

PATHFINDER[®]

INFINITE™



CURSE OF THE CRIMSON THRONE

SECOND EDITION
CONVERSION GUIDE

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INTRODUCTION

Welcome to the Pathfinder Second Edition Conversion Guide for the Curse of the Crimson Throne Adventure Path: Anniversary Edition. In this document, you will find almost all of the information you need to run Paizo's popular Adventure Path in Second Edition. This section will review how this document is laid out and referenced.

SOURCE MATERIAL

This document is a conversion of Paizo's Anniversary Edition of the Curse of the Crimson Throne Adventure Path and is formatted using that book. GM's will need a full copy of the original source book to use this conversion guide. This document is not intended to use the 3.5pp edition of the Curse of the Crimson Throne Adventure Path. This document also pulls from various Second Edition source materials, including Bestiary 1, Bestiary 2, Bestiary 3, Gamemastery Guide, and the Core Rulebook. Any information that uses these materials will have links to their online SRD entries and a key to find the information in any physical books you may own.

CONVERSION METHODS

In converting this adventure, the main goal was to retain the original spirit and intent of the First Edition version of the Adventure Path as much as possible. There may be a couple places you notice liberties were taken, but not by a lot. Creatures have been combed through to try and match their First Edition counterparts as much as possible in their skills, abilities, and over all flavor.

OFFICIAL SECOND EDITION CREATURES

A good portion of this adventure has been fortunate enough to include creatures that Paizo has already officially released in one of their Bestiaries or Second Edition adventures. When an official Second Edition creature is referenced, it will look like the following:

CREATURE NAME	CREATURE LEVEL
Creature Name (Source Key) - This entry will be linked to an online SRD resource of the creature.	

Special Notes Any special notes that modify the creature in specific ways.

UNIQUE / HOMEBREWED CREATURES

Curse of the Crimson Throne is also home to several unique faces, monsters, and friends. For these, a full statblock will be provided like so:

CREATURE NAME	CREATURE LEVEL
TRAITS	
Unique identifier (if Unique or needed)	
Perception +999	
Skills So many skills +999	
Ability Scores	
Items Too many to hold	
General Feature Some general feature that doesn't use actions.	
AC and Saves	
HP , and any Immunities, Resistances, or Weaknesses	
Defensive Abilities Reactions, Auras, or abilities that are defensive in nature.	
Speed I am Speed.	
Melee ♦ whack (whack traits) Damage 1d20+999	
Ranged ♦ pew pew (pew pew traits) Damage 1d20 +999	
Offensive Abilities Offensive abilities and/or Abilities that modify the creature's offensive capabilities.	
The same types of statblocks will also be provided for hazards and unique items.	
CR VS. LEVEL	
As you go through this conversion, you may notice that some encounters don't precisely line up with the difficulty of its First Edition counterpart. First Edition was notorious for throwing lots of lower leveled creatures at players to creature appropriate CR encounters, drain their resources, or harry them before getting to the end of a dungeon. This design philosophy has been retained in most places, and tweaked in others to meet the Encounter Level standards of Second Edition. The major areas in which encounter levels has not been adjusted too far from their First Edition versions are areas with patrols, alarms, or unique mechanics that force players to handle creatures differently; such as the Unhallow effect of Scarwall.	

EXPERIENCE

With the notes on CR vs. Level above, it is highly suggested that GM's use milestone leveling while using this conversion. While it is possible to award experience by encounter, you will need to make up the difference through story rewards, accomplishments, or extra content outside of the scope of this document. If you intend to use milestone leveling, an Advancement Track of assumed levels will appear at the beginning of each chapter.

SKILLS

Skill checks were converted by comparing Skill Difficulty Formulas between First Edition and Second Edition with special consideration to PCs levels. For others, [Level Based DCs](#) (Pathfinder Core Rulebook pg. 503), and [Simple DCs](#) (Pathfinder Core Rulebook pg. 503) were used as necessary.

FORMATTING

The vast majority of this document will be formatted to match the layout of the original adventure. Each chapter will have its own document broken down by Part, Section Header, Area, Room with conversion information presented in the same places as the original adventure. General formatting will appear like so:

PART 1 : THE FIRST PART

THE DUNGEON!

SECTION IN "THE DUNGEON!"

FEATURES

- Fancy Door: Hardness 10, HP 20, BT 10; Thievery DC 20 to unlock; door also insults you as you attempt to unlock it.

SKILL CHECKS

- Diplomacy DC 15 to insult the door back.
- Society DC 25 to know the door personally and really dig into that insult.

CREATURES

MIMIC

[Mimic \(Pathfinder Bestiary pg. 236\)](#)

Special Maybe next time don't insult the door.

CREATURE 4

HAZARDS

MIMIC EXPLOSION

Oh gods, it got worse!

HAZARD 4

UNIQUE ITEM, SPELL, RITUALS

MIMIC PARTS

It's really just a wood plank. But you can whack someone with it. Go forth, brave adventurer!

ITEM 1

TREASURE

You'll likely quickly realize that treasure is not converted in this document at all. This is very much by design. Treasure rewards in Pathfinder First and Second Editions simply have no direct or even indirect method of conversion. Lots of items in First Edition simply don't exist in Second Edition or are scaled very differently. Gold progression has almost no translation between systems as well.

REWARDING TREASURE ADVICE

If you are using milestone leveling or have mapped out future experience through story rewards, an excellent resource will be the [Treasure by Level table](#). (Pathfinder Core Rulebook pg. 508, Table 10-9: Party Treasure by Level)

Using the baseline of that table, a Treasure Planner table has been included at the beginning of each Chapter in this document. These tables will have the correct amount of suggested treasure for each Chapter and suggestions on where to place them.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure
1st	Permanent	The Dungeon!	
2nd	Consumable	The Other Dungeon!	

Take time before each Chapter to create a loot table of items and sprinkle them in the various places the adventure awards treasure. Keep in mind that this may mean where a First Edition treasure reward had several consumables or small items, that may be just a bit of gold in Second Edition. Plan ahead and plan for your particular group.

ABOUT THE AUTHOR

I'm Olliebird! I've been playing TTRPG's for close to 30 years and was a Pathfinder First Edition player from the very beginning. I adore Paizo's world of Golarion, the Lost Omens setting and all the adventures therein. If you would like to contact me, I'm available by any of these methods.

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USE

If you use this document in any sort of media format such as a podcast, actual play series, or monetarily/patreon backed content; please give credit to its creator and the members of the Series of Dice Based Events group who have put so much effort into it.

SPECIAL THANKS

This conversion is a passion project that has consumed the last ~2 years of my life and absolutely none of that time would have mattered without the advice, support, and help from certain people and groups.

- Ediwir and their discord group [A Series of Dice Based Events](#).
- Syries for all of their help in converting Edge of Anarchy.
- MediumRare and their valuable input on higher level beasts and baddies through Scarwall and Crown of Fangs.
- rdguedener and their invaluable work converting the Harrowing rules.
- The numerous GM's who have tested my conversions in actual play and given thoughts, ideas, and notes for improvement and change.
- Lastly, Paizo and all of its employees, who have provided years of endless, stories, tragedies, and entertainment.

All that said, roll initiative!

VERSION HISTORY

VERSION 1.0

-
- First Public Release



Edge of Anarchy

ADVANCEMENT TRACK

- The PCs should reach 2nd level after dealing with Gaedren Lamm in the old fishery.
- The PCs should reach 3rd level before investigating the situation at Eel's End.
- The PCs should reach 4th level before exploring the Dead Warrens.
- The PCs should be well into 4th level by the end of the chapter.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure (To be used by GM)
1st	Permanent	The Old Fishery	
1st	Permanent	The Old Fishery	
1st	Consumable	The Old Fishery	
1st	Consumable	The Old Fishery	
1st	Consumable	The Old Fishery	
1st	Consumable	City Events, All the World's Meat	
1st	Consumable	City Events, All the World's Meat	
2nd	Permanent	The Old Fishery	
2nd	Permanent	The Old Fishery	
2nd	Permanent	City Events, All the World's Meat	
2nd	Permanent	City Events, All the World's Meat	
2nd	Consumable	The Old Fishery	
2nd	Consumable	The Old Fishery	
2nd	Consumable	City Events, All the World's Meat	
2nd	Consumable	City Events, All the World's Meat	
2nd	Consumable	Eel's End, Shingles	
2nd	Consumable	Eel's End, Shingles	
3rd	Permanent	City Events, All the World's Meat	
3rd	Permanent	City Events, All the World's Meat	
3rd	Permanent	Eel's End, Shingles	
3rd	Permanent	Eel's End, Shingles	
3rd	Consumable	City Events, All the World's Meat	
3rd	Consumable	City Events, All the World's Meat	
3rd	Consumable	Eel's End, Shingles	
3rd	Consumable	Eel's End, Shingles	
3rd	Consumable	Dead Warrens	
4th	Permanent	Eel's End, Shingles	
4th	Permanent	Dead Warrens	
4th	Permanent	Dead Warrens	
4th	Consumable	Eel's End, Shingles	
4th	Consumable	Dead Warrens	
4th	Consumable	Dead Warrens	
5th	Permanent	Dead Warrens	
5th	Permanent	Dead Warrens	
Gold	40 gp	The Old Fishery	
Gold	70 gp	City Events, All the World's Meat	
Gold	120 gp	Eel's End, Shingles	
Gold	100 gp	Dead Warrens	

PART I: HAUNTED FORTUNES

INTRODUCTION

SKILL CHECKS

- DC 15 Society to know the address belongs to Zellara Esmeranda.

ZELLARA'S HOME

SKILL CHECKS

- DC 20 Will Save to see through the illusions.

A. THE OLD FISHERY

- Doors: Hardness 5, HP 40, BT 20, Thievery DC 18

SKILL CHECKS

- DC 14 Athletics to climb the embankments
- DC 28 Acrobatics to Squeeze between pilings into A13.

A1: FRONT DOOR

SKILL CHECKS

- DC 18 Thievery to pick the lock.

A2: LOADING DOCK

SKILL CHECKS

- DC 18 Thievery to pick the lock to door leading to A8.

A3: BACK ALLEY

SKILL CHECKS

- DC 18 Thievery to pick the lock to door leading to A6.
- DC 14 Acrobatics to Balance on the slippery boards.

A4: FRONT ROOM

CREATURES

BLOO

Guard Dog (Pathfinder Bestiary pg. 102)

CREATURE -1

A6: YARGIN'S OFFICE

SKILL CHECKS

- DC 18 Acrobatics to Squeeze from A4.
- DC 22 Perception to find the hidden trap door.
- DC 18 Athletics to Force Open the trap door.
- DC 28 Acrobatics for a Medium creature to Squeeze through the hole.
- DC 16 Acrobatics for a Small creature to Squeeze through the hole.
- DC 11 Athletics to climb down the rope after Squeezing.

CREATURES

YARGIN BALKO

CREATURE 1

UNIQUE **LE** **MEDIUM** **HUMANOID** **HUMAN**

Perception +6

Languages Common

Skills Acrobatics +6, Athletics +5, Arcana +3, Crafting +8, Intimidation +4

Str +2, **Dex** +3, **Con** +3, **Int** +3, **Wis** +0, **Cha** +0

Items lesser acid flask (4), lesser alchemist's fire (2), minor elixir of life (2), scroll of acidic burst, dagger

AC 17; **Fort** +8, **Ref** +8, **Will** +3

HP 20;

Speed 25 feet

Melee ♦ dagger +6 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ♦ dagger +8 (agile, finesse, thrown 20 feet, versatile S), **Damage** 1d6+1 piercing

Melee ♦ bomb +8 (range increment 30 feet, splash), **Damage** varies by bomb

Threaten the Lambs ♦ (auditory, emotion) Yargin threatens and insults any children present. Attempt a Demoralize check on any Lambs in the Fishery present in the area. On a success, any Lambs in the Fishery in Yargin's area that have been made helpful to the PC's are instead reverted to harmful actions towards the PC's.

Trick Scroll ♦ (manipulate) Yargin attempts to Cast from his scroll of acidic burst. Yargin attempts a DC 15 Arcana check. If successful, Yargin spends his next two actions to Cast acidic burst from his scroll.

A7: UPPER WORKROOM

SKILL CHECKS

- DC 14 Acrobatics to Balance on square adjacent to trough.
- DC 18 Thievery to open the desk.
- DC 18 Thievery to open the cabinet.

CREATURES

HOOKSHANKS GRULLER

CREATURE 1

UNIQUE **NE** **SMALL** **HUMANOID** **GNOME**

Perception +6

Languages Common, Gnomish

Skills Acrobatics +6, Athletics +5, Stealth +6

Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Items kukri, studded leather, disguise kit, key to cabinet

AC 17; **Fort** +5, **Ref** +9, **Will** +5

HP 21;

Nimble Dodge **Trigger** A creature targets Hookshanks with an attack and he can see the attacker; **Effect** Hookshanks deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee kukri +6 (agile, finesse, trip), **Damage** 1d6+3

Sneak Attack none Hookshanks deals 1d6 extra precision damage to flatfooted creatures.

Surprise Attack none On the first round of combat, creatures that haven't acted yet are flat-footed to the rebel.

Threaten the Lambs (auditory, emotion) Hookshanks threatens and insults any children present. Attempt a Demoralize check on any Lambs in the Fishery present in the area. On a success, any Lambs in the Fishery in Hookshanks' area that have been made helpful to the PC's are instead reverted to harmful actions towards the PC's.

HAZARDS

LAMBS IN THE FISHERY [A7]

HAZARD 0

UNIQUE **COMPLEX**

Stealth -10 and no minimum proficiency to notice

Description The orphan children known as Lamm's Lambs stab with their pitchforks, daggers, and otherwise harass any intruders into the domain of Gaedren Lamm.

Disable DC 16 Diplomacy to convince the children to be helpful or quiet a room.

AC 13; **Fort** +4; **Ref** +4; **Will** +6; **HP** 8 per room of children; **Immunities** critical hits, precision damage, swarm mind.

Routine At the beginning of each turn, the Lambs choose to be helpful or harmful to the PC's and make a pitchfork Strike on each creature in the room they have chosen to be harmful towards and roll the damage once for all targets. The Lambs always choose to be harmful unless a successful Diplomacy check has been made to convince them to be helpful. The Lambs then use use Chaos in the Fishery.

Melee pitchfork +4, **Damage** 1d4+1 piercing

Chaos in the Fishery The Lambs create an effect based on their allegiance, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 14.

- **Harmful** The Lambs splash water and slime from the trough over the floor, coating 4 contiguous 5-foot squares with the effect of grease.
- **Helpful** A Lamb hurls a pitchfork with surprising accuracy at the face of any creature considered an enemy to the PC's. If Hookshanks is present, this ability always targets him. The target creature gains the blinded condition for 1 round.

A8: FISHERY FLOOR

CREATURES

GIGGLES

CREATURE 1

UNIQUE **CE** **MEDIUM** **HUMANOID** **HUMAN** **ORC**

Male half-orc criminal brute

Perception +6; Darkvision

Skills Acrobatics +4, Athletics +7, Intimidation +4, Survival +4

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items chainmail, flail, crossbow (10 bolts)

AC 18; **Fort** +8, **Ref** +7, **Will** +4

HP 23

Speed 25 feet

Attack of Opportunity ↗

Ferocity ↗

Melee ♦ flail +7 (disarm, sweep, trip), **Damage** 1d6+5 bludgeoning

Ranged ♦ crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Bludgeoner Giggles doesn't take the normal penalty for making a nonlethal attack when attacking with his flail.

Threaten the Lambs ♦ (auditory, emotion) Giggles threatens and insults any children present. Attempt a Demoralize check on any Lambs in the Fishery present in the area. On a success, any Lambs in the Fishery in Giggles' area that have been made helpful to the PC's are instead reverted to harmful actions towards the PC's.

HAZARDS

LAMBS IN THE FISHERY [A8]

HAZARD 0

UNIQUE **COMPLEX**

Stealth -10 and no minimum proficiency to notice

Description The orphan children known as Lamm's Lambs stab with their pitchforks, daggers, and otherwise harass any intruders into the domain of Gaedren Lamm.

Disable DC 16 Diplomacy to convince the children to be helpful or quiet a room.

AC 13; **Fort** +4; **Ref** +4; **Will** +6; **HP** 8 per room of children; Immunities critical hits, precision damage, swarm mind.

Routine ➤ At the beginning of each turn, the Lambs choose to be helpful or harmful to the PC's and make a pitchfork Strike on each creature in the room they have chosen to be harmful towards

and roll the damage once for all targets. The Lambs always choose to be harmful unless a successful Diplomacy check has been made to convince them to be helpful. The Lambs then use Chaos in the Fishery.

Melee pitchforks +4, **Damage** 1d4+1 piercing

Chaos in the Fishery The Lambs create an effect based on their allegiance, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 14.

- **Harmful** The Lambs choose a PC target in the area and drop foul river water on them. The target must succeed a DC 14 Fortitude save or become sickened 1.
- **Helpful** The Lambs choose a target not allied with the PC's in the area and use their brooms to Trip the target with a +6 modifier. If Giggles is present in the area, this effect always targets him.

A9: KRAKEN'S FOLLY

SKILL CHECKS

- DC 15 Reflex save to avoid the fall.

A10: SPIDER NEST

CREATURES

DRAIN SPIDER

CREATURE -1

N **TINY** **ANIMAL**

Perception +5; Darkvision, web sense

Skills Acrobatics +3, Stealth +5

Str +0, **Dex** +3, **Con** +1, **Int** -5, **Wis** +0, **Cha** -4

Web Sense The drain spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 15; **Fort** +5, **Ref** +7, **Will** +3

HP 8

Speed 25 feet, climb 25 feet

Melee ♦ fangs +5 (finesse), **Damage** 1d4 piercing plus drain spider venom

Ranged ♦ web +7 (range increment 10 feet), **Damage** web trap plus drain spider venom

Drain Spider Venom (poison); **Saving Throw** DC 15 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** fatigued (1 round); **Stage 2** 1d6 poison damage plus fatigued (1 round)

Web Trap A creature hit by the drain spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 15).

A11: KRAKEN'S FOLLY HOLD**SKILL CHECKS**

- DC 18 Perception to spot the secret door.
- DC 16 Survival to follow Gaedren's tracks, which gives a +5 circumstance bonus to Perception checks to find the secret door.

CREATURES**DRAIN SPIDER**

Drain Spider, see area A10

CREATURE -1**A12: UNDERPIER****CREATURES****JIGSAW SHARK**

Razortoothed Shark (PFS #2-06 The Crashing Wave pg. 23).

CREATURE 1**A13: GAEDREN'S PLAYGROUND****SKILL CHECKS**

- DC 18 Thievery to unlock the door.
- DC 18 Acrobatics for Medium creatures to Squeeze through the door.

CREATURES**GAEDREN LAMM****CREATURE 2**

UNIQUE NE MEDIUM HUMANOID HUMAN

Male human petty crime lord

Languages Common**Skills** Acrobatics +9, Athletics +8, Intimidation +5, Stealth +9, Thievery +9**Str +3, Dex +4, Con +1, Int +0, Wis +1, Cha +0****Limping Gait** The most significant manifestation of Gaedren's long life of crime is his limp; an old wound to his left leg that reduces his Speed to 15 feet.**Items** +1 key-bladed dagger, +1 hand crossbow (20 bolts), studded leather, brass key, rusty iron key**AC 19; Fort +6, Ref +11, Will +9****HP 38****Deny Advantage** Gaedren isn't flat-footed to creatures of 2nd level or lower that are hidden, undetected, flanking, or using surprise attack.**Nimble Dodge** Trigger A creature targets Gaedren with an attack and he can see the attacker; Effect Gaedren deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.**Speed** 15 feet**Melee** ♦ dagger +11 (agile, finesse, versatile S),**Damage** 1d6+4 piercing**Ranged** ♦ dagger +11 (agile, finesse, thrown 20 feet, versatile S), **Damage** 1d6+4 piercing**Ranged** ♦ hand crossbow +11 (range increment 60 feet, reload 1), **Damage** 1d8 piercing**Abusive Inspiration** ♦ (attack, auditory, emotion, mental) Gaedren threatens and attempts a hand crossbow Strike against Gobblegut. If successful, Gobblegut becomes frenzied and gains +1 to attack rolls, damage rolls, and takes a -1 penalty to AC, saves, and skill checks until the start of Gaedren's next turn.**Sneak Attack** Gaedren deals 1d6 extra precision damage to flat-footed creatures.**Surprise Attack** On the first round of combat, creatures that haven't acted yet are flat-footed to Gaedren.**You're Next!** (emotion, fear, mental); Trigger Gaedren reduces a creature to 0 Hit Points; Effect Gaedren attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature he can see and that can see him.**GOBBLEGUT****CREATURE 2**

Crocodile (Pathfinder Bestiary pg. 67)

PART 2: A CITY GONE MAD

INVESTIGATING THE QUEEN

Skill Checks

- DC 15 Society or DC 19 Diplomacy to Gather Information on the Queen.

EVENT 2: THE MYSTERIOUS BROOCH

Skill Checks

- DC 16 Society to recognize the brooch.

EVENT 3: THE MAD PROPHET

CREATURES

BEGGAR

Beggar (Pathfinder Gamemastery Guide pg. 215)

Melee ♦ fist +5 / +1 / -3 (agile, nonlethal), Damage 1d4+1 bludgeoning plus filth fever

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured.

Saving Throw DC 14 Fortitude; Stage 1 carrier with no ill effect (1d4 hours), Stage 2 sickened 1 (1 day), Stage 3 sickened 1 and slowed 1 (1 day), Stage 4 unconscious (1 day), Stage 5 dead

CREATURE -1

EVENT 4: IMPS AND DRAGONS

CREATURES

HOUSE DRAKE

House Drake (Pathfinder Bestiary pg. 135)

CREATURE 1

IMP

Imp (Pathfinder Bestiary pg. 87)

CREATURE 1

EVENT 5: MEET THE MOB

Skill Checks

- DC 16 Diplomacy or DC 19 Intimidation to disperse the mob.

CREATURES

RIOTER

Commoner (Pathfinder Gamemastery Guide pg. 214)

CREATURE -1

AMIN JALENTO

Weak Noble (Pathfinder Gamemastery Guide pg. 207)

CREATURE 2

EVENT 6: DRUNKEN GUARD

Skill Checks

- DC 19 Diplomacy to Make an Impression or DC 19 Deception to Lie and commiserate with Grau.
- DC 18 Society to recognize Grau.

CREATURES

GRAU SOLDADO

CREATURE 5

Weak Captain of the Guard (Pathfinder Gamemastery Guide pg. 235)

EVENT 7: OTYUGH UPRIISING

CREATURES

OTYUGH

CREATURE 4

Otyugh (Pathfinder Bestiary pg. 258)

EVENT 8: LONG LIVE THE QUEEN!

Skill Checks

- DC 20 Diplomacy to get things moving faster.

EVENT 10: THE AMBASSADOR'S SECRET

Skill Checks

- DC 15 Society to recognize Vencarlo Orisini's name.
- DC 23 Diplomacy to convince Cressida to increase the bribe.

EVENT 12: INTO THE SHINGLES

Skill Checks

- DC 20 Athletics to Force Open the barricaded door.
- DC 19 Athletics check to climb back into the chase if PC has fallen from the roofs.

CREATURES

TRINIA SABOR

UNIQUE CG MEDIUM HUMANOID HUMAN

Female human painter

Perception +12**Languages** Common**Skills** Acrobatics +12, Athletics +11, Diplomacy +11, Occultism +11, Performance +14 (+15 when painting), Stealth +11**Str** +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** +4**Shingles Runner** While running in the Shingles, Trinia gains a +2 circumstance bonus to Acrobatics and Athletics checks to Climb or otherwise move through obstacles.**Items** +1 dagger, leather armor, artisan's tools (painting), wand of color spray**AC** 20; **Fort** +9, **Ref** +13, **Will** +11**HP** 66**Cat Fall** Trinia treats falls as if they were 10 feet shorter.**Speed** 25 feet**Melee** ♦ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+2 piercing**Ranged** ♦ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing**Occult Spontaneous Spells** DC 22, attack +13 ; **3rd** (2 slots) haste, soothe; **2nd** (3 slots) hideous laughter, restoration, soothe, telekinetic maneuver; **1st** (3 slots) charm, mage armor, magic missile, soothe; **cantrips** (**3rd**) chill touch, daze, light, prestidigitation, shield**Bard Composition Spells** 1 Focus Point, DC 22 , **3rd** counter performance; **cantrips** (**3rd**) inspire competence, inspire courage, inspire defense

SHINGLES CHASE OBSTACLES

CLUTTERED ROOFTOP

OBSTACLE 1

Chase Points 4; **Overcome** DC 15Acrobatics to weave around the clutter, DC 18
Athletics to climb across.

Chimneys, refuse, various ropes, cables, and pulleys litter the rooftops of the Shingles.

CRUMBLING ROOFTOP

OBSTACLE 1

Chase Points 4; **Overcome** DC 15

Athletics to climb over eaves, DC 18 Acrobatics to balance across.

Uneven overhangs and eaves intermix with broken and crumbling tiles.

CREATURE 5

GAP IN WALL

OBSTACLE 1

Chase Points 4; **Overcome** DC 15

Acrobatics to Squeeze through, DC 18 Athletics to climb over.

A tight gap in the brick wall sectioning off the tenement rooftops.

HIDDEN SHORTCUT

OBSTACLE 1

Chase Points 4; **Overcome** DC 15

Perception to spot the shortcut, DC 18 Acrobatics to go around.

Shortcut Overcoming this obstacle allows a creature to move 2 obstacles ahead.

A sharp turn between two windowed eaves that cuts through the center of a double-ridged rooftop.

NARROW HOLE IN WALL

OBSTACLE 2

Chase Points 4; **Overcome** DC 20

Athletics to climb over the wall, DC 23 Acrobatics to squeeze through the hole.

A small hole at the base of a brick wall sectioning off the tenement rooftops.

NARROW ROOFTOP LEAP

OBSTACLE 1

Chase Points 4; **Overcome** DC 15

Athletics to leap across, DC 18 Acrobatics balance over boards.

A narrow gap between buildings bridged by unsteady looking boards.

BURST OF BLOODSEEKERS

OBSTACLE 1

Chase Points 4; **Overcome** DC 15

Intimidate to scare the bloodseekers away, DC 18 Perception to notice the nest ahead of time and steer around.

A bloated nest of bloodseekers craftily hidden in a rooftop eave.

TIGHTROPE SHORTCUT

OBSTACLE 2

Chase Points 4; **Overcome** DC 20

Acrobatics to balance across the rope, DC 23 Athletics to hand over hand climb across.

Shortcut Overcoming this obstacle allows a creature to move 2 obstacles ahead.

A large alley between buildings spanned by several taut clothing lines.

VERY HIDDEN SHORTCUT**OBSTACLE 3****Chase Points** 4; **Overcome** DC 23

Perception to quickly cut through the path between cluttered coops and rooftop gardens, DC 26
 Athletics to climb directly over.

Shortcut Overcoming this obstacle allows a creature to move 3 obstacles ahead.

A narrow, twisting pathway walled on each side by ramshackle aviaries and rooftop garden walls.

VERY STEEP ROOF**OBSTACLE 1****Chase Points** 4; **Overcome** DC 15

Athletics to scramble up the roof tiles, DC 18
 Acrobatics to balance along the ridge.

A steep tiled roof of a major building.

DRAIN SPIDER NEST**OBSTACLE 1****Chase Points** 4; **Overcome** DC 15 Survival

to pick through the webs, DC 18 Nature to know where the spiders hide and avoid them.

A small rain gutter pathway between eaves littered with the webs of drain spiders.

SURLY ROOFTOP VAGRANT**OBSTACLE 1****Chase Points** 4; **Overcome** DC 15

Intimidate to scare the vagrant out of your way, DC 18 Deception to create a diversion.

A vagrant with an eye on the coinpurse of those unlucky enough to find themselves in the wrong place of the Shingles.

JAGGED NAILS**OBSTACLE 1****Chase Points** 4; **Overcome** DC 15

Perception to spot the nails and weave around, DC 18 Acrobatics to pick your way through them.

Roofing nails of a half-finished repair litter the wooden tiles and beams across a building.

CRANKY ROOFTOP TOMCAT**OBSTACLE 1****Chase Points** 4; **Overcome** DC 15 Nature

to soothe and divert the tomcat, DC 18 Perception to keep distance while edging past.

A large, feral tomcat that aggressively lashes out at any intruder within its territory.

TANGLE OF DEBRIS**OBSTACLE 1****Chase Points** 4; **Overcome** DC 15

Thievery to unknot and move through the tangle, DC 18 Athletics to rip the ropes apart.

A snarl of rope, netting, and rigging from a construction project in progress blocking the path over a rooftop.

PART 3: BLOOD AND BONES

B. ALL THE WORLD'S MEAT

INTRODUCTION

Skill Checks

- DC 15 Diplomacy to Gather Information on Verik and his boys.

B1. SHOP FRONT

Skill Checks

- DC 22 Perception or DC 16 Butchery Lore (or similar) to realize there is too much meat coming out.

CREATURES

COW HAMMER BOY

CREATURE 0

Elite Mercenary (PFS #1-07: Flooded King's Court pg. 20)

B3. MEAT LOCKER

Skill Checks

- DC 19 Medicine or Nature check to recognize humanoid cuts.

B4. KILLING FLOOR

FEATURES

Rusty Grate: Hardness 14; HP 56 (BT 28); Force Open DC 22

Skill Checks

- DC 19 Perception to find the finger in the grate.

CREATURES

REEFCLAW

CREATURE 1

Reefclaw (Pathfinder Bestiary pg. 279)

COW HAMMER BOY

CREATURE 0

See Area B1

B5. HOLDING PENS

Skill Checks

- DC 19 Perception to find the secret stash.

B8. SLAUGHTERHOUSE OFFICE

Skill Checks

- DC 27 Diplomacy to Make an Impression or DC 16 Intimidation to Coerce Verik.

CREATURES

VERIK VANCASKERKIN

CREATURE 3

UNIQUE	CN	MEDIUM	HUMANOID	HUMAN
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Male human fighter

Perception +9

Languages Common

Str +4, Dex +1, Con +2, Int +0, Wis +1, Cha +0

Items chainmail, longspear, shortbow (20 arrows)

AC 20; Fort +11, Ref +9, Will +7

HP 49

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ longspear +12 (reach 10 feet), **Damage** 1d8+6 piercing

Ranged ♦ shortbow +9 (deadly 1d10, range increment 60 feet), **Damage** 1d6+6 piercing

Intimidating Strike ♦ Verik makes a melee Strike. If he hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Power Attack ♦ Verik makes a melee Strike. This counts as two attacks when calculating his multiple attack penalty. If this Strike hits, Verik deals an extra die of weapon damage.

RAKTAVARNA RAKSHASA

CREATURE 1

Raktavarna (Pathfinder Bestiary 3 pg. 210)

C. EEL'S END

A WALK WITH VENCARLO

Skill Checks

- DC 20 Society recalls hearing about the Grau, Vencarlo, Sabina scandal.

C1. EEL'S END PIER

CREATURES

EEL'S END ENFORCER

LE MEDIUM HUMANOID HUMAN

Human thug

Perception +6

Languages Common

Skills Acrobatics +5, Athletics +8

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items sap, simple manacles, studded leather armor

AC 18; **Fort** +9, **Ref** +4, **Will** +5

HP 32

Attack of Opportunity

Speed 25 feet

Melee ♦ sap +10 (agile, nonlethal), **Damage** 1d6+5 bludgeoning

Efficient Capture ♦♦ (attack, manipulate);

Requirements The eel's end enforcer has manacles in hand and is adjacent to a creature; **Effect** The eel's end enforcer attempts to bind the creature's wrists or ankles with the manacles. If the eel's end enforcer succeeds at an attack roll with a +8 modifier against the target's AC, they apply the manacles.

Intimidating Strike The eel's end enforcer makes a melee Strike. If the eel's end enforcer hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

C2. EEL'S END DECK

SKILL CHECKS

- DC 27 Diplomacy (DC 18 if PC's mention they are on Guard business seeking a hiding man.) or DC 17 Intimidate to convince the guards that Devargo expects them.

C6. DRAGON'S BREATH CORRIDOR

SKILL CHECKS

- DC 17 Fortitude save for any creature that spends more than 1 minute in the room or become stupefied 2 for 24 hours.

KNIVESIES ACTIONS

While playing Knivesies, you may attempt the following actions along with standard Strikes and other combat actions.

GRAB THE KNIFE! ♦

MOVE

You attempt to grab the knife from the table. Attempt an Acrobatics check against your opponent's Reflex DC.

Critical Success You grab the knife faster than your opponent can react. You may attempt an immediate Strike against your opponent.

Success You grab the knife.

Failure No effect.

GRAB THE LOOT! ♦

MOVE

You attempt to grab a handful of gold from the Knivesies table. Attempt an Acrobatics check against your opponent's Reflex DC.

Critical Success You quickly snatch 1d10 coins from the table without provoking an Attack of Opportunity from your opponent.

Success You pick up 1d10 coins from the table.

Failure You pick up 1d4 coins from the table.

Critical Failure You fail to pick up any coins.

SHOVE BACK ♦

ATTACK

You push your opponent away from you. Attempt an Athletics check against your opponent's Fortitude DC.

Critical Success You knock your opponent prone.

Success Your opponent gains the flat-footed condition until the start of your next turn.

Failure No effect.

Critical Failure Your shove goes awry. You gain the flat-footed condition until the start of your next turn.

C7. THRONE OF SPIDERS

Skill Checks

- DC 20 Perception to notice the trap door or its switch.
- DC 17 Reflex to Grab an Edge if trap is sprung.
- DC 25 Athletics to Force Open Majenko's cage or DC 23 Thievery to unlock it.

Making an Impression on Devargo: DC 32

Add +1 circumstance bonus per 5 sp spent on a bribe. A successful win at Knivesies will increase the degree of success by 1 step.

Critical Success Effects described under "Delight."

Success Effects as described under "Amusement". A DC 23 Diplomacy attempt can get Devargo to lower his price.

Failure Effects as described under "Boredom"

Critical Failure (with bribe) Effects as described under "Impatience".

Critical Failure (without bribe) Effects as described under "Anger".

CREATURES

DEVARGO BAVARSI

CREATURE 5

UNIQUE LE MEDIUM HUMANOID HUMAN

Male human crime lord

Perception +12

Skills Acrobatics +13, Deception +12, Diplomacy +12, Society +10, Stealth +15, Thievery +13, Criminal Lore +8

Str +4, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

Items hand crossbow (10 bolts), leather armor, +1 spiked gauntlet (hunting spider venom applied), invisibility potion, lesser healing potion

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 70

Deny Advantage Devargo isn't flat-footed to creatures of 5th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nimble Opportunist **Trigger** A creature within Devargo's melee reach is hit by a melee attack from one of his allies; **Effect** Devargo makes a Strike against the triggering creature with a -2 penalty to the attack roll. He can't deal sneak attack damage on this Strike. After this Strike, Devargo can Stride without triggering reactions.

Speed 25 feet

Melee spiked gauntlet +15 (agile, free-hand),

Damage 1d4+5 piercing plus hunting spider venom

Ranged hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+5 piercing

Hunting Spider Venom (poison); **Saving Throw**

Fortitude DC 17; **Maximum Duration** 6 rounds;

Stage 1 1d6 poison and flat-footed (1 round); **Stage 2**

1d8 poison, clumsy 1, and flat-footed (1 round);

Stage 3 1d10 poison, clumsy 2, and flat-footed (1 round).

Sneak Attack Devargo deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, if Devargo rolled Deception or Stealth for initiative, creatures that haven't acted are flat-footed to him.

C10. HATCH

Skill Checks

- DC 14 Athletics to climb the rope.

C12. PRIVIES

Skill Checks

- DC 28 Acrobatics for a Tiny creature to Squeeze through the opening.

C14. DEVARGO'S DEN

Skill Checks

- DC 28 Thievery to unlock the sea chest.

C15. THE SPIDER'S WEB

Skill Checks

- DC 15 Reflex to avoid the webs.

CREATURES

CHITTERSNAP

CREATURE 3

Web Lurker (Pathfinder Bestiary pg. 325)

GIANT SPIDER

CREATURE 1

Hunting Spider (Pathfinder Bestiary pg. 306)

DREAM SPIDER

CREATURE 0

Dream Spider (Pathfinder Bestiary 2 pg. 249)

C17. SODDEN HOLD

CREATURES

JIGSAW SHARK

CREATURE 1

Razoroothed Shark (PFS #2-06 The Crashing Wave pg. 23)

D. THE DEAD WARRENS

SKILL CHECKS

- DC 15 Perception to reveal the tracks and wheelbarrow trail.
- DC 15 Perception to reveal the poorly hidden trap door.
- DC 21 Nature to recognize dero footprints.

D1. OSSUARY

SKILL CHECKS

- DC 19 Perception to notice the skeletons before they rise.

CREATURES

OWLBEAR SKELETON

CREATURE 2

UNCOMMON	NE	LARGE	UNDEAD	MINDLESS	SKELETON
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Perception +6; Darkvision

Skills Athletics +12, Intimidation +9

Str +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

AC 16; **Fort** +9, **Ref** +8, **Will** +6

HP 40, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances cold 5, electricity 5, fire 5, piercing 5, slashing 5

Explosive Death When the owlbear skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 2d6 slashing damage (basic Reflex DC 16).

Speed 30 feet

Melee ♦ talon +10 (agile), **Damage** 1d8+7 piercing plus Grab

Melee beak +10, **Damage** 1d10+7 piercing

Bloodcurdling Screech ♦ (auditory, emotion, fear, mental) The owlbear skeleton unleashes a loud screech that terrifies its prey. Each creature in an 80-foot emanation must attempt a DC 15 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Gnaw ♦ **Requirements** The owlbear skeleton has a creature grabbed with its talons. **Effect** The owlbear attempts to disembowel the creature with a beak Strike. If the Strike hits, the target must attempt a DC 15 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 1 and slowed 1 as long as it remains sickened.

Screeching Advance ♦♦ (auditory, emotion, fear, mental) The owlbear skeleton makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear skeleton at any point during this movement are subjected to the effects of Bloodcurdling Screech.

HUMAN SKELETONS

CREATURE -1

Skeleton Guard (Pathfinder Bestiary pg. 298)

D2. CRAWL SPACES

SKILL CHECKS

- DC 21 Perception to find the secret doors.

D3. DERRO CAVE

CREATURES

DERRO

CREATURE 3

Dero Strangler (Pathfinder Bestiary pg. 84)

DERRO

CREATURE 3

Elite Dero Stalker (Pathfinder Bestiary pg. 84)

D4. CORPSE DUMP

SKILL CHECKS

- DC 23 Perception to find hidden trinkets.

CREATURES

OTYUGH

CREATURE 4

Otyugh (Pathfinder Bestiary pg. 258)

D5. EXSANGUINATION CHAMBER

CREATURES

DERROS

CREATURE 3

See Area D3

STIRGE

CREATURE -1

Bloodseeker (Pathfinder Bestiary pg. 42)

D6. SKULL CORRIDOR

CREATURES

NECROPHIDIUS

CREATURE 3

Necrophidius (Pathfinder Bestiary 2 pg. 180)

HAZARDS

ACID-SPRAYING SKULLS

HAZARD 1

COMPLEX | MAGICAL | TRAP

Stealth DC 17 (trained)**Description** Four humanoid skulls adorn the corridor walls spray acid from their open mouths upon intruders.**Disable** Thievery DC 18(trained) to plug one of the skull's mouths and reduce the number of actions the trap can take by 1. When the number of actions is reduced to 0, the trap is disabled; or dispel magic (1st level, counteract DC 18) to counteract the magic of all four skulls.**Acid Spray** **Trigger** A creature spends more than 1 round in the corridor. **Effect** The skulls begin to glow an unearthly green and the trap makes an acid spray Strike against a random creature in the room, then rolls initiative.**Routine** The trap loses 1 action each turn for each skull disabled. On each of the hazard's actions, one of the skulls sprays acid at a creature within range.

This trap does not attack any single creature more than once per round. It does not take a multiple attack penalty.

Ranged acid spray +9, **Damage** 2d6 acid plus 1d4 persistent acid damage.

Reset The trap stops spraying acid 1 round after the last creature has left the corridor. It does not reactivate for 10 minutes.

D7. ALCHEMY LAB

SKILL CHECKS

- DC 20 Perception to sift through treasure.

CREATURES

DERROS

CREATURE 3

See Area D3

D8. STORE ROOM

SKILL CHECKS

- DC 23 Athletics to Force Open the barred door.

CREATURES

CARRION GOLEM

CREATURE 4

Carrion Golem (Pathfinder Bestiary 2 pg. 128)

D9. PRISONER PITS

CREATURES

CABBAGEHEAD

CREATURE 4

UNIQUE | CN | LARGE | HUMANOID | GIANT

Male human ogrekin brawler

Perception +9; Low-light Vision**Languages** Common, Jotun**Skills** Athletics +13, Intimidation +9**Str** +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0**AC** 19; **Fort** +13, **Ref** +8, **Will** +7**HP** 80**Attack of Opportunity** **Speed** 25 feet**Melee** fist +13 (agile), **Damage** 2d6+6 bludgeoning plus Grab

Brutal Blow ➡ Cabbagehead makes fist Strike. If it hits, in addition to dealing damage, the creature must attempt a DC 20 Fortitude saving throw, with the following effects.

Critical Success The creature is unaffected and Cabbagehead is flat-footed until the start of his next turn.

Success The creature is unaffected.

Failure The creature is pushed 10 feet.

Critical Failure The target is pushed 10 feet and knocked prone.

Corpse Throwing ➡ Cabbagehead grabs a corpse and throws it at a creature within 20 feet. Cabbage head makes a ranged Strike with a +11 modifier. On a success, the target takes 3d6+6 bludgeoning damage and on a critical success, the target is also knocked prone.

Choke Slam ➡ **Frequency** once per round;

Requirements Cabbagehead has a creature grabbed or restrained; **Effect** Cabbagehead slams the creature against a nearby surface. The target and the surface struck each take 3d6 bludgeoning damage, and the target must succeed at a DC 20 Fortitude save or become slowed 1 for 1 round, or stunned for 1 round on a critical failure.

D12. ROLTH'S ROOM

SKILL CHECKS

- DC 21 Perception to find the hidden niche.

D13. VREEG'S CHAMBER

CREATURES

VREEG

CREATURE 6

Elite Dero Magister (Pathfinder Bestiary pg. 85)

HUMAN ZOMBIE

CREATURE 0

Elite Zombie Shambler (Pathfinder Bestiary pg. 340)



Seven Days to the Grave

ADVANCEMENT TRACK

- The PCs begin Chapter 2 well into 4th level (at least halfway to 5th level, if not more).
- The PCs should be 5th level after completing their first mission to combat the plague.
- The PCs should be 6th level before they arrive at Carowyn Manor or Racker's Alley.
- The PCs should be 7th level before entering the Temple of Urgathoa below the hospice.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure (To be used by GM)
3rd	Consumable	Direption, Wererat Den, Vendra's Shop	
4th	Permanent	Direption, Wererat Den, Vendra's Shop	
4th	Consumable	Direption, Wererat Den, Vendra's Shop	
4th	Consumable	Direption, Wererat Den, Vendra's Shop	
4th	Consumable	Direption, Wererat Den, Vendra's Shop	
5th	Permanent	Direption, Wererat Den, Vendra's Shop	
5th	Permanent	Direption, Wererat Den, Vendra's Shop	
5th	Permanent	Direption, Wererat Den, Vendra's Shop	
5th	Consumable	Direption, Wererat Den, Vendra's Shop	
5th	Consumable	Direption, Wererat Den, Vendra's Shop	
5th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
5th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
5th	Consumable	Direption, Wererat Den, Vendra's Shop	
6th	Permanent	Direption, Wererat Den, Vendra's Shop	
6th	Permanent	Direption, Wererat Den, Vendra's Shop	
6th	Permanent	Carowyn Manor, Racker's Alley, Hospice	
6th	Permanent	Carowyn Manor, Racker's Alley, Hospice	
6th	Consumable	Direption, Wererat Den, Vendra's Shop	
6th	Consumable	Direption, Wererat Den, Vendra's Shop	
6th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
6th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
6th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
6th	Consumable	Temple of Urgathoa	
6th	Consumable	Temple of Urgathoa	
7th	Permanent	Carowyn Manor, Racker's Alley, Hospice	
7th	Permanent	Carowyn Manor, Racker's Alley, Hospice	
7th	Permanent	Temple of Urgathoa	
7th	Permanent	Temple of Urgathoa	
7th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
7th	Consumable	Carowyn Manor, Racker's Alley, Hospice	
7th	Consumable	Temple of Urgathoa	
7th	Consumable	Temple of Urgathoa	
8th	Permanent	Temple of Urgathoa	
8th	Permanent	Temple of Urgathoa	
8th	Consumable	Temple of Urgathoa	
8th	Consumable	Temple of Urgathoa	
Gold	420 gp	Direption, Wererat Den, Vendra's Shop	
Gold	500 gp	Carowyn Manor, Racker's Alley, Hospice	
Gold	720 gp	Temple of Urgathoa	

PART I: INFECTION

BLOOD VEIL

BLOOD VEIL

DISEASE 5

DISEASE | DIVINE | NECROMANCY | VIRULENT

Blood Veil takes its name from its most apparent symptom, a rash and mask of blisters that covers the face. In its initial stages, the disease is characterized by headache, fatigue, coughing, and the aforementioned rash. As it progresses, the cough becomes more obtrusive, the rash spreads to the neck, face, and limbs and develops into pox-like blisters, and the lymph glands swell into painful buboes. At its most advanced stage, the blisters grow to the size of grapes or larger, internal bleeding creates black patches on the skin, and blood is expectorated. Ultimately, a most unseemly, wheezing death occurs. If left untreated, blood veil kills the average human in approximately 7 days.

Saving Throw DC20 Fortitude; **Onset** 1 day; **Stage 1** drained 1, stupefied 1 (1 day); **Stage 2** drained 2, stupefied 1 (1 day); **Stage 3** drained 3, stupefied 2 (1 day); **Stage 4** drained 4, stupefied 2 (1 day); **Stage 5** dead

RISE OF THE GRAY MAIDENS

Creatures

GRAY MAIDEN FOOT SOLDIER

CREATURE 3

LE MEDIUM HUMANOID HUMAN

Perception +13

Languages Common

Skills Athletics +10, Diplomacy +6, Intimidation +8

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +4, **Cha** +2

Items full plate with Korvosa insignia, longsword, simple manacles, steel shield (Hardness 5, HP 20, BT 10)

AC 20; **Fort** +11, **Ref** +6, **Will** +8

HP 45

Attack of Opportunity ↗

Shield Block ↗

Speed 25 feet

Melee ↗ longsword +11 (versatile P), **Damage** 1d8+5 slashing

Ranged ↗ shortbow +9 (deadly d10), **Damage** 1d6+4 piercing

Intimidating Strike ↗ (emotion, fear, mental) The gray maiden foot soldier makes a melee Strike. If she hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

YELLOW LIGHTS

SKILL CHECKS

- DC 21 Recall Knowledge (Sailing Lore or other skill) to understand the nautical meaning of a yellow lantern.

A SECOND FAVOR

INFECTIOUS ENCOUNTERS

SKILL CHECKS

- DC 21 Perception to make out the gist of the conversation.
- Brienna is in Stage 3 of Blood Veil
- DC 21 Perception to reveal Ishani's awkwardness at asking.
- DC 17 Diplomacy to convince Ishani to heal for free.
- DC 28 Diplomacy to get Brienna to talk through her fear.

Creatures

ISHANI DHATRI

CREATURE 5

UNIQUE LG MEDIUM HUMANOID HUMAN

Perception +12

Languages Common, Varisian, Vudrani

Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

Items +1 dagger, religious symbol of Abadar

AC 19; **Fort** +9, **Ref** +9, **Will** +12

HP 60

Speed 25 feet

Melee ↗ dagger +11 (agile, versatile S), **Damage** 1d6+3 piercing

Ranged ↗ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d6+3 piercing

Divine Prepared Spells DC 22, attack +14 ; **3rd** heal (×3), neutralize poison, remove disease; **2nd** dispel magic, restoration, restore senses; **1st** bless, heal, spirit link; **cantrips** (**3rd**) detect magic, disrupt undead, light, read aura, shield

Cleric Domain Spells 1 Focus Point, DC 22 , **3rd** face in
the crowd;

Divine Rituals DC 22; consecrate

Healing Hands When Ishani casts heal, he rolls d10s
instead of d8s.

Steady Spellcasting If another creature's reaction
would disrupt Ishani's spellcasting action, Ishani
attempts a DC 15 flat check. If Ishani succeeds, their
action isn't disrupted.

PART 2: OUTBREAK

THE UNWASHED MASSES

SKILL CHECKS

- DC 15 Athletics check to strong-arm through the assemblage.

DR. DEVAULUS AND THE QUEEN'S PHYSICIANS

Creatures

REINER DEVAULUS

CREATURE 9

UNIQUE **NE** **MEDIUM** **HUMANOID** **HUMAN**

Male plague doctor

Perception +21

Languages Common

Skills Acrobatics +20, Athletics +16, Deception +18, Occultism +18, Performance +20, Stealth +20, Thievery +20

Str +3, **Dex** +6, **Con** +3, **Int** +4, **Wis** +4, **Cha** +6

Items +1 striking disrupting rapier, +1 chain shirt, lesser healing potion (2), button key for lift to area G1, key to cabinet in area G3, key to doors into area F7

AC 27; **Fort** +15, **Ref** +21, **Will** +18

HP 130

Nimble Dodge **Trigger** Reiner is targeted with a melee or ranged attack by an attacker he can see.

