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HELL'S REBELS

A PF2 ADVENTURE PATH
CONVERSION BY B.ROMERO



Illustration by Shen Fei.

HELL'S REBELS 2E - GM'S GUIDE

Welcome to Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. From a simple DC replacement table to a Revised Rebellion Rules System.

SETTING DCs

When using the Hell's Rebels Adventure Path, you will need to adjust the skill DCs that were tailored for Pathfinder First Edition - while some of them might be included in the rules of the Core Rulebook (such as climbing a rope or a wall), the general rule of thumb should follow the following table:

DC in PF1	Increase	DC in PF2
13-14	+2	15-16
15-17	+3	18-20
18-20	+4	22-24
21-23	+5	26-28
24-26	+6	30-32
27-29	+7	34-36
30-32	+8	38-40
33-36	+9	42-45
37-45	+10	38-55

It is strongly advised that you print this out and paste it on your GM screen for easy reference. After a few sessions, it'll come as second nature.

This conversion assumes you will use Milestone Leveling for your campaign, as we do not want Experience Rewards getting in the way of providing appropriate challenges that are true to the original adventure. Each of the links below covers each Book in the Adventure Path, with the levels outline in parenthesis.

LINKS TO EACH BOOK

- Book 1: In Hell's Bright Shadow (Levels 1-4)
- Book 2: Turn of the Torrent (Levels 4-7)
- Book 3: Dance of the Damned (Levels 7-10)
- Book 4: The Song of Silver (Levels 10-13)
- Book 5: The Kintargo Contract (Levels 13-15)
- Book 6: Breaking the Bones of Hell (Levels 15-17)

REBELLION RULES REVISED

While the Hell's Rebels Player's Guide provides rules for handling the Rebellion, here I present an alternative system that's easier to track and adjudicate (inspired by the paizo forum user Raynulf). In general, implementing these rules requires the GM to read this, and for at least one of the players to track some numbers on a Rebellion Sheet (found [here](#)). You could also remove this part of the adventure, if you think it's not a good fit for your group.

THE PREMISE

The PCs are a group of rebels trying to take back their beloved city of Kintargo from the evil hands of its new lord-mayor, Barzillai Thrune. In order to track how well they perform, the following rules are introduced to the game. These rules are meant to be understood by all players, and tracked by a single player preferably. The objective of these rules is to provide a system to track how well it is doing, what its focuses are, and how it can help the PCs in their missions and plans, and how close they are to declaring a full on coup.

ABSTRACTING THE REVOLUTION AND THE GOVERNMENT

At the start of this adventure, the Rebellion will have no allies, resources nor hideouts. As such, it will start at 0 Liberation Points. On the other hand, the Thrune empire, sadistic and influential, will begin with 100 Authority Points. As the PCs progress during their adventure, they will gain Liberation points, and chip away at Barzillai's Authority Points.

MAKING THE REBELLION STRONGER

In order to track the goodwill, morale and support of the citizens of Kintargo, as well as the strength and organization of the rebels, this system uses points to track its advance.

When the PCs recruit allies, gain resources or secure assets for the rebellion, they will earn 1 to 5 Points (outlined in the Rebellion Boons for the GM to give out during the story). These will go into one of the three Rebellion Scores, as outlined below. The sum of all three Rebellion scores will give you the total Liberations Points.

THE FOCUS OF YOUR REBELLION

During the course of the adventure, the GM might tell the PCs to roll some checks if they want to make the Rebellion do something. To make these checks, they will need these three Rebellion Scores:

- Loyalty represents the ability to be diplomatic and recover from effects such as a low morale or the loss of an iconic character in the rebellion.
- Secrecy represents the ability to trick enemies and accomplish tasks without being noticed, slipping from the grasp of Barzillai's armed forces.
- Security represents the ability to intimidate and recover from effects such as sickness or battle, when subtlety is not an option.

Think of these as Ability Scores - they give a number to measure how good the Rebellion is at a particular course of action.

AUTHORITY POINTS

Barzillai's control over the city is abstracted as his Authority points, which goes up and down over the course of the campaign. Authority represents a number of things, including the number, morale and loyalty of his armed forces, the confidence/fear of the citizenry and the strongholds and assets at his command. His Authority follows the following rules:

- **Public Humiliation:** Whenever one member of your party dies or is captured, Barzillai gains Authority points equal to the PC's level.
- **Losing Forces:** Whenever you defeat forces allied with the Thrune empire, Barzillai loses Authority points equal to the level of the creatures defeated (minimum 0). So if the party takes down an officer of level 8, Barzillai would lose 8 Authority points, as that officer can no longer inflict fear nor control over Kintargo.

Authority points are there just to provide the PCs an estimate of how close they are to their goal: in their seasoned perspective, they know that when they have the same Liberation Points as Barzillai has Authority Points, they are ready to fight for their freedom as a city.

HOW TO USE REBELLION SCORES

During the adventure, it is assumed the other members of your rebellion actively recruit new members, keep out of sight, and report intel to the PCs - it runs itself, so to speak. However, during special circumstances, the Rebellion will need to make extra effort to carry out the PC's orders.

For example, a sudden raid might occur, and your Rebellion might need to make a Security check to fight back the raiders. On the other hand, you might ask some of your rebellion members to park a getaway cart so you can escape quickly - this would ask for a Secrecy check to do it unnoticed.

RESOLVING ORGANIZATION CHECKS

To players, the Rebellion rules are there to provide a simple venue to ask for support from their allies. To GMs, the Rebellion Rules are there to both empower their players and keep them on their toes as they face the PCs' expanded creative space, and as a tool to introduce the GM's own flair to the Hell's Rebels Adventure Path.

To resolve an organization check, the PCs describe what they want the Rebellion to do - maybe spy on someone, get intel of a place, provide a distraction, etc. Then, the GM determines in what Rebellion Score this falls on: Loyalty, Secrecy or Security. The Rebellion then makes a check, using its Rebellion Score as a bonus to its 1d20 roll, and compares it with the DC set by the GM. Whether it's one of the players asking for a favor from the rebellion, or the GM imposing a challenge to the rebels as a whole, use the following chart at your discretion to determine the DC of an Organization check.

Level of Task	DC	Level of Task	DC
1	10	8	27
2	13	9	29
3	15	10	31
4	18	11	33
5	20	12	36
6	23	13	38
7	26	14	40

Example: The Rebellion currently has 10 Loyalty, 14 Secrecy and 8 Loyalty. The PCs want the Rebellion to distract the guards surrounding a house, so they can sneak in. The GM determines a DC of 23, and asks for a Secrecy Organization check. One of the players rolls and gets a 12 on the d20 roll, for a total of 26, which beats the DC. This means the Rebellion successfully distracts the guards, and the PCs can sneak in.



ART USED IN THIS CONVERSION

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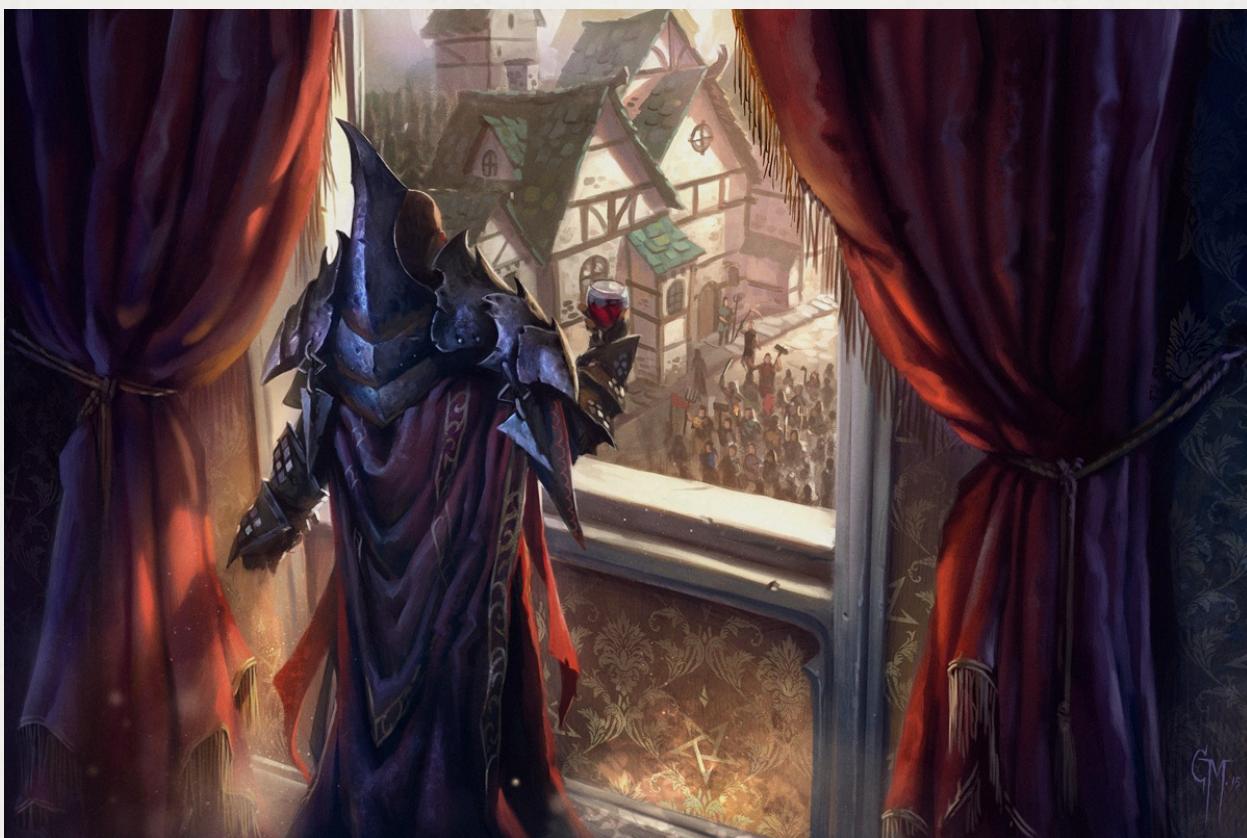


Illustration by Caio Maciel Monteiro

HR2E: IN HELL'S BRIGHT SHADOW

Welcome to the first book of my Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. This guide contains monster stat blocks, monster replacements guidelines and treasure distribution on each room. However, you will still need the original Adventure Paths for the amazing story, the compelling plot and its ever-interesting dungeons and maps.

REBELLION BOONS

Using the Revised Rebellion Rules provided in the primary GM's Guide, we list all boons to the Rebellion to hand out during this book:

PART 1: FLEDGLINGS OF SILVER

- Recruiting Rexus Victocora to the cause is worth 2 Loyalty points.
- Decoding the documents found in the Fair Fortune Livery is worth 1 Secrecy point.
- Securing the Wasp Nest as a hideout is worth 2 Security points.
- Recruiting the Fushi Sister is worth 2 Secrecy points.

PART 2: REBUILDING THE RAVENS

- Recruiting Blosodiette is worth 1 Secrecy point.
- Recruiting Forvian Crowe is worth 2 Security points.
- Recruiting Laria Longroad is worth 2 Secrecy points.
- Recruiting Vendalfek is worth 1 Secrecy points.

PART 3: REDACTIONS AND REVENGE

- No increases to the Organization scores. This part is meant as a strike against Barzillai and a favor to a friend - not as a way to strengthen the Rebellion's numbers

ENCOUNTER & TREASURE REPLACEMENT

The best resource provided by this guide is the encounter and treasure replacement. These assume a Milestone progression (as laid out in the original books), a medium-to-hard difficulty, and party wealth to be in-line with the suggested values in the Core Rulebook. The guidelines are based on the Hell's Rebels Bestiary for Pathfinder 2nd Edition. Finally, this guide is meant to be flexible and account for parties composed of four to six characters.

PART I: FLEDGLINGS OF SILVER

A LOVELY LITTLE RIOT

Start with 6 Chelish Citizen Group Thugs. On Round 3 of the fight, add 3 Dottari Guards. (adding one more Guard for each PC over four).

CHELISH CITIZEN GROUP THUG

CREATURE -2

LE	MEDIUM	HUMANOID	HUMAN
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Languages Common

Skills Intimidation +4, Kintargo Lore +3

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

Items Leather Armor, Light Mace

AC 14; Fort +4, Ref +4, Will +3

HP 6;

Speed 25 feet

Melee ♦ light mace +3 (agile, finesse, shove), **Damage** 1d6+1 bludgeoning

We are the hand of Cheliax! ♦ Requirements The Thug has reduced an enemy to 0 hp this turn **Effect** The thug revels in the pain they deal out, gaining a +1 circumstance bonus to attack rolls for 1 minute.

DOTTARI GUARD

CREATURE -1

LE	MEDIUM	HUMANOID	HUMAN
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Perception +3

Skills Intimidation +4, Society +4

Str +1, Dex +1, Con +3, Int +1, Wis +1, Cha +1

Items light mace, longbow, chain shirt, steel shield, 10 arrows

AC 14; Fort +7, Ref +4, Will +3

HP 8;

Speed 25 feet

Melee ♦ light mace +3 (agile, finesse, shove), **Damage** 1d6+1 bludgeoning

Ranged ♦ longbow +3 (deadly d10, volley 30 ft.), **Damage** 1d6+1 piercing

Another One For The Cells! ♦ Requirements The Dottari has reduced an enemy to 0 hp this turn

Effect The Dottari stabilizes the enemy and can immediately Demoralize an enemy with a +4 circumstance bonus to its Intimidation check.

Raise Shield ♦ The Dottari gains a +2 circumstance bonus to AC until the start of his next turn.

A NEW FRIEND IN NEED

Use 3 Chelish Citizen Group Thugs and 3 Dottari Guards (adding one Dottari Guard for each PC over four). Inside Rexus' Mother's Coffin, some items are useful for the PCs, and Rexus gifts them as a sign of good will: two Minor Healing Potions, an Owlbear Claw, plus a Hand of the Mage.

LIVERY FLOOR

Use 1 Feral Mastiff and 2 Feral Mutts (adding one Feral Mutt for each PC over four).

FERAL MUTT

CREATURE -1

N	SMALL	ANIMAL
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Perception +6

Skills Acrobatics +5, Athletics +4, Stealth +5, Survival +4

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

AC 15; Fort +5, Ref +7, Will +4

HP 8;

Speed 30 feet

Melee ♦ jaws +6, **Damage** 1d4+1 piercing

Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

FERAL MASTIFF**N** MEDIUM ANIMAL**Perception** +7**Skills** Acrobatics +5, Athletics +7, Survival +5**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +3, **Cha** -1**AC** 16; **Fort** +7, **Ref** +5, **Will** +5**HP** 20;**Buck** ↗**Speed** 30 feet**Melee** ♦ jaws +7, **Damage** 1d6+2 piercing**Pack Attack** The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.**RAT KENNEL**

Use 3 Dire Rats (adding one more for each PC over four).

DIRE RAT**N** SMALL ANIMAL**Perception** +5**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3**AC** 15; **Fort** +6, **Ref** +7, **Will** +3**HP** 8;**Speed** 30 feet, climb 10 feet**Melee** ♦ jaws +7 (agile finesse), **Damage** 1d6+1 piercing plus filth fever**Filth Fever** none 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**GRIMPLE NEST**

Use 5 Grimples (adding one more for each PC over four). The Grimples have a hoard of coins containing 10sp per PC.

CREATURE 1**GRIMPLE****CN** TINY FEY**Perception** +4**Languages** Undercommon**Skills** Acrobatics +5, Diplomacy +1 (+7 vs arthropods), Nature +3, Stealth +5, Thievery +5**Str** -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1**AC** 15; **Fort** +2, **Ref** +7, **Will** +4**HP** 6; **Weakness** Cold Iron 2**Speed** 20 feet, climb 20 feet, fly 20 feet**Ranged** ♦ telekinetic projectile +, **Damage** 1d6+1 bludgeoning**Gremlin Lice** ♦ The Grimple rubs its body on a creature and tries to infect it with Lice. Roll a DC 15 flat check. On a success, the creature is Clumsy 1 for as long as they have lice. Submerging in water or exposing oneself to low temperatures rids one of Gremlin Lice.**Vomit Spray** ♦♦ The Grimple spews a 30-foot line of vomit, affecting all creatures along its path. Creatures in the area must make a DC 16 **Fort** save.**Failure:** The creature is sickened 2.**Critical Failure:** The creature is sickened 4.**CREATURE -1****CREATURE -2****POLLUTED CISTERN**

Use 1 Greater Lemure (add one Lemure for each PC over four). When the PCs find the cache, inside they will find some items left over from the Silver Ravens before them: an Oil of Weightlessness, an Oil of Potency, an Everburning Torch, and 6 Silver Raven Figurines of Wondrous Power (functions as Onyx Dog, replacing Guard Dog with Eagle), and a dozen pearls worth 2gp per PC in total. For each PC over four, the PCs find shining Arcadian pearls worth 20gp per PC.

LEMURE**CREATURE 0****LE** MEDIUM FIEND DEVIL MINDLESS**Skills** Athletics +5**Str** +2, **Dex** +0, **Con** +3, **Int** -5, **Wis** +0, **Cha** -3**AC** 13; **Fort** +10, **Ref** +5, **Will** +3**HP** 20; **Resistance** physical 3 (except silver), poison 5; **Weakness** good 3;; **Immunity** fire, mental**Speed** 20 feet**Melee** ♦ claws +7 (evil magical), **Damage** 1d4+2 slashing plus 1 evil

GREATER LEMURE**CREATURE 2**

UNCOMMON	LE	MEDIUM	FIEND	FIEND
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Perception +4**Skills****Str** +4, **Dex** +0, **Con** +4, **Int** -5, **Wis** +0, **Cha** -3**AC** 16; **Fort** +10, **Ref** +6, **Will** +6**HP** 30; **Resistance** physical 3 (except silver), poison 5; **Weakness** good 3; **Immunity** fire, mental**Attack of Opportunity** ↗**Speed** 20 feet**Melee** ♦ claws +10 (evil magical), **Damage** 1d8+4 slashing plus 1 evil**Melee** ♦ bite +10 (evil magical agile), **Damage** 1d6+4 slashing plus 1 evil

Disgusting Horror When a creature is bitten by a Greater Lemure, the devil engulfs its head for a brief period of time, sickening it by the feel of the writhing mass inside it. The creature must make a DC 18 Fortitude save.

Success: Sickened 1.**Critical Success:** Unaffected.**Failure:** Sickened 2.**Critical Failure:** Sickened 4.**STORMWATER SHRINE**

Use 1 Albino Alligator, adding 1 Dire Rat for each PC over four. After the PCs kill the Alligator, they will find he rests by a dottari carcass holding a +1 Warhammer. For every PC over four, include one Dottari corpse with a Longbow.

ALBINO ALLIGATOR**CREATURE 3**

N	LARGE	ANIMAL
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Perception +10**Skills** Athletics +12, Stealth +8 (+12 while in water)**Str** +5, **Dex** +1, **Con** +4, **Int** -4, **Wis** +1, **Cha** -4**AC** 18; **Fort** +11, **Ref** +8, **Will** +8**HP** 50;**Speed** 20 feet, swim 25 feet**Melee** ♦ jaws +12, **Damage** 1d10+5 piercing plus Grab**Melee** ♦ tail +12 (agile), **Damage** 1d6+5 bludgeoning**Aquatic Ambush** ♦ The Albino Alligator moves 35 feet**BUNK ROOM**

Use 1 Chough, adding 1 Dire Rat for each PC over four. Chough still wears one piece of jewelry from her former life: a pair of bronze bracelets worth 1 gp per PC in total. For every PC over four, the bracelets have an embedded Minkaian emerald worth 20 gp per PC.

CHOUGH**CREATURE 2**

UNCOMMON	NE	MEDIUM	HUMANOID
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Perception +8**Skills** Acrobatics +9, Athletics +10, Stealth +6**Str** +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +2, **Cha** +1**AC** 17; **Fort** +10, **Ref** +8, **Will** +5**HP** 38;**Speed** 25 feet climb 25 feet**Melee** ♦ claws +10 (agile), **Damage** 1d6+4 slashing

Aggressive Leap ♦ Chough can, as part of a Stride action, make a DC 20 Acrobatics check. If she succeeds, her next Claw attack deals 1d10+4 damage instead of its normal damage.

Rend ♦ Claw**WASP NEST WAREHOUSE**

Use 1 Korva Fushi and 3 Tengu Neophytes. For each PC over four, replace a Tengu Neophyte with a Tengu Rogue. The Fushi sisters are resting beside some crates of fine embroidered Varisian clothing worth 1gp per PC. For every PC over four, the PCs discover beautiful Harrow Decks in the clothing's pockets, worth 30 gp per PC.

KORVA FUSHI**CREATURE 2**

UNIQUE	CN	MEDIUM	HUMANOID	TENGU
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Perception +6**Languages** Common, Tengu, Undercommon, Halfling**Skills** Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +5, Survival +8**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1**AC** 19; **Fort** +8, **Ref** +10, **Will** +4**HP** 27;**Speed** 25 feet**Melee** ♦ rapier +10 (deadly 1d8 disarm finesse), **Damage** 1d6+2 piercing**Melee** ♦ beak +10 (finesse), **Damage** 1d4+2 piercing**Ranged** ♦ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Go for the Eyes! ↗ **Trigger** Korva critically hits with a beak Strike **Effect** Korva attempts to peck out its victim's eyes. The target must attempt a DC 17 Fortitude save.

Success Unaffected**Failure** Blinded for 1 round**Critical Failure** Blinded until healed to maximum HP**Sneak Attack** Korva deals 1d6 extra precision damage to flat-footed creatures

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to Korva.

TENGU NEOPHYTE**CREATURE -1****CN MEDIUM HUMANOID TENGU****Perception +2****Languages** Common, Tengu**Skills** Acrobatics +5, Athletics +2, Stealth +5, Thievery +2**Str +0, Dex +3, Con +1, Int +0, Wis -1, Cha +1****Items** Rapier, Shortbow (20 arrows), leather armor**AC 16; Fort +5, Ref +7, Will +3****HP 6;****Speed** 25 feet**Melee** ♦ rapier +8 (deadly 1d8 disarm finesse), **Damage** 1d6+2 piercing**Ranged** ♦ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing**Surprise Attacker** On the first round of combat, creatures that haven't acted yet are flat-footed to the Neophyte.**TENGU ROGUE****CREATURE 1****CN MEDIUM HUMANOID TENGU****Perception +5****Languages** Common, Tengu**Skills** Acrobatics +6, Athletics +4, Stealth +6, Thievery +6**Str +3, Dex +3, Con +2, Int -1, Wis +0, Cha +1****Items** Rapier, Shortbow (20 arrows), leather armor**AC 17; Fort +7, Ref +8, Will +4****HP 18;****Speed** 25 feet**Melee** ♦ rapier +8 (deadly 1d8 disarm finesse), **Damage** 1d6+2 piercing**Ranged** ♦ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing**Surprise Attacker** On the first round of combat, creatures that haven't acted yet are flat-footed to the Rogue.**PART 2: REBUILDING THE RAVENS****PRISONERS OF SALT**

Use 1 Kosrani and 8 Chelish Citizen Group Thugs. For each PC over four, replace two Thugs with two Dottari Guards. Krossrani is saving all of the money he got off for selling the salt on the black market, which totals to 2 gp per PC! For each PC over four, add to this total 40gp per PC.

KOSSRANI**CREATURE 4****UNIQUE NE MEDIUM HUMANOID DWARF****Perception +10****Skills** Acrobatics +12, Intimidation +5, Survival +8**Str +4, Dex +1, Con +3, Int +0, Wis +2, Cha -1****AC 22; Fort +11, Ref +11, Will +10****HP 64;****Speed** 20 feet**Melee** ♦ dwarven waraxe +12 (sweep,dwarf), **Damage** 1d8+4 slashing

Exacting Strike ♦ (press) Kossrani makes a Strike. The Strike gains the following failure effect: **Failure** This attack does not count toward Kossrani's multiple attack penalty.

Intimidating Strike ♦ Kossrani makes a Strike. If it hits, the target is Frightened 1. If it's a critical success, it is instead Frightened 2.

Shielded Stride ♦ **Requirements** Kossrani has Raised his shield this turn **Effect** Kossrani Strides without triggering reactions

Raise Shield ♦

Bravery When Krossrani rolls a success at a Will save against a fear effect, he gets a critical success instead. In addition, anytime he gains the frightened condition, reduce its value by 1.

MURDERS AT THE NURSERY

Use 8 Tooth Fairies. For each PC over four, add two Tooth Fairies. Inside the altar of teeth, a single gold tooth crowns the art piece worth 1 gp per PC. If the PCs bury the child, Zea sees this and gifts them a pair of Handwraps of Mighty Blows +1 which used to belong to her husband. For each PC over four, she also hands the party an Invisibility Potion.

AN UNSANCTIONED EXCRUCIATION

Use 6 Chelish Citizen Group Thugs and 2 Feral Mastiffs. For each PC over four, add a Feral Mastiff. One of the thugs is holding onto a +1 Composite Longbow - he cannot use it, but is planning to buy some arrows and train.

THREAT OF THE RED JILLS

Use 1 Scarplume and 3 Red Jills. For each PC over four, add another Red Jill. Scarplume has a Staff of Fire he can use during the battle, and is holding onto a Wand of Sleep he used earlier that day. Additionally, the items the gang has procured include 1 Lesser Healing Potion, 2 Minor Healing Potions and a Savior Spike.

SCARPLUME**CREATURE 4**

UNIQUE	NE	MEDIUM	HUMANOID	STRIX
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Perception +6**Languages** Common, Strix**Skills** Acrobatics +10, Nature +10**Str** +0, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +4**AC** 15; **Fort** +7, **Ref** +7, **Will** +8**HP** 30;**Speed** 25 feet, fly 30 feet

Primal Spontaneous Spells DC 20, attack +10; **2nd** **
 (3/day) resist energy, flaming sphere, shrink **1st** **

(4/day) burning hands, shocking grasp, longstrider

Cantrips (2nd) produce flame, light, disrupt undead, electric arc, acid splash

Focus Spells none Spell Lvl 2; Elemental Toss

Blood Magic Whenever Scarplume casts Resist Energy, Burning Hands, Produce Flame or Elemental Toss, he can deal 1 point of fire damage to the targets of those spells

Signature Spells Scarplume can Heighten Burning Hands freely

RED JILL**CREATURE 1**

NE	MEDIUM	HUMANOID	TIEFLING
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Perception +5**Languages** Common, Infernal**Skills** Acrobatics +6, Athletics +4, Stealth +6, Thievery +6**Str** +3, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +1**Items** Rapier, Shortbow (20 arrows), leather armor**AC** 17; **Fort** +7, **Ref** +8, **Will** +4**HP** 18;**Speed** 25 feet

Melee ♦ rapier +8 (deadly 1d8 disarm finesse),
Damage 1d6+2 piercing

Ranged ♦ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the Red Jill.

CRACKDOWN AT CLENCHJAW'S

Use 6 Chelish Citizen Group Thugs. For each PC over four, add two more. Vendalfek shows the PCs his current stash of stolen items, worth 1 gp per PC. He is unwilling to give them up, but can be persuaded into splitting it with the party

PART 3: REDACTIONS AND REVENGE**HALL OF CRYPTIDS**

Use 2 Skunk Ape Skeletons. For each PC over four, add 1 Plague Zombie. Inside the Box Office, searching enough comes up with two Holly Bush Feather Tokens, probably confiscated but left untouched.

HALL OF THE SEAS

Use 2 Undead Ningyos. For each PC over four, add 1 Plague Zombie.

SKUNK APE SKELETON**CREATURE 3**

UNCOMMON	NE	LARGE	UNDEAD	MINDLESS	SKELETON
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Perception +7**Skills** Athletics +12, Intimidation +9**Str** +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2**AC** 17; **Fort** +10, **Ref** +8, **Will** +7

HP 50 (negative healing); **Resistance** cold 5, electricity 5, fire 5, piercing 5, slashing 5; **Immunity** death effects, disease, mental, paralyzed, poison, unconscious

Speed 30 feet

Melee ♦ claws +12 (deadly d8 forceful reach 15 feet), **Damage** 1d8+7 slashing

Melee ♦ bite +12 (agile), **Damage** 1d10+5 piercing

Broad Swipe ♦ The skeleton makes two Strikes against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Fetid Smell Creatures that enter a space 5 feet within the Skunk Ape Skeleton must make a DC 15 Fortitude save.

Success Unaffected

Failure Sickened 1

Critical Failure Sickened 3

UNDEAD NINGYO**CREATURE 2**

NE	MEDIUM	UNDEAD	MINDLESS	ZOMBIE
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Perception +4**Skills** Athletics +9**Str** +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2**Slow** The Undead Ningyo is permanently Slowed 1.**AC** 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70 (negative healing); **Weakness** positive 10, slashing 10; **Immunity** death effects, disease, mental, paralyzed, poison, unconscious

Speed 25 feet

Melee ♦ claw +11 (reach 10 feet), **Damage** 1d12+5 slashing

Startling Ambush Flat-footed creatures hit by the Ningyo must make a DC 14 Will save.

Success Unaffected

Failure Frightened 1

Critical Failure Frightened 2

PLAQUE ZOMBIE**CREATURE 2**

NE	MEDIUM	UNDEAD	MINDLESS	ZOMBIE
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Perception +3**Skills** Athletics +7**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2**Slow** The Plague Zombie is permanently Slowed 1.**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50; **Weakness** positive 10, slashing 10; **Immunity** death effects, disease, mental, paralyzed, poison, unconscious

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Zombie Bite ♦ (attack) Requirement The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage.

Zombie Rot none An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. Saving Throw DC 18 Fortitude;

Stage 1 carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

INSECT ZOO

Use 8 Scarlet Spiders. For each PC over four, add two Scarlet Spiders. Inside the Zoo, the dead Asmodean still has a Minor Sturdy Shield, a Retribution Axe and 1gp per PC. The statue of Magavhune has a large ruby in place of its eye, worth 5gp per PC.

SCARLET SPIDER**CREATURE -1****N TINY ANIMAL****Perception +5****Skills Acrobatics +5, Stealth +9****Str -3, Dex +4, Con +0, Int -4, Wis +1, Cha -2****AC 15; Fort +2, Ref +7, Will +5****HP 8;**

Skitter A creature ends its movement adjacent to the spider or within the spider's space.

Effect The spider Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet

Melee bite +8 (agile finesse), **Damage** 1d8-3 piercing plus spider venom

Viper Venom none **Saving Throw** DC 16 Fortitude;

Maximum Duration 4 rounds; **Stage 1** 1d8 poison (1 round).

HALL OF HISTORICAL TRUTHS

Use 4 **Plague Zombies**. For each PC over four, add one. While all zombies are wearing rags, two of them stand out as they have matching wedding rings worth 5sp per PC each - clearly Rexus' parents.

EMPORIUM ARCANA

Use 4 **Asmodean Redactors**. For each PC over four, add one. Scattered throughout the Emporium, the spell components can be sold to a resourceful wizard for 1gp per PC in total.

ASMODEAN REDACTOR**CREATURE 1****UNCOMMON LE MEDIUM HUMANOID****Perception +6****Skills Acrobatics +8, Religion +7, Society +7****Str +2, Dex +4, Con +2, Int +0, Wis +1, Cha +0****AC 18; Fort +7, Ref +9, Will +4****HP 18;****Speed** 30 feet

Melee unarmed +attack (agile finesse unarmed), **Damage** 1d6+2 piercing

Attack of Opportunity

Hamatula Strike The Asmodean redactor Strikes with a deadly accuracy, piercing ligaments. They make an unarmed attack Strike. If the Strike hits, the target must succeed on a DC 14 Fortitude save or be stunned 1 (or stunned 2 on a critical failure).

MUSEUM OFFICES

Use 1 **Azvernathi Raul**. For each PC over four, add one **Asmodean Redactor**. Azvernathi is holding onto 2 Lesser Healing Potions Nox gave him, and has a confiscated prayer book to Cayden Cailean that can be sold for 1gp per PC.

AZVERNATHI RAUL**CREATURE 5****UNIQUE LE MEDIUM HUMANOID****Perception +14****Languages** Common, Infernal

Skills Deception +10, Diplomacy +10, Intimidation +12, Religion +14, Stealth +10

Str +3, Dex +0, Con +3, Int +0, Wis +5, Cha +2**Items** breastplate, steel shield, mace**AC 21; Fort +12, Ref +7, Will +14****HP 68 (shield: HP 20; BT 10; Hardness 6);****Speed** 25 feet**Melee** mace +10 (shove), **Damage** 1d6

Divine Prepared Spells DC 22, attack +12; **3rd** * harm* (x4, d10s), **Vampiric Touch** **2nd** **Dispel Magic** (x2), **Shield Other** **1st** **Sanctuary, Command** (x2) **

Cantrips **(3rd)** chill touch, shield, divine lance, forbidding ward, disrupt undead

Channel Smite Azvernathi expends a prepared harm spell and makes a melee Strike. Instead of the normal effect of the spell, its negative damage is added to the Strike's damage.

Raise Shield Azvernathi gains a +2 circumstance bonus to AC until the start of his next turn.

THE SACRED ARCHIVE

Use 1 **Yilliv**. For each PC over four, add one **Imp**. Inside the chest the party can open with Rexus' silver key, they can find a pair of Bracelets of Dashing, a Shrinking Potion and a Bloodseeker Beak.

ARTIFACT RECOVERY

Use 4 **Asmodean Redactors**. For each PC over four, add one. If the cubic gate is sold to the right buyer, it could go for 2 gp per PC as an oddity.

HR2E - BOOK I: IN HELL'S BRIGHT SHADOW**YILLIV****CREATURE 5**

RARE	N	MEDIUM	MONITOR	AXIOMITE
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Perception +10**Languages** All**Skills** Acrobatics +16, Stealth +14**Str** +3, **Dex** +5, **Con** +2, **Int** +4, **Wis** +1, **Cha** +0**AC** 24; **Fort** +9, **Ref** +16, **Will** +10**HP** 50; **Immunity** bleed, paralyzed, poison, sleep**Disperse** ↳ **Frequency** 3 times per day **Trigger** Yilliv

takes damage from a hostile action. **Effect** Yilliv disperses into paper shards. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the current turn, Yilliv reforms in any space in which it can fit within 25 feet of where it dispersed.

Speed 50 feet; swiftness**Melee** ♦ ribbon lash +14 (finesse reach 10 feet), **Damage** 2d6+7 slashing plus Steal Memories**Swiftness** Yilliv's movement doesn't trigger reactions.

Steal Memories Yilliv's ribbon lashes steal the memories from their targets and magically writes them down in Soul Tomes linked to those creatures. Each strike makes the target stupefied 1. This condition can stack with itself up to a maximum of stupefied 10. A creature can read from its own soul tome in order to restore the stolen memories. Every 10 minutes spent in study lessens the stupefied condition by 1.

IMP**CREATURE 1**

LE	TINY	FIEND	DEVIL
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Perception +7**Skills****Str** -1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +1, **Cha** +2**AC** 17; **Fort** +5, **Ref** +9, **Will** +7**HP** 15; **Resistance** physical 3 (except silver), poison 5; **Weakness** good 3; **Immunity** fire**Speed** 20 feet, fly 30 feet**Melee** ♦ stinger +9 (agile evil finesse magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom**Diabolic Healing** ♦ (concentrate, divine, healing, necromancy) **Frequency** once per round. **Effect** The imp regains 1d6 Hit Points

Imp Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

COMMON ROOM

Use 5 Asmodean Redactors and The Lout. For each PC over four, add one Asmodean Redactor.

THE LOUT**CREATURE 3**

CE	LARGE	HUMANOID	GIANT
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Perception +5**Languages** Common, Jotun**Skills** Athletics +12, Intimidation +9**Str** +5, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2**Items** hide armor, javelins (6), ogre hook**AC** 17; **Fort** +11, **Ref** +6, **Will** +5**HP** 50;**Speed** 25 feet**Melee** ♦ ogre hook +12 (deadly 1d10 reach 10 feet trip), **Damage** 1d10+7 piercing**Ranged** ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing**MEDITATION GARDENS**

Use 1 Nox and 1 Mephiry. For each PC over four, add one Hell Hound. Nox not only has her +1 Striking Glaive, but also holds gems that are worth 3 gp per PC. For each PC over four, the party finds one Full Plate armor in the room - Dottari elite armor from bodyguards Nox executed for speaking badly of Barzillai. The cabinets hold plaques for cursed items that have been identified, which are the following: a stone of weight, a cloak of immolation, a ring of truth and finally a bag of weasels.

NOX**CREATURE 5**

UNIQUE	LE	MEDIUM	HUMANOID	FIEND
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Perception +11**Skills** Athletics +12, Intimidation +12**Str** +5, **Dex** +2, **Con** +6, **Int** -2, **Wis** +0, **Cha** +3**AC** 20; **Fort** +17, **Ref** +11, **Will** +7**HP** 115 (regeneration 10 (good)); **Resistance** fire 20; **Weakness** good 10**Attack of Opportunity** ↳**Speed** 30 feet**Melee** ♦ striking glaive +14 (deadly d8 forceful reach 10 feet), **Damage** 2d8+5 slashing

Halberd Swing! ♦ Nox makes a wide, arcing swing. She makes a melee Strike and compares the attack roll to the AC of up to two foes; each within her reach and adjacent to each other. She rolls damage once and applies it to each creature hit.

MEPHIRY**CREATURE 5**

UNIQUE	LE	MEDIUM	FIEND	BEAST	FIRE
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Perception +12**Languages** Infernal (can't speak any language)**Skills** Acrobatics +10, Athletics +12, Stealth +9, Survival +10 (+12 to Track)**Str** +5, **Dex** +1, **Con** +3, **Int** -1, **Wis** +3, **Cha** +0**AC** 22, **Fort** +12, **Ref** +10, **Will** +10**HP** 75; **Weakness** cold 10; **Immunity** fire, paralyzed, unconscious**Attack of Opportunity** ↗**Speed** 40 feet**Melee** ♦ jaws +14 (magical), **Damage** 1d8+4 piercing plus 1d8 evil and 1d8 fire**Infernal Thrash** ♦♦ Mephiry makes three jaw Strikes.**Breath Weapon** ♦♦ (divine, evocation, fire) Mephiry breathes flames that deal 6d6 fire damage to all creatures in a 15-foot cone (DC 22 basic Reflex save). Mephiry can't use her Breath Weapon again for 1d6 rounds. If Mephiry would take fire damage or be targeted by a fire effect, its Breath Weapon recharges**LOOT SUMMARY TABLE**

Room	Magic Items Found	GP per PC	GP over 4
A New Friend in Need	2 Minor Healing Potions, 1 Owlbear Claw, 1 Hand of the Mage.	-	
Livery Floor	-	-	
Grimple Nest	-	-	
Polluted Cistern	1 Oil of Weightlessness, 1 Oil of Potency, 1 Everburning Torch, 6 Silver Raven Figurines of Wondrous Power	2	20
Stormwater Shrine	+1 Warhammer	-	
Bunk Room	-	1	20
Wasp Nest Warehouse	-	1	30
Prisoners of Salt	-	2	40
Murders at the Nursery	Handwraps of Might Blows	1	
An Unsanctioned Excruciation	+1 Composite Longbow	-	
Threat of the Red Jills	1 Staff of Fire, 1 Wand of Sleep, 1 Lesser Healing Potion, 2 Minor Healing Potions, 1 Savior Spike	-	
Crackdown at Clenchjaw's	-	1	

Room	Magic Items Found	GP per PC	GP per PC over 4
Hall of Cryptids	2 Holly Bush Feather Tokens	-	
Insect Zoo	1 Minor Sturdy Shield, 1 Retribution Axe	1	
Hall of Historical Truths	-	1	
Emporium Arcana	-	1	
The Sacred Archive	Bracelets of Dashing, 1 Shrinking Potion, 1 Bloodseeker Beak	-	
Artifact Recovery	-	2	
Meditation Gardens	+1 Striking Glaive	3	15



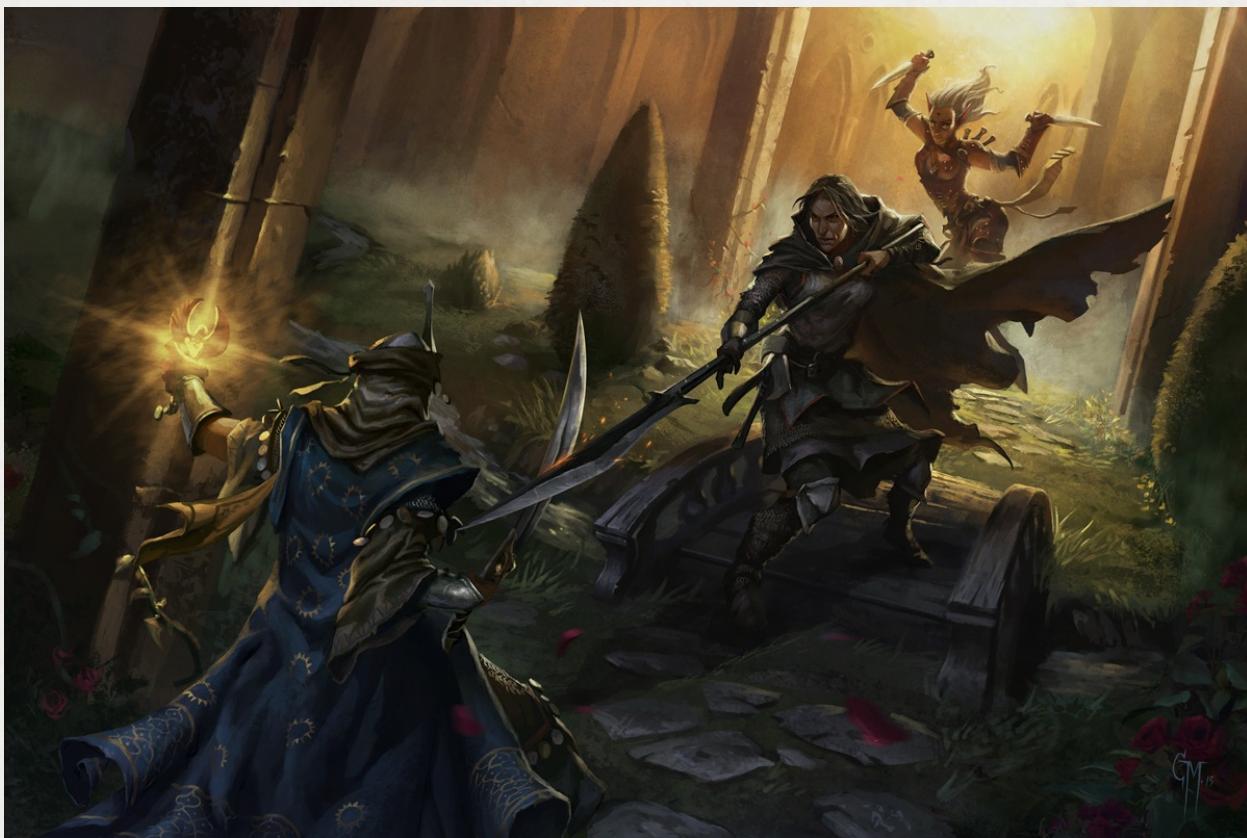


Illustration by Caio Maciel Monteiro

HR2E: TURN OF THE TORRENT

Welcome to the second book of my Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. This guide contains monster stat blocks, monster replacements guidelines and treasure distribution on each room. However, you will still need the original Adventure Paths for the amazing story, the compelling plot and its ever-interesting dungeons and maps.

REBELLION BOONS

Using the Revised Rebellion Rules provided in the primary GM's Guide, we list all boons to the Rebellion to hand out during this book:

PART 1: THE NINTH PROCLAMATION

- Rescuing at least one Armiger of the Torrent is worth 1 Security Point.
- Recruiting Lictor Octavio to the cause is worth 3 Security Points.

PART 2: TROUBLE IN OLD KINTARGO

- Rescuing the Armigers in the Holding House is worth 2 Security Points.
- Gaining the favor of Captain Cassius Sargaeta is worth 2 Secrecy Points.
- Taking down Varl Wex is worth 3 Loyalty points.

PART 3: THE LUCKY BONES

- Finding the documents in the Master's Office is worth 2 Secrecy Points.
- Securing the Lucky Bones as a hideout is worth 5 Security Points.

ENCOUNTER & TREASURE REPLACEMENT

The best resource provided by this guide is the encounter and treasure replacement. These assume a Milestone progression (as laid out in the original books), a medium-to-hard difficulty, and party wealth to be in-line with the suggested values in the Core Rulebook. The guidelines are based on the Hell's Rebels Bestiary for Pathfinder 2nd Edition. Finally, this guide is meant to be flexible and account for parties composed of four to six characters.

PART 1: THE NINTH PROCLAMATION

PUBLIC EXCRUCIATIONS

The excruciation is supervised by 5 Hellknight Armigers and 4 Chelish Citizen Group Thugs. For each PC over four, add an Armiger. The Armigers have in total 5gp per PC on their persons.

HELLKNIGHT ARMIGER

CREATURE 4

LE	MEDIUM	HUMANOID	HUMAN
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Perception +15

Skills Athletics +12, Diplomacy +10, Intimidation +7

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

AC 22; **Fort** +13, **Ref** +8, **Will** +10

HP 60;

Speed 25 feet

Melee ♦ halberd +14 (reach versatile S), **Damage** 1d10+7 piercing plus 2 lawful

Melee ♦ fist +12 (agile nonlethal), **Damage** 1d4+7 bludgeoning

Vow against Chaos The hellknight gains a +2 circumstance bonus to attack rolls against chaotic creatures.

CHELISH CITIZEN GROUP THUG

CREATURE -2

LE	MEDIUM	HUMANOID
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Languages Common

Skills Intimidation +4, Kintargo Lore +3

Str +1, **Dex** +1, **Con** +1, **Int** +0, **Wis** +1, **Cha** +1

Items Leather Armor, Light Mace

AC 14; **Fort** +4, **Ref** +4, **Will** +3

HP 6;

Speed 25 feet

Melee ♦ strike +3, **Damage** 1d6+1 bludgeoning

We are the hand of Cheliax! ♦ Requirements The Thug has reduced an enemy to 0 hp this turn **Effect** The thug revels in the pain they deal out, gaining a +1 circumstance bonus to attack rolls for 1 minute.

SHRINE OF SAINT SENEX

The shrine is defended by 2 Saint-Senex Seers. If the PCs resolve this encounter peacefully, the saints bless two seashells and gift them to the party, functioning as 2 Snapleafs. For each PC over four, the oracles also gift the party medals of Chelaxian Navy officers worth 100 gp.

SAINT-SENX SEER

CREATURE 3

RARE	N	MEDIUM	HUMANOID	HUMAN
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Perception +7

Languages Common

Skills Arcana +11, Society +9, Stealth +7, Survival +13

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

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 31;

Speed 25 feet

Primal Prepared Spells DC 20, attack +10; **2nd** entangle, shape wood, water breathing **1st** * grease, snowball, hydraulic push* **Cantrips** 0 dancing lights, daze, detect magic, electric arc, ray of frost, message

GUARDIAN AT THE GATE

A Rope Golem stands as its guardian.

ROPE GOLEM

CREATURE 4

UNCOMMON	N	MEDIUM	CONSTRUCT
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Perception +11

Skills Athletics +13, Stealth +9 (+14 to pass as rope)

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

AC 20; **Fort** +13, **Ref** +9, **Will** +11

HP 75; **Resistance** bludgeoning 10, piercing 10; **Weakness** slashing, fire 10

Attack of Opportunity ↗

Collapse and Coil ↗ **Frequency** once per day; **Trigger**

The rope golem is hit by an attack **Effect** The rope golem gains resistance 5 against the triggering attack, and can immediately Stride and make a Grab attack against one creature.

Speed 25 feet

Melee ♦ rope +hammer (reach 10 feet), **Damage** 1d8+10 bludgeoning plus Grab

Melee ♦ rope +burn, **Damage** 1d6+10 fire

Grab ↗

DROWNED SAILOR'S SANCTUM

Lictor Octavio hides out here, but fighting him is not recommended. If the PCs resolve this encounter peacefully, Lictor directs them to a cache of Hellknight weapons and armor - inside there is +1 Striking Trident, a +1 Chain Shirt and a set of Holy Prayer Beads, along with confiscated bonds worth 5gp per PC.

LICTOR OCTAVIO SABINUS**CREATURE 7**

UNIQUE	LG	MEDIUM	HUMANOID	HUMAN
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Perception +15**Skills** Athletics +17, Intimidation +17, Stealth +12**Str** +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2**AC** 28; **Fort** +18, **Ref** +12, **Will** +15**HP** 115;**Speed** 20 feet**Melee** ♦ striking halberd +18 (magical), **Damage** 2d10+9 piercing plus 2d6 lawful**Divine Prepared Spells** DC 24, attack +14; **5th** Locate 3rd zone of truth (x3) ** **1st** detect alignment (at will) ****PART 2: TROUBLE IN OLD KINTARGO****BEING FOLLOWED**

Use 1 Tayacet Tiora.

TAYACET TIORA**CREATURE 6**

UNIQUE	N	MEDIUM	HUMANOID	HUMAN
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Perception +17**Skills** Deception +15, Diplomacy +13, Intimidation +15, Society +12, Stealth +14, Survival +12, Underworld Lore +16**Str** +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +4**AC** 23; **Fort** +11, **Ref** +17, **Will** +14**HP** 90;**Speed** 25 feet**Melee** ♦ rapier +16 (deadly 1d8 disarm finesse magical), **Damage** 1d6+7 piercing**Ranged** ♦ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing**Hidden Blade** ♦ **Frequency** once per round; **Effect**

Tayacet draws a weapon and then Strikes with it.

The target of the Strike is flat-footed against the attack

Sneak Attack Tayacet deals an extra 2d6 precision damage to flat-footed creatures.**HOLDING HOUSE GUARDS**

Use 4 Dottari Castigators. For each PC over four, add one.

DOTTARI CASTIGATOR**CREATURE 3**

UNCOMMON	LE	MEDIUM	HUMANOID	HUMAN
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Perception +8**Skills** Acrobatics +11, Diplomacy +6, Intimidation +9, Society +5, Legal Lore +7**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1**AC** 20; **Fort** +10, **Ref** +6, **Will** +8**HP** 45;**Air of Authority** (aura, emotion, mental) 10 feet.

Creatures in the aura who are the same or lower level than the castigator take a -2 status penalty to their **Will** DC against the castigator's attempts to Coerce or Demoralize them.

Speed 25 feet**Melee** ♦ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning**The First To Strike** ♦♦ The castigator Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy

MEETING THE WARDEN

Use Sabo the Spider.

SABO THE SPIDER**CREATURE 5**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +11

Skills Athletics +11, Deception +12, Intimidation +12, Religion +12, Society +9

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

AC 24; **Fort** +11, **Ref** +9, **Will** +13

HP 73;

Swear Vengeance ➔ **Trigger** A creature Sabo can see damages a follower of Asmodeus other than Sabo;

Effect Sabo gains the effect of a 1st-level true strike spell.

Speed 20 feet

Melee ➔ mace +14 (shove), **Damage** 1d8+6 bludgeoning

Divine Prepared Spells DC 23, attack +13; **2nd** harm (x3), restoration, see invisibility, shield other **1st** detect alignment, magic weapon, spirit link **Cantrips**

0 detect magic, divine lance, forbidding ward, read aura, sigil

Channel Smite ➔ Sabo expends a prepared harm spell and makes a melee Strike. Instead of the normal effect of the spell, its negative damage is added to the Strike's damage.

RESCUING THE ARMIGERS

The armigers are being tortured by Ghenemahl. For each PC over four, a Centipede Swarm is summoned by the Kyton. Defeating Ghenemahl enables the PCs to harvest various artifacts the Kyton leaves behind before disappearing - mainly valuables taken from its victims, they all add up to 15gp per PC. For each PC over four, as thanks for the rescue, one of the Armigers actually gifts the party their family heirloom sword - which is nothing special, but has inlaid gems worth 150gp per PC.

GHENEMAHL**CREATURE 7**

UNCOMMON	LE	MEDIUM	FIEND	KYTON
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Perception +14

Skills Acrobatics +14, Deception +14, Diplomacy +16, Intimidation +16, Religion +12

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

AC 24; **Fort** +12, **Ref** +14, **Will** +18

HP 120 (fast healing 2); **Weakness** good 5, silver 5

Speed 40 feet

Melee ➔ lancet +18 (agile evil magical reach 10 feet), **Damage** 2d10+8 piercing plus 1d6 evil

Divine Innate Spells DC 16, attack +26; **5th dimension door** **4th** acid arrow, solid fog **3rd** shatter (at will) ** **2nd** obscuring mist (at will) ** **Constant** (4th) freedom of movement

Lancets of Truth A creature hit by the Ghenemahl's lancet must make a DC 24 Fortitude save or be forced to utter a secret and be sickened 2 as their body moves against their will.

CENTIPEDE SWARM**CREATURE 3**

N	LARGE	ANIMAL	SWARM
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Perception +9

Skills Acrobatics +9, Athletics +7, Stealth +9

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

AC 18; **Fort** +8, **Ref** +11, **Will** +5

HP 30; **Weakness** area damage 5, splash damage 5; **Immunity** precision, swarm mind

Speed 30 feet, climb 30 feet

Swarming Bites ➔ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus centipede swarm venom.

Centipede Venom Saving Throw DC 20 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d8 poison damage, clumsy 1, and flat-footed (1 round)

ATTENDANCE IS COMPULSORY

Use Elia Nones and Cassius Sargaeta if needed, but fighting them is not recommended.

ELIA NONES**CREATURE 5**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN	ELF
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Perception +13

Skills Acrobatics +13, Arcana +13, Deception +7, Society +9, Stealth +11, Thievery +13, Ship Lore +11, Architecture Lore +11

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

AC 21; **Fort** +12, **Ref** +14, **Will** +13

HP 75;

Speed 25 feet, climb 15 feet

Melee ♦ rapier +15 (agile, magical, trip), **Damage** 1d6+7 slashing

Ranged ♦ pepperbox +15 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing

Take Aim ♦ Elia chooses one of her weapons. The next attack with that weapon deals an extra 2d6 precision damage. In addition, Elia can Interact to draw the weapon (or to reload it if she chooses the pepperbox)

CASSIUS SARGAETA**CREATURE 6**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +12

Skills Acrobatics +10, Athletics +12, Diplomacy +11, Intimidation +13, Survival +10, Sailing Lore +17

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

AC 23; **Fort** +12, **Ref** +12, **Will** +14

HP 90;

Bravery When Cassius rolls a success on a Will save against a fear

Speed 25 feet

Melee ♦ rapier +17 (deadly 1d8 disarm magical), **Damage** 1d6+10 piercing

Ranged ♦ main-gauche +16 (agile, disarm, parry, versatile S), **Damage** 1d4+10 piercing

Ranged ♦ main-gauche +16 (agile, disarm, parry, versatile S), **Damage** 1d4+10 piercing

Chelish Duel Expert ♦ Cassius makes two Strikes, one with his rapier and one with his main-gauche (in either order). If both Strikes hit, he can attempt to Disarm the target. His multiple attack penalty increases only after all the attacks are made.

THE AULORIAN ESTATE

Use 1 Gorefang and 4 Aulorian Guards. For each PC over four, add a Dottari Castigator. Reuniting the lovers makes Cassius gift the party a Cloak of Repute and an Emerald Grasshopper.

GOREFANGS**CREATURE 7**

RARE	CE	LARGE	FIEND
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Perception +16

Skills Acrobatics +15, Athletics +15, Stealth +15, Survival +14

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

AC 25; **Fort** +17, **Ref** +15, **Will** +12

HP HP 105; **Resistance** fire 10, physical 10 (except magical); **Weakness** good 5

Speed 40 feet

Melee ♦ bite +17, **Damage** 2d10+6 piercing

Melee ♦ claw +17 (agile), **Damage** 2d8+6 slashing

New Chew Toy ♦ Gorefangs makes one Strike with its bite. It can then immediately try to Grapple the creature. If successful, it can Stride twice.

Furious Drag Whenever Gorefangs moves whilst it has a creature grappled, the creature takes 1d6 per 10 feet moved (**Reflex** DC 21 to halve) as it is dragged through the ground.

AUROLIAN GUARD**CREATURE 0**

LN	MEDIUM	HUMANOID
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Perception +5

Skills Acrobatics +5, Athletics +4

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

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

HP 25;

Speed 25 feet

Melee ♦ shortsword +6, **Damage** 1d6+2 piercing

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

They Don't Pay me Enough! ♦ The Auolian guard strikes a creature and then immediately Steps. During this action, it may complain about its low wage.

ON THE SLASHER TRAIL

Use 1 Varl Wex. For each PC over four, Varl's blade manifests one **Wailing Ghost** to fight alongside him. Inside Varl's room, the party will find a pair of Alchemist's Goggles, 2 Invisibility Potions and a Demon Mask. For each PC over four, they find 1 Truth Potion.

VARL WEX**CREATURE 8**

UNIQUE	CE	MEDIUM	HUMANOID	HUMAN
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Perception +15**Languages** Common**Skills** Acrobatics +16, Athletics +16, Deception +14, Stealth +16**Str** +4, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +0**AC** 27; **Fort** +13, **Ref** +18, **Will** +13**HP** 104;**Nimble Dodge** **Trigger** Varl is targeted by an attack**Effect** Varl gains +2 to AC against the triggering attack.**Evasion** none When Varl rolls a success on a Reflex save, he gets a critical success instead.**Speed** 30 feet**Melee** +1 striking kukri +15, **Damage** 2d6+4 slashing plus 2 persistent bleed**Sneak Attack** Varl deals 2d6 extra damage to flat-footed targets.**Surprise Attack** In the first round of combat, creatures that haven't acted yet are flat-footed to Varl.**Balgorrah's Blessing** **Frequency** once per round**Trigger** Varl misses an attack **Effect** The triggering attack does not count towards Varl's multiple attack penalty.**WAILING GHOST****CREATURE 2**

UNCOMMON	CE	MEDIUM	UNDEAD	GHOST	INCORPOREAL

Perception +10**Skills** Stealth +12, Balgorrah Lore +10**Str** -5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2**AC** 20; **Fort** +8, **Ref** +11, **Will** +8**HP** 30 (negative healing, rejuvenation); **Resistance** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious**Speed** fly 25 feet**Melee** ghostly hand +13 (agile, finesse, magical),**Damage** 2d6+2 negative**Wail of Despair** (auditory, divine, emotion, enchantment, fear, mental) The ghost screams in despair, accusing those nearby of being guilty of their death, forcing each living creature within 30 feet to attempt a Will save DC 21. 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 wailing ghost's frightful moan for 1 minute.

PART 3: THE LUCKY BONES

A DRUNK IN THE SLUMS

Use 1 Maglap. If there's more than four PCs, add one more.

MAGLAP

CREATURE 6

CE MEDIUM ABERRATION

Perception +14

Skills Acrobatics +16, Athletics +16, Deception +17, Stealth +17, Thievery +13

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

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

HP 90; **Resistance** bludgeoning 5

Speed 25 feet

Melee ♦ longsword +18 (versatile P), **Damage** 1d8+10 slashing

Melee ♦ claw +16 (agile), **Damage** 2d6+10 slashing plus Grab

Blood Nourishment ♦ Maglap uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.

Revert Form ↗ **Requirements** Maglap is in an assumed form. **Effect** The faceless stalker resumes its true form. Until the start of its next turn, it gains a +2 status bonus to attack rolls, damage rolls, saving throws, and skill checks.

Assume Form (concentrate, occult, polymorph, transmutation) Maglap spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus to Deception checks to pass as that creature.

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

LUCKY BONES BASEMENT

Use 3 Otyughs. If there's more than four PCs, add one more Otyugh. and use the following Poison Stiletto Trap.

POISON STILETTO TRAP

HAZARD 6

MECHANICAL | TRAP

Complexity Simple

Stealth DC 24 (expert)

Description A thin, stiletto-like blade is affixed to the basement door, ready to thrust out and poison the unfortunate who attempted to open it without using the key

Disable Thievery DC 26 (expert) to disable the spring that makes the blade thrust out

Sassone Leaf Blade ↗ (mental, poison); **Trigger** The door is opened without using the key **Effect** The thin blade stabs whoever opened the door while still adjacent to it, poisoning it with Sassone Leaf Residue.

Saving Throw DC 20 Fortitude; **Maximum Duration** 6 hours; **Stage 1** slowed 1 and flat-footed (1 round); **Stage 2** slowed 2 and flat-footed (1 round); **Stage 3** unconscious with no Perception check to wake up (1 round); **Stage 4** unconscious with no Perception check to wake up (1d6 hours)



OTYUGH**CREATURE 4****N** **LARGE** **ABERRATION****Perception** +10**Skills** Acrobatics +8, Athletics +14, Stealth +8 (+11 in lair)**Str** +6, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** -2**AC** 20; **Fort** +12, **Ref** +8, **Will** +10**HP** 70; **Immunity** disease

Stench 40 feet. A creature entering the aura must succeed at a DC 20 Fortitude save or be sickened 1 (plus slowed 1 for the same duration on a critical failure). On a success, the creature is temporarily immune to the sickened and slowed effects of this stench for 1 hour. Regardless of the save, while within the aura, creatures take a -2 circumstance penalty to saves against diseases. An otyugh's stench is due to the offal and refuse that it wallows in, so cleaning the creature thoroughly (with create water and sufficient scrubbing, for example) deactivates the aura, while a sufficiently plugged nose allows an individual to avoid exposure to the stench.

Speed 20 feet**Melee** ♦ jaws +14, **Damage** 2d6+6 piercing plus filth fever**Melee** ♦ tentacle +14 (agile reach 10 feet), **Damage** 1d6+6 bludgeoning plus Grab**Constrict** ♦ 1d6+6 bludgeoning, DC 22

Reposition ♦ The otyugh attempts to move all creatures that it has grabbed into other spaces within the reach of its tentacles, rolling a single Athletics check and comparing the result against each creature's **Fortitude** DC. On a failure, the creature remains in place, and on a critical failure, the creature is no longer grabbed.

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 20 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as it remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

GUILD MEETING HALL

Use 4 Cultist of Mahathallah. For each PC over four, add one more. The cultists hoard a silver comb worth 5 gp per PC, and an iron chalice inlaid with pearls worth 5 gp per PC.

CULTIST OF MAHATHALLAH**CREATURE 3****UNCOMMON** **LE** **MEDIUM** **HUMANOID** **CHANGELING****Perception** +7**Skills** Acrobatics +11, Society +9, Stealth +7, Thievery +9**Str** +0, **Dex** +2, **Con** +1, **Int** +1, **Wis** +4, **Cha** +1**AC** 17; **Fort** +8, **Ref** +9, **Will** +10**HP** 31;

Gift of the Whore Queen ♦ **Trigger** The cultist takes damage and is not in a frenzy. **Effect** Mahathallah protects the cultist from harm, as purple smoke pours out of their wounds. While benefiting from this gift, the cultist is concealed to all creatures whose vision would normally be obscured by smoke.

Speed 25 feet**Melee** ♦ dagger +8, **Damage** 1d6+5 piercing

Divine Prepared Spells DC 20, attack +12; **2nd** *Deafness, Ghoulish Cravings, Shield Other; * **1st** fear, harm, ray of enfeeblement, sanctuary; **Cantrips** (2nd) light, divine lance, Detect Magic, Shield

PIT TRAP**SPIKED PIT TRAP****HAZARD 5****MECHANICAL** **TRAP**

Complexity Simple

Stealth DC 24(expert)

Description An 20 ft.-deep pit yawns at the center of the room, leaving a 5-foot walkway around it.

Disable Thievery DC 26 to lock the hinges on the walkways

Pitfall ♦ **Trigger** A Small or larger creature enters the walkway from the east or west. **Effect** The walkways swings open, revealing spikes below. The triggering creature and all creatures in the walkway take falling damage (typically 20 bludgeoning damage). All creatures can use the Grab an Edge reaction to avoid falling. If they fall, they must also make a basic **Reflex** DC 24 save or take 4d4 points of piercing damage.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

GUARD POST

Use Elgadazum the Hateful. For each PC over four, add one Greater Lemure.

ELGADAZUM THE HATEFUL**CREATURE 7**

UNIQUE **LE** **MEDIUM** **FIEND** **DEVIL**

Perception +17

Skills Acrobatics +15, Arcana +17, Intimidation +14, Religion +15, Stealth +15

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

AC 26; **Fort** +19, **Ref** +15, **Will** +15

HP 100; **Resistance** physical 5 (except silver), poison 10; **Weakness** good 5; **Immunity** fire

Attack of Opportunity ↗

Speed 35 feet

Melee ♦ glaive +19 (deadly 1d8 evil forceful magical reach 10 feet), **Damage** 1d8+11 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +19 (agile evil magical), **Damage** 2d6+11 slashing plus 1d6 evil

Melee ♦ beard +19 (magical), **Damage** 1d6+11 piercing plus Aernal fever

Divine Innate Spells DC 23, attack +; **5th dimension door**; **4th dimension door** (at will) **

Wriggling Beard ♦ **Frequency** once per round. **Effect**

Elgadazum makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

Infernal Wound none Elgadazum's glaive Strike also deals 1d6 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 25 counteract check or the magic fails to heal the creature.

Reposition ↗ **Trigger** Elgadazum hits a creature with a glaive Strike. **Effect** Elgadazum moves the creature 5 feet in any direction. The destination square must be within reach of his glaive. This movement doesn't trigger reactions.

Aernal Fever none (disease) Saving Throw DC 27 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

GREATER LEMURE**CREATURE 2**

UNCOMMON **LE** **MEDIUM** **FIEND** **FIEND**

Perception +4

Skills

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

AC 16; **Fort** +10, **Ref** +6, **Will** +6

HP 30; **Resistance** physical 3 (except silver), poison 5;

Weakness good 3; **Immunity** fire, mental

Attack of Opportunity ↗

Speed 20 feet

Melee ♦ claws +10 (evil magical), **Damage** 1d8+4 slashing plus 1 evil

Melee ♦ bite +10 (evil magical agile), **Damage** 1d6+4 slashing plus 1 evil

Disgusting Horror When a creature is bitten by a Greater Lemure, the devil engulfs its head for a brief period of time, sickening it by the feel of the writhing mass inside it. The creature must make a DC 18 Fortitude save.

Success: Sickened 1.

Critical Success: Unaffected.

Failure: Sickened 2.

Critical Failure: Sickened 4.



SHRINE OF MAHATHALLAH

Use 1 Luculla Gens and 2 Cultist of Mahathallah. For each PC over four, add one more cultist.

LUCULLA GENs**CREATURE 8**

UNIQUE	CE	MEDIUM	HUMANOID	CHANGELING
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Perception +14

Skills Arcana +13, Deception +16, Diplomacy +14, Intimidation +16, Occultism +17, Society +13, Mahathallah Lore +19

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

AC 23; **Fort** +12, **Ref** +15, **Will** +18

HP 95;

Protect Me! (auditory, concentrate, emotion, linguistic, mental, move) **Trigger** Luculla is targeted with an attack, and a lower-ranking cultist is adjacent to them; **Effect** Luculla orders her cultist to leap in front of the attack. The cultist and her swap places, and the cultist becomes the target of the attack. If the cultist has a Gift of Mahathallah reaction, they can activate it if they take damage from the triggering attack.

Speed 25 feet

Melee dagger +15, **Damage** 2d6+8 piercing

Occult Spontaneous Spells DC 26, attack +18; **4th** ** (3 slots) dimension door, glibness, outcast's curse, suggestion **3rd** ** (4 slots) enthrall, grim tendrils, haste, mind reading **2nd** ** (4 slots) augury, calm emotions, hideous laughter, touch of idiocy **1st** ** (4 slots) bless, illusory disguise, lock, unseen servant
Cantrips (4th) chill touch, daze, detect magic, guidance, shield

LUCULLA'S CHAMBER

Use a Fireball Rune Trap instead. Inside her chamber, the PCs will find a gold-plated skull worth 5 gp per PC, 1 Scroll of Raise Dead and a Serum of Sex Shift.

FIREBALL RUNE TRAP**HAZARD 5**

EVOCATION	FIRE	MAGICAL	TRAP
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Complexity Simple

Stealth DC 24 (expert)

Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

Disable Thievery DC 22 (expert) to erase the rune without triggering the sensor, or dispel magic (3rd level; counteract DC 20) to counteract the rune

Fireball (arcane, evocation, fire); **Trigger** A living creature enters the sensor area. **Effect** The rune detonates a fireball centered on the triggering creature's square. This is a 3rd-level fireball spell that deals 6d6 fire damage (DC 22 basic Reflex save).

PRIVATE ROOMS

Each room has an elaborate hookah worth 15gp per PC.

HIGH STAKES HALL

Use 1 Lorelu. If there's more than four PCs, add one Wretch Ghost. The PCs can find on Lorelu's remains a bejeweled silver ring worth 5 gp per PC, a Clandestine Cloak and Slippers of Spider Climbing. In her rough backpack, the PCs will also find a ring of fire resistance and a Moderate Rope of Climbing. For each PC over four, the party will find gold rings with spider motifs worth 100gp per PC.

LORELU**CREATURE 8**

UNIQUE	CN	SMALL	UNDEAD	GHOST	INCORPOREAL
SPIRIT					

Perception +13**Skills****Str** -5, **Dex** +3, **Con** +0, **Int** +6, **Wis** +3, **Cha** +6**AC** 23; **Fort** +12, **Ref** +15, **Will** +18

HP 95 (negative healing, rejuvenation); **Resistance** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Speed fly 25 feet

Melee ♦ card slash +17 (agile, finesse, magical), **Damage** 2d8+8 negative

Ranged ♦ card throw +17 (agile, range 60 ft.), **Damage** 2d8+8 negative

Divine Prepared Spells DC 25, attack +15; **4th** * phantasmal killer, suggestion;* **3rd** * blindness, dispel magic, nondetection; * **2nd** telekinetic maneuver (×2) *; * **1st** ray of enfeeblement (×2) *; * **Cantrips** (**4th**) detect magic, ghost sound, mage hand, prestidigitation

Lady Luck Smiling ♦ The next time Lorelu makes an attack roll before the end of her turn, she can roll twice and use the better result, ignoring circumstance penalties and any flat checks required due to the target being concealed or hidden.

Telekinetic Assault ♦ (divine, evocation) 6d6 bludgeoning, DC 25

WRETCH GHOST

CE	MEDIUM	UNDEAD	GHOST	INCORPOREAL	SPIRIT
SPIRIT					

Perception +12**Languages** Common**Skills** Stealth +14, Lucky Bones Lore +12**AC** 22; **Fort** +10, **Ref** +13, **Will** +10

HP 45 (negative healing, rejuvenation); **Resistance** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Speed fly 25 feet

Melee ♦ ghostly hand +13 (agile finesse magical), **Damage** 2d6+4 negative

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) The wretch ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 23 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 ghost's frightful moan for 1 minute.

OPIUM DEN

Use 3 Wretch Ghosts. For each PC over four, add one more. The ghosts' original bodies still remain, and the surviving jewelry is worth 5 gp per PC.



INFESTED PIT

Use a Yellow Mold Hazard.

YELLOW MOLD**HAZARD 8**

ENVIRONMENTAL **FUNGUS**

Complexity Simple

Stealth DC 28 (trained)

Description Poisonous mold spores assault nearby creatures.

Disable Survival DC 26 (expert) to remove the mold without triggering the spores

AC 27, **Fort** +17, **Ref** +13

HP 70; **Immunities** critical hits, object immunities, precision damage

Spore Explosion ➡ **Trigger** A creature moves into the mold's space or damages the mold. The mold can't use this reaction if it's in direct sunlight or if the damage was fire damage. **Effect** The triggering creature and all creatures within 10 feet are exposed to yellow mold spores.

Yellow Mold Spores (inhaled, poison) Any drained condition from the spores persists after the poison's duration ends; Saving Throw DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and drained 1 (1 round); **Stage 2** 2d8 poison damage and drained 2 (1 round); **Stage 3** 3d8 poison damage and drained 3 (1 round)

THE WATCHER IN THE WALLS

Use 1 Watcher in the Walls. If there's more than four PCs, add 1 Wretch Ghost. Behind the hidden panel, the PCs will find gold ingots worth 5gp per PC.

THE WATCHER IN THE WALLS**CREATURE 8**

N **MEDIUM** **ELEMENTAL** **EARTH**

Perception +17

Languages Common, Terran

Skills Athletics +19, Stealth +13, Survival +17, Geology Lore +17

Str +6, **Dex** +0, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

AC 27; **Fort** +20, **Ref** +13, **Will** +15

HP 135; **Resistance** cold 5, electricity 5, fire 5; **Weakness** bludgeoning 5; **Immunity** bleed, paralyzed, poison, sleep

(All-around Vision) none

Speed 20 feet, burrow 20 feet; earth glide

Melee ➡ jaw +20 (deadly 1d10), **Damage** 2d10+10 piercing

Melee ➡ claw +20 (agile), **Damage** 2d6+10 slashing

Claw Frenzy ➡ The watcher makes three claw Strikes; no more than two can be against the same target. These attacks count toward the watcher's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.

Earth Glide The watcher can Burrow through any earthen matter, including rock. When it does so, the watcher moves at its full burrow Speed, leaving no tunnels or signs of its passing.

MASTER'S OFFICE

The PCs will find a Moderate Healing Potion and an Insistent Door Knocker.

SMUGGLER'S WELL

Use 6 Riptide Ghasts. For each PC over four, add one more. If the PCs trigger the trap, use 1 Gray Man. One corpse of a dead thief still holds a Gallow's Tooth and 2 Potions of Flying.

RIPTIDE GHAST**CREATURE 3**

UNCOMMON	CE	MEDIUM	UNDEAD	GHOUL
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Perception +10**Languages** Common, Necril**Skills** Acrobatics +12, Athletics +9, Stealth +12, Survival +10**Str +2, Dex +4, Con +2, Int +1, Wis +2, Cha +3****Slow** The Plague Zombie is permanently Slowed 1.**AC** 20; **Fort** +8, **Ref** +12, **Will** +10**HP** 45 (negative healing); **Immunity** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, swim 30 feet**Melee** ♦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghast fever and paralysis**Melee** ♦ claw +11 (agile finesse), **Damage** 1d4+7 slashing plus paralysis**Swift Leap** ♦ (move) The ghast jumps up to half its Speed. This movement doesn't trigger reactions.

Consume Flesh ♦ (manipulate) **Requirements** The ghast is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghast devours a chunk of the corpse and regains 4d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghast Fever (disease) Saving Throw **Fortitude** DC 18; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghast the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature (including elves) hit by a ghast's attack must succeed at a DC 18 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.

GRAY MAN

RARE	N	MEDIUM	ANIMAL
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Perception +20**Skills****Str +6, Dex +5, Con +1, Int -2, Wis +5, Cha +3****AC** 28; **Fort** +15, **Ref** +21, **Will** +19**HP** 155;**Speed** 25 feet, fly 40 feet**Melee** ♦ jaws +21 (poison reach 10 feet), **Damage** 2d12+9 piercing plus Gray Poison**Melee** ♦ claw +21 (agile disease evil magical reach 10 feet), **Damage** 2d8+9 plus Poison

Entangling Slime The Gray Man spits a spray of thick, corrosive substance used to protect its eggs and its nest. Creatures within the cone take 4d8 piercing damage (DC 28 basic Reflex save). A creature that fails the save becomes sickened 1 (or sickened 2 on a critical failure).

Gray Poison Saving Throw DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** 2d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 3d12 poison, clumsy 2, and flat-footed (1 round).

FLOODED WAREHOUSE

Use 5 Skum Raiders. For each PC over four, add one more.

SKUM RAIDER**CREATURE 3**

LE	MEDIUM	HUMANOID	AMPHIBIOUS	ALGHOLLTHU
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Perception +8**Languages** Alghollthu, Undercommon**Skills** Athletics +10, Intimidation +6, Stealth +9**Str +4, Dex +1, Con +3, Int +0, Wis +0, Cha -2****AC** 18; **Fort** +9, **Ref** +9, **Will** +6**HP** 55; **Resistance** cold 5**Speed** 20 feet, swim 40 feet**Melee** ♦ trident +12, **Damage** 1d8+6 piercing**Ranged** ♦ trident +9 (thrown 20 feet), **Damage** 1d8+5 piercing**Ranged** ♦ trident +9 (thrown 20 feet), **Damage** 1d8+5 piercing

From the Depths We Come! ♦ **Requirements:** The skum is in the water. **Effect:** The skum can jump to a space adjacent to an enemy within 30 feet of them and make a Strike.

Vault Door

Use a Slashing Gears Trap. The tiefling skeleton has 3 Lesser Healing Potions and an emerald necklace worth 5 gp per PC.

SLASHING GEARS TRAP

MECHANICAL | TRAP

Complexity Simple

Stealth DC 23 (trained)

Description A reinforced iron door blocks the path, alongside a complex combination lock. Inside it are several razor-sharp disks that lance out and saw and slice away at anyone wanting to force it open

Disable Thievery DC 21 (trained) to lodge the gears and stop them from spinning

AC 21, **Fort** +12, **Ref** +8

Hardness 11, HP 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

Slashing Gears ↘ (attack); **Trigger** A creature tries to force open the door or critically fails to unlock the lock. **Effect** Multiple gears lance out and saw away at the triggering creature

Melee slashing gears +19 (deadly 1d12), **Damage** 2d12+8 slashing; no multiple attack penalty

Reset The trap resets after 15 minutes.

THE GRAY VAULT

The Gray Vault still holds a Grim Trophy, an Aligned Oil (Holy), a +1 Fearsome Dagger, a +1 Disrupting Dagger, a Wand of Illusory Creature and 20 gp per PC in gold ingots, platinum coins and stolen jewelry. For each PC over four, the PCs will find platinum ingots worth 230 gp.

SHELLS AND PILLORIES

Use 2 Shell Sentinels. For each PC over four, add one Reefclaw.

SHELL SENTINEL

UNCOMMON | N | MEDIUM | CONSTRUCT

Perception +12**Skills** Athletics +16, Stealth +12 (+18 in water)**Str** +6, **Dex** +1, **Con** +5, **Int** -2, **Wis** +2, **Cha** +1**AC** 22; **Fort** +17, **Ref** +11, **Will** +14**HP** 120;**Speed** 20 feet, swim 20 feet

Melee ♦ talon +17 (reach 10 feet), **Damage** 2d8+10 bludgeoning plus Grab

Shell Storm ♦♦ The Sentinel makes a talon attack against all creatures within reach. Its multiple attack penalty increases only after all the attacks.

Ink Cloud ♦♦ **Frequency** once per minute **Effect** The Sentinel exudes a dark cloud of ink as long as its underwater, spreading as a 10 ft. aura. Creatures in the cloud other than the sentinel are blinded while in the area,

Fragile Frame none Whenever a shell sentinel is dealt a critical hit from a bludgeoning weapon or rolls a critical failure on a Reflex save, it must succeed at a DC 27 Fortitude save to resist being forced to disorporate. If it fails, a shell sentinel gains weakness 10 to bludgeoning damage for 2 rounds.

REEFCLAW**CREATURE 6**

N | MEDIUM | ANIMAL

Perception +7**Skills** Athletics +8, Stealth +7 (+11 in water)**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4**AC** 18; **Fort** +9, **Ref** +7, **Will** +5**HP** 30;**Speed** 20 feet, swim 25 feet**Melee** ♦ jaws +10, **Damage** 1d10+6 piercing plus Grab**Aquatic Ambush** ♦ 35 feet

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the Reefclaw.

SMUGGLER'S CAVE

Use 4 Skum Raiders and 2 Reefclaws. For each PC over four, add one Skum Raider.

OBSERVATION POST

Use 1 Ungol-Pah. For each PC over four, add one Skum Raider.

UNGOL-PAH**CREATURE 7**

UNIQUE	LE	MEDIUM	HUMANOID	AMPHIBIOUS
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Perception +17

Languages Alghollthu, Common

Skills Athletics +16, Deception +15, Intimidation +15, Occultism +16, Dismal Nitch Lore +14

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

AC 23; **Fort** +15, **Ref** +10, **Will** +16

HP 135;

Speed 30 feet

Melee ♦ trident +16, **Damage** 2d8+8 piercing

Primal Prepared Spells DC 26, attack +18; **4th** * weapon storm, hydraulic torrent, fly* **3rd** lightning bolt, earthbind, slow, stinking cloud **2nd** acid arrow, shrink, summon elemental, remove feat **1st** hydraulic push (x2), fear (x2) ** **Cantrips** 0 electric arc, detect magic, Ray of Frost, Acid Splash

Curse of the Depths ♦♦ Ungol-Pah conjures a curse against three targets within 60 feet of him. Creatures affected must make a DC 25 Fortitude save or lose the ability to breathe air and gain the ability to breathe water for 1 hour.

RIVER ACCESS

Use 1 Shurghosot, Drowning Devil. In the altar where Ungol-Pah made a pact with Shurghosot, the PCs will find a Wand of Fireball that deals cold damage instead of fire damage.

SHURGHOSOT, DROWNING DEVIL CREATURE 9

UNIQUE	LE	LARGE	FIEND	DEVIL
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Perception +17

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +18, Deception +19, Intimidation +21, Religion +15, Stealth +20

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

AC 29; **Fort** +20, **Ref** +15, **Will** +18

HP 146; **Resistance** physical 5 (except silver), poison 5; **Weakness** good 5; **Immunity** fire

Heavy Aura (aura, divine, incapacitation, transmutation) 10 feet. A creature that enters the heavy aura must attempt a DC 23 Will save. It is then temporarily immune for 10 minutes.

Success The creature is unaffected.

Failure The creature is encumbered while it remains in the area. If the creature is already encumbered, it is immobilized while it remains within the aura.

Critical Failure As failure, but the effect persists for 3 rounds after leaving the aura.

Speed 35 feet, fly 35 feet, swim 40 feet

Melee ♦ jaws +22, **Damage** 2d10+13 piercing

Melee ♦ claw +22 (agile reach 10 feet), **Damage** 2d6+13 slashing

Drown ♦♦ (conjuration, divine, incapacitation) The sargragon conjures murky water to fill the lungs of a creature that can't breathe water within 30 feet. The target must attempt a DC 28 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. 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.

Sargragon Poison none Sargragon Venom (poison) Saving Throw DC 28 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)

LOOT SUMMARY TABLE

Room	Magic Items Found	GP per PC	GP over 4
Public Excruciations	-	5	
Shrine of Saint Senex	2 Snapleafs	-	100
Drowned Sailor's Sanctum	+1 Striking Trident, +1 Chain Shirt, 1 Holy Prayer Beads	5	
Rescuing the Armigers	-	15	150
The Aulorian Estate	Cloak of Repute, 1 Emerald Grasshopper	-	
On the Slasher Trail	Alchemist's Goggles, 2 Invisibility Potions, 1 Demon Mask	-	
Guild Meeting Hall	-	10	
Lucullia's Chamber	1 Scroll of Raise Dead, 1 Serum of Sex Shift	5	
Private Rooms	-	15	
High Stakes Hall	Clandestine Cloak, Slippers of Spider Climbing, Moderate Rope of Climbing, Ring of Fire Resistance	5	100
Opium Den	-	5	
The Watcher in the Walls	-	5	
Master's Office	Moderate Healing Potion, Insistent Door Knocker	-	
Smuggler's Well	Gallow's Tooth, 2 Potions of Flying	-	

BALGORRAH

ITEM 8

UNIQUE NE NECROMANCY INTELLIGENT EVIL

Usage held in 1 hand; Bulk L

Perception +16; precise vision 30 feet, imprecise hearing 30 feet

Communication empathic

Skills Deception +15

Int +2, **Wis** +3, **Cha** +4

Will +13 (+17 against attempts to forbid it to cast Death Knell against a particular target)

This +1 striking wounding kukri has an exquisitely carved grip made out of human bone. Its blade is made of a dark iron and bears a blood-red, jagged rune.

Whenever you score a critical hit with Balgorrah against a target not immune to bleed damage, you gain temporary hit points equal to your level. Additionally, Balgorrah can perform the following activations using his three actions:

Activate ➤ command; **Effect** Balgorrah casts Death Knell against a valid target. (DC 24).

Room	Magic Items Found	GP per PC	GP over 4
Vault Door	-	-	5
The Gray Vault	Grim Trophy, 1 Aligned Oil (Holy), +1 Fearsome Dagger, +1 Disrupting Dagger and a Wand of Illusory Creature	20	230
River Access	Wand of Fireball (cold)	-	-





Illustration by Shen Fei

HR2E: DANCE OF THE DAMNED

Welcome to the third book of my Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. However, you will still need the original Adventure Paths for the amazing story, the compelling plot and its ever-interesting dungeons and maps.

REBELLION BOONS

Using the Revised Rebellion Rules provided in the primary GM's Guide, we list all boons to the Rebellion to hand out during this book:

PART 1: THE SILVER COUNCIL

- Allying the Rebellion with Lady Docur's School for Girls awards 1 Secrecy point.
- For each noble family that supports the Rebellion, it gains 1 point that the players can assign. Recruiting four families awards 1 extra.

PART 2: DEAD IN THE DEEP

- Securing an alliance with the Acisazi elves awards 2 Secrecy, Security and Loyalty Points.

PART 3: THE VYRE ACCORD

- Securing a partnership with Molly Mayapple while in Vyre awards the PCs 2 Secrecy Points, and securing support from Vyre awards the PCs 3 Secrecy and 3 Loyalty points.

PART 4: BREAKING THE MENADOR GAP

- Befriending and releasing the janni Zorumar awards the PCs 1 Loyalty Point when he flies down from the sky to gift them the carpet of flying.
- Destroying the Menador Keep awards the Rebellion 5 Security Points.

PART 5: THE RUBY MASQUERADE

- Recruiting Tayacet Tiora to the Rebellion awards 3 Secrecy Points.
- Restoring Shensen to flesh and recruiting her awards 4 Loyalty Points.
- Restoring Jilia Bainilus to her former self awards 4 Loyalty Points.
- Surviving the Ruby Masquare with less than half of the attendees alive awards 2 Loyalty Points. Surviving with half or more awards 4 Loyalty Points, but surviving with all attendees alive awards 8 Loyalty Points (very unlikely).

ENCOUNTER & TREASURE REPLACEMENT

The best resource provided by this guide is the encounter and treasure replacement. These assume a Milestone progression (as laid out in the original books), a medium-to-hard difficulty, and party wealth to be in-line with the suggested values in the Core Rulebook. The guidelines are based on the Hell's Rebels Bestiary for Pathfinder 2nd Edition. Finally, this guide is meant to be flexible and account for parties composed of four to six characters.

PART 1: THE SILVER COUNCIL

No modification need be made besides DC adjustment. Lady Docur's gifts are 2 well-embroidered Cloaks of Elvenkind, a Jade Bauble, a Greater Comprehension Elixir and silver statuettes worth 10gp per PC.

PART 2: DEAD IN THE DEEP

ARRIVAL IN ACISAZI

Use the stats for Nerrean Aeelamna and Sesskeress.

SESSKERESS

CREATURE 7

UNIQUE **N** **LARGE** **ANIMAL**

Perception +11

Skills Athletics +12

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

Animal Companion Sesskeress is the Animal Companion of Nerrean Aeelamna, and as such cannot act without his commands in combat.

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

HP 62;

Speed swim 40 feet

Melee ♦ jaws +13, **Damage** 1d8+11 piercing

Fight in my Terrain! ♦ Sesskeress attempts to grab a creature that's adjacent to water. If it succeeds, it may immediately drag it 30 feet into the water and attempt a Strike.

NERREAN AEELAMNA

CREATURE 7

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

Perception +17

Skills Medicine +15, Nature +17, Stealth +17, Survival +17, Dismal Nitch Lore +13

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

Amphibious Combatant Nerrean ignores the effects of difficult terrain from water or algae. He can sneak through water without the need to attempt a Stealth check as long as he moves no more than 5 feet at a time and is not within 10 feet of an enemy at any point during their movement.

AC 25; Fort +15, Ref +17, Will +15

HP 115;

Speed 25 feet

Melee ♦ shortsword +18 (agile, finesse, versatile S), **Damage** 1d6+9 piercing

Ranged ♦ composite longbow +18 (deadly 1d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Hunt Prey ♦ Nerrean designates a single creature he can see and hear as their prey. He gains a +2 circumstance bonus to Perception check to Seek the prey and to Survival checks to Track the prey. The first time he hits the designated prey in a round, he deals an additional 1d8 precision damage. He also ignores the penalty for making ranged attacks within their second range increment. These effects last until he uses Hunt Prey again

Command Sesskeress ♦ Nerrean allows Sesskeress to use two actions.

WRECK OF THE MISTRUNNER

Use 4 Draugr. For each PC over four, add 1 Draugr. Inside the Mistrunner, the PCs will find a +1 Frost Greataxe, a Swift Block Cabochon, a sack of pearls worth 3 gp per PC, and a well-preserved spyglass worth 2gp per PC.

THE DROWNED EYE

Use 1 Zombie Shark. For each PC over four, add 1 Draugr.

DRAUGR**CREATURE 4**

NE	MEDIUM	UNDEAD	SKELETON
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Perception +12**Skills** Acrobatics +12, Arcana +12, Intimidation +11**Str** +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1**AC** 23; **Fort** +11, **Ref** +14, **Will** +10

HP 55 (negative healing); **Resistance** cold 5, electricity 5, fire 5, piercing 5, slashing 5; **Immunity** death effects, disease, paralyzed, poison, unconscious

Speed 25 feet, 25 feet swim

Melee ♦ greataxe +14 (versatile P), **Damage** 1d12+6 slashing plus nausea

Melee ♦ claw +14 (agile), **Damage** 1d6+8 slashing plus nausea

Nausea A creature struck by a Draugr must make a DC 18 Fortitude save or become clumsy 1 (multiple Draugr's Náusea effects stack).

ZOMBIE SHARK**CREATURE 8**

N	HUGE	ANIMAL	AQUATIC
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Perception +18**Skills** Athletics +19, Stealth +17, Survival +14**Str** +8, **Dex** +2, **Con** +5, **Int** -4, **Wis** +3, **Cha** -2**AC** 25; **Fort** +19, **Ref** +14, **Will** +15

HP 220 (negative healing); **Weakness** positive 10, slashing 10; **Immunity** death effects, disease, mental, paralyzed, poison, unconscious

Speed swim 60 feet

Melee ♦ jaws +20 (reach 10 feet), **Damage** 2d12+8 piercing plus Improved Grab

Melee ♦ tail +20 (agile reach 15 feet), **Damage** 2d8+8 piercing plus Push 15 feet

THE SOCKET

Use 1 Draugr Captain and 2 Draugr. For each PC over four, add 1 Draugr.

DRAUGR CAPTAIN**CREATURE 6**

UNCOMMON	NE	MEDIUM	UNDEAD	SKELETON
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Perception +14**Skills** Acrobatics +14, Arcana +14, Intimidation +13**Str** +7, **Dex** +2, **Con** +4, **Int** -5, **Wis** +2, **Cha** +2**AC** 23; **Fort** +13, **Ref** +13, **Will** +11

HP 85 (negative healing); **Resistance** cold 5, electricity 5, fire 5, piercing 5, slashing 5; **Immunity** death effects, disease, paralyzed, poison, unconscious

Attack of Opportunity ↗**Speed** 25 feet, 25 feet swim

Melee ♦ greataxe +18 (versatile P), **Damage** 1d12+11 slashing plus nausea

Lead the Charge! ♦ The captain Strides and makes a greataxe Strike with a +4 circumstance bonus to damage. If the strike hits, it automatically Shoves the target 10 feet.

Nausea A creature struck by a Draugr must make a DC 18 Fortitude save or become clumsy 1 (multiple Draugr's Náusea effects stack).



MENOTHEGURO'S DOMAIN

Use 1 Menotheguro. For each PC over four, add 1 Draugr. The aboleth is wearing a pair of Bracers of Armor I, a Ring of Wizardry I and has a Potion of Quickness in his stash, along with treasures from the deep, including gold chests, crowns and silver cups, all worth 10 gp per PC. For each PC over four, the party finds adamantine viking helmets with inlaid gems worth 380 gp.

PART 3: THE VYRE ACCORD

No modification need be made besides DC adjustment.

**MENOTHEGURO****CREATURE 9**

LE **HUGE** **ABERRATION** **AQUATIC**

Perception +21

Languages Aklo, Alghollthu, Aquan, Common, Undercommon

Skills Arcana +20, Diplomacy +19, Intimidation +19, Occultism +20

Str +5, **Dex** +1, **Con** +6, **Int** +3, **Wis** +5, **Cha** +4

Mucus Cloud (aura, disease) 5 feet. While underwater, Menotheguro exudes a cloud of transparent slime. An air-breathing creature adjacent to him must succeed at a DC 29 Fortitude save each round or lose the ability to breathe air but gain the ability to breathe water for 3 hours.

AC 27; **Fort** +19, **Ref** +14, **Will** +20

HP 175;

Speed 10 feet, swim 60 feet

Melee ♦ tentacle +20 (agile magical reach 15 feet), **Damage** 2d8+14 bludgeoning plus slime

Occult Innate Spells DC 29, attack +19; **7th** * project image* (at will), eclipse burst (x2) ** **6th** dominate (x3), vampiric exsanguination (x2) ** **5th** black tentacles (x2) ** **4th** hallucinatory terrain (at will) ** **3rd** hypnotic pattern (at will) **

Slime (curse, occult, virulent) Saving Throw **Fortitude** DC 29; **Stage 1** no ill effect (1 round); **Stage 2** the victim's skin softens, inflicting drained 1 (1 round); **Stage 3** the victim's skin transforms into a clear, slimy membrane, inflicting drained 2 until the curse ends; every hour this membrane remains dry, the creature's drained condition increases by 1 (permanent). A remove disease spell can counteract this curse, but immunity to disease offers no protection against it.

PART 4: BREAKING THE MENADOR GAP

GUARDROOMS

Use 6 Menador Soldiers. For each PC over four, add 1 more.

MENADOR SOLDIER

CREATURE 4

LE MEDIUM HUMANOID HUMAN

Perception +10

Skills Athletics +13, Diplomacy +8, Intimidation +11, Society +7, Customs Lore +9

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

Items Steel Shield (HP 20, BT 10, Hardness 5), Warhammer, Heavy Crossbow

AC 23; **Fort** +12, **Ref** +8, **Will** +10

HP 35;

Raise Shield **Trigger** The Soldier is targeted by an attack **Effect** The soldier gains a +2 circumstance bonus to AC until the start of their next turn.

Unbreakable Formation none When adjacent to another Menador Soldier, a soldier may Raise his Shield as a Free action instead of a Reaction.

Speed 25 feet

Melee warhammer +15 (shove), **Damage** 1d8+9 bludgeoning

Ranged heavy crossbow +12 (range 120 ft, reload 2), **Damage** 1d10 piercing

Shield Bash once per round; **Effect** The Menador Soldier makes an Athletics check vs the target's **Fortitude** DC. If it succeeds, the creature is treated as flat-footed against attacks made by Menador Soldiers until the start of this Soldier's next turn.

Defensive Reload The Menador Soldier takes cover and performs an Interact action to reload their heavy crossbow.

STORAGE AREA

Inside, the PCs can find well-made weapons made for captains and sergeants, worth 10 gp per PC in total, along with a Potion of Flying.

COMMON ROOM

Use 2 Menador Soldiers.

ARMORY

Here the PCs can find ceremonial armor of top-ranking soldiers worth 10 gp per PC. One of the armors is a +1 Resilient Full Plate. On its left there is a duelist's beacon, and on its right, a Spiritsight Crossbow.

SLITHERING COURT

SLITHERING TRACKER

CREATURE 6

N SMALL Ooze

Perception +18

Skills Athletics +16, Stealth +19, Survival +14

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

AC 22; **Fort** +18, **Ref** +15, **Will** +12

HP 100; **Immunity** mind-affecting effects

Speed 10 feet

Melee slam +18, **Damage** 2d6+9 plus grab

Blood Drain (requirements: target is grappled) The Slithering Tracker drains blood from the grappled target. This deals 2d8 damage and the Tracker gains temporary hit points equal to the damage dealt. A creature that has its blood drained by a Slithering tracker is drained 1 until it receives healing (of any kind or amount)

Anesthetizing Slime Any creature that is hit by a slithering tracker's slam attack must succeed on a DC 23 Fortitude save or suffer the following effects

Critical Success: No effect

Success: Stunned 1

Failure: Paralyzed for 1 round.

Critical Failure: Paralyzed for 1d4 rounds. At the end of each of its turns the affected creature can make a new **Fortitude** Save to end the effect.



KITCHEN

Use 1 Zorumar.

ZORUMAR**CREATURE 6**

UNIQUE	CG	MEDIUM	ELEMENTAL	AIR	GENIE
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Perception +15

Skills Acrobatics +16, Athletics +13, Arcana +13, Crafting +11, Deception +13, Diplomacy +15, Society +11, Stealth +14

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

AC 24; **Fort** +11, **Ref** +16, **Will** +12

HP 91; **Resistance** mental 5, sonic 5; **Immunity** acid

Whirlwind (air, arcane, aura, evocation) 20 feet. All squares in the djinni's aura are difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune.

Speed 25 feet, fly 40 feet

Melee ♦ scimitar +17 (forceful +1 reach 10 feet sweep), **Damage** 1d6+12 slashing

Melee ♦ fist +18 (agile finesse magical nonlethal reach 10 feet), **Damage** 1d4+12 bludgeoning

Ranged ♦ crashing wind +18 (air, arcane, evocation, range increment 20 feet), **Damage** 1d8+8 bludgeoning

Hurricane Blast ♦ (air, arcane, evocation) **Frequency** Once per round. **Effect** Zorumar evokes strong magical winds to push his foes back. This functions like Gust of Wind, except that the area of the spell can be two 30-ft lines.

EMISSARY'S TORTURE GALLERY

Use 1 Elulae. For each PC over four, add two Menador Soldiers. Around her gallery are patches of skin that can be used as 2 Scrolls of Spell Immunity.

**ELULAE****CREATURE 10**

UNIQUE	LE	MEDIUM	FIEND	DEVIL
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Perception +18

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +21, Crafting +18, Deception +23, Diplomacy +19, Intimidation +23, Religion +20, Stealth +21

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

Items 100 feet of erinys-hair rope, breastplate, longsword, +1 striking composite longbow (60 arrows)

AC 31; **Fort** +21, **Ref** +23, **Will** +20

HP 120; **Weakness** good 5; **Immunity** fire

Speed 25 feet, fly 40 feet

Melee ♦ flaming longsword +23 (evil, fire, magical, versatile P), **Damage** 1d8+12 slashing plus 1d6 evil and 1d6 fire

Melee ♦ flaming +composite (deadly 1d10, evil, fire, magical, range, increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+8 piercing plus 1d6 evil and 1d6 fire

Ranged ♦ rope +19 (magical, range increment 30 feet), **Damage** rope snare

Infernal Blessing ♦ **Frequency:** once per round **Effect**

Elulae blesses a willing creature with the power of the Nine Hells. The creature takes 10 points of fire damage, but deals an additional 1d6 points of fire damage on each of its attacks for 1 minute.

Flames of Fury none Any weapon Elulae holds gains the effects of a flaming rune while they hold it.

Furious Fusilade ♦♦♦ Elulae hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of Elulae's multiple attack penalty.

Rope Snare Elulae 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 Elulae'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 30), the detached segment of rope withers away into useless black sludge.

BATTLEMENTS

Use 4 Menador Soldiers. For each PC over four, add two more.

GUARD QUARTERS

Use 4 Menador Soldiers. For each PC over four, add two more. One of the guards is saving an Armbands of Athleticism he stole from Lucian.

WAR ROOM

Inside the PCs will find a dagger scabbard with red garnets in a pentagram pattern worth 5 gp per PC.

LUCIAN'S CHAMBERS

Use 1 Lucian Thrune. For each PC over four, add 1 Menador Soldier. Inside Lucian's Room, the PCs will find noble outfits worth 10gp per PC, casks of brandy worth 10gp per PC, a scent worth 15gp per PC. For each PC over four, the party finds a silver cup that dates back to Aroden's era - family heirlooms of Lucian's family, worth 400gp.

Lucian is also wielding a +1 Fire lance and a +1 Extending Lance, and has forgotten to put on a Backfire Mantle and his Brooch of Inspiration - both of these items are of no use to him, so he does not like wearing them at all times.

LUCIAN THRUNE**CREATURE 10**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +20

Languages Common, Infernal

Skills Deception +22, Diplomacy +22, Nature +22

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

Lion's Call Lucian can rally his allies into a magnificent display of tactics. All allies within 60 feet of him gain the bravery class feature (as per fighter) and a +2 status bonus on attack rolls for 10 rounds.

Items +1 Flaming Lance, +1 Extending Lance

AC 30; **Fort** +23, **Ref** +17, **Will** +20

HP 175;

Attack of Opportunity ↗

Speed 25 feet

Melee ♦ flaming lance +23 (fire), **Damage** 2d8+13 slashing plus 1d6 fire

Cavalier's Charge ♦♦ With a quick sprint, Lucian Strides twice. If he ends his movement within melee reach of at least one enemy, he can make a melee Strike against that enemy with a +2 to hit. He may do so when riding a mount, using any of the mount's movements.

Challenge ♦ Lucian's melee attacks deal +7 extra damage whenever the attacks are made against the target of his challenge. He also gets a +2 circumstance bonus to AC against attacks from the challenged target.

Follow me! ♦ Lucian grants all allies within 30' the Distracting Charge ability for 7 rounds. Distracting Charge: When an ally takes the cavalier's charge action you get +1 to attack the target of the charge.

TREASURY GUARDIAN

Use 1 Azmagort, Host Devil. If there's over four PCs, add one War-Trained Hellhound.

AZMAGORT**CREATURE 8**

LE	MEDIUM	FIEND	DEVIL
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Perception +18

Skills Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17

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

AC 27; **Fort** +19, **Ref** +17, **Will** +16

HP 120 ; **Weakness** good 5; **Immunity** fire

Speed 25 feet, fly 40 feet

Melee ♦ flaming +ranseur (evil fire magical versatile P), **Damage** 1d10+8 slashing plus 1d6 evil and 1d6 fire

Melee ♦ claw+19 [+15/+11] (evil fire magical versatile P), **Damage** 1d8+8 slashing plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 26, attack +16; **5th dimension door** **4th** * dimension door* (at will), divine wrath, retributive pain **3rd** fear (at will) ** **2nd** illusory disguise (at will), illusory object **Constant** (6th) true seeing

Noxious Breath ♦♦ The host devil exhales a breath that reeks of pure corruption in a 30-foot cone. Creatures in the area must make a DC 26 Fortitude save or be sickened 2. Creatures that succeed are immune to this Host Devil's Noxious breath for 24 hours.

TREASURY TRAP

Use The Footslasher Blade trap. Inside the chest, the PCs will find the payroll of the whole fort, totalling 3gp per PC, an ivory fan worth 2 gp per PC, a glass flask worth 5gp per PC. For each PC over four, the PCs find a pillbox made out solid gold, filled with Qadiran cigars worth 400gp.

WYVERN PEN

Use 1 Zailosorn. If there's over four PCs, add 40 to Zailosorn's hit points.

ZAILOSORN**CREATURE 8**

UNIQUE NE LARGE DRAGON

Perception +17**Skills** Acrobatics +18, Athletics +19, Stealth +16**Str** +5, **Dex** +2, **Con** +4, **Int** -2, **Wis** +3, **Cha** +0**AC** 28; **Fort** +20, **Ref** +16, **Will** +17**HP** 155; **Immunity** paralyzed, unconscious**Attack of Opportunity** ↳

Savage ↳ A creature grabbed by the wyvern critically fails a skill check to Escape. **Effect** The wyvern makes a stinger Strike against the triggering creature.

Speed 20 feet, fly 60 feet**Melee** ♦ fangs +21, **Damage** 2d12+9 piercing**Melee** ♦ claw +21, **Damage** 2d8+9 slashing plus Grab**Melee** ♦ stinger +19 (agile reach 10 feet), **Damage** 2d6+9 piercing plus wyvern venom

Powerful Dive ♦ Zailosorn 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 Zailosorn can either automatically Grab the target or knock it prone.

Punishing Momentum Requirements Zailosorn grabbed a creature this turn using Powerful Dive. **Effect** Zailosorn 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, Zailosorn can Strike the creature with its stinger with a +2 circumstance bonus.

Wyvern Poison (poison) Saving Throw **Fortitude** DC 22; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage (1 round); **Stage 2** 6d6 poison damage (1 round); **Stage 3** 8d6 poison damage (1 round)

FORGOTTEN GUARDIANS

Use 2 Sentinels of Torag.

SENTINEL OF TORAG**CREATURE 7**

RARE N HUGE CONSTRUCT MINDLESS

Perception +13**Skills** Athletics +17**Str** +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5**AC** 26; **Fort** +17, **Ref** +10, **Will** +9

HP 100 (Hardness 10); **Immunity** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, a sentinel has **Hardness**. This **Hardness** reduces any damage it takes by an amount equal to the **Hardness**. Once a sentinel statue 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 22.

Speed 30 feet**Melee** ♦ mountain hammer +19 (magical), **Damage** 2d12+6 bludgeoning**Ranged** ♦ spectral anvil +13 (magical, range increment 80 feet), **Damage** 5d6+6 lawful plus anvil mark (see Strike the Anvil)

Strike the Anvil ♦ The sentinel conjures an ethereal hammer to strike a creature that has an anvil mark. The target takes 3d8 lawful damage and loses the mark.



THE BELLOWS OF TORAG

Use the Bellows of Torag. Clearing the trap through a Religion check also makes a Belt of the Five Kings raise from a hidden platform.

BELLOWS OF TORAG

HAZARD 9

TRAP **EVOCATION** **MAGIC** **SONIC**

Complexity Simple

Stealth DC 26 (expert)

Description Runes are carved above the door, while the door itself bears the carved face of a scowling dwarven man.

Disable Religion DC 30 (Expert) to offer a convincing prayer to Torag, unlocking the door and disabling the trap. A devout worshipper of Torag automatically succeeds this check.

The Bells of Torag ↳ Trigger A creature tries to Force Open the door. **Effect** The face lets out a sonic blast, dealing $4d10+20$ sonic damage to all creatures in the corridor (DC 32 basic Reflex save). On a **Critical Failure**, the target is also Frightened 2.

Reset The Bellows of Torag reset immediately after triggering.



ANVIL OF UNMAKING

Use 2 Legion Archons. If there's over four PCs, add one more.

LEGION ARCHON

CREATURE 8

LG **MEDIUM** **CELESTIAL** **ARCHON**

Perception +17

Skills Acrobatics +15, Athletics +16, Deception +18, Diplomacy +18, Religion +15, Survival +16

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

AC 29; Fort +19, Ref +13, Will +17

HP 100; Resistance fire 15; Weakness evil 10

Retributive Strike ↳ A legion archon can also make a Retributive Strike by throwing its flame of justice.

Speed 30 feet, fly 60 feet

Melee ♦ flame of justice +18 (magical, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and 1d6 good

Ranged ♦ flame of justice +15 (magical, range increment 30 feet, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and 1d6 good

Flame of Justice If disarmed or thrown, the flame of justice vanishes after landing or dealing damage and reappears in the legion archon's hands again instantly. On a critical hit, the fire damage from the flame of justice deals maximum damage (6 on the d6) before being doubled for the critical hit, and the target takes 1d10 persistent fire damage.

PART 5: THE RUBY MASQUERADE

LONE CREATURES

Nox (Broken), Tayacet Tiora, Cizmekris, Osyluth Berzerker, Erinyes Lieutenant, Jilia Bainilus (Vampire), Nessian Warhound. Cizmekris is holding a +1 Grievous Weapon.

NOX (BROKEN)

CREATURE 10

UNIQUE **LE** **MEDIUM** **HUMANOID** **FIEND**

Perception +18

Skills Athletics +25, Intimidation +23

Str +7, Dex +2, Con +5, Int -2, Wis +2, Cha -5

AC 31; Fort +23, Ref +16, Will +18

HP 175 (regeneration 20 (good)); **Resistance** fire 20; **Weakness** good 10

Attack of Opportunity ↗

Speed 30 feet

Melee ♦ striking glaive +24 (magical reach 10 feet versatile P), **Damage** 3d8+13 slashing

Halberd Swing! ♦ Nox makes a wide, arcing swing. She makes a melee Strike and compares the attack roll to the AC of up to three foes; each within her reach and adjacent to each other. She rolls damage once and applies it to each creature hit. This strike deals an additional 1d6 evil damage and counts as one attack for Nox's multiple attack penalty.

Baleful Gaze none Any creature that ends their turn within 60 feet of Nox must succeed at a DC 24 Fortitude save or be drained 1, stupified 1 and enfeebled 1. This condition stacks with itself, to a maximum of 5 for all conditions.

TAYACET TIORA

CREATURE 6

UNIQUE **N** **MEDIUM** **HUMANOID** **HUMAN**

Perception +17

Skills Deception +15, Diplomacy +13, Intimidation +15, Society +12, Stealth +14, Survival +12, Underworld Lore +16

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

AC 23; Fort +11, Ref +17, Will +14

HP 90;

Speed 25 feet

Melee ♦ rapier +16 (deadly 1d8 disarm finesse magical), **Damage** 1d6+7 piercing

Ranged ♦ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Hidden Blade ♦ **Frequency** once per round; **Effect**

Tayacet draws a weapon and then Strikes with it. The target of the Strike is flat-footed against the attack

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



CIZMEKRIS**CREATURE 11**

UNIQUE	LE	LARGE	FIEND	DEVIL
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Perception +19**Skills** Arcana +18, Deception +19, Diplomacy +19, Intimidation +21, Religion +15, Stealth +20**Str** +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +2, **Cha** +4**AC** 30; **Fort** +23, **Ref** +20, **Will** +17**HP** 176; **Weakness** good 10; **Immunity** fire**Speed** 35 feet, fly 30 feet**Melee** ♦ greater striking mace +22, **Damage** 3d8+11 piercing**Melee** ♦ claw +22 (agile reach 10 feet), **Damage** 2d6+13 slashing**Melee** ♦ stinger +23 (reach 15 feet), **Damage** 1d10+13 piercing plus bone devil venom**Ranged** ♦ bone shard +22 (range increment 30 feet), **Damage** 2d6+10 piercing**Divine Innate Spells** DC 27, attack +17; **5th dimension door, phantom pain** **4th** * dimension door* (at will), dimensional anchor (x2), discern lies **3rd** invisibility (at will; self only) ****Tail Sweep** ♦ Cizmekris sweeps its tail in a 15-foot cone. Each creature in the cone must succeed at a DC 28 Reflex save or be knocked prone.**Bone Devil Venom** (poison) Saving Throw DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage, enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage, enfeebled 2, and the creature takes a -4 status penalty to Will saves against attempts to Coerce it (1 hour)**Quick Invisibility** Cizmekris can cast invisibility on himself using only 1 action.**Sadistic Strike** Cizmekris deals an extra 2d6 damage whenever it hits an creature that has the enfeebled, frightened, or prone condition with any of his Strikes.**Domain Spells** (Focus Pool: 2) **Domain:** Tyranny. Cizmekris can cast Commanding Lash or Touch of Obedience by spending 1 Focus Point.**OSYLUTH BERZERKER****CREATURE 10**

UNCOMMON	LE	LARGE	FIEND	DEVIL
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Perception +19**Skills** Arcana +18, Deception +19, Intimidation +21, Religion +15, Stealth +20**Str** +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +2, **Cha** +4**AC** 30; **Fort** +23, **Ref** +20, **Will** +17**HP** 176; **Resistance** physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** fire**Speed** 35 feet, fly 30 feet**Melee** ♦ jaws +22, **Damage** 2d10+11 piercing**Melee** ♦ claw +22 (agile reach 10 feet), **Damage** 2d6+13 slashing**Melee** ♦ stinger +23 (reach 15 feet), **Damage** 1d10+13 piercing plus bone devil venom**Ranged** ♦ bone shard +22 (range increment 30 feet), **Damage** 2d6+10 piercing**Divine Innate Spells** DC 27, attack +17; **5th dimension door, phantom pain** **4th** dimension door (at will), dimensional anchor (x2), discern lies **2nd** invisibility (at will; self only) ****Tail Sweep** ♦ The bone devil sweeps its tail in a 15-foot cone. Each creature in the cone must succeed at a DC 28 Reflex save or be knocked prone.**Bone Devil Venom** (poison) Saving Throw DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage, enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage, enfeebled 2, and the creature takes a -4 status penalty to Will saves against attempts to Coerce it (1 hour)**Quick Invisibility** The bone devil can cast invisibility on itself using only 1 action.**Sadistic Strike** A bone devil deals an extra 2d6 damage whenever it hits an creature that has the enfeebled, frightened, or prone condition with any of its Strikes.

ERINYES LIEUTENANT**CREATURE 9**

LE	MEDIUM	FIEND	DEVIL
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Perception +16**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +19, Crafting +16, Deception +21, Diplomacy +17, Intimidation +21, Religion +18, Stealth +19**Str** +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +6**Items** 100 feet of erinys-hair rope, breastplate, longsword, +1 striking composite longbow (60 arrows)**AC** 29; **Fort** +19, **Ref** +21, **Will** +18**HP** 90; **Resistance** physical 5 (except silver), poison 10; **Weakness** good 5; **Immunity** fire**Speed** 25 feet, fly 40 feet**Melee** ♦ flaming longsword +21 (evil, fire, magical, versatile P), **Damage** 1d8+10 slashing plus 1d6 evil and 1d6 fire**Melee** ♦ flaming +composite (deadly 1d10, evil, fire, magical, range, increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 evil and 1d6 fire**Ranged** ♦ rope +17 (magical, range increment 30 feet), **Damage** rope snare**Divine Innate Spells** DC 28, attack +18; **5th dimension door** **4th dimension door** (at will), **divine wrath**, **retributive pain** **3rd fear** (at will); **2nd illusory disguise** (at will), **illusory object** **Constant** true seeing**Flames of Fury** none Any weapon an erinys holds gains the effects of a flaming rune while they hold it.**Furious Fusilade** ♦♦♦ The erinys hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinyes multiple attack penalty.**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 28), the detached segment of rope withers away into useless black sludge.**JILIA BAINILUS (VAMPIRE)****CREATURE 10**

UNIQUE	CE	MEDIUM	UNDEAD	VAMPIRE
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Perception +22**Languages** Common, Necril**Skills** Acrobatics +19, Athletics +18, Arcana +23, Deception +22, Diplomacy +22, Intimidation +24, Society +21, Stealth +24**Str** +6, **Dex** +4, **Con** +1, **Int** +6, **Wis** +4, **Cha** +5**Children of the Night (divine, enchantment, mental)****AC** 29; **Fort** +17, **Ref** +20, **Will** +22**HP** 145 (coffin restoration, fast healing 10, negative healing); **Weakness** vampire weaknesses;**Immunity** death effects, disease, paralyze, poison, sleep**Speed** 25 feet, climb 25 feet**Melee** ♦ claw +20 (agile), **Damage** 2d8+11 slashing plus Grab**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +19 for 2d8+11 piercing.**Dominate** ♦ (divine, enchantment, incapacitation, mental, visual) DC 28**Drink Blood** ♦ (divine, necromancy) When Drinking Blood, Jilia regains 10 HP.**Turn to Mist** ♦ (concentrate, divine, transmutation)

Jilia turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. Jilia loses fast healing while in gaseous form. She can remain in this form indefinitely.

Create Spawn If a creature dies after being reduced to 0 HP by Drink Blood, Jilia can turn this victim into a vampire by donating some of its own blood to the victim and burying the victim in earth for 3 nights. If the new vampire is lower level than its creator, it is under the creator's control. If Jilia controls too many spawn at once (as determined by the GM), strong-willed spawn can free themselves by succeeding at a **Will** saving throw against the vampire's **Will** DC.**Drain Bonded Item** ♦ **Frequency** Once per day.**Requirements** Jilia hasn't acted yet on this turn.**Effect** Jilia expends the power stored in its signet ring. This gives her the ability to cast one prepared spell it had already previously cast today, without spending a spell slot. She must still Cast the Spell and meet the spell's other requirements.**Steady Spellcasting** If another creature's reaction would disrupt Jilia's spellcasting action, she attempts a DC 15 flat check. If she succeeds, its action isn't disrupted.

NESSIAN WARHOUND**CREATURE 10**

LE	LARGE	FIEND	BEAST	FIRE
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Perception +21**Languages** Infernal (can't speak any language)**Skills** Acrobatics +20, Athletics +21, Stealth +20, Survival +22 (24 to Track)**Str** +6, **Dex** +5, **Con** +5, **Int** -2, **Wis** +4, **Cha** -2**AC** 30; **Fort** +23, **Ref** +21, **Will** +18**HP** 180; **Weakness** cold 10; **Immunity** fire**Speed** 40 feet**Melee** ♦ jaws +23 (magical), **Damage** 2d8+8 piercing plus 1d6 evil and 2d6 fire**Breath Weapon** ♦ (divine, evocation, fire) The warhound breathes flames that deal 10d6 fire damage to all creatures in a 15-foot cone (DC 30 basic Reflex save.) The warhound can't use Breath Weapon again for 1d4 rounds. If the Nessian warhound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.**SKINSAW ASSASSINS**

Use 4 Skinsaw Cultists. For each PC over four, add one.

**SKINSAW CULTIST****CREATURE 7**

UNCOMMON	NE	MEDIUM	HUMANOID	HUMAN
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Perception +17**Languages** Common**Skills** Deception +15, Diplomacy +13, Intimidation +15, Society +12, Stealth +14, Survival +12, Norgorber Lore +15**Str** +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +4**AC** 23; **Fort** +11, **Ref** +17, **Will** +14**HP** 80;**Speed** 25 feet**Melee** ♦ kukri +16 (deadly 1d8 disarm finesse magical), **Damage** 1d6+7 piercing**Ranged** ♦ kukri +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing**Divine Prepared Spells** DC 22, attack +14; **2nd** harm (x3, d10s) ** **1st** illusory disguise (x3) ****Hidden Blade** ♦ **Frequency** once per round; **Effect** The cultist draws a weapon and then Strikes with it. The target of the Strike is flat-footed against the attack**Sneak Attack** The cultist deals an extra 1d6 precision damage to flat-footed creatures.**Channel Smite** ♦ **Frequency** once per day **Trigger** A living creature within 20 feet of you dies, or an undead creature within 20 feet of you is destroyed. **Effect:** The cultist expends a prepared harm spell and makes a melee Strike. Instead of the normal effect of the spell, its negative damage is added to the Strike's damage.**Death's Call** ♦ **Frequency** once per day **Trigger** A living creature within 20 feet of you dies, or an undead creature within 20 feet of you is destroyed. **Effect:** The cultist gains temporary Hit Points equal to the triggering creature's level plus 4. If the triggering creature was undead, double the number of temporary Hit Points they gain.**BARBAZU FORCES**

Use 4 Barbazu Skirmishers. For each PC over four, add one.

BARBAZU SKIRMISHER**CREATURE 6**

UNCOMMON	LE	MEDIUM	FIEND	DEVIL
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Perception +15**Skills** Acrobatics +13, Athletics +15, Intimidation +11, Religion +13, Stealth +13**Str** +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1**AC** 24; **Fort** +17, **Ref** +13, **Will** +13**HP** 85; **Immunity** fire**Attack of Opportunity** ↗**Speed** 35 feet**Melee** ♦ glaive +17 (deadly 1d8 evil forceful magical reach 10 feet), **Damage** 1d8+9 slashing plus 2d6 evil and infernal wound**Melee** ♦ claw +17 (agile evil magical), **Damage** 2d6+9 slashing plus 1d6 evil**Melee** ♦ beard +17 (magical), **Damage** 1d6+9 piercing plus Avernal fever**Divine Innate Spells** DC 21, attack +11; **5th dimension door** **4th dimension door** (at will) ****Wriggling Beard** ♦ **Frequency** once per round. **Effect**

The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

Infernal Wound The barbazu's glaive Strikes also deal 1d6 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 25 counteract check or the magic fails to heal the creature.

Reposition ↗ **Trigger** The barbazu hits a creature with a glaive Strike. **Effect** The barbazu moves the creature 5 feet in any direction. The destination square must be within reach of his glaive. This movement doesn't trigger reactions.

Avernal Fever none (disease) Saving Throw DC 25 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

HELLHOUNDS

Use 4 War-Trained Hellhounds. For each PC over four, add one.

WAR-TRAINED HELLHOUND**CREATURE 5**

LE	MEDIUM	FIEND	BEAST	FIRE
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Perception +12**Languages** Infernal (can't speak any language)**Skills** Acrobatics +10, Athletics +12, Stealth +9, Survival +10 (+12 to Track)**Str** +5, **Dex** +1, **Con** +3, **Int** -1, **Wis** +3, **Cha** +0**AC** 22; **Fort** +12, **Ref** +10, **Will** +10**HP** 75; **Weakness** cold 10; **Immunity** fire, paralyzed, unconscious**Attack of Opportunity** ↗**Speed** 40 feet**Melee** ♦ jaws +14 (magical), **Damage** 1d8+4 piercing plus 1d8 evil and 1d8 fire**Ranged** ♦ firebolt +14 (fire), **Damage** 6d6 fire damage**Firebolt Barrage** ♦♦ The hellhound makes three firebolt Strikes.

Breath Weapon ♦♦ (divine, evocation, fire) The hellhound breathes flames that deal 6d6 fire damage to all creatures in a 15-foot cone (DC 22 basic Reflex save). Mephiry can't use her Breath Weapon again for 1d6 rounds. If Mephiry would take fire damage or be targeted by a fire effect, its Breath Weapon recharges

COCKATRICES

Use 2 Furious Cockatrices. If there's more than four PCs, add one.

FURIOUS COCKATRICE**CREATURE 5****HAZARD 5**

UNCOMMON N SMALL BEAST

Perception +12**Skills** Acrobatics +15**Str** -2, **Dex** +4, **Con** +1, **Int** -3, **Wis** +1, **Cha** -1**AC** 23; **Fort** +12, **Ref** +15, **Will** +10**HP** 75; **Immunity** calcification**Speed** 20 feet, fly 40 feet**Melee** ♦ beak +17 (finesse magical), **Damage** 1d8+2 piercing plus calcification**Rage** ♦ The cockatrice enters a primal rage. It gains a +6 morale bonus to damage rolls, but takes a -2 penalty to AC.

Calcification (incapacitation, primal, transmutation) A peck from a cockatrice hardens the flesh of the creature struck. The target must succeed at a DC 24 Fortitude save or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase the slowed condition. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified. Every 24 hours after it was petrified, the victim can attempt a DC 24 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified, but can try again in 24 hours. On a critical failure, the petrification is permanent, and the creature can't attempt any more saves.

DOTTARI GUARDS

Use Menador Soldiers stats, representing Elite Dottari. Instead of the Glyph of Warding, use 1 Fireball Rune Trap.

FIREBALL RUNE TRAP

EVOCATION FIRE MAGICAL TRAP

Complexity Simple**Stealth** DC 24 (expert)**Description** An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.**Disable** Thievery DC 22 (expert) to erase the rune without triggering the sensor, or dispel magic (3rd level; counteract DC 20) to counteract the rune

Fireball ♦ (arcane, evocation, fire); **Trigger** A living creature enters the sensor area. **Effect** The rune detonates a fireball centered on the triggering creature's square. This is a 3rd-level fireball spell that deals 6d6 fire damage (DC 22 basic Reflex save).

BOARD ROOM

The hidden stash holds bonds to different Kintargan properties worth 10 gp per PC.

ARCHIVES

A hidden book detailing a long-forgotten play is worth 10 gp per PC.

COSTUME STORAGE

The fine costumes are sold for 10 gp per PC in total, and the PCs can find 2 Lucky Rabbit's Foot inside one of the costume's pockets.

THE VAULT

The Vault holds three different stashes: a minor stash composed of three major healing potions and a pair of Eyes of the Eagle, left by the previous Silver Ravens. The second holds all the documents from the Many-Steps Monastery and has a Greater Choker of Elocution, along with the endless documents worth 20gp per PC, a stone of weight, a cloak of immolation, a ring of truth and finally a bag of weasels. The final stash has all the savings the Silver Ravens had left, totaling 60gp per PC. Jilia's only item in the stash is the legendary rapier, Reprisal (see below). For each PC over four, add 400gp to the final stash's total.

JACKDAW'S CRYPT

Jackdaw's previous belongings total up to 20 gp per PC, mainly from the offerings made by other Silver Ravens throughout the years.

LOOT SUMMARY TABLE

Room	Magic Items Found	GP per PC	GP per PC over 4
The Silver Council	2 Cloak of Elvenkind, 1 Jade Bauble, 1 Greater Comprehension Elixir	10	
Wreck of the Mistrunner	+1 Frost Greataxe, 1 Swift Block Cabochon,	5	
Menotheguro's Domain	Bracers of Armor I, 1 Ring of Wizardry I, 1 Potion of Quickness	10	380
Storage Area	Potion of Flying	10	
Armory	+1 Resilient Full Plate, Duelist's Beacon, Spiritsight Crossbow	10	
Emissary's Torture Gallery	2 Scrolls of Spell Immunity	-	
Guard Quarters	Armbands of Athleticism	-	
War Room	-	5	
Lucian's Chambers	+1 Flaming Lance, +1 Extending Lance, Greater Backfire Mantle, Brooch of Inspiration	35	400
Treasury Trap	-	10	400
The Bellows of Torag	Belt of the Five Kings	-	
Board Room	-	10	
Archives	-	10	
Costume Storage	2 Lucky Rabbit's Foot	10	
The Vault	3 major healing potions, 1 Eyes of the Eagle, 1 Greater Choker of Elocution, 1 stone of weight, a cloak of immolation, a ring of truth, 1 bag of weasels, Reprisal	100	400



REPRISAL

ARTIFACT 10

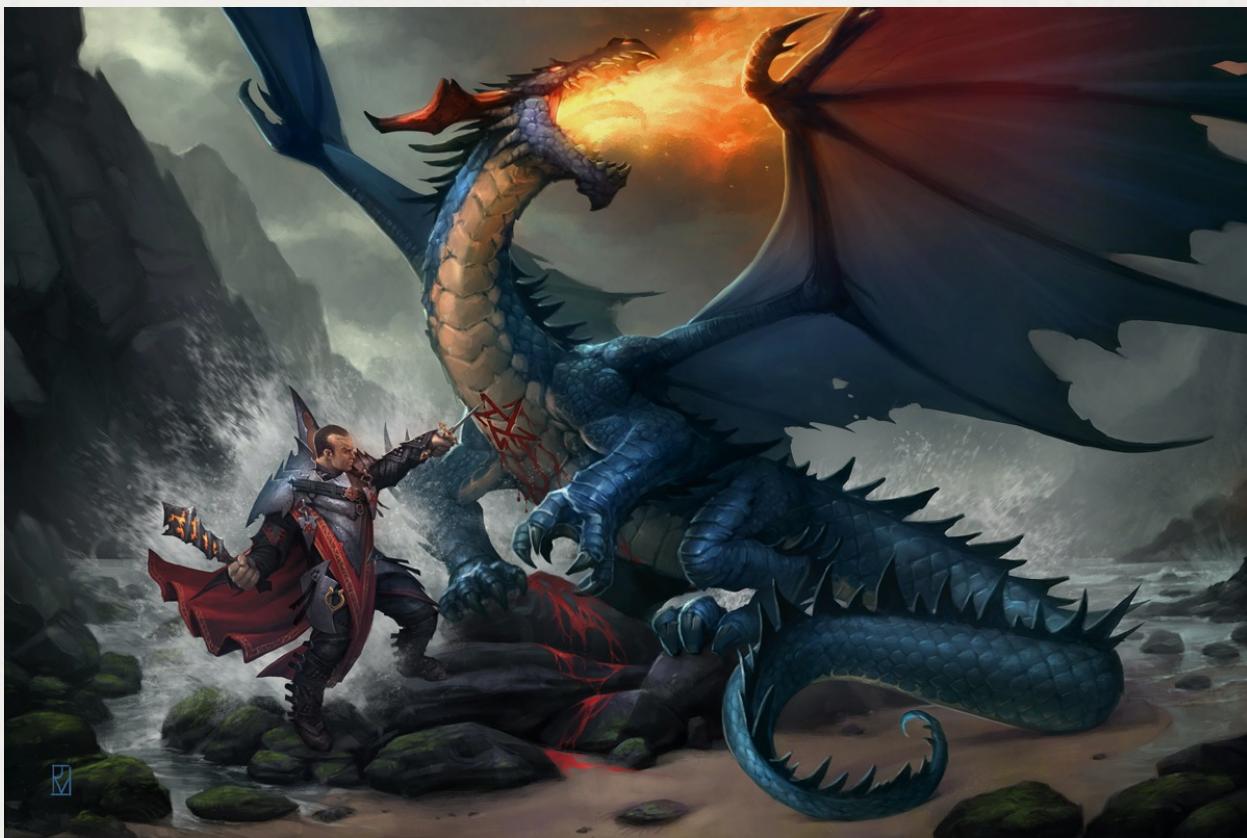
UNIQUE ABJURATION ARTIFACT EVOCATION DIVINE

Usage held in 1 hand; Bulk 1

Reprisal is an unusually well-balanced and responsive +2 striking rapier. You can use your Dexterity modifier in place of your **Strength** modifier for damage rolls when making Strikes with this rapier.

Activate ♦ command; **Trigger** You critically succeed at an attack roll against a Fiend with the weapon;

Effect Reprisal gains the Holy rune, and its wielder gains a +1 circumstance bonus to all saving throws against the spells and abilities of Fiends for 1 minute, or until Reprisal is sheathed, disarmed, or dropped.



Illustrations by Jaime Martinez

HR2E: A SONG OF SILVER

Welcome to the fourth book of my Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. However, you will still need the original Adventure Paths for the amazing story, the compelling plot and its ever-interesting dungeons and maps.

REBELLION BOONS

From this point forward, the PCs can no longer earn Loyalty, Secrecy or Security points. As per the adventure's text, Barzillai pulls whatever forces he can muster to raise his Authority Points back up to 100 (though this number may change based on Previous Victories, as detailed in the book). Emphasize that Barzillai has been forced to pull all favors left, leaving himself in an awful standing with the Thrunes, and that these new Authority Points are much more fragile than the previous ones. After raising his points back up to 100, follow the Adventure's guidelines to reduce them back down, emphasizing how every ally and connection Barzillai has caves in and falls on top of him.

ENCOUNTER & TREASURE REPLACEMENT

The best resource provided by this guide is the encounter and treasure replacement. These assume a Milestone progression (as laid out in the original books), a medium-to-hard difficulty, and party wealth to be in-line with the suggested values in the Core Rulebook. The guidelines are based on the Hell's Rebels Bestiary for Pathfinder 2nd Edition. Finally, this guide is meant to be flexible and account for parties composed of four to six characters.

PART 1: THE RAVENS RISE

No modification need be made besides DC adjustment.

PART 2: STREETS OF BLOOD

DEFENDING THE HIDEOUT

Use 1 Tombus Regegious and 1 Dottari Troop (reflavored to be a CCG Thug Troop). For each PC above four, add one more troop. Tombus is wearing a Necklace of Fireballs IV and is wielding two Adamantine Scimitars (Standard Grade). The CCG Thugs' combined resources, which include striking runes they pooled resources for, can be sold for 25 gp per PC.



TOMBUS REGREGIOUS

CREATURE 11

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

Perception +20

Languages Common, Infernal

Skills Acrobatics +16, Athletics +16, Deception +21, Intimidation +23, Religion +21, Society +16

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

AC 30; Fort +19, Ref +19, Will +24

HP 145;

Speed 25 feet

Melee ♦ scimitar +21 (magical versatile P), **Damage** 2d6+8 bludgeoning plus 1d6 fire damage

Divine Spontaneous Spells DC 30, attack +20; **5th** banishment, command, crushing despair, heal, summon fiend (4 slots) ** **4th** air walk, dimensional anchor, discern lies, suggestion (4 slots) ** **3rd** blindness, crisis of faith, enthrall, fear (4 slots) ** **2nd** darkvision, detect alignment, faerie fire, flaming sphere (4 slots) ** **1st** darkvision, detect alignment, faerie fire, flaming sphere (4 slots) ** **Cantrips (5th)** detect magic, forbidding ward, light, produce flame, shield, sigil

Bladed Dash ♦ **Frequency** once per round **Effect**

Tombus Strides and makes a Strike against two adjacent creatures. His multiple attack penalty is only calculated after these attacks resolve.

Bloody Cleave ♦ **Trigger** Tombus' melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature. **Effect** Tombus swings clear through one foe and into another. He can make a melee Strike against the second foe.

For Cheliax! ♦ **Requirements** Tombus and his allies are about to roll initiative. **Effect** Tombus and his allies gain a +2 circumstance bonus to their initiative.

DOTTARI TROOP**CREATURE 8****CREATURE 9**

LE	GARGANTUAN	HUMANOID	TROOP
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UNIQUE	N	LARGE	OOZE
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Perception +18**Languages** Common**Skills** Athletics +16, Intimidation +11, Kintargo +9**Str** +6, **Dex** +1, **Con** +4, **Int** -5, **Wis** +3, **Cha** -5**AC** 28; **Fort** +20, **Ref** +20, **Will** +15**HP** 115; **Weakness** area damage 10, splash damage 10**Troop Defenses** none**Speed** 25 feet; troop movement**Get this Rebel On The Ground!** none

❖ to ❖ Frequency once per round; **Effect** The dottari engage in a coordinated melee attack against each enemy within 10 feet, with a DC 26 basic Reflex save. The damage depends on the number of actions.

❖ 4d6 bludgeoning damage

❖ 6d6 bludgeoning damage

❖ 8d6 bludgeoning damage

Disarm The Rebel! ❖

❖ to ❖ Frequency once per round; **Effect** The dottari engage in a coordinated disarm attempt against each enemy within 10 feet. The bonus to the Athletics check depends on the number of actions.

❖ No bonus.

❖ +2 circumstance bonus

❖ +4 circumstance bonus

Form Up ❖

Troop Movement none Whenever the dottari Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the guards enters difficult terrain, the extra movement cost applies to all the guards.

Rebel Chasers none Dottari ignore difficult terrain (but not greater difficult terrain) caused by crowds or from movement through narrow spaces such as alleyways.

TAINTED RESERVOIR

Use 1 Erubdiya and 2 Ochre Jellies. For each PC above four, add one more Ochre Jelly. Whatever jewelry Erubdiya has is destroyed as she bursts into acid.

ERUBDIYA**CREATURE 9**

UNIQUE	N	LARGE	OOZE
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Perception +18**Languages** Common, Infernal**Skills** Acrobatics +18, Athletics +16, Deception +17, Intimidation +19, Occultism +20, Stealth +20**Str** +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +5**AC** 28; **Fort** +15, **Ref** +20, **Will** +18**HP** 160;**Speed** 25 feet, climb 25 feet

Melee ♦ fangs +19 (agile finesse), **Damage** 2d8+9 piercing plus spirit naga venom

Occult Spontaneous Spells DC 20, attack +28; **5th** black tentacles, sending, subconscious suggestion (3 slots) ** **4th** clairvoyance, confusion, fly, modify memory (4 slots) ** **3rd** dream message, mind reading, paralyze, vampiric touch (4 slots) ** **2nd** blur, humanoid form, mirror image, telekinetic maneuver (4 slots) ** **1st** charm, command, grim tendrils, unseen servant (4 slots) ** **Cantrips (5th)** daze, detect magic, mage hand, read aura, sigil

Spit ♦ Erubdiya makes an attack with a +20 bonus against a creature within 30 feet of it in order to entangle them. A target struck with the goo has its Speed reduced by 15 feet. A creature can end the effect by spending a total of 3 Interact actions to carefully remove the sticky substance.

Slime Naga Venom (poison) Saving Throw DC 28;

Maximum Duration 6 rounds; **Stage 1** 2d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and stupefied 2 (1 round)

OCHRE JELLY**CREATURE 7**

N	LARGE	OOZE	MINDLESS
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Perception +11**Skills** Athletics +17**Str +4, Dex -5, Con +6, Int -5, Wis +0, Cha -5****AC 16; Fort +19, Ref +8, Will +11****HP 180; Immunity** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet**Melee** ♦ pseudopod +19, **Damage** 1d8+11 bludgeoning plus 2d4 acid and Grab**Constrict** ♦ 1d8+7 bludgeoning plus 1d4 acid, DC 23**Ochre Acid** An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.**SHENSEN'S BEDROOM**

Use 1 Strea Vestori. Strea is carrying a family heirloom which she gifts to the PCs if return to her senses, worth 25 gp per PC.

STREA VESTORI**CREATURE 9**

UNIQUE	CN	MEDIUM	HUMANOID	HUMAN
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Perception +18**Languages** Common**Skills****Str +3, Dex +5, Con +2, Int +2, Wis +2, Cha +0**

Items +1 striking composite shortbow (20 arrows), +1 rapier, invisibility potion, giant centipede venom (3), leather armor, lesser darkvision elixir, simple injury poison (8 doses, 2d4 poison damage)

AC 28; Fort +14, Ref +21, Will +16**HP 145;**

Nimble Dodge ♦ **Trigger** Strea is targeted with a melee or ranged attack by an attacker they can see; **Effect** Strea gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet**Melee** ♦ rapier +20 (deadly 1d8 disarm finesse magical), **Damage** 1d6+10 piercing**Poison Weapon** ♦ **Requirements** Strea is wielding a piercing or slashing weapon and has a free hand;**Effect** Strea applies a poison to the weapon.**Sneak Attack** The assassin deals an extra 2d6 precision damage to flat-footed creatures.**CORRUPTED CHAPEL**

Use 1 Natsiel and 2 Fiendish Green Hags, adding one more hag for each PC over four. Inside the chapel, the PCs will find Natsiel's Serrating Rune and a Moderate Sturdy Shield left behind by a Dawnflower cultist. The combined holy texts and paraphernalia in this chapel can be sold to the Church of Shelyn for 25 gp per PC.

NATSIEL**CREATURE 11**

LE	MEDIUM	FIEND	DEMON
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Perception +20**Languages** Common, Infernal**Skills** Acrobatics +22, Deception +24, Diplomacy +26, Intimidation +24, Religion +21, Society +21, Stealth +20**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +3, **Cha** +7**AC** 30; **Fort** +19, **Ref** +19, **Will** +24**HP** 145; **Weakness** cold iron 5, good 5

Seductive Presence (aura, charm, emotion, mental) 10 feet. Any creature in the aura that could be sexually attracted to Natsiel takes a -2 circumstance penalty to checks and DCs to oppose her mental spells, Deception, and Diplomacy.

Speed 25 feet

Melee ♦ longsword +21 (magical versatile P), **Damage** 2d6+8 bludgeoning plus 1d6 fire damage

Divine Spontaneous Spells DC 30, attack +20; **6th** Dominate 5th banishment, command, crushing despair, heal, summon fiend (4 slots) ** **4th** air walk, dimensional anchor, discern lies, suggestion (4 slots) ** **3rd** blindness, crisis of faith, enthrall, fear (4 slots) ** **2nd** darkvision, detect alignment, faerie fire, flaming sphere (4 slots) ** **1st** bane, charm, command, ray of enfeeblement (4 slots) ** **Cantrips** (**6th**) detect magic, forbidding ward, light, produce flame, shield, sigil

Passionate Kiss ♦ **Frequency** Once per round. **Effect** The succubus engages a creature they have grabbed in an embrace or other act of passion to drain its vital essence. The kiss makes the creature drained 1 or increases its drained condition by 1, to a maximum of 4. The creature takes 3d6 negative damage and the succubus regains Hit Points equal to the damage dealt. The target must succeed at a DC 26 Will save or be affected by a suggestion to submit to more actions of passion rather than trying to Escape.

Embrace ♦ Natsiel attempts to Grapple a creature using her Diplomacy bonus instead of Athletics. If the creature is willing, she grapples it automatically.

CREATURE 11**FIENDISH GREEN HAG**

UNCOMMON	NE	MEDIUM	FIEND	HAG
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Perception +18**Languages** Abyssal, Aklo, Celestial, Common, Infernal**Skills** Arcana +18, Deception +18, Diplomacy +18, Intimidation +18, Occultism +20, Religion +20**Str** +5, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +3

Coven The green hag adds dominate, nightmare, scrying, and spellwrack to her coven's spells.

AC 28; **Fort** +19, **Ref** +17, **Will** +18

HP 170; **Resistance** mental 10; **Weakness** cold iron 10; **Immunity** sleep

Speed 25 feet, climb 25 feet

Melee ♦ jaws +20 (magical), **Damage** 2d8+8 piercing plus 1d6 evil and Abyssal plague

Melee ♦ claw +20 (agile magical), **Damage** 2d10+8 slashing plus 1d6 evil

Occult Innate Spells DC 28, attack +18; **9th** bind soul (at will; from heartstone), ethereal jaunt (at will; from heartstone) ** **8th** dream council; **5th** * nightmare, shadow blast* (x2, from heartstone) ** **3rd** dream message (at will), magic missile (at will) ** **2nd** invisibility (at will) ** **1st** ray of enfeeblement (at will), sleep (at will) ** **Constant** (3rd) detect magic; (2nd) detect alignment (all alignments simultaneously)

Abyssal Plague (disease) A creature can't recover from drained until abyssal plague is cured. Saving Throw DC 28 Fortitude; **Stage 1** Drained 1 (1 day); **Stage 2** Drained increases by 2 (1 day)

Change Shape ♦ The green hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning).

Spell Ambush A creature flat-footed to the green hag takes a -2 circumstance penalty to checks and DCs to defend against her spells.

CONFRONTING THE WITCH

Use 1 Tiarise Izoni, 2 Invisible Stalkers and 1 Inquisitor Troop. For each PC above four, add one more Troop. On Tiarise's body, the PCs will find her Greater Hat of the Magi, a Collar of Empathy, a Greater Pendant of the Occult, a set of Druid's Vestments and a Greater Staff of Conjunction, along with diamond rings and earrings worth 75gp. Kelaxiax himself seems to have on his person an old antique crown worth 75gp, which he stole a long time ago. For each PC over four, Kelaxiax seems to have

TIARISE IZONI**CREATURE 11**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +19

Skills Acrobatics +16, Arcana +22, Deception +15, Diplomacy +13, Intimidation +13, Medicine +17, Nature +17, Occultism +22

Str +0, Dex +3, Con +3, Int +5, Wis +4, Cha +0**AC 27; Fort +19, Ref +19, Will +20****HP** 118;**Counterspell** ↳**Speed** 25 feet**Occult Prepared Spells** DC 30, attack +20; **6th**

Disintegrate, Chain Lightning **5th** * Black Tentacles, Impaling Strike, Cloudkill* **4th** Dimension Door, Spell Immunity, Vampiric Maiden **3rd** ireball, Lightning Bolt, Slow **2nd** Blood Vendetta (x3) ** **1st** Magic Missile (x2), True Strike **Cantrips (6th)** telekinetic projectile

Witch Hexes none 6th Cackle, Phase Familiar, Needle of Vengeance, Curse of Death

KELAXIAX**CREATURE -**

UNIQUE	LE	MEDIUM	FIEND
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Languages Common, Infernal**Skills****Str -1, Dex +4, Con +0, Int +1, Wis +2, Cha +2****AC 27; Fort +19, Ref +19, Will +20****HP 55; Resistance** fire, acid, poison 5**Speed** 25 feet, fly 25 feet

Familiar Abilities none Darkvision, Flier, Manual Dexterity, **Resistances** x2, Skilled, Speech, Touch Telepathy

Infernal Temptation ↳ **Frequency** Once per day **Effect**

Kelaxiax offers Tiarise a boon of good luck. If she dies within the next hour, her soul will travel to Hell where it is bound for eternity. Once during that hour, Tiarise can roll an attack roll or save twice and use the higher result.

Witch Hexes none Focus Points: Shares with Tiarise (6th) Needle of Vengeance

INVISIBLE STALKER**CREATURE 6**

N	MEDIUM	ELEMENTAL	AIR
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Perception +14

Skills Acrobatics +14, Stealth +16, Survival +13 (+17 to track)

Str +3, Dex +6, Con +3, Int -2, Wis +2, Cha +0**AC 24; Fort +12, Ref +16, Will +9****HP 55; Immunity** bleed, paralyzed, poison, sleep

Naturally Invisible none The invisible stalker is invisible at all times, though when it takes a hostile action of any kind, it is hidden instead of undetected until the start of its next turn, as the vague outline of its humanoid form is faintly visible for a short period of time.

Speed 25 feet, fly 25 feet

Melee ↳ fist +16 (agile finesse), **Damage** 1d10+3 bludgeoning

Sneak Attack The invisible stalker deals 2d6 extra precision damage to flat-footed creatures.

Swift Tracker The invisible stalker moves at full Speed while Tracking.

INQUISITOR TROOP**CREATURE 10**

LE	GARGANTUAN	HUMANOID	HUMAN	TROOP
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Perception +18**Skills** Athletics +16, Intimidation +11, Religion +18**Str** +6, **Dex** +1, **Con** +4, **Int** -5, **Wis** +3, **Cha** -5**AC** 28; **Fort** +19, **Ref** +19, **Will** +14**HP** 115; **Weakness** area damage 10, splash damage 10**Troop Defenses** none**Speed** 25 feet; troop movement**Get The Heathens!** ♦

♦ to ♦♦ Frequency once per round; **Effect** The inquisitors engage in a coordinated melee attack against each enemy within 10 feet, with a DC 26 basic Reflex save. The damage depends on the number of actions.

♦ 4d6 bludgeoning damage

♦♦ 6d6 bludgeoning damage

♦♦♦ 8d6 bludgeoning damage

For The Prince of Darkness! ♦ The troop infuses their weapons with unholy fire. Any attacks made during this round deal an extra 2d6 points of fire damage.**Our Wounds mean Nothing!** ♦ (manipulate) The inquisitors heal for 3d8+10 points of damage.**Form Up!** ♦

Troop Movement none Whenever the dottari Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the guards enters difficult terrain, the extra movement cost applies to all the guards.

CULTIST ATTACK

Use 4 Skinsaw Cultists, adding one more for each PC over four.

CULTIST ATTACK

Use 1 Jorogumo. For each PC over four, add one Skinsaw Cultist.

JOROGUMO**CREATURE 12**

UNCOMMON	CE	MEDIUM	FIEND	HUMANOID
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Perception +24**Languages** Common**Skills** Acrobatics +24, Athletics +25, Arcana +23, Deception +27, Diplomacy +27, Nature +24, Stealth +26**Str** +8, **Dex** +5, **Con** +5, **Int** +4, **Wis** +5, **Cha** +8**AC** 32; **Fort** +19, **Ref** +23, **Will** +21**HP** 200 (regeneration 15 [deactivated by cold iron]);**Weakness** cold iron 15; **Immunity** poison**Speed** 40 feet, fly 40 feet, climb 40 feet

Melee ♦ bite +25 (agile evil magical reach 10 feet), **Damage** 2d8+14 piercing plus 2d6 poison and paralyzing venom

Ranged ♦ web projectile +23 (poison, evil, magical, range increment 60 feet), **Damage** 2d10+10 poison and paralyzing venom

Occult Innate Spells DC 31, attack +21; **7th** mask of terror, spirit blast **6th** vampiric exsanguination (x3)

** **4th** charm (x3), darkness, gaseous form, solid fog**2nd** invisibility (at will, self only) **

Paralyzing Venom On a critical hit with a bite or a hit with a web projectile, the target creature must attempt a DC 31 Fortitude save.

Critical Success The creature is unaffected.**Success** The creature is slowed 1 for 1 round.**Failure** The creature is slowed 2 for 1 round.**Critical Failure** The creature is slowed 3 for 1 round.**FINAL ASSAULT**

Use 1 Hei-Fen and 4 Skinsaw Cultists, adding one more for each PC over four. Hei-Fen's robes have a rune of Greater Invisibility, and she is currently wearing a Miter of Communion. She also has a copy of the Poisoner's Handbook, which can be smuggled for 100gp per PC. For each PC over four, the party finds a ceremonial Minkain Kunai worth 1050gp.

HEI-FEN**CREATURE 12**

UNIQUE	LE	MEDIUM	HUMANOID	RATFOLK
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Perception +22**Skills****Str** -1, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +1**Items** +2 Greater Striking Shortsword, +2 Greater Resilient Chain Shirt**AC** 31; **Fort** +21, **Ref** +24, **Will** +21**HP** 162;**Clever Gambit** ↳ **Trigger:** Hei-Fen critically hits a creature she has identified with Recall Knowledge**Effect:** Hei-Fen Steps or Strides**Opportune Backstab** ↳ **Trigger:** A creature within Hei Fen's reach is hit by a melee attack from one of her allies **Effect** Hei-Fen makes a Strike against the triggering creature.**Speed** 30 feet**Melee** ♦ +2 greater striking shortsword +23 (magical), **Damage** 3d6+3 slashing**Predictable!** ♦ Hei-Fen rolls Perception against a target's Deception DC.**Critical Success**, she gains a +2 circumstance bonus to AC and to her next saving throw against the creature.**Success** As per crit success, but the bonus is instead +1.**Sneak Attack** Hei-Fen deals an extra 3d6 points of precision damage against creatures that are flat-footed. On the first round of combat, creatures that haven't acted are flat-footed to Hei-Fen.**Light Step** Hei-Fen ignores difficult terrain when Striding or Stepping.**Deny Advantage** Hei-Fen is not flat-footed to hidden, undetected or flanking creatures of level 12 or lower.**Debilitating Strike** ♦ **Trigger** Hei-Fen's Strike hits a flat-footed creature and deals damage.**Effect** Hei-Fen can choose one of the following effects:

- Make the creature enfeebled 1
- Impose a -10 foot penalty to its Speeds.
- The target can't flank other creatures, and can't provide flanking

The target doesn't gain a bonus to AC for raising a shield, and Taking Cover only grants a +2 bonus instead of +4.

-The target takes 3d6 persistent bleed damage.

The chosen effect lasts until the end of Hei-Fen's next turn.

CONFRONTING THE DOTTARI

Use 1 Vanasses Trex, 2 Dottari Captains and 3 Dottari Troops. For each PC over four, add one Dottari Troop. Vanasses' Horse, Thunderscar, is wearing a Barding of the Zephyr, whilst one of the captains is wielding a Horn of Blasting. The combined resources the Dottari are wielding in Bleakbridge, which include mostly +1 striking runes can be sold off for 25 gp per PC.

VANASSES TREX**CREATURE 11**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +21**Languages** Common, Infernal**Skills** Athletics +22, Intimidation +21**Str** +5, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +5**AC** 34; **Fort** +22, **Ref** +20, **Will** +19**HP** 188;**Attack of Opportunity** ↳**Defend Mount** ↳ **Trigger:** An enemy attacks Thunderscar **Effect:** Vanasses uses her own AC against the triggering attack. If the attack hits, Vanasses takes the effects instead of Thunderscar.**Shield Block** ↳ **Trigger** Vanasses is hit by an attack **Effect:** Reduce the incoming damage by 6 and apply it to both Vanasses and her shield. If the shield accumulates 12 damage, it is broken and Vansses can no longer use this reaction.**Speed** 25 feet**Melee** ♦ lance +23 (magical versatile P), **Damage** 3d8+7 piercing**Ranged** ♦ longbow +24 (magical, versatile P), **Damage** 2d8+5 piercing**Exacting Strike** ♦ (Press) Vanasses makes a strike. It gains the following failure effect:**Failure** The attack does not count towards her MAP.**Debilitating Shot** ♦ (Flourish) Vanasses makes a ranged weapon strike. If it hits and deals damage, the target is slowed 1 until the end of its next turn,**Cavalier's Banner** none Vanasses and all of her allies within 30 feet of her gains a +1 bonus to Will saves and DCs against fear effects. If the banner is destroyed, removed, or Vanasses falls, allies within 30 feet become frightened 1.

THUNDERSCAR**CREATURE 11**

UNIQUE **N** **LARGE** **BEAST**

Skills

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

AC 30; Fort +20, Ref +20, Will +19

HP 128;

Speed 35 feet

Melee ♦ hoof +20, **Damage** 2d6+9+1d6 lightning

Support ♦ If Thunderscar has moved at least 10 feet before using this action, Vanasses gains a +6 bonus to her next Lance strike.

Gallop ♦ Thunderscar strides 100 feet.

DOTTARI CAPTAIN**CREATURE 8**

UNCOMMON **LE** **MEDIUM** **HUMANOID** **HUMAN**

Perception +16

Skills Athletics +13, Crafting +15, Diplomacy +14, Intimidation +16, Society +15, Architecture +15, Bureaucracy +19

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

AC 26; Fort +14, Ref +14, Will +17

HP 135;

Speed 25 feet

Melee ♦ light hammer +16 (agile), **Damage** 2d6+5 bludgeoning

Ranged ♦ light hammer + (agile, magical, thrown 20 feet), **Damage** 2d6+5 bludgeoning

Ranged ♦ light hammer +14 [+10/+6] (agile, magical, thrown 20 feet), **Damage** 2d6+5 bludgeoning

Call To Action ♦ The captain gives a speech to inspire themselves and all allies within 60 feet, granting them a +1 status bonus to attack and damage rolls until the start of the guildmaster's next turn.

Sworn Duty While within a barracks or presiding over Dottari business, the captain gains a +2 circumstance bonus to weapon attack rolls and deals an additional 2d6 damage on a successful weapon attack.

KINTARGO KEEP DEFENDERS

Use 1 Kyrre Ekodyre and 6 Hellknights of the Rack. For each PC over four, add one more. Kyrre wields a Silver Longsword (Standard-Grade), a Floating Shield and an Oathbow she prefers not to use. The hellknights are wearing runes and minor magic items worth a total of 25gp per PC.

KYRRE EKODYRE**CREATURE 12**

UNIQUE **N** **MEDIUM** **HUMANOID** **HUMAN**

Perception +21

Skills Athletics +19, Crafting +14, Intimidation +18, Performance +14, Religion +17

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

Items +2 Greater Striking Axiomatic Longsword, +2 Greater Resilient Hellknight Plate

AC 34; Fort +24, Ref +22, Will +21

HP 188; Resistance electricity 10, mental 8, slashing 8

Reactive Shield ♦ **Trigger** Kyrre is hit with a melee Strike **Effect** Kyrre raises her shield

Battle Cry ♦ When Kyrre rolls initiative, she may demoralize a creature she can see.

Attack of Opportunity ♦

Shield Block ♦ Sturdy Shield (32 HP; Hardness 8; BT 16)

Speed 25 feet

Melee ♦ +2 greating striking shortsword +25 (magical), **Damage** 3d8+8 plus 1d6 lawful damage.

On a critical success deal 25 damage instead of rolling.

Exacting Strike ♦ (Press) Kyrre makes a Strike which gains the following failure effect:

Demoralize ♦ Kyrre tries to demoralize a creature, ignoring language barriers. If the creature is of a level lower than 12, the target is fleeing for 1 round. While that creature is frightened, Kyrre gains a +1 status bonus to saves against that creature's abilities.

Blade of Law ♦ Kyrre makes a strike against a creature. If the target is chaotic, add 2d8 physical or lawful damage.

HELLKNIGHT OF THE RACK**CREATURE 8****CREATURE 13**

LE	MEDIUM	HUMANOID	HUMAN
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Perception +16**Skills****Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3**AC** 31; **Fort** +20, **Ref** +16, **Will** +17**HP** 105;**Destructive Vengeance** ↳ (divine, necromancy)

Trigger An enemy within 15 feet damages the hellknight; **Effect** The hellknight increases the amount of damage they take by 2d6 and deals 2d6 damage to the triggering enemy, choosing evil or negative damage. In addition, the hellknight deals 2 extra damage of the chosen type with their Strikes against the triggering creature until the end of the hellknight's next turn.

Speed 20 feet**Melee** ♦ greataxe +21 (sweep), **Damage** 1d12+16 slashing**Ranged** ♦ javelin +18 (thrown 30 feet), **Damage** 1d6+16 piercing**Divine Devotion Spells** DC 26, attack +; **3rd** touch of corruption

Intimidating Strike ♦♦ The hellknight makes a melee Strike. If they hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

CONFRONTING THE FIRST WARDEN

Use 1 First Warden. For each PC over four, add one Hellknight of the Rack.

THE FIRST WARDEN

UNIQUE	CE	MEDIUM	UNDEAD
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Perception +20**Languages** Abyssal, Aklo, Common, Draconic, Elven, Infernal, Necril, Undercommon**Skills** Acrobatics +28, Athletics +22, Deception +17, Diplomacy +19, Religion +22, Stealth +20**Str** +4, **Dex** +4, **Con** +4, **Int** +6, **Wis** +4, **Cha** +3**AC** 33; **Fort** +19, **Ref** +23, **Will** +25**HP** 210 (negative healing, rejuvenation);**Resistance** cold 10, physical 10 (except magic bludgeoning); **Immunity** death effects, disease, paralyzed, poison, unconscious

Frightful Presence none (aura, emotion, fear, mental) 60 feet, DC 31

Counterspell ↳ **Trigger** A creature casts a spell the warden has prepared. **Effect** The warden expends a prepared spell to counter the triggering creature's casting of that same spell. The warden loses its spell slot as if it had cast the triggering spell. The warden then attempts to counteract the triggering spell.

Drain Phylactery ♦ **Frequency** once per day; **Effect**

The warden taps into its phylactery's power to cast any arcane spell up to the highest level the warden can cast, even if the spell being cast is not one of the lich's prepared spells. The warden's phylactery doesn't need to be present for the warden to use this ability.

Speed 25 feet**Melee** ♦ mace +26, **Damage** 4d8 negative plus paralyzing touch

Divine Prepared Spells Spells DC 38, attack +28; **6th** blade barrier (x2), vampiric exsanguination **5th** abyssal plague, flame strike (x2), wall of flesh **4th** dimensional anchor, dispel magic, vampiric maiden, fly **3rd** blindness, locate, harm (x2) ** **2nd** false life, mirror image, resist energy, see invisibility **1st** fleet step, ray of enfeeblement (x2), true strike **Cantrips** (**7th**) divine lance

Paralyzing Touch none (arcane, curse, incapacitation, necromancy) A creature damaged by the warden's mace Strike must succeed at a DC 32 Fortitude save. The creature becomes paralyzed for 1 round on a failure. On a critical failure, the creature is paralyzed permanently, falls prone, and seems dead. A DC 25 Medicine check reveals the victim is alive.

Steady Spellcasting none If a reaction would disrupt the warden's spellcasting action, the warden attempts a DC 15 flat check. On a success, the action isn't disrupted.

DRAGONSLAYERS

Use 1 Rivozair. Rivozair is currently wielding +2 Greater Striking Handwraps of Mighty Blows and has a Greater Staff of Transmutation for special missions. He is also wearing a Bag of Holding Type 3, where he regrettably keeps all of his hoard. If the PCs empty out the contents of the bag, they will find antique treasure - gold chests, diamonds and other gems, and even whole solid-gold altars. These treasures are all worth a total of 200gp per PC. He also holds the Book of Infinite Spells. For each PC over four, the Book contains deeds for Chelaxian properties worth 1500gp.

RIVOZAIR**CREATURE 14**

UNIQUE	LE	HUGE	DRAGON	ELECTRICITY	FIEND
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Perception +26 darkvision**Languages** Auran, Common, Draconic, Jotun**Skills** Acrobatics +22, Arcana +25, Deception +26, Intimidation +24, Society +23, Stealth +20, Survival +22**Str +6, Dex +3, Con +4, Int +4, Wis +3, Cha +5****AC** 34; **Fort** +24, **Ref** +23, **Will** +23**HP** 260; **Immunity** electricity, paralyzed, sleep**Frightful Presence** none (aura, emotion, fear, mental) 90 feet, DC 32**Wing Deflection** **Trigger** Rivozair is targeted with an attack. **Effect** Rivozair raises his wing, gaining a +2 circumstance bonus to AC vs the triggering attack.**Speed** 40 feet, burrow 20 feet, fly 150 feet**Melee** jaws +29 (electricity magical reach 15 feet),**Damage** 3d8+16 piercing plus 1d12 electricity**Melee** claw +29 (magical agile reach 10 feet),**Damage** 3d8+16 slashing**Melee** tail +27 (magical reach 20 feet), **Damage** 3d8+14 bludgeoning**Breath Weapon** (arcane, electricity, evocation) Rivozair breathes lightning that deals 9d12 electricity damage in a 100-foot line (DC 35 basic Reflex save). He can't use Breath Weapon again for 1d4 rounds.**Draconic Frenzy** Rivozair makes two claw Strikes and one horns Strike in any order.**Desert Thirst** none When casting create water, Rivozair 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 him (a creature can attempt a DC 34 Will save to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.**Desert Thirst** When casting create water, Rivozair 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 him (a creature can attempt a DC 34 Will save to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.**Draconic Momentum** Rivozair recharges its Breath Weapon whenever it scores a critical hit with a Strike.

PART 3: UNDER THE DEVIL'S BELLS

INFERNAL NAVE

Use 1 Corinstian Grivenner, 1 Alucedza Zhol, 5 Asmodean Priests and 5 Host Devils. For each PC over four, add one priest and one devil. Alucedza has a Wand of Shadow Blast on her pocket, a memento of Nidal.

CORISTIAN GRIVENNER

CREATURE 12

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

Perception +21

Skills Athletics +12, Deception +19, Diplomacy +17, Intimidation +17, Medicine +19, Occultism +20, Religion +23, Society +20

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

Items +2 Greater Resilient Full Plate, +2 Striking Flaming Mace

AC 32; **Fort** +21, **Ref** +18, **Will** +25

HP 140;

Surging Focus ♦ **Trigger** An ally Coristian can see falls to 0 Hit Points **Effect** Coristian regains 1 Focus Point and can no longer use this ability.

Speed 25 feet

Melee ♦ +2 striking mace +20 (magical reach), **Damage** 2d6+1+1d6 piercing

Divine Prepared Spells DC 31, attack +21; **6th** Vampiric Exsanguination, Heal (x4), Blinding Fury **5th** Spiritual Guardian, Summon Fiend, Breath of Life **4th** Freedom of Movement, Vampiric Maiden, Anathematic Reprisal **3rd** Vampiric Touch, Chilling Darkness, Harm **2nd** Harm (x3); **1st** Heal (x3) **

Cast Down ♦ Coristian charges his channel with great force. If the next action he uses is to cast harm or heal to damage one creature, the target is knocked prone if it takes any damage from the spell. If it critically fails, it also takes -10-foot status penalty to its Speed for 1 minute.

Domain Focus Spells Spell Lvl 6; Sudden Shift, Veil of Confidence, Fire Ray and Commanding Lash

Turn Undead Whenever Coristian uses the Heal spell to damage undead, each undead of **Level 11** or lower that critically fails its save gains the fleeing condition for 1 round.

Directed Channel Coristian can change the area of Heal and Harm spells to 60 ft. cones when casting the 3-action version of those spells.

ALUCEDA ZHOL

CREATURE 12

UNIQUE **CE** **MEDIUM** - **UNDEAD** **VAMPIRE**

Perception +26

Skills Acrobatics +23, Athletics +22, Arcana +27, Deception +24, Diplomacy +26, Intimidation +28, Religion +27, Society +25, Stealth +25

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

Children of the Night (divine, enchantment, mental)

AC 33; **Fort** +21, **Ref** +24, **Will** +26

HP 185 (coffin restoration, fast healing 10, negative healing); **Resistance** physical 10 (except magical silver); **Weakness** vampire weaknesses; **Immunity** death effects, disease, paralyze, poison, sleep

Speed 25 feet, climb 25 feet

Melee ♦ claw +24 (agile), **Damage** 2d8+15 slashing plus Grab

Divine Innate Spells DC 35, attack +25; **5th** Shadow Blast, Abyssal Plague **4th** harm, phantasmal killer, vampiric maiden, enervation **3rd** vampiric touch, chilling darkness (x3) ** **2nd** death Knell, Ghoulish Cravings, See Invisibility, Sudden Blight **1st** harm (x4) ** **Cantrips** (**5th**) chill touch, divine lance

Change Shape ♦ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +23 for 2d8+15 piercing.

Dominate ♦ (divine, enchantment, incapacitation, mental, visual) DC 32

Drink Blood ♦ (divine, necromancy) When Drinking Blood, Alucedza regains 10 HP.

Create Spawn none (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, Alucedza can turn this victim into a vampire by donating some of its own blood to the victim and burying the victim in earth for 3 nights. The new vampire is under the Alucedza's control.

Drain Bonded Item ♦ **Frequency** Once per day.

Requirements Alucedza hasn't acted yet on this turn.

Effect Alucedza expends the power stored in its signet ring. This gives her the ability to cast one prepared spell it had already previously cast today, without spending a spell slot. Alucedza must still Cast the Spell and meet the spell's other requirements.

Turn to Mist ♦ (concentrate, divine, transmutation)

Alucedza turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. Alucedza loses fast healing while in gaseous form. Alucedza can remain in this form indefinitely.

HOST DEVIL**CREATURE 8****LE MEDIUM FIEND DEVIL****Perception +18****Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Society +17**Str +5, Dex +5, Con +5, Int +2, Wis +4, Cha +5****AC 27; Fort +19, Ref +17, Will +16****HP 120 ; Resistance** physical 5 (except silver), poison 10; ; **Weakness** good 5; **Immunity** fire**Speed** 25 feet, fly 40 feet**Melee** ♦ flaming ranseur +19 (evil, fire, magical, versatile P), **Damage** 1d10+8 slashing plus 1d6 evil and 1d6 fire**Melee** ♦ claw +19 (evil, fire, magical, agile), **Damage** 1d8+8 slashing plus 1d6 evil and 1d6 fire**Noxious Breath** ♦♦ The host devil exhales a breath that reeks of pure corruption in a 30-foot cone. Creatures in the area must make a DC 26 Fortitude save or be sickened 2. Creatures that succeed are immune to this Host Devil's Noxious breath for 24 hours.**THE PRINCE'S PULPIT**

Use 1 Serpent of Darkness.

SERPENT OF DARKNESS**CREATURE 13****UNIQUE N LARGE BEAST****Perception +24****Skills** Acrobatics +20, Athletics +28, Stealth +30**Str +5, Dex +5, Con +5, Int +2, Wis +4, Cha +5****Split** Whenever the serpent of darkness is critically hit by a slashing attack, the serpent splits into two identical serpents with half the original's HP.**AC 35; Fort +25, Ref +21, Will +21****HP 210;****Speed** 20 feet, swim 60 feet**Melee** ♦ jaws +29 (reach 20 feet), **Damage** 3d10+16 piercing plus Grab**Constrict** ♦ 1d10+16 bludgeoning**Spine Rake** ♦♦ (attack, move) The sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 4d6+10 slashing damage (DC 34 basic Reflex save).**TEMPLE SHOP**

Use 1 Ahrl and 1 Barbazu.

AHRLI**CREATURE 11****UNIQUE LN LARGE MONITOR****Perception +22****Skills****Str +7, Dex +0, Con +5, Int +1, Wis +3, Cha +1****Otherworldly Booty** Ahrl, like all mercanes, is suited to the trade of various magical items sourced from a variety of planes. Ahrl can store within his person an extradimensional chest, in which he normally keeps all of his goods.**Mercane's Link** By performing a 1 minute ritual, Ahrl can link two extradimensional spaces (such as his otherwordly booty and a bag of holding), making them share the same extradimensional space. Most mercanes provide this ritual to their favorite clients, giving them a chance to exchange notes and goods through this link.**AC 30; Fort +25, Ref +18, Will +21****HP 220;****Speed** 20 feet, swim 60 feet**Melee** ♦ ranseur +25 (disarm magical reach 20 feet), **Damage** 2d10+13 piercing

BARBAZU**CREATURE 11**

LN	MEDIUM	FIEND	DEVIL
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Perception +24**Skills****Str** +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +5, **Cha** +4**AC** 31; **Fort** +23, **Ref** +20, **Will** +20**HP** 165; **Weakness** good 10; **Immunity** fire

Attack of Opportunity ⚡ Barb only. A hamatula gains an extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity. In addition to the normal trigger, a hamatula can make an Attack of Opportunity against a creature that touches it or an adjacent creature that attempts a melee Strike against it.

Speed 25 feet, fly 30 feet

Melee ♦ barb +24 (evil magical), **Damage** 3d8+13 piercing plus 1d6 evil and bloodletting

Ranged ♦ hurled barb +23 (evil, magical, range increment 60 feet), **Damage** 2d8+13 piercing plus 1d6 evil and bloodletting

Impaling Barb ♦♦ The hamatula makes a barb Strike, then Strides up to half its Speed without triggering reactions. If the Strike hits, the hamatula impales the target with one of its barbs and snaps the barb free as it moves away from the target. This deals an additional 2d8 piercing damage to the target and pins it to an adjacent surface, rendering it immobilized (Escape DC 29).

Bloodletting On a critical hit, the hamatula's barbs deal 3d6 persistent bleed damage.

Frightful Strike ♦ (divine, emotion, enchantment, fear, mental) **Trigger** The hamatula hits a creature with a barb Strike; **Effect** The creature struck must succeed at a DC 27 Will save or become frightened 2 (or frightened 3 on a critical failure). Regardless of the result of its saving throw, the creature is then temporarily immune to Frightful Strike for 24 hours.

WORKSHOP

The various items the priests use on their day to day labors are worth 25 gp per PC.

LIBRARY

Use 1 Nezramerrian. For each PC above four, add one Host Devil. The books here can sold off for 100gp per PC.

NEZRAMERRIAN**CREATURE 11**

LE	MEDIUM	FIEND	DEVIL
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Perception +23**Skills****Str** +3, **Dex** +4, **Con** +4, **Int** +7, **Wis** +5, **Cha** +5**AC** 32; **Fort** +20, **Ref** +20, **Will** +25

HP 180; **Resistance** physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** fire, ward contract

Speed 25 feet,

Melee ♦ binding contract +25 (agile disarm evil magical reach 10 feet trip), **Damage** 3d6+15 slashing plus 1d6 evil Grab and infernal wound

Melee ♦ horn +23 (magical), **Damage** 3d10+15 piercing and infernal wound

Divine Innate Spells DC 33, attack +23; **10th** * scrying* (at will, see infernal investment) *; * **7th** plane shift; **5th** dimension door, fireball, illusory scene, lightning bolt, locate (at will), mind probe, sending (at will) ** **4th** dimension door (at will), private sanctum, silence; **3rd** mind reading (at will) ** **Cantrips (11th)** detect magic **Constant** tongues

Infernal Wound (divine, necromancy) A contract devil's Strikes also deal 3d6 persistent bleed damage that resist 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

REDACTORIUM

Use 1 Zella Zidli and four Asmodean Priests, adding one priest for each PC over four.

ZELLA ZIDL**CREATURE 10**

LE	MEDIUM	HUMANOID	HUMAN
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Perception +18**Languages** Common, Elven, Draconic, Infernal

Skills Acrobatics +18, Arcana +23, Diplomacy +16, Intimidation +16, Medicine +19, Nature +21, Occultism +23, Survival +21, Harrow Lore +23

Str +0, **Dex** +4, **Con** +3, **Int** +5, **Wis** +3, **Cha** +1**AC** 26; **Fort** +17, **Ref** +18, **Will** +19**HP** 125;**Speed** 20 feet

Melee ♦ bladed scarf +16 (two-hand d8), **Damage** 1d4+2 bludgeoning

Arcane Prepared Spells DC 30, attack +20; **6th** vibrant pattern, mislead, tangling creepers; **5th** black tentacles, cloak of colors, wall of stone, chromatic wall **4th** dimension door, fly, freedom of movement, resilient sphere **3rd** paralyze, magical fetters, slow, blindness **2nd** mirror image, false life, obscuring mist, see invisibility **1st** 1st fleet step, gust of wind, unseen servant **Cantrips (6th)** produce flame, tanglefoot

Reach Spell ♦ If the next action Zella uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, extend its range to 30 feet.

Wizard School Spells 6th elemental tempest, force bolt

Drain Bonded Item ♦ **Frequency** Once per day.

Requirements Zella hasn't acted yet on this turn.

Effect Zella expends the power stored in its signet ring. This gives her the ability to cast one prepared spell it had already previously cast today, without spending a spell slot. Zella must still Cast the Spell and meet the spell's other requirements.

ASMODEAN PRIEST**CREATURE 8**

LE	MEDIUM	HUMANOID	HUMAN
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Perception +17**Languages** Common, Infernal

Skills Arcana +18, Diplomacy +13, Religion +17, Devil Lore +16

Str +3, **Dex** +1, **Con** +2, **Int** +4, **Wis** +4, **Cha** +0**AC** 24; **Fort** +15, **Ref** +14, **Will** +17**HP** 130;**Speed** 25 feet

Melee ♦ longspear +19 (magical reach), **Damage** 1d8+11 piercing

Divine Prepared Spells DC 30, attack +22; **4th** divine wrath, spell immunity, anathematic reprisal **3rd** fireball, glyph of warding, slow, vampiric touch **2nd** ghoulish cravings, blur, darkness, see invisibility **1st** sanctuary (×2), fleet step, mending **Cantrips (4th)** acid splash, daze, detect magic, light, read aura

Infernal Blessing ♦ **Requirements** The priest's last action was to cast a non-cantrip spell; **Effect** The priest siphons energy drawn from the Nine Hells into their weapon. Until the end of the turn, the weapon deals an extra 2d6 fire damage.

Devil Summoning The priest can cast a 5th-level summon fiend divine spell to summon a devil. To do so, they must sacrifice two 4th-level prepared spells and voluntarily take 4d12 mental damage that can't be reduced or prevented. If the priest is unable to Sustain the Spell, including if they're knocked out or killed, the spell continues, but the GM rolls a DC 10 flat check each round, ending the spell on a failure.

TEMPLE CRYPT

Use 1 Vampiric Hound and 5 Blood Golems, adding one golem for each PC over four.

VAMPIRIC HOUND**CREATURE 11**

LE	MEDIUM	FIEND	DEVIL
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Perception +17**Skills** Acrobatics +27, Athletics +25, Stealth +17, Survival +23**Str** +4, **Dex** +6, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2**AC** 25; **Fort** +13, **Ref** +17, **Will** +15**HP** 150; **Immunity** cold**Speed** 25 feet,**Melee** ♦ jaws +25 (reach, 10 feet), **Damage** 2d12+14 piercing**Melee** ♦ claw +24 (agile, reach 20 feet), **Damage** 2d10+14 piercing plus Grab

Drink Blood ♦ Requirement A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The hound 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 hound regains 5 HP, gaining any excess HP as temporary Hit Points.

Sneak Attack The vampiric hound deals an extra 2d6 precision damage to flat-footed creatures.

BLOOD GOLEM

N	LARGE	CONSTRUCT	GOLEM	MINDLESS
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Perception +12**Skills** Athletics +16**Str** +5, **Dex** -1, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5**AC** 26; **Fort** +18, **Ref** +14, **Will** +15

HP 140; **Weakness** bleed 10; **Immunity** disease, death effects, electricity, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Berserk none A severely damaged blood golem has a chance of going berserk. If it has 40 or fewer HP at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic none harmed by negative energy (5d8, 3d4 from areas or persistent damage); healed by positive energy (area 2d4 HP); slowed by negative energy

Speed 25 feet,**Melee** ♦ fist +20 (magical reach 10 feet), **Damage** 2d10+7 bludgeoning

Berserk Slam ♦ Requirement The blood golem is berserk. **Effect** The blood golem Strikes with its fist at a -1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.

FUNERARY CHAPEL

Use 2 Vampire Kuthites. If there's more than four PCs, use three instead.

VAMPIRE KUTHITE**CREATURE 9**

UNCOMMON CE MEDIUM UNDEAD VAMPIRE

Perception +20**Languages** Common, Necril**Skills** Acrobatics +17, Athletics +16, Deception +20, Diplomacy +20, Intimidation +22, Religion +21, Society +19, Stealth +19**Str** +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +6, **Cha** +5**AC** 27; **Fort** +15, **Ref** +18, **Will** +20**HP** 115 (coffin restoration, fast healing 10, negative healing); **Resistance** physical 10 (except magical silver); **Weakness** vampire weaknesses; **Immunity** death effects, disease, paralyze, poison, sleep**Mist Escape** ♦ **Trigger** The vampire is reduced to 0 HP.**Effect** The vampire uses Turn to Mist. It can take move actions to move toward its coffin even though it's at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.**Speed** 25 feet, climb 25 feet**Melee** ♦ spiked chain +18 (agile), **Damage** 2d8+9 slashing plus Grab**Divine Prepared Spells** DC 29, attack +19; **4th** *enervation* (x2), *vampiric maiden*, *sanguine mist* **3rd** *dispel magic*, *vampiric touch*, *heroism*, *wall of thorns* **2nd** *sudden blight*, *invisibility*, *mirror image*, *resist energy* **1st** *phantom pain* (x4) ** **Cantrips (4th)** *chill touch*, *divine lance***Focus Spells** none DC 29 (4th) Savor the Sting**Turn to Mist** ♦ (concentrate, divine, transmutation)

The vampire turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. The vampire loses fast healing while in gaseous form. The vampire can remain in this form indefinitely.

STOREROOM

Use 1 Yolubilis Trapper.

YOLUBILIS TRAPPER**CREATURE 13**

UNIQUE LN LARGE ABERRATION

Perception +25**Skills****Str** +8, **Dex** +6, **Con** +7, **Int** -4, **Wis** +6, **Cha** +4**AC** 32; **Fort** +26, **Ref** +21, **Will** +23**HP** 285;**Speed** 20 feet, swim 30 feet**Melee** ♦ jaws +27 (reach 10 feet), **Damage** 3d12+14 piercing plus Improved Grab**Melee** ♦ tentacle +27 (agile reach 15 feet), **Damage** 3d8+14 bludgeoning plus Improved Grab**Flailing Tentacles** ♦ The trapper makes up to four tentacle Strikes, each against a different target. These count toward the frogemoth's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.**Greater Constrict** ♦ 3d6+12, DC 33**PRIEST'S CELLS**

Use 4 Asmodean Priests.

INQUISITOR'S WORKSHOP

Use 3 Osyluths. If there's more than four PCs, use four.



OSYLUTH**CREATURE 9**

LE	LARGE	FIEND	DEVIL
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Perception +17**Skills****Str** +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +2, **Cha** +4**AC** 28; **Fort** +21, **Ref** +18, **Will** +15**HP** 150; **Weakness** good 10; **Immunity** fire**Speed** 35 feet, fly 30 feet**Melee** ♦ jaws +20, **Damage** 2d10+8 piercing**Melee** ♦ claw +20 (agile reach 10 feet), **Damage** 2d6+11 slashing**Melee** ♦ stinger +21 (reach 15 feet), **Damage** 1d10+11 piercing plus bone devil venom**Ranged** ♦ bone shard +20 (range increment 30 feet), **Damage** 2d6+8 piercing**Tail Sweep** ♦ The bone devil sweeps its tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.

Bone Devil Venom (poison) Saving Throw DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage, enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage, enfeebled 2, and the creature takes a -4 status penalty to Will saves against attempts to Coerce it (1 hour)

Quick Invisibility The bone devil can cast invisibility on itself using only 1 action.

Sadistic Strike A bone devil deals an extra 2d6 damage whenever it hits an creature that has the enfeebled, frightened, or prone condition with any of its Strikes.

CELL

Use 1 Asmodean Hellwasp Swarm.

ASMODEAN HELLWASP SWARM CREATURE 10

N	LARGE	ANIMAL	FIEND	SWARM
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Perception +12**Skills****Str** +1, **Dex** +6, **Con** +4, **Int** -5, **Wis** +3, **Cha** -5**AC** 28; **Fort** +19, **Ref** +19, **Will** +14**HP** 130; **Resistance** bludgeoning 5, piercing 10, slashing 10; **Weakness** area damage 10, splash damage 10; **Immunity** precision, swarm mind

Goodbye Stings ♦ **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ticks cling to the creature and continue biting, dealing 3d6 persistent piercing damage. Immersion in water reduces the DC of the flat check to end this persistent damage to 5, and any area damage dealt to the creature destroys these clinging ticks.

Speed 25 feet, fly 25 feet

Swarming Stings ♦ Each enemy in the swarm's space takes 4d6 piercing damage (DC 30 basic Reflex save) plus Cling and exposure to hellwasp venom

Hellwasp Venom ♦ **Saving Throw** DC 29 Fortitude; Onset 1 day; **Stage 1** enfeebled (1 day); **Stage 2** enfeebled 2 (1 day).

CONJURATION CHAPEL

Use 1 Gelugon.



GELUGON**CREATURE 11**

LN	LARGE	FIEND	DEVIL
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Perception +26

Skills Acrobatics +22, Athletics +23, Deception +25, Diplomacy +25, Intimidation +25, Religion +26, Society +23, Stealth +22, Warfare Lore +30

Str +6, **Dex** +5, **Con** +5, **Int** +8, **Wis** +5, **Cha** +4

AC 34; **Fort** +24, **Ref** +24, **Will** +26

HP 215; **Resistance** physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** cold, fire

Attack of Opportunity ↗

Frightful Presence none (aura, divine, emotion, enchantment, fear, mental) DC 31

Speed 35 feet, fly 35 feet

Melee ♦ frost longspear +28 (cold evil magical reach 15 feet), **Damage** 2d8+12 piercing plus 1d6 cold 1d6 evil and slowing frost

Melee ♦ tail +25 (agile cold evil magical reach 10 feet), **Damage** 2d6+12 bludgeoning plus 2d6 cold 1d6 evil and slowing frost

Ranged ♦ frost longspear +28 (cold, magical, thrown 20 feet), **Damage** 2d8+12 piercing plus 1d6 cold

Divine Innate Spells DC 33, attack +23; **7th** cone of cold (×2) ** **6th** illusory scene **5th** dimension door, wall of ice (×3) ** **4th** dimension door (at will) ** **Cantrips (7th)** ray of frost **Constant** fly

Divine Rituals DC 33; infernal pact

Tactician of Cocytus ♦ An ice devil's logical mind devises genius tactics from its perfect memory. It can telepathically send a tactical repositioning to its allies, allowing all commanded or allied evil creatures in the range of its telepathy to immediately Stride (or Burrow, Climb, Fly, or Swim, if the creature has the corresponding Speed).

Slowing Frost The ice devil channels the extreme cold of its body through its appendages and weapons. A creature hit by an ice devil's weapon or unarmed attack in melee must attempt a DC 32 Fortitude save or be slowed 1 for 1d4 rounds. A weapon used by an ice devil gains the effects of a frost rune while the gelugon holds it, and the ice devil can throw any such weapon with a 20-foot range increment, trailing motes of frost.

GARDENER'S CHAMBERS

Use 1 Gardener. In the Gardener's possessions, the PCs will find a Ring of Swimming, a Wand of Tree Stride, and +2 Greater Striking Handwraps of Mighty Blows. Along with this, the Gardener's garden holds all manners of poisonous flowers and extracts, and the Gardener's notes on these various poisons can be sold for 25 gp per PC.

THE GARDENER**CREATURE 12**

LE	MEDIUM	HUMANOID	VISHKANYA
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Perception +22**Languages** Common, Elven, Draconic, Infernal

Skills Acrobatics +18, Arcana +23, Diplomacy +16, Intimidation +16, Medicine +19, Nature +21, Survival +21, Gardening Lore +23

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

AC 26; **Fort** +17, **Ref** +18, **Will** +19

HP 125;**Speed** 20 feet

Melee ♦ mace +20 (two-hand d8), **Damage** 1d6+6 bludgeoning

Primal Prepared Spells DC 30, attack +20; **6th** summon plant, flesh to stone, tangling creepers **5th** control water, lightning storm, plant form, tree stride **4th** spike stones, stoneskin, fly, freedom of movement **3rd** lightning bolt, wall of thorns, aqueous orb **2nd** resist energy, tree shape, entangle (×2) ** **1st** fleet step, gust of wind, shillelagh **Cantrips (5th)** produce flame, tanglefoot

Reach Spell ♦ If the next action the gardener uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, extend its range to 30 feet.

Wizard School Spells (6th) tempest surge, primal summons

Drain Bonded Item ♦ **Frequency** Once per day.

Requirements The gardener hasn't acted yet on this turn. **Effect** The gardener expends the power stored in its signet ring. This gives her the ability to cast one prepared spell it had already previously cast today, without spending a spell slot. The gardener must still Cast the Spell and meet the spell's other requirements.

COMMON ROOM

Use 2 Jorogumo.

SERVANT'S CHAMBERS

Use 6 Specters, adding two more for each PC over four.

SPECTRE

LE **MEDIUM** **UNDEAD**

Languages Common, Necril; telepathy 100 feet (with spectral thralls only)

Skills

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

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 95 (negative healing); **Resistance** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Frightful Presence none (aura, emotion, fear, mental) 30 feet, DC 22

Speed fly 40 feet

Melee ♦ vile touch +16, **Damage** 2d8+8 negative

Sunlight Powerlessness ♦ A specter caught in sunlight is clumsy 2 and slowed 2 for as long as it remains in the sunlight.

Spectral Corruption ♦ (curse, divine, enchantment, incapacitation, mental) The specter makes a vile touch Strike. If it damages a living creature, the specter gains 5 temporary Hit Points and the target creature must attempt a DC 24 Will save to avoid becoming corrupted.

Critical Success The creature is unaffected and is temporarily immune to spectral corruption for 1 minute.

Success The creature is stupefied 2 for 1 hour.

Failure The creature succumbs to the corruption and becomes a spectral thrall temporarily. The creature is controlled by the specter, obeying the specter's telepathic or spoken orders, though a spectral thrall does not obey obviously self-destructive orders. This lasts until the end of the thrall's next turn, at which point it is no longer controlled but becomes stupefied 2 for 1 hour.

Critical Failure As failure, but the duration is unlimited. The thrall can attempt a new Will save at the end of each of its turns; on a success, it is no longer controlled by the specter but becomes stupefied 2 for 1 hour.

CREATURE 7**REFECTORY**

Use 3 Stained Glass Golems, adding one more if there's more than four PCs.

STAINED GLASS GOLEM

RARE **N** **LARGE** **CONSTRUCT** **GOLEM** **MINDLESS**

Perception +18

Skills Acrobatics +22, Athletics +19, Stealth +14

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

AC 30; **Fort** +21, **Ref** +20, **Will** +18

HP 135; **Resistance** physical 10 (except adamantine or bludgeoning); **Immunity** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Golem Antimagic none harmed by sonic (6d6, 2d6 from areas or persistent damage); healed by fire (area 2d6 HP); slowed by cold

Vulnerable to Shatter none A glass golem is affected by the shatter spell as though the golem were an unattended object.

Spell Reflection ♦ (abjuration, arcane) **Trigger** The glass golem is targeted by a spell; **Effect** The glass golem positions its magical, reflective surfaces to turn the spell back on the caster. It tries to counteract the spell by attempting an Acrobatics check for its counteract check. If it successfully counteracts the spell, the effect is turned back on the caster.

Speed 25 feet

Melee ♦ bladed limb +24 (agile magical versatile P), **Damage** 2d6+16 slashing plus 1d6 bleed

Dazzling Brilliance ♦ (evocation, light, visual) The glass golem creates waves of scintillating luminosity that cast bright light in a 60-foot emanation (and dim light for the next 60 feet). The light lasts until the start of the glass golem's next turn, after which the glass golem can't use Dazzling Brilliance for 1d4 rounds. A creature within the bright light or that enters the bright light must attempt a DC 27 Will save.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round.

Critical Failure The creature is blinded for 1 round and then dazzled for an additional 4 rounds.

CREATURE 10

Vault

Use 1 Infernal Shining Child, adding one more if there's more than four PCs. Inside, the PCs will find the church's funds - unholy scrolls, stacks of gold bars and gold chests, and bonds to various mine funds, all worth a total of 250gp per PC. For each PC over four, the party will find whole altars confiscated from the church

INFERNAL SHINING CHILD**CREATURE 13**

UNIQUE	CE	MEDIUM	ASTRAL
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Perception +23**Skills****Str** +2, **Dex** +5, **Con** +6, **Int** +2, **Wis** +5, **Cha** +7**AC** 35; **Fort** +24, **Ref** +21, **Will** +21**HP** 215; **Immunity** blinded, dazzled, fire**Radiance Dependence** none The shining child is flat-footed while in areas of darkness.

Blinding Aura none (arcane, aura, incapacitation, light) 60 feet. The shining child sheds bright light. Any creature that starts its turn in the aura must succeed at a **Fortitude** DC 31 save. If it fails, it is blinded for 1 minute, and if it critically fails, it's permanently blinded. A creature that succeeds at its save is temporarily immune to this effect for 24 hours.

Overwhelming Light (**light**) **Trigger** The shining child enters an area of magical darkness or begins its turn in an area of magical darkness. **Effect** The shining child attempts to counteract the magical darkness (as a 7th-level spell).

Speed 30 feet, fly 50 feet

Melee fist +25 (agile finesse magical), **Damage** 3d4+5 bludgeoning plus 4d6 fire and 2d4 persistent fire

Ranged fire ray +25 (arcane, evocation, magical, range 100 feet), **Damage** 4d10+3 fire

Occult Innate Spells DC 33, attack +23; **7th spell turning, sunburst** **6th dispel magic, vibrant pattern, wall of force** **5th dimension door, false vision, hallucinatory terrain** **4th dimension door** (at will; self only) ** **2nd illusory object** (at will) ** **Cantrips (6th) light**

SPECIAL COLLECTIONS

Use 4 Erinyes, adding one more for each PC over four.

ERINYES**CREATURE 8**

LE	MEDIUM	FIEND	DEVIL
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Perception +16**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17**Str** +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +6**Items** 100 feet of erinys-hair rope, breastplate, longsword, +1 striking composite longbow (60 arrows)**AC** 27; **Fort** +17, **Ref** +19, **Will** +16**HP** 120; **Resistance** physical 5 (except silver), poison 10; **Weakness** good 5; **Immunity** fire**Speed** 25 feet, fly 40 feet

Melee flaming longsword +19 (evil, fire, magical, versatile P), **Damage** 1d8+10 slashing plus 1d6 evil and 1d6 fire

Melee flaming composite +20 (deadly 1d10, evil, fire, magical, range, increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 evil and 1d6 fire

Ranged rope +17 (magical, range increment 30 feet), **Damage** rope snare

Divine Innate Spells DC 26, attack +16; **5th dimension door** **4th dimension door** (at will), divine wrath, retributive pain **3rd fear** (at will); **2nd illusory disguise** (at will), **illusory object** **Constant** true seeing

Flames of Fury none Any weapon an erinys holds gains the effects of a flaming rune while they hold it.

Furious Fusilade The erinys hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinyes multiple attack penalty.

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 28), the detached segment of rope withers away into useless black sludge.

CHAMBER OF ASCENSION

Use 3 Nessian Warhounds, adding one more for each PC over four.

NESSIAN WARHOUND**CREATURE 10**

LE	LARGE	FIEND	BEAST	FIRE
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Perception +21

Languages Infernal (can't speak any language)

Skills Acrobatics +20, Athletics +21, Stealth +20, Survival +22 (24 to Track)

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

AC 30; **Fort** +23, **Ref** +21, **Will** +18

HP 180; **Weakness** cold 10; **Immunity** fire

Speed 40 feet

Melee ♦ jaws +23 (magical), **Damage** 2d8+8 piercing plus 1d6 evil and 2d6 fire

Breath Weapon ♦ (divine, evocation, fire) The warhound breathes flames that deal 10d6 fire damage to all creatures in a 15-foot cone (DC 30 basic Reflex save.) The warhound can't use Breath Weapon again for 1d4 rounds. If the Nessian warhound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

**HALL OF TRIUMPHS**

Use 2 Clay Golems, adding one more if there's more than four PCs.

CLAY GOLEM**CREATURE 10**

UNCOMMON	N	LARGE	CONSTRUCT	GOLEM	MINDLESS
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Skills

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 29; **Fort** +23, **Ref** +16, **Will** +17

HP 175; **Resistance** physical 10 (except adamantine);

Immunity acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Berserk none A severely damaged clay golem has a chance of going berserk. If it has 50 or fewer Hit Points at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic none harmed by cold and water (5d10, 2d6 from areas or persistent damage); healed by acid (area 2d6 HP); slowed by earth

Vulnerable to Disintegrate none A disintegrate spell affects the golem but deals half the normal amount of damage and causes the golem to become slowed 2 for 1 round.

Quicken ♦ (divine, transmutation) **Frequency** Once per day. **Trigger** The clay golem's turn begins. It can't trigger this free action on the first turn of combat. **Effect** The clay golem becomes quickened for 1 minute.

Speed 20 feet

Melee ♦ fist +24, **Damage** 2d10+12 bludgeoning plus cursed wound

Berserk Slam ♦ **Requirement** The golem is berserk.

Effect The clay golem strikes with its fist at a -1 circumstance penalty. If it hits, it deals an additional 1d8 damage and knocks the target prone.

Cursed Wound none (divine, curse, necromancy) A creature hit by the clay golem's fist must succeed at a DC 29 Fortitude save or be cursed until healed to its maximum HP. The cursed creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 29 counteract check or the healing has no effect. The golem's counteract level is equal to its creature level.

HIGH INQUISITOR'S CHAMBERS

Use 1 Hellgouille.

HELLGOUILLE**CREATURE 10**

CE	LARGE	ETHEREAL	DREAM	INCORPOREAL
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Perception +18

Skills Acrobatics +14, Deception +18, Intimidation +18, Occultism +12, Stealth +18

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

AC 28; **Fort** +19, **Ref** +22, **Will** +18

HP 170; **Resistance** all 5 (except force, ghost touch, or negative; **Immunity** disease, paralyzed, poison, precision, sleep)

Attack of Opportunity ↗

Speed fly 40 feet

Melee ♦ nightmare tendril +24 (agile finesse), **Damage** 6d8 negative plus endless nightmare

Occult Innate Spells DC 26, attack +; **4th** confusion, dimension door (at will), nightmare, phantasmal killer, sleep **3rd** fear

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; Saving Throw DC 26 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day).

**INNER SANCTUM**

Use 1 Barzillai Thrune. In his possession, the PCs will find his +2 Greater Striking Greater Flaming Axiomatic Greater Fearsome Adamantine Mace (Standard-Grade). The complex mechanism Barzillai has made to hold his heart is worth 25gp per PC.

BARZILLAI THRUNE**CREATURE 15**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +39

Skills

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

AC 36; **Fort** +28, **Ref** +25, **Will** +28

HP 275;

Iron Command ↗ **Trigger** An enemy within 15 feet damages Barzillai **Effect** Barzillai puts his aggressor in their place. The aggressor can choose to either kneel as a free action, or take 3d6 mental damage. Whatever the choice, Barzillai deals 8 extra evil damage against that enemy until his next turn.

Unholy Mace ↗ **Frequency** once per day; **Trigger** Barzillai critically succeeds at an attack roll against a good creature; **Effect** The target takes 3d8 persistent bleed damage.

Attack of Opportunity ↗ Barzillai can make an Attack of Opportunity when a creature within reach uses a concentrate action, in addition to the usual trigger.

Speed 25 feet

Melee ♦ +2 greater striking flaming mace +30 (magical reach), **Damage** 3d8+10 bludgeoning plus 1d6 fire plus 2d10 persistent fire damage on a critical hit. Fire damage done by this weapon ignores fire resistance

Divine Prepared Spells DC 35, attack +25; **8th** Divine Aura, Heal, Phantom Pain **7th** Finger of Death, Harm, Divine Vessel, Dimension Door (x3), Dimensional Anchor (x3) ** **6th** Spirit Blast, Harm, Heal **5th** Command, Harm, Flame Strike **4th** Spell Immunity (x3) ** **3rd** Crisis of Faith, Heal (x2) ** **2nd** invisibility (at will; self only), Dispel Magic, Resist Energy **1st** Sanctuary (x3) **

You will fail at the last step! A Failure! ♦ Barzillai attempts to Demoralize a creature he can see. He does not need to share a language with the target. As long as the target remains within 15 feet of him, it cannot reduce its frightened condition below 1.

Fast Channel Barzillai can get the 3-action version of the Harm spell by spending only 2 actions.

PROFANE BELFRY

Use 1 Asmoden and 4 Herecites of Asmodeus, adding one more Herecite for each PC over four. Asmoden is currently wearing a Berzerker's Cloak.

ASMODEN**CREATURE 15**

CE	MEDIUM	UNDEAD	GHOUL
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Perception +19

Languages Abyssal, Aklo, Common, Draconic, Elven, Infernal, Necril, Undercommon

Skills Acrobatics +25, Arcana +32, Deception +26, Occultism +30, Religion +32, Stealth +25

Str -3, **Dex** +4, **Con** +0, **Int** +5, **Wis** -2, **Cha** +7

AC 38; **Fort** +23, **Ref** +27, **Will** +23

HP 220 (negative healing); **Immunity** disease, paralyzed, poison, polymorph, unconscious

Necrotic Whirlwind none (arcane, aura, evocation) 20 feet. When Asmoden battles, an aura of negative energy surrounds him. This obscures vision, making any creature in the area concealed, and causes creatures in its area (except Asmoden) to treat all creatures as concealed. Any creature other than Asmoden that enters or begins its turn in the aura takes 2d12 negative damage.

Countermeasures none **Trigger** Asmoden's turn begins.

Effect Asmoden casts blink, fly, spell turning, or true seeing on itself. It usually chooses spell turning unless it already has that spell in effect.

Speed 30 feet, fly 30 feet

Melee ♦ longsword +27 (reach 5 feet finesse magical),

Damage 1d4-3 piercing plus 6d6 negative

Divine Prepared Spells DC 40, attack +30; **9th** wail of the banshee **7th** spell turning (at will) ** **4th** blink (at will), dimension door (at will), enervation (at will) **

Cantrips (8th) divine lance, chill touch **Constant** (6th) true seeing

Paralysis (incapacitation, occult, necromancy) Any living creature (including elves) hit by Asmoden's attack must succeed at a DC 36 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.

Trap Soul ♦ **Frequency** once per day; **Effect** Asmoden traps a slain creature's soul inside his sword. The dying creature can attempt a DC 38 Fortitude save; if it succeeds, it doesn't die and its soul is not trapped but it's enervated 2 (or is unaffected entirely on a critical success). When the soul of a creature gets trapped, the creature's body swiftly turns to dust.

HERECITE OF ASMODEUS**CREATURE 9**

LE	LARGE	UNDEAD	INCORPOREAL	WRAITH
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Perception +19

Skills

Str -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +5, **Cha** +6

AC 28; **Fort** +16, **Ref** +19, **Will** +21

HP 130 (negative healing); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Sunlight **Powerlessness** none A herecite caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ↗

Draining Presence none (aura, negative) 10 feet. A creature entering the aura must succeed at a DC 26 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.

Speed fly 60 feet

Melee ♦ spectral hand +21 (finesse reach 10 feet), **Damage** 2d10+7 negative plus drain life

Absorb Wraith ♦♦ The herecite extends its hand toward another herecite within 100 feet. The target herecite dissolves and streaks toward the herecite in a straight line, dealing 6d10 negative damage to each creature along the line (DC 28 basic Fortitude save). The herecite absorbs the essence of the target wraith, becoming quickened and gaining a +10-foot status bonus to its fly Speed for 1 minute. It can use its extra action only to Stride or Strike. An unwilling wraith can attempt a DC 28 Will save to resist being absorbed.

Drain Life (divine, necromancy) When the herecite damages a living creature with its spectral hand Strike, the herecite 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 wraith 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 a herecite's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the herecite that killed it. It doesn't have drain life or wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will and gains drain life and wraith spawn.

LOOT SUMMARY TABLE

Room	Magic Items Found	GP per PC	GP per PC over 4
Defending the Hideout	Necklace of Fireballs IV, 2 Adamantine Scimitars (Standard Grade)	25	
Shensen's Bedroom	-	25	
Corrupted Chapel	Serrating Rune, Moderate Sturdy Shield	25	
Confronting the Witch	Greater Hat of the Magi, Collar of Empathy, Greater Pendant of the Occult, Druid's Vestments, Greater Staff of Conjunction	150	1000
Final Assault	Rune of Greater Invisibility, Miter of Communion	100	1050
Confronting the Dottari	Barding of the Zephyr, Horn of Blasting	25	
Kintargo Keep Defenders	Silver Longsword (Standard-Grade), Floating Shield, Oathbow	25	
Dragonslayers	+2 Greater Striking Handwraps of Mighty Blows, Greater Staff of Transmutation, Bag of Holding Type 3	200	1500
Infernal Nave	Wand of Shadow Blast	-	
Workshop	-	25	
Gardener's Chambers	Ring of Swimming, Wand of Tree Stride, +2 Greater Striking Handwraps of Mighty Blows	25	
Vault	-	250	2000
Inner Sanctum	+2 Greater Striking Greater Flaming Axiomatic Greater Fearsome Adamantine Mace (Standard-Grade)	25	
Profane Belfry	Berzerker's Cloak	-	



Illustration by Mirco Paganessi

HR2E: THE KINTARGO CONTRACT

Welcome to the fifth book of my Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. However, you will still need the original Adventure Paths for the amazing story, the compelling plot and its ever-interesting dungeons and maps.

DOWNTIME IN KINTARGO

Needless to say, the PCs have now become major players in a now-free Kintargo, which does not require the Rebellion subsystem. However, I encourage you to give your players Downtime, if you haven't already inbetween books, as they transition from the tense atmosphere in Books 1 through 4, and start finding their places in Kintargo. This is also a perfect time for Downtime mode, since the PCs will need to spend time studying the Kintargo contract. I suggest giving them 3 months of Downtime to allow for more long-spanning projects to start.

Perhaps some PCs would like to take advantage of their fame and procure a place in the government, and eventually become Dominus. Other PCs might want to help Hetamon and Laria establish themselves and their organizations in Kintargo, and some PCs might even want to open new establishments: businesses, monasteries, etc.

Before outlining the Encounter & Treasure replacements, I will dedicate a section for Downtime activities the PCs may engage in. I recommend not listing them all for the players, and instead asking them what they want to do, and matching it with one of the options in the following section.

DOWNTIME ACTIVITIES

INVESTIGATE THE KINTARGO CONTRACT

DOWNTIME

Requirements expert in Society, Religion or Puzzles Lore

You attempt to Decipher the complex document that is the Kintargo Contract - clauses inside clauses, indices with subindices, and obscure references to infernal legal standards are what you will eat, live and breathe. This activity requires 1 month of work and a DC 30 Society check, a DC 25 Puzzles Lore check, or a DC 30 Religion check.

This is a task that is best approached in groups, and can be proportionally divided, meaning two people can do it in half the time, and four people can do it in 1 week, with each being able to attempt one of the checks. When this task is completed, each character that participated gains the Additional Lore general feat as a bonus feat, for Legal Lore.

ESTABLISH A NEW CHURCH IN KINTARGO

DOWNTIME

Requirements expert in Religion or worshipper of the new deity

You endeavor to establish a church in Kintargo - perhaps it is the secretive faith of Milani, the well-hidden church of Sarenrae, or the now-extinct cult of Aroden. This activity requires 2 months of work and a DC 30 Religion check. For each character (PC or NPC) that helps with this task, the DC is decreased by 5.

When this task is completed, each character that participated gains the Additional Lore general feat as a bonus feat, for a Lore about the particular deity they have established. Additionally, these characters can substitute Religion checks for Diplomacy checks when Requesting something from worshippers of their deity.

STRENGTHEN THE BELLFLOWER NETWORK

DOWNTIME

Requirements expert in Stealth, Society, Deception or Diplomacy

You work with Laria Longroad, helping to make Kintargo a safe haven for slaves throughout the world, and a vital sailing spot for Bellflower network operatives. This activity requires 2 months of work and a DC 30 Stealth, Society, Deception or Diplomacy check. For each character (PC or NPC) that helps with this task, the DC is decreased by 5.

When this task is completed, each character that participated gains access to the Bellflower Tiller archetype, allowing them to access items up to Level 15 that would help them in subterfuge (subject to GM's discretion), and gain a 20% discount on these items.

BEFRIEND AN EXISTING CHURCH

DOWNTIME

Requirements expert in Religion or worshipper of the relevant deity

You establish yourself as an influential individual in one of the churches of Kintargo - perhaps you choose the Church of Shelyn, seeking to embolden their solidary efforts. You might instead choose to strengthen the church of Abadar, wanting Kintargo to flourish with this faith at its forefront. This activity requires 2 months of work and a DC 30 Religion check. For each character (PC or NPC) that helps with this task, the DC is decreased by 5.

When this task is completed, each character that participated is granted access to items up to Level 15 that have the divine trait, and gain a 20% discount on these items and on spellcasting services of a divine spellcaster of this church.

START A BUSINESS

DOWNTIME

Requirements expert in the skill you will use to Earn Income with this business

You endeavor to start a business in the flourishing city that is Kintargo - taking advantage of your fame as a savior of the town, you go far beyond a normal entrepreneur, and want to be quickly established as a leader in your market. This activity requires 1 month of work and a DC 30 check with the skill used to access this activity. For each character (PC or NPC) that helps with this task, the DC is decreased by 5.

When this task is completed, each character that participated is permanently granted more profitable tasks - when that character rolls to Earn Income, they can always attempt a Task of up to their level + 2, and tasks they complete count as 1 level higher when determining Income Earned.

ENTER THE KINTARGAN GOVERNMENT

DOWNTIME

Requirements expert in Society, Kintargo Lore or Legal Lore

Seeing a perfect opportunity in the now-free Kintargo, you start to enter the political landscape of the city. Perhaps you start befriending the nobles, or follow the Lord-Mayor on her political tasks. This activity requires 2 months of work and a DC 30 Society, Kintargo Lore or Legal Lore check. For each character (PC or NPC) that helps with this task, the DC is decreased by 5.

When this task is completed, each character that participated gains access to items up to Level 15.

JOIN THE KINTARGAN MILITARY

DOWNTIME

Requirements expert in Warfare Lore, Athletics or Acrobatics

You start your military career in the now-free Kintargo, easily being granted a high rank from the get-go. After all, you and your companions just pulled off what the biggest military leaders could not! With the Dottari without a leader and the Hellknights of the Torrent now free to show their faces and badges, your help may make Kintargo flourish without any threats to their security. This activity requires 2 months of work and a DC 30 Warfare Lore, Athletics or Acrobatics check. For each character (PC or NPC) that helps with this task, the DC is decreased by 5.

When this task is completed, each character that participated is granted access to runes and talismans up to Level 15, and gain a 20% discount on these items.

ENCOUNTER & TREASURE REPLACEMENT

PART 1: DETAILS IN DISTRUST

LOBBY

Use 2 Barbed Secretaries, adding one more if there are more than four PCs.

BARBED SECRETARY

CREATURE 12

LN	MEDIUM	FIEND	DEVIL	U
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Perception +26

Skills Acrobatics +25, Arcana +20, Intimidation +23, Religion +22, Society +25, Stealth +25, Survival +22

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

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

HP 185; Resistance physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** fire

Attack of Opportunity ↳ Barb only. The secretary gains an extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity. In addition to the normal trigger, a hamatula can make an Attack of Opportunity against an adjacent creature that attempts a melee Strike against it.

Speed 25 feet, fly 30 feet

Melee ♦ barb +26 (evil magical), **Damage** 3d8+15 piercing plus 1d6 evil and bloodletting

Ranged ♦ hurled barb +25 (evil, magical, range increment 60 feet), **Damage** 2d8+15 piercing plus 1d6 evil and bloodletting

Divine Innate Spells DC 35, attack +25; **5th dimension door, glyph of warding** (at will) ** **4th dimension door** (at will) ** **3rd harm, paralyze** (x2) **

Bloodletting On a critical hit, the secretary's barbs deal 3d6 persistent bleed damage.

Dependable Results ♦ **Frequency** Once per round

Trigger The secretary rolls damage for a barb attack; **Effect** The damage roll is averaged (rounded up). Under normal circumstances, this deals 29 piercing damage and 4 evil damage.

Frightful Strike ♦ (divine, emotion, enchantment, fear, mental) **Trigger** The secretary hits a creature with a barb Strike; **Effect** The creature struck must succeed at a DC 35 Will save or become frightened 2 (or frightened 3 on a critical failure). Regardless of the result of its saving throw, the creature is then temporarily immune to Frightful Strike for 24 hours.

CONFERENCE ROOM

Each sideboard has a simple ceramic mug and a magical spoon that generates strange food when used in a scooping motion. Each spoon is worth 25gp per PC as oddities alone. Alongside this, the crystal glassware and exquisite wine on each sideboard is worth 12gp per PC.

CENTERPIECE

Use 1 Ice Devil Janitor. If there are more than four PCs, add one Barbed Secretary which happened to be on break.

ICE DEVIL JANITOR

CREATURE 11

UNIQUE	LN	LARGE	FIEND	DEVIL
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Perception +28

Skills

Str +6, Dex +5, Con +5, Int +8, Wis +5, Cha +4

AC 36; Fort +26, Ref +26, Will +28

HP 235; Weakness good 10; **Immunity** cold, fire

Speed 35 feet, fly 35 feet

Melee ♦ frost longspear +28 (cold evil magical reach 15 feet), **Damage** 2d8+12 piercing plus 1d6 cold 1d6 evil and slowing frost

Melee ♦ tail +25 (agile cold evil magical reach 10 feet), **Damage** 2d6+12 bludgeoning plus 2d6 cold 1d6 evil and slowing frost

Ranged ♦ frost longspear +27 (cold, magical, thrown 20 feet), **Damage** 2d8+12 piercing plus 1d6 cold

Divine Innate Spells DC 35, attack +25; **7th cone of cold, forcecage** **6th illusory scene, feeblemind** **5th dimension door, wall of ice** (x3) ** **4th dimension door** (at will) ** **Cantrips** (**7th**) **ray of frost** **Constant** (4th) fly

Janitor of Cocytus ♦ An ice devil's logical mind devises genius tactics from its perfect memory, and when those genius tactics are applied to cleaning, they can be lethal. The ice devil can telepathically move items with his mind, functioning as a 4th-level Telekinetic Assault (DC 35).

Slowing Frost The ice devil channels the extreme cold of its body through its appendages and weapons. A creature hit by an ice devil's weapon or unarmed attack in melee must attempt a DC 34 Fortitude save or be slowed 1 for 1d4 rounds.

RATIFICATION ROOM

Use 2 Rust Devils and 1 Tavoul Abrams. For each PC over four, add one Rust Devil. Tavoul wears a Ring of Climbing. Finally, one of the rust devils carries a Scroll of Plane Shift.

RUST DEVIL

LN	MEDIUM	FIEND	DEVIL
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Perception +24

Skills Acrobatics +23, Arcana +18, Intimidation +21, Religion +20, Stealth +23, Survival +22

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

AC 31; **Fort** +23, **Ref** +20, **Will** +20

HP 165; **Resistance** physical 10 (except silver); **Weakness** good 10; **Immunity** fire, poison

Attack of Opportunity ↳

Vanglorious Whispers ↳ (emotion, enchantment, mental) **Trigger** The rust devil is successfully hit by an attack; **Effect** The attacking creature must make a DC 27 Will save or become overly confident in its abilities, while in fact becoming less accomplished for 1 minute. While under these effects, it gains a +4 status bonus to saves against fear effects, but takes a -2 penalty to attack rolls and damage rolls. The target cannot Stride away from the Rust Devil, nor use healing magic on themselves.

Speed 25 feet, fly 30 feet

Melee ♦ slam +24 (evil magical), **Damage** 3d8+13 bludgeoning plus 1d6 evil

Melee ♦ wing +24 (agile evil magical), **Damage** 2d8+10 bludgeoning plus 1d6 evil

Ranged ♦ iron feathers +23 (evil, magical, range increment 60 feet), **Damage** 2d8+13 piercing plus 1d6 evil

Divine Innate Spells DC 31, attack +21; **6th** flesh to iron (as flesh to stone), curse of lost time **5th** wall of iron (as wall of stone) ** **4th** dimension door (at will) **

Iron Feather Storm ♦♦ The rust devil rains down its iron feathers on its enemies. It can make up to four iron feather attacks against creatures within its range, without increasing its multiple attack penalty until after all attacks are made.

Scarlet Tetanus (disease) Saving Throw DC 27 Fortitude; **Stage 1** Clumsy 2 (1 day); **Stage 2** Clumsy increases by 1 (1 day)

TAVOUL ABRAMOS**CREATURE 13**

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +24

Skills Acrobatics +25, Athletics +15, Crafting +17, Deception +17, Religion +18, Society +21, Stealth +18, Thievery +20

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

Items +2 Frost Greater Striking Spiked Chain, +2 Greater Resilient Chain Shirt

AC 33; **Fort** +23, **Ref** +26, **Will** +23

HP 192;

Speed 40 feet

Melee ♦ +2 frost greater striking spiked chain +25 (magical), **Damage** 3d8+6 plus 1d6 cold damage. On a crit, the target is prone and must make a DC 28 Fortitude save or be slowed 1 too.

Debilitating Strike ♦ **Trigger:** Tavoul's Strike hits a flat-footed creature and deals damage. **Effect** Tavoul can choose one of the following effects:

- Make the creature enfeebled 1.
 - Impose a -10 foot penalty to its Speeds.
 - The target can't flank other creatures, and can't provide flanking
 - The target takes 3d6 persistent bleed damage.
- The chosen effect lasts until the end of Tavoul's next turn.

Sneak Attack Tavoul deals an extra 3d6 points of precision damage against creatures that are flat-footed. On the first round of combat, creatures that haven't acted are flat-footed to Tavoul.

Hit and Run Tactics Tavoul ignores difficult terrain when Striding or Stepping, and does not trigger reactions when moving up to half of his speed.

OUBLIETTE

No modifications needed, I hope.

AERIE OF RAGING WHISPERS

Use 4 Zebub Archers, adding one more for each PC over four.

ZEBUB ARCHER**CREATURE 11**

RARE	LE	SMALL	FIEND	DEVIL
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Perception +24

Skills Acrobatics +25, Arcana +16, Deception +18, Intimidation +22, Performance +20, Stealth +22

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

AC 31; **Fort** +21, **Ref** +24, **Will** +21

HP 160; **Resistance** physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** fire

Speed 15 feet, fly 50 feet

Ranged ♦ longbow +23 (evil, finesse, magical),

Damage 2d8+6 piercing plus 1d6 evil

Melee ♦ mandibles +23 (evil finesse magical), **Damage**

2d10+6 piercing plus 1d6 evil and Cocytan filth

Infernal Eye ♦♦♦ The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 2d6 precision damage to flat-footed creatures. Additionally, frightened creatures are flat-footed to the Zebub Archer.

Cocytan Filth Saving Throw DC 30 Fortitude; Onset 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

LIBRARY

Use 1 Handmaiden Devil Librarian. If there are more than four PCs, add one Barbed Secretary gossiping with the librarian.

HANDMAIDEN DEVIL LIBRARIAN CREATURE 15

RARE	LE	MEDIUM	FIEND	DEVIL
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Perception +30

Skills Acrobatics +27, Athletics +28, Arcana +25, Deception +30, Diplomacy +28, Occultism +25, Religion +26, Society +25, Stealth +27

Str +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

AC 38; **Fort** +24, **Ref** +27, **Will** +30

HP 270; **Resistance** physical 10 (except silver); **Weakness** good 10; **Immunity** fire

Reflexive Grab ♦ **Trigger** A creature leaves a square within the librarian's reach using a move action or attempts a melee Strike against the librarian; **Effect** The librarian lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause the librarian to automatically fail the Athletics check.

Speed 35 feet, climb 35 feet

Melee ♦ claw +32 (agile evil finesse magical), **Damage** 3d8+14 slashing plus 1d6 evil

Melee ♦ tentacle +32 (evil magical reach 10 feet), **Damage** 3d12+16 bludgeoning plus Grab

Tentacle Engage ♦ (attack) **Requirements** The librarian has a Medium or smaller creature grabbed; **Effect** The librarian transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 60), except the engagged creature is not at risk of suffocation, and the gylou can bring the engagged creature with them when they cast dimension door. A librarian can have only one creature engaged at a time.

Indispensable Savvy Frequency once per day; **Trigger**

The librarian attempts a skill check but hasn't rolled yet; **Effect** The librarian demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time the librarian uses this ability or until 24 hours have passed, whichever happens first.

ODEXIDIE'S OFFICE

Use 1 Odexidie. If there are more than four PCs, add one Barbed Secretary gossiping with the librarian. Odexidie holds a Major Mentalist's Staff.

**ODEXIDIE****CREATURE 15**

UNIQUE | **LE** | **MEDIUM** | **FIEND** | **DEVIL**

Perception +30

Skills Arcana +27, Deception +31, Diplomacy +29, Intimidation +29, Religion +28, Society +28, Stealth +27, Legal Lore +34

Str +3, **Dex** +5, **Con** +5, **Int** +8, **Wis** +5, **Cha** +5

AC 38; **Fort** +26, **Ref** +26, **Will** +31

HP 260; **Resistance** physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** fire

Speed 25 feet

Melee ♦ binding contract +31 (agile disarm evil magical reach 10 feet trip), **Damage** 5d6+14 slashing plus 1d6 evil Grab and infernal wound

Melee ♦ horn +29 (magical), **Damage** 4d10+15 piercing and infernal wound

Divine Innate Spells DC 40, attack +30; **10th** scrying [at will] **8th** plane shift dimension door, fireball, illusory scene, lightning bolt, locate (at will), mind probe, sending [at will] **4th** dimension door (at will), private sanctum, silence **3rd** mind reading [at will]

Cantrips (8th) detect magic **Constant** (5th) tongues

Infernal Lawyer none Odexidie can substitute Legal Lore for any Charisma-based check.

Draft Contract ♦♦♦ (conjuration, divine, manipulate)

The contract devil produces an infernal contract for a single living mortal. This contract can grant a wide range of abilities and effects, akin to the power of a wish spell but fulfilled to the letter by the contract devil. To receive any of those benefits, the mortal must willingly sign its true name to the contract. At that point, the mortal's soul is bound to the contract devil and Hell.

Infernal Investment A contract devil can cast a 10th-level innate scrying spell at will, but only to target a creature with which it has a contract. The target automatically critically fails its save.

Infernal Wound (divine, necromancy) A contract devil's Strikes also deal 3d6 persistent bleed damage that resist attempts to heal it. The flat check to stop the bleeding starts at DC 20. 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.

PART 2: LEVERAGE OVER LAW

No modification need be made besides DC adjustment. Regarding Carliss Mayhart, if the PCs come to a diplomatic solution and do not use force or intimidation to beat the Aeldervenks into revealing the truth, Lady Aeldervenk gives the PCs her father's Eye of Fortune action if they agree to let bygones be bygones and don't bring her family into public shame over the matter.

PART 3: DEFENDERS OF SILVER

THE SLAVERS

Use 1 Delexia, 6 Greenbriar Slavers and 1 Barbed Secretary. For each PC over four, add two Greenbriar Slavers.

DELEXIA

CREATURE 12

UNIQUE **LE** **MEDIUM** **HUMANOID** **ORC**

Perception +26

Skills

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

AC 31; **Fort** +22, **Ref** +25, **Will** +21

HP 215;

Attack of Opportunity ↗

Speed 50 feet

Melee ♦ hamatula strike +23 (agile), **Damage** 3d8+12 piercing

Melee ♦ unarmed strike +23 (agile), **Damage** 3d6+12 piercing

Flurry of Blows ♦ (flourish) Delexia makes two strikes - either hamatula or unarmed strikes.

Hamatula Stance ♦ (stance) Delexia enters her stance and can make hamatula strikes, as well as use the Hamatulatsu activity.

Hamatulatsu ♦♦ Delexia makes one hamatula strike, which deals 5d10+12 points of damage. This counts as two attacks towards her multiple attack penalty.

Quick Reversal ♦ Requirements Delexia is flanked by at least two enemies **Effect** Delexia turns the tables on its flankers, making a flurry of blows and targeting each flanker with a strike. The second Strike has the same multiple attack penalty of the initial attack and doesn't count toward her multiple attack penalty.

GREENBRIAR SLAVER

CREATURE 9

UNCOMMON **LE** **MEDIUM** **HUMANOID** **HUMAN**

Perception +18

Skills Acrobatics +16, Athletics +20, Nature +12, Society +12, Stealth +20, Survival +18

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

AC 28; **Fort** +19, **Ref** +20, **Will** +16

HP 138;

Attack of Opportunity ↗ Can only be triggered by movement actions. The slaver may Strike or attempt to Trip the target.

Speed 30 feet

Melee ♦ +1 striking scorpion whip +20 (disarm trip reach), **Damage** 2d4+8 slashing

Melee ♦ unarmed strike +20 (trip), **Damage** 1d6+8 slashing

Bleed for me, slave ♦ Requirements The slaver's last action was Double Slice, and both attacks hit the target **Effect** The slavers flenses the target, making it bleed and creating a weak spot. The target takes 2d8 persistent bleed damage, becomes flat-footed, and its resistances to any physical damage types are reduced by 5; these two effects last until the beginning of the slaver's next turn.

Get Over Here, Worm! ♦♦ The slaver makes two Strikes, one with its spiked whip and one unarmed attack, each using your current multiple attack penalty.

If the first strike connects, the slaver may automatically pull the target closer to him before making the second attack against the same target.

THE SHADOW SLAB

Use 1 Nightwing.

SANCTUM OF MIDNIGHT

Run the trap as written in the adventure, using Shadows of the Terapassillion instead of the shadows provided. The trap would have a Stealth DC of 39.

NIGHTWING**CREATURE 15**

CE	HUGE	UNDEAD	SHADOW
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Perception +27**Skills** Acrobatics +25, Athletics +25, Intimidation +30, Nature +30, Stealth +27, Survival +27**Str** +6, **Dex** +4, **Con** +8, **Int** -2, **Wis** +6, **Cha** +8**AC** 37; **Fort** +29, **Ref** +25, **Will** +27**HP** 280; **Resistance** all 5 (except force, ghost touch, or positive; double resistance against non-magical);**Weakness** light vulnerability; **Immunity** death effects, disease, paralyzed, poison, precision, unconscious**Speed** 30 feet, fly 30 feet**Melee** ♦ bite +29, **Damage** 3d6+14 slashing plus 3d6 cold and magic drain**Ranged** ♦ wave of shadow +29 (cold, range increment 40 feet), **Damage** 6d6 cold and magic drain**Arcane Innate Spells** DC 36, attack +26; **8th** confusion, cone of cold **7th** finger of death, dispel magic, haste, slow **6th** darkness, cone of cold

Magic Drain The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 36 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.

SHADOW OF THE TERAPASILLION CREATURE 13

UNCOMMON	LE	LARGE	UNDEAD	SHADOW
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Perception +20**Skills** Athletics +27, Intimidation +22, Stealth +26**Str** +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3**AC** 33; **Fort** +25, **Ref** +20, **Will** +23**HP** 280; **Resistance** all 10 (except force, ghost touch, or positive; double resistance against non-magical);**Weakness** light vulnerability; **Immunity** death effects, disease, paralyzed, poison, precision, unconscious**Attack of Opportunity** ↗**Speed** 30 feet, fly 30 feet**Melee** ♦ shadow hand +27 (finesse magical), **Damage** 3d8+18 negative**Steal Shadow** ♦ (divine, necromancy) Requirement

The shadow hit a living creature with a shadow hand Strike on its previous action. **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from Steal Shadow decreases by 1 every hour.

Slink in Shadow The greater shadow can Hide or end its Sneak in a creature's or object's shadow.

Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the greater shadow that created it. This shadow spawn doesn't have Steal Shadow. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

SHADOW GIANT LAIR

Use 2 Shadow Giant Commanders, adding one more if there are more than four PCs. There is a large chest in the area, which contains the treasure the giants have gathered over the years. It contains a bejeweled holy symbol of Desna worth 20gp per PC, a single aquamarine worth 30gp per PC, and a velvet pouch containing pearls worth 50gp per PC. It also contains two Greater Cloaks of Elvenkind, stolen from an adventuring couple ages ago, and a Greater Knapsack of Halflingkind, looted from a Bellflower unit that passed through. For each PC over four, the PCs find paintings of various gods worth 500gp.

SHADOW GIANT COMMANDER **CREATURE 14**

UNCOMMON **LE** **LARGE** **UNDEAD** **SHADOW**

Perception +22

Skills Athletics +29, Intimidation +24, Stealth +23

Str +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3

AC 35; **Fort** +27, **Ref** +22, **Will** +25

HP 310; **Resistance** all 10 (except force, ghost touch, or positive; double resistance against non-magical);

Weakness light vulnerability; **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Speed 35 feet

Melee ♦ spiked chain +29 (disarm reach 10 feet trip), **Damage** 3d8+20 slashing plus pall of shadow

Melee ♦ fist +28 (agile reach 10 feet), **Damage** 3d8+20 bludgeoning plus pall of shadow

Ranged ♦ rock +28 (brutal, range increment 120 feet), **Damage** 2d8+18 bludgeoning

Ranged ♦ rock +28 [+23/+18] (brutal, range increment 120 feet), **Damage** 2d8+18 bludgeoning

Shadow cloak ♦ (divine, illusion, shadow) The shadow giant becomes shrouded in shadows and becomes concealed. As the nature of this effect leaves the giant's location obvious, it can't use this concealment to Hide or Sneak. This effect lasts for 1 minute or until it is exposed to direct sunlight, whichever comes first.

Throw Rock ♦

Pall of Shadow (divine, necromancy, shadow) