), scythe of evil (5 rounds, 1/day), might of the gods (+11, 11 rounds/day), powerful charge (gore, 2d6+9)

Domain Spell-Like Abilities (CL 11th; concentration +15)

7/day—touch of evil (5 rounds)

7/day—strength surge (+5)

Cleric Spells Prepared (CL 11th; concentration +15)

6th—*blade barrier* (DC 21), *stoneskin*^D

5th—*flame strike* (DC 20), *righteous might*^D, *slay living* (DC 19)

4th—*air walk*, *chaos hammer* (DC 19), *cure critical wounds*, *greater magic weapon*, *spell immunity*^D

3rd—*bestow curse* (DC 17), *cure serious wounds*, *deeper darkness*, *dispel magic*, *magic circle against good*^D, *meld into stone*

2nd— *bull's strength*^D, *resist energy*, *shatter* (DC 17), *spiritual weapon*, *status*, *wind wall*

1st—*bane* (DC 15), *cause fear* (DC 15), *cure light wounds*, *divine favor*, *protection from good*^D, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Evil, Strength

STATISTICS

Str 23, **Dex** 10, **Con** 13, **Int** 9, **Wis** 18, **Cha** 10

Base Atk +14; **CMB** +21 (+23 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Combat Reflexes, Improved Bull Rush, Improved Critical (glaive), Improved Initiative, Lightning Reflexes, Power Attack, Spell Focus (evocation), Toughness, Weapon Focus (glaive)

Skills Intimidate +11, Knowledge (planes, religion) +6, Linguistics +4, Perception +12, Spellcraft +8

Languages Abyssal, Common, Giant

Combat Gear *potion of bear's endurance*, *potion of rage*, *scrolls of find traps* (2), *scroll of invisibility purge*, *scroll of lesser planar ally*, *scroll of mass bull's strength*, *wand of cure serious wounds* (12 charges), *wand of protection from law* (22 charges), *wand of shield of faith* (15 charges), alchemist's fire (5), unholy water (2); **Other Gear** *+2 breastplate*, *+1 glaive*, mwk light crossbow with 20 bolts, *amulet of natural armor +1*, *cloak of resistance +2*, *headband of inspired wisdom +2*, *ring of protection +1*, brass unholy symbol, spell component pouch, granite and diamond dust (worth 500 gp)

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

SCHEMING FENCER   CR 10

Human fighter 11 (*Pathfinder RPG NPC Codex* 86)

CE Medium humanoid (human)

Init +6; **Senses** Perception +0

DEFENSE

AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)

hp 98 (11d10+33)

Fort +10, **Ref** +10, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee *+1 rapier* +19/+14/+9 (1d6+8/15–20), mwk dagger +18/+13 (1d4+5/19–20)

Ranged dagger +19 (1d4+5/19–20) or mwk composite longbow +19/+14/+9 (1d8+2/×3)

Special Attacks weapon training (light blades +2, bows +1)

TACTICS

Before Combat The fighter drinks her potions of *bull's strength*, *cat's grace*, and *barkskin*. If she's planning betrayal, a scheming fencer doesn't down her potions until just before her treachery.

Base Statistics Without *bull's strength*, *cat's grace*, and *barkskin*, the fighter's statistics are **Init** +4; **AC** 21, touch 14, flat-footed 17; **Ref** +8; **Melee** *+1 rapier* +17/+12/+7 (1d6+6/15–20), mwk dagger +16/+11 (1d4+3/19–20); **Ranged** dagger +17 (1d4+3/19–20) or mwk composite longbow +17/+12/+7 (1d8+2/×3); **Str** 12, **Dex** 19; **CMB** +12 (+14 disarm); **CMD** 26 (28 vs. disarm); **Skills** Acrobatics +15, Climb +13.

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +14 (+16 disarm); **CMD** 30 (+32 vs. disarm)

Feats Combat Expertise, Critical Focus, Double Slice, Improved Critical (rapier), Improved Disarm, Improved Two-Weapon Fighting, Iron Will, Sickening Critical, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9

Languages Common, Elven

SQ armor training 3

Combat Gear *potion of barkskin*, *potion of bull's strength*, *potion of cat's grace*, *potions of cure moderate wounds* (2), *potions of protection from good* (CL 2nd, 2), *silversheen*; **Other Gear** *+1 breastplate*, *+1 rapier*, daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, *belt of incredible dexterity +2*, *cloak of resistance +1*, *slippers of spider climbing*, 121 gp

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SEA SERPENT   CR 12

Pathfinder RPG Bestiary 244

N Gargantuan magical beast (aquatic)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, –4 size)

hp 187 (15d10+105)

Fort +16, **Ref** +13, **Will** +7

Defensive Abilities elusive; **Immune** cold; **Resist** fire 30

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (4d8+22/19–20 plus grab), tail slap +18 (3d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (3d6+18), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18)

STATISTICS

Str 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +15; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +13, Swim +20

SPECIAL ABILITIES

Capsize (Ex) A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 feet) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

STORM SORCERER   CR 5

Pathfinder RPG NPC Codex 163

Elf sorcerer 6

NE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8–1/×3)

Ranged mwk longbow +6 (1d8/×3)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—*elemental ray* (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

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

Bloodline elemental (air)

TACTICS

Before Combat The sorcerer casts *mage armor*.

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

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

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

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

Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)

Languages Auran, Common, Draconic, Elven

SQ bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity

Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance +1*, *ring of protection +1*; 375 gp

STRONGWOMAN   CR 8

Pathfinder RPG Villain Codex 34

Human fighter 9

CN Medium humanoid (human)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +1 natural)

hp 90 (9d10+36)

Fort +11, **Ref** +5, **Will** +7 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee *+1 earth breaker* +16/+11 (2d6+9/×3) or unarmed strike +14/+9 (1d3+5)

Ranged mwk handaxe +11/+6 (1d6+4/×3)

Special Attacks weapon training (close +1, hammers +2)

TACTICS

Before Combat The strongwoman downs her *potion of bull's strength* if she expects a serious fight. This has not been factored into her statistics.

STATISTICS

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

Base Atk +9; **CMB** +13 (+17 grapple, +15 sunder); **CMD** 25 (27 vs. grapple or sunder)

Feats Dodge, Great Fortitude, Greater Grapple, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike

Skills Bluff +2, Climb +11, Diplomacy +2, Intimidate +13, Perform (act) +6

Languages Common

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** *powerhouse pelt*^{VC}, *+1 earth breaker*^{UE}, mwk handaxe, *amulet of natural armor +1*, *cloak of resistance +1*, entertainer's outfit

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.
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 up).
   Boosted Effect: Increase the healing by 2d6.
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.
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.
   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.

Benefits

	Subtier				
Effect	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: _____
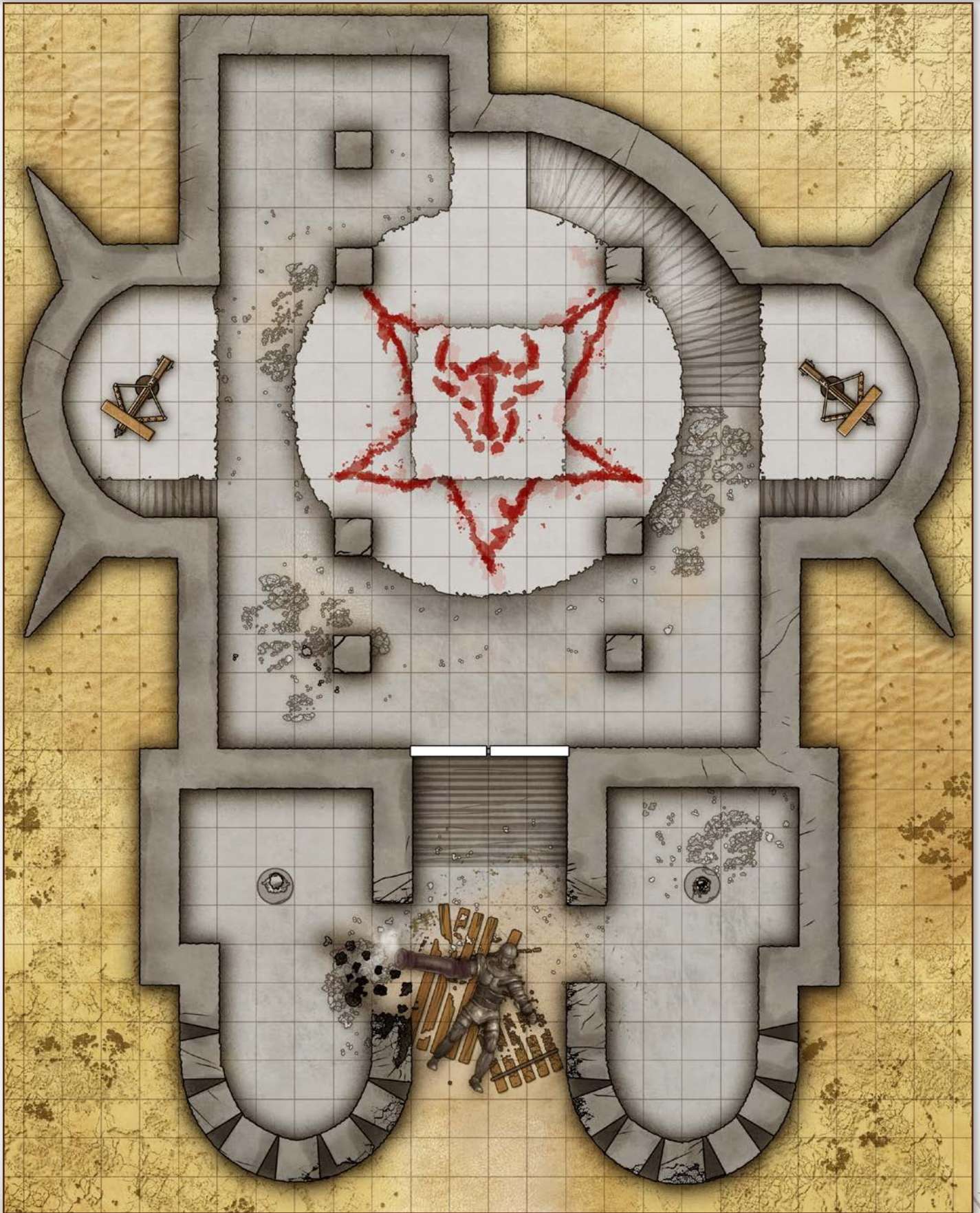
Pathfinder Society Scenario #9-00:
Assault on Absalom

Event _____ **Date** _____

GM # _____ **GM Character #** _____

GM Name _____ **GM Prestige Earned** _____

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

Character # _____ **Prestige Points** [ ]

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

Character # _____ **Prestige Points** [ ]

Character Name
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Character # _____ **Prestige Points** [ ]

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

SUBTIER	☐ Slow	☐ Normal
1–2	250	500

SUBTIER	☐ Slow	☐ Normal
3–4	625	1,250

SUBTIER	☐ Slow	☐ Normal
5-6	1,250	2,500

SUBTIER	☐ Slow	☐ Normal
7-8	2,667	5,334

SUBTIER	☐ Slow	☐ Normal
10-11	3,833	7,667

MAX GOLD

A.K.A.

Player Name   Character Name   Organized Play #   Character #   Faction

This Chronicle sheet grants access to the following:

Defender of Absalom: You aided Absalom in its hour of need, breaking the siege of demon-flesh monstrosities, undead saboteurs, and ghastly ships. The people of Absalom witnessed your triumphs and will remember your courage for several deeds in particular. Choose one (or two, if so instructed by the Overseer GM) of the following rewards corresponding to a faction's objective that either the House successfully fulfilled (corresponding to one of the conditions announced during play) or that your table successfully fulfilled; cross the others off your Chronicle sheet. You do not need to be a member of a particular faction to choose its associated reward.

☐ *Wise Quarter Warden (Dark Archive):* Several librarians of the Forae Logos owe you their lives, and scholars across Absalom are willing to assist you. You gain a +2 bonus on all skill checks while adventuring in the Arcanamirium, Blakros Museum, and Forae Logos. While in a city of at least 5,000 people, you can check the box that precedes this boon to acquire one single-use magic item or wand worth no more than 100 gp × your level. You may acquire a partially charged wand with this boon. The item has a resale value of 0 gp.

☐ *The Coins Custodian (The Exchange):* You ensured that greed would not lay Absalom low in its time of need. While in a city of at least 5,000 people, you can check the box that precedes this boon to borrow any one magic item worth no more than 2,500 gp × your level for the duration of the adventure. The item cannot use charges or be otherwise expendable.

☐ *Tempest Guardian (Grand Lodge):* You led the Muckruckers to victory in reclaiming Fort Tempest, which also salvaged some of the fort's besmirched reputation. The militia makes you an honorary Muckrucker, teaching you or a protégé some of their favorite tricks. You can check the box that precedes this boon when making a new Pathfinder Society character to grant your new character one of the following as a bonus trait: fast-talker, resilient, or suspicious. Alternatively, you can gain the trait.

☐ *Maestro of Manumission (Liberty's Edge):* You oversaw the manumission of hundreds of Absalom's slaves, which might mark the end of slavery in the city and recruit new talent to the Society. You can check this box when creating a new character to begin that character at 2nd level with 3 XP, 1,500 gp, and 6 Prestige Points.

☐ *Eldritch Artillerist (Scarab Sages):* You revived an ancient guardian construct that was able to channel arcane energy in a previously unseen way—and you parse how to replicate it. You can check the box that precedes this boon when building a new character to grant that character access to the spellslinger archetype from *Pathfinder RPG Ultimate Combat* as if it appeared on the Additional Resources page.

☐ *Anointed Champion (Silver Crusade):* Scion Lady Xerashir of House Shamyyid has marked you a friend of the good-aligned planes, and you gain a +2 bonus on all skill checks while adventuring on such planes or when interacting with a creature with the good subtype. You can check the box that precedes this boon when expending Prestige Points for a spellcasting service to reduce the Prestige Point cost by 25% (rounding the discount up, minimum cost 1, a maximum discount of 35%).

☐ *Noble Heir (Sovereign Court):* You rallied several of Absalom's noble houses, all of which distinguished themselves during the siege. All four are eager to recruit new talent into their hierarchy, and they have each invited you to become a lord or lady bearing their respective family name. Choose the al-Hadir, Arpador, Caperina, or Tullian family. You are a lord or lady of that family whose noble status is recognized in most realms. You also gain a signet ring and one bejeweled bauble for each character level you have. You can pry the gem out of a bauble to use in place of an expensive material component requiring gemstone dust, and each bauble's gem is worth 100 gp.

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