Effect Reiner gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee rapier +19 (deadly d8, disarm, finesse),

Damage 2d6+9 plus disrupting

Spontaneous Occult Spells DC 25, attack +17; **5th** (2 slots) command, subconscious suggestion; **4th** (3 slots) phantasmal killer, soothe, vampiric touch; **3rd** (3 slots) fear, paralyze, magic missile; **2nd** (3 slots) invisibility, hideous laughter, misdirection; **1st** (3 slots) charm, soothe, fear; **cantrips** (**5th**) detect magic, light, mage hand, prestidigitation, telekinetic projectile

Bard Composition Spells 1 Focus Point, DC 25, **cantrips** (**5th**) counter performance, inspire courage

Disrupting (necromancy) Reiner's weapon pulses with positive energy, dealing an extra 1d6 positive damage to undead. On a critical hit, the undead is also enfeebled 1 until the end of Reiner's next turn.

Sneak Attack Reiner deals 2d6 extra precision damage to flat-footed creatures.

QUEEN'S PHYSICIAN

CREATURE 2

Surgeon (Pathfinder Gamemastery Guide pg. 222)

COMBATING THE PLAGUE

MISSION 1. THE WRECK OF THE DIREPTION

LOCATING THE WRECK

SKILL CHECKS

- DC 19 Perception to locate the ship's final resting place. Without a light source, the DC increases to 23.
- DC 16 Athletics to Swim.
- DC 24 Athletics to Force Open the stern's main hatch.
- DC 22 Athletics to Force Open the ladder's trap door.
- DC 21 Society to recognize the ship as a Nidalese merchant ship.
- DC 28 Society while using Guard's records to uncover further information.

A1. THE DIREPTION'S BOW

SKILL CHECKS

- DC 20 Perception to reveal lack of supplies and goods.

Creatures

SILT EEL

CREATURE 1

Electric Eel (Pathfinder Bestiary pg. 142)

A2. SHATTERED HOLD

Creatures

SKINSHEAR

CREATURE 3

Brine Shark (Pathfinder Bestiary pg. 152)

A3. CREW QUARTERS

Creatures

YVICCA

CREATURE 4

Elite Sea Hag (Pathfinder Bestiary pg. 200)

A4. CAPTAIN'S CABIN

SKILL CHECKS

- DC 21 Athletics to Force Open door to Captain's Quarters.
- DC 21 Perception to correctly understand the corpse's howl.
- DC 16 Perception while examining the footlocker to notice the skin and hair.
- DC 21 Perception to reveal the footlocker's seal is intact.
- DC 21 Crafting to remove the cloak's symbol.
- Development: DC 21 Society or DC 23 Diplomacy to reveal details about Andaisin.

MISSION 2. PLAGUE RATS

B2. GUARD DEN

SKILL CHECKS

- DC 19 Nature to recognize the Shrieker mushrooms.
- DC 18 Acrobatics to Balance across the sewage.

Creatures

WERERAT

CREATURE 2

Wererat (Pathfinder Bestiary pg. 329)

DIRE RAT

CREATURE -1

Giant Rat (Pathfinder Bestiary pg. 276)

Hazards

SHRIEKER

HAZARD -1

Shrieker (Pathfinder Gamemastery Guide pg. 77)

B3. COMMUNAL DENS

SKILL CHECKS

- DC 21 Perception to reveal the hole in the eastern wall.
- DC 19 Crafting or DC 21 Perception to realize that the walls around the cleft in the south wall are subsiding.
- DC 19 Perception to find Wererat's treasure stash.

Creatures

WERERAT

CREATURE 2

See Area B2

B4. TRAPPED OTYUGH

SKILL CHECKS

- DC 23 Diplomacy or DC 20 Intimidation to convince Otyugh to help.

Creatures

OTYUGH

CREATURE 4

Otyugh (Pathfinder Bestiary pg. 258)

B5. RAT DENS

Creatures

RAT SWARM

CREATURE 2

Elite Rat Swarm (Pathfinder Bestiary pg. 276)

DIRE RAT

CREATURE -1

See Area B2

B6. GIRRIGZ'S DEN

SKILL CHECKS

- DC 21 Perception to reveal the crack in the southern wall.
- DC 19 Perception to search through crates. DC 21 Perception reveals the potions.

Creatures

GIRRIGZ

CREATURE 6

LE	MEDIUM	BEAST	HUMAN	HUMANOID	WERE_CREATURE
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Perception +11

Languages Common; rat empathy

Skills Acrobatics +13, Athletics +15, Deception +11, Society +9, Stealth +11

Str +5, Dex +4, Con +5, Int +2, Wis +2, Cha +2

Rat Empathy (divination, primal) The wererat can communicate with rodents.

Items +1 chain shirt, hand crossbow (20 bolts), +1 striking rapier, lesser bravo's brew, lesser healing potion (2)

AC 23; Fort +17, Ref +14, Will +14

HP 120; Weaknesses silver 5

Nimble Dodge Trigger Girrigz is targeted with a melee or ranged attack by an attacker he can see.

Effect Girrigz gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet**Melee** ♦ +1 striking rapier +15 (deadly d8, disarm, finesse), **Damage** 2d6+8 piercing**Melee** ♦ claw +15 (agile, finesse), **Damage** 1d6+6 slashing**Melee** ♦ jaws +15 (finesse), **Damage** 1d8+6 piercing plus curse of the wererat**Ranged** ♦ hand crossbow +15 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Girrigz changes into its humanoid, hybrid, or animal shape. Each shape has a specific, persistent appearance. A true werecreature's natural form is its hybrid shape. In humanoid shape, the werecreature changes to Human with fist +10 for 1d4+2 bludgeoning. In animal shape, its Speed and size change to that of the animal, it gains any special Strike effects of the animal that it didn't already have (such as Grab), and it loses its weapon Strikes. Changes to Small rat with Speed 30 feet, climb 10 feet.

Curse of the Wererat (curse, necromancy, primal) This curse affects only humanoids. **Saving Throw** Fortitude DC 18. On each full moon, the cursed creature must succeed at another Fortitude save or turn into the wererat until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, Girrigz must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Girrigz returns to humanoid form and is fatigued for 2d4 hours.

Sneak Attack Girrigz deals 1d6 extra precision damage to flat-footed creatures.

MISSION 3. THE COLOR OF DEATH

C1. PERFUMERY

SKILL CHECKS

- DC 22 Crafting to discern the elixir's components.
- DC 20 Perception to notice Solt is the only one browsing.
- DC 24 Diplomacy or Intimidation to get Solt to confess.

- DC 20 Crafting to pick out the most expensive perfumes.
- DC 26 Thievery to crack the safe.

Creatures

LAVENDER THUG

CREATURE 3

Elite Ruffian (Pathfinder Gamemastery Guide pg. 210)

VENDRA LOAGGRI

CREATURE 6

UNIQUE	CN	MEDIUM	HUMAN	HUMANOID
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Female charlatan alchemist

Perception +10**Languages** Common**Skills** Acrobatics +12, Crafting +17, Deception +9, Engineering Lore +15, Medicine +10, Performance +12**Str** +1, **Dex** +4, **Con** +5, **Int** +5, **Wis** +2, **Cha** +2**Items** alchemist's tools, moderate antidote, moderate antiplague, bandolier, +1 dagger

Infused Items Vendra carries the following infused items: 2 moderate acid flasks, 2 moderate alchemist's fires, 1 lesser bomber's eye elixir, 2 moderate frost vials, and 3 lesser elixirs of life. These items last for 24 hours, or until the next time Vendra makes her daily preparations.

Versatile Performance Vendra can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. She can also use an acting Performance instead of Deception to Impersonate.

AC 23; **Fort** +17, **Ref** +14, **Will** +10; +1 status to all saves vs. poison

HP 92; **Resistances** poison 5

Speed 25 feet

Melee ♦ dagger +17 / +13 / +9 (agile, versatile S), **Damage** 1d4+7 piercing

Ranged ♦ dagger +16 / +11 / +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Ranged ♦ alchemical bomb +16 / +11 / +6 (range increment 20 feet, splash), **Damage** varies by bomb

Quick Bomber ♦ Vendra Interacts to draw a bomb, then Strikes with it.

Reckless Alchemy ♦ (concentrate, manipulate)

Requirements Vendra is holding a bomb or elixir;

Effect Vendra combines the bomb with another bomb or the elixir with another elixir. She can Interact to draw a second bomb or elixir if necessary as part of this action. She attempts a DC 28 Crafting check, destroying both component

items to create one new item. If a viable resulting item isn't used by the end of Vendra's next turn, it explodes as described under critical failure.

Critical Success The new item has the full effect of both component items when used.

Success The new item combines both items, but halves the effect of each. (This halves damage for bombs, the amount of healing of elixirs of life, or the duration for effects that can't have their value halved. Details are determined by the GM.)

Failure The new item is inert.

Critical Failure The new item immediately explodes, dealing 3d6 piercing damage to Vendra.

Sneak Attack Vendra deals an extra 2d6 damage to flat-footed creatures.

C2. VENDRA'S APARTMENT

SKILL CHECKS

- DC 21 Thievery to unlock the door.
- DC 21 Perception to reveal the secret door.

C3. LINIMENT LABORATORY

Creatures

LAVENDER THUG

CREATURE 3

See Area C1

MISSION 4. THE HUNGRY DEAD

D1. RACKER'S ALLEY

SKILL CHECKS

- DC 20 Perception to reveal blood drain
- DC 20 Medicine to realize Blood Veil isn't the cause of death.

Creatures

VAMPIRE SPAWN

CREATURE 4

Vampire Spawn Rogue (Pathfinder Bestiary pg. 320)

D2. WORKSHOP

SKILL CHECKS

- DC 19 Perception to notice puncture wounds on Giotorri's body.
- DC 21 Perception to reveal the cache in the vampire's coffin.

Creatures

VAMPIRE SPAWN

CREATURE 4

See Area D1

D3. GIOTORRI'S TOYS

SKILL CHECKS

- DC 28 Thievery to open the door.
- DC 19 Perception to find the lockbox behind the counter.
- DC 21 Thievery to open the lockbox.
- DC 20 Society or Religion to recognize the deposit box key.

MISSION 5. THE CASE OF THE VANISHING VIRTUOSO

RUAN'S RUIN

SKILL CHECKS

- DC 21 Society to recognize Ruan's name.

E. CAROWYN MANOR FEATURES

- Front Door: Hardness 10, HP 40, BT 20, Thievery DC 29 to unlock.
- Iron Fence: Hardness 10, HP 40, BT 20, Athletics DC 20 to Climb.
- Servant's Entrance: Hardness 5, HP 24, BT 12, Thievery DC 24 to unlock.
- Windows: Hardness 5, HP 12, BT 6, Thievery DC 24 to unlock.

SKILL CHECKS

- DC 21 Athletics to Climb the banisters.
- DC 19 Athletics to Climb the garden hedges.

JOLISTINA SUSPERIO'S PLAN

Creatures

JOLISTINA SUSPERIO

CREATURE 8

UNIQUE CE MEDIUM HUMANOID ELF

Perception +16; Low-Light Vision

Languages Common, Elven, Varisian

Skills Acrobatics +17, Athletics +13, Deception +12, Diplomacy +10, Intimidation +10, Stealth +19, Thievery +15

Str +3, Dex +5, Con +2, Int +0, Wis +0, Cha +3

Swift Sneak Jolistina can move her full Speed while Sneaking.

Items +1 striking composite shortbow (20 arrows), lesser darkvision elixir, giant centipede venom (3),

invisibility potion, leather armor, +1 dagger, simple injury poison (8 doses, 2d4 poison damage), sleep poison (2)

AC 26; **Fort** +12, **Ref** +19, **Will** +14

HP 130

Nimble Dodge **Trigger** A creature targets Jolistina with an attack and she can see the attacker; **Effect** Jolistina deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee dagger +18 (agile, magical, versatile S),

Damage 1d6+8 piercing

Ranged dagger +20 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d6+8 piercing

Ranged composite shortbow +20 (deadly 2d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+4 piercing

Divine Spontaneous Spells DC 23, attack +15 ; **1st** animate dead, fear, ray of enfeeblement; **cantrips** (**1st**) chill touch, daze, message, prestidigitation, shield

Bloodline Spells 1 Focus Point, DC 23 , **1st** undeath's blessing;

Sneak Attack Jolistina deals an extra 2d6 precision damage to flat-footed creatures

Surprise Attack On the first round of combat, creatures that haven't acted yet are flatfooted to Jolistina

INSIDE THE MANOR

SKILL CHECKS

- DC 21 Medicine or Arcana to reveal manufactured nature of Blood Veil symptoms.

E1. FIRST FLOOR

Creatures

HUMAN ZOMBIE

CREATURE -1

Zombie Shambler (Pathfinder Bestiary pg. 340)

E2. SECOND FLOOR

Creatures

HUMAN ZOMBIE

CREATURE -1

See Area E1

E3. CELLAR

SKILL CHECKS

- Studio Door: Hardness 10, HP 40, BT 20, Thievery DC 29 to unlock.

Creatures

AUSIO CAROWYN

CREATURE 2

Weak Noble (Pathfinder Gamemastery Guide pg. 207)

WHAT JOLISTINA KNOWS

SKILL CHECKS

- DC 33 Diplomacy to get Jolistina to talk.
- DC 22 Intimidation to get Jolistina to talk if Rolth's name is used.

PART 3: EPIDEMIC

INTRODUCTION

Skill Checks

- DC 21 Society or DC 23 Diplomacy to Gather Information on Hospice of the Blessed Maiden

F. HOSPICE OF THE BLESSED MAIDEN

FEATURES

- Hospice Main Door: Hardness 10, HP 40, BT 20, Thievery DC 29 to unlock.
- Hospice Warehouse Doors: Hardness 15, HP 60, BT 30, Athletics DC 30 to Force Open.

F1. ENTRY

Skill Checks

- DC 25 Diplomacy or DC 21 Intimidate to convince Torthus to fetch Dr. Devaulus.

Creatures

BRUNHILDA TORTHUS

CREATURE 3

Charlatan (Pathfinder Gamemastery Guide pg. 210)

F2. SICK WARD

Creatures

GRAY MAIDEN FOOT SOLDIER

CREATURE 3

LE	MEDIUM	HUMANOID	HUMAN
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Perception +13

Languages Common

Skills Athletics +10, Diplomacy +6, Intimidation +8

Str +4, Dex +2, Con +3, Int +0, Wis +4, Cha +2

Items full plate with Korvosa insignia, longsword, simple manacles, steel shield (Hardness 5, HP 20, BT 10)

AC 20; Fort +11, Ref +6, Will +8

HP 45

Attack of Opportunity ↗

Shield Block ↘

Speed 25 feet

Melee ♦ longsword +11 (versatile P), **Damage** 1d8+5 slashing

Ranged ♦ shortbow +9 (deadly d10), **Damage** 1d6+4 piercing

Intimidating Strike ♦ (emotion, fear, mental) The gray maiden foot soldier makes a melee Strike. If she hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

QUEEN'S PHYSICIAN

CREATURE 2

Surgeon (Pathfinder Gamemastery Guide pg. 222)

F3. LOADING BAY

Skill Checks

- DC 23 Perception to find crate with Vudrani silks.

F4. WAREHOUSE LIFT

Skill Checks

- DC 23 Perception to notice the additional control set.
- DC 33 Thievery to bypass the button.

F5. CATWALKS

Creatures

GRAY MAIDEN FOOT SOLDIER

CREATURE 3

See Area F2

F6. PRIVATE HALL

- Door to F7: Hardness 10, HP 40, BT 20, Thievery DC 29 to unlock.

Creatures

GRAY MAIDEN FOOT SOLDIER

CREATURE 3

See Area F2

F7. EXPERIMENTATION WARD

Creatures

QUEEN'S PHYSICIAN

CREATURE 2

See Area F2

F8. DOCTOR'S OFFICE

SKILL CHECKS

- DC 21 Perception to find Dr. Devaulus' notes.

Creatures

REINER DEVAULUS

CREATURE 9

UNIQUE **NE** **MEDIUM** **HUMANOID** **HUMAN**

Male plague doctor

Perception +21

Languages Common

Skills Acrobatics +20, Athletics +16, Deception +18, Occultism +18, Performance +20, Stealth +20, Thievery +20

Str +3, **Dex** +6, **Con** +3, **Int** +4, **Wis** +4, **Cha** +6

Items +1 striking disrupting rapier, +1 chain shirt, lesser healing potion (2), button key for lift to area G1, key to cabinet in area G3, key to doors into area F7

AC 27; **Fort** +15, **Ref** +21, **Will** +18

HP 130

Nimble Dodge **Trigger** Reiner is targeted with a melee or ranged attack by an attacker he can see.

Effect Reiner gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee rapier +19 (deadly d8, disarm, finesse), **Damage** 2d6+9 plus disrupting

Spontaneous Occult Spells DC 25, attack +17; **5th** (2 slots) command, subconscious suggestion; **4th** (3 slots) phasmal killer, soothe, vampiric touch; **3rd** (3 slots) fear, paralyze, magic missile; **2nd** (3 slots) invisibility, hideous laughter, misdirection; **1st** (3 slots) charm, soothe, fear; **cantrips (5th)** detect magic, light, mage hand, prestidigitation, telekinetic projectile

Bard Composition Spells 1 Focus Point, DC 25, **cantrips (5th)** counter performance, inspire courage

Disrupting (necromancy) Reiner's weapon pulses with positive energy, dealing an extra 1d6 positive damage to undead. On a critical hit, the undead is also enfeebled 1 until the end of Reiner's next turn.

Sneak Attack Reiner deals 2d6 extra precision damage to flat-footed creatures.

G. TEMPLE OF URGATHOA

FEATURES

- Doors: Hardness 10, HP 40, BT 20, Thievery DC 29 to unlock.

G1. ENTRY HALL

Hazards

DEATH'S BREATH DOORS

HAZARD 8

UNCOMMON **COMPLEX** **MAGICAL** **MECHANICAL** **POISON**

TRAP

Stealth DC 26 (trained)

Description The double doors on the eastern walls and the door to the north bear potent magical and mechanical wards meant to bar all non-Urgathoans from the rooms beyond.

Disable DC 28 Thievery (expert) to safely disable the pressure switch without triggering the wards, or dispel magic (3rd level; counteract DC 26) to counteract the ward.

Bypass DC 26 Religion or Occultism (expert) to understand the alignment restrictions. If either door takes at least 10 points of positive damage without someone touching either door in the process, the trap is neutralized for 1 minute before it resets.

Death's Breath (attack, divine, necromancy) **Trigger**

Any creature of an alignment other than neutral evil touches the door; **Effect** The door's wards activate, animating the skeletons painted on the wall surrounding the door to make a scythe Strike against the triggering creature, then rolls initiative.

Routine On its first turn, the skulls of the skeletons painted on the wall animate, filling each square surrounding the door with a poisonous cloud. On each subsequent turn, the poison cloud spreads into a number of additional squares equal to half the number of squares the poison currently occupies, with a minimum of 1 square. The GM decides the squares the poison spreads to. Any creature that ends its turn in a square filled with poison is subjected to the effects of death's breath poison. Lastly, the trap makes a scythe Strike against any creature with an alignment other than neutral evil within 5 feet of the door.

Melee ♦ scythe +21 **Damage** 2d10+9 slashing
Death's Breath Poison (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 1 hour; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 minute); **Stage 3** unconscious with no check to wake up (1 round); **Stage 4** unconscious with no perception check to wake up (1 hour).

Reset The trap resets after 10 minutes and the animated skeletons return to their painting forms.

G2. GUARD POST

Creatures

QUEEN'S PHYSICIAN

CREATURE 2

Surgeon (Pathfinder Gamemastery Guide pg. 222)

G3. DOCTOR INDOCTRINATION

- Glass Cabinet: Hardness 1, HP 1, Thievery DC 29 to unlock.

G5. OPERATING ROOM

- Iron Doors: Hardness 18, HP 72, BT 36, Thievery DC 29 to unlock.

Creatures

ROLTH LAMM

CREATURE 8

UNIQUE	CE	MEDIUM	HUMANOID	HUMAN
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Male serial killer necromancer

Perception +16

Languages Common

Skills Arcana +17, Crafting +17, Intimidation +12, Religion +14

Str +3, Dex +2, Con +3, Int +6, Wis +3, Cha +3

Items +1 striking key-bladed dagger, hooded robe, scroll of spectral hand, spellbook (Abominable Missives of the Atrophied)

AC 25; Fort +13, Ref +16, Will +16

HP 105

Stench of Decay (arcane, aura, conjuration, poison)
 Rolth emits a scent of putrid rot in a 5-foot emanation. A creature that enters or begins its turn in the aura is sickened 1.

Speed 5 feet

Melee ♦ dagger +17 (agile, magical, versatile S), **Damage** 2d4+6 piercing

Ranged ♦ dagger +17 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+6 piercing

Arcane Prepared Spells DC 25, attack +17 ; **4th** dimension door, necrotic radiation, phasmal killer; **3rd** bind undead, blindness, lightning bolt, vampiric touch; **2nd** false life, grim tendrils, mirror image, web; **1st** fear, feather fall, ray of enfeeblement, spider sting; **cantrips (4th)** chill touch, detect magic, electric arc, ray of frost, read aura, shield

Wizard School Spells 1 Focus Point, DC 25 , **4th** call of the grave, life siphon;

Drain Bonded Item ♦ (arcane); **Frequency** once per day; **Requirements** Rolth hasn't acted yet on this turn; **Effect** Rolth expends the power stored in his key-bladed dagger. This gives him the ability to cast one prepared spell he prepared today and already cast, without spending a spell slot.

CULTIST OF URGATHOA

CREATURE 2

NE	MEDIUM	HUMANOID	HUMAN
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Perception +10

Languages Common

Skills Acrobatics +7, Deception +8, Religion +7, Survival +7

Str +1, Dex +2, Con -1, Int +2, Wis +4, Cha +1

Items scythe, copy of Serving Your Hunger (functions as unholy text), robes

AC 17; Fort +8, Ref +7, Will +11

HP 24

Speed 25 feet

Melee ♦ scythe +8 (deadly d10, trip), **Damage** 1d10+2 slashing

Divine Prepared Spells DC 18, attack +10 ; **1st** bane, harm, heal, ray of enfeeblement; **cantrips (1st)** chill touch, daze, detect magic, guidance, know direction, light, read aura

Cleric Domain Spells 1 Focus Point, DC 18 , **1st** touch of undeath;

QUEEN'S PHYSICIAN

CREATURE 2

See Area G2

PLAQUE ZOMBIE

CREATURE 2

Elite Plague Zombie (Pathfinder Bestiary pg. 340)

G7. CULT QUARTERS

SKILL CHECKS

- DC 22 Perception to discover various treasures.

Creatures

CULTIST OF URGATHOA

CREATURE 2

See Area G5

QUEEN'S PHYSICIAN

CREATURE 2

See Area G2

HUMAN SKELETON

CREATURE -1

Skeleton Guard (Pathfinder Bestiary pg. 298)

G8. THE BLOOD VATS

- Blood Veil Vats: Hardness 18, HP 72, BT 36
- Blood Veil: Fortitude saves vs. Blood Veil contracted from touching the fluids in the vats is increased to Fortitude DC 24.

Creatures

CULTIST OF URGATHOA

CREATURE 2

See Area G5

G9. STORAGE

Creatures

HUMAN ZOMBIE

CREATURE -1

Zombie Shambler (Pathfinder Bestiary pg. 340)

G11. ARKMINOS'S LABORATORY

SKILL CHECKS

- DC 29 Perception to notice the secret door.

Creatures

RAMOSKA ARKMINOS

CREATURE 15

Nosferatu Overlord (Pathfinder Bestiary 3 pg. 285)

RUAN MIRUKOVA

CREATURE 3

Troubadour (Pathfinder Gamemastery Guide pg. 238)

G12. ARKMINOS'S ROOM

SKILL CHECKS

- DC 29 Thievery to unlock the trunk or DC 28 Athletics to Force Open.
- DC 20 Perception to notice the false bed.

G13. HALL OF PESTILENCE

- Glass Vats: Hardness 1, HP 2

Creatures

LEUKODAEMON

CREATURE 9

Leukodaemon (Pathfinder Bestiary pg. 72)

HP 125

CULTIST OF URGATHOA

CREATURE 2

See Area G5

G14. INNER SANCTUM

- Blood Veil: Fortitude saves vs. Blood Veil contracted from touching the fluids in the basins is increased to Fortitude DC 30. A failure results in the creature immediately suffering the Stage 1 effects of Blood Veil, skipping the onset period.
- Unhallow: The statue of Urgathoa is under the effects of a *consecrate* ritual (Pathfinder Core Rulebook pg. 410); consecrated to Urgathoa.

SKILL CHECKS

- DC 26 Perception to find the secret compartment.

Creatures

LADY ANDAISIN

CREATURE 9

UNIQUE **NE** **MEDIUM** **HUMANOID** **HUMAN**

Female human priestess of Urgathoa

Perception +21

Languages Common

Skills Acrobatics +16, Deception +18, Intimidation +20, Occultism +18, Religion +20

Str +3, **Dex** +4, **Con** +3, **Int** +3, **Wis** +7, **Cha** +4

Items barkskin potion,+1 resilient breastplate, +1 striking wounding scythe

AC 25; **Fort** +15, **Ref** +18, **Will** +21

HP 135

Speed 25 feet

Melee ♦ scythe +16 (deadly d10, trip), Damage 2d10+9 plus 1d6 persistent bleed (1d12 persistent bleed on a critical hit)

Divine Prepared Spells DC 32 ; **5th** abyssal plague, command, harm (x3); **4th** air walk, divine wrath, status; **3rd** bind undead, blindness, vampiric touch; **2nd** death knell, dispel magic, false life, ghoulish cravings; **1st** bane, fear, goblin pox; **cantrips (5th)** chill touch, detect magic, guidance, light, shield

Cleric Domain Spells 2 Focus Points, DC 32 , **5th** malignant sustenance, touch of undeath;

Command Undead ♦ (concentrate, metamagic) Andaisin grasps the animating force within an undead creature and bends it to her will. If the next action she uses is to cast harm targeting one undead creature, she transforms the effects of that harm spell. Instead of harm's normal effects, the target becomes controlled by Andaisin if its level is equal to or lower than her level - 3. It can attempt a Will saving throw to resist being controlled by her. If the target is already under someone else's command, the controlling creature also rolls a saving throw, and the undead uses the better result.

Harming Hands When Andaisin casts harm, she rolls d10s instead of d8s.

Sap Life (healing) When Andaisin casts a harm spell and damages at least one living creature, she regains Hit Points equal to the spell level of her harm spell.

Steady Spellcasting If a reaction would disrupt Andaisin's spellcasting action, she attempts a DC 15 flat check. If she succeeds, her action isn't disrupted.

Circle of Protection (abjuration, aura, divine, evil) 10 feet. A constant circle of protection against good is centered on Andaisin Transformed. Andaisin Transformed can disable or activate this aura as a single action, which has the concentrate trait.

Speed 25 feet, fly 30 feet

Melee ♦ great claw +20 (evil, deadly d10, divine, reach), **Damage** 2d10+8 plus pure blood veil

Divine Innate Spells DC 23, attack +18 ; **3rd** blindness, vampiric touch, harm (x3); **2nd** death knell, dispel magic, false life, ghoulish cravings; **1st** bane, fear, goblin pox; **cantrips (3rd)** chill touch, detect magic, guidance, light, shield

Pure Blood Veil (disease, necromancy, virulent) An infected creature can't heal any conditions it takes from pure blood veil until it has been cured of the disease. Any creature already infected with blood veil that fails its saving throw overwrites blood veil with pure blood veil at the same Stage of the original disease.

Saving Throw DC 20 Fortitude; **Stage 1** drained 1, stupefied 1 (1 round); **Stage 2** drained 2, stupefied 1 (1 minute); **Stage 3** drained 3, stupefied 2 (1 day); **Stage 4** drained 4, stupefied 2 (1 day); **Stage 5** dead

Harming Hands When Andaisin Transformed casts harm, it rolls d10s instead of d8s.

JUJU ZOMBIE

CREATURE 3

Elite Zombie Brute (Pathfinder Bestiary pg. 341)

ANDAISIN TRANSFORMED

CREATURE 8

UNIQUE NE LARGE UNDEAD FIEND

Variant daughter of Urgathoa

Perception +16; Darkvision

Languages Common, Necril

Skills Acrobatics +16, Athletics +21, Intimidation +14, Religion +16

Str +7, **Dex** +4, **Con** +3, **Int** +4, **Wis** +4, **Cha** +3

AC 26; **Fort** +13, **Ref** +16, **Will** +19

HP 140 (negative healing); **Immunities** death effects, disease, paralyze, poison, unconscious



Escape From Old Korvosa

ADVANCEMENT TRACK

- The PCs should begin Chapter 3 at 8th level.
- The PCs should be 9th level after dealing with the self-stylized Emperor of Old Korvosa, Pilts Swastel.
- The PCs should reach 10th level before entering the Vivified Labyrinth below Arkona Palace.
- The PCs should not quite reach 11th level by the end of the chapter, but should be very close.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure (To be used by GM)
7th	Consumable	Vencarlo's Home, Artist's Lair, Pilts' Palace	
7th	Consumable	Vencarlo's Home, Artist's Lair, Pilts' Palace	
8th	Permanent	Vencarlo's Home, Artist's Lair, Pilts' Palace	
8th	Permanent	Vencarlo's Home, Artist's Lair, Pilts' Palace	
8th	Consumable	Vencarlo's Home, Artist's Lair, Pilts' Palace	
8th	Consumable	Vencarlo's Home, Artist's Lair, Pilts' Palace	
8th	Consumable	Pilts' Palace, Arkona Palace	
8th	Consumable	Pilts' Palace, Arkona Palace	
9th	Permanent	Vencarlo's Home, Artist's Lair, Pilts' Palace	
9th	Permanent	Vencarlo's Home, Artist's Lair, Pilts' Palace	
9th	Permanent	Pilts' Palace, Arkona Palace	
9th	Permanent	Pilts' Palace, Arkona Palace	
9th	Consumable	Vencarlo's Home, Artist's Lair, Pilts' Palace	
9th	Consumable	Vencarlo's Home, Artist's Lair, Pilts' Palace	
9th	Consumable	Pilts' Palace, Arkona Palace	
9th	Consumable	Pilts' Palace, Arkona Palace	
9th	Consumable	Vivified Labyrinth	
9th	Consumable	Vivified Labyrinth	
10th	Permanent	Pilts' Palace, Arkona Palace	
10th	Permanent	Pilts' Palace, Arkona Palace	
10th	Permanent	Vivified Labyrinth	
10th	Permanent	Vivified Labyrinth	
10th	Consumable	Pilts' Palace, Arkona Palace	
10th	Consumable	Pilts' Palace, Arkona Palace	
10th	Consumable	Vivified Labyrinth	
10th	Consumable	Vivified Labyrinth	
11th	Permanent	Vivified Labyrinth	
11th	Permanent	Vivified Labyrinth	
11th	Consumable	Vivified Labyrinth	
11th	Consumable	Vivified Labyrinth	
Gold	1,000 gp	Vencarlo's Home, Artist's Lair, Pilts' Palace	
Gold	1,400 gp	Pilts' Palace, Arkona Palace	
Gold	2,000 gp	Vivified Labyrinth	

PART I: INTO THE DYING CITY

PILTS'S MOB

CREATURES

EMPEROR'S THUG

CN MEDIUM HUMANOID

Perception +14; (+13 to find traps)**Languages** Common**Skills** Acrobatics +15, Athletics +13, Deception +11, Society +11, Stealth +15, Thievery +15**Str** +2, **Dex** +5, **Con** +4, **Int** +4, **Wis** +1, **Cha** +2**Items** composite shortbow (10 arrows), lesser darkvision elixir, leather armor, sap, thieves' tools**AC** 23 (24 vs. Traps); **Fort** +11, **Ref** +17, **Will** +14; +1 circumstance to all saves vs. traps**HP** 95**Deny Advantage** The thug isn't flat-footed to creatures of 5th level or lower that are hidden, undetected, flanking, or using surprise attack.**Nimble Dodge** **Trigger** The thug is targeted with an attack and it can see the attacker; **Effect** The thug deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.**Speed** 25 feet**Melee** battle axe +15 (sweep), **Damage** 2d8+9 slashing**Melee** fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning**Melee** sap +15 (agile, nonlethal), **Damage** 2d6+8 bludgeoning**Ranged** composite shortbow +17 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing**Sneak Attack** The thug deals an extra 2d6 precision damage to flatfooted creatures.**Surprise Attack** On the first round of combat, if the thug rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

CREATURE 6

- DC 26 Perception reveals that the walls, floor, and even the furniture are faintly stained with the stuff in multiple places.
- DC 24 Survival check to notice the home hasn't had traffic lately.
- DC 29 Survival check to notice smears in dust or scratches in woodwork.
- A8. Bedroom: DC 29 Perception check and 10 minutes of searching to reveal Blackjack's hidden panel.
- If home burns down, DC 26 Perception and 30 minutes sifting through the rubble to discover Blackjack's iron coffer

CREATURES

RED MANTIS ASSASSIN

CREATURE 8

LE MEDIUM HUMANOID

Perception +16**Languages** common**Skills** Acrobatics +17, Athletics +13, Deception +12, Intimidation +10, Religion +14, Society +12, Stealth +19, Thievery +15**Str** +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0**Items** +1 striking sawtooth saber (2), dagger (2), lesser alchemist's fire (2), moderate potion of fire resistance (2), leather armor, mask of the mantis**AC** 26; **Fort** +12, **Ref** +19, **Will** +14**HP** 130**Crimson Shroud** The red mantis assassin swathes itself in a veil of red mist for 1 minute. While the shroud is active, it gains fast healing 4. The red mantis assassin can Interact with its shroud, swirling it around themselves, to gain a +1 circumstance bonus to AC until the beginning of its next turn. Finally, if the red mantis assassin dies while the shroud is active, they can choose to have their entire body vanish into red mist, leaving behind only their gear; they make this choice when they activate Crimson Shroud.**Crimson Sight** Red mantis assassins are immune to visual effects of illusion spells cast by other red mantis assassins or their allies.**Deny Advantage** The red mantis assassin isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

A. VENCARLO'S HOME

SKILL CHECKS

- A7. Training Room or A8. Bedroom: DC 24 Perception check to notice the scent of smoke. DC 20 Crafting to recognize it as residual Alchemist's Fire.

Speed 25 feet**Melee** ♦ +1 striking sawtooth saber +20 (agile, magical, twin), **Damage** 2d6+8 slashing**Melee** ♦ dagger +19 (agile, versatile S), **Damage** 1d4+8 piercing**Ranged** ♦ dagger +19 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing**Divine Prepared Spells** DC 23; **3rd** hypnotic pattern; **2nd** invisibility; **1st** fleet step; **cantrips (3rd)** ghost sound, message**Sneak Attack** The red mantis assassin deals an extra 2d6 precision damage to flat-footed creatures.**Surprise Attack** On the first round of combat, creatures that haven't acted yet are flatfooted to the red mantis assassin.**AC** 30; **Fort** +19, **Ref** +16, **Will** +22**HP** 175**Speed** 25 feet**Melee** ♦ +1 striking shocking spiked chain +23 (disarm, trip), **Damage** 2d8+13 slashing**Divine Prepared Spells** DC 29, attack +21; **5th** flame strike, harm (x2), shadow blast, summon fiend; **4th** anathematic reprisal, harm, talking corpse; **3rd** blindness, chilling darkness, dispel magic; **2nd** harm, restoration, silence; **1st** command, harm, sanctuary; **cantrips (5th)** chill touch, detect magic, guidance, read aura, stabilize**Cleric Domain Spells** 2 Focus Points, DC 29, **5th** sadomasochism, savor the sting;**Divine Weapon** ♦ **Frequency** once per turn; **Trigger**Laori finishes Casting a Spell using one of her divine spell slots on her turn; **Effect** Laori siphons residual energy into her weapon, dealing an additional 1d4 force damage on a successful strike. Laori may instead choose to deal 1d6 Evil aligned damage with this ability.**Harming Hands** When Laori casts harm, she rolls d10's instead of d8's.**Sap Life** When Laori casts harm and damages at least one living creature, she regains hit points equal to the level of her harm spell.

SPELLS

SADOMASOCHISM DOMAIN FOCUS SPELL 4

UNCOMMON CLERIC FORTUNE MENTAL NECROMANCY

Domain pain**Cast** ♦ somatic, verbal**Range** touch; **Targets** 1 creature**Saving Throw** Will; **Duration** 1 minute

You inflict a desire to give and receive pain in the mind of your subject. Each time the target creature deals damage against you, they must roll the damage twice and take the higher result. Each time you deal damage to the target creature, you must roll the damage twice and take the higher result. This is a fortune effect.

B4. FUNGAL INCURSION

HAZARDS

YELLOW MOLD

HAZARD 8

Yellow Mold (Pathfinder Core Rulebook pg. 524)

LAORI VAUS

CREATURE 10

UNIQUE LE MEDIUM HUMANOID ELF

Female warpriest of Zon-Kuthon

Perception +19; Low-Light Vision**Languages** Common, Elven, Shadowtongue**Skills** Acrobatics +17, Arcana +17, Athletics +19, Intimidation +17, Religion +19**Str** +7, **Dex** +3, **Con** +5, **Int** +4, **Wis** +5, **Cha** +1**Items** +1 striking shocking spiked chain, +1 resilient chain mail

B5. SINKHOLE

SKILL CHECKS

- DC 14 Athletics to navigate the slope.

CREATURES

OTYUGH

Otyugh (Pathfinder Bestiary pg. 258)

CREATURE 4

PART 2. EMPEROR OF OLD KORVOSA

RESEARCHING THE EMPEROR

Diplomacy Result	Information Gathered
19	The Emperor of Old Korvosa rules Old Dock from his palace on Silk Street. He's seized control of several tenements there, and rarely leaves the place. Mobs of his fanatics scour the streets of Old Dock, seeking more conscripts for his cause. Those who resist are instead captured for other purposes.
22	The emperor sees Old Korvosa as his stage. He forces some of his prisoners to take part in violent, deadly games or gruesome performances, pitting them against his most ferocious pets and followers. Others he simply beheads with his favorite toy, an extravagant guillotine called the "Tall Knife."
24	Those who seek to speak with the emperor must first earn his respect by providing him with entertainment. Of late, it is said that the emperor's favorite entertainment is a brutal game he invented called blood pig. He's converted a large rooftop inside of his palace into a playing field for this game, and the howls and screams of those playing and watching can be heard throughout Old Dock every evening.
29	Before the quarantine, the emperor was a man named Pilts Swastel, the owner of a notorious theater called Exemplary Execrables in Old Korvosa.

C. PILTS' PALACE

INTRODUCTION

SKILL CHECKS

- DC 26 Diplomacy or DC 22 Intimidate to convince guards to allow PCs to see the Emperor. A Critical Success on this check will allow PCs to keep their weapons.

C2. GUARDROOM

CREATURES

EMPEROR'S THUG

CN MEDIUM HUMANOID

Perception +14; (+13 to find traps)

Languages Common

Skills Acrobatics +15, Athletics +13, Deception +11, Society +11, Stealth +15, Thievery +15

Str +2, **Dex** +5, **Con** +4, **Int** +4, **Wis** +1, **Cha** +2

Items composite shortbow (10 arrows), lesser darkvision elixir, leather armor, sap, thieves' tools

AC 23 (24 vs. Traps); **Fort** +11, **Ref** +17, **Will** +14; +1 circumstance to all saves vs. traps

HP 95

Deny Advantage The thug isn't flat-footed to creatures of 5th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nimble Dodge **Trigger** The thug is targeted with an attack and it can see the attacker; **Effect** The thug deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

CREATURE 6

Speed 25 feet

Melee battle axe +15 (sweep), **Damage** 2d8+9 slashing

Melee fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Melee sap +15 (agile, nonlethal), **Damage** 2d6+8 bludgeoning

Ranged composite shortbow +17 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing

Sneak Attack The thug deals an extra 2d6 precision damage to flatfooted creatures.

Surprise Attack On the first round of combat, if the thug rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

C3. THE EMPEROR'S THRONE

CREATURES

PILTS SWASTEL

CREATURE 10

UNIQUE CE MEDIUM HUMANOID HUMAN

Male human pauper emperor

Perception +21

Languages common, gnome, varisian

Skills Acrobatics +21, Deception +24, Diplomacy +22, Intimidation +22, Occultism +18, Society +20, Stealth +23, Thievery +21

Str +0, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +7

Items +1 striking war razor, +1 striking hand crossbow, +1 glamered chain shirt, barkskin potion, leather armor, rod of wonder

AC 30; **Fort** +18, **Ref** +23, **Will** +20**HP** 175**Speed** 25 feet**Melee** ♦ war razor +23 (agile, backstabber, deadly d8, magical), **Damage** 2d4+10 slashing**Ranged** ♦ hand crossbow +22 (magical, range increment 60 feet, reload 1), **Damage** 2d6+13 piercing**Occult Spontaneous Spells** DC 30; **5th** (2 slots) command, tongues; **4th** (3 slots) dimension door, glibness, soothe; **3rd** (3 slots) fear, paralyze, magic missile; **2nd** (3 slots) blur, touch of idiocy, undetectable alignment; **1st** (3 slots) alarm, charm, unseen servant; **cantrips (5th)** daze, detect magic, guidance, light, prestidigitation**Bard Composition Spells** 2 Focus Points, DC 30, **5th** counter performance; **cantrips (5th)** dirge of doom, inspire courage**Steady Spellcasting** If a reaction would disrupt Pilts' spellcasting action, attempt a DC 15 flat check. If he succeeds, his action isn't disrupted.**Quickened Casting** ♦ **Frequency** once per day; **Effect** If Pilts' next action is to cast a spell that is at least 2 levels lower than the highest-level spell he can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

JABBYR

CREATURE 8

UNIQUE **CE** **SMALL** **HUMANOID** **GNOME**

Male gnome psychotic barbarian

Perception +16; Low-Light Vision**Languages** common**Skills** Acrobatics +17, Athletics +19, Intimidation +19, Survival +16**Str** +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4**Items** +1 greataxe**AC** 27; **Fort** +15, **Ref** +19, **Will** +16**HP** 140

Attack of Opportunity

Speed 25 feet**Melee** ♦ greataxe +20 (magical, sweep), **Damage** 2d6+11 slashing**Psychotic Rage** ♦ (concentrate, emotion, mental)**Requirements** Jabbyr isn't fatigued or raging; **Effect**

Something sets the Jabbyr off, causing him to fly into a psychotic rage. He gains 6 temporary Hit Points that last until the psychotic rage ends. While raging, he deals 6 additional damage with melee attacks and takes a -1 penalty to AC. Jabbyr can't

use concentrate actions except Seek and rage actions. The rage lasts for 1 minute or until Jabbyr falls unconscious. Jabbyr can't voluntarily stop the Psychotic Rage. Once the rage ends, Jabbyr can't Rage again for 1 minute.

Swipe ♦ (flourish) Jabbyr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for Jabbyr's multiple attack penalty.

Frenzied Assault ♦ **Requirements** Jabbyr used his previous action to make a melee Strike that missed.

Effect Jabbyr's seething hatred makes him determined to cut his foes. Make a Strike with the same weapon, adding the effects of the backswing and forceful weapon traits.

EMPEROR'S THUG

CREATURE 6

See Area C2

C5. ROOFTOP

CREATURES

EMPEROR'S THUG

CREATURE 6

See Area C2

C6. STOREROOM

SKILL CHECKS

- Perception DC 26 to find the jewelry box.

C7. CHOKER NEST

SKILL CHECKS

- Athletics DC 24 to climb up to the Choker Nest.
- Reflex DC 20 save to keep from falling near collapse.
- Perception DC 22 to notice the leather bag.

CREATURES

CHOKER BRUTE

CREATURE 3

Elite Choker (Pathfinder Bestiary 2 pg. 51)

C9. ART SUPPLIES

SKILL CHECKS

- Society DC 24 to recognize Salvator Scream paintings. A Critical Success on this check will notice the quality.

C11. EMPEROR'S CHAMBERS

- Religion or Society DC 26 to recognize the Zon-Kuthon painting.
- Religion DC 29 to recognize the Umbral Leaves painting.
- Survival or Society DC 29 to identify the castle shape in 3rd painting. A Critical Success on this check will recognize it as Castle Scarwall.
- Arcana DC 29 to recognize the blue dragon similarities in the painting.

C12. SALVATOR'S CELL

SKILL CHECKS

- Diplomacy DC 19 to convince Scream to talk if he is offered a rescue.

CREATURES

SALVATOR SCREAM

CREATURE 3

UNIQUE	N	MEDIUM	HUMAN	HUMANOID
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Male human painter

Perception +8

Languages Common

Skills Acrobatics +8, Deception +9, Diplomacy +9, Performance +13 (+14 when painting), Occultism +7, Society +7, Stealth +8

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items painting set

Bardic Lore Salvator can Recall Knowledge on any subject with a +7 modifier.

AC 19; **Fort** +5, **Ref** +10, **Will** +8

HP 38

Speed 25 feet

Melee ♦ fist +10 (agile, nonlethal), **Damage** 1d4+3 piercing

Occult Spontaneous Spells DC 21; **2nd** (2 slots) calm emotions, charm, magic mouth; **1st** (3 slots) charm, illusory disguise, soothe, ventriloquism; **Cantrips** (**2nd**) detect magic, ghost sound, message, prestidigitation, read aura

Bard Composition Spells 2 Focus Points, DC 21; **2nd** counter performance, lingering composition; **Cantrips** (**2nd**) inspire courage

BLOOD PIG!

- Retrieving a Pig:** Retrieving a pig from a cage requires 1 Action to Interact with the cage followed by a successful Grab Pig. If a member of the emperor's team retrieves a pig from a cage and has an action left, he attempts an unarmed strike against the pig to knock it unconscious.
- Squirming Pig:** A pig weighs 15 pounds and does not enjoy being carried. Any creature that begins its turn with a pig grabbed, they must roll 1d6 and consult the Squirming Pig table to determine its reaction. If the pig is Restrained, the result is always a 1 and is slumped.
- Dropping a Pig:** Any creature that takes damage while carrying a live pig must succeed at an Athletics check (DC 10 + 1 per point of damage taken) or drop the squirming pig. If an unconscious or dead pig is being carried, then this check is an automatic success. A pig that is dropped runs in a straight line away from the closest person on initiative count 0 each round, moving at a speed of 30 feet. A pig will not run off the edge of the roof or into a pit.
- Passing a Pig:** A character can pass a pig to a teammate with an Interact action if they are adjacent to their target. Retrieving the pig uses the receiver's Reaction this turn. A character who wishes to pass the pig more than 5 feet must use the Throw Pig action.
- Throwing a Pig into a Pit:** In order to throw a pig into a pit, the thrower may use the Throw Pig action; however distances under 10 feet are not considered an automatic success and require a check against DC 15. A pig released into an adjacent pit is automatically successful.
- Intercepting a Pig:** A character can attempt to intercept a thrown pig if it passes through a square they threaten with a successful DC 24 Catch Pig attempt.
- Stealing a Pig:** A character can grab a pig out of another creature's hands with a successful Disarm attempt. On a Critical Success, the pig is stolen and restrained by the character who made the attempt. On a Success, the pig is stolen and grabbed and the character must roll 1d6 on the Squirming Pig table to determine how the pig reacts.

BLOOD PIG ACTIONS

GRAB PIG ➔

ATHLETICS SKILL ACTION

ATTACK

Requirements You have at least one free hand.

You attempt to grab the pig with your free hand. Attempt an DC 15 Athletics check. You can also Grab Pig to keep your hold on a pig you already grabbed.

Critical Success The pig is restrained and you automatically gain the benefits of the Slump entry on the Squirming Pig table until the end of your next turn.

Success The pig is grabbed until the start of your next turn.

Failure You fail to grab the pig. If you already had the pig restrained or grabbed, that condition ends and the pig breaks free.

THROW PIG ➔

ATHLETICS SKILL ACTION

ATTACK

Requirements You have a restrained pig.

You attempt to throw a pig. A pig thrown up to 10 feet is treated as an automatic Success on this check. If the pig is thrown more than 10 feet, make an Athletics check against DC 15 + 1 per 5 feet thrown past 10 feet.

Success You throw the pig at your intended target. They may attempt to Catch Pig if they have a free reaction this turn.

Failure The pig lands on the ground and falls prone.

Critical Failure The pig lands on the ground and immediately runs in a straight line away from the closest person on initiative count 0 each round, moving at a speed of 30 feet. A pig will not run off the edge of the roof or into a pit.

CATCH PIG ➔

ATHLETICS SKILL ACTION

Trigger You are targeted with a thrown pig or a pig is thrown through a square you currently threaten.

Requirements You must have a free hand but can Release anything you are holding as part of this reaction.

Attempt a DC 11 Athletics check to catch the pig.

Success You catch the pig and it gains the grabbed condition.

Failure The pig lands on the ground and falls prone.

Critical Failure The pig lands on the ground and immediately runs in a straight line away from the closest person on initiative count 0 each round, moving at a speed of 30 feet. A pig will not run off the edge of the roof or into a pit.

SQUIRMING PIG

d6 Result

- | | |
|---|---|
| 1 | Slump: The pig takes no action and simply hangs limp in the character's grasp. |
| 2 | Squirm: The carrier must succeed at a DC 15 Athletics check, or they drop the pig. |
| 3 | Squeal: The noise draws a hearty round of laughter from the emperor and the crowd. |
| 4 | Bite: The pig makes a +8 melee bite Strike against whoever is carrying it, dealing $1d4+1$ piercing damage on a success. |
| 5 | Kick: The pig begins kicking. The carrier must succeed at a DC 15 Acrobatics check or drop the pig. |
| 6 | Panic: The pig explodes into a fury of action; apply the results of a squeal, a bite, a squirm, and a kick all at once. |

CREATURES

EMPEROR'S THUG

See Area C2

CREATURE 6

PIGLET

CREATURE -1

House Cat (PFS #1-25: Grim Symphony pg. 9)

Melee Remove claw Strike

WOLVERINE

Wolverine (Pathfinder Bestiary 2 pg. 295)

CREATURE 2

PART 3. WRATH OF THE ARKONAS

D. ARKONA PALACE

SKILL CHECKS

- Religion DC 30 to identify images of Chamidu.

BAHOR'S OFFER

SKILL CHECKS

- Society DC 28 to have heard rumors of the Vivified Labyrinth.

D1. PALACE ENTRANCE

- Front Door: Hardness 10, HP 40, BT 20; *lock, good* (5 Thievery successes at DC 30)

D3. STATUE OF CHAMIDU

SKILL CHECKS

- **Religion DC 30 to identify statue as Chamidu.**

D4. GARDEN

- Palace Grounds Doors: Hardness 10, HP 40, BT 20; *lock, good* (5 Thievery successes at DC 30)

SKILL CHECKS

- Perception DC 23 to discern the balcony from walls.
- Perception DC 28 to discover the secret door under the Marble Elephant.

CREATURES

MARBLE ELEPHANT

CREATURE 7

Elephant (Pathfinder Bestiary pg. 154)

HUGE WATER ELEMENTAL

CREATURE 5

Living Waterfall (Pathfinder Bestiary pg. 152)

MARAI RAKSHASA

CREATURE 8

LE	MEDIUM	FIEND	RAKSHASA
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Perception +16; Darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +18, Deception +20, Diplomacy +18, Intimidation +18, Occultism +14, Performance +18, Stealth +16

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

AC 24; **Fort** +14, **Ref** +16, **Will** +18; +1 status to all saves vs. magic, +2 status to all saves vs. divine magic

HP 115; **Resistances** physical 10 (except piercing); **Weaknesses** good 10

Speed 25 feet

Melee ♦ fangs +18 (agile, magical), **Damage** 2d6+9 piercing plus marai venom

Ranged ♦ energy bolt +18 (evocation, magical, occult, range increment 60 feet), **Damage** varies; see Energy Bolt

Occult Spontaneous Spells DC 27 ; **4th** (4 slots) clairvoyance, dispel magic, enervation, phantasmal killer; **3rd** (4 slots) clairaudience, dispel magic, nondetection, vampiric touch; **2nd** (4 slots) blur, hideous laughter, invisibility; **1st** (4 slots) charm, magic missile, ray of enfeeblement; **cantrips (4th)** detect magic, ghost sound, mage hand, read aura, sigil

Occult Innate Spells DC 27 , **3rd** mind reading (at will);

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The marai rakshasa takes on the appearance of any Medium humanoid. This doesn't change the marai rakshasa's Speed or its attack and damage modifiers with its Strikes but changes the damage type its fangs Strikes deal (typically to bludgeoning). A marai rakshasa cannot use Marai Venom or Energy Bolt while in this form.

Energy Bolt The marai rakshasa's six snake arms spit bolts of energy. Each bolt deals 2d8+10 damage and has an additional effect based on its color, which can be avoided with a DC 25 save. Roll 1d6 to determine which arm blasts, and apply the following:

- 1 - Amethyst Viper: Cold damage plus clumsy 2 (Fortitude).
- 2 - Crimson Viper: Fire damage plus 2d4 persistent fire damage (Reflex).
- 3 - Emerald Viper: Acid damage plus sickened 1 (Fortitude).
- 4 - Magenta Viper: Electricity damage plus dazzled (1 round, Fortitude).
- 5 - Turquoise Viper: Sonic damage plus stunned 1 (Fortitude).
- 6 - Violet Viper: Force damage plus knocked prone (Reflex).

Marai Venom (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and drained 1 (1 round); **Stage 2** 1d6 poison damage, confused, and drained 1 (1 round); the confused effect has the emotion and mental traits.

D8. SMOKING DEN

- Smoking Case: Hardness 1, HP 1; *lock, average* (4 Thievery successes at DC 25)

HAZARDS

HUNGRY SMOKE

MAGICAL | TRAP

Stealth DC 24 Perception to notice the trap's runes

Description A summoning circle inlaid into the glass case detects intrusion attempts and summons a pair of elemental guardians.

Disable DC 26 Thievery (expert) to break the runes or dispel magic (3rd level; counteract DC 23) to counteract the rune

Summon Elementals ➔ (arcane, conjuration, summon)

Trigger A creature attempts to break the glass smoking case or pick its lock. **Effect** The trap causes smoke to pour in from the walls and summons two Smoke Belkers. The belkers roll initiative and begin their turns near the 20-foot high ceiling of the room. Unlike most summoned creatures, the belkers can use 3 actions each round and can use reactions.

CREATURES

SMOKER BELKER

NE | LARGE | ELEMENTAL | AIR

Variant belker (Pathfinder Bestiary 2 pg. 106)

Perception +16; Darkvision, smoke vision

Languages Auran

Skills Acrobatics +18, Stealth +18 (+20 in smoke)

Str +3, Dex +6, Con +4, Int -2, Wis +5, Cha +0

Smoke Vision The smoker belker ignores the concealed condition from smoke.

AC 27; **Fort** +15, **Ref** +19, **Will** +14

HP 78; **Immunities** bleed, paralyzed, poison, precision, sleep

Smoke Form The smoker belker can occupy the same space as other creatures.

Speed 25 feet, fly 40 feet

Melee ➔ claw +20 (agile), **Damage** 2d10+10 slashing

Melee ➔ wing +20 (agile, reach 10 feet), **Damage** 2d10+10 bludgeoning

Noxious Fumes ➔ **Requirements** The smoker belker occupies the same space as a Medium or smaller creature; **Effect** The smoker belker attempts to flow into the creature's lungs; the creature must attempt a DC 26 Fortitude save. On a failure, the creature

partially inhales the smoker belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the smoker belker by spending an action coughing and succeeding at a DC 26 Fortitude save. Most of the smoker belker remains outside the creature, so the smoker belker can still act normally. If the smoker belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.

Smoke Slash ➔ **Requirements** The smoker belker is partially inhaled by a creature; **Effect** The belker automatically deals its claw damage to the inhaling creature by forming a claw to slash and scrape the creature from within.

D9. TROPHY HALL

SKILL CHECKS

- Thievery DC 26 (expert) to unlock the display cases.

D11. BANQUET HALL

- Palace Grounds Doors: Hardness 10, HP 40, BT 20; *lock, good* (5 Thievery successes at DC 30)

D14. GUARD QUARTERS

CREATURES

MARAI RAKSHASA

CREATURE 8

See Area D4

D16. LEAVES OF GOLD AND GLITTER

- Vault Door: Hardness 18, HP 72, BT 36; *arcane lock* (8th level, counteract DC 36)
- Vault: *ward domain* (8th level, counteract DC 36), *wall of force* (8th level, counteract DC 36)
- Tree of Eternal Dawn: *illusory object* (8th level, counteract DC 36)
- Iron Chest: Hardness 18, HP 72, BT 36; *lock, good* (5 Thievery successes at DC 30)

SKILL CHECKS

- Religion DC 30 to recognize the Tree of Eternal Dawn.

D18. BAHOR'S ROOM

SKILL CHECKS

- Nature DC 28 to recognize the animal heads are off.
- Arcana DC 30 to recognize Rakshasa heads.

CREATURES

BAHOR

CREATURE 14

UNIQUE **LE** **MEDIUM** **FIEND** **RAKSHASA**

Variant male raja rakshasa (Pathfinder Bestiary 275)

Perception +25; Darkvision

Languages Common, Infernal, Vudrani

Skills Deception +29, Diplomacy +27, Intimidation +27, Occultism +24, Performance +25, Stealth +26

Str +4, **Dex** +7, **Con** +4, **Int** +3, **Wis** +2, **Cha** +5

Items +2 striking kukri, rakshasan third eye, wand of haste

AC 35; **Fort** +25, **Ref** +25, **Will** +24; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 235; **Resistances** physical 12 (except piercing);

Weaknesses good 10

Scoff at the Divine A creature within 30 feet casts a divine spell or uses a divine ability.

Requirements Bahor has an unexpended spell slot that can be used to cast dispel magic. **Effect** Bahor expends a spell slot that could be used to cast dispel magic and attempts to counteract the triggering spell or ability. Bahor can't Scoff at the divine for 1d4 rounds.

Speed 35 feet

Melee kukri +29 (agile, finesse, magical, trip), **Damage** 2d6+13 slashing

Melee fangs +27 (agile, magical), **Damage** 2d12+13 piercing

Melee claw +28 (agile, finesse, magical), **Damage** 2d8+13 slashing

Occult Spontaneous Spells DC 35, attack +27; **7th** (4 slots) prismatic spray, project image, warp mind; **6th** (4 slots) dominate, feeblemind, scrying; **5th** (4 slots) dispel magic, shadow blast, synaptic pulse; **4th** (4 slots) fly, soothe, suggestion; **3rd** (4 slots) dream message, hypnotic pattern, slow; **2nd** (4 slots) hideous laughter, mirror image, silence; **1st** (4 slots) charm, magic missile, ray of enfeeblement; **cantrips** (**5th**) detect magic, ghost sound, mage hand, read aura, sigil

Occult Innate Spells DC 35, 3rd mind reading (at will); **Change Shape** (concentrate, occult, polymorph, transmutation) Bahor takes on the appearance of any Medium humanoid. This doesn't change Bahor's Speed or his attack and damage modifiers with his Strikes but might change the damage type his Strikes deal (typically to bludgeoning). He typically loses his fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Disturbing Vision (concentrate, enchantment, mental, occult) Bahor's eyes flash green as he projects a telepathic wave in a 30-foot emanation. All creatures in the area are assailed by a vision of evil decadence from one of the Bahor's past lives. Each non-evil creature in the area must succeed at a DC 34 Will save or become sickened 2 (and stunned 1 on a critical failure). The visions last 1d4 rounds, and while they do, Bahor and all evil creatures in the area gain a +2 status bonus to all checks. Bahor can use this ability again only once the previous visions end.

D19. HIDDEN GARDEN

CREATURES

GARDEN GUARDIAN

CREATURE 8

N **MEDIUM** **FUNGUS** **GENIE** **PLANT**

Perception +16; Darkvision

Languages Common, Abyssal, Ignan, Infernal, Undercommon; telepathy 100 feet

Skills Acrobatics +14, Arcana +16, Crafting +14, Deception +13, Survival +17

Str +5, **Dex** +3, **Con** +3, **Int** +3, **Wis** +4, **Cha** +2

AC 26; **Fort** +17, **Ref** +15, **Will** +16

HP 135; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Attack of Opportunity

Worldbound The garden guardians are transformed jann that have been bound to the Material Plane by Vudrani magic. As a result, they do not have the ability to use plane shift as innate spells. Because of their unique nature, they also lack the create spawn ability possessed by most fungal creatures.

Speed 25 feet

Melee scimitar +20 (forceful +1, sweep), **Damage** 2d6+11 slashing

Melee fist +20 (agile, magical, nonlethal), **Damage** 1d4+11 bludgeoning plus fungal rot

Arcane Innate Spells DC 26 ; **2nd** create food, invisibility (x3), speak with animals; **1st** create water;

Change Size ➡ (arcane, concentrate, polymorph, transmutation); **Frequency** Once per day. **Effect** The garden guardian changes a creature's size. This works as a 4th-level enlarge or shrink spell but can target an unwilling creature (DC 25 Fortitude save negates).

Fungal Rot (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison plus enfeebled 1 (1 round); **Stage 2** 2d6 poison plus enfeebled 1 and drained 1 (1 round); **Stage 3** 3d6 poison plus enfeebled 1 and drained 1 (1 round)

Heave Spores ➡ The garden guardian hacks a cloud of fungal spores in a 30 foot cone. All living creatures within the area must immediately save vs. the effects of Fungal Rot.

D22. SECRET DUNGEON ENTRANCE

SKILL CHECKS

- Perception DC 28 to find the secret door.

D23. ARKONA PIER

- Stone Wall: *illusory object* (5th level, counteract DC 26)

CREATURES

ENORMOUS REEFCLAW

CREATURE 11

RARE CN HUGE ABERRATION AQUATIC

Variant reefclaw (Pathfinder Bestiary pg. 279)

Perception +22; Darkvision

Languages Common (can't speak any language)

Skills Acrobatics +23, Athletics +19 (+24 to swim)

Str +3, **Dex** +7, **Con** +4, **Int** -3, **Wis** +3, **Cha** +3

AC 32; **Fort** +21, **Ref** +23, **Will** +18

HP 175

Speed 10 feet, swim 30 feet

Melee ➡ claw +24 (reach 10 feet), **Damage** 2d10+10 slashing plus reefclaw venom and Grab

Constrict ➡ The enormous reefclaw deals 3d6 bludgeoning damage to any creatures grabbed or restrained by it. Creatures may attempt a basic Fortitude DC 28 Fortitude save.

Reefclaw Venom (poison); **Saving Throw** DC 28 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round), **Stage 2** 2d6 poison damage and enfeebled 2 (1 round). **Stage 3** 3d6 poison damage and enfeebled 3 (1 round).

D24. ARKONA TEMPLE

CREATURES

AVIDEXU

CREATURE 10

Raja Rakshasa (Pathfinder Bestiary pg. 275)

EMPEROR COBRA

CREATURE 6

Elite Emperor Cobra (Pathfinder Bestiary 2 pg. 245)

E. VIVIFIED LABYRINTH

INTRODUCTION

SKILL CHECKS

- Thievery DC 30 to unlock a rotation lever before 1 minute timer.
- Reflex DC 23 to step out of a transitional square during rotation. Failure results in 10d6 bludgeoning damage and being forced into an adjacent non-transitional square. This is considered Forced Movement.
- Acrobatics DC 20 to Balance during a rotation or be knocked prone.

VIMANDA

CREATURE 12

UNIQUE LE MEDIUM FIEND RAKSHASA

Female raja rakshasa monk

Perception +22; Darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +25, Athletics +23, Deception +26, Occultism +21, Performance +22, Stealth +21

Str +4, **Dex** +6, **Con** +4, **Int** +3, **Wis** +1, **Cha** +4

Items +1 striking kukri, javelin of lightning (x2), wand of dimension door

AC 33; **Fort** +19, **Ref** +24, **Will** +21; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 195; **Resistances** physical 10 (except piercing); **Weaknesses** good 10

Scoff at the Divine ➡ **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability.

Requirements Vimanda has an unexpended spell slot that can be used to cast dispel magic. **Effect** Vimanda expends a spell slot that could be used to cast dispel magic and attempts to counteract the triggering spell or ability. Vimanda can't Scoff at the divine for 1d4 rounds.

Speed 35 feet**Melee** ♦ kukri +26 (agile, finesse, magical, trip), **Damage** 2d6+14 slashing**Melee** ♦ fangs +23 (agile, magical), **Damage** 2d12+14 piercing**Melee** ♦ claw +24 (agile, finesse, magical), **Damage** 2d8+14 slashing

Occult Spontaneous Spells DC 31 ; **5th** (4 slots) dispel magic, hallucination, shadow blast; **4th** (4 slots) clairvoyance, dispel magic, fly, suggestion; **3rd** (4 slots) clairaudience, dispel magic, nondetection, vampiric touch; **2nd** (4 slots) blur, hideous laughter, invisibility; **1st** (4 slots) charm, illusory object, item facade; **cantrips (6th)** detect magic, ghost sound, mage hand, read aura, sigil

Occult Innate Spells DC 31, **3rd** mind reading (at will);

Change Shape ♦ (concentrate, occult, polymorph, transmutation) Vimanda takes on the appearance of any Medium humanoid. This doesn't change Vimanda's Speed or her attack and damage modifiers with her Strikes but might change the damage type her Strikes deal (typically to bludgeoning). She typically loses her fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Flurry of Blows ♦ (flourish) Vimanda makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply her multiple attack penalty to the Strikes normally.

Stunning Fist The focused power of Vimanda's flurry threatens to overwhelm her opponent. When she targets the same creature with two Strikes from her Flurry of Blows, she can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a DC 30 Fortitude save or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Skills Arcana +20, Athletics +22, Deception +19, Diplomacy +19, Intimidation +22, Occultism +20, Bardic Lore +23

Str +7, Dex +1, Con +4, Int +6, Wis +5, Cha +5

Bardic Lore Darksphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Darksphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

AC 30; **Fort** +19, **Ref** +17, **Will** +22

HP 175; **Immunities** fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Speed 35 feet, **fly** 40 feet

Melee ♦ claw +23 (agile), **Damage** 2d6+10 slashing plus 1d6 evil and infernal wound

Occult Innate Spells DC 29 ; **5th** synaptic pulse, remove curse; **4th** clairaudience (at will), clairvoyance (at will), darkness, read omens; **3rd** dispel magic, locate; **2nd** detect magic; **Constant (5th)** tongues; **(2nd)** see invisibility

Claw Rake ♦♦♦ Sivit rears back on her hind legs and makes two claw Strikes at the same target, using the same attack bonus as her highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.

Infernal Wound (divine, necromancy) Sivit's claw Strike also deals 3d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery. The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 29 counteract check or the magic fails to heal the creature.

Pounce ♦ Sivit Strides and makes a Strike at the end of that movement. If Sivit began this action hidden, she remains hidden until after the attack.

Warding Glyph Once per week, Sivit can create a magical symbol as though casting a heightened glyph of warding spell. Sivit usually shapes the glyph to take the form of a fiendish symbol, and attunes it to deactivate in the presence of a Lawful Evil creature. A creature of any other alignment and not being escorted by a Lawful Evil creature must succeed at a DC 29 Will save or suffer one of the following spell effects, chosen by Sivit when creating the symbol: synaptic pulse (5th), charm (4th), fear (3rd), phantom pain (3rd), sleep (3rd).

SIVIT, LADY OF THE LABYRINTH

CREATURES

SIVIT

CREATURE 10

RARE	LE	LARGE	FIEND	SPHINX
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Perception +21; Darkvision; detect magic, see invisibility

Languages Common, Infernal, Undercommon, Sphinx

E1. DUNGEON ENTRANCE

- East Passage Wall: *illusory object* (5th level, counteract DC 26)

E2. LABYRINTH ENTRANCE

- Perception DC 23 to notice gaps in ceiling and floor.

E4. CORRUPTED POOL

HAZARDS	
CORRUPTED POOL	HAZARD 7
MECHANICAL	TRAP
Stealth DC 25 (expert) to notice the faint scent of chemicals.	
Description A five-foot-diameter pool of crystal-clear water that is infused with a colorless, tasteless, and nearly odorless Vudrani scorpion venom.	
Disable Crafting DC 25 to introduce reagents to nullify the water's poison	
AC 25; Fort +15, Ref +14	
Hardness 14; HP 56 (BT 28); Immunities acid, critical hits, object immunities, precision damage	
Envenomed Waters Trigger A creature drinks from the pool. Effect The creature must attempt a Fortitude save against the effects of Vudrani Scorpion Venom.	
Vudrani Scorpion Venom (poison) Saving Throw DC 25 Fortitude; Maximum Duration 6 rounds; Stage 1 1d10 poison damage and enfeebled 1 (1 round); Stage 2 2d10 poison damage and enfeebled 2 (1 round); Stage 3 2d10 poison damage and enfeebled 3 (1 round)	

E5. REFRESHING POOL

- Any creature that drinks from the pool is healed 5d8 HP. This healing has the divine and positive traits.

HAZARDS	
SYMBOL OF FEAR	HAZARD 7
MAGICAL	TRAP
Description A symbol of fear is imbued into the wall opposite the entrance to this room.	
Disable Thievery DC 27 (expert) to chip away the symbol while Averting your Gaze, or Dispel Magic (3rd level; Counteract DC 29) to counteract the symbol	
Insanity Mist (inhaled, poison) Saving Throw DC 25 Fortitude; Maximum Duration 1 hour; Stage 1 enfeebled 1 and stupefied 1 (1 minute); Stage 2 enfeebled 2 and stupefied 2 (10 minutes); Stage 3 fatigued, enfeebled 4, and stupefied 4 (1 hour)	

Terrorize the Righteous (emotion, enchantment, fear, mental); **Trigger** A non-lawful evil creature looks at the symbol. **Effect** The creature looking at the symbol must succeed a DC 29 Will save or be subjected to the effects of the *fear* spell (Pathfinder Core Rulebook pg. 337). The symbol is rendered inert after it has been activated 5 times.

E6. HALL OF PAIN

HAZARDS	
SYMBOL OF PAIN	HAZARD 7
MAGICAL	TRAP
Description A symbol of pain is imbued into the floor of this room.	
Disable Thievery DC 27 (expert) to chip away the symbol while Averting your Gaze, or Dispel Magic (3rd level; Counteract DC 29) to counteract the symbol	
Torment the Righteous (illusion, mental, nonlethal); Trigger A non-lawful evil creature looks at the symbol. Effect The creature looking at the symbol must succeed a DC 29 Will save or be subjected to the effects of the <i>phantom pain</i> spell (Pathfinder Core Rulebook pg. 357) heightened to 3rd level.	

E7. THREE FLAVORS OF VENOM

HAZARDS	
INSANITY MIST CHEST	HAZARD 7
MECHANICAL	TRAP
Stealth DC 27 (expert) to notice fumes seeping out when cracked open	
Description A chest with the engraving "Breathe deep your salvation" and filled with Insanity Mist.	
Disable Thievery DC 26 to filter the mist with cloth and water	
AC 25; Fort +0, Ref +0	
Hardness 0; HP 1; Immunities critical hits, object immunities, precision damage	
Mist Release Trigger The chest is opened. Effect All creatures within 30 feet of the chest must make a Fortitude save vs. the effects of Insanity Mist.	

Insanity Mist (inhaled, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 1 hour; **Stage 1** enfeebled 1 and stupefied 1 (1 minute); **Stage 2** enfeebled 2 and stupefied 2 (10 minutes); **Stage 3** fatigued, enfeebled 4, and stupefied 4 (1 hour)

TERINAV TREATED CHEST**HAZARD 7****MECHANICAL** | **TRAP**

Stealth DC 27 (expert) to notice the dried poison flakes on the wood

Description An ornate chest bearing the engraving "By gentle caress shall truth be known" and coated with Terinav root poison.

Disable Thievery DC 26 to wipe the poison away

AC 25; **Fort** +0, **Ref** +0

Hardness 0; **HP** 1; **Immunities** critical hits, object immunities, precision damage

Poisoned Chest ➔ **Trigger** A creature touches the chest. **Effect** The creatures must attempt a Fortitude save vs. the effects of Terinav root poison.

Terinav Root Poison (contact, poison) **Saving Throw**

DC 30 Fortitude; **Onset** 1 minute; **Maximum**

Duration 6 minutes; **Stage 1** clumsy 1 and -5-foot status penalty to all Speeds (1 minute); **Stage 2** clumsy 2 and -10-foot status penalty to all Speeds (1 minute); **Stage 3** clumsy 3, flat-footed, and -15-foot status penalty to all Speeds

CREATURES**BLOOD COBRA****CREATURE 2**

Giant Viper (Pathfinder Bestiary pg. 303)

E9. THE BITING TIGERS**SKILL CHECKS**

- Perception DC 31 to discover the secret door.

HAZARDS**BITING TIGERS****HAZARD 10****COMPLEX** | **MECHANICAL** | **TRAP**

Stealth +22 (expert);

Description The tiger heads on the walls of the chamber animate and viciously attack anyone within reach.

Disable Thievery DC 31 (expert) to disconnect each tiger head from the wall or Perception DC 29 to notice the bypass switch at the entrance of the room

AC 30; **Fort** +22, **Ref** +14; (each head)

Hardness 10; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Vicious Bite ➔ **Trigger** 1 round after the first creature enters the room. **Effect** Each tiger head makes a bite Strike against any creature within its reach, then rolls for initiative.

Routine ➔ The trap uses each action to make a bite Strike against a creature within reach. Only one action may be used per tiger head, to a maximum of three heads each round.

Melee ➔ bite +26 **Damage** 2d12+13 piercing plus 1d6 persistent bleed damage on a critical hit

Reset The trap deactivates and resets if there are no creatures present in the room or once the bypass switch is flipped.

E10. THE FANGS OF DIOMAZUL**SKILL CHECKS**

- Religion DC 31 to identify the statue of Diomazul.

HAZARDS**FANGS OF DIOMAZUL****HAZARD 10****COMPLEX** | **MECHANICAL** | **TRAP**

Stealth +22 (expert)

Description Curved blades spring out from the base of the well and spin furiously around the room, striking anyone on the ground near the well.

Disable Thievery DC 31 (expert) to jam the blades or Perception DC 29 to notice the bypass switch at the entrance of the room

AC 30; **Fort** +22, **Ref** +16

Hardness 19; **HP** 72 (BT 36); **Immunities** critical hits, object immunities, precision damage

Spin Blades ➔ **Trigger** 1 round after a creature enters the room. **Effect** The trap makes a whirling blade Strike against any creature standing on the ground within 5 feet of the well, then rolls for initiative. While the trap is activated, all squares within 5 feet of the base of the well are treated as difficult terrain.

Routine On its turn each round, the trap's blades spin, making whirling blade Strikes against any creature standing on the ground within 5 feet of the well.

Melee whirling blade +25 **Damage** 2d12+13 slashing plus 1d6 persistent bleed damage and -10 move speed on a critical success

Reset The trap deactivates and resets when there are no creatures left in the room or when the bypass switch is flipped.

E11. THE WAILING MAIDENS

HAZARDS	
WAILING MAIDENS	HAZARD 10
COMPLEX MAGICAL MECHANICAL TRAP	
Stealth +22 (expert)	
Description A cruel trap that lifts the floor into slopes to slide intruders in front of deadly iron maidens that stun and stab with deadly spikes.	
Disable Thievery DC 31 (expert) to immobilize the lifting floor plates or Perception DC 29 to notice the bypass switch at the entrance of the room	
Slide, Scream, and Skewer ↳ Trigger 2 rounds after a creature has entered the room. Effect Each square in the room not flanked by an iron maiden rises up in a 45-degree angle facing south. Any creature caught in an affected square must succeed against a DC 22 Reflex save or be moved into the adjacent square to the south. This effect is forced movement. Then immediately after, each iron maiden on the western wall uses maiden's scream and the trap rolls for initiative.	
Routine On the trap's turn each round, the iron maidens along the walls open to reveal an interior lined with spikes. The spikes extend on poles, making a spike skewer Strike against any creature standing in an adjacent square. The spikes then retract into their respective iron maidens.	
Melee spike skewer +26 Damage 2d10+13 piercing	
Maiden's Scream (auditory, incapacitation, occult, sonic) A deafening shriek emits from each iron maiden along the walls. Any creature adjacent to an iron maiden must attempt a DC 24 Fortitude save.	
Critical Success The creature is deafened for 1 round.	
Success The creature is stunned 1 and deafened for 1 round.	
Failure The creature is stunned 2 and deafened for 1 minute.	
Critical Failure The creature is stunned for 1 round and deafened for 1 minute.	
Reset The trap deactivates and resets after it has repeated its routine for 4 rounds. The trap takes 1 minute after this to fully reset, filling the room with ominous clicking and grinding. The trap also deactivates and starts to reset once the bypass switch is flipped.	

E12. THE STINGING WASPS

HAZARDS	
STINGING WASPS	HAZARD 10
COMPLEX MECHANICAL TRAP	
Stealth +22 (expert)	
Description Thousands of 6-inch-long needles stab out of the walls, floor, and ceiling of this room in waves, creating a beautiful rippling effect.	
Disable Thievery DC 31 (expert) to jam enough needle holes to prevent the wave from continuing or Perception DC 29 to notice the bypass switch at the entrance of the room.	
Needle Wave ↳ Trigger 1 round after a creature enters this room. Effect A wave of needles ripples along the room. The trap makes a numbing needle Strike against any creature standing in this room or climbing its walls, then rolls for initiative. While this trap is activated, this room is considered to be difficult terrain.	
Routine On the trap's turn each round, the wave continues around the room and the trap makes a numbing needle Strike against any creature standing in this room or climbing its walls.	
Melee numbing needle +28 Damage 1d8+13 piercing plus giant wasp venom	
Giant Wasp Venom (poison) Saving Throw DC 25 Fortitude; Maximum Duration 6 rounds; Stage 1 2d6 poison damage and clumsy 1 (1 round); Stage 2 3d6 poison damage and clumsy 2 (1 round); Stage 3 4d6 poison and clumsy 2 (1 round)	
Reset The trap deactivates and resets when there are no creatures standing in this room or when the bypass switch has been flipped.	

E13. MEDITATION CHAMBER

SKILL CHECKS
<ul style="list-style-type: none"> Occultism DC 28 to understand the effects of the sonorous stone.

CREATURES	
VIMANDA	CREATURE 12
See entry Vimanda	

ITEMS

SONOROUS STONE

ITEM 15

RARE	ARTIFACT	NECROMANCY	EMOTION	HEALING
MENTAL	OCCULT			

Bulk 40

A six-inch-tall bronze dais on the floor in the middle of this otherwise empty room supports a polished column of black marble. The black stone seems to be vibrating softly, filling the air with a faint hum. Any creature that spends 1 minute within 5 feet of an active sonorous stone receives the benefits of a *calm emotions* spell.

In addition, a creature that touches an active sonorous stone is targeted by a *restoration* spell that also allows it to recall up to 3 three expended spell slots - the spells are prepared again or spell slots are once again available, just as if they had never been used. A sonorous stone can be activated in this manner up to four times per month, after which it becomes dormant for 1 month while it rebuilds its charge.

E14. HIDDEN LEVER

SKILL CHECKS

- Perception DC 30 to discover the secret door.

E18. HALL OF SLUMBER

HAZARDS

SYMBOL OF SLEEP

HAZARD 7

MAGICAL	TRAP
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Description A symbol of sleep is imbued into the floor of this room.

Disable Thievery DC 27 (expert) to chip away the symbol while Averting your Gaze, or Dispel Magic (3rd level; Counteract DC 29) to counteract the symbol

Subdue the Righteous  (enchantment, incapacitation, mental, sleep); **Trigger** A non-lawful evil creature looks at the symbol. **Effect** The creature activating the symbol must succeed at a DC 29 Will save or be subjected to the effects of the sleep spell (Pathfinder Core Rulebook pg. 370).

E19. HALL OF STUNNING

HAZARDS

SYMBOL OF STUNNING

HAZARD 8

MAGICAL	TRAP
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Description A symbol of stun is imbued into the floor of this room.

Disable Thievery DC 27 (expert) to chip away the symbol while Averting your Gaze, or Dispel Magic (5th level; Counteract DC 29 to counteract the symbol

Stun the Righteous  (enchantment, incapacitation, mental); **Trigger** A non-lawful evil creature looks at the symbol. **Effect** The creature activating the symbol must succeed at a DC 29 Will save or be subjected to the effects of the *synaptic pulse* spell (Pathfinder Core Rulebook pg. 376).

E20. SIVIT'S THRONE

SKILL CHECKS

- Perception DC 26 to notice the key under the throne cushion.
- Thievery DC 30 to unlock Vencarlo's manacles.

CREATURES

VENCARLO ORISINI

CREATURE 10

UNIQUE	CG	MEDIUM	HUMANOID	HUMAN
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Male human vigilante

Perception +22

Languages Common, Elven, Varisian

Skills Deception +22, Diplomacy +19, Intimidation +22, Society +18, Stealth +20, Thievery +18

Str +5, **Dex** +5, **Con** +2, **Int** +3, **Wis** +5, **Cha** +5

Vigilante As a vigilante, Vencarlo has two faces: a public persona, and a secret identity that lets him hide his extralegal actions from polite society.

Items infiltrator thieves' tools, lesser darkvision elixir, +1 leather armor, +1 striking rapier, +1 striking dagger

AC 29; **Fort** +16, **Ref** +22, **Will** +19

HP 170

Safe House While within his home, Vencarlo is considered under the effects of *nondetection*.

Speed 25 feet

Melee  rapier +22 (deadly 1d8, disarm, finesse, magical), **Damage** 2d6+9 piercing

Melee dagger +20 (agile, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing

Melee ♦ fist +20 (agile, finesse, nonlethal), **Damage** 1d4+7 bludgeoning

Hidden Blade ♦ **Frequency** once per round; **Effect** Vencarlo draws a weapon and then Strikes with it. The target of the Strike is flat-footed against the attack.

Sneak Attack Vencarlo deals an extra 2d6 precision damage to flat-footed creatures.

Startling Appearance ♦ (emotion, fear, mental, vigilante); **Requirements** Vencarlo is completely unnoticed by the target creature. **Effect** Vencarlo can startle foes who are unaware of his presence. Vencarlo makes a Strike against a target. That creature is flat-footed against this Strike, as normal. If the Strike hits, the target remains flat-footed for the rest of Vencarlo's turn and is frightened 1 (frightened 2 on a critical hit).

Special When found in **Area E20**, Vencarlo's HP is currently 0, has no items in his possession, and can only use fist Strikes.

Speed 30 feet

Melee ♦ longsword +21 (magical, versatile P), **Damage** 2d8+13 slashing

Melee ♦ spear +21 (magical, thrown 20 feet), **Damage** 2d6+13 piercing

Melee ♦ kukri +21 (agile, finesse, magical), **Damage** 2d6+13 slashing

Melee ♦ flail +21 (magical), **Damage** 2d6+13 bludgeoning

Occult Innate Spells DC 25; **4th** darkness; **3rd** haste; **2nd** illusory disguise (at will), see invisibility (at will);

Multiweapon Mastery Upasunda have trained to master the use of multiple weapons in combat. For each Strike that uses a different weapon than the weapon used on its previous Strike, the upasunda's multiple attack penalty for attacks is -3 (-2 with an agile weapon) on its second attack of the turn instead of -5, and -6 (-4 with an agile weapon) on its third or subsequent attack of the turn, instead of -10.

Whirlwind Strike ♦♦♦ The upasunda attacks all nearby adversaries with a whirlwind of weaponry. It makes a melee Strike against each creature within its reach. Each attack counts toward its multiple attack penalty but does not increase its penalty until it has made all its attacks.

E21. TORTURE CHAMBER

CREATURES

SENSHIIR

CREATURE 9

LE MEDIUM FIEND ASURA

Female upasunda asura

Perception +18; Darkvision, all-around vision

Languages Common, Abyssal, Infernal, Undercommon

Skills Acrobatics +18, Athletics +21, Deception +17, Intimidation +18, Stealth +17

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +4, **Cha** +2

Items +1 striking flail, +1 striking kukri, +1 striking longspear, +1 striking longsword

AC 27; **Fort** +21, **Ref** +18, **Will** +18

HP 175, Regeneration 30 (deactivated by good or holy); **Immunities** sleep effects, disease, poison;

Weaknesses good 10

Attack of Opportunity ♦

Eyes Everywhere The upasunda is not considered flatfooted to hidden, undetected, or flanking creatures.

NEOLANDUS KALEPOPOLIS

CREATURE 5

Advisor (Pathfinder Gamemastery Guide pg. 208)

Special When found in **Area E21**, Neolandus is unconscious at 0 hp, and has no items.

E23. THE GIZZARD

CREATURES

RAJAMBARI

CREATURE 8

NE HUGE UNDEAD MINDLESS SKELETON

Perception +15; Darkvision

Skills Athletics +19, Intimidation +17

Str +8, **Dex** +0, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2

AC 24; **Fort** +18, **Ref** +11, **Will** +15

HP 155, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances cold 5, electricity 5, fire 5, piercing 5, slashing 5

Servile A rajambari's method of creation makes it far easier to command, and when affected by any spell or effect that allows command over undead creatures, the duration of the effect is doubled. A rajambari can understand the spoken commands of any creature that successfully commands it, regardless of the language.

Speed 35 feet

Melee ♦ tusk +19 (reach 15 feet), **Damage** 3d8+10 piercing

Melee ♦ foot +19 (reach 10 feet), **Damage** 2d10+10 bludgeoning

Dual Tusks ♦ The rajambari makes two tusk Strikes, each against a different creature. This counts as two attacks for the rajambari's multiple attack penalty, but the penalty doesn't increase until after both attacks.

Explosive Death When the Rajambari is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 4d6 slashing damage with a basic Reflex save.

Trample ♦♦ Large or smaller, foot, DC 27



A History
of
Ashes

ADVANCEMENT TRACK

- The PCs should begin Chapter 4 at 10th level, and should be very close to reaching 11th level.
- The PCs should reach 11th level early in the chapter, preferably before they begin undertaking any of the quests to gain the Shoanti's respect.
- The PCs should reach 12th level once they have completed most of the quests, and should not assault Deathhead Vault until reaching 12th level.
- The PCs should reach 13th level by the end of the chapter.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure (To be used by GM)
10th	Consumable	Kallow Mounds, Shoanti Trials, Flameford	
10th	Consumable	Kallow Mounds, Shoanti Trials, Flameford	
11th	Permanent	Kallow Mounds, Shoanti Trials, Flameford	
11th	Permanent	Kallow Mounds, Shoanti Trials, Flameford	
11th	Consumable	Kallow Mounds, Shoanti Trials, Flameford	
11th	Consumable	Kallow Mounds, Shoanti Trials, Flameford	
11th	Consumable	Deathhead Vault	
11th	Consumable	Deathhead Vault	
12th	Permanent	Kallow Mounds, Shoanti Trials, Flameford	
12th	Permanent	Kallow Mounds, Shoanti Trials, Flameford	
12th	Permanent	Deathhead Vault	
12th	Permanent	Deathhead Vault	
12th	Consumable	Kallow Mounds, Shoanti Trials, Flameford	
12th	Consumable	Kallow Mounds, Shoanti Trials, Flameford	
12th	Consumable	Deathhead Vault	
12th	Consumable	Deathhead Vault	
13th	Permanent	Deathhead Vault	
13th	Permanent	Deathhead Vault	
13th	Consumable	Deathhead Vault	
13th	Consumable	Deathhead Vault	
Gold	2,800 gp	Kallow Mounds, Shoanti Trials, Flameford	
Gold	4,000 gp	Deathhead Vault	

PART I. THE ROAD NORTH

THE JOURNEY BEGINS

THE ASHWING GARGOYLES

CREATURES

ASHWING GARGOYLE

CREATURE 6

Elite Gargoyle (Pathfinder Bestiary pg. 161)

THE CINDERLANDER

CREATURES

THE CINDERLANDER

CREATURE 12

UNIQUE	N	MEDIUM	HUMANOID	HUMAN
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Male cinderlands ranger

Perception +25

Skills Nature +22, Survival +25

Str +5, **Dex** +7, **Con** +5, **Int** +5, **Wis** +4, **Cha** +5

Items Vindicator (+2 striking repeating heavy crossbow), repeating heavy crossbow magazine (10), +2 striking handaxe, +1 resilient mithral chain shirt, ring of fire resistance

AC 32; **Fort** +19, **Ref** +25, **Will** +22

HP 215

Attack of Opportunity ♦ The Cinderlander can use Attack of Opportunity with ranged weapons if the triggering creature is within 5 feet.

Speed 25 feet

Melee ♦ handaxe +22 (agile, thrown 10 feet), **Damage** 2d6+12 slashing

Ranged ♦ vindicator +24 (range increment 120 feet, repeating), **Damage** 2d10+14 piercing

Enemy of the Shoanti The Cinderlander can use Hunt Prey against Shoanti creatures as a free action.

Hunt Prey ♦ (concentrate) The Cinderlander designates a single creature as his prey and focuses his attacks against that creature. He gains a +2 circumstance bonus to Perception checks when he takes the Seek action to find his prey and a +2 circumstance bonus to Survival checks when he Tracks his prey. He also ignores the penalty for making ranged attacks within his second range increment against the prey he is hunting.

Hunter's Precision The first time the Cinderlander successfully Strikes his hunted prey in a round, he also deals 2d8 additional precision damage.

Repeating Shot ♦ The Cinderlander makes two vindicator Strikes using his current multiple attack penalty. If both attacks hit the same creature, combine the damage and apply resistances and weaknesses only once. This counts as two attacks when calculating the Cinderlander's multiple attack penalty.

NEVERFAR

CREATURE 12

N	LARGE	ANIMAL
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Firepelt cougar mature animal companion

Perception +19; Low-Light Vision, Scent (imprecise 30 feet)

Skills Acrobatics +22, Athletics +19, Stealth +22, Survival +19

Str +4, **Dex** +6, **Con** +3, **Int** -4, **Wis** +3, **Cha** +0

AC 32; **Fort** +19, **Ref** +22, **Will** +19

HP 112

Speed 35 feet

Melee ♦ jaws +22 (finesse, magical), **Damage** 2d6+7 piercing

Melee ♦ claw +22 (agile, finesse, magical), **Damage** 2d4+7 slashing

Flanking Strike Neverfar deals 2d4 extra precision damage to flat-footed targets.

Hunt Together If the Cinderlander has designated a Hunt Prey target, Neverfar assaults the prey without being ordered. If the Cinderlander has not used the Command an Animal action, Neverfar may still use 1 action each turn to Stride towards or Strike the Cinderlander's designated prey.

Pounce ♦ Neverfar Strides and then Strikes. If it was undetected at the start of its Pounce, it remains undetected until after the attack.

PART 2. TRIALS OF RESPECT

INTRODUCTION

SKILL CHECKS

- Nature or Survival DC 28 to know the location of Kallow Mounds.

RESPECT POINTS

SKILL CHECKS

- Trophies: Society DC 24 to know the Shoanti tradition of trophy hunting.

KALLOW MOUNDS

SKILL CHECKS

- Society DC 24 to recognize the Skoan-Quah warning markers.

KROJUN'S ARRIVAL

SKILL CHECKS

- Society DC 26 to recognize the sredna headband.
- Society or Diplomacy DC 31 to Gather Information on Krojun.

CREATURES

KROJUN EATS-WHAT-HE-KILLS CREATURE 12

UNIQUE N MEDIUM HUMANOID HUMAN

Male shoanti barbarian

Perception +22

Skills Acrobatics +22, Athletics +27 (+29 for attack actions), Intimidation +21, Survival +21

Str +7, **Dex** +2, **Con** +7, **Int** +4, **Wis** +2, **Cha** +2

Items +2 striking thundering maul, +1 striking klar

AC 33; **Fort** +25, **Ref** +22, **Will** +20

HP 270

No Escape **Trigger** A foe within reach attempts to move away from Krojun. **Effect** Krojun may Stride up to his Speed, following the foe and keeping it in reach throughout its movement until it stops moving or Krojun has moved his full Speed.

Speed 25 feet

Melee maul +24, **Damage** 2d12+14 bludgeoning plus 1d6 sonic

Melee klar +24, **Damage** 2d4+14 piercing

Rage As the barbarian class ability; 32 AC, +19 HP, +6 melee damage

Swipe Krojun makes a wide, arcing swing. Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within Krojun's melee reach and adjacent to the other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for Krojun's multiple attack penalty.

Knockback If Krojun's last action was a successful Strike, Krojun may push the foe back 5 feet, with the effects of a successful Shove. Krojun can follow the foe as normal for a successful Shove.

Thunder and Fang Whenever Krojun is using both a maul and a klar, he may treat the maul as if it were one-handed weapon. Whenever Krojun succeeds on a klar Strike, this action also counts as Raising a Shield, granting Krojun a +2 circumstance bonus to his AC until the start of his next turn.

ITEMS

KLAR

Price 1 gp; **Bulk** 1

AC Bonus +2

Speed Penalty -

Hardness 3; **Hit Points** 16; **Broken Threshold** 8; **Repair DC** 16

Damage 1d4 P

A klar has a shield spike permanently attached and is treated as both a weapon and a shield and can have weapon runes etched into it. The traditional form of this tribal weapon is a short metal blade bound to the skull of a large horned lizard, but a skilled smith can craft one entirely out of metal.

Gaining the klar's circumstance bonus to AC requires using the Raise a Shield action

Critical Specialization Effect (Shield) You knock the target back from you 5 feet. This is forced movement

UNCOMMON SHIELD

THE BONE COUNCIL FIRE

SKILL CHECKS

- Seek the Thrallkeeper's Mark: Arcana or Society DC 31 to recognize Thrallkeeper mark as a Sihedron rune.

SKOAN-QUAH SUPPORT

CREATURES

SKOAN-QUAH BONESLAYER

CREATURE 5

CN MEDIUM HUMANOID HUMAN

Perception +12

Languages Common, Shoanti

Skills Medicine +12, Religion +13, Stealth +12, Survival +13

Str +2, **Dex** +4, **Con** +4, **Int** +4, **Wis** +2, **Cha** +5

Mystery of Bones Once per day, the skoan-quah boneslayer may re-align himself with the negative energies of death. Until the next day, the skoan-quah boneslayer is healed by negative energy and harmed by positive energy as if he were undead.

Items +1 striking composite longbow

AC 21; Fort +9, Ref +12, Will +15

HP 75

Divine Aegis ♦ (abjuration, divine, oracle); **Trigger** The skoan-quah boneslayer attempts a saving throw against a magical effect, but has not rolled yet.

Effect The skoan-quah boneslayer summons divine energy to shield himself, offering protection against other traditions but leaving him exposed to other divine effects. Until the beginning of his next turn, he gains a +1 circumstance bonus to saving throws against non-divine magical effects, but also takes a -1 circumstance penalty to saves against divine effects.

Speed 25 feet

Melee ♦ maul +12, **Damage** 1d12+6 bludgeoning

Ranged ♦ composite longbow +14 (deadly d10, propulsive, volley), **Damage** 2d8+7 piercing

Divine Spontaneous Spells DC 21; **3rd** (2 slots) bind undead, harm, remove disease, vampiric touch; **2nd** (3 slots) death knell, dispel magic, gentle repose; **1st** (3 slots) disrupting weapons, harm, spirit link; **cantrips (3rd)** chill touch, disrupt undead, know direction, stabilize

Revelation Spells 1 Focus Point, DC 21, **3rd** soul siphon;

Hunted Shot ♦ (flourish) The skoan-quah boneslayer makes two composite longbow strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply multiple attack penalties to each Strike normally.

INTO THE CINDERLANDS

SKILL CHECKS

- Perception DC 38 to recognize Krojun as leader of the trailing party.

A. ACROPOLIS OF THE THRALLKEEPERS

ACROPOLIS FEATURES

SKILL CHECKS

- Thievery DC 24 to jam the door open.
- Acrobatics DC 29 to avoid being pinned by door or Athletics DC 29 to hold it open.

A CROWDED DUNGEON

SKILL CHECKS

- Sklar-Quah: Diplomacy DC 31 or Intimidation DC 27 to convince the Sklar-Quah to assist against the Red Mantis.

CREATURES

RED MANTIS ASSASSIN

CREATURE 9

LE MEDIUM HUMANOID

Perception +18

Languages common

Skills Acrobatics +19, Athletics +15, Deception +14, Intimidation +12, Religion +16, Society +14, Stealth +21, Thievery +17

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0

Items +1 striking sawtooth saber (2), dagger (2), lesser alchemist's fire (2), moderate potion of fire resistance (2), leather armor, mask of the mantis

AC 28; **Fort** +14, **Ref** +21, **Will** +16

HP 150

Crimson Shroud ♦ The red mantis assassin swathes itself in a veil of red mist for 1 minute. While the shroud is active, it gains fast healing 4. The red mantis assassin can Interact with its shroud, swirling it around themselves, to gain a +1 circumstance bonus to AC until the beginning of its next turn. Finally, if the red mantis assassin dies while the shroud is active, they can choose to have their entire body vanish into red mist, leaving behind only their gear; they make this choice when they activate Crimson Shroud.

Crimson Sight Red mantis assassins are immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Deny Advantage The red mantis assassin isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

Speed 25 feet

Melee ♦ +1 striking sawtooth saber +22 (agile, magical, twin), **Damage** 2d6+11 slashing

Melee ♦ dagger +21 (agile, versatile S), **Damage** 1d4+11 piercing

Ranged ♦ dagger +21 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Divine Prepared Spells DC 25; **3rd** hypnotic pattern; **2nd** invisibility; **1st** fleet step; **cantrips (3rd)** ghost sound, message

Sneak Attack The red mantis assassin deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flatfooted to the red mantis assassin.

KROJUN EATS-WHAT-HE-KILLS

CREATURE 12

See Krojun's Arrival

SKLAR-QUAH THUNDERCALLER

CREATURE 7

N	MEDIUM	HUMANOID	HUMAN
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Perception +16

Languages Common, Shoanti

Skills Acrobatics +15, Athletics +17, Occultism +15, Performance +17, Survival +13

Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4

Items +1 hide armor, +1 striking totem spear, shoanti war paint (silver)

AC 24; **Fort** +12, **Ref** +15, **Will** +16

HP 115

Speed 25 feet

Melee ♦ totem spear +16 (versatile S), **Damage** 2d8+9 piercing

Ranged ♦ totem spear +14 (thrown 10 feet, versatile S), **Damage** 2d8+6 piercing

Occult Spontaneous Spells DC 25; **4th** (2 slots) soothe, dispel magic; **3rd** (3 slots) fear, heroism, haste; **2nd** (3 slots) darkvision, resist energy, restoration; **1st** (3 slots) alarm, endure, true strike; **cantrips (4th)** daze, detect magic, guidance, light, prestidigitation

Bard Composition Spells 1 Focus Point, DC 25, **4th** counter performance; **cantrips (4th)** inspire courage, inspire defense, song of strength

Courageous Advance ♦ (auditory, concentrate) With a rousing call, the Sklar-Quah Thundercaller exhorts an ally to advance. If its next action is to cast the inspire courage composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to Stride.

A1. THRALLKEEPER'S WALK

SKILL CHECKS

- Survival DC 15 to recognize the human tracks.
- Survival DC 27 to follow the trail.

A2. POOL OF THE HAVERO

SKILL CHECKS

- Perception DC 31 to notice the hidden gaps.
- Survival DC 27 to follow the Sklar trail.

CREATURES

HAVERO TENTACLE

CREATURE 8

RARE	NE	LARGE	ABERRATION
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Perception +14; Darkvision

Skills Acrobatics +17, Athletics +19

Str +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +0, **Cha** +1

AC 27; **Fort** +20, **Ref** +14, **Will** +17

HP 165; **Immunities** cold, mind-affecting effects, poison, vision-based effects; **Resistances** acid 5, fire 5

Speed 0 feet

Melee ♦ tentacle +20 (reach 60 feet), **Damage** 2d10+12 plus grab

Constrict ♦ 3d6+12

A4. SHRINE TO KURSHU

SKILL CHECKS

- Religion DC 28 to recognize the Kurshu statue.

A5. THE ILLUMACORE

SKILL CHECKS

- Arcana DC 29 to deduce the Illumacore's function.
- Thievery DC 26 to align the plates around the core.

A6. SHRINE TO LISSALA

Skill Checks

- Perception DC 26 to notice the drawer at base of the statue.

A7. ETERNAL GLYPHS

Skill Checks

- Religion DC 31 to identify the carvings.
- Religion or Arcana DC 31 and 10 minutes to Decipher Writing.

HAZARDS

ETERNAL GLYPHS

MAGICAL TRAP

Stealth DC 30 (expert)

Description An intricate scripture winds around the carvings, coiling across them and along the walls like an immensely long tangle of ribbons.

Disable DC 30 Thievery (master) to destroy the correct carvings or a successful dispel magic (5th level; counteract DC 25) to deactivate the script's magic.

Suggested Reading ↗ (enchantment, incapacitation, mental); **Trigger** A creature begins reading the scripture. **Effect** A powerful suggestion spell grips the reader, who must attempt a DC 25 Will save to avoid becoming entranced by the scripture.

Success The reader is unaffected by the suggestion.

Failure The reader becomes entranced by the suggestion for 1 hour and may take no actions other than reading the scripture. After which, the reader may attempt another Will save with a -1 penalty. This penalty is in addition to any previous penalties applied by the eternal glyphs.

Critical Failure The reader becomes entranced by the suggestion for 1 day and may take no actions other than reading the scripture. After which, the reader may attempt another Will save with a -2 penalty. This penalty is in addition to any previous penalties applied by the eternal glyphs.

HAZARD 9

		ITEMS	ITEM 9
THRALLKEEPER'S MARK			
RARE	INVESTED	MAGICAL	OCULTISM TATTOO
Usage tattoo; Bulk -			
Activate ➡ command, Envision			
A badge of respect amongst the Shoanti Quahs, the Sihedron rune emblazoned into the left or right hand of its bear allows its bearer access to powerful innate magic. The Thrallkeeper's Mark lasts for 1 week before its magic fades, and a creature may only receive the mark once per year.			
Type Left-Hand; Level 9;			
You can cast banishment as an innate occult spell once per day. In addition, you gain +2 to all saves against spells with the mental trait.			
Type Right-Hand; Level 9;			
You can cast summon entity as an innate occult spell once per day. In addition, you gain +2 to all saves against spells with the mental trait.			
HOUSE OF THE MOON			
MEETING THE MOON MAIDENS			
Skill Checks			
<ul style="list-style-type: none"> • Perception DC 26 to note the Maiden's expressions of worry. • Diplomacy DC 31 or Intimidate DC 23 to convince the Moon Maidens to stay behind. • Society DC 28 to recognize the disrespect in forcing the Moon Maidens to stand down. 			

A9. LOWER LEVEL

Skill Checks

- Perception DC 27 to discover the stone plug.

CREATURES

LYRUNE-QUAH MOON MAIDEN

CREATURE 6

CG MEDIUM HUMANOID HUMAN

Perception +17**Languages** Common, Shoanti**Skills** Acrobatics +15, Athletics +11, Nature +13, Survival +13**Str** +2, **Dex** +5, **Con** +4, **Int** +1, **Wis** +4, **Cha** +4**Items** +1 striking starknife (2), +1 hide armor**AC** 24; **Fort** +11, **Ref** +17, **Will** +14**HP** 95

Twin Parry ♦ The Lyrune-Quah Moon Maiden can use two weapons to deflect attacks. She gains a +1 circumstance bonus to AC until the start of her next turn, or a +2 circumstance bonus if either weapon has the parry trait.

Speed 25 feet

Melee ♦ starknife +15 (agile, deadly d6, finesse, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

Ranged ♦ starknife +18 (agile, deadly d6, finesse, thrown 20 feet, versatile S), **Damage** 2d4+10 piercing

Hunt Prey ♦ (concentrate) The Lyrune-Quah Moon Maiden designates a single creature they can see and hear, or one they're Tracking, as their prey. The Lyrune-Quah Moon Maiden gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The multiple attack penalty for attacks against the hunted prey is -3 (-2 with an agile weapon) on the second attack and -6 (-4 with an agile weapon) on the third attack. These effects last until the Lyrune-Quah Moon Maiden uses Hunt Prey again.

Quick Draw ♦ The Lyrune-Quah Moon Maiden may draw and strike with the same motion. She may Interact to draw her weapon and immediately Strike with the same weapon.

Skirmish Strike ♦ (flourish) The Lyrune-Quah Moon Maiden may Step and then Strike, or Strike and then Step.

B. HOUSE OF THE MOON

- **Walls:** Hardness 14, HP 56, BT 28; fast healing 5 while in moonlight. The walls automatically attempt to counteract (8th level; counteract +29) any spell cast against them.

CREATURES

RED REAVER

CREATURE 13

N LARGE BEAST

Perception +25; darkvision, scent (imprecise) 60 feet**Languages** Jotun (cannot speak)**Skills** Acrobatics +27, Athletics +27, Intimidation +22, Survival +24**Str** +7, **Dex** +6, **Con** +8, **Int** -3, **Wis** +4, **Cha** +4

Territorial Whenever a red reaver finds a region it regards as particularly beautiful or compelling, it can create a unique bond with that territory. This effect is automatic after the red reaver spends 1d4 days within the area, which cannot be larger than 1 square mile. Once a red reaver bonds to a territory, it gains a +4 status bonus on Perception checks and Survival checks in that area. In addition, while in its territory, a red reaver gains immunity to the unconscious condition.

AC 33; **Fort** +28, **Ref** +26, **Will** +20**HP** 225; **Immunities** sleep; **Resistances** physical 10

Distracted by Beauty With a successful Perform check against the Red Reaver's Will DC, a character can attempt to fascinate a red reaver within 60 feet who is able to observe the performance (via sight or hearing, whichever is appropriate). Once it gains the fascinated condition, the Red Reaver remains so until the performance stops, it takes damage, or it observes anyone damaging or stealing any of its treasures.

Speed 25 feet, fly 20 feet

Melee ♦ jaws +23 (magical), **Damage** 3d8+14 piercing

Melee ♦ claw +23 (agile, magical), **Damage** 2d6+14 slashing

Roar ♦ (auditory, emotion, fear, mental) The Red Reaver lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 30 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is temporarily immune to the effect for 1 minute.

Rend ♦ claw

Reaver Charge ♦♦ The red reaver Strides twice, and can then make a Strike with its jaws. This jaws Strike gains Knockdown.

AFTER THE BATTLE

CREATURES

AKRAM

UNIQUE CG MEDIUM HUMANOID HUMAN

Male human shoanti truthspeaker

Perception +18

Skills Diplomacy +17, Religion +17, Society +15, Survival +13

Str +1, Dex +1, Con +2, Int +1, Wis +7, Cha +2

Truthspeaker Akram has undertaken a lifelong quest of fasting, meditation, exploration, and prayer to achieve the status of truthspeaker. This has granted him immunity to all effects with the emotion trait. In addition, Akram is permanently under the effects of the *discern lies* spell.

Items +1 striking returning starknife, holy symbol of desna, wand of restoration, padded armor

AC 24; Fort +12, Ref +15, Will +18

HP 86; Immunities emotion

Speed 25 feet

Melee ♦ starknife +12 (agile, deadly d6, finesse, versatile S), **Damage** 2d4+8 piercing

Ranged ♦ starknife +14 (agile, deadly d6, finesse, thrown 20 feet, versatile S), **Damage** 2d4+6 piercing

Divine Prepared Spells DC 25, attack +17 ; **4th** fly, freedom of movement, heal (x3), remove curse; **3rd** circle of protection, searing light (x2); **2nd** calm emotions, silence, spiritual weapon; **1st** command, sleep, spirit link; **cantrips (4th)** detect magic, disrupt undead, light, read aura, shield **Constant** discern lies

Cleric Domain Spells 2 Focus Points, DC 25 , **4th** moonbeam; **1st** bit of luck;

Divine Rituals DC 25; consecrate

Healing Hands When Akram casts heal, he rolls d10s instead of d8s.

Steady Spellcasting If another creature's reaction would disrupt Akram's spellcasting action, Akram attempts a DC 15 flat check. If Akram succeeds, his action isn't disrupted.

CREATURE 7

BELLY OF THE BEAST

C. CINDERMAW HUNTING GROUNDS

CREATURES

CINDERMAW

CREATURE 14

UNIQUE N GARGANTUAN BEAST FIRE ELEMENTAL

Fused elemental purple worm

Perception +22; Darkvision, Tremorsense (imprecise) 100 feet

Skills Athletics +32

Str +9, Dex -1, Con +7, Int -3, Wis -1, Cha -1

AC 34; Fort +30, Ref +23, Will +23

HP 290, fast healing 5 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep

Elemental Body Cindermaul recovers from the slowed and stunned conditions at the end of its turn. Additionally, Cindermaul is immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Fire Healing When struck by a magical fire effect, Cindermaul instead regains 1 hit point for every 10 points of damage that the fire effect would otherwise deal.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ♦ jaws +30 (deadly 2d10, reach 15 feet), **Damage** 3d10+13 piercing plus 2d6 fire and Improved Grab

Melee ♦ stinger +30 (agile, fire, reach 15 feet), **Damage** 2d12+13 piercing plus 2d6 fire

Melee ♦ body +28 (reach 15 feet), **Damage** 1d10+12 bludgeoning plus 1d6 fire

Breath Weapon ♦ (evocation, fire, primal) Cindermaul breathes a blast of flame that deals 15d6 fire damage in a 50-foot cone (DC 36 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Fast Swallow ➔ **Trigger** Cindermaul Grabs a creature.

Effect Cindermaul uses Swallow Whole.

Firewalker Cindermaul can climb an object on fire as though it had a climb speed of 40 feet. It can also fly at this speed with perfect maneuverability as long as it remains in contact with fire, and can walk on flames at its highest speed as per air walk.

Swallow Whole ➔ (attack) Huge, 2d6+13 bludgeoning plus 2d6 fire, Rupture 24

Thrash Cindermaul makes a Strike once against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward Cindermaul's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

D. FLAMEFORD

I. THE APPROACH

SKILL CHECKS

- Perception DC 31 to determine if a square contains spike stones.

AT THE FOOT OF THE FIRE

SKILL CHECKS

- Diplomacy DC 31 or Intimidate DC 28 to mollify the Chieftain about their purpose. Akram's presence grants a +5 to this check.

TRIAL OF THE TOTEM

RAISING THE TOTEMS

- **Totem:** Hardness 10; HP 20, BT 20; Bulk 26; totem is treated as Bulk 13 when being dragged and lifted into its base.

SKILL CHECKS

- Athletics DC 15 once every 6 hours to keep the totem standing.
- Athletics DC 24 to stabilize a toppling totem; including when a Bulette passes by while a PC is holding the totem.
- **Exhaustion:** After 16 hours without full rest, PCs gain the fatigued condition. After 24 hours, PCs are fatigued and gain enfeebled 1. After 32 hours, PCs are fatigued and gain enfeebled 2 and clumsy 1. One hour of sleep removes the enfeebled and clumsy conditions but not the fatigued condition.
- **Thirst:** See Pathfinder Core Rulebook pg. 500; Starvation and Thirst
- **Magic:** Survival DC 27 check to disguise evidence of changing the stone basins and surroundings with magic.

HUNGRY VISITORS

CREATURES

BULETTE

CREATURE 8

Bulette (Pathfinder Bestiary pg. 48)

FLAMEFORD ASSAULT

CREATURES

RED MANTIS ASSASSIN

CREATURE 9

LE MEDIUM HUMANOID

Perception +18

Languages common

Skills Acrobatics +19, Athletics +15, Deception +14, Intimidation +12, Religion +16, Society +14, Stealth +21, Thievery +17

Str +3, Dex +5, Con +2, Int +2, Wis +2, Cha +0

Items +1 striking sawtooth saber (2), dagger (2), lesser alchemist's fire (2), moderate potion of fire resistance (2), leather armor, mask of the mantis

AC 28; Fort +14, Ref +21, Will +16

HP 150

Crimson Shroud ♦ The red mantis assassin swathes itself in a veil of red mist for 1 minute. While the shroud is active, it gains fast healing 4. The red mantis assassin can Interact with its shroud, swirling it around themselves, to gain a +1 circumstance bonus to AC until the beginning of its next turn. Finally, if the red mantis assassin dies while the shroud is active, they can choose to have their entire body vanish into red mist, leaving behind only their gear; they make this choice when they activate Crimson Shroud.

Crimson Sight Red mantis assassins are immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Deny Advantage The red mantis assassin isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

Speed 25 feet

Melee ♦ +1 striking sawtooth saber +22 (agile, magical, twin), **Damage** 2d6+11 slashing

Melee ♦ dagger +21 (agile, versatile S), **Damage** 1d4+11 piercing

Ranged ♦ dagger +21 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Divine Prepared Spells DC 25; **3rd** hypnotic pattern; **2nd** invisibility; **1st** fleet step; **cantrips (3rd)** ghost sound, message

Sneak Attack The red mantis assassin deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flatfooted to the red mantis assassin.

ASHWING GARGOYLE

CREATURE 6

Elite Gargoyle (Pathfinder Bestiary pg. 161)

SAVING KROJUN

CREATURES

THE CINDERLANDER

CREATURE 12

See **Part 1**. The Road North; **Section** The Cinderlander

HP 215 (currently 140)

NEVERFAR

CREATURE 12

See **Part 1**. The Road North; **Section** Neverfar

KROJUN EATS-WHAT-HE-KILLS

CREATURE 12

See **Krojun's Arrival**

HP 270 (currently 45)

PART 3. MANTIS AND MAIDEN

AN UNEXPECTED OPPORTUNITY

SKILL CHECKS

- Society DC 21 check to have heard of Deathhead Vault.
- Diplomacy DC 30 to increase Boule's reward for the Arkona documents.

E. DEATHHEAD VAULT

- Doors in Areas E1 - E9: Hardness 14, HP 56, BT 28
- Doors in Areas E10 - E21: Hardness 15, HP 60, BT 30; Thievery DC 40 to unlock.

E1. "ABANDONED" SEWER ENTRANCE

SKILL CHECKS

- Perception DC 26 to confirm rust is actually paint.
- Perception DC 41 to notice the secret door. Boule's information gives a +15 circumstance bonus to this check.

CREATURES

CATOLEPAS

CREATURE 12

Catolepas (Pathfinder Bestiary 2 pg. 48)

E2. WAITING ROOM

SKILL CHECKS

- Thievery DC 40 to unlock the north door.

CREATURES

MOGMORA

CREATURE 8

Elite Greater Barghest (Pathfinder Bestiary pg. 37)

E3. CHOKEPPOINT

SKILL CHECKS

- Athletics DC 26 to climb the ledges or pit walls.
- Society DC 28 to recognize the manananggals for who they were in life.

HAZARDS

DISPELLING MIST

HAZARD 10

MAGICAL TRAP

Stealth DC 25

Description A 5-foot-thick wall of pale-yellow glowing fog that saps the magic from the air.

Disable Acrobatics DC 28 to navigate a small gap beneath the mist or a successful dispel magic [5th level; counteract DC 28] to render the mist inert for 10 minutes.

Dispel Magic **Trigger** A creature walks into the mist. **Effect** The mist attempts to counteract all active spell effects on the creature (5th level; counteract +21). This effect does not counteract the effects of magic items.

CREATURES

RED MANTIS ASSASSIN

CREATURE 9

LE MEDIUM HUMANOID

Perception +18

Languages common

Skills Acrobatics +19, Athletics +15, Deception +14, Intimidation +12, Religion +16, Society +14, Stealth +21, Thievery +17

Str +3, Dex +5, Con +2, Int +2, Wis +2, Cha +0

Items +1 striking sawtooth saber (2), dagger (2), lesser alchemist's fire (2), moderate potion of fire resistance (2), leather armor, mask of the mantis

AC 28; Fort +14, Ref +21, Will +16

HP 150

Crimson Shroud The red mantis assassin swathes itself in a veil of red mist for 1 minute. While the shroud is active, it gains fast healing 4. The red mantis assassin can Interact with its shroud, swirling it around themselves, to gain a +1 circumstance bonus to AC until the beginning of its next turn. Finally, if the red mantis assassin dies while the shroud is active, they can choose to have their entire body vanish into red mist, leaving behind only their gear; they make this choice when they activate Crimson Shroud.

Crimson Sight Red mantis assassins are immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Deny Advantage The red mantis assassin isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

Speed 25 feet

Melee ♦ +1 striking sawtooth saber +22 (agile, magical, twin), **Damage** 2d6+11 slashing

Melee ♦ dagger +21 (agile, versatile S), **Damage** 1d4+11 piercing

Ranged ♦ dagger +21 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Divine Prepared Spells DC 25; **3rd** hypnotic pattern; **2nd** invisibility; **1st** fleet step; **cantrips (3rd)** ghost sound, message

Sneak Attack The red mantis assassin deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flatfooted to the red mantis assassin.

MANANANGGAL

CREATURE 8

CE MEDIUM ABERRATION TANGGAL

Perception +19; Darkvision

Languages Abyssal, Common

Skills Acrobatics +17, Athletics +18, Stealth +17

Str +4, **Dex** +5, **Con** +4, **Int** +3, **Wis** +1, **Cha** +0

AC 26; **Fort** +18, **Ref** +19, **Will** +17

HP 170; **Weaknesses** slashing 10

Light Blindness When first exposed to bright light, the manananggal is blinded until the end of its next turn. After this exposure, light doesn't blind the manananggal again until after it spends 1 hour in darkness. However, as long as the manananggal is in an area of bright light, it's dazzled.

Speed 20 feet, fly 50 feet

Melee ♦ fangs +19, **Damage** 2d10+9 piercing

Melee ♦ claw +19 (agile, finesse), **Damage** 2d6+9 slashing plus Grab

Innate Occult Spells DC 25; **2nd** darkness; **1st** fear, sleep; **cantrips (4th)** chill touch, dancing lights

Drink Blood ♦ (occult, necromancy); **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the manananggal's reach.

Effect The manananggal sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the manananggal regains 5 HP, gaining any excess HP

as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the manananggal but increases the victim's drain value by 1.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Flyby Attack ♦♦ The manananggal Strides using fly and may attempt a Strike against one creature at any point during this Stride.

Ride Corpse ♦♦ (concentrate, polymorph, transmutation) The manananggal inserts their entrails into their humanoid body, allowing them to appear as and move about like a normal human. The body has 10 Hit Points and the same defenses as the manananggal. When the body is destroyed, the manananggal is ejected unharmed. The body becomes a corpse, and if it is neither controlled by the manananggal nor stored in an alchemical vat, it decays as normal.

E4. TEMPLE OF ACHAEK

SKILL CHECKS

- Arcana DC 28 to realize the facade was made recently with shape stone.
- Religion DC 20 to recognize the depiction of Achaek.

CREATURES

CYTILLIPEDE

CREATURE 8

N LARGE BEAST MAGICAL

Perception +14; Darkvision

Skills Athletics +14, Stealth +18

Str +2, **Dex** +4, **Con** +2, **Int** -3, **Wis** +2, **Cha** -4

AC 27; **Fort** +16, **Ref** +17, **Will** +13

HP 138; **Immunities** mental, poison

Speed 30 feet, climb 30 feet

Melee ♦ mandibles +19 (finesse), **Damage** 2d8+9 piercing plus cytillipede poison

Cytillipede Poison (poison); **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and slowed 2 (1 round)

Cytillesh Flash ♦ (light, visual) The cytillesh patches that grow along the cytillipede's body release a bright flash of blue light that provides bright light in a 20-foot radius and raises the light level by one step for the next 20 feet. Creatures within the 40 feet burst must attempt a DC 27 Will save or become blinded for 1 round and dazzled for 1 minute. Creatures within the 20-foot area of bright light that fail this save also become stunned 4. The creature can spend an Interact action rubbing its eyes to end the blinded condition. The cytillipede can't use Cytillesh Flash again for 1d4 rounds.

Undulate ♦ The cytillipede Strides or Steps. During this movement, it can pass through spaces as narrow as 5 feet without Squeezing.

RED MANTIS ASSASSIN

See Area E3

CREATURE 9

E5. CINNABAR'S CHAMBERS

SKILL CHECKS

- Perception DC 30 to notice the crimson parchment.

CREATURES

CINNABAR

CREATURE 13

UNIQUE LE MEDIUM HUMANOID HUMAN

Female human red mantis cell leader

Perception +25

Skills Acrobatics +27, Athletics +24 (+3 to Long Jump and High Jump), Intimidation +22, Religion +26, Stealth +29

Str +5, Dex +8, Con +5, Int +5, Wis +4, Cha +2

Items +1 striking returning dagger, +2 greater striking sawtooth sabre (2), +2 resilient chainmail, mask of the mantis, greater boots of bounding, greater healing potion (2)

AC 33; **Fort** +20, **Ref** +26, **Will** +23

HP 236

Crimson Shroud ♦ Cinnabar swathes herself in a veil of red mist for 1 minute. While the shroud is active, Cinnabar gains fast healing 4. Cinnabar can Interact with her shroud, swirling it around herself, to gain a +1 circumstance bonus to AC until the beginning of her next turn. Finally, if Cinnabar dies while the shroud is active, she can choose to have her body

vanish into red mist, leaving behind only her gear; she makes this choice when she activates Crimson Shroud.

Crimson Sight Cinnabar is immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Fading ♦ **Trigger** Cinnabar is targeted with a Strike by while Crimson Shroud is active. **Effect** The attacker must attempt a DC 11 flat check; on a failure, the attack passes harmlessly through the image of Cinnabar that remains behind. An instant later Cinnabar returns to reality, and her Crimson Shroud ends.

Speed 35 feet

Melee ♦ sawtooth sabre +26 (agile, finesse, twin), **Damage** 3d6+15 slashing

Melee ♦ dagger +26 (agile, finesse, thrown 20 feet, versatile S), **Damage** 2d4+14 piercing

Ranged ♦ dagger +25 (agile, finesse, thrown 20 feet, versatile S), **Damage** 2d4+14 piercing

Divine Prepared Spells DC 29; **4th** fly; **3rd** haste; **2nd** invisibility; **1st** fleet step; **cantrips** (**7th**) ghost sound, message

Red Mantis Spells 1 Focus Point, DC 29; **6th** mantis form;

Prayer Attack ♦ Cinnabar attempts to Feint an enemy within 30 feet. If the Feint is successful, when Prayer Attack is used on subsequent turns, Cinnabar automatically makes the target flat-footed against her melee attacks for that turn without rolling a check to Feint, so as long as she remains visible to the target and the target remains within 30 feet of her. If Cinnabar uses Prayer Attack against a different target, she must attempt to Feint the target normally. When Cinnabar uses Prayer Attack, her next successful Strike with a sawtooth saber that turn deals 2d6 persistent bleed damage to the target.

Sneak Attack Cinnabar deals an extra 3d6 precision damage to flat-footed creatures.

E6. INNER SANCTUM OF THE MANTIS

SKILL CHECKS

- Perception DC 41 to notice the secret door. Boule's information gives a +15 to this check and the illusory scene gives a -15 penalty to this check.

CREATURES

KORIANTU

CREATURE 13

UNIQUE **LE** **MEDIUM** **HUMANOID** **AASIMAR** **HUMAN**

Female aasimar priestess of Achaek

Perception +23; Darkvision

Skills Religion +24, Stealth +24

Str +5, **Dex** +4, **Con** +4, **Int** +5, **Wis** +8, **Cha** +4

Items +2 greater striking spell-storing sawtooth sabre (currently holds *paralyze*), +1 resilient studded leather

AC 31; **Fort** +20, **Ref** +23, **Will** +26

HP 225; **Resistances** cold 5, electricity 5

Crimson Sight Koriantu is immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Speed 25 feet

Melee ♦ sawtooth sabre +23 (agile, finesse, twin), Damage 3d6+12 slashing

Prepared Divine Spells DC 33, attack +22; **6th** blade barrier, harm (x5), heal (x2); **5th** heal, illusory scene, shadow blast; **4th** air walk, harm, phantasmal killer; **3rd** dispel magic, harm, vampiric touch; **2nd** death knell, harm, invisibility; **1st** harm (x2), sanctuary; **cantrips (7th)** chill touch, daze, detect magic, read aura, stabilize

Cleric Domain Spells 1 Focus Point, DC 32, **1st** sudden shift;

Divine Rituals DC 33; word of recall

Channel Smite ♦ Koriantu makes a Strike and expends one harm spell. If the Strike is successful, Koriantu adds the spell's negative damage to the Strike's damage. The spell is expended with no effect if the Strike fails or hits a creature that is not affected by negative energy.

Harming Hands When Koriantu casts harm, she rolls d10s instead of d8s.

Selective Energy When Koriantu casts a version of harm that has an area, she may select up to 4 creatures that are not targeted by the spell.

E7. EMPTY BURIAL VAULTS

SKILL CHECKS

- Society DC 30 to recognize Shoanti crypts.

E8. ZENOBIA'S CRYPT

SKILL CHECKS

- Society DC 30 to recognize the Shoanti shaman crypt.
- Occultism DC 31 to recognize the manananggal and penanggalen remains.

CREATURES

VYLOTH

CREATURE 12

Elite Meladaemon (*Pathfinder Bestiary 2* pg. 59)

E9. SECRET STAIRWELL

SKILL CHECKS

- Perception DC 41 to notice the secret door. Boule's information gives a +15 to this check.

E11. EXECUTION CHAMBER

CREATURES

MOTHER OF THORNS

CREATURE 13

UNIQUE **NE** **MEDIUM** **FIEND** **SAHKIL**

Female pakalchi torturer

Perception +23; Darkvision, true seeing

Languages Abyssal, Celestial, Infernal, Requian; telepathy 100 feet, tongues

Skills Acrobatics +24, Athletics +22, Diplomacy +27, Intimidation +30, Occultism +24

Str +5, **Dex** +7, **Con** +5, **Int** +4, **Wis** +3, **Cha** +8

Easy to Call A sahkil's level is considered 2 lower for the purpose of being conjured by the planar binding ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.

AC 32; **Fort** +22, **Ref** +25, **Will** +23; +1 status to all saves vs. magic

HP 215; **Immunities** fear, poison; **Weaknesses** good 10

Entangling Train ♦ **Trigger** A creature moves adjacent to the mother of thorns; **Effect** Writhing, pitch-black vines wrap around the creature. The creature takes 2d6 slashing damage and takes a -15-foot circumstance penalty to its Speeds until the end of its next turn.

Deny Advantage The mother of thorns isn't flat-footed to creatures of 13th level or lower that are hidden, undetected, flanking, or using surprise attack.

Speed 30 feet

Melee ♦ vine +24 (finesse, reach, versatile P), **Damage** 3d10+8 slashing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin

Melee ♦ claw +24 (agile, finesse), **Damage** 3d10+8 slashing plus 1d6 evil

Ranged ♦ thorn +24 (agile, range increment 50 feet), **Damage** 3d4+8 piercing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin

Divine Innate Spells DC 35; **7th** mask of terror (self only); **6th** dominate; **5th** charm, calm emotions, suggestion (at will); **cantrips** (**7th**) detect magic Constant tongues, true seeing

Betrayal Toxin (divine, enchantment, mental, poison) A creature affected by betrayal toxin hears whispers of incessant doubt in their head and can't treat any creature as their ally; **Saving Throw** DC 33 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 (1 round)

Skip Between ♦ (conjunction, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of ethereal jaunt except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

Sneak Attack The mother of thorns deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flatfooted to the mother of thorns.

E14. ENDRIN'S CELL

SKILL CHECKS

- **Perception DC 41** to find the secret door to Endrin's cell. Documents from Area E20 give a +15 to this check. Locked with a *good lock* (5 successes at DC 30).
- **Diplomacy or Intimidate DC 30** to convince Marcus to help the party if he's been healed

CREATURES

MARCUS ENDRIN

CREATURE 13

UNIQUE	LG	MEDIUM	HUMANOID	HUMAN
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Male human Sable Company Captain

Perception +26

Languages Common

Skills Acrobatics +27, Athletics +22, Diplomacy +24, Stealth +27, Survival +27

Str +4, **Dex** +8, **Con** +5, **Int** +5, **Wis** +5, **Cha** +5

Hippogriff Companion Marcus's previous hippogriff has been slaughtered, and as long as he remains affected by *feeblemind* he cannot gain a new one. This ability and many of his feats are unlikely to play a role in this chapter, but if you wish to have Marcus show up later in your campaign, feel free to design his new hippogriff mount.

AC 27 (Unarmored); Fort +20, Ref +26, Will +23

HP 176

Camouflage Marcus alters his appearance to blend in to the wilderness. In natural terrain, Marcus can Sneak even if he is observed.

Speed 25 feet

Melee ♦ fist +25 (agile, finesse, nonlethal), **Damage** 1d4+11 bludgeoning

Cavalier's Charge ♦ Marcus Commands an Animal to order his mount to Stride twice. At any point during this movement, Marcus can Strike one enemy within reach or within the first range increment of a ranged weapon. He gains a +1 circumstance bonus to his attack roll.

Deadly Aim ♦ (open) Marcus makes a ranged Strike at a -2 penalty. He deals 6 additional damage with this Strike.

Hunt Prey ♦ (concentrate) Marcus designates a single creature he can see and hear, or one he's Tracking, as his prey. Marcus gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. In addition, Marcus deals 1d8 additional precision damage on its first successful Strike against its hunted target on each of his turns.

Mounted Bow Expert Marcus can make composite longbow Strikes while mounted.

Special When found, Marcus is currently stable at 0 hit points and under the Critical Failure effects of *feeblemind*. Treat his Intelligence, Wisdom, and Charisma modifiers as -5 and he cannot use any class abilities that require mental faculties.

E15. INDOCTRINATION CHAMBER

CREATURES

GRAY MAIDEN GUARD

LN **MEDIUM** **HUMANOID** **HUMAN**

Perception +16

Languages Common

Skills Acrobatics +16, Athletics +18, Intimidation +18

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

Items +1 full plate, +1 striking longsword, +1 striking composite longbow (20 arrows), standard-grade adamantine shield (+2 AC, Hardness 10, HP 40, BT 20)

AC 27; **Fort** +19, **Ref** +16, **Will** +16

HP 135

Attack of Opportunity ↗

Shield Block ↗

Shielded Stride When a gray maiden guard has her shield raised, she can Stride to move half her Speed without triggering reactions that are triggered by movement (such as Attacks of Opportunity).

Speed 25 feet

Melee ♦ longsword +20, **Damage** 2d8+14 slashing

Ranged ♦ composite longbow +19 (deadly d10, propulsive, volley), **Damage** 2d8+9 piercing

Intimidating Strike ♦ (emotion, fear, mental) The gray maiden guard makes a melee Strike. If she hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Shatter Defenses ♦ (press); **Requirements** A frightened creature is in the gray maiden guard's melee reach. **Effect** The gray maiden guard makes a melee Strike against a frightened creature. If she hits and deals damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to the gray maiden guard when she damaged it with this Strike, it can't reduce its frightened value below 1 until the start of the gray maiden guard's next turn.

CREATURE 8

E17. TISHARUE'S QUARTERS

CREATURES

TISHARUE

UNIQUE **LN** **MEDIUM** **HUMANOID** **ELF**

Female elf gray maiden captain

Perception +21

Languages Common

Skills Acrobatics +21, Athletics +23, Intimidation +23

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

Items +1 resilient full plate, +2 striking flaming longsword, +2 striking composite longbow (20 arrows), standard-grade adamantine shield (+2 AC, Hardness 10, HP 40, BT 20)

AC 34; **Fort** +24, **Ref** +21, **Will** +21

HP 195; **Immunities** sleep

Attack of Opportunity ↗

Combat Reflexes At the start of Tisharue's turn, she gains an extra reaction that only may be used to make an Attack of Opportunity.

Shield Block ↗

Shielded Stride When Tisharue has her shield raised, she can Stride to move half her Speed without triggering reactions that are triggered by movement (such as Attacks of Opportunity).

Speed 25 feet

Melee ♦ longsword +24, **Damage** 2d8+14 slashing plus 1d6 fire

Ranged ♦ composite longbow +23 (deadly d10, propulsive, volley), **Damage** 2d8+9 piercing

Fearsome Brute Tisharue gains a circumstance bonus to damage rolls for Strikes against frightened creatures. The bonus is equal to triple the target's frightened value.

Intimidating Strike ♦ (emotion, fear, mental) Tisharue makes a melee Strike. If she hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Shatter Defenses ♦ (press); **Requirements** A frightened creature is in Tisharue's melee reach.

Effect Tisharue makes a melee Strike against a frightened creature. If she hits and deals damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to the Tisharue when she damaged it with this Strike, it can't reduce its frightened value below 1 until the start of Tisharue's next turn.

CREATURE 8

E16. GUARD QUARTERS

CREATURES

GRAY MAIDEN GUARD

See Area E15

CREATURE 8

E18. MAIDEN'S NURSERY

CREATURES

ZENOZIA ZENDERHOLM

CREATURE 11

UNIQUE **NE** **MEDIUM** **ABERRATION** **TANGGAL**

Female penanggalan priestess of Urgathoa

Perception +21; Darkvision

Str +4, **Dex** +7, **Con** +3, **Int** +0, **Wis** +7, **Cha** +5

AC 31; **Fort** +18, **Ref** +21, **Will** +24

HP 215; **Weaknesses** slashing 10

Spewing Bile When the penanggalan takes slashing damage, their wound spews bile on adjacent creatures, dealing 2d10 poison damage (DC 27 basic Fortitude save). The penanggalan loses their spewing bile and penanggalan bile abilities until the end of their next turn.

Speed 25 feet, fly 40 feet

Melee ♦ proboscis tongue +22 (finesse), **Damage** 2d10+12 piercing plus penanggalan bile

Melee ♦ entrails +22, **Damage** 2d8+12 bludgeoning plus Grab

Divine Prepared Spells DC 30, attack +19; **6th** harm (x4), vampiric exsanguination; **5th** death ward, flame strike, shadow blast; **4th** freedom of movement, invisibility, vampiric maiden; **3rd** blindness, chilling darkness, harm; **2nd** illusory disguise, invisibility, silence; **1st** command, fear, sanctuary; **cantrips (6th)** daze, detect magic, light, guidance, message

Cleric Domain Spells 2 Focus Points, DC 30, **6th** malignant sustenance, touch of undeath;

Constrict ♦ 2d8+5 bludgeoning, DC 29

Elongate Tongue The penanggalan's tongue extends, the membrane stretching and becoming translucent. Until the end of the turn, the penanggalan's proboscis tongue Strikes have a 10-foot reach, and any target is flat-footed against the Strike unless it has a Perception DC of 30 or higher or the ability to precisely sense invisible things.

Penanggalan Bile (disease) Rest doesn't decrease the drained value from penanggalan bile; **Saving Throw** DC 27 Fortitude; **Stage 1** drained 1 (1 week); **Stage 2** drained 2 (1 week); **Stage 3** drained 3 (1 week); **Stage 4** dead

Ride Corpse ♦ (concentrate, polymorph, transmutation) The penanggalan inserts their entrails into their humanoid body, allowing them to appear as and move about like a normal human. The body has 10 Hit Points and the same defenses as

the penanggalan. When the body is destroyed, the penanggalan is ejected unharmed. The body becomes a corpse, and if it is neither controlled by the penanggalan nor stored in an alchemical vat, it decays as normal.

GRAY MAIDEN GUARD

CREATURE 8

See Area E15

GRAY MAIDEN RECRUIT

CREATURE 1

Guard (Pathfinder Gamemastery Guide pg. 233)

E21. KORDAITRA'S QUARTERS

SKILL CHECKS

- Perception DC 33 to find the secret door. Locked with a *good lock* (5 successes at DC 30).

CREATURES

KORDAITRA DESTAID

CREATURE 10

UNIQUE **LE** **MEDIUM** **HUMANOID** **HUMAN**

Female human gray maiden dread marshal

Perception +19

Skills Acrobatics +20, Athletics +22 (+2 vs Disarm, Grapple and Trip), Intimidation +20, Religion +18, Society +19

Str +7, **Dex** +2, **Con** +5, **Int** +5, **Wis** +5, **Cha** +3

Items +2 striking fearsome longsword, +1 resilient full plate, standard-grade adamantine shield (+2 AC, Hardness 10, HP 40, BT 20), prison cell master key, Endrin's cell key, treasury key

AC 33; **Fort** +22, **Ref** +19, **Will** +19

HP 175

Marshal's Aura (aura, emotion, mental, visual) Allies within 10 feet of Kordaitra gain a +1 status bonus to saving throws against fear.

Iron Command ♦ (divine, emotion, enchantment, mental); **Trigger** A creature within 15 feet damages Kordaitra. **Effect** Kordaitra commands her enemy to kneel before her in obedience. The creature must either kneel before Kordaitra and gain the prone condition or take 3d6 mental damage. In addition, Kordaitra's Strikes against the triggering creature deal 2 extra evil damage until the end of her next turn.

Shield Block ♦

Speed 25 feet

Melee ♦ longsword +23 (versatile P), **Damage** 2d8+11 slashing

Cadence Call ♦ (auditory) Kordaitra calls out a quick cadence. Each willing ally within her marshal's aura is quickened until the end of their next turn, and they can use the extra action only to Stride. At the end of each ally's turn, if they used the extra action, they then become slowed 1 until the end of their following turn.

Dread Marshal Stance ♦ (open, stance) Kordaitra encourages her allies to strike fear into their foes with vicious attacks. When Kordaitra enters this stance, she attempts a DC 27 Intimidate check.

Critical Success Kordaitra's marshal's aura increases to a 20-foot emanation, and it grants her and allies a +2 status bonus to damage rolls. When Kordaitra or an ally in the aura critically hits an enemy with a Strike, that enemy is frightened 1.

Success As critical success, but Kordaitra's aura size doesn't increase.

Failure Kordaitra fails to enter the stance.

Critical Failure Kordaitra fails to enter the stance and can't take this action again for 1 minute.

To Battle! ♦ (auditory, flourish) Kordaitra chooses one ally within her marshal's aura who has a reaction available. If she spends 1 action, that ally can use their reaction to immediately Stride. If she spend 2 actions, that ally can use their reaction to immediately Strike.

CHAPTER CONCLUSION

THE BLESSINGS OF THE ANCESTORS

- **Infused Weapons and Armor:** The PC's may infuse one weapon with the *ghost touch* property rune or their armor with the *energy resistant (negative damage)* property rune. This rune does not count towards the maximum number of runes on the item and functions only in Castle Scarwall.
- **Infused Soul:** The next time a PC rolls a Failure against an effect with the death trait or on a recovery check from the dying condition, they get a Success instead. This effect can occur anywhere in the world and is not limited to Castle Scarwall.



Skeletons
of
Scarwall

ADVANCEMENT TRACK

- The PCs should begin Chapter 5 at 13th level.
- The PCs should reach 14th level during the exploration of Scarwall, preferably before attempting to deal with the Donjon or Star Tower.
- The PCs should be 15th level before entering the caverns below Scarwall.
- The PCs should be well into 15th level by the end of the chapter.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure (To be used by GM)
12th	Consumable	Barbican, 1st Floor, 2nd Floor, Heights	
12th	Consumable	Barbican, 1st Floor, 2nd Floor, Heights	
13th	Permanent	Barbican, 1st Floor, 2nd Floor, Heights	
13th	Permanent	Barbican, 1st Floor, 2nd Floor, Heights	
13th	Consumable	Barbican, 1st Floor, 2nd Floor, Heights	
13th	Consumable	Barbican, 1st Floor, 2nd Floor, Heights	
13th	Consumable	War Tower, Donjon, Star Tower	
13th	Consumable	War Tower, Donjon, Star Tower	
14th	Permanent	Barbican, 1st Floor, 2nd Floor, Heights	
14th	Permanent	Barbican, 1st Floor, 2nd Floor, Heights	
14th	Permanent	War Tower, Donjon, Star Tower	
14th	Permanent	War Tower, Donjon, Star Tower	
14th	Consumable	Barbican, 1st Floor, 2nd Floor, Heights	
14th	Consumable	Barbican, 1st Floor, 2nd Floor, Heights	
14th	Consumable	War Tower, Donjon, Star Tower	
14th	Consumable	War Tower, Donjon, Star Tower	
14th	Consumable	Caverns	
15th	Permanent	War Tower, Donjon, Star Tower	
15th	Permanent	War Tower, Donjon, Star Tower	
15th	Permanent	Caverns	
15th	Consumable	War Tower, Donjon, Star Tower	
15th	Consumable	War Tower, Donjon, Star Tower	
15th	Consumable	Caverns	
16th	Permanent	Caverns	
16th	Consumable	Caverns	
Gold	6,000 gp	Barbican, 1st Floor, 2nd Floor, Heights	
Gold	9,000 gp	War Tower, Donjon, Star Tower	
Gold	6,500 gp	Caverns	

PART 1. APPROACHING SCARWALL

THE DEVIL YOU KNOW

SKILL CHECKS

- Perception DC 29 check to interpret Sial's frustration.

CREATURES

LAORI VAUS

CREATURE 10

UNIQUE **LE** **MEDIUM** **HUMANOID** **ELF**

Female elf warpriest of Zon-Kuthon

Perception +19; **Low-Light Vision**

Languages Common, Elven, Shadowtongue

Skills Acrobatics +17, Arcana +17, Athletics +19, Intimidation +17, Religion +19

Str +7, **Dex** +3, **Con** +5, **Int** +4, **Wis** +5, **Cha** +1

Items +1 striking shocking spiked chain, +1 resilient chain mail

AC 30; **Fort** +19, **Ref** +16, **Will** +22

HP 175

Speed 25 feet

Melee ♦ +1 striking shocking spiked chain +23 (disarm, trip), **Damage** 2d8+13 slashing

Divine Prepared Spells DC 29, attack +21; **5th** flame strike, harm (×2), shadow blast, summon fiend; **4th** anathematic reprisal, harm, talking corpse; **3rd** blindness, chilling darkness, dispel magic; **2nd** harm, restoration, silence; **1st** command, harm, sanctuary; **cantrips (5th)** chill touch, detect magic, guidance, read aura, stabilize

Cleric Domain Spells 2 Focus Points, DC 29, **5th** sadomasochism, savor the sting;

Divine Weapon ♦ **Frequency** once per turn; **Trigger** Laori finishes Casting a Spell using one of her divine spell slots on her turn; **Effect** Laori siphons residual energy into her weapon, dealing an additional 1d4 force damage on a successful strike. Laori may instead choose to deal 1d6 Evil aligned damage with this ability.

Harming Hands When Laori casts harm, she rolls d10's instead of d8's.

Sap Life When Laori casts harm and damages at least one living creature, she regains hit points equal to the level of her harm spell.

SIAL

CREATURE 11

UNIQUE **LE** **MEDIUM** **HUMANOID** **HUMAN**

Male human summoner

Perception +21

Skills Acrobatics +21, Athletics +21, Medicine +21, Occultism +23, Religion +23

Str +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +5, **Cha** +7

Eidolon Sial shares his life force with his velstrac eidolon, Asyra. She and Sial share the same life force and work together as equals. Sial and Asyra eidolon share actions, Hit Points, and multiple attack penalties. Each round, Sial can use any of his actions and reactions for himself or Asyra. Damage taken or healed by either Sial or Asyra reduces this pool. If Sial or Asyra is affected by anything that would change a creature's actions, it affects their shared actions. In any case, if Sial and Asyra are both subject to the same effect, they take the effects only once (applying the worse effect, if applicable).

Items +2 greater striking spiked chain, +2 resilient chain shirt

AC 30; **Fort** +18, **Ref** +21, **Will** +24

HP 146

Protective Bond ♦ (abjuration, magical); **Trigger** Sial and Asyra are both in the area of a damaging effect.

Effect Sial calls upon the power of his bond to protect Asyra and himself from harm. If Sial and Asyra would take different amounts of damage from the area effect, they take the lower amount of damage instead of the greater amount of damage.

Speed 25 feet

Melee ♦ spiked chain +21 (disarm, finesse, trip), **Damage** 3d8+10 slashing

Occult Spontaneous Spells DC 27; **6th** (2 slots) dispel magic, fly, haste, soothe; **5th** (2 slots) dimension door, invisibility, phantom pain, shadow walk; **cantrips (6th)** chill touch, detect magic, light, read aura, sigil

Summoner Conduit Spells 1 Focus Point, DC 27, attack +19; **cantrips (6th)** boost eidolon

Act Together ♦ (tandem); **Frequency** once per round

Effect Sial and Asyra each perform a single action. Choose which order the actions are taken, and Sial and Asyra can each take a different action.

Manifest Eidolon ➤ (concentrate, conjuration, magical, occult, teleportation) Sial summons his eidolon, Asyra, into an adjacent open space. If Asyra is already manifested, Sial may choose to unmanifest her or teleport her to an adjacent open space. Asyra must remain within 100 feet of Sial at all times and can't willingly go beyond that limit. If forced beyond this distance, or if Sial is reduced to 0 Hit Points, Asyra's physical form dissolves, and Sial needs to use Manifest Eidolon to manifest Asyra again.

Tandem Move ➤ (tandem) Sial and Asyra move together with ease. Both use a single shared action to Stride.

ASYRA

CREATURE 11

UNIQUE LE MEDIUM ETHEREAL EIDOLON PHANTOM

Female velstrac eidolon

Perception +21; Darkvision

Languages Common

Str +5, **Dex** +7, **Con** +5, **Int** +2, **Wis** +2, **Cha** +3

Items +2 striking spiked chain

AC 30; **Fort** +18, **Ref** +24, **Will** +21; +2 vs mental effects

HP 146

Dutiful Strike ➤ **Trigger** A foe within 15 feet of Sial hits him with a Strike and deals damage.

Requirements Asyra is adjacent to Sial. Effect Asyra instinctively flashes with ectoplasmic energy, allowing her to make a melee attack against a foe who dares to harm Sial. Asyra makes a phantom fist Strike against the triggering foe, even if that foe isn't within Asyra's reach.

Speed 35 feet

Melee ➤ spiked chain +23 (disarm, finesse, trip), Damage 2d8+13 slashing

Melee ➤ phantom fist +23 (agile, finesse), Damage 2d6+10 bludgeoning

Flickering Form ➤ Asyra can switch from her normal form to a less substantial flickering form. While in her flickering form, she gains resistance 5 to all damage (except force and negative). However, Asyra can't use any of her Strikes or actions requiring a fully physical form like Grapple, Shove, or Trip. Asyra can switch back to her normal form as a single action, which also has the concentrate trait.

A. SCARWALL BARBICAN

A2. ENTRYWAY

CREATURES

DEADWATCHER ORC

CREATURE 9

UNCOMMON CE MEDIUM HUMANOID ORC

Perception +18

Languages Common, Orcish

Skills Acrobatics +16, Athletics +20, Intimidation +20

Str +6, **Dex** +3, **Con** +5, **Int** +3, **Wis** +3, **Cha** +3

Items +1 striking greataxe, +1 breastplate, composite longbow with 10 arrows (2 with shadow essence applied), shadow essence

AC 27; **Fort** +21, **Ref** +18, **Will** +15

HP 198

Attack of Opportunity

Orc Ferocity ➤ **Frequency** once per day; **Trigger** The deadwatcher orc would be reduced to 0 Hit Points but not immediately killed; **Effect** The deadwatcher orc avoids being knocked out and remains at 1 Hit Point, and its wounded condition increases by 1.

Speed 25 feet

Melee ➤ greataxe +21 (sweep), **Damage** 2d12+13 slashing

Ranged ➤ composite longbow +19 (range increment 100 feet, deadly d10, propulsive, volley 30 feet), **Damage** 1d8 piercing

Broad Swipe ➤ The deadwatcher orc makes two Strikes with its greataxe against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Sudden Charge ➤ (open) The deadwatcher orc Strides twice. If the deadwatcher orc ends this movement within melee reach of at least one enemy, it can make a melee Strike against that enemy.

A4. CURTAIN WALL

SKILL CHECKS

- Athletics DC 29 to climb the curtain wall.

A6. DEADWATCHER BARRACKS

CREATURES

DEADWATCHER ORC

See Area A2

CREATURE 9

A10. SEVENSKULLS' CHAMBER

CREATURES

URY SEVENSKULLS

CREATURE 10

UNIQUE	CE	MEDIUM	HUMANOID	ORC
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Male orc deadwatcher chieftain

Perception +16

Languages Common, Orcish

Skills Acrobatics +17, Athletics +22, Intimidation +22

Str +7, **Dex** +1, **Con** +7, **Int** +3, **Wis** +1, **Cha** +3

Items Akeraum (+2 striking wounding greatsword), +1 resilient chain shirt, composite longbow with 20 arrows,

AC 29; **Fort** +22, **Ref** +16, **Will** +19

HP 219

Attack of Opportunity ↳

Orc Ferocity ↳ **Frequency** once per day; **Trigger** Ury would be reduced to 0 Hit Points but not immediately killed; **Effect** Ury avoids being knocked out and remains at 1 Hit Point, and his wounded condition increases by 1.

Speed 25 feet

Melee ↳ akeraum +19 (versatile P), **Damage** 2d12+13 slashing plus 1d6 persistent bleed (1d12 on a critical hit)

Ranged ↳ composite longbow +18 (range increment 100 feet, deadly d10, propulsive, volley 30 feet), **Damage** 1d8 piercing

Broad Swipe ↳ Ury Sevenskulls makes two Strikes with his greataxe against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Rage ↳ As the barbarian class ability; 28 AC, +17 HP, +6 melee damage

War Cry ↳ (auditory, concentrate, emotion, mental) Bellowing mightily, Ury Sevenskulls gives himself and all orc allies within 60 feet a +1 status bonus to attack and damage rolls until the start of his next turn. In addition, Ury Sevenskulls may attempt to

Demoralize any creature within 30 feet. Regardless of the result, the creature is immune to the effects of Ury Sevenskulls's War Cry for 1 minute. Ury Sevenskulls can use War Cry while under the effects of Rage.

A11. WATCHPOST

Skill Checks

- Perception DC 31 or Crafting DC 26 to intuit the unstable floor.

CREATURES

DEADWATCHER ORC

CREATURE 9

See Area A2

CRATER LAKE

Skill Checks

- Athletics DC 31 to scale the the lakeshore cliffs.

CREATURES

TARNWORM

CREATURE 13

Purple Worm (Pathfinder Bestiary pg. 56)

Speed swim 60 feet; no burrow speed

The tarnworm cannot use rock tunneler

AIR APPROACH

CREATURES

AERILAYA

CREATURE 14

UNIQUE	CE	MEDIUM	SPRIT	INCORPOREAL	UNDEAD
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Variant banshee (Pathfinder Bestiary 34)

Perception +28; hears heartbeats (imprecise) 60 feet, Darkvision

Languages Common, Elven

Skills Acrobatics +25, Intimidation +28, Occultism +20

Str -5, **Dex** +5, **Con** +1, **Int** +0, **Wis** +6, **Cha** +6

Hears Heartbeats Aerilaya can hear heartbeats within 60 feet (imprecise).

Sunlight Powerlessness If in direct sunlight, Aerilaya is slowed 1 and can't use actions that have the attack trait.

AC 35; **Fort** +23, **Ref** +25, **Will** +28

HP 195, negative healing; **Immunities** disease, paralyzed, poison, precision, unconscious;

Resistances all damage 6 (except force, ghost touch, or positive; double resistance vs. non-magical)

Vengeful Spite ♦ **Trigger** A foe critically hits Aerilaya, or Aerilaya critically fails her save against a foe's damaging effect. **Effect** Aerilaya lashes back at her tormentor, dealing 3d8+14 mental damage (DC 33 basic Will save) and applying the effects of terrifying touch based on the results of the same Will save.

Speed fly 60 feet

Melee ♦ hand +29 (finesse, magical), **Damage** 3d8+15 negative plus terrifying touch

Spectral Ripple When Aerilaya Strides at least 10 feet, she is concealed until the start of her next turn.

Terrifying Touch (emotion, enchantment, fear, occult)

A creature damaged by Aerilaya's touch that isn't already frightened must attempt a DC 33 Will save (DC 38 if the attack was a critical hit). If the creature fails its save, it's frightened 2; on a critical failure, the creature also cowers with fear and is stunned 4. If the creature is protected against fear by a spell or magic item, the banshee's touch first attempts to counteract the protection effect, with the effect of a 7th-level dispel magic spell.

Wail ♦ (auditory, concentrate, death, necromancy, occult) Aerilaya unleashes a soul-chilling wail of the banshee (DC 33, 6d10 negative damage). This Wail overcomes silence and similar effects of 4th level or lower. Aerilaya can instead use Wail as a three-action activity to overcome such effects of up to 7th level.

Aerilaya's Wail resonates for 1 round, and any creature that comes within the area during that time must attempt a save against the effect. A creature can't be affected more than once by the same Wail. Aerilaya can't Wail again for 1d4 rounds.

PART 2. CASTLE SCARWALL

SCARWALL FEATURES

- **Outer Walls:** Climb DC 30; Hardness 18, HP 66, BT 33
- **Inner Walls:** Climb DC 25; Hardness 18, HP 56, BT 28
- **Interior Doors:** Hardness 15, HP 60, BT 30
- **Exterior Doors:** Hardness 15, HP 60, BT 30; Thievery DC 33 to unlock.
- **Rooftops:** Climb DC 31; Hardness 15, HP 60, BT 30

THE SCARWALL CURSE

- **Aura of Menace:** Casting *detect alignment* (evil) requires the caster to succeed a DC 34 Will Save or become Stunned for 1 minute.
- **Dread:** Resting within Scarwall requires a success on a DC 26 Will save to gain the benefits of sleep. A failure on this check leaves the creature fatigued until they gain full rest.
- **Phantasms:** No conversion.
- **Soultrapping:**
 1. Recovery Checks by dying creatures within Scarwall are increased to a DC 10 + twice their wounded level.
 2. Creatures that die in Scarwall must succeed a DC 31 Will save vs. the effects of *bind soul* to the Scarwall environs every minute until they are resurrected or the GM's discretion.
 3. *Dispel Magic* (7th level, counteract DC 31) allows a 1 round window to use any resurrection spells or abilities on the dead creature.
 4. For each week a living creature remains in Scarwall, a DC 28 Will save must be made to resist the effects of Soultrapping. Living creatures soultrapped in this manner automatically fail their Will save against the *bind soul* effect if they die. A living soultrapped creature gains drained 1 for every mile away from Castle Scarwall they travel. A creature reduced to 0 maximum hit points in this manner immediately dies and is bound to Castle Scarwall.
- **Unhallow:** The entirety of Castle Scarwall is under the effects of *consecrate* [Zon-Kuthon] (ritual 10th level, counteract DC 39). Furthermore, all of the castle's evil inhabitants are under the effect of *protection* [Good] (10th level, counteract DC 29) and have +1 to saves vs. spells with the positive trait. Counteracting the unhallow effects on a creature within Scarwall only suppresses the effects for 1 minute.

SPIRITUAL DOOM

- **Zellara:** Upon entering Scarwall, Zellara must immediately make a Will save against the effects of *Soultrapping*. Zellara has a +13 to this save or whomever is bearing her harrow deck may make this save in her stead.
- **Magic Jar and Possession:** Spells and effects that allow the soul to leave the body (*possession*, *astral projection*) require a DC 28 Will save vs. the effects of *Soultrapping*. The GM may roll a secret DC 31 check using the tradition skill of their choice, which allows the PC to sense the danger and dismiss the casting as a free action. The spell slot is still used.
- **Shaman Spirits:** No conversion.
- **Speak with Dead and Speak with Haunt:** Attempts to use *talking Corpse* or similar spells that allow communication with the dead require a DC 27 Fortitude save vs. being permanently deafened.
- **Spiritualist Phantom:** No conversion

DEFATING SCARWALL'S CURSE

- Arcana/Occultism/Religion/Nature DC 31 to understand the complicated nature of Scarwall's curse.
- **One Spirit Anchor Defeated:** The effects of Dread disappear and the '+1 to saves vs. spells with the positive trait' effect of Unhallow increases to +2 until all 4 spirit anchors have been destroyed.
- **Two Spirit Anchors Defeated:** The effects of Aura of Menace disappear.
- **Three Spirit Anchors Defeated:** Random encounters end.
- **Four Spirit Anchors Defeated:** The effects of Unhallow and all effects listed under Spiritual Doom disappear.

RANDOM ENCOUNTERS

d%	Result
1 - 20	Lesser Undead
21 - 40	Ghostly Manifestation
41 - 60	1 scarwall guard
61 - 75	Pegg and Loute
76 - 80	1d4 greater shadows
81 - 85	1 spectre and 1d8 wraiths
86 - 90	Knurlott
91 - 100	Proximity Encounter

CREATURES

SCARWALL GUARD

CREATURE 8

Elite Skeletal Hulk (Pathfinder Bestiary pg. 299)

PEGG AND LOUTE

CREATURE 7

CN MEDIUM SPIRIT GHOST INCORPOREAL UNDEAD

Perception +15**Skills** Deception +17, Diplomacy +17, Performance +20, Stealth +15**Str** +2, **Dex** +6, **Con** +2, **Int** +4, **Wis** +4, **Cha** +6**AC** 24; **Fort** +12, **Ref** +15, **Will** +18

HP 115, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When either Pegg or Loute is destroyed, it re-forms after 2d4 days within Scarwall, fully healed. Pegg or Loute can be permanently destroyed only if the Scarwall curse is lifted.

Speed fly 25 feet

Melee ♦ ghostly hand +16 (agile, finesse, magical), **Damage** 2d8+8 negative

Horrific Pantomime ♦ (concentrate, emotion, mental, occult, visual) Any creature within 60 feet who can see Pegg or Loute's horrific pantomime must attempt a DC 25 Will save.

Critical Success The creature is unaffected and immune to Horrific Pantomime for 24 hours.

Success The creature is stupefied 1.

Failure The creature is stupefied 2.

Critical Failure The creature is stupefied 2 and stunned for 1 round as they become mesmerized by the pantomime.

GREATER SHADOW

CREATURE 9

Elite Greater Shadow (Pathfinder Bestiary pg. 289)

SPECTER

CREATURE 8

Elite Specter (Pathfinder Bestiary 2 pg. 248)

WRAITH

CREATURE 7

Elite Wraith (Pathfinder Bestiary pg. 335)

KNURLOTT

CREATURE 13

UNIQUE CE MEDIUM UNDEAD

Graveknight of Scarwall

Perception +23; Darkvision**Languages** Common, Necril**Skills** Athletics +28, Intimidation +27, Religion +24, Warfare Lore +25**Str** +8, **Dex** +4, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5

Items +2 greater striking frost greatsword, graveknight armor (+2 resilient cold-resistant full plate), frost composite longbow (20 arrows)

AC 35; **Fort** +25, **Ref** +23, **Will** +22

HP 235, negative healing, rejuvenation; **Immunities** cold, death, disease, paralyzed, poison, unconscious

Rejuvenation (divine, necromancy) When Knurlott is destroyed, its armor rebuilds its body over the course of 1d10 days—or more quickly if the armor is worn by a living host (see Graveknight Armor, below). If the body is destroyed before then, the process restarts. Knurlott can only be permanently destroyed by obliterating its armor (such as with disintegrate), transporting it to the Positive Energy Plane, or lifting the Scarwall curse.

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, Knurlott automatically attempts to counteract it, with +23 counteract modifier.

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ frost greatsword +28 (cold, magical, versatile P), **Damage** 3d10+13 slashing plus 1d6 cold

Melee ♦ fist +27 (agile, cold), **Damage** 3d6+11 bludgeoning plus 1d6 cold

Ranged ♦ frost composite bow +25 (cold, deadly 1d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+10 piercing plus 1d6 cold

Devastating Blast ♦ (arcane, cold, evocation) Knurlott unleashes a 30-foot cone of energy. Creatures in the area take 6d12 cold damage (DC 33 basic Reflex save). Knurlott can use this ability once every 1d4 rounds.

Graveknight's Curse (arcane, curse, necromancy) This curse affects anyone who wears Knurlott's armor for at least 1 hour. **Saving Throw** DC 37 Will save;

Onset 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and cannot remove the armor (1 day); **Stage 3** dies and transforms into Knurlott.

Weapon Master Knurlott has access to the critical specialization effects of any weapons it wields.

B. FIRST FLOOR

- Portcullis:** Hardness 18, HP 72, BT 36; Force Open DC 30
- Gates:** Hardness 15, HP 60, BT 30; Force Open DC 30; Thievery DC 33 to unlock

B1. CAUSEWAY

CREATURES

LASHTON

CREATURE 11

UNIQUE LE MEDIUM UNDEAD SKELETON MINDLESS

Skeleton cavalier commander

Perception +20; Darkvision

Languages Common, Necril

Skills Athletics +23, Deception +17, Intimidation +19, Stealth +23

Str +7, Dex +3, Con +5, Int +0, Wis +4, Cha +1

Items +1 striking lance, +1 striking longsword, +1 full plate, lesser sturdy shield (+2 AC, Hardness 10, HP 80, BT 40)

AC 30; **Fort** +22, **Ref** +18, **Will** +19

HP 175, fast healing 11, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Attack of Opportunity ↗

Bloody Lashton is covered in dripping blood and gains fast healing equal to its level.

Shield Block ↗

Speed 25 feet

Melee ↗ lance +26 (deadly d8, jousting d6, reach 10 feet), **Damage** 2d12+11 piercing

Melee ↗ longsword +26 (versatile P), **Damage** 2d8+11 slashing

Melee ↗ claw +26 (agile), **Damage** 2d6+11 slashing

Command Skeletons ↗ (concentrate, divine, necromancy) Lashton mentally commands its skeletal allies to reposition. Any allies with the skeleton trait within 60 feet can use a reaction to Step.

Mounted Superiority While Lashton is mounted, Lashton's Strikes deal an additional 1d10 damage to creatures that aren't mounted.

Nightmare Rider When Lashton uses Command an Animal on his skeletal nightmare mount, the result is always a Success.

SKELETAL NIGHTMARE

CREATURE 7

NE LARGE FIEND MINDLESS SKELETON UNDEAD

Perception +16; Darkvision

Languages Abyssal, Daemonic, Infernal, Necril

Skills Acrobatics +15, Athletics +18, Intimidation +16, Survival +14

Str +6, Dex +3, Con +3, Int +0, Wis +4, Cha +2

AC 26; **Fort** +17, **Ref** +17, **Will** +14

HP 120, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances cold 5, electricity 5, fire 5, piercing 5, slashing 5

Smoke ↗ (aura) 15 feet. The skeletal nightmare continually emits black smoke that creates concealment in an aura around it. skeletal nightmares and their riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 25 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. Any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

Speed 40 feet, fly 90 feet

Melee ↗ jaws +18 (evil, magical), **Damage** 2d10+8 piercing plus 1d6 evil

Melee ↗ hoof +18 (agile, evil, fire, magical), **Damage** 1d8+8 bludgeoning plus 1d6+4 evil and 1d8+4 fire

Divine Innate Spells DC 26 ; 7th plane shift (self and rider only; cannot teleport outside of the Scarwall environs);

Explosive Death When the skeletal nightmare is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 3d6 slashing damage (DC 26 basic Reflex save).

Flaming Gallop (fire) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 3d6+4 fire damage (DC 26 basic Reflex save) once to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop.

SKELETAL CHAMPIONS

CREATURE 11

Skeleton Infantry (Pathfinder Bestiary 3 pg. 237)

B3. WATCHPOSTS

CREATURES

SCARWALL GUARD

CREATURE 8

Elite Skeletal Hulk (Pathfinder Bestiary pg. 299)

B4. DEATH CHAMBER

CREATURES

CORPSE ORGY

CREATURE 14

RARE CE LARGE ABERRATION

Perception +22; All-Around Vision, Darkvision, Tremorsense (imprecise) 60 feet

Languages Aklo, Common, Undercommon

Skills Athletics +27, Stealth +25

Str +8, **Dex** +2, **Con** +7, **Int** +3, **Wis** +3, **Cha** +5

AC 33; **Fort** +26, **Ref** +19, **Will** +25

HP 285; **Resistances** piercing 10, slashing 10

Blind Fight The corpse orgy doesn't need to succeed at a flat check to target concealed creatures and is not flat-footed to creatures that are hidden from it. The corpse orgy needs only a successful DC 5 flat check to target a hidden creature. While the corpse orgy is adjacent to an undetected creature of its level or lower, it is instead only hidden from the corpse orgy.

Speed 25 feet

Melee ♦ clawed limb +27 (agile), **Damage** 3d8+10 plus grab

Absorb Body ♦ (concentrate, necromancy);

Requirements The corpse orgy begins its turn with a creature grabbed and that creature has been reduced to 0 hit points; **Effect** The corpse orgy continues its grab and begins to absorb the creature into its mass. If the target creature is unconscious, they may attempt a DC 29 Fortitude save to resist this absorption.

Success The creature is unaffected.

Failure The creature becomes doomed 1, or increases its doomed value by 1 if it was already doomed and the corpse orgy gains 15 temporary hit points.

Critical Failure As failure, but doomed 2.

Any creature that dies to this effect is absorbed into the corpse orgy and can only be raised or resurrected if the corpse orgy is slain. If the target creature is not slain by Absorb Body, the corpse

orgy extends the duration of its grab until the end of its next turn.

Pain Shriek ♦ (auditory) The corpse orgy unleashes a piercing shriek from the various heads captured in its form that deals 15d6 sonic damage (DC 32 basic Fortitude save) in a 40-foot burst. Creatures with the deafened condition or cannot hear are not affected by Pain Shriek. The corpse orgy can't use Pain Shriek again for 1d4 rounds.

B5. MANDRAIVUS'S FALL

SKILL CHECKS

- Athletics DC 30 to Force Open barred door to Area B4.

HAZARDS

VORTEX OF MADNESS

HAZARD 10

HAUNT EVIL

Stealth DC 31 (trained)

Description A skeleton-strewn hall haunted by the endless battles of Scarwall.

Disable If the curse affecting Scarwall is lifted, this haunt fades away.

Shrieking Spirits ♦ (emotion, fear, illusion, mental, necromancy); **Trigger** A creature moves 10 feet into the hall. **Effect** A storm of shrieking spirits churns into an overwhelming vortex, every creature in this room must attempt a DC 29 Will save or become confused for 1 minute. Each creature can attempt a new save at the end of each of its turns to end the confusion.

Reset The haunt resets 1 minute after being triggered.

CREATURES

MANDRAIVUS THE LOST

CREATURE 14

UNIQUE LE MEDIUM UNDEAD INCORPOREAL WRAITH

Dread wraith of Mandraivus

Perception +26; Darkvision, Lifesense 60 feet

Languages Common, Orc, Thassilonian, Varisian

Skills Acrobatics +26, Intimidation +29, Stealth +26

Str -5, **Dex** +8, **Con** +4, **Int** +4, **Wis** +5, **Cha** +8

AC 36; **Fort** +23, **Ref** +26, **Will** +28; +1 status to all saves vs. positive

HP 215, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Attack of Opportunity

Draining Presence (aura, negative) 10 feet. A creature entering the aura must succeed at a DC 32 Fortitude save or become drained 1. It recovers after it has been out of the aura for 1 minute. This drained condition value is cumulative with the drained value caused by drain life, but not with multiple draining presence auras. A creature that succeeds at its save is temporarily immune to draining presence for 24 hours.

Sunlight Powerlessness If Mandraivus the Lost is exposed to sunlight, he is stunned 2 and clumsy 2.

Speed fly 60 feet

Melee spectral hand +29 (finesse), **Damage** 3d10+11 negative plus drain life

Absorb Wraith Mandraivus the Lost extends its hand toward another wraith creature within 100 feet. The target wraith dissolves and streaks toward Mandraivus the Lost in a straight line, dealing 6d10 negative damage to each creature along the line (DC 34 basic Fortitude save). Mandraivus the Lost absorbs the essence of the target wraith, becoming quickened and gaining a +10-foot status bonus to its fly Speed for a number of rounds equal to the level of the absorbed wraith. It can use its extra action only to Fly or Strike. An unwilling target can attempt a DC 34 Will save to resist being absorbed.

Drain Life (divine, necromancy) When Mandraivus the Lost damages a living creature with its spectral hand Strike, it gains 10 temporary Hit Points and the target must succeed at a DC 34 Fortitude save or become drained 1. Further damage dealt by Mandraivus the Lost increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Wraith Spawn (divine, necromancy) A living humanoid slain by Mandraivus the Lost's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of Mandraivus the Lost. It doesn't have drain life or wraith spawn. If Mandraivus the Lost is slain, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will and gains drain life and wraith spawn.

B6. DEFENSE QUARTERS**CREATURES****TRENCH MIST****CREATURE 11**

NE **GARGANTUAN** **ABERRATION** **AIR**

Perception +21; Darkvision, Lifesense 60 feet

Languages Common (can't speak); telepathy 30 feet

Skills Acrobatics +22, Stealth +22

Str -5, **Dex** +8, **Con** +5, **Int** +1, **Wis** +4, **Cha** +2

Juju Zombie Symbiosis Because of its symbiotic relationship with the juju zombies it creates, a trench mist shares its senses with its animated zombies as long as they are engulfed within its form, granting them lifesense and making them immune to the concealment the trench mist imposes upon creatures within and outside of its foggy form.

Misty Form A trench mist body is composed of a semisolid yellow mist similar in consistency to thick foam. This enables a trench mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a trench mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

AC 30; **Fort** +20, **Ref** +24, **Will** +21

HP 145, fast healing 10; **Immunities** acid, electricity, precision, sonic; **Resistances** physical 10; **Weaknesses** fire 10

Speed fly 40 feet

Melee misty tendrils +22 (agile, finesse), **Damage** 2d10+12 negative damage

Create Juju Zombie A trench mist can animate any corporeal creature that is slain while engulfed within the mist's form. The victim rises as a juju zombie in 1d4 rounds, and is under the control of the trench mist that created it. A juju zombie becomes free-willed if it is separated from its parent trench mist.

Engulfing Mists Engulf, DC 28 Fortitude, 2d6 negative; A creature engulfed by a trench mist does not gain the grabbed or slowed conditions—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, the trench mist may make misty tendrils Strikes against the engulfed creature. An engulfed creature does not need to make an Escape check to exit the engulf. All engulfed creatures become concealed, and all creatures outside the mist become concealed to creatures within it.

JUJU ZOMBIE**CREATURE 3**

Elite Zombie Brute (Pathfinder Bestiary pg. 341)

Size Medium

Rotting Aura (aura, disease, necromancy) The zombie emits an aura of rot and disease that causes wounds to fester and turn sour. Any living creature that starts its turn within 10 feet of the zombie and is not at full Hit Points takes 1d6+4 damage as its wounds fester. Creatures that take a critical hit from the zombie also take this damage immediately.

B8. WATCH COMMANDER'S OFFICE**SKILL CHECKS**

- Perception DC 33 to notice the gold locket.

B9. QUARTERMASTER'S CHAMBER**SKILL CHECKS**

- Athletics DC 25 to Force Open the footlocker.

B10. EASTERN OFFICER'S QUARTERS**Creatures****KNURLOTT****CREATURE 13**

UNIQUE	CE	MEDIUM	UNDEAD
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Graveknight of Scarwall

Perception +23; Darkvision**Languages** Common, Necril**Skills** Athletics +28, Intimidation +27, Religion +24, Warfare Lore +25**Str** +8, **Dex** +4, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5**Items** +2 greater striking frost greatsword, graveknight armor (+2 resilient cold-resistant full plate), frost composite longbow (20 arrows)**AC** 35; **Fort** +25, **Ref** +23, **Will** +22**HP** 235, negative healing, rejuvenation; **Immunities** cold, death, disease, paralyzed, poison, unconscious

Rejuvenation (divine, necromancy) When Knurlott is destroyed, its armor rebuilds its body over the course of 1d10 days—or more quickly if the armor is worn by a living host (see Graveknight Armor, below). If the body is destroyed before then, the process restarts. Knurlott can only be permanently destroyed by obliterating its armor (such as with disintegrate), transporting it to the Positive Energy Plane, or lifting the Scarwall curse.

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, Knurlott automatically attempts to counteract it, with +23 counteract modifier.

Attack of Opportunity ↗**Speed** 25 feet

Melee ♦ frost greatsword +28 (cold, magical, versatile P), **Damage** 3d10+13 slashing plus 1d6 cold

Melee ♦ fist +27 (agile, cold), **Damage** 3d6+11 bludgeoning plus 1d6 cold

Ranged ♦ frost composite bow +25 (cold, deadly 1d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+10 piercing plus 1d6 cold

Devastating Blast ♦ (arcane, cold, evocation) Knurlott unleashes a 30-foot cone of energy. Creatures in the area take 6d12 cold damage (DC 33 basic Reflex save). Knurlott can use this ability once every 1d4 rounds.

Graveknight's Curse (arcane, curse, necromancy) This curse affects anyone who wears Knurlott's armor for at least 1 hour. **Saving Throw** DC 37 Will save; **Onset** 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and cannot remove the armor (1 day); **Stage 3** dies and transforms into Knurlott.

Weapon Master Knurlott has access to the critical specialization effects of any weapons it wields.

B12. MAGUS QUARTERS**SKILL CHECKS**

- Perception DC 29 to uncover Aerilaya's spellbook.

B14. WESTERN OFFICER'S QUARTERS**SKILL CHECKS**

- Perception DC 26 to reveal the bloodstains.

B15. CASTLE KITCHENS**SKILL CHECKS**

- Perception DC 31 to find the cook's stash.

HAZARDS

CREMATORIAL BLAST

HAUNT

Stealth DC 31 (trained)**Description** Kitchen ovens haunted by those murdered inside them that shriek and burn anyone who comes near.**Disable** If the curse affecting Scarwall is lifted, this haunt fades away.**Fires of Torment** (evocation, fire, illusion, mental);

Trigger A creature moves within 10 feet of the haunted ovens. **Effect** A sudden blast of fire wells up inside of each of the three ovens, then plumes out into a sheet of flame that fills the room. As the fires burn, shrieking spirits made of flame tear through the room, swimming through the bodies of living creatures and appearing to tear away bits of flesh as they do. Each creature exposed to the fires must succeed at a DC 30 Will save or be convinced the flames are real. If a character succeeds at the save, the haunt deals no damage, but failure results in the character taking 15d6 points of fire damage. At the end of the round, the fire vanishes, but only those creatures that took fire damage appear burned. Other creatures and the contents of the room are unscathed.

Reset The haunt resets after 1 hour.

CREATURES

CINDER GHOUl

CREATURE 9

UNCOMMON CE MEDIUM UNDEAD FIRE GHOUL

Perception +17; Darkvision**Languages** Common, Necril**Skills** Acrobatics +19, Athletics +19 (+21 to Grapple), Stealth +19**Str** +6, **Dex** +6, **Con** +3, **Int** +1, **Wis** +4, **Cha** +4**AC** 28; **Fort** +16, **Ref** +21, **Will** +17**HP** 155, negative healing; **Immunities** death effects, disease, fire, paralyzed, poison, unconscious;**Weaknesses** cold 10**Tear Flesh** **Trigger** A creature grabbed by the cinder ghoul critically fails a skill check to Escape;**Effect** The cinder ghoul makes a claw Strike against the triggering creature.**Speed** 25 feet**Melee** jaws +21 (finesse), **Damage** 2d10+10 piercing plus 1d6 fire and cinder lung and paralysis**Melee** claw +21 (agile, finesse), **Damage** 2d6+10 slashing plus 1d6 fire and grab and paralysis**Ranged** bone cinder +21 (range increment 10 feet), **Damage** 2d6+10 piercing plus 1d6 fire**Consume Flesh** (manipulate); **Requirements** The cinder ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The cinder ghoul devours a chunk of the corpse and regains 5d6 Hit Points. It can regain Hit Points from any given corpse only once.**Cinder Lung** (curse, fire, necromancy); Any breathing creature bitten by a cinder ghoul begins to have their lungs filled with smoke and cinder. **Saving Throw** DC 26 Fortitude; **Stage 1** drained 1 and 1d6 fire damage (1 round); **Stage 2** drained 2 and 2d6 fire damage (1 round); **Stage 3** drained 3 and 3d6 fire damage (1 round); **Stage 4** suffocating and cannot reduce below stage 4 until the smoke is purged; purging the smoke requires a successful DC 26 Medicine check to Administer First Aid (which stops the creature from suffocating and returns the creature to stage 3; stage 2 on a critical success) or a magical effect that removes curses or the drained condition (which stops the creature from suffocating and ends the curse). If the creature dies from suffocation, it rises as a cinder ghoul the next midnight.**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by a cinder ghoul's attack must succeed at DC 26 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

B16. LARDER

SKILL CHECKS

- Perception DC 26 to notice the humanoid bones.

B17. PORTER'S HALL

Creatures

SCARWALL GUARD

CREATURE 8

Elite Skeletal Hulk (*Pathfinder Bestiary* pg. 299)

B18. ABANDONED WORKSHOP

SKILL CHECKS

- Crafting DC 29 or Perception DC 33 to infer the nature of the lab.

HAZARDS

POLONG BOTTLES

HAZARD 13

MECHANICAL | **TRAP**

Stealth DC 37 (expert)

Description A network of trip lines and pulleys connecting a door to the stoppers of three polong bottles.

Disable DC 32 Thievery (master) to cut the lines before the door opens completely.

Free Polongs **Trigger** A creature opens the door.

Effect The ropes and lines unstopper 3 polong bottles, summoning the polongs at their locations.

CREATURES

POLONG

CREATURE 10

NE | **MEDIUM** | **SPIRIT** | **UNDEAD**

Perception +21; Darkvision

Languages Common, Necril

Skills Acrobatics +21, Intimidation +23, Stealth +21

Str -5, Dex +6, Con +3, Int +3, Wis +4, Cha +6

Bottle Bound A polong is bound to a bottle as part of the ritual to create it. A polong must remain within 1 mile of its bottle, and regains 1d8+5 hit points for each hour it spends inside its bottle. If a polong's bottle is destroyed, the polong is considered stunned until the bottle reforms in 24 hours. Once per day, a creature that possesses a polong's bottle can attempt to take control of the polong for 24 hours. The polong can attempt a DC 32 Will save to negate this effect. A creature that's controlling the polong is immune to its murderous intent aura.

AC 30; **Fort** +18, **Ref** +21, **Will** +23; +1 status to all saves vs. positive

HP 150, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Attack of Opportunity

Murderous Intent (aura) 30 feet. If a creature enters this aura, the polong can immediately attempt to Demoralize the creature as a free action. If the Demoralize attempt fails, the creature is immune to the polong's aura for 24 hours.

Speed fly 40 feet

Melee spectral hand +23 (finesse), **Damage** 2d10+9 negative damage plus terrible wounds

Terrible Wounds (necromancy) When a polong damages a living creature with its spectral hand Strike, the target must succeed a DC 30 Fortitude save or become drained 1 and take 1d8 persistent bleed damage. Further damage increases the drained condition value by 1 and the persistent bleed damage by 1d8 to a maximum value of drained 4 and 4d8 persistent bleed damage.

B19. MALATROTHE'S LAIR

CREATURES

MALATROTHE

CREATURE 10

Elite Night Hag (Pathfinder Bestiary pg. 202)

B21. COURTYARD

SKILL CHECKS

- Nature DC 28 to realize that plants shouldn't survive here.

CREATURES

CORPSE LOTUS

CREATURE 14

UNCOMMON | **N** | **HUGE** | **PLANT**

Perception +24; Darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +29, Stealth +26

Str +8, Dex +5, Con +7, Int -4, Wis +5, Cha -3

Camouflage A corpse lotus can blend in exceptionally well with vegetated areas when not taking any actions. In such an area, a corpse lotus is considered initially hidden to any creature that enters the area.

AC 35; **Fort** +28, **Ref** +26, **Will** +24

HP 290; **Resistances** poison 15

Preserving Mists (aura, necromancy) 30 feet. Corpse lotuses emanate a fine mist that spreads across the ground. Any corpse within this area is affected as if by gentle repose.

Speed 10 feet**Melee** ♦ jaws +29 (reach 10 feet), **Damage** 3d6+13 piercing plus Improved Grab**Melee** ♦ vine +29 (agile, reach 15 feet), **Damage** 3d10+13 bludgeoning plus Grab**Constrict** ♦ 3d8+12 bludgeoning, DC 35; The corpse lotus can only use Constrict on creatures grabbed by its vine Strike and may have any number of creatures grabbed in this way. All creatures grabbed by the corpse lotus's vines are affected by this ability.**Digest Corpse** ♦♦ The corpse lotus grabs a nearby corpse within reach that still has flesh attached and swallows it to grant itself fast healing 10 for 1 minute. Any living creature killed by a corpse lotus's swallow whole ability automatically triggers this ability. A corpse lotus must wait until 1 minute after its fast healing has ended before it can use this ability again.**Swallow Whole** ♦ Large, 3d6+13 bludgeoning, Rupture 24

B22. CARETAKER'S QUARTERS

CREATURES

TENE BROUS WORM

CREATURE 9

N MEDIUM BEAST SHADOW**Perception** +17; Darkvision**Str** +5, **Dex** +4, **Con** +6, **Int** -3, **Wis** +3, **Cha** +3**AC** 28; **Fort** +21, **Ref** +15, **Will** +18**HP** 195; **Immunities** acid**Bristled Carapace** ♦ **Trigger** A creature makes a successful melee attack against the tenebrous worm. **Effect** The tenebrous worm automatically applies the damage effects of its bristles Strike to the triggering creature.**Speed** 20 feet**Melee** ♦ jaws +20, **Damage** 2d8+11 piercing plus 1d8 acid**Melee** ♦ bristles +20, **Damage** 2d6+11 piercing plus tenebrous poison**Shadow Acid** ♦♦ (acid, shadow) The tenebrous worm spews a 30-foot cone of shadowy acid dealing 10d6 acid damage to every creature within the cone (DC 28 basic Reflex) if this ability was used in dim light. If Shadow Acid is used in bright light or darkness, the damage is reduced to 5d6 acid damage. The

tenebrous worm can't use Shadow Acid again for 1d4 rounds.

Tenebrous Poison (poison); **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and slowed 1 (1 round); **Stage 2** 2d6 poison damage and slowed 2 (1 round); **Stage 3** 3d6 poison damage and paralyzed (1 round)

B23. BELSHALLAM'S LAIR

CREATURES

BELSHALLAM

CREATURE 15

Adult Umbral Dragon (Pathfinder Bestiary 2 pg. 96)

B26. ENTERTAINER'S LODGING

SKILL CHECKS

- Occultism or Performance DC 29 to understand Pegg and Loute's pantomime.
- Occultism DC 29 (Secret) to recognize the danger of the pantomime.

CREATURES

PEGG AND LOUTE

CREATURE 7

CN MEDIUM SPIRIT GHOST INCORPOREAL UNDEAD**Perception** +15**Skills** Deception +17, Diplomacy +17, Performance +20, Stealth +15**Str** +2, **Dex** +6, **Con** +2, **Int** +4, **Wis** +4, **Cha** +6**AC** 24; **Fort** +12, **Ref** +15, **Will** +18**HP** 115, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)**Rejuvenation** (divine, necromancy) When either Pegg or Loute is destroyed, it re-forms after 2d4 days within Scarwall, fully healed. Pegg or Loute can be permanently destroyed only if the Scarwall curse is lifted.**Speed** fly 25 feet**Melee** ♦ ghostly hand +16 (agile, finesse, magical), **Damage** 2d8+8 negative**Horrfic Pantomime** ♦♦ (concentrate, emotion, mental, occult, visual) Any creature within 60 feet who can

see Pegg or Loute's horrific pantomime must attempt a DC 25 Will save.

Critical Success The creature is unaffected and immune to Horrific Pantomime for 24 hours.

Success The creature is stupefied 1.

Failure The creature is stupefied 2.

Critical Failure The creature is stupefied 2 and stunned for 1 round as they become mesmerized by the pantomime.

B28. GUEST DINING HALL

SKILL CHECKS

- Perception DC 31 to spot the secret door.

B29. HOST'S CHAMBERS

CREATURES

UKWAR

CREATURE 11

UNIQUE LE MEDIUM UNDEAD

Female orc fext

Perception +21; Darkvision

Languages Common, Necril, Orc

Skills Acrobatics +23, Intimidation +22, Religion +15, Stealth +20

Str +7, **Dex** +4, **Con** +6, **Int** +2, **Wis** +6, **Cha** +4

Items +2 striking conducting battleaxe, moderate sturdy shield (Hardness 13, HP 104, BT 52)

AC 30; **Fort** +22, **Ref** +18, **Will** +20

HP 215, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious

Attack of Opportunity ↗

Rejuvenation (divine, necromancy) When reduced to 0 hit points by anything other than a glass weapon or an obsidian weapon; a fext is not destroyed, but instead becomes unconscious. Additionally, 1d4 minutes after falling unconscious, a fext gains fast healing 5. To be completely destroyed, a fext must be reduced to 0 hit points by a glass or obsidian weapon, or once it is rendered unconscious, its head must be severed and anointed with holy water. Once destroyed, a fext dissolves into fine ash.

Shield Block ↗

Speed 25 feet

Melee ↗ battleaxe +24 (resonant, sweep), **Damage** 2d8+11 slashing plus drain life

Melee ↗ claw +23, **Damage** 3d6+11 bludgeoning plus drain life

Divine Innate Spells DC 27; **2nd** blood vendetta, death knell (at will); **cantrips (6th)** chill touch, daze

Drain Life (divine, necromancy) When Ukwar damages a living creature with its claw or battleaxe Strike, Ukwar gains 12 temporary Hit Points and the creature must succeed at a DC 29 Fortitude save or become drained 1. Further damage dealt by Ukwar increases the amount of drain by 1 on a failed save, to a maximum of drained 4.

Negative Conductivity ↗ (necromancy) Requirements

Ukwar's last action was a successful battleaxe or claw Strike; **Effect** Ukwar can channel her negative energy through her battleaxe as if she had Cast a Spell. Ukwar attempts a battleaxe Strike. On a Success, add 1d8 negative damage to the damage. On a critical hit, add 1d8 persistent negative damage instead.

B30. BATH

CREATURES

FESTERING SPIRIT

CREATURE 9

CE MEDIUM SPIRIT INCORPOREAL UNDEAD

Perception +15; Darkvision

Languages Common, Necril

Skills Intimidation +20, Occultism +20, Stealth +19

Str -5, **Dex** +3, **Con** +0, **Int** +3, **Wis** +6, **Cha** +6

Site Bound A festering spirit can stray only a short distance from where it was killed or the place it haunts. A typical limit is 120 feet.

AC 25; **Fort** +14, **Ref** +17, **Will** +20

HP 115, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When a festering spirit is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A festering spirit can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Speed fly 25 feet

Melee ↗ ghostly hand +19 (agile, finesse, magical),

Damage 2d8+10 negative plus slime

Frightful Moan ➡ (auditory, divine, emotion, enchantment, fear, mental) The festering spirit laments its fate, forcing each living creature within 30 feet to attempt a DC 27 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this festering spirit's frightful moan for 1 minute.

Slime (divine, necromancy, poison) Any creature that is hit by the festering spirit's ghostly hand Strike, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a DC 27 Fortitude save. A creature affected by Slime can spend 1 action to Interact and scrape the slime off to reduce the sickened condition by 1.

Critical Success The creature is immune to the effects of Slime for 24 hours.

Success The creature becomes sickened 1.

Failure The creature becomes sickened 1 and slowed 1. If the creature loses the sickened condition, they also lose the slowed condition.

Critical Failure As failure, but sickened 2.

Telekinetic Assault ➡ (divine, evocation) The festering spirit cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 6d6 bludgeoning damage (DC 27 basic Reflex).

B32. PRIVATE BATH

HAZARDS

GREEN SLIME

HAZARD 9

Green Slime (Pathfinder Gamemastery Guide pg. 78)

Description A caustic green film covers the pool of water, watching for prey to approach it.

Dissolving Ambush ➡ **Trigger** A creature comes within 5 feet of the pool of water.

B33. GUEST ROOMS

CREATURES

WRAITH

CREATURE 7

Elite Wraith (Pathfinder Bestiary pg. 335)

B34. MALICE AFORETHOUGHT

SKILL CHECKS

- Society DC 31 to recognize the statue of Kazavon.

HAZARDS

STATUE OF KAZAVON

HAZARD 10

MAGICAL | TRAP

Stealth DC 30 (expert)

Description A statue of Kazavon in his human form that seizes the minds of those who would look upon its face.

Disable Thievery DC 28 (expert) to quickly toss a cloth over the head or dispel magic (5th level; counteract DC 28) against the statue to suppress the magic for 1d4 minutes. Worshippers of Zon-Kuthon are immune to all effects of the Statue of Kazavon.

AC 31; **Fort** +21, **Ref** +12

Hardness 20; **HP** 88 (BT 44); **Immunities** critical hits (except bludgeoning or sonic), object immunities, precision damage

Malice Aforethought ➡ (curse, divine, enchantment, incapacitation, mental, visual) **Trigger** Any creature looks directly at the face of the statue. **Effect** The creature must attempt a DC 30 Will save against the statue's curse.

Critical Success The creature is unaffected.

Success The creature is stunned 1 as it fights off the curse.

Failure The creature is overcome by an irresistible urge to climb the ladder in area B35 into the Prison of Woe, where the curse compels the victim to remain in that room. The creature may attempt a Will save at the end of each of its turns. On a success, the curse ends. If another creature activates the statue's curse, the curse immediately ends on the creature it is currently affecting.

Critical Failure As failure, but the creature may not attempt a new save. The curse can only be broken by magical means or another creature activating the statue's curse.

Vengeance Afterthought ➡ (curse, enchantment, incapacitation, mental) **Trigger** A creature attacks the statue. **Effect** The statue casts *feeblemind* (DC 30 Will save) against the attacking creature.

B36. ROSETTE OBSERVATORY

Skill Checks

- Perception or Crafting DC 36 to reveal a portion of the floor has been replaced.
- Society DC 34 to recognize Sir Echolt Crommerand.

CREATURES

DANSE MACABRE

CREATURE 15

RARE NE MEDIUM UNDEAD INCORPOREAL

Perception +30; Darkvision, Lifesense 60 feet

Languages Common, Necril

Skills Acrobatics +31, Athletics +26, Deception +28, Intimidation +30, Stealth +33

Str -5, Dex +9, Con +6, Int +4, Wis +6, Cha +6

AC 36; Fort +23, Ref +26, Will +29

HP 235, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Dance of Death (auditory, aura, enchantment, incapacitation, occult, visual) 40 feet. A danse macabre is surrounded by an endless gala of dancing spectral figures. Any living creature that enters or ends its turn in the aura must attempt a DC 34 Will save.

Critical Success The creature is unaffected.

Success The creature is flat-footed and cannot use reactions until the end of its next turn. Additionally, it must spend its first action after this save dancing. Dancing is a move action that allows the creature to Stride up to half its Speed.

Failure As success, except the creature must spend its next 2 actions dancing.

Critical Failure As failure, except the creature must spend its next 3 actions dancing.

Rejuvenation (divine, necromancy) As a manifestation of death incarnate, a danse macabre is not itself subject to permanent destruction. If reduced to 0 hit points, it vanishes, only to rejuvenate at full hit points in 1d4 days. Only by destroying the creature and then performing the consecrate ritual on the site it manifested upon prevents the undead monster's reappearance.

Speed fly 40 feet

Melee ♦ ghostly scythe +30 (agile, deadly 2d10, magical, reach 10 feet, trip), **Damage** 3d10+12 slashing plus 1d10 negative and drain life

Drain Life (divine, necromancy) When the danse macabre damages a living creature with its ghostly scythe Strike, it gains 5 temporary Hit Points and the creature must succeed at a DC 33 Fortitude save or become drained 1. Further damage dealt by the danse macabre increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

B37. HIDDEN MOORING

Skill Checks

- Survival DC 32 to locate the remnants of the trail.
- Perception DC 31 to find the platinum coin.

CREATURES

TARNWORM

CREATURE 13

Purple Worm (*Pathfinder Bestiary* pg. 56)

Speed swim 60 feet; no burrow speed

The tarnworm cannot use rock tunneler.

C. SECOND FLOOR

C1. GATE WINCH

CREATURES

SCARWALL GUARD

CREATURE 8

Elite Skeletal Hulk (*Pathfinder Bestiary* pg. 299)

C3. CHAMBERLAIN'S QUARTERS

Skill Checks

- Perception DC 29 to find the ring of keys.
- Thievery DC 29 while unlocking a door to reduce time needed to find the correct key.

C4. ARMORY

CREATURES

IRON GOLEM

CREATURE 13

Iron Golem (Pathfinder Bestiary pg. 188)

C6. SERVANT'S LOUNGE

HAZARDS

OBSESSION OF SERVITUDE

HAZARD 12

COMPLEX **HAUNT**

Stealth +24 (expert)

Description A dusty room in which ghostly images of harried, emaciated servants clad in rags manifest and possess creatures to scurry about, frantic in their attempt to keep the castle presentable for their lord.

Disable DC 32 Religion (master) or dispel magic (6th level; counteract DC 30) to suppress the ghosts for 1 minute.

All Must Serve (enchantment, incapacitation, mental, occult) **Trigger** A living creature remains in area C6 for more than 1 round. **Effect** A ghostly servant attempts to enter the body of a random living creature in the room. The target must attempt a save against the ghostly servant's suggestion (DC 30 Will save) to head out into the castle to clean a randomly determined room on the second floor. A character attacked along the way can fight back, but once a battle is completed must return to the task at hand. Characters prevented from following the suggestion do not resist violently, but do seek to obey the suggestion to the best of their abilities until the duration expires or the effect is dispelled. The haunt then rolls initiative.

Routine As All Must Serve, but the haunt randomly chooses a new living target in area C6. This new target cannot be a previously possessed creature.

Reset The haunt grows quiet and resets 1 minute after there are no living creatures in area C6. If the geists in area C8 are still alive and control the haunt, this time is reduced to 5 rounds.

Destruction If the curse upon Scarwall is lifted or the geists in C8 are destroyed, this haunt fades away.

C7. SPARRING CHAMBER

HAZARDS

OBSESSION OF BATTLE

HAZARD 12

COMPLEX **HAUNT**

Stealth +24 (expert)

Description A dusty room in which ghostly images of castle guards manifest and possess creatures to succumb to violence and lash out at any person near them, friend or foe.

Disable DC 32 Religion (master) or dispel magic (6th level; counteract DC 30) to suppress the ghosts for 1 minute.

All Must Die (emotion, enchantment, mental, occult) **Trigger** A living creature remains in area C7 for more than 1 round. **Effect** A ghostly guard attempts to enter the body of a random living creature in the room. The target must attempt a DC 30 Will save or become confused for 1 minute. The haunt then rolls initiative.

Routine As All Must Die, but the haunt randomly chooses a new living target in area C7. This new target cannot be a previously possessed creature.

Reset The haunt grows quiet and resets 1 minute after there are no living creatures in area C7. If the geists in area C8 are still alive and control the haunt, this time is reduced to 5 rounds.

Destruction If the curse upon Scarwall is lifted or the geists in C8 are destroyed, this haunt fades away.

C8. SERVANT'S QUARTERS

CREATURES

GEIST

CREATURE 9

CE **MEDIUM** **UNDEAD** **INCORPOREAL**

Perception +20; Darkvision

Languages Abyssal, Common

Skills Acrobatics +19, Intimidation +21, Stealth +19

Str -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +4, **Cha** +5

AC 28; **Fort** +16, **Ref** +19, **Will** +21; +1 status to all saves vs. positive

HP 130, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Sunlight Powerlessness A geist caught in sunlight is stunned 2 and clumsy 2.

Speed fly 40 feet

Melee ♦ spectral jaws +21, **Damage** 2d10+7 negative plus drain life

Drain Life (divine, necromancy) When the geist damages a living creature with its spectral jaws Strike, the geist gains 10 temporary Hit Points and the target must succeed at a DC 28 Fortitude save or become drained 1. Further damage dealt by the geist increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Spiritual Manipulation Geists have the ability to take control of haunts. When a geist enters a haunt's area of effect, the geist can immediately attempt to take over the haunt by making a Charisma check. If the result of the Charisma check is equal to or greater than the haunt's Level, the geist takes over the haunt and maintains control as long as the geist remains within 1 mile. If the geist's attempt to take control of a haunt fails, the geist must retreat from the haunt's area of effect and cannot attempt to take control of the haunt again for 24 hours. When a geist controls a haunt, it can activate or suppress the haunt's effects as a free action and the haunt automatically resets in half its normal time. A haunt under a geist's control can still be disabled, but it cannot be permanently put to rest until the geist that controls it is destroyed. A geist can control a number of haunts up to its Charisma modifier at one time (usually five).

Terrifying Laugh ♦ (auditory, emotional, enchantment, incapacitation, mental, occult) The geist unleashes a terrifying laugh. All creatures within 30 feet of the geist must make a DC 28 Will save. The geist can't use Terrifying Laugh again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure As failure, but the creature is also fleeing (1 round).

C9. CENTRAL HALL

CREATURES

NIGHTMARE

Nightmare (Pathfinder Bestiary pg. 244)

CREATURE 6

C10. TORTURE ROOM

CREATURES

GLIMKARUS

CREATURE 11

UNCOMMON NE MEDIUM FEY

Elite bogeyman (Extinction Curse AP; Legacy of the Lost God pg. 79)

Perception +21; Low-Light Vision

Languages Aklo, Common, Sylvan; tongues

Skills Acrobatics +25, Athletics +21, Deception +24, Intimidation +24, Society +18, Stealth +25, Thievery +23

Str +5, Dex +7, Con +4, Int +0, Wis +3, Cha +6

AC 32; **Fort** +18, **Ref** +25, **Will** +21

HP 195, fast healing 10; **Immunities** fear; **Weaknesses** cold iron 10

Deepest Fear (aura, emotion, fear, illusion, mental, visual) 60 feet. A bogeyman's aura of terror manifests as a shifting haze of images that reflect the viewers' deepest fears. Whenever a creature ends its turn within the aura, it must succeed at a DC 30 Will save or become frightened 1. A creature's frightened condition (including from striking fear) does not reduce as long as the creature remains in the aura. If the creature succeeds at its saving throw, it becomes temporarily immune to the aura for 24 hours.

Speed 30 feet; mobility

Melee ♦ claw +23 (agile, finesse, magical), **Damage** 2d12+11 slashing plus striking fear

Occult Innate Spells DC 29; **4th** gaseous form, invisibility, nightmare, phantasmal killer; **3rd** fear, mind reading; **2nd** knock (at will); **Cantrips** (**4th**) ghost sound, message; **Constant** (**4th**) tongues

Devour Soul ♦♦♦ (necromancy, occult) As bogey. Each time the bogeyman consumes 10 souls, it increases its level by 1, and its statistics improve accordingly.

Mobility When the bogeyman uses a Stride action to move half their Speed or less, that movement does not trigger reactions.

Sneak Attack The bogeyman deals 1d6 extra precision damage to flat-footed creatures.

Striking Fear (emotion, fear, mental) If a bogeyman scores a critical hit with a claw Strike, the target must attempt a DC 31 Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the bogey.

C11. PRIVATE AUDIENCE CHAMBER

- Society DC 29 to recognize the painting.
- Perception DC 29 to find Andachi's ring.

C13. GUARD POST

CREATURES

SCARWALL GUARD

CREATURE 8

See Area C1

C14. GREAT HALL

SKILL CHECKS

- Society DC 34 to recognize Andachi's Ustalavic attire.

CREATURES

MITHRODAR

CREATURE 15

RARE	LE	MEDIUM	UNDEAD	INCORPOREAL	SPIRIT
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Chained spirit of Scarwall

Perception +29; Darkvision, Lifesense 500 feet, Spectral Sight

Languages Common, Necril

Skills Acrobatics +28, Intimidation +29, Occultism +22

Str -5, Dex +6, Con +1, Int +3, Wis +7, Cha +7

Spectral Bindings (conjuration, divine, teleportation) If the chained spirit has a spirit anchor and Strides from its starting location during its turn; it is immediately teleported to its original location at the end of its turn. This is considered forced movement and cannot be interrupted in any way.

Spectral Sight A chained spirit can see and hear through any of its spirit anchors at any time it wishes as if using its own eyes and ears.

AC 44 (36 without spirit anchors); **Fort** +22, **Ref** +26, **Will** +29

HP 220, fast healing 20, negative healing, spirit anchor; **Immunities** disease, paralyzed, poison, positive, precision, unconscious;

Resistances all damage 10 (except force or ghost touch; double resistance vs. non-magical)

Spirit Anchor (divine, necromancy) When a chained spirit is destroyed, it re-forms after 1 minute within the location it's bound to, fully healed. A chained spirit can only be destroyed if all of its spirit anchors have been destroyed prior to destroying the chained spirit. Each time a spirit anchor is destroyed, the chained spirit loses Spectral Sight through that anchor, fast healing 5 and takes a -2 status penalty to its AC for each anchor destroyed. If all of a chained spirit's anchors are destroyed, the chained spirit also loses immunity to positive damage, and is no longer bound by Spectral Bindings.

Speed fly 50 feet

Melee spectral chain +29 (evil, finesse, magical, reach 10 feet), **Damage** 3d10+14 bludgeoning plus drain mind

Melee ♦ spectral hand +29 (agile, finesse, magical), **Damage** 3d8+14 negative plus drain life

Chain Spirit ♦ (divine, necromancy) The chained spirit attempts to chain a creature of a Level lower than its own and can sense with Lifesense. The target creature must succeed a DC 35 Fortitude save. Dead creatures automatically critically fail this save.

Critical Success No effect and the creature is immune to Chain Spirit for 24 hours.

Success No effect.

Failure The creature is drained 1 or increases its drained condition by 1.

Critical Failure As failure, but drained 2.

If the drained condition would reduce the target's maximum health to 0, the chained spirit binds the creature's soul to it as a spirit anchor. Once the chained spirit has bound a soul, it cannot perform this ability on another soul for 1 week. The target creature loses its drained condition and cannot move more than 100 feet from the location it was chained unless the chained spirit wills it. If the creature was dead when it was bound, it raises as an undead version of itself under the chained spirit's control. If a spirit anchor is destroyed, the chained spirit cannot chain a new spirit for 24 hours. The chained spirit cannot have any more than 4 spirit anchors at any time.

Drain Life (divine, necromancy) When a chained spirit damages a living creature with its spectral hand Strike, the chained spirit gains 15 temporary Hit

Points and the target must succeed at a DC 35 Fortitude save or become drained 1. Further damage dealt by the chained spirit's spectral hand Strikes increases the value of the drained condition by 1 on a failed save, to a maximum of 8.

Drain Mind (divine, necromancy) When a chained spirit damages a living creature with its spectral chain Strike, the target must succeed at a DC 35 Will save or become stupefied 1. Further damage dealt by the chained spirit's spectral chain Strikes increases the value of the stupefied condition by 1 on a failed save, to a maximum of 4.

Specter Spawn (divine, necromancy) A living humanoid slain by a chained spirit rises as a specter after 1d4 rounds. This specter is under the command of the chained spirit that killed it. If the creator of the specter dies, the specter becomes a full-fledged, autonomous specter.

SPECTER

CREATURE 8

Elite Specter (Pathfinder Bestiary 2 pg. 248)

C15. WESTERN PARAPET

- **Donjon Door:** Hardness 15, HP 60, BT 30; *good lock* (5 Successes at DC 30 to unlock). Sealed with *shape stone*; Hardness 14, HP 56, BT 28

C17. EASTERN PARAPET

- **War Tower Door:** Hardness 18, HP 72, BT 36; *good lock* (5 Successes at DC 30 to unlock).

C19. HUNTER'S QUARTERS

CREATURES

BAYKOK

CREATURE 9

Baykok (Pathfinder Bestiary 3 pg. 29)

C20. HUNT COMMANDER'S QUARTERS

CREATURES

ANIZORA

CREATURE 14

Weak Dybbuk (Pathfinder Bestiary 3 pg. 88)

ANIMATED TAXIDERMIC WYVERN CREATURE 10

N LARGE CONSTRUCT MINDLESS

Perception +18; Darkvision

Skills Acrobatics +20, Athletics +21, Stealth +18

Str +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +4, **Cha** -5

AC 33 (29 when broken); construct armor; **Fort** +22,

Ref +15, **Will** +14

HP 160, Hardness 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated taxidermic wyvern has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated taxidermic wyvern is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 29.

Savage ♦ **Trigger** A creature grabbed by the animated taxidermic wyvern critically fails a skill check to Escape. **Effect** The animated taxidermic wyvern makes a stinger Strike against the triggering creature.

Speed 20 feet, fly 60 feet

Melee ♦ fangs +23, Damage 2d12+15 piercing

Melee ♦ claw +23, Damage 2d8+9 slashing plus Grab

Melee ♦ stinger +21 (agile, reach 10 feet), Damage 2d6+9 piercing plus necrotic wyvern venom

Necrotic Wyvern Venom (poison); **Saving Throw**

Fortitude DC 29; **Maximum Duration** 6 rounds;

Stage 1 5d6 poison damage (1 round); **Stage 2** 6d6 poison damage and sickened 1 (1 round); **Stage 3** 8d6 poison damage and sickened 2 (1 round)

Powerful Dive ♦ (move) The animated taxidermic wyvern flies up to its fly Speed and must both move forward at least 20 feet and descend at least 10 feet. If it ends the movement within melee reach of at least one enemy its size or smaller, it can make a claw Strike against that enemy. If the claw hits, as a free action the animated taxidermic wyvern can either automatically Grab the target or knock it prone.

Punishing Momentum ♦ **Requirements** The animated taxidermic wyvern grabbed a creature this turn using Powerful Dive. **Effect** The animated taxidermic wyvern can Fly at half Speed while holding the creature in its claws, carrying that creature along with it and dropping it at the end of its movement.

Alternatively, the animated taxidermic wyvern can Strike the creature with its stinger with a +2 circumstance bonus.

D. SCARWALL HEIGHTS

D1. GATEHOUSE LOFT

CREATURES

CASTOTHRANE

CREATURE 13

UNIQUE LE MEDIUM UNDEAD MINDLESS SKELETON

Male skeletal champion

Perception +23; Darkvision

Languages Common, Necril

Skills Acrobatics +27, Athletics +27, Intimidation +24

Str +8, **Dex** +8, **Con** +4, **Int** -1, **Wis** +4, **Cha** +4

Items +2 greater striking flaming battle axe, greater sturdy shield (+2 AC, Hardness 15, HP 120, BT 60)

AC 35; **Fort** +22, **Ref** +25, **Will** +21

HP 180, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Attack of Opportunity ↗

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 32

Shield Block ↗

Speed 25 feet

Melee ♦ battleaxe +26 (sweep), **Damage** 3d8+14 slashing plus 1d6 fire plus 1d10 persistent fire on a critical hit

Melee ♦ claw +26 (agile), **Damage** 3d6+14 slashing

Explosive Death When Castothrane is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 8d6 slashing damage (basic Reflex DC 32).

Fearsome Brute Castothrane gains a circumstance bonus to damage rolls for Strikes against frightened creatures equal to triple the creature's frightened value.

Find Target ♦ (detection, divination) Castothrane can track and find the holder of his circlet unerringly. When using Find Target, Castothrane learns the name and plane of existence of the last creature to touch his circlet. If the creature still possesses his circlet, he also learns their exact location. Find

Target automatically overcomes protections against detection and divination, even if they would normally have a chance to block it.

Immolation Sweep ♦♦ (evocation, fire, occult)

Castothrane imbues its axe with flames and makes a battle axe Strike with a -2 circumstance penalty against each creature in a 15-foot cone. It makes only one attack roll and compares the result to each creature's AC. This Strike deals an additional 1d6 fire damage and counts as one attack for Castothrane's multiple attack penalty.

GREATER SHADOW

CREATURE 8

Elite Greater Shadow (Pathfinder Bestiary pg. 289)

D2. GATEHOUSE TURRETS

CREATURES

SCARWALL GUARD

CREATURE 8

Elite Skeletal Hulk (Pathfinder Bestiary pg. 299)

D4. HIDDEN STOREROOM

SKILL CHECKS

- Perception DC 34 to reveal the secret door.
- Hidden Door: Hardness 14, HP 56, BT 28; *lock* (8th level, counteract DC 38)

D5. WIZARD'S ABODE

SKILL CHECKS

- Arcana DC 34 to recognize the arcane marks as a summoning ritual.

D6. LIBRARY

SKILL CHECKS

- Perception DC 34 to find the hollowed out book.

D8. GARGOYLE MINARETS

CREATURES

GARGOYLE BRUTE

CE MEDIUM BEAST EARTH

Perception +19; Darkvision

Languages Common, Terran

Skills Acrobatics +19, Athletics +19, Stealth +22

Str +5, **Dex** +3, **Con** +5, **Int** -2, **Wis** +3, **Cha** -2

AC 30; **Fort** +21, **Ref** +18, **Will** +18

HP 165; **Resistances** physical 8 (except adamantine)

Clawed Feet ↗ (attack); **Trigger** The gargoyle brute is Flying, and a creature moves into an adjacent square below it. **Effect** The gargoyle brute makes a claw Strike against the triggering creature.

Speed 25 feet, fly 40 feet

Melee ♦ jaws +20, **Damage** 2d10+13 piercing

Melee ♦ claw +20 (agile), **Damage** 2d8+11 slashing

Rend ♦ claw

Statue ♦ (concentrate) Until the next time it acts, the gargoyle brute appears to be a statue. It has an automatic result of 40 on Deception checks and DCs to pass as a statue.

CREATURE 10

D14. LORD'S TOWER

- Door: Hardness 15, HP 60, BT 30; *superior lock* (6 Successes at DC 40 to unlock)

SKILL CHECKS

- Perception DC 31 to notice the loose scales.
- Arcana or Nature DC 34 to identify the scales as blue dragon scales.

CREATURES

NIHIL THE ASHBRINGER

CREATURE 13

RARE LE LARGE FIEND DEVIL

Female ashmede (judgment devil)

Perception +26; Aura Sight, greater Darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +22, Athletics +23, Deception +25, Intimidation +23

Str +6, **Dex** +5, **Con** +5, **Int** +8, **Wi** +5, **Cha** +4

Aura Sight A judgment devil can detect the alignment of any good creature it can see within 60 feet. If the judgment devil cannot see the source of good within its Aura Sight range, it can still feel its presence as an imprecise sense.

Items +2 greater striking unholy scythe

AC 32; **Fort** +24, **Ref** +24, **Will** +26; +1 status to all saves vs. magic

HP 215; **Immunities** fire, poison; **Resistances** physical 10 (except silver), cold 10; **Weaknesses** good 10

Attack of Opportunity ↗

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 10 feet, DC 31

Iron Flesh ↗ **Trigger** A creature critically succeeds on a Strike against the judgment devil. **Effect** The judgment devil empowers the iron within its flesh, reducing the Strike to a success.

Speed 35 feet, fly 35 feet

Melee ♦ scythe +28 (deadly 1d10, magical, reach 10 feet, trip), **Damage** 3d10+12 slashing plus 1d6 evil

Melee ♦ wing +26 (agile, magical, reach 10 feet), **Damage** 2d6+12 bludgeoning

Divine Innate Spells DC 33; **8th** horrid wilting; **7th** force cage; **6th** chain lightning; **5th** dimension door, prying eye, summon fiend; **4th** dimension door (at will), invisibility (self only);

Divine Rituals DC 33; infernal pact

CREATURES

BARBED DEVIL

CREATURE 11

Hamatula (Pathfinder Bestiary 2 pg. 74)

D13. LORD'S CAUSEWAY

CREATURES

IMP

CREATURE 1

Imp (Pathfinder Bestiary pg. 87)

Blasphemy of Caina ♦♦ (auditory, curse, divine, incapacitation, mental) The judgment devil curses listeners with the blasphemous edicts of Hell. All good-aligned creatures within a 30-foot radius must attempt a DC 33 Will save. The judgment devil can't use Blasphemy of Caina again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is stunned for 1 round and stupefied 1.

Critical Failure The creature is stunned for 2 rounds and stupefied 2.

Wing Thrash ♦♦ The judgment devil thrashes wildly with its wings, making wing Strikes against up to three adjacent foes. Each attack counts toward the judgment devil's multiple attack penalty, but the penalty only increases after all the attacks have been made.

D15. BELFRY

HAZARDS

WARNING BELLS

HAUNT

Stealth DC 32 (Master) to notice the bell vibrating as it prepares to rise.

Description An immense bell that rises up from the ground to unleash two deafening peals to the castle as shrieking spirits race around the room in indignant fury.

Disable Religion DC 35 (Master) to calm the spirits within the bell or dispel magic (7th level; counteract DC 31) to counteract the bell.

Warning Peal ♦ (auditory, evocation, occult) **Trigger** A creature spends 1 round in area D15. **Effect** The bell rises up and rings twice in quick succession. The first ring alerts all of Scarwall's inhabitants and grants a +5 circumstance bonus to Perception checks of any of Scarwall's inhabitants using the Seek action for the next 24 hours. The second ring is even louder and any creature within the stairwell leading up to D15 suffers 10d10 sonic damage (DC 32 basic Fortitude save) and is deafened for 1 hour upon a failed save. All creatures that are within area D15 when the bell rings suffer the same effects as the stairwell but are deafened for 1 hour upon a successful save and deafened permanently on a failed save.

Reset The bell resets after 1 hour.

HAZARD 13

D16. CUPOLA

CREATURES

AERILAYA

CREATURE 14

UNIQUE CE MEDIUM SPIRIT INCORPOREAL UNDEAD

Variant banshee (Pathfinder Bestiary 34)

Perception +28; hears heartbeats (imprecise) 60 feet, Darkvision

Languages Common, Elven

Skills Acrobatics +25, Intimidation +28, Occultism +20

Str -5, **Dex** +5, **Con** +1, **Int** +0, **Wis** +6, **Cha** +6

Hears Heartbeats Aerilaya can hear heartbeats within 60 feet (imprecise).

Sunlight Powerlessness If in direct sunlight, Aerilaya is slowed 1 and can't use actions that have the attack trait.

AC 35; **Fort** +23, **Ref** +25, **Will** +28

HP 195, negative healing; **Immunities** disease, paralyzed, poison, precision, unconscious;

Resistances all damage 6 (except force, ghost touch, or positive; double resistance vs. non-magical)

Vengeful Spite ♦ **Trigger** A foe critically hits Aerilaya, or Aerilaya critically fails her save against a foe's damaging effect. **Effect** Aerilaya lashes back at her tormentor, dealing 3d8+14 mental damage (DC 33 basic Will save) and applying the effects of terrifying touch based on the results of the same Will save.

Speed fly 60 feet

Melee ♦ hand +29 (finesse, magical), **Damage** 3d8+15 negative plus terrifying touch

Spectral Ripple When Aerilaya Strides at least 10 feet, she is concealed until the start of her next turn.

Terrifying Touch (emotion, enchantment, fear, occult) A creature damaged by Aerilaya's touch that isn't already frightened must attempt a DC 33 Will save (DC 38 if the attack was a critical hit). If the creature fails its save, it's frightened 2; on a critical failure, the creature also cowers with fear and is stunned 4. If the creature is protected against fear by a spell or magic item, the banshee's touch first attempts to counteract the protection effect, with the effect of a 7th-level dispel magic spell.

Wail ♦♦ (auditory, concentrate, death, necromancy, occult) Aerilaya unleashes a soul-chilling wail of the banshee (DC 33, 6d10 negative damage). This Wail overcomes silence and similar effects of 4th level or lower. Aerilaya can instead use Wail as a three-

action activity to overcome such effects of up to 7th level.

Aerilaya's Wail resonates for 1 round, and any creature that comes within the area during that time must attempt a save against the effect. A creature can't be affected more than once by the same Wail. Aerilaya can't Wail again for 1d4 rounds.

D18. LORD'S OVERLOOK

CREATURES

BONE DEVIL CREATURE 10

Elite Osyluth (Pathfinder Bestiary 2 pg. 74)

E. WAR TOWER

E2. DINING HALL

SKILL CHECKS

- Nature or Society DC 26 to recognize the Worldwound painting
- Perception DC 32 to notice the artist's signature.

E3. GUARD ROOM

CREATURES

SCARWALL GUARD CREATURE 8

Elite Skeletal Hulk (Pathfinder Bestiary pg. 299)

E5. SPARRING ROOM

CREATURES

NESSIAN HELL HOUND CREATURE 10

Elite Nessian Warhound (Pathfinder Bestiary pg. 205)

E6. OFFICERS' BUNKS

SKILL CHECKS

- Perception DC 29 to reveal the couple treasures left behind.

E7. WAR COMMANDER'S QUARTERS

CREATURES

RISIBETH

CREATURE 12

UNIQUE **CE** **MEDIUM** **UNDEAD** **VAMPIRE**

Female sayona vampire

Perception +21; **Darkvision**, **Lifesense** 60 feet

Languages Abyssal, Common, Infernal

Skills Acrobatics +22, Athletics +27, Deception +25, Intimidation +25, Religion +17, Stealth +24

Str +8, **Dex** +5, **Con** +4, **Int** +4, **Wis** +0, **Cha** +8

AC 32; **Fort** +21, **Ref** +22, **Will** +19

HP 230, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** cold 10

Frightening Gaze (aura, divine, emotional, enchantment, mental) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 29 Will save. If the creature fails, it becomes frightened 1 or increases its frightened condition by 1 if it was already frightened. The sayona can deactivate or activate this aura by using a single action, which has the concentrate trait.

Speed 40 feet

Melee ♦ fangs +25, **Damage** 3d10+15 piercing and 1d6 persistent bleed

Melee ♦ claw +25 (agile), **Damage** 3d6+15 slashing and 1d6 persistent bleed

Divine Innate Spells DC 33; **7th** vampiric touch (×3); 3rd fear (×3);

Absorb Blood ♦♦ **Requirements** The sayona is adjacent to a bleeding creature; **Effect** The sayona absorbs the creature's blood. The creature must attempt a DC 35 Fortitude save. If a creature is targeted with this ability in consecutive rounds, the save DC decreases by 2 each round after the first.

Success The target is unaffected.

Failure The target is drained 1 or increases its drained condition by 1 and the sayona regains its level in HP, regaining excess HP as temporary hit points. Absorbing blood from a creature that's already drained doesn't restore any HP to the sayona, but it increases the creature's drained condition value by 1. A sayona can also absorb blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. The target creature's drained condition value decreases by 1 per week. A blood transfusion, which requires a successful DC 18 Medicine check and sufficient blood or a blood

donor, reduces the drained value by 1 after 10 minutes.

Critical Failure As failure, but drained 2.

Living Form (concentrate, divine, polymorph, transmutation); **Requirements** The sayona has successfully used Drink Blood or Absorb Blood in the past hour. **Effect** A sayona can transform into a young, beautiful form resembling the body it had in life, with the effects of humanoid form for 24 hours. It loses its fangs and claw Strikes but gains a +2 circumstance bonus to Deception checks to Impersonate in this form. Exposure to holy water or positive energy in this form reduces the duration of this transformation by 1d4 hours.

Staggering Fear (divine, emotional, enchantment, mental) The sayona fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Will save against the sayona's frightening gaze. If the creature was already frightened by frightening gaze before attempting its save, a failed save causes it to be stunned for 1 round. After attempting its save, the creature is then temporarily immune until the start of the sayona's next turn.

E9. UPPER HALL

- Doors: Hardness 15, HP 60, BT 30; Thievery DC 34 to unlock.

E10. RECORDS ROOM

HAZARDS

CURSE OF THE WORM

HAZARD 13

HAUNT

Stealth DC 35 (trained) to see the blood on the scroll start to glisten and soak through the parchment

Description A bleeding scroll that forces its bearer to relive the final, horrid moments of Kleestad's life.

Disable Religion DC 33 (master) or dispel magic (7th level; counteract DC 31) to suppress the scroll's desire to possess for 1 minute.

Curse of the Chained One (curse, divine, enchantment, emotional, mental) **Trigger** A creature picks up the scroll. **Effect** When the creature picks up the scroll, a sense of panic wells up inside him as the conviction takes hold that he is Scarwall's chamberlain and was just caught by Kazavon in the act of betraying the castle to its enemies. Pain

shoots through the creature's feet as he experiences the agony of both ankles breaking, and then experiences a panicked crawl through Scarwall while it's under attack, seeking shelter in a cave deep below ground. Days or weeks seem to pass with nothing but worms to eat and muddy water to drink, and then the creature experiences another painful crawl up to the castle, where he finds a gleaming sword amid dozens of freshly slaughtered orcs and humans. Yet as he grasps the sword, that sense of panic fills him again—this time, he knows it is not Kazavon whom he has betrayed, but Zon-Kuthon himself, and as his body twists and transforms into a monster, the creature flees back into the caverns below with his prize. All of this seems to take place over several weeks for the victim of the haunt, when in fact only a few seconds pass in real time. As the complex vision ends, the creature must succeed at a DC 35 Will save or be afflicted with a potent curse: he thinks of himself as a worm and no longer believes he can or even deserves to walk, and must drop prone and crawl wherever he travels.

Destruction Unlike the other haunts in Scarwall, lifting the castle's curse does not destroy this haunt. To do so, Kleestad himself, in his new incarnation as a pharmakos, must be slain (see **Area H4**).

E11. WAR ROOM

CREATURES

GORSTAV

CREATURE 13

UNIQUE	NE	MEDIUM	UNDEAD	MINDLESS	ZOMBIE
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Male juju zombie fighter

Perception +24; Darkvision

Languages Common, Necril, Orc

Skills Acrobatics +24, Athletics +25, Intimidation +21

Str +8, **Dex** -1, **Con** +6, **Int** -5, **Wis** +1, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

Items +2 striking thundering warhammer, +1 resilient full plate

AC 34; **Fort** +26, **Ref** +20, **Will** +23

HP 295, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances all damage 6; **Weaknesses** critical hits 12

Rotting Aura (aura, disease, necromancy) Gorstav emits an aura of rot and disease that causes wounds to fester and turn sour. Any living creature that starts its turn within 10 feet of the zombie and is not at full Hit Points takes 2d6 damage as its wounds fester. Creatures that take a critical hit from the zombie also take this damage immediately.

Speed 25 feet

Melee ♦ warhammer +26 (deadly 2d8, magical, shove), **Damage** 3d8+11 bludgeoning plus 1d6 sonic

Dueling Parry ♦ As long as he has one free hand, Gorstav can parry attacks against him with his warhammer. He gains a +2 circumstance bonus to AC until the start of his next turn as long as his other hand remains free.

Furious Swings ♦♦ Gorstav makes up to three warhammer Strikes, each against a different target. These attacks count toward Gorstav's multiple attack penalty, and the multiple attack penalty doesn't increase until after he makes all his attacks.

Hammer Mastery Gorstav deals an extra 1d8 damage with weapons with the shove trait, and weapons with the shove trait gain the deadly 2d8 trait when Gorstav uses them (both the extra weapon damage die and the deadly trait have already been included in Gorstav's warhammer Strike).

E13. GUARD POST

CREATURES

SPECTRE

Elite Specter (*Pathfinder Bestiary 2* pg. 248)

CREATURE 8

E14. BATTLEMENTS

SKILL CHECKS

- Athletics DC 34 to climb the War Tower.

F. DONJON

- Donjon Door:** Hardness 15, HP 60, BT 30; Sealed with *shape stone*; Hardness 14, HP 56, BT 28
- Mandraivus's Forbiddance:** Lawful Good; 10th level; counteracts planar travel with a +34 modifier; DC 38 Will save against entry.
- Zev Ravenka's Forbiddance:** Lawful Evil; 10th level; counteracts planar travel with a +32 modifier; DC 36 Will save against entry.

Rituals

FORBIDDANCE

RITUAL 8

RARE | **ABJURATION** | **DIVINE**

Cast 6 days; **Cost** rare incenses, holy water, and powdered silver, worth 1,500 gp total; **Secondary Casters** 3

Primary Check Religion or Occultism (master); **Secondary Checks** Arcana, Lore (any), Survival

Area 100 feet x 100 feet, up to 50 feet high

Duration 1 week

This ritual has long been used to protect the holy sanctums of powerful clerics, priests, and other figures of import. You and the other casters spend the casting time burning incense, anointing doorframes with holy water, and drawing lines of powdered silver across entryways. The ritual creates the following magical effects within the area:

Forbiddance tries to counteract all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells.

In addition, forbiddance damages entering creatures whose alignments are different from the primary caster and prevents them from entering the area. The effect on those attempting to enter the warded area is based on their alignment relative to the alignment of the ritual (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely.

One alignment different (law/ chaos or good/evil): The creature takes 6d6 mental damage and is prevented from entering the area. The creature may attempt a basic Will save against the primary caster's spell DC against this damage.

Both alignments different (law/chaos and good/evil): The creature takes 12d6 mental damage and is prevented from entering the area. The creature may attempt a basic Will save against the primary caster's spell DC against this damage.

At the primary caster's option, the abjuration can include a password, in which case creatures of alignments different from the primary caster's can avoid the damage by speaking the password as they enter the area. The caster must select this option (and

the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 100 gp.

Dispel magic does not dispel a forbiddance effect unless the dispeller has a critical success on their counteract check and the dispel magic is cast at an equal level to the ritual level. A successful disjunction ends the entire ritual.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Critical Success You create the effects described above, and you protect an area twice as large.

Success You create the effects described above.

Failure The ritual has no effect.

Critical Failure The ritual creates the effects above, but attuned to an aligned you didn't anticipate.

Heightened (+1) The forbiddance covers an additional area 100 feet × 100 feet, up to 50 feet high, which must be contiguous with the original area. Additionally the duration is increased by 1 week. The cost of the ritual increases by 1,500 gp.

Heightened (10th) The duration becomes permanent.

F1. GRAND ENTRANCE

SKILL CHECKS

- Perception DC 26 to notice the alterations made with *shape stone*.

F2. DONJON FOYER

SKILL CHECKS

- Religion DC 34 to understand the Kuthite ritual.

Creatures

FIENDISH WATER ELEMENTAL CREATURE 12

NE	HUGE	ELEMENTAL	AQUATIC	FIEND	WATER
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Fiendish elemental tsunami

Perception +24; Darkvision

Languages Aquan, Infernal

Skills Athletics +25, Stealth +25

Str +6, **Dex** +6, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0

Water-Bound When not touching water, the fiendish water elemental is slowed 1 and can't use reactions.

AC 33; **Fort** +23, **Ref** +24, **Will** +21; +1 to all saves vs. magic

HP 215; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 10; **Weaknesses** good 10

Vortex (aura, water) 50 feet. Water in the area that is in the same body of water as the fiendish water elemental is difficult terrain for Swimming creatures that don't have the water trait.

Speed 35 feet, swim 100 feet

Melee ♦ wave +26 (evil, reach 20 feet), **Damage** 2d12+14 bludgeoning plus 2d6 evil and Push or Pull 10 feet

Drench ♦ (abjuration, primal, water) The elemental puts out all fires in a 20-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+20 counteract modifier).

Drown ♦♦ (conjuration, divine, incapacitation) The fiendish water elemental conjures murky water to fill the lungs of a creature that can't breathe water within 30 feet. The target must attempt a DC 31 Fortitude save.

Critical Success The target is unaffected.

Success The target coughs up water and is sickened 1.

Failure The target is holding its breath (Core Rulebook 478). The only action it can take is to attempt a Fortitude save against Drown to expel the water, which is a single action.

Critical Failure The target falls unconscious and begins suffocating. If the target succeeds at its Fortitude save while suffocating, it coughs up the water and can breathe again.

Push ♦ **Requirements** The fiendish water elemental's last action was a successful wave Strike. **Effect** The fiendish water elemental automatically knocks the target away. Unless otherwise noted in the ability description, the creature is pushed 5 feet. If the attack was a critical hit, this distance is doubled.

F3. COMMON ROOM

CREATURES

SPECTRE

CREATURE 8

Elite Specter (Pathfinder Bestiary 2 pg. 248)

F4. PRIESTS' CELLS

SKILL CHECKS

- Perception DC 32 to uncover treasure in northernmost cell.

F7. SIDE ENTRANCE

- Side Door: Hardness 15, HP 60, BT 30; Sealed with *shape stone*; Hardness 14, HP 56, BT 28

F8. PORTER'S STATION

CREATURES

MINGORC

CREATURE 13

UNIQUE	NE	LARGE	UNDEAD	Giant	MINDLESS
ZOMBIE					

Male ash giant juju zombie

Perception +20; Darkvision

Languages Common, Jotun

Str +8, **Dex** +2, **Con** +5, **Int** -5, **Wis** +1, **Cha** -2

Slow Mingorc is permanently slowed 1 and can't use reactions.

AC 33; **Fort** +25, **Ref** +20, **Will** +23

HP 275, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances positive 10, slashing 10

Disgusting Pustules (disease, necromancy) Mingorc is covered in pustules that rupture when it takes any piercing damage or any critical hit. In either case, adjacent creatures are hit with vile fluid, causing them to become sickened 1 unless they succeed at a DC 31 Fortitude save.

Speed 35 feet

Melee ♦ fist +26 (agile, nonlethal, reach 10 feet), **Damage** 3d8+18 bludgeoning plus zombie rot

Melee ♦ rock +26 (brutal, range increment 120 feet), **Damage** 2d8+18 bludgeoning

Wide Swing ♦ Mingorc makes a fist Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the Mingorc's multiple attack penalty.

Zombie Rot (disease, necromancy) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving Throw** DC 33 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage (1 day); **Stage 3** 2d6 negative damage (1 day); **Stage 4** 2d6 negative damage (1 day); **Stage 5** dead, rising as a zombie immediately.

F10. PRIVATE CHAPEL

SKILL CHECKS

- Perception DC 41 to locate the hidden door to the Star Tower.
- Thievery DC 41 to unlock the hidden door.

CREATURES

PRELATE ARUTH

CREATURE 13

UNIQUE	LE	MEDIUM	UNDEAD	MUMMY
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Human mummy lord cleric of Zon-Kuthon

Perception +25; Darkvision

Languages Common, Necril, Shadowtongue

Skills Deception +24, Intimidation +27, Occultism +21, Religion +27, Stealth +19

Str +6, **Dex** +3, **Con** +5, **Int** +1, **Wis** +6, **Cha** +6

AC 33; **Fort** +24, **Ref** +20, **Will** +25; +1 status to all saves vs. positive

HP 245, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious;

Weaknesses fire 10

Attack of Opportunity ♦ Prelate Aruth can use Attack of Opportunity when a creature within his reach uses a concentrate action, in addition to its normal trigger. He can disrupt triggering concentrate actions, and it disrupts actions on any hit, not just a critical hit.

Great Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in Prelate Aruth's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 31 Will save (after taking the penalty from being frightened) or be paralyzed for 1d4 round. The creature is then temporarily immune for 24 hours.

Rejuvenation (divine, necromancy) When Prelate Aruth is destroyed, necromantic energies rebuild his body in his tomb over 1d10 days. If the re-forming body is destroyed during that time, the process starts anew. Prelate Aruth can be destroyed for good with a consecrate ritual.

Undead Mastery (aura, divine, necromancy) 100 feet. Commanded or allied undead in the aura that have a lower level than Prelate Aruth gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Speed 20 feet

Melee ➔ spiked chain +27 (disarm, finesse, magical, trip), **Damage** 3d8+14 piercing plus insidious mummy rot

Melee ➔ fist +26 (agile), **Damage** 3d6+11 bludgeoning plus insidious mummy rot

Divine Prepared Spells DC 33, attack +25; **7th** animate dead, finger of death; **6th** blade barrier, harm (×2); **5th** abyssal plague, sudden blight, shadow walk; **4th** air walk, enervation, freedom of movement; **3rd** bind undead, chilling darkness, harm; **2nd** death knell (×2), spiritual weapon; **1st** fear, harm, phantom pain; **cantrips (7th)** chill touch, daze, detect magic, read aura, shield

Channel Rot (divine, necromancy) Prelate Aruth can deliver insidious mummy rot through melee weapons he wields.

Insidious Mummy Rot (curse, disease, divine, necromancy) This disease and any damage from it can't be healed until this curse is removed. A creature killed by insidious mummy rot turns to sand and can't be resurrected except by a 7th-level resurrect ritual or similar magic. **Saving Throw** DC 31 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 8d6 negative damage and stupefied 2 (1 day)

Sandstorm Wrath ➔ (concentrate, divine, evocation, fire) Prelate Aruth exhales a 60-foot cone of superheated sand that deals 8d6 fire and 8d6 slashing damage (DC 33 basic Reflex save). Prelate Aruth can't use Sandstorm Wrath again for 1d4 rounds.

F11. DARK SHRINE OF MIDNIGHT

SKILL CHECKS

- 9th level, DC 38 counteract to dispel the Spirit Anchor on Zev Ravenka without destroying him.

CREATURES

ZEV RAVENKA

CREATURE 15

Demilich (Pathfinder Bestiary pg. 222)

F14. BISHOP'S QUARTERS

- Door to F14a: Hardness 18, HP 72, BT 36; Force Open DC 40; *superior lock* (6 successes at DC 40 to unlock)

G. STAR TOWER

SKILL CHECKS

- Crafting DC 30 to understand that the Star Tower is not part of the original castle.
- Religion DC 42 to know the original purpose of the Star Tower.

G1. ROOF ENTRANCE

SKILL CHECKS

- Arcana or Religion DC 38 to know how to activate the phase door.

G2. ANTECHAMBER

SKILL CHECKS

- Perception DC 41 to find the door to F10.
- Perception DC 35 to find the doors to G4 and G5.
- Thievery DC 42 to unlock the door to G3 southern cell.

G7. CHAMBER OF THE WELL

- Well: PC's must attempt a DC 34 Will save each round when falling down the well until they get a success. The PC's take 5d6 mental damage for each failure they make before rolling a success and 10d6 for each critical failure to a maximum of 20d6 total.

CREATURES

ILDERVOK

CREATURE 14

RARE CE HUGE UNDEAD FIEND NIGHTSHADE

Nightwing nightshade

Perception +26; Darkvision, Darksense 60 feet

Languages Common, Necril, Abyssal; telepathy 100 feet

Skills Acrobatics +26, Athletics +24, Religion +26, Stealth +28

Str +9, Dex +5, Con +2, Int +4, Wis +5, Cha +5

Darksense (divination, divine) Nightshades gain true seeing in dim light and darkness up to 60 feet. Regardless of light conditions, they can detect living creatures and their health, as Lifesense.

AC 35; **Fort** +25, **Ref** +23, **Will** +27; +1 to all saves vs. magic

HP 205, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** cold 10, physical 10 (except silver); **Weaknesses** good 10

Clawed Feet ♦ (attack); **Trigger** The nightwing is Flying, and a creature moves into an adjacent square below it. **Effect** The nightwing makes a claw Strike against the triggering creature.

Sunlight Powerlessness A nightwing caught in sunlight is stunned 2 and clumsy 2.

Undead Mastery (aura, divine, necromancy) 30 feet. Commanded or allied undead in the aura that have a lower level than the nightwing gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Speed 25 feet, fly 60 feet

Melee ♦ fangs +28, **Damage** 3d8+10 piercing plus 2d6 cold and magic drain

Melee ♦ claw +28 (agile, reach 10 feet), **Damage** 3d6+10 slashing plus 2d6 cold and Grab

Divine Innate Spells DC 34; **7th** finger of death, harm (x3), sudden blight; **6th** dispel magic; **5th** cone of cold; **4th** confusion, darkness (at will); **3rd** haste; **Constant** detect magic

Magic Drain (abjuration, divine) When a nightwing makes a successful fangs Strike, the victim must make a DC 33 Will save or one spell effect currently affecting him immediately ends. Determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained –hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour.

Snatch ♦ **Requirements** The nightwing grabbed a creature this turn with its claw Strike. **Effect** The nightwing can Fly at half Speed while holding the creature in its claws, carrying that creature along with it and dropping it at the end of its movement. Alternatively, the nightwing can Strike the creature with its fangs with a +2 circumstance bonus.

G8. DEEP CHAMBER

SKILL CHECKS

- Athletics DC 20 to Force Open the door.

H. SCARWALL CAVERNS

H2. ENTRANCE TO SEKAMINA

SKILL CHECKS

- Athletics DC 15 to climb down the ladder; DC 20 otherwise. Number of attempts is GM's discretion.

H3. SACRED LAKE

CREATURES

GUG

CREATURE 10

Gug (Pathfinder Bestiary pg. 198)

H4. THE INHABITANT OF THE LAKE

CREATURES

KLEESTAD

CREATURE 16

RARE	NE	GARGANTUAN	ABERRATION	AMPHIBIOUS
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Pharmakos

Perception +28; Greater Darkvision, Tremorsense 120 feet

Languages Common

Str +9, **Dex** +4, **Con** +6, **Int** +2, **Wis** +4, **Cha** +3

Curse of Eternal Torment (curse, divine) A pharmakos's abhorrent form is the result of a powerful curse, usually inflicted by a god. This curse grants immortality; a pharmakos does not need to eat, drink, or breath to survive, and cannot die of old age—nor can a pharmakos willingly end its own life. This curse also constantly racks the pharmakos with agony; the creature endures this torment to an extent that it is immune to all mental damage.

AC 38; **Fort** +31, **Ref** +25, **Will** +28; +1 to all saves vs. magic

HP 375; **Immunities** acid, death effects, mental, paralyze, poison; **Resistances** bludgeoning 10, cold 10, piercing 10

Aura of Rot (aura, disease) 30 feet. Creatures in the aura can't reduce the value of the sickened condition. A creature that enters the aura or begins its turn in it must succeed at a DC 36 Fortitude save or be sickened 2 (plus slowed 1 as long as it is sickened on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 25 feet, swim 40 feet; air walk

Melee ♦ jaws +30 (reach 15 feet), **Damage** 3d12+15 piercing plus pain

Melee ♦ claw +28 (agile, reach 10 feet), **Damage** 3d8+15 slashing plus pain

Divine Innate Spells DC 33; **5th** see invisibility; **Constant** air walk

Breath Weapon ♦♦ The pharmakos breathes a spray of acid that deals 16d6 acid damage in a 60-foot cone (DC 38 basic Reflex save). If a creature fails its Reflex save, it also becomes sickened 1 or increases an existing sickened condition by 1. The pharmakos can't use Breath Weapon again for 1d4 rounds.

Pain (divine, necromancy) When a pharmakos damages a living creature with a melee Strike, the creature must succeed at a DC 36 Fortitude save or become enfeebled 1. Further damage dealt by the pharmakos increases the enfeebled condition value by 1 on a failed save, to a maximum of enfeebled 4.

Awesome Blow ♦ **Requirements** The pharmakos' last action was a successful claw Strike **Effect** The weight of the pharmakos' swing knocks the foe back 10 feet, with the effects of a successful Shove. If the Strike was a critical success, the creature is also knocked prone.

ITEMS

SERITHTIAL

ITEM 23

Serithtial (Pathfinder Gamemastery Guide pg. 112)



Crown of Fangs

ADVANCEMENT TRACK

- The PCs should begin Chapter 6 well into 15th level.
- The PCs should reach 16th level at some point during the assault on Castle Korvosa.
- The PCs should be 17th level before confronting Illeosa in the Sunken Queen.

TREASURE PLANNER

Item Level	Item Type	Suggested Location	Treasure (To be used by GM)
14th	Consumable	Rebellion Events	
15th	Permanent	Castle Korvosa	
15th	Permanent	Castle Korvosa	
15th	Consumable	Rebellion Events	
15th	Consumable	Castle Korvosa	
15th	Consumable	Castle Korvosa	
16th	Consumable	Castle Korvosa	
16th	Permanent	Castle Korvosa	
16th	Permanent	The Sunken Queen	
16th	Permanent	The Sunken Queen	
16th	Consumable	Rebellion Events	
16th	Consumable	Castle Korvosa	
16th	Consumable	Castle Korvosa	
16th	Consumable	The Sunken Queen	
17th	Permanent	The Sunken Queen	
17th	Permanent	The Sunken Queen	
17th	Consumable	The Sunken Queen	
17th	Consumable	The Sunken Queen	
Gold	7,500 gp	Rebellion Events, Castle Korvosa	
Gold	20,000 gp	Castle Korvosa, Sunken Queen	
Gold	10,000 gp	Sunken Queen	

PART I. STREETS OF CHAOS

PREPARING FOR THE FINAL BATTLE

EVENT 1: KORVOSA'S NEW HERO

CREATURES

YZAHNUM

CREATURE 15

UNIQUE **LE** **LARGE** **ELEMENTAL** **FIRE** **GENIE**

Male efreeti rogue

Perception +25; Darkvision, detect magic

Languages Common, Ignan

Skills Arcana +22, Athletics +32, Crafting +22, Deception +28, Diplomacy +26, Intimidation +28, Society +15

Str +7, **Dex** +4, **Con** +6, **Int** +2, **Wis** +3, **Cha** +6

AC 37; **Fort** +26, **Ref** +25, **Will** +28

HP 300; **Immunities** fire; **Weaknesses** cold 10

Speed 25 feet, fly 35 feet

Melee ♦ scimitar +30 (fire, forceful +2, magical, reach 10 feet, sweep), **Damage** 3d6+14 slashing plus 2d6 fire

Melee ♦ fist +20 (agile, magical, reach 10 feet), **Damage** 3d4+14 bludgeoning plus 2d6 fire

Arcane Innate Spells DC 37, attack +27; **10th** wish (x3; to non-genies only); **7th** plane shift (at will; to Astral Plane, Elemental Planes, or Material Plane only); **5th** illusory object, wall of fire; **4th** gaseous form, invisibility (x2); **cantrips** (**8th**) produce flame

Constant detect magic

Burning Grasp (fire) When Yzahnum grabs a creature, that creature takes 2d6 fire damage, and takes 2d6 fire damage at the end of each of its turns as long as it remains grabbed.

Change Size ♦ (arcane, concentrate, polymorph, transmutation); as janni (DC 37).

Combat Grab ♦ **Requirements** Yzahnum has one hand free. **Effect** Yzahnum makes a melee Strike while keeping one hand free. If the Strike hits, the target is grabbed in Yzahnum's free hand.

Sneak Attack Yzahnum deals an additional 4d6 precision damage to flat-footed creatures.

EVENT 2: THE GRAY MISTRESS

CREATURES

SABINA MERRIN

CREATURE 14

UNIQUE **LN** **MEDIUM** **HUMANOID** **HUMAN**

Female human gray maiden general

Perception +24 (+26 when using Perception for initiative)

Languages Common

Skills Acrobatics +24, Athletics +25, Intimidation +27, Nature +23, Society +24

Str +5, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +5

Dragon Rider When Sabina is mounted on a dragon and uses Command an Animal on her mount, she automatically succeeds and does not need to attempt a check.

Items +3 greater striking wounding falchion, +2 striking composite longbow, +2 greater resilient full plate

AC 36; **Fort** +28, **Ref** +22, **Will** +25

HP 255

Intimidating Attack of Opportunity ♦ (emotion, fear, mental) Sabina's Attacks of Opportunity not only wound creatures, but also shatter their confidence. If Sabina hits and deals damage with an Attack of Opportunity, the target is frightened 2, or frightened 4 on a critical hit.

Juggernaut When Sabina rolls a success on a Fortitude save, it is a critical success instead.

Speed 25 feet

Melee ♦ falchion +31 (forceful, sweep), **Damage** 3d10+15 slashing plus 1d6 persistent bleed (1d12 persistent bleed on a critical hit)

Ranged ♦ composite longbow +27 (deadly 1d10, magical, range increment 60 feet, reload 0, volley 30 feet), **Damage** 2d8+12 piercing

Fearsome Brute When Sabina attacks a frightened creature, she gains a circumstance bonus to damage equal to three times the target's frightened value.

Sudden Charge ♦ Sabina Strides twice and makes a melee Strike

Special During combat, Sabina uses Command an Animal on Zarmangarof to impose the flat-footed condition.

ZARMANGAROF

CREATURE 16

Ancient Black Dragon (Pathfinder Bestiary pg. 106)

PART 2. ASSAULT ON THE CASTLE

A. CASTLE KORVOSA

- Castle Doors: Hardness 15, HP 60, BT 30; *superior lock* (6 successes at DC 40 to unlock)

PATROLS

CREATURES

ERINYES DEVIL

CREATURE 8

Erinys (Pathfinder Bestiary pg. 89)

GRAY MAIDEN PALACE GUARD

CREATURE 8

LN MEDIUM HUMANOID HUMAN

Perception +16

Languages Common

Skills Acrobatics +16, Athletics +18, Intimidation +18

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

Items +1 full plate, +1 striking longsword, +1 striking composite longbow (20 arrows), standard-grade adamantine shield (+2 AC, Hardness 10, HP 40, BT 20)

AC 27; **Fort** +19, **Ref** +16, **Will** +16

HP 135

Attack of Opportunity ↳

Shield Block ↳

Shielded Stride When a gray maiden palace guard has her shield raised, she can Stride to move half her Speed without triggering reactions that are triggered by movement (such as Attacks of Opportunity).

Speed 25 feet

Melee ↳ longsword +20, **Damage** 2d8+14 slashing

Ranged ↳ composite longbow +19 (deadly d10, propulsive, volley), **Damage** 2d8+9 piercing

Intimidating Strike ↳ (emotion, fear, mental) The gray maiden palace guard makes a melee Strike. If she hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Shatter Defenses ↳ (press); **Requirements** A frightened creature is in the gray maiden palace guard's melee reach. **Effect** The gray maiden guard makes a melee Strike against a frightened creature. If she hits and deals damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to the gray maiden palace guard when she damaged it with this Strike, it can't reduce its frightened value below 1 until the start of the gray maiden palace guard's next turn.

RED MANTIS ASSASSIN

CREATURE 9

LE MEDIUM HUMANOID

Perception +18

Languages common

Skills Acrobatics +19, Athletics +15, Deception +14, Intimidation +12, Religion +16, Society +14, Stealth +21, Thievery +17

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0

Items +1 striking sawtooth saber (2), dagger (2), lesser alchemist's fire (2), moderate potion of fire resistance (2), leather armor, mask of the mantis

AC 28; **Fort** +14, **Ref** +21, **Will** +16

HP 150

Crimson Shroud ↳ The red mantis assassin swathes itself in a veil of red mist for 1 minute. While the shroud is active, it gains fast healing 4. The red mantis assassin can Interact with its shroud, swirling it around themselves, to gain a +1 circumstance bonus to AC until the beginning of its next turn. Finally, if the red mantis assassin dies while the shroud is active, they can choose to have their entire body vanish into red mist, leaving behind only their gear; they make this choice when they activate Crimson Shroud.

Crimson Sight Red mantis assassins are immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Deny Advantage The red mantis assassin isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

Speed 25 feet

Melee ↳ +1 striking sawtooth saber +22 (agile, magical, twin), **Damage** 2d6+11 slashing

Melee ↳ dagger +21 (agile, versatile S), **Damage** 1d4+11 piercing

Ranged ↳ dagger +21 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Divine Prepared Spells DC 25; 3rd hypnotic pattern; 2nd invisibility; 1st fleet step; **cantrips** (3rd) ghost sound, message

Sneak Attack The red mantis assassin deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flatfooted to the red mantis assassin.

DUNGEON**A5. THE HIDDEN WAY BELOW****SKILL CHECKS**

- Perception DC 48 to reveal the pillar's hidden features.

A8. SHINING STATUES**HAZARDS****PARALYTIC PULSE****HAZARD 16**

COMPLEX MAGICAL TRAP

Stealth DC 35 (master) to notice the statues begin to glow.

Description Four crumbling statues imbued with ancient summoning magic protect the chambers beyond.

Disable Arcana DC 35 (master) on each statue to suppress the extraplanar connection of the statues or dispel magic (8th level; counteract DC 37) to break the connection entirely.

Paralyzing Light (arcane, incapacitation, light, visual) **Trigger** Light from any source is shed upon the statues. **Effect** The statues reflect the light in a mesmerizing pattern as they begin to shine brighter, affecting any creature within 20 feet of a statue with *confusion* (8th level, DC 37) and then rolls initiative.

Routine On its turn, 1d4 statues summon a shining child in front of their respective statue. After each statue has summoned a shining child, the trap ceases to function for 24 hours.

Reset After 2 minutes, any statue that hasn't summoned a shining child becomes recharged. If a statue's shining child has been summoned, the statue takes 24 hours to recharge.

CREATURES**SHINING CHILD****CREATURE 12**

Shining Child (Pathfinder Bestiary pg. 292)

A11. VENSTER'S END

- Brick Wall: Hardness 10, HP 40, BT 20

FIRST FLOOR**A12. MAIN ENTRANCE STAIRS**

- Stairs: Warded with *alarm* (1st level, counteract DC 40); mental alert.

A13. CHAPEL

- Doors: *lock* (2nd level, counteract DC 40) Thievery DC 40 to unlock.

SKILL CHECKS

- Religion DC 20 to recognize the depiction of Aroden.

A17. LOWER GUARDROOM**CREATURES****ERINYES****CREATURE 9**

Elite Erinyes (Pathfinder Bestiary pg. 89)

A18. JUSTICE CHAMBER**CREATURES****AKARUZUG****CREATURE 15**

RARE LE LARGE CONSTRUCT MINDLESS

Perception +24; Darkvision

Languages Infernal

Skills Athletics +33

Str +9, **Dex** +2, **Con** +8, **Int** -5, **Wis** +4, **Cha** -2

Soul Engine (divine, necromancy) An akaruzug draws the energy it requires to function from a living creature crucified upon its frame. An active akaruzug (or another creature working with an inactive akaruzug) can spend 1 minute to bind a helpless or willing creature to the construct. Once the victim is restrained, the akaruzug can attempt to draw the creature's soul into it once per round as a free action— the victim can resist with a successful DC 36 Will save. On a failure, the victim dies and the akaruzug becomes active. If the body crucified upon an active akaruzug is removed, the soul within the construct is freed and the akaruzug deactivates after 1d4 rounds. An akaruzug's victim cannot be resurrected while its soul is trapped within the construct, but destroying an akaruzug releases a trapped soul. While an akaruzug is active, attacks and effects directed specifically at the

victim crucified to the akaruzug treat the attack or effect as if it targeted the akaruzug instead. However, a creature can attempt to remove a crucified body from the construct, but doing so first requires the akaruzug to have the immobilized condition. Once this occurs, the creature can attempt a DC 35 Athletics check to wrench the body free. On a success, the corpse is removed and the akaruzug deactivates in 1d4 rounds. A deactivated akaruzug can take no action other than to attempt to draw in the soul of a creature crucified on its body to reactivate itself.

AC 39 (35 when broken); construct armor; **Fort** +31,

Ref +21, **Will** +19

HP 245 (Hardness 15); **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an akaruzug has Hardness. This Hardness reduces any damage the akaruzug takes by an amount equal to the Hardness. Once an akaruzug is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 35 when broken.

Unhallow (abjuration, aura, divine, evil) 20 feet. Allies in the akaruzug's aura gain a +2 status bonus to AC against good creatures and a +2 status bonus to damage rolls against good creatures. The area in the aura is difficult terrain for good creatures.

Speed fly 40 feet

Melee ♦ horns +32 (magical, reach 10 feet), **Damage** 3d10+17 piercing

Melee ♦ claw +32 (agile, magical, reach 10 feet), **Damage** 3d8+17 slashing

Soul Slave ♦♦ (abjuration, divine, force); **Frequency** once per day; **Effect** Using a trapped soul, an akaruzug manifests a ghostly representation of its victim to attack its enemies, as *spiritual guardian* (7th Level). A soul slave appears as the victim did in life and wields a weapon favored by that individual.

Soul Steal ♦♦ (death, divine, necromancy, negative) The akaruzug unleashes a blast of negative energy that tears the souls of its victims. Any creature within 20 feet of the akaruzug must attempt a DC 34 Fortitude save. The akaruzug can't use soul steal again for 1d4 rounds.

Critical Success No effect

Success The creature becomes drained 1.

Failure The creature becomes drained 2.

Critical Failure The creature becomes drained 3.

A19. SOUTH PRISON ROOM

- Prison Locks: *superior lock* (6 successes at DC 40 to unlock).

A24. WOOD STORAGE

SKILL CHECKS

- Perception DC 38 to locate the secret door.

SECOND FLOOR

A26. GATEHOUSE ARCHWAY

- Portcullis: Hardness 18, HP 72, BT 36; Force Open DC 30*

A27. SENTINEL POST

- Bolted Door: Hardness 15, HP 60, BT 30, Force Open DC 20

A28. ARMORY

SKILL CHECKS

- **Perception DC 38 to find the secret door.
- **Thievery DC 38 to unlock the secret door.
- Secret Door: Warded with *alarm* (1st level, counteract DC 40); mental alert.

A30. WEST BARRACKS

CREATURES

GRAY MAIDEN PALACE GUARD

CREATURE 8

See **Patrols**

A36. WORKSHOP STORAGE

SKILL CHECKS

- Perception DC 38 to locate the secret door.

A37. MESS HALL

CREATURES

THE YALLOPS

CREATURE 11

Hamatula (*Pathfinder Bestiary 2* pg. 74)

A38. NORTH BARRACKS

CREATURES

GRAY MAIDEN PALACE GUARD

CREATURE 8

See **Patrols**

A44. SENESCHALS' APARTMENT

Skill Checks

- Perception DC 34 to locate the secret panel.
- Religion DC 38 to recognize the illustration of a belier devil.

CREATURES

TOGOMOR

CREATURE 15

UNIQUE **LE** **MEDIUM** **HUMANOID**

Male human bloatmage

Perception +26; Darkvision, detect magic

Skills Arcana +30, Athletics +25, Intimidation +27, Religion +27

Str +4, **Dex** +6, **Con** +6, **Int** +8, **Wis** +4, **Cha** +4

Corpulence Togomor's Speed can never be raised more than 10 feet.

Possessed (divine, mental, possession) Togomor is possessed by the belier devil Sermignatto, who languishes on the Ethereal Plane as long as he controls the bloatmage.

Items bracers of armor II, ring of keys (opens all locks in the castle unless the lock's description says otherwise), spell component pouch

AC 37; **Fort** +23, **Ref** +26, **Will** +29

HP 250; **Weaknesses** bleed 10

Stoneskin Contingency ♦ (abjuration, earth); **Trigger**

A creature critically succeeds with a Strike on Togomor. **Effect** Togomor's skin hardens briefly and reduces the triggering damage by 15 (except adamantine).

Hemophilia Togomor is weak to bleed effects.

Furthermore, if Togomor is taking persistent bleed damage, he cannot use bloat magic until he has successfully recovered from the bleed effect.

Speed 10 feet

Melee ♦ dagger +24 (agile, versatile S), **Damage** 3d4+14 piercing

Ranged ♦ dagger +24 (agile, thrown 10 feet, versatile S), **Damage** 3d4+14 piercing

Arcane Prepared Spells DC 40, attack +28; **8th** horrid wilting, scintillating pattern; **7th** eclipse burst, reverse gravity, warp mind; **6th** disintegrate (×2), vampiric exsanguination; **5th** black tentacles, cloudkill, dispel magic; **4th** dimension door, fly, freedom of movement; **3rd** blindness, magic missile, vampiric touch; **2nd** deafness, false life, mirror image; **1st** ray of enfeeblement (×2), true strike;

cantrips (8th) electric arc, mage hand, message, shield, telekinetic projectile **Constant** darkvision, detect magic

Bloat Magic ♦ (concentrate, metamagic);

Requirements Togomor's next action is to Cast a Spell that is no higher than 6th level. **Effect**

Togomor uses his blood stores to fuel his magic. The next spell Togomor casts does not consume a spell slot. Each time Togomor uses bloat magic, he gains the sickened condition or increases his existing sickened condition by 1 to a maximum of 4. This condition cannot be reduced in any way until Togomor has completed an 8-hour rest. If Togomor reaches sickened 4 through bloat magic, he also gains confused until he has completed an 8-hour rest.

Steady Spellcasting If another creature's reaction would disrupt Togomor's spell, he attempts a DC 15 flat check. If he succeeds, the spell isn't disrupted.

PUDGYKNUCKLES

CREATURE 1

Imp (Pathfinder Bestiary pg. 87)

THIRD FLOOR

A45. MAIN ENTRANCE LANDING

CREATURES

MAVROKERAS

CREATURE 16

Cornugon (Pathfinder Bestiary 2 pg. 77)

TOGOMOR

CREATURE 15

See Area A44

GRAY MAIDEN PALACE GUARD

CREATURE 8

See Patrols

A46. ENTRANCE HALL

CREATURES

GRAY MAIDEN PALACE GUARD

CREATURE 8

See Patrols

A51. ANTECHAMBER

CREATURES

IMP

CREATURE 1

Imp (Pathfinder Bestiary pg. 87)

A52. THRONE ROOM

- Crimson Throne:** (curse) Any creature other than Ileosa that sits in the Crimson Throne must attempt a DC 31 Will save or become enfeebled 10, clumsy 10, and stupefied 10; forgetting spells and magic knowledge accordingly. In order to restore mind and body, this curse must be counteracted by a remove curse spell (7th level, counteract DC 31) followed by a 4th-level restoration.

CREATURES

FALSE ILEOSA

CREATURE 10

LE MEDIUM HUMANOID SIMULACRA

Blood simulacrum of Queen Ileosa

Perception +19

Languages Common, Infernal

Skills Acrobatics +18, Deception +23, Intimidation +21, Occultism +19, Performance +23

Str +2, **Dex** +3, **Con** +5, **Int** +3, **Wis** +2, **Cha** +7

Blood Simulacrum False Ileosa is a simulacrum of the true Queen Ileosa born from the power of the Everdawn Pool. When false Ileosa is reduced to 0 Hit Points, she suddenly becomes rigid and motionless. A moment later, her features run red as she melts swiftly into a pool of blood. A character who succeeds at a DC 35 Arcana check recognizes she was some form of variant simulacrum, although further details are not available until the PCs can study the Everdawn Pool in the Sunken Queen.

Items +2 striking returning dagger

AC 29 (39 while seated in the Crimson Throne); **Fort** +16, **Ref** +19, **Will** +22

HP 175; **Immunities** emotion, mental

Crimson Throne As long as false Ileosa is seated in the Crimson Throne, she gains a +10 circumstance bonus to her AC and immunity to effects with the illusion, mental, and emotional traits.

Redirection As long as this simulacrum lives, any divination spell that attempts to locate or otherwise target the real Queen Ileosa is instead redirected to target this simulacrum. The caster of the divination

spell has a small chance to notice the redirection with a successful DC 42 Arcana check as the divination spell is cast, but even if the redirection is noted, it remains impossible to tell where the effect was redirected from. This effect also grants false Ileosa immunity to effects with the emotional and mental traits.

Speed 25 feet

Melee ♦ dagger +21 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+10 piercing

Spontaneous Occult Spells DC 29, attack +18; **5th** (4 slots) dispel magic, hallucination, shadow blast, synaptic pulse; **4th** (4 slots) clairvoyance, fly, read omens, suggestion; **3rd** (4 slots) blindness, clairaudience, dispel magic, nondetection; **2nd** (4 slots) augury, blur, hideous laughter, invisibility; **1st** (4 slots) charm, floating disk, illusory object, item facade; **cantrips** (**5th**) detect magic, ghost sound, mage hand, read aura, sigil

Bard Composition Spells 2 Focus Points, DC 29; **1st** counter performance, lingering composition; **cantrips** (**5th**) dirge of doom, inspire courage

Harmonize ♦ (concentrate, manipulate, metamagic);

Requirements False Ileosa's next action is to cast a composition; **Effect** The next composition that false Ileosa casts becomes a harmonized composition. A harmonized composition doesn't end if false Ileosa casts another composition, and she can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition in effect.

Quickened Casting ♦ (concentrate, metamagic);

Frequency once per day; **Requirements** False Ileosa's next action is to Cast a Spell of 3rd level or lower; **Effect** The actions required to cast the spell is reduced by 1 action (minimum 1).

VAVANA DHATRI

CREATURE 10

UNIQUE NE MEDIUM HUMANOID HUMAN

Female human enchanter

Perception +19

Languages Common

Skills Arcana +22

Str +2, **Dex** +3, **Con** +5, **Int** +7, **Wis** +3, **Cha** +2

Items +2 striking wounding dagger, +1 explorer's clothing, greater staff of enchantment, spellbook

AC 28; **Fort** +16, **Ref** +19, **Will** +22

HP 165

Counterspell ♦ (abjuration, arcane); **Trigger** A creature Casts a Spell that Vavana has prepared; **Effect** Vavana may expend a prepared spell to counter the triggering creature's casting of the same spell. Vavana loses the prepared spell as if cast and may attempt to Counteract the triggering spell.

Speed 25 feet

Melee ♦ dagger +18 (agile, finesse, magical, thrown 10 feet, versatile P), **Damage** 2d4+10 plus 1d6 persistent bleed (1d12 on a critical success)

Prepared Wizard Spells DC 33, attack +21; **5th** black tentacles, cone of cold, crushing despair, dispel magic; **4th** confusion, dimension door, dull ambition, fly; **3rd** acid arrow, agonizing despair, enthrall, fireball; **2nd** hideous laughter, invisibility, mirror image, touch of idiocy; **1st** befuddle, charm, command, magic missile; **cantrips (5th)** electric arc, ray of frost, shield, detect magic, light

Wizard School Spells 2 Focus Points, DC 33; **4th** dread aura; **1st** charming words;

Drain Bonded Item ♦ **Frequency** once per day; **Requirements** Vavana hasn't acted yet on her turn. **Effect** Vavana expends the power stored in her bonded item. During her turn, Vavana gains the ability to cast one spell she prepared today and already cast, without spending a spell slot. Vavana must still Cast the Spell and meet the spell's other requirements.

NESSIAN HELLHOUND

CREATURE 10

Elite Nessian Warhound (Pathfinder Bestiary pg. 205)

GRAY MAIDEN PALACE GUARD

CREATURE 8

See **Patrols**

A54. GATEHOUSE LOWER GALLERY

CREATURES

GRAY MAIDEN PALACE GUARD

CREATURE 8

See **Patrols**

HAZARDS

GREEN SLIME

HAZARD 9

Green Slime (Pathfinder Gamemastery Guide pg. 78)

A55. STAGE HALL

SKILL CHECKS

- Perception DC 36 to discover the peephole.

A56. ARBITER'S CHAMBERS

CREATURES

VAVANA DHATRI

CREATURE 10

See **Area A52**

A57. ROYAL FOYER

- Doors: *lock* (2nd level, counteract DC 40) Thievery DC 40 to unlock.

A59. ROYAL BEDROOM

CREATURES

SERMIGNATTO

CREATURE 16

RARE | LE | LARGE | FIEND | DEVIL

Bdellavirtra (Belier Devil)

Perception +28; greater Darkvision, Lifesense

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Athletics +29, Deception +34, Intimidation +32, Religion +28, Society +28

Str +6, **Dex** +2, **Con** +6, **Int** +6, **Wis** +8, **Cha** +7

AC 39; **Fort** +28, **Ref** +25, **Will** +30; +1 status to all saves vs. magic

HP 270; **Immunities** fire; **Resistances** physical 15 (except silver), poison 15; **Weaknesses** good 15

Stygian Whispers (aura, divine, emotional, evil, mental) 40 feet. A belier devil is surrounded by the whispers of a creature's past sins and heresy, shaking the grip of its own identity. A creature that firsts enters or ends its turn in the area must attempt a DC 35 Will save. Regardless of the result, the creature is temporarily immune to the belier devil's Stygian Whispers for 1 minute.

Critical Success The creature is unaffected by the whispers.

Success The target is stupefied 1.

Failure The target is stupefied 2.

Critical Failure As failure, and the target is confused for 1d4 rounds.

Speed 20 feet, fly 40 feet**Melee** ♦ jaws +28 (evil, magical, reach 10 feet),**Damage** 3d8+9 plus 1d6 evil and essence drain**Melee** ♦ tongue +28 (agile, evil, magical, reach 10 feet), **Damage** 3d6+9 plus 1d6 evil and Improved Grab**Divine Innate Spells** DC 37, attack +29; **8th** suggestion; **7th** divine decree, dominate, plane shift, scrying, warp mind; **5th** acid storm, dimension door, dispel magic (at will); **4th** dimension door (at will);**Divine Rituals** DC 37; infernal pact**Constrict** ♦ 2d8+9 bludgeoning damage, DC 34**Essence Drain** (divine, necromancy, negative) When a belier devil hits with its jaws, it drains the target's spiritual and vital essences. The target takes 1d10 negative energy damage and the belier devil regains an equal number of Hit Points. The target must succeed at a DC 37 Fortitude save or become drained 1. If the target was already drained, it instead increases both conditions' value by 1, to a maximum of 4.**Infernal Possession** ♦♦ (divine, incapacitation, mental, necromancy, possession); **Requirements** A creature is confused by the belier devils' Stygian Whispers aura; **Effect** The belier devil attempts to take control of the confused creature. The creature must attempt a DC 35 Will save. On a failure, the belier devil takes partial control of the target creature. The creature no longer has a separate turn and the belier devil may control the creature as if it had the minion trait. The creature may attempt another Will save at the end of the belier devil's turn to escape the possession. On a critical failure, the creature is permanently controlled by the belier devil until the devil is destroyed or willingly relinquishes its control.**Strangle** If a belier devil critically hits with its tongue Strike and grabs a creature, the target must succeed at a DC 34 Fortitude save. On a failure, the creature must begin holding its breath as if drowning and suffers a -2 status penalty to Escape attempts from the grabbed condition. When the target creature runs out of air, the belier devil may continue its Grab on the unconscious creature, at which point the creature begins suffocating. These effects end if the creature Escapes the grabbed condition.

A60. SABINA'S ROOM

SKILL CHECKS

- Perception DC 35 to find the secret door.

A62. GRAY TOWER OUBLIETTE

- The room is under the effects of *dimensional lock* (8th level, counteract DC 40)

FOURTH FLOOR

A69. GAME ROOM

SKILL CHECKS

- Occultism DC 31 to understand the Midwife card's meaning.
- Perception DC 38 to find the area affected by *stone shape*.
- Arcana DC 32 to recognize the spell used was *stone shape*.

A71. CATWALK

CREATURES

RED MANTIS ASSASSIN

CREATURE 9

See **Patrols**

A72. GRAND SALON

CREATURES

KAYLTANYA

CREATURE 15

UNIQUE **LE** **MEDIUM** **HUMANOID** **HUMAN**

Female human red mantis vernai

Perception +29; **Resurrection Sense****Languages** Common**Skills** Acrobatics +30, Athletics +27 (+3 to Long Jump and High Jump), Intimidation +25, Religion +29, Stealth +32**Str** +6, **Dex** +8, **Con** +6, **Int** +6, **Wis** +4, **Cha** +4**Resurrection Sense** Kayltanya senses if a creature she has slain within the last year has been restored to life, as long as they are both on the same plane.**Items** +2 greater striking returning dagger (coated with purple worm venom), +3 greater striking sawtooth greater shock sabre (2), +2 greater resilient chainmail, mask of the mantis**AC** 36; **Fort** +23, **Ref** +29, **Will** +26**HP** 275

Crimson Shroud ♦ Kayltanya swathes herself in a veil of red mist for 1 minute. While the shroud is active, Kayltanya gains fast healing 4. Kayltanya can interact with her shroud, swirling it around herself, to gain a +1 circumstance bonus to AC until the beginning of her next turn. Finally, if Kayltanya dies while the shroud is active, she can choose to have her body vanish into red mist, leaving behind only her gear; she makes this choice when she activates Crimson Shroud.

Crimson Sight Kayltanya is immune to visual effects of illusion spells cast by other red mantis assassins or their allies.

Fading ♦ Trigger Kayltanya is targeted with a Strike by while Crimson Shroud is active. **Frequency** Once per Crimson Shroud. **Effect** The attacker must attempt a DC 11 flat check; on a failure, the attack passes harmlessly through the image of Kayltanya that remains behind. An instant later Kayltanya returns to reality, and her Crimson Shroud ends.

Speed 35 feet

Melee ♦ sawtooth sabre +29 (agile, finesse, twin), Damage 3d6+16 slashing plus 1d6 electricity

Melee ♦ dagger +29 (agile, finesse, thrown 20 feet, versatile S), Damage 3d4+16 piercing plus purple worm venom

Ranged ♦ dagger +28 (agile, finesse, thrown 20 feet, versatile S), Damage 3d4+16 piercing plus purple worm venom

Divine Prepared Spells DC 32, attack +25; **4th** fly, invisibility; **3rd** haste, hypnotic pattern; **2nd** blur; **1st** fleet step; **cantrips** **[8th]** ghost sound, message

Red Mantis Spells 2 Focus Points, DC 32; **7th** vomit swarm; **6th** mantis form;

Mantis Doom Kayltanya can cast vomit swarm as a 7th level focus spell. This version of the spell summons swarms of venomous praying mantises, but the effects are otherwise the same as the spell.

Prayer Attack ♦ Kayltanya attempts to Feint an enemy within 30 feet. If the Feint is successful, when Prayer Attack is used on subsequent turns, Kayltanya automatically makes the target flat-footed against her melee attacks for that turn without rolling a check to Feint, so as long as she remains visible to the target and the target remains within 30 feet of her. If Kayltanya uses Prayer Attack against a different target, she must attempt to Feint the target normally. When Kayltanya uses Prayer Attack, her next successful Strike with a sawtooth saber that turn deals 2d6 persistent bleed damage to the target.

Purple Worm Venom (poison); **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeeble 2 (1 round); **Stage 2** 6d6 poison damage and enfeeble 2 (1 round); **Stage 3** 8d6 poison and enfeeble 2 (1 round)

Sneak Attack Kayltanya deals an extra 4d6 precision damage to flat-footed creatures.

RED MANTIS ASSASSIN

CREATURE 9

See **Patrols**

A77. DOMINA'S TOWER ENTRANCE

- Tower Door: Hardness 18, HP 72, BT 36; lock (2nd level, counteract DC 40)

ATTICS AND TOWERS

A83. SUSPENDED BRIDGES

CREATURES

RED MANTIS ASSASSIN

CREATURE 9

See **Patrols**

A86. JUNK STORAGE

SKILL CHECKS

- Perception DC 31 to notice the hidden door.

A88. VENSTER'S APARTMENT

SKILL CHECKS

- Perception DC 42 to find the secret door.

A89. VENSTER'S BOXROOM

CREATURES

VENSTER ARABASTI

CREATURE 4

Ghost Commoner (*Pathfinder Bestiary* pg. 166)

A90. DOMINA'S STUDY

SKILL CHECKS

- Perception DC 42 to find the scroll tube with the contract.
- Religion DC 35 to gain a basic understanding of the contract.

A92. EPOCHAL TOWER ROOF

- Trapdoor: *lock* (2nd level, counteract DC 40)

A94. SEAWATCH TOWER

- Catwalk Door: *lock* (2nd level, counteract DC 40)

CREATURES**MAVROKERAS****CREATURE 16**

Cornugon (Pathfinder Bestiary 2 pg. 77)

PART 3. LEGACY OF BLOOD

THE MUSHFENS

SKILL CHECKS

- Nature DC 27 to determine the route the Sunken Queen with the map, DC 42 without the map.
- Survival DC 34 to progress to each trail marker.

B. THE SUNKEN QUEEN

- Walls:** Hardness 36, HP 216, BT 108. Immune to non-magical damage, ghost touch, and ethereal travel.
- Teleporting:** The Sunken Queen automatically attempts to Counteract attempts to teleport in or out with *dispel magic* (9th level, +29 modifier). Failed teleport attempts deal 20d6 bludgeoning damage (basic Fortitude DC 35)

SKILL CHECKS

- Perception DC 42 to spot the hidden air vents.
- Acrobatics DC 25 to Balance along the tilted floors.

CREATURES

BOGGARD CHAMPION

CREATURE 12

UNCOMMON CE MEDIUM HUMANOID AMPHIBIOUS

BOGGARD

Perception +22; Darkvision

Languages Boggard

Skills Athletics +25, Intimidation +20, Stealth +21 (+23 in water)

Str +7, **Dex** +3, **Con** +7, **Int** +2, **Wis** +4, **Cha** +4

Items +2 greater striking thundering greatclub, +2 greater striking javelin

AC 32; **Fort** +24, **Ref** +19, **Will** +22

HP 270

Attack of Opportunity A boggard champion can only use Attack of Opportunity while in rage.

Speed 25 feet, swim 30 feet; swampstrid

Melee ♦ greatclub +25, **Damage** 3d10+14 bludgeoning plus 1d6 sonic

Melee ♦ tongue +25 (reach 10 feet), **Damage** tongue grab

Ranged ♦ javelin +19 (thrown 30 feet), **Damage** 3d6+10 piercing

Knockdown ♦ **Requirements** The boggard champion's last action was a successful greatclub Strike; **Effect** The boggard champion knocks the target prone.

Rage As the barbarian class ability; 31 AC, +19 HP, +6 melee damage

Swamp Stride A boggard champion ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) The boggard champion unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 32 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard champion hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 30 and dealing at least 25 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

B1. ENTRANCE HALL

CREATURES

BEIRAWASH

CREATURE 15

UNIQUE NE GARGANTUAN BEAST AQUATIC

Variant devilfish

Perception +25; greater Darkvision

Skills Acrobatics +29, Athletics +32, Stealth +29

Str +8, **Dex** +5, **Con** +6, **Int** +1, **Wis** +5, **Cha** -2

AC 37; **Fort** +26, **Ref** +27, **Will** +25

HP 275; **Resistances** cold 20

Unholy Blood ♦ **Trigger** Beirawash takes damage from a critical Strike **Effect** Beirawash emits a night-black cloud of foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, all creatures are concealed to everything except Beirawash, who can see through the blood with ease; on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Any creature that ends its turn within the blood must succeed a DC 36 Fortitude save or become sickened 2 until they leave the affected area.

Speed 15 feet, swim 40 feet; compression

Melee ♦ tentacle +30 (agile, reach 15 feet, versatile P), **Damage** 3d8+14 bludgeoning plus Grab

Melee ♦ beak +20, **Damage** 3d10+14 piercing plus devilfish venom

Compression Beirawash can move through a gap at least 10 feet wide without Squeezing, and can Squeeze through a gap at least 5 feet wide.

Constrict ♦ 2d8+14 bludgeoning

Devilfish Venom (poison); **Saving Throw** DC 36 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and flat-footed (1 round); **Stage 2** 4d6 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 4d6 poison damage, clumsy 2, and flat-footed (1 round)

Jet ♦♦ (move) Beirawash moves up to 200 feet in a straight line through the water without triggering reactions.

Writhing Tentacles ♦♦ Beirawash makes up to four Strikes with different tentacles, each against a different target. Each attack counts separately for Beirawash's multiple attack penalty, but the penalty doesn't increase until Beirawash has made all the attacks. If Beirawash subsequently uses the Grab action, it can Grab any number of creatures it hit with Writhing Tentacles.

B5. CHAMBER OF THE LYNX

- Mosaic:** Touching the mosaic gives a +2 insight bonus to Charisma based checks and Will saves for 1 hour.

B7. SURFACE ENTRANCE

CREATURES

BOGGARD CHAMPION

See Sunken Queen

CREATURE 12

B8. BOGGARD QUARTERS

CREATURES

BOGGARD CHAMPION

See Sunken Queen

CREATURE 12

B9. STORAGE

- Boggard Liquor:** Drinking requires a DC 30 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 3.

B14. SHAFT UP

SKILL CHECKS

- Athletics DC 36 to climb the shaft.

B15. GREAT HALL

CREATURES

ITHIER

CREATURE 17

UNIQUE **LE** **HUGE** **ABERRATION** **DREAM**

Scarlet walker sorcerer

Perception +30; Darkvision, detect magic, bloodsense 60 feet

Languages Abyssal, Aklo, Infernal; telepathy 300 feet

Skills Acrobatics +30, Athletics +33, Deception +28, Intimidation +30, Occultism +32, Stealth +32

Str +7, **Dex** +8, **Con** +6, **Int** +6, **Wis** +6, **Cha** +8

Bloodsense Ithier has precise blindsense to detect living creatures with blood in their veins and undead creatures that feed on blood, such as vampires.

AC 40; **Fort** +28, **Ref** +32, **Will** +30; +1 status to all saves vs. magic

HP 285, fast healing 10; **Immunities** acid, cold, poison;

Resistances unusual anatomy; **Weaknesses** electricity 15

Blood Draining Gaze (aura, necromancy, occult, visual)

30 feet. When a creature ends its turn in the aura, it must attempt a DC 36 Fortitude save. If the creature fails, it suffers 2d6 persistent bleed damage. Ithier can deactivate or activate this aura by using a single action, which has the concentrate trait.

Unusual Anatomy Ithier has resistance 10 to precision damage and the extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.

Speed 40 feet, climb 40 feet; air walk, compression

Melee ♦ tentacle +31 (reach 15 feet), **Damage** 3d10+14 bludgeoning plus scarlet walker venom

Melee ♦ leg +31 (agile, reach 15 feet), **Damage** 3d8+14 slashing

Occult Innate Spells DC 38; **9th** telepathic demand; **6th** feeblemind; **5th** sending (at will); **4th** confusion (x3); **cantrips (9th)** detect magic **Constant** air walk

Occult Spontaneous Spells DC 38; **6th** (3 slots) phantasmal calamity, scrying, wall of force; **5th** (3 slots) hallucination, mind probe, synaptic pulse; **4th** (3 slots) invisibility, modify memory, suggestion; **3rd** (3 slots) enthrall, haste, paralyze; **2nd** (3 slots) invisibility, mirror image, silence; **1st** (3 slots) fear, sleep, true strike; **cantrips (9th)** daze, forbidding ward, message, shield

Compression Ithier can move through a gap at least 2 feet wide without Squeezing, and can Squeeze through a gap at least 1 foot wide.

Focus Gaze ♦ (concentrate, necromancy, occult, visual) Ithier fixes its glare at a creature it can see within 30 feet. The target must immediately attempt a Fortitude save against Ithier's blood draining gaze. If the creature was already bleeding by blood draining gaze before attempting its save, a failed save causes it to be drained 2 and sickened 2, to a maximum of 6 for each condition. After attempting its save, the creature is then temporarily immune until the start of Ithier's next turn.

Quickened Casting ♦ (concentrate, metamagic); **Requirements** Ithier's next action is to Cast a Spell of 4th level or lower; **Frequency** once per day; **Effect** The actions required to cast the spell is reduced by 1 action (minimum 1).

Scarlet Walker Venom (poison); **Saving Throw** DC 36 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and slowed 1 (1 round); **Stage 2** 2d6 poison damage and slowed 2 (1 round); **Stage 3** 2d6 poison damage and stunned (1 round).

Str +6, Dex +6, Con +6, Int +3, Wis +5, Cha +6

Items +2 resilient breastplate, +2 striking returning trident, 100 feet of erinys-hair rope

AC 34; **Fort** +24, **Ref** +26, **Will** +23; +1 status to all saves vs. magic

HP 220; **Immunities** bleed, fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Aerial Manuevers ↗ **Trigger** An flying ally ends a move action adjacent to the fury **Effect** The fury flies 5 feet as a Step.

Everdawn Infusion (arcane, abjuration, conjuration)

Ileosa's furies have been infused with the powers of the Everdawn Pool. As long as the fury is located within the Sunken Queen and the Everdawn Pool holds 1 charge, it gains immunity to bleed effects and can use Everdawn Transport at will. These effects end immediately if the fury leaves the Sunken Queen.

Speed 25 feet, fly 40 feet

Melee ♦ flaming trident +26 (evil, fire, magical, thrown 20 feet), **Damage** 2d8+14 piercing plus 1d6 evil and 1d6 fire

Ranged ♦ flaming trident +25 (thrown 20 feet), **Damage** 2d8+14 piercing plus 1d6 evil and 1d6 fire

Ranged ♦ rope +26 (magical, range increment 30 feet), **Damage** rope snare

Divine Innate Spells DC 33; **5th** dimension door; **4th** dimension door (at will), divine wrath, retributive pain; **3rd** fear (at will); **2nd** illusory object, illusory disguise (at will); **Constant** true seeing

Divine Rituals DC 33; infernal pact

Everdawn Transport ♦ (concentrate, conjuration, teleportation); **Requirements** The fury is located within the Sunken Queen **Effect** The fury chooses up to 5 willing creatures within 30 feet and immediately teleports itself and those creatures to another location within the Sunken Queen.

Flames of Fury Any weapon an erinys holds gains the effects of a flaming rune while they hold it.

Rope Snare An erinys carries a coil of rope woven of their hair (use the statistics for rope) that animates in their hands. When a creature is hit by the erinys's rope, a segment of the rope tears loose and wraps itself around the creature, imposing a 10-foot circumstance penalty to Speed. The piece that tears off is 10 feet long for a Medium or smaller creature, and doubles in length for each size larger than Medium. When a creature Escapes the effect (DC 33), the detached segment of rope withers away into useless black sludge.

B16. ILEOSA'S FURIES

CREATURES

ILEOSA'S FURY

CREATURE 13

RARE LE MEDIUM FIEND DEVIL

Variant erinys

Perception +25; greater Darkvision, true seeing

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +25, Crafting +22, Deception +28, Diplomacy +23, Intimidation +28, Religion +24, Stealth +25

Swooping Dive The fury flies up to their Speed in a straight line, descending at least 10 feet, and then makes two flaming trident Strikes. Both attacks count towards the fury's multiple attack penalty but do not apply until both attacks are made.

B19. BLOOD REPOSITORY

SKILL CHECKS

- Arcana DC 38 or Society DC 40 to notice the immortal ichor's resemblance to Runelord Sorshen.

CREATURES

ELITE IMMORTAL ICHOR

CREATURE 16

RARE NE MEDIUM Ooze

Elite Immortal Ichor (*Age of Ashes* - 05 - Against the Scarlet Triad pg. 88)

Perception +22; motion sense 60 feet, no vision

Languages Abyssal, Aklo, Infernal, Undercommon; telepathy 100 feet

Skills Ancient History Lore +32, Arcana +32, Religion +31

Str +6, **Dex** +3, **Con** +9, **Int** +7, **Wis** +6, **Cha** +6

AC 28; **Fort** +32, **Ref** +22, **Will** +31

HP 370, regeneration 15 (deactivated by good);

Immunities acid, critical hits, mental, precision, unconscious, visual; **Resistances** physical 15

Immortality The immortal ichor doesn't age, nor does it need to eat or breathe. It can die only as a result of violence.

Speed 20 feet, fly 20 feet

Melee ♦ pseudopod +29, **Damage** 3d8+14 bludgeoning plus mental erosion

Divine Innate Spells DC 39, attack +33; **7th** charm (x3), feblemind, possession, suggestion; **6th** crisis of faith, telekinetic haul (at will); **3rd** mind reading (at will); **2nd** telekinetic maneuver (at will); **1st** charm (at will), command (at will); **Cantrips** (**7th**) telekinetic projectile

Cleric Domain Spells DC 39, attack +33; **8th** (3 focus Points) cry of destruction, destructive aura

Corrupt Ally (divine, enchantment, mental) A creature that fails to save against an immortal ichor's charm spell becomes stupefied 1. The stupefied value reduces by 1 every 24 hours. The first time each day a creature stupefied by the ichor's charm fails to save against another casting of the ichor's charm, the value of the condition increases by 1d4+4. If the stupefied condition ever equals the creature's

Wisdom score, it becomes controlled by the ichor permanently; if it dies, it rises the next round as a zombie (of the GM's choice) under the ichor's control. If the ichor is killed, these zombies are destroyed.

Dead Spells An immortal ichor can cast an initial and advanced domain spell of a domain that belonged to the dead deity from which the ichor arose (the domain spells presented here are from the destruction domain).

Mental Erosion A creature hit by the ichor's pseudopod is stupefied 2 for 1 day unless it succeeds at a DC 37 Will save.

Resanguinate ♦♦♦ (divine, healing, necromancy) The immortal ichor draws blood from the pores of living creatures around it. Any living creature within 30 feet that has blood takes 4d6+4 damage (DC 35 basic Fortitude save). The immortal ichor regains HP equal to the total damage dealt. A creature that fails its save is also drained 1 (or drained 2 on a critical failure).

HAZARDS

SOULTRAPPING GEM

HAZARD 17

MAGICAL TRAP

Stealth DC 40 (master)

Description An immense sapphire that attempts to trap the soul of whomever touches it.

Disable Thievery DC 35 (master) to wrap the gem without touching it, or dispel magic (9th level, counteract DC 38) to counteract the effect on the gem.

AC 39; **Fort** +30, **Ref** +25

Hardness 20, **HP** 40 (BT 20); **Immunities** critical hits, object immunities, positive, precision damage

Trap the Soul ♦ (death, occult, necromancy, negative)

Trigger A creature touches the gem; **Effect** The creature must attempt a DC 38 Fortitude save as the gem attempts to trap its soul

Success The creature is unaffected.

Failure The creature takes 6d8 negative damage and becomes drained 2 and doomed 2.

Critical Failure The creature's body becomes lifeless as its soul is drawn into the gem. While the soul is in the gem, the target can't be returned to life through any means, even powerful magic such as wish. If the gem is destroyed or magic has successfully counteracted the gem, the soul is freed and may be resurrected.

B20. THE EVERDAWN POOL

CREATURES

FALSE ILEOSA

LE **MEDIUM** **HUMANOID** **SIMULACRA**

Blood simulacrum of Queen Ileosa

Perception +19

Languages Common, Infernal

Skills Acrobatics +18, Deception +23, Intimidation +21, Occultism +19, Performance +23

Str +2, **Dex** +3, **Con** +5, **Int** +3, **Wis** +2, **Cha** +7

Blood Simulacrum False Ileosa is a simulacrum of the true Queen Ileosa born from the power of the Everdawn Pool. When false Ileosa is reduced to 0 Hit Points, she suddenly becomes rigid and motionless. A moment later, her features run red as she melts swiftly into a pool of blood. A character who succeeds at a DC 35 Arcana check recognizes she was some form of variant simulacrum, although further details are not available until the PCs can study the Everdawn Pool in the Sunken Queen.

Items +2 striking returning dagger

AC 29 (39 while seated in the Crimson Throne); **Fort** +16, **Ref** +19, **Will** +22

HP 175; **Immunities** emotion, mental

Crimson Throne As long as false Ileosa is seated in the Crimson Throne, she gains a +10 circumstance bonus to her AC and immunity to effects with the illusion, mental, and emotional traits.

Redirection As long as this simulacrum lives, any divination spell that attempts to locate or otherwise target the real Queen Ileosa is instead redirected to target this simulacrum. The caster of the divination spell has a small chance to notice the redirection with a successful DC 42 Arcana check as the divination spell is cast, but even if the redirection is noted, it remains impossible to tell where the effect was redirected from. This effect also grants false Ileosa immunity to effects with the emotional and mental traits.

Speed 25 feet

Melee ♦ dagger +21 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+10 piercing

CREATURE 10

Spontaneous Occult Spells DC 29, attack +18; **5th** (4 slots) dispel magic, hallucination, shadow blast, synaptic pulse; **4th** (4 slots) clairvoyance, fly, read omens, suggestion; **3rd** (4 slots) blindness, clairaudience, dispel magic, nondetection; **2nd** (4 slots) augury, blur, hideous laughter, invisibility; **1st** (4 slots) charm, floating disk, illusory object, item facade; **cantrips** (**5th**) detect magic, ghost sound, mage hand, read aura, sigil

Bard Composition Spells 2 Focus Points, DC 29; **1st** counter performance, lingering composition; **cantrips** (**5th**) dirge of doom, inspire courage

Harmonize ♦ (concentrate, manipulate, metamagic); **Requirements** False Ileosa's next action is to cast a composition; **Effect** The next composition that false Ileosa casts becomes a harmonized composition. A harmonized composition doesn't end if false Ileosa casts another composition, and she can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition in effect.

Quickened Casting ♦ (concentrate, metamagic);

Frequency once per day; **Requirements** False Ileosa's next action is to Cast a Spell of 3rd level or lower; **Effect** The actions required to cast the spell is reduced by 1 action (minimum 1).

QUEEN ILEOSA ARABASTI

CREATURE 21

UNIQUE **LE** **MEDIUM** **HUMANOID** **DEVIL-BOUND** **HUMAN**

Female human devil-bound bard

Perception +35; greater Darkvision, true seeing

Languages Common, Infernal

Skills Acrobatics +34, Deception +40, Intimidation +40, Occultism +36, Performance +40, Religion +41, Society +36

Str +6, **Dex** +7, **Con** +5, **Int** +5, **Wis** +6, **Cha** +11

Devil-Bound Ileosa has entered into a contract with a devil, gaining the effects of greater Darkvision, true seeing, fire and poison resistance 20, and +1 status to all saves vs. magic. If Ileosa dies, she cannot be brought back to life without Sermignatto's permission; if that devil is slain, the contract itself reverts to Sermignatto's hidden master, the Duke of Hell known as Lorthact.

Items +3 major striking glamered greater frost speed rapier, bracers of armor III, crimson gown, Crown of Fangs, ring of spell turning, scroll of soothe (6th level)

AC 47; **Fort** +32, **Ref** +35, **Will** +38; +1 status to all saves vs. magic

HP 400, regeneration 20 (deactivated by Serithial); **Immunities** bleed; **Resistances** fire 20, poison 20

Contingency ➔ Trigger Ileosa is attacked by a melee weapon; **Effect** A 6th-level stoneskin is cast on Ileosa.

Crown of Fangs Ileosa has bonded with the Crown of Fangs and gains regeneration 20 and is permanently under the effects of *foresight*. These effects end immediately if the Crown of Fangs is destroyed or Ileosa loses her bond with the crown.

Everdawn Infusion (arcane, abjuration, conjuration) Ileosa has been infused with the powers of the Everdawn Pool. As long as Ileosa is located within the Sunken Queen and the Everdawn Pool holds 1 charge, she gains immunity to bleed effects and can use Everdawn Transport at will. These effects end immediately if Ileosa leaves the Sunken Queen.

Speed 25 feet

Melee ➔ rapier +37 (cold, deadly d8, disarm, finesse, magical), **Damage** 4d6+22 piercing plus 1d6 cold

Occult Spontaneous Spells DC 48, attack +36; **10th** (1 slot) time stop; **9th** (4 slots) dispel magic, foresight, overwhelming presence, telepathic demand; **8th** (4 slots) magic missile, phantasmal calamity, scintillating pattern, uncontrollable dance; **7th** (5 slots) entrancing eyes, paralyze, project image, warp mind; **6th** (4 slots) dispel magic, feeblemind, mislead, repulsion; **5th** (4 slots) dispel magic, hallucination, shadow blast, synaptic pulse; **4th** (4 slots) clairvoyance, fly, read omens, suggestion; **3rd** (4 slots) blindness, clairaudience, dispel magic, nondetection; **2nd** (4 slots) augury, blur, hideous laughter, invisibility; **1st** (4 slots) charm, floating disk, illusory object, item facade; **cantrips (10th)** detect magic, ghost sound, mage hand, read aura, sigil **Constant** true seeing, foresight

Bard Composition Spells 3 Focus Points, DC 48, **10th** fatal aria; **1st** counter performance, lingering composition; **cantrips (10th)** dirge of doom, inspire courage, inspire defense

Quickened Casting ➔ (concentrate, metamagic); **Frequency** once per day; **Requirements** Ileosa's next action is to Cast a Spell of 8th level or lower; **Effect** The actions required to cast the spell is reduced by 1 action (minimum 1).

Effortless Concentration At the beginning of each turn, Ileosa gains 1 action which may only be used to Sustain a Spell.

Everdawn Transport ➔ (concentrate, conjuration, teleportation); Requirements Ileosa is located within the Sunken Queen Effect Ileosa chooses up to 5 willing creatures within 30 feet and immediately teleports herself and those creatures to another location within the Sunken Queen.

TANINIVER KAZAVON

CREATURE 17

RARE | NE | HUGE | DRAGON | UNDEAD

Variant taniniver

Perception +30; Darkvision, deathwatch 30 feet

Languages Common, Draconic

Skills Acrobatics +30, Athletics +33

Str +7, **Dex** +2, **Con** +6, **Int** +7, **Wis** +4, **Cha** +7

Deathwatch (divine, necromancy) The taniniver instantly knows whether each creature within the area is dead, unconscious, undead, and neither dear nor alive (such as constructs) as well as the values of the dying, wounded, and doomed condition of those creatures. The taniniver also sees through any spell or ability that allows creatures to feign death.

AC 40; **Fort** +32, **Ref** +24, **Will** +26

HP 300, negative healing; **Immunities** paralyzed, sleep, visual; **Resistances** acid 15, electricity 15, fire 15; **Weaknesses** good 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 38

Attack of Opportunity ➔ Tail only.

Speed 25 feet, fly 60 feet

Melee ➔ jaws +33 (magical, reach 15 feet), **Damage** 3d12+9 piercing plus pestilence

Melee ➔ claw +33 (agile, magical, reach 10 feet), **Damage** 3d8+9 plus pestilence

Melee ➔ tail +31 (magical, reach 15 feet), **Damage** 2d10+9 plus pestilence

Divine Innate Spells DC 40; **8th** animate dead, horrid wilting; **7th** divine wrath (×3), finger of death; **6th** vampiric exsanguination; **4th** darkness; **3rd** bind undead (at will);

Blood Veil (death, disease, necromancy, virulent) Taniniver Kazavon adds Blood Veil to the diseases it can inflict with Pestilence.

Saving Throw DC 36 Fortitude; **Onset** 1 day; **Stage 1** drained 1, stupefied 1 (1 day); **Stage 2** drained 2, stupefied 1 (1 day); **Stage 3** drained 3, stupefied 2 (1 day); **Stage 4** drained 4, stupefied 2 (1 day); **Stage 5** dead

Breath Weapon ➡ The taniniver breathes in one of two ways. It can't use Breath Weapon again for 1d4 rounds.

- **Rot** (poison) The taniniver breathes a wave of fetid viscera in a 50-foot cone that deals 9d6 bludgeoning and 9d6 poison damage (DC 38 basic Reflex save). A creature that critically fails is also sickened 2.
- **Disease** (divine, necromancy) The taniniver breathes a hideous gray cloud of disease particles in a 50-foot cone. All creatures within the area and currently affected by a disease must attempt a Fortitude save against the disease as if the interval for the disease's current stage had passed.

Draconic Frenzy ➡ The taniniver makes two claw Strikes and one jaws Strike in any order.

Pestilence (disease, necromancy) A taniniver's Strikes infect its opponent with a random disease from the following list: blood veil, blinding sickness, bubonic plague, scarlet fever, or scarlet leprosy. Ongoing saving throws against the disease use DC 36 instead of the disease's listed DC. A creature inflicted with a disease from Pestilence skips any onset period and suffers any effects from Stage 1 of the disease immediately.

RISE OF THE DRAGON

SKILL CHECKS

- Religion DC 32 to recognize the magical effects as a manifestation of Zon-Kuthon's favor.
- Each round, the PC's must attempt a DC 36 Fortitude, Reflex, and Will save.
- **Fortitude:** The PC is stunned 2 on a failure and stunned until the beginning of their next turn on a critical failure.
- **Reflex:** The PC takes 9d6 bludgeoning and 9d6 electricity damage.
- **Will:** The PC is stupefied 2 on a failure and stupefied 3 on a critical failure.
- The rise can be stopped with *disjunction*, *wish*, *miracle* or plunging Serithial into the Everdawn Pool.
- All PC's must attempt a DC 36 Fortitude save or become permanently blinded if Serithial is plunged into the Everdawn Pool.

CREATURES

KAZAVON

CREATURE 23

UNIQUE LE GARGANTUAN DRAGON ELECTRICITY

Male great wyrm blue dragon

Perception +38; Darkvision, Scent (imprecise) 60 feet

Languages Common, Aklo, Common, Draconic, Infernal, Jotun, Orc, Shoanti, Varisian

Skills Acrobatics +35, Arcana +40, Deception +43, Diplomacy +43, Intimidation +40, Society +43, Stealth +35, Survival +36

Str +11, **Dex** +5, **Con** +9, **Int** +7, **Wis** +7, **Cha** +9

Sound Imitation Kazavon can mimic any sound he has heard. To do so, he must succeed at a Deception check with a +4 circumstance bonus.

AC 49; **Fort** +39, **Ref** +37, **Will** +40; +2 status to all saves vs. magic

HP 575, rejuvenation; **Immunities** electricity, paralyzed, sleep

Contingency ➡ **Trigger** Kazavon fails a saving throw against a spell. **Effect** Dispel magic (7th level) attempts to counteract the triggering spell.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 43

Rejuvenation If Kazavon is killed, his body crumbles swiftly, and is soon reduced to little more than dust. Any of the relics absorbed into his body remain behind amid the dust. As long as Kazavon's relics continue to exist, there is always a chance the great blue wyrm can manifest again. If Kazavon was restored to life via the Everdawn Pool (as described in Rise of the Dragon), all that remains are his fangs.

Wing Deflection ➡ **Trigger** Kazavon is targeted with an attack. **Effect** Kazavon raises his wing, gaining a +2 circumstance bonus to AC against the triggering attack. If Kazavon is Flying, he descends 10 feet after the attack is complete.

Speed 60 feet, burrow 30 feet, fly 200 feet

Melee ➡ jaws +42 (electricity, magical, reach 20 feet), **Damage** 6d12+11 piercing plus 2d12 electricity

Melee ➡ claw +40 (agile, magical, reach 15 feet), **Damage** 6d10+11 slashing

Melee ➡ tail +40 (magical, reach 25 feet), **Damage** 6d10+11 bludgeoning

Melee ➡ horns +40 (magical, reach 20 feet), **Damage** 5d12+11 piercing

Arcane Innate Spells DC 45, attack +42; **10th** contingency•, time stop; **9th** disjunction, meteor swarm, teleport; **8th** hallucinatory terrain (at will), illusory creature (at will), illusory object (at will), ventriloquism (at will); **7th** dispel magic•, plane shift, project image (see mirage); **6th** dominate, true seeing, wall of force; **5th** chromatic wall, mind probe, sending; **4th** dimension door, invisibility, suggestion; **3rd** dream message, locate, slow; **2nd** comprehend language, invisibility, water breathing; **1st** charm, create water (at will; see desert thirst), unseen servant; **cantrips (10th)** daze, detect magic, forbidding ward, ghost sound, read aura

Breath Weapon ♦♦ (arcane, electricity, evocation) Kazavon breathes lightning that deals 12d12 electricity damage in a 120-foot line (DC 46 basic Reflex save). Kazavon can't use Breath Weapon again for 1d4 rounds. Each time Kazavon uses Breath Weapon, a 20-foot-radius storm cloud appears 80 feet above a point of Kazavon's choosing along the Breath Weapon's path. Clouds last for 10 minutes and allow Kazavon to use Storm Breath.

Change Shape ♦ (arcane, concentrate, polymorph, transmutation) Kazavon assumes a Medium humanoid form, posing as the human warlord by the same name.

Desert Thirst (arcane, transmutation) When casting create water, Kazavon can attempt to destroy liquid instead of creating it, turning an equal amount of liquid into sand. This destroys liquid magic or alchemical items if they're of a lower level than Kazavon (a creature can attempt a DC 40 Will save to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.

Draconic Frenzy ♦♦ Kazavon makes two claw Strikes and one horns Strike in any order.

Draconic Momentum Kazavon recharges his Breath Weapon whenever he scores a critical hit with a Strike.

Mirage Whenever Kazavon uses Breath Weapon while the illusory image from his innate project image spell persists, he can cause the Breath Weapon to originate from himself or the image.

Storm Breath (arcane, concentrate, electricity, evocation); **Frequency** Once per round; **Requirement** A storm cloud created by Breath Weapon is within 500 feet, and Kazavon can see the cloud. **Effect** Kazavon calls down a lightning bolt from a storm cloud created by his Breath Weapon. This creates a

vertical line of lightning to the ground that deals 6d12 electricity damage to all enemies in its path (DC 46 basic Reflex save).



Appendíx

APPENDIX A. THE HARROW

Throughout the course of the campaign, the PC's are treated to a handful of Harrow readings from the spirit of Zellara Esmeranda. This Appendix provides an overview of changes to fit the Harrow subsystem into your Pathfinder Second Edition game.

DIVINING WITH A HARROW DECK

The majority of the Harrowing rules remain unchanged in Pathfinder Second Edition. GM's should perform the steps outlined on pages 416 - 423 *Appendix 3: The Harrow of the Curse of the Crimson Throne Adventure Path: Anniversary Edition* to perform a Harrowing.

HARROW POINTS

During each reading, each character receives a number of Harrow Points equal to the number of cards in the Harrow reading linked with the Chapter's suit.

In addition, each character receives a single Harrow Point for their selected card during the Choosing. They may receive a second Harrow Point if the card they selected appears during the Harrowing.

USING HARROW POINTS

During each Chapter, characters will gain opportunities to use their Harrow Points. The methods in which they can use these are detailed in each reading. Using a Harrow Point is a free action. As long as a PC has enough points, there is no limit to the number of points they can spend in a round. GM's should notify players of how they can spend their Harrow Points for the remainder of the chapter.

PCs automatically receive the boon of their selected card during the Choosing. Do not notify the player of this boon until the encounter begins.

EDGE OF ANARCHY [KEYS]

During *Edge of Anarchy*, players can spend their Harrow Points in the following ways:

- **Dexterity Rolls:** A player can spend a Harrow Point to reroll any Dexterity-based roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a fortune effect.
- **Dodge Bonuses:** A player can spend a Harrow Point to gain a +1 circumstance bonus to their Armor Class for one encounter. A player can spend up to two Harrow Points per encounter to increase their Armor Class in this manner.

- **Speed Increase:** A player can spend a Harrow Point to gain a +10-foot Bonus to their Speed for one encounter.

During *Edge of Anarchy*, PCs gain a +1 circumstance bonus to all Dexterity-based rolls and a +1 circumstance bonus to their Armor Class during specific encounters, based on their Choosing.

The encounters the Choosing bonus applies to are listed under *Edge of Anarchy; The Chosen* on page 424 of *Curse of the Crimson Throne Adventure Path: Anniversary Edition*.

SEVEN DAYS TO THE GRAVE [SHIELDS]

During *Seven Days to the Grave*, players can spend their Harrow Points in the following ways:

- **Constitution Rolls:** A player can spend a Harrow Point to reroll any Constitution-based roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a fortune effect.
- **Physical Resistance:** A player can spend a Harrow Point to gain Resistance 5 against all Physical Damage for one encounter. A player cannot spend multiple Harrow Points to increase this resistance.
- **Fast Hit Point Recovery:** A player can spend a Harrow Point after resting for 1 minute to recover from their recent ordeals, gaining a number of Hit Points to their character level plus their Constitution bonus. They can spend a Harrow Point in this way once after each encounter.

During *Seven Days to the Grave*, PCs gain a +1 Bonus to all Constitution-based rolls and Temporary Hit Points equal to twice their level during specific encounters, based on their Choosing.

The encounters the Choosing bonus applies to are listed under *Seven Days to the Grave; The Chosen* on page 424 of *Curse of the Crimson Throne Adventure Path: Anniversary Edition*.

ESCAPE FROM OLD KORVOSA [BOOKS]

During *Escape from Old Korvosa*, players can spend their Harrow Points in the following ways:

- **Intelligence Rolls:** A player can spend a Harrow Point to reroll any Intelligence-based roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a fortune effect.
- **Arcane Wrath:** A player that uses Intelligence as their key ability score can spend a Harrow Point to increase the DC of a spell they are about to cast by 1 or gain a +2 circumstance bonus to the spell attack modifier for a spell they are about to cast.
- **Flash of Insight:** A player can spend a Harrow Point to attempt a skill check with a skill in which they are untrained, adding a one-time insight bonus to the skill check equal to half their level.

During *Escape from Old Korvosa*, PCs gain a +1 circumstance bonus to all Intelligence-based rolls during specific encounters, based on their Choosing.

The encounters the Choosing bonus applies to are listed under *Escape from Old Korvosa; The Chosen* on page 425 of Curse of the Crimson Throne Adventure Path: Anniversary Edition.

A HISTORY OF ASHES [HAMMERS]

During *A History of Ashes*, players can spend their Harrow Points in the following ways:

- **Strength Rolls:** A player can spend a Harrow Point to reroll any Strength-based roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a fortune effect.
- **Brutal Strike:** A player can spend a Harrow Point to gain a +5 circumstance bonus on damage rolls with all melee or natural weapons for one encounter. Alternatively, a player can spend a Harrow Point to ignore an object's Hardness until the end of their next turn.
- **Mighty Thews:** A player can spend a Harrow Point during an encounter to gain a +2 circumstance bonus to Acrobatics and Athletics checks until the end of the encounter.

During *A History of Ashes*, PCs gain a +1 circumstance bonus to all Strength-based rolls during specific encounters, based on their Choosing.

The encounters the Choosing bonus applies to are listed under *A History of Ashes; The Chosen* on page 425 of Curse of the Crimson Throne Adventure Path: Anniversary Edition.

SKELETONS OF SCARWALL [STARS]

During *Skeletons of Scarwall*, players can spend their Harrow Points in the following ways:

- **Wisdom Rolls:** A player can spend a Harrow Point to reroll any Wisdom-based roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a fortune effect.
- **Divine Wrath:** A player that uses Wisdom as their key ability score can spend a Harrow Point to increase the DC of a spell they are about to cast by 1 or gain a +2 circumstance bonus to the spell attack modifier for a spell they are about to cast.
- **Greater Channeling:** A player can spend a Harrow Point to enhance the next healing spell, ability, or skill action; such as Treat Wounds, by 1d8 Hit Points. Alternatively, a player may spend a Harrow Point to increase the DC of a spell they are about to cast with the positive trait by 1, when used against a creature with the undead trait.

During *Skeletons of Scarwall*, PCs gain a +1 circumstance bonus to all Wisdom-based rolls during specific encounters, based on their Choosing.

The encounters the Choosing bonus applies to are listed under *Skeletons of Scarwall; The Chosen* on page 425 - 426 of Curse of the Crimson Throne Adventure Path: Anniversary Edition.

CROWN OF FANGS [CROWNS]

During *Crown of Fangs*, players can spend their Harrow Points in the following ways:

- **Charisma Rolls:** A player can spend a Harrow Point to reroll any Charisma-based roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a fortune effect.
- **Destiny Shall Not be Denied:** A player can spend a Harrow Point as a Reaction to force the GM to reroll a single d20 roll. They must abide by the new result, but additional Harrow Points can be spent for additional rerolls. This is a misfortune effect.
- **Occult Wrath:** A player that uses Charisma as their key ability score can spend a Harrow Point to increase the DC of a spell they are about to cast by 1 or gain a +2 circumstance bonus to the spell attack modifier for a spell they are about to cast.

- **Redrawing the Harrow Deck of Many Things:** A player can spend a Harrow Point in order to redraw a card from the Harrow Deck of Many Things, if they take Zellara up on her offer.

During *Crown of Fangs*, PCs gain a +1 circumstance bonus to all Wisdom-based rolls during specific encounters, based on their Choosing.

The encounters the Choosing bonus applies to are listed under *Crown of Fangs; The Chosen* on page 426 of Curse of the Crimson Throne Adventure Path: Anniversary Edition.

HARROW DECK OF MANY THINGS

Each character gains the chance to draw up to four cards from the Harrow Deck of Many Things.

The character declares how many cards they will draw facedown from the deck, and then draws the first card. The card takes effect immediately. Any further cards must be drawn within the next hour, and any card that the character does not voluntarily draw flits off the deck and affects them anyway.

Once a card is drawn, it produces its effect immediately and then disappears back into the deck, which immediately shuffles itself.

If a character draws an undesirable card, they can spend a Harrow Point to discard that card and draw again from the deck. This does not reduce the total number of draws the character decides to take. Cards discarded in this manner return to the deck before the next character begins drawing.

HARROW CARDS

- **The Avalanche:** The character is imprisoned, either as the *bind soul* spell, or by some powerful being.
- **The Bear:** The character becomes afflicted with *Curse of the Werebear* (curse, necromancy, primal) On each full moon, the cursed creature must succeed at DC 30 Fortitude save or turn into the werebear until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.
- **The Beating:** The character is permanently flat-footed in combat encounters.
- **The Betrayal:** The character's Animal Companion, Familiar, Mount, or Cohort is alienated and is considered hostile to the PC permanently. If the character has no such companion, they are instead betrayed by a key NPC such as Vencarlo, Cressida, or Trinia.
- **The Big Sky:** Once per day, the character gains a +4 circumstance bonus on an Athletics check made to Shove, Trip, Grapple, or Force Open.

- **The Brass Dwarf:** The character gains Resistance 10 to one energy type of their choosing. They also gain Weakness 10 to one energy type of the GM's choosing.
- **The Carnival:** The card is set aside and the GM draws nine cards from the remaining cards in the deck. These cards are laid face up for the user to view, then flipped over and rearranged randomly by the GM. The PC selects one card, taking that card's effects as normal.
- **The Courtesan:** The character's favorite item--preferably a magic weapon--becomes intelligent. If the character wields Serithial, they instead draw three new cards and pick which one of the three to have affect them, discarding the other two.
- **The Cricket:** The character can draw up to three additional cards. In addition to those card's effects, the character's Speed permanently increases by 5 feet for each additional card they draw.
- **The Crows:** The character must make a choice between their most valuable item or a major ally of the GM's choice. Whichever the character does not select is destroyed or slain and cannot be restored by any mortal means.
- **The Cyclone:** The character is drawn into the card, appearing in an arena-like chamber surrounded by ghosts. There, the character must fight an *Elemental Hurricane* (*Pathfinder Bestiary pg. 145*). If they cannot defeat the elemental hurricane in 1d6+1 rounds, they are instantly transported to the Elemental Plane of Air.
- **The Dance:** From this point on, whenever the character rolls Initiative, they roll twice and select whichever result they prefer. This is a fortune effect.
- **The Demon's Lantern:** The character's body disintegrates. All that remains are their items and a glowing gem containing their soul. A *raise dead* (9th), *alter reality*, *miracle*, *primal phenomenon*, or *wish* spell is required to restore the character. Doing so destroys the gem.
- **The Desert:** The character gains the one-time ability to travel to any location on the material plane instantly, bringing with them up to 10 allies and 2,000 pounds of goods. The character must know exactly where they wish to travel. This transportation ignores all barriers against teleportation or other magical effects. This card's effects can be used as a Reaction.
- **The Eclipse:** From the hours of Dusk til Dawn, the character is treated as if their Level is 1 lower than normal for the purposes of calculating Proficiency.

- **The Empty Throne:** The character is seized with an urge to sit upon the Crimson Throne, but the magic of the card does not force this action. If the character does sit on the throne, reality is warped so that everyone save for the character always recalls this character as having been a member of Korvosa's aristocracy. The character knows that their Manor House awaits in Korvosa, and that within are a staff of servants determined by the GM. The character gains a 15,000 sp inheritance to spend as they please.
- **The Fiend:** Lorthact the Unraveler, the secret controller of the Acadamae, takes note of the character and sets plans to destroy them. A [Cornugon \(Pathfinder Bestiary 2 pg. 77\)](#) arrives at the Sunken Queen to pledge their aid to Ileosa, and when encountered, informs the character that Lorthact has their eye on them. In time, Lorthact himself may take steps to destroy the character after this campaign comes to an end.
- **The Foreign Trader:** The Foreign Trader appears and offers the character any treasure they wish in return for years of their life. If the character accepts, they must choose to age a number of decades they pledge their service, immediately gaining an ability flaw to Strength, Dexterity and Constitution per decade pledged. For each decade pledged, the Foreign Trader gives them a 5,000gp credit which can be spent on any non-unique magic item. Any credit the character does not spend is lost. Years taken by the Foreign Trader can be restored only by Deific Intervention. The Foreign Trader does not deal with creatures who cannot die of old age.
- **The Forge:** The character must choose an armor or a weapon they own to be reforged into another suit of armor or weapon of equal or lesser Level.
- **The Hidden Truth:** The character gains the ability to call upon an omniscient spirit to answer a question or solve a puzzle. This can be done as a reaction, but only once.
- **The Idiot:** The character's Intelligence, Wisdom, and Charisma scores are all reduced by 1d4 points. Roll individually for each score.
- **The Inquisitor:** The character gains the ability to force another creature to answer a single question truthfully. The character can do this as a Reaction at any time, but only once. The card does not grant the creature special insight, and if the creature is truly ignorant, it informs the character that it doesn't know the answer and this effect is wasted.
- **The Joke:** The character selects another player. Three new cards are then drawn by the GM and revealed. The selected player must choose one of the cards and immediately gains the effects. The original character then selects one of the remaining two cards and gains that card's effects. The final card is discarded.
- **The Juggler:** The character gains 2 ability score boosts of their choice, but they must then swap the scores with one another.
- **The Keep:** The character gains a personal demiplane.
- **The Liar:** The character's favorite magic item manifests a curse.
- **The Locksmith:** The card grants the ability to open any one door, lock, set of bindings, or other locked barrier. This includes magical gates or portals that have specific requirements to activate. When the character arrives at the Sunken Queen, they instinctively know they can use this ability to remove the restriction on teleportation into and out of the Sunken Queen for 24 hours. The character can do this as a Reaction at any time, but only once.
- **The Lost:** The character can no longer gain archetype feats in any Archetype in which they have already taken a Dedication feat. This effect can be circumvented if the character is killed and returned to life, but the next time they are restored to life they are affected as per the *reincarnate* ritual, regardless of what spell or effect was used.
- **The Marriage:** A comely genie of the characters' preferred gender appears and proposes marriage to the character. Should the character accept, they must organize a lavish ceremony to this exotic outsider. If the character declines or breaks their wedding vow, the genie is heartbroken and returns to their home plane, and the associated elemental court is outraged.
- **The Midwife:** The character is treated as if their Level is 1 higher than normal for the purposes of calculating Proficiency for skill checks.
- **The Mountain Man:** The character gains a permanent +2 status bonus to Acrobatics and Athletics checks. Their size increases by 1 size category, but their equipment does not.
- **The Mute Hag:** The character permanently becomes blinded, deafened, or mute (character's choice). This affliction cannot be cured by any effect short of an *alter reality*, *miracle*, *primal phenomenon*, or *wish* spell.

- **The Owl:** The card grants the ability to scry on a target for 1 minute. The target, however, is immediately aware that it is being scried upon by the character. If the character uses this to scry upon Queen Ileosa and the false Ileosa still lives, this scry effect is not redirected to the simulacrum but instead reveals the real Ileosa. The character can use this at any time as a Reaction, but only once.
- **The Paladin:** The character is granted a Holy Avenger. If the character currently wields Serithtial, this card has no effect and the character instead gains an ability boost of their choice.
- **The Peacock:** The character's skin hardens, becoming rigid and pebbled. They gain a permanent +2 status bonus to their Armor Class but take an ability flaw to their Dexterity score.
- **The Publican:** The GM chooses one of the character's enemies (other than Queen Ileosa). This enemy has a complete change of heart and now favors the character. If the enemy is dead, it has been restored to life by a mutual ally. The new ally seeks the character out at once, and serves the party as an ally.
- **The Queen Mother:** When the character pulls this card, a **Hive Mother** (*Pathfinder Bestiary pg. 22*) appears and professes their devotion to the character. The creature can affect the entire party with Frenzy Pheromone.
- **The Rabbit Prince:** The character gains a critical hit on attack rolls that exceed their target's AC by 9. Creatures also gain a critical hit when their attack rolls exceed the character's AC by 9.
- **The Rakshasa:**
The character receives a "gift" from Bahor. The nature of this gift depends on the standing of that character's relationship with Bahor. If the character has a favorable relationship, the gift manifests as the ability to call upon a Rakshasa once per week as if using *summon fiend*. If the character has a bad relationship, the "gift" is to send a Rakshasa to seek out the character and attempt to assassinate them. If Bahor is dead, the character's hands transform so that their thumbs appear on the opposite sides and their fingers bend backwards and the character permanently gains Resistance 5 to bludgeoning and slashing damage but no other benefit.
- **The Sickness:** The character becomes afflicted with incurable Blood Veil. This disease cannot be cured by anything short of an *alter reality*, *miracle*, *primal phenomenon*, or *wish* spell.
- **The Snakebite:** Anyone who touches the character must succeed at a Fortitude Save or be poisoned by emperor cobra venom. The DC is equal to the character's Class DC. **Emperor Cobra Venom** (poison) **Saving Throw** varies **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage (1 round); **Stage 2** 2d8 poison damage and drained 1 (1 round); **Stage 3** 4d6 poison damage and drained 2 (1 round). This poison affects even those who touch the character to administer aid, treat wounds, cast a touch spell, or who successfully grabs the character, but it cannot deliberately be inflicted by the character via a touch.
- **The Survivor:** The next time the character is knocked unconscious, they return to full health. If they are in a dangerous location (such as in fire or lava), they are transported to their last safe location.
- **The Tangled Briar:** Once per day, the character can use *speak with plants* as an innate spell to ask a single question of a plant. Using this ability upsets the surrounding flora, however, causing 1d4+2 **Shambler** (*Pathfinder Bestiary pg. 290*) to erupt from the ground and attack the character.
- **The Teamster:** When the character draws this card, they receive a vision of a beautiful ghost. With a Society DC 40 check, the character recognizes the figure as Sorshen, Runelord of Lust. The ghost informs the character that Ileosa intends to destroy her legacy, and commands the character to defeat Ileosa before the passage of 7 days. If the character does not do so, Sorshen is displeased and the character becomes drained 1. The character increases the drained condition by 1 for each week they go without defeating Ileosa. Upon successfully slaying Ileosa, the drained condition disappears, and the character gains an ability boost to their Charisma score.
- **The Theater:** The next time the character defeats a creature, they gain an ability boost to the same Ability score as the creature's highest Ability score.
- **The Trumpet:** This card grants the character the ability to summon a fey, elemental, anarch, axiom, celestial, entity or fiend with the same alignment once per day. The character must be high enough level that they would be able to summon the creature with the corresponding summon spell. The creature lasts for a number of rounds equal to the character's level.

- **The Twin:** A duplicate of the character manifests at Ileosa's side--this duplicate does not have any knowledge about the characters that Ileosa does not already know, but does have duplicates of that character's gear--save for artifacts such as Serithtial. This duplicate is entirely loyal to Ileosa, and is encountered at her side as a bodyguard. The character who drew this card understands what has happened immediately.
- **The Tyrant:** The character realizes that they have attuned their soul to Kazavon. They instinctively know the location to the closest of Kazavon's relics (in this case the Crown of Fangs), and is immune to all offensive effects caused by such relics. The character gains immunity to all mental effects generated by any creature currently wearing or using one of Kazavon's relics.
- **The Unicorn:** This card grants the character the ability to undo one past choice or action. The fabric of reality is respun, potentially restoring creatures to life or altering the course of history, depending on how the character acted and how they wish they'd acted. The character chooses in which situation they wish they would have acted differently and the GM determines how reality changes to reflect that act. This change primarily affects the character, affecting others as little as possible. The character can use this card's effect at any time as a reaction, but only once.
- **The Uprising:** The character gains the service of 3d6 unruly, accident-prone, Level 0 Commoners. If these followers are killed, word spreads fast about the Commoners' mistreatment or death.
- **The Vision:** The character receives two visions and the knowledge that only one is true and one false, though not which is which. The GM determines the specifics of these visions, which may be views of the past, present, future, cryptic omens, or total fantasies.
- **The Wanderer:** One of the character's mundane possessions (chosen by the GM) becomes a magical item worth 10,000gp or less (also chosen by the GM).
- **The Waxworks:** Upon drawing the card, 1d6 exact duplicates of the character appear within a 20-mile radius. These duplicates have an alignment opposite the original character and oppose their goals. At least one of them arrives at the Sunken Queen to fight alongside Ileosa.
- **The Winged Serpent:** The character is granted a single use of *alter reality*, *miracle*, *primal phenomenon*, or *wish* as an innate spell. The GM determines what the Wish can and cannot do.

APPENDIX B. EQUIPMENT AND MAGIC

Conversions for the several unique items found throughout the Curse of the Crimson Throne Adventure Path can be found in this section.

EQUIPMENT

FOOL'S LEPROSY

ITEM 15

RARE	ALCHEMICAL	CONSUMABLE	INGESTED	POISON
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Price 950 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

This cunning supernatural venom was originally engineered by Red Mantis alchemists. Fool's leprosy is a slow-acting but ultimately fatal ingested toxin that, once it takes hold in its victim's system, closely mimics the effects of a fast-moving form of leprosy. An attempt to divine its nature via detect poison fails unless the caster succeeds at a Secret DC 35 Religion or Nature check, and Medicine checks to diagnose the effects always misidentifies the venom as a disease on any result except a critical success. Neutralize poison and Treat Poison function normally on a person suffering from fool's leprosy, but spells like remove disease do not, as the condition is a poison effect, not a disease effect; however, usage of these spells and abilities do not educate the user of the true nature of the poison.

Saving Throw DC 37 Fortitude; **Onset** 1 day; **Stage 1** 4d6 bludgeoning damage (1 day); **Stage 2** 6d6 bludgeoning damage, and whenever you gain the wounded condition, increase the condition value by 1 (1 day); **Stage 3** 8d6 bludgeoning damage and can't heal any Hit Point damage (1 day)

SMOKE BOMB

ITEM 2

ALCHEMICAL	BOMB	CONSUMABLE
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Usage held in 1 hand; **Bulk** L

Activate ♦ Strike

A smoke bomb appears as a polished ceramic sphere that can be held comfortably in one hand. When thrown, the bomb creates a cloud of smoke in a 10-foot-radius burst. You choose which corner of the target's space (or the space in which the bomb lands) the cloud is centered on. Creatures within that area have the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.

MAGIC ITEMS

CROWN OF FANGS

ITEM 20

UNIQUE	LE	ARCANE	ARTIFACT	ENCHANTMENT
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INTELLIGENT	INVESTED	NECROMANCY
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Identify Identify Magic (Arcana or Religion) DC 56

Usage worn on head; **Bulk** 1

Perception +28; normal vision and hearing within 60 feet

Communication empathy (partner only)

Skills Warfare Lore +29, Religion +26, Zon-Kuthon Lore +29

Int +2, **Wis** +1, **Cha** +2

Will +30

The eponymous fangs set into this jeweled golden circlet are those of the dragon Kazavon. The crown grants its wearer a +2 enhancement bonus to their Constitution and Charisma scores, as well as regeneration 20. Only a blade capable of destroying the crown, like Serithial, can bypass this regeneration. The wearer also gains the personal benefits of foresight as a constant spell.

Once invested, the wearer and this crown are bound together, and they retain their bonuses to their ability scores and regeneration even if not wearing the crown, regardless of the distance between the two. However, the wearer cannot use any of the Crown of Fang's activated abilities unless they are wearing it.

The Crown of Fangs is willing to work with a partner of evil alignment as long as they are dedicated to bringing Kazavon back to life. If you ignore this directive and pursue your own agenda instead; or of a good alignment, before long the spirit of Kazavon attempts to seize control of your body (DC 48 Will save to resist his control), though he typically remains in control for only long enough to find a more worthy partner. You can attempt a new Will save each day to retake control of your body.

Activate envision; **Frequency** three times per day;

Effect The Crown of Fangs spends the appropriate number of actions and casts one of the following spells; **6th** dominate, mislead; **5th** false vision; **2nd** mirror image.

Destruction The Crown of Fangs is destroyed if struck (while unattended) by a holy sword forged by a once-mortal god. The blade Serithtial is one such blade.

DEATH'S HEAD COFFER

ITEM 5

UNCOMMON DIVINE EVIL NECROMANCY NEGATIVE

Price 160 gp

Usage held in 1 hand; **Bulk** -

Typically engraved with numerous skulls, this small metal coffer allows the safe transport of infectious substances of up to Tiny size. Closing the lid seals in the contents and holds them in stasis, rendering them immune to aging or any damage. In addition, any infectious material—such as the body of a creature that died of disease—is preserved for as long as the coffer is closed. A death's head coffer's dimensions are approximately 4 inches by 4 inches by 6 inches, so it can potentially hold several Tiny items.

Any item placed into a coffer with a disease-ridden item (something capable of spreading a disease by contact) becomes infected with the same disease. For 1 week after being removed from the coffer, the newly infected item can spread the same affliction as the disease-ridden item to any creature that touches it.

After a death's head coffer is closed and then reopened, its magic dissipates, rendering the box completely mundane. Some death's head coffers feature complex locking mechanisms, which require successful DC 30 Thievery check.

EVERDAWN POOL

ITEM 25

UNIQUE ARCANE ARTIFACT MAGICAL

The runelords of Thassilon had a long tradition of placing power into pools, liquefying and containing raw magic to harness for a multitude of goals. Their runewells are perhaps the most notorious of these artifacts, though others, like the Runeforge, exist. But they learned this technique from the artifacts of those who preceded them. The Everdawn Pool is one such artifact. Unlike magical pools created by the runelords, it needs no well as a container—it is a 30-foot-diameter sphere of roiling, churning blood in which brief glimpses of limbs and faces (not all of them humanoid) constantly form and dissolve.

Records of where Sorshen first discovered the Everdawn Pool have been lost, if indeed they ever existed in the first place, along with any hint of who or

what may have created this potent font of magical power (although certain obscure sources hint at Leng and the creatures known as the scarlet walkers that dwell in that nightmare realm). What seems certain is that she—and later, other runelords—were able to reverse engineer some of the Everdawn Pool's properties and build pools of power of their own. In many cases, these pools even surpassed the Everdawn Pool. Certainly, the power of Karzoug's Runewell of Greed exceeds that of the Everdawn Pool, as would, one would guess, the runewells created by those more powerful than him (Xanderghul, Alaznist, and Sorshen). Yet the Everdawn Pool remains the first. It provided a legacy that helped shape all of Thassilon, and was a significant part of what gave Sorshen the boost in power to claim and keep the role of Runelord of Lust for the duration of that ancient empire.

The Everdawn Pool requires specially prepared blood to function. A single drop of blood and one 12-hour ritual performed by any character capable of casting 9th-level spells who succeeds at a DC 38 Arcana or Occultism check is enough to awaken the pool and grant it 1 charge. Additional charges can be stored in the Everdawn Pool by performing this ritual multiple times, but only one such ritual can be performed at any one time (effectively limiting the Everdawn Pool's capacity to be recharged to a rate of no more than 2 charges per day). The pool can store up to 25 charges at a time, but when the PCs start Part 3 of "Crown of Fangs," Queen Ileosa has used most of what she stored within and the Everdawn Pool has only 10 charges stored within it.

A creature that spends 10 minutes bathing in the blood of the Everdawn Pool becomes infused with its power for 1 week, during which time the creature is immune to bleed effects and modifies its total hit points with its Charisma modifier rather than its Constitution modifier. While immersed, a creature has no need to eat, drink, or breathe, and can see into any chamber of the Sunken Queen as if using clairaudience and clairvoyance. The creature can still observe only one location at a time. As a side effect, a creature that has been so infused can use teleport effects within the Sunken Queen without restriction. The Everdawn Pool must have at least 1 charge stored to grant these boons to those that bathe within its waters, but granting these boons does not deplete its charges.

Activate ➡️ envision, Interact; **Requirements** You are immersed in the Everdawn Pool; **Effect** The immersed creature switches the location of the Everdawn Pool's clairaudience and clairvoyance effects to another location within the Sunken Queen.

Activate 12 hours (command, envision, Interact); **Requirements** You are immersed in the Everdawn Pool and the pool has at least 2 charges; **Effect** You create a blood simulacrum of yourself from the blood of the pool. This creation functions the same as that created by the ritual *simulacrum*, save that blood simulacrum has the full statistics and abilities of a creature half your level. Upon the creation of a blood simulacrum, you may choose to set the simulacrum as a redirection target. All scrying effects cast with you as the target will target your simulacrum target. Up to seven blood simulacra can exist at any one time, but only one can have the redirection ability at a time. Creating a blood simulacrum reduces the Everdawn Pool's charges by 2.

Activate ➡️ command, envision, Interact; **Requirements** You are immersed in the Everdawn Pool and the pool has at least 5 charges; **Frequency** one per day; **Effect** The Everdawn Pool manifests a living creature to serve you with the minion trait. The type of creature created is determined by the combined power of the user's soul and personality, but as a general rule the pool creates a minion whose Level is 3 lower than your Level. Creatures created should be selected and customized as needed by the GM to represent the source. Only one life can be created by the Everdawn Pool at a time, and as long as the created life lives, it remains loyal to you unless it's subjected to mind control effects. Creating life reduces the Everdawn Pool's charges by 5.

Activate 1 day (envision, evil, Interact); **Requirements** You are immersed in the Everdawn Pool and you have supplied blood samples of mortals into the pool; **Effect** At the end of each day using this ability, the pool expends 1 charge. Once you have spent 100 charges in this manner, and as long as all 100 charges were spent within the span of a single year, all of the creatures that provided blood samples drop dead, and for each donor that dies, you cease to age for 1 year. This function of the Everdawn Pool is an evil act and may have alignment repercussions.

Activate ➡️ command, envision, Interact; **Requirements** You are immersed in the Everdawn Pool and the pool contains at least 20 charges; **Effect** You cast wish, but only in that spell's capacity to duplicate a spell. Manifesting a wish spell reduces the Everdawn Pool's charges by 20.

Destruction To destroy the Everdawn Pool, fresh samples of blood drawn from a titan, a demon lord, an infernal duke, an empyreal lord, and a vampire lord must be introduced into the pool simultaneously (in the same round). Once these five blood samples have been added to the pool, a mortal creature that has lived at least 10 times as long as its natural lifespan must enter the pool and use the pool's ability to manifest magic to cast plane shift, moving itself and the pool to the Negative Energy Plane. The Everdawn Pool can attempt to save against this effect (it has a total Will save bonus of +38 against this specific effect). If it resists, the Everdawn Pool absorbs the mortal, effectively destroying the mortal as if via a sphere of annihilation; in this event, further attempts to destroy the pool require new samples of blood drawn from different creatures than those whose blood was used for the previous attempt. If the Everdawn Pool is successfully plane shifted to the Negative Energy Plane, the energies of that plane swiftly destroy the pool and deal 20d20 points of negative energy damage to the creature that transported the pool in the first place (basic Fortitude DC 45).

MASK OF THE MANTIS

ITEM 8

UNCOMMON DIVINATION INVESTED MAGICAL

Price 500 gp

Usage worn mask; **Bulk** -

A mask of the mantis is the traditional headgear of a Red Mantis assassin. Designed to both conceal the wearer's identity and give the wearer a ferocious appearance. You gain a +2 item bonus to Perception checks.

Activate ➡️ envision, Interact; **Frequency** once per day; **Duration** 1 hour **Effect** The masks wearer gains one of the following two effects; darkvision up to 60 feet or Deathwatch. This choice is made when the wearer Activates the mask.

Deathwatch You can determine the condition of creatures near death within 30 feet. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

PLAUEBRINGER'S MASK

ITEM 5

UNCOMMON	CONJURATION	INVESTED	MAGICAL
NECROMANCY			

Price 160 gp

Usage worn mask; **Bulk** L

Resembling the more common nonmagical plague mask, a plaguebringer's mask grants a +1 item bonus on saving throws against nauseating scents and immunity to one specific disease (the disease must be chosen at the time of the mask's creation). The mask also veils the wearer's alignment, making their aura register as neutral to alignment-detecting effects.

RING OF IMMOLATION

ITEM 7

EVOCATION	FIRE	INVESTED	MAGICAL
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Price 325 gp

Usage worn; **Bulk** -

A this polished ring is made of pumice and hardened ash but is as strong as metal. You can activate the tattoo as a reaction instead of a two-action activity, triggered when you take cold damage.

Activate envision, Interact; **Frequency** once per day; **Effect** You gain the effect of fire shield.

RING OF SPLENDID SECURITY

ITEM 16

ABJURATION	ILLUSION	INVESTED	MAGICAL
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Price 10,000 gp

Usage worn; **Bulk** -

This extravagant ring is heavy with precious jewels. As fashions change, you can alter the appearance of your armor, clothing, and even weaponry at will; this change is illusory and doesn't affect the actual abilities of gear or weapons (although drastic changes in size are beyond the scope of this ability).

The rings primary purpose, though, is to grant the wearer protection from harm. As long as it is worn,

you gain a +3 item bonus to your AC, and a +2 item bonus to saving throws.

Activate envision, Interact **Effect** You change the shape and appearance of your armor and weapons to appear as ordinary or fine clothes of your imagining. The armor and weapon's statistics do not change. Only a creature that is benefiting from *true seeing* or a similar effect can attempt to disbelieve this illusion, with a DC of 25.

SERITHTIAL

ITEM 23

Serithtial (*Pathfinder Gamemastery Guide* pg. 112)

SHOANTI WAR PAINT

ITEM 5+

ABJURATION	CONSUMABLE	MAGICAL
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Usage held in 1 hand; **Bulk** L

Activate Interact, Interact, Manipulate

The Shoanti have developed numerous types of magical war paint, each providing a specific benefit to aid their hunters, warriors, and heroes in a variety of tasks. Shoanti war paint can be applied to any visible part of the body—typically the face, shoulders, legs, or arms. You can benefit from only one color of Shoanti war paint at a time and applying a dose of a different color replaces the effects of the previous application. Once Shoanti war paint is applied, its effects last for 1 hour. Each jar of Shoanti War Paint contains enough paint for 10 uses.

Type Black; **Level** 5; **Price** 30 gp

You become cloaked in shadows and smoke, gaining the effects of a blur spell.

Type Blue; **Level** 6; **Price** 45 gp

You gain a 10-foot item bonus to your base Speed.

Type Green; **Level** 6; **Price** 45 gp

When you use the *inspire courage* composition cantrip, the status bonus granted increases by 1.

Type Orange; **Level** 6; **Price** 45 gp

You gain resistance 5 to physical damage.

Type Red; **Level** 10; **Price** 180 gp

You gain resistance 10 to fire damage.

Type Silver; **Level** 11; **Price** 400 gp

You gain a +2 item bonus to your AC.

Type White; **Level** 12; **Price** 850 gp

You gain a +2 item bonus to all saving throws against spells with the negative trait. In addition, anytime you gain the drained condition, reduce its value by 1. When the drained condition is reduced in this way, the white war paint absorbs the energy

and fades away, ending the ongoing duration of the paint's effect immediately.

Type Yellow; Level 12; Price 850 gp

You gain a +2 item bonus to your Perception checks. When you roll a success on a Perception check, you get a critical success instead.

SOUL JAR

ITEM 15

RARE DIVINE MAGICAL NECROMANCY

Price 7,000 gp

Usage held in 1 hand; **Bulk L**

An empty soul jar can be used to contain a soul that has been successfully trapped in a black sapphire via *bind soul*. Holding the gemstone against the soul jar's lid for 1 full round transfers the soul in the gem to the soul jar, leaving the black sapphire unharmed 50% of the time. The rest of the time, transferring the soul from gem to jar shatters the black sapphire. A creature that can use *bind soul* as an innate spell can automatically place a captured soul in a held soul jar as the spell is cast. A soul in a soul jar cannot travel to the Boneyard to be judged, but can be restored to life via *raise dead* or more powerful magic. A soul jar can contain only one soul at a time. Soul jars are fragile (**Hardness 1, HP 6, BT 3**); if a soul jar is broken, the soul held within immediately escapes to the Boneyard.

THIRD EYE

ITEM 11

DIVINATION INVESTED MAGICAL

Usage grafted into 1 hand; **Bulk -**

As part of the process of crafting a third eye, the creator grafts an actual eye into the palm of the recipient's hand. Once an eye is grafted into a palm, it is undetectable while closed and doesn't hinder the user's manual dexterity in the slightest. When in use, the eye opens.

The owner of a third eye can use it to see through the donor creature's remaining eye. The third eye can also be attuned to specially prepared bloodstones, allowing the user to observe things in each bloodstone's vicinity as if the bloodstone were an eye as well. Preparing a bloodstone in this manner requires soaking it in a potion of clairvoyance and a potion of clairaudience for a week, at the end of which the owner drinks the potion and spits the bloodstone into the hand bearing the third eye. These bloodstones are often incorporated into magic items like phylacteries, rings,

and amulets, allowing the user to gift such items to other creatures and thus gain a new viewpoint. This remote viewing ability functions at any range as long as the owner is on the same plane at the bloodstone.

As long as the third eye is open in a hand that isn't holding an object, the owner has all-round vision, gaining a +4 bonus on Perception checks and making it impossible to flank the owner. Rakshasas, whose fingers bend backwards, can use the powers of their third eyes while holding objects since their third eyes effectively look out of the "backs" of their hands.

A third eye cannot be transferred between creatures. If removed from the owner's body, a third eye is destroyed. A third eye that remains in the owner's palm but is damaged or otherwise permanently blinded becomes useless.

Activate ➡ envision, manipulate; **Frequency** three times per day; **Effect** You gain the effects of *clairvoyance* and *clairaudience* through the eye of the Third Eye's donor or through prepared bloodstones attuned to the Third Eye.

UKWAR

ITEM 10

UNIQUE CE INTELLIGENT INVESTED NECROMANCY

Usage held in 1 hand; **Bulk 1**

Perception +12; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common and Orcish)

Skills Intimidation +22, Scarwall Lore +20

Int +0, **Wis** +3, **Cha** +2

Will +21

Ukwar is a +2 striking conducting battleaxe imbued with the soul of the Deadwatcher orc chieftain of the same name. After perishing in Scarwall and rising soon thereafter as a fext, Ukwar spent decades longing to be free of her curse. When she is permanently slain, her spirit enters her axe. As long as the PCs continue to adventure in Scarwall, she doesn't attempt to exert influence over her wielder—she wants to see each and every one of Scarwall's denizens suffer. If her wielder spends more than 1 day outside of Scarwall (and the castle remains cursed), she attempts to take control (DC 31 Will save) and force her wielder to return and finish this job.

As long as Ukwar remains intelligent, the blade grants trained proficiency with the battleaxe to her wielder. If the wielder is already proficient with battleaxes, they

instead gains a +1 bonus on all attack rolls and damage rolls made with Ukwar.

She can enrage her wielder, and does so the first time each day they attack one of the spirit anchors or the chained spirit—she can be convinced to enrage her wielder at another time with a successful Make an Impression or Coerce attempt.

Ukwar's special purpose is to lift Scarwall's curse, and as long as her wielder is engaged in this quest and is within Scarwall, the weapon gains the ghost touch property and its conducting rune conducts 2d8 negative damage when using the Conduct Energy activity. If Scarwall's curse is lifted, Ukwar's spirit leaves the axe behind, and this weapon returns to being an unintelligent +2 striking conducting battleaxe.

Activate ♦ envision; **Frequency** three times per day;
Effect You become enraged. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging, you deal 6 additional damage with melee weapons and unarmed attacks (this additional damage is halved if your weapon or unarmed attack is agile), you take a -1 penalty to AC, and you can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

ZELLARA'S HARROW DECK

ITEM 10

UNIQUE CG DIVINATION ILLUSION INTELLIGENT

Usage held in 1 hand; **Bulk** 1

Perception +14; precise vision 30 feet, imprecise hearing 30 feet

Communication empathy, speech during Harrow readings (Common and Varisian)

Skills Diplomacy +22, Society +20

Int +0, **Wis** +2, **Cha** +4

Will +21

Hand-painted images decorate this harrow deck, and the cards frames are gilded in silver so that they sparkle and flash under lighting. Despite the worn condition of the card backs, the images on the faces are so vibrant they seem to move when viewed out of the corner of the eye. The deck handles with surprising ease, almost shuffling itself. A bent, torn, or lost card always seems to mend itself or reappear when no one is looking.

These features are subtle manifestations of the spirit that haunts the cards. In life, Zellara lived by this deck, and in death, she has become the deck. Although this magical harrow deck wasn't created using the standard method for creating magic items, it should nonetheless be treated as an intelligent magic item. Zellara can sense the world around the deck via sight and sound, and she can communicate with anyone who holds the deck via empathy.

Zellara's harrow deck has a special purpose as well: to defend and protect the city of Korvosa, her home in life and in death. In order to attain this purpose, she can periodically perform powerful harrow readings for those she has chosen as Korvosa's defenders—the PCs. During these readings, she casts *project image*, often doing so to generate an image of herself manipulating the cards – in this manner, she can carry on conversations with other creatures in Common or Varisian. These harrowings grant those who benefit from them a number of Harrow Points that can be used to manipulate fate and chance. See The Harrow on page 416 of the Curse of the Crimson Throne: Anniversary Edition for more details on this complex power.

Zellara can suppress the deck's powers at will and doesn't hesitate to do so if anyone attempts to sell the deck or otherwise displeases her. At best, a foolish character could possibly sell the cards as a standard harrow deck for about 50 gp.

Activate 10 minutes; **Frequency** three times per day;
Effect You hold a card from Zellara's Harrow Deck to your head while focusing on a magic item in your hand. After 10 minutes, you automatically critically succeed on an Identify Magic attempt for the item. This ability can only be used for items up to your Level + 2.

APPENDIX C. BACKGROUNDS

Conversions for the unique PC backgrounds found in the Curse of the Crimson Throne Adventure Path Player's Guide can be found in this section. GM's should share this section with their players to help them build characters with robust connections and ties to the overall adventure.

DRUG ADDICT

Someone you know has become addicted to shiver, a drug distilled from the venom of dream spiders. The drug induces sleep filled with vivid dreams, during which the user's body often shakes and shivers, giving the substance its street name. Shiver is particularly dangerous for the desperate, for its promises of dreams and oblivion are often viewed as the only alternative apart from suicide for escaping a dreary life. You've always thought of shiver as a problem of the lower class, but then someone you know overdosed on the stuff. You've done a bit of investigating and have learned that the one who got your friend addicted in the first place was a crimelord named Gaedren. Unfortunately, the guards seem to be more focused on the bigger dealers. They don't have time to devote many resources to what they've called, "a bit player in a beggar's problem." It would seem that if his operation is to be stopped, it falls to you. Choose one of the following:

- **Addicted Friend:** The addict is a friend or lover who might or might not have survived the overdose. Your research into the drug scene and local politics has given you a respectable education in street knowledge.

Choose two ability boosts. One must be to Wisdom or Charisma. The other is a free boost.

You are trained in the Society skill and the Underworld Lore skill. You gain the Streetwise skill feat.

- **Personal Addiction:** You were the addict. You blame Gaedren for your brush with death and hate how his drugs are causing similar problems among other youths. Fortunately, your body recovers quickly from toxins, and you have gained a tolerance to the life addiction has given you.

Choose two ability boosts. One must be to Strength or Constitution. The other is a free boost.

You are trained in the Medicine skill and Drugs Lore skill. You gain the Assurance skill feat in Medicine.

FRAMED

Someone you know and love was accused of murder. A supposed eyewitness account from a local fisherman seemed to be enough to seal the case, but the accused had enough alibis that sentencing wasn't immediate. Someone confronted the fisherman and discovered he was intimidated into providing false witness and forced into planting the murder weapon by the actual murderer—a local crimelord named Gaedren Lamm. Lamm's thugs killed the fisherman before he could recant his testimony. Although this removed the key witness and resulted in the accused being set free, the stigma was enough to badly damage his reputation. If you can find Gaedren, you're sure you can find evidence that ties him to the murder and can clear the accused's name. Choose one of the following:

- **Family Honor:** The person framed was a family member; perhaps a father or brother. You managed to trick the fisherman into revealing the truth with your naturally skilled tongue.

Choose two ability boosts. One must be to Wisdom or Charisma. The other is a free boost.

You are trained in the Deception skill and the Korvosa Lore skill. You gain the Lie to Me skill feat.

- **Dropout:** You were the one accused. Although you were eventually freed when a friend confronted the fisherman and got the truth, the damage had been done. You were forced to leave your school (perhaps the Acadamae) or church. As a result, you were forced to self-train and promised yourself you would become better at your chosen profession despite the spurning of your peers.

Choose two ability boosts. One must be in Intelligence or Wisdom. The other is a free boost.

You are trained in your choice of Arcana, Nature, Occultism or Religion. You gain the Trick Magic Item skill feat.

LOVE LOST

Someone you loved was knifed to death in a dark alley one night. You were called to the scene by the Korvosan Guard to identify the body, and as rough as that was for you, you also noticed a ring was missing from the body. Whoever murdered your loved one stole that ring—you’re convinced of it. You’ve done some investigation on your own and recently found the ring for sale at a local merchant. Although, to your great frustration, you can’t afford yet to buy it back, the merchant did tell you from whom he purchased the ring: a man named Gaedren Lamm. It seems likely this criminal is the one who killed your loved one, or at the very least knows who did. The only problem is finding him. Choose one of the following:

- **Orphaned:** The murder victim was your only surviving parent or guardian. You had to grow up fast to take care of your siblings or to handle your family’s matters and were forced from an early age to support yourself.

Choose two ability boosts. One must be to Intelligence or Charisma. The other is a free boost.

You are trained in the Crafting skill and the Merchant Lore skill. You gain the Quick Repair skill feat.

- **Widowed:** The murder victim was a lover. With your lover’s death, a part of you died as well, leaving you haunted, grim, and prone to dark musings.

Choose two ability boosts. One must be to Charisma or Wisdom. The other is a free boost.

You are trained in the Intimidate skill and the Underworld Lore skill. You gain the Intimidating Glare skill feat.

MISSING CHILD

You suspect that a child you know has been abducted by Gaedren. Whatever the relationship, you’ve heard rumors about Gaedren’s “Little Lamms,” and of how the old man uses children as pickpockets and agents for his crimes. You’ve even heard rumors that the child you’re looking for has been spotted in the marketplaces in the company of other known to be cutpurses and pickpockets. Although the Korvosan Guard has been understanding of your plight, yet it has its hands full with “more important” matters these days, it seems, and has not yet been able to learn anything more about Gaedren. No one else is interested in bringing Gaedren down and rescuing his victims—that task falls to you. Yet where could the old scoundrel be hiding? Choose one of the following:

- **Missing Sibling:** The missing child is a brother or sister. Although everyone else has given up hope, you believe your sibling still lives out there. Your constant search for the missing sibling has developed into great skill at rumor mongering and finding information from others.

Choose two ability boosts. One must be to Wisdom or Intelligence. The other is a free boost.

You are trained in the Diplomacy skill and the Korvosa Lore skill. You gain the Hobnobber skill feat.

- **Missing Son or Daughter:** The missing child is your own son or daughter, a niece or nephew, or the son or daughter of your superior or employer and one you had been charged with protecting. The child was abducted during a trip to the market or some other daily event. Long hours spent searching for rumors and has honed your stubborn will.

Choose two ability boosts. One must be to Constitution or Strength. The other is a free boost.

You are trained in the Survival skill and the Scouting Lore Skill. You gain the Experienced Tracker skill feat.

UNHAPPY CHILDHOOD

You spent a period of time as one of Gaedren’s enslaved orphans. Maybe you were abducted from your parent’s home or during a trip to the market. Perhaps the irresponsible matron who ruled your orphanage traded you to him in return for a desperately needed loan of money. Or perhaps you, like most of Gaedren’s slaves, were merely a child of the street who succumbed to his promise of regular meals and a roof in return for what he said would be “a little light work.” Whatever the case, you spent several years of your life as one of his “Little Lamms” before escaping. You’ve nursed a grudge for the old man ever since. Choose one of the following:

- **Tortured:** Gaedren tortured you and left you for dead on a garbage heap after you made one too many errors. Your scars and memories have honed your reaction speed and make you rather jumpy.

Choose two ability boosts. One must be to Dexterity or Constitution. The other is a free boost.

You are trained in the Thievery skill and the Underworld Lore skill. You gain the Pickpocket skill feat.

- **Religious:** You found a holy symbol of the god you worship today while on a job for Gaedren and, intrigued by it, you snuck off to attend services. When Gaedren found out, he beat you

to within an inch of your life and broke your holy symbol. Your faith let you block out the pain, and you escaped his control and took shelter in the church, where you spent the rest of your youth.

Choose two ability boosts. One must be to Wisdom or Intelligence. The other is a free boost.

You are trained in the Religion skill and the Lore skill of your chosen deity. You gain the Student of the Canon skill feat.

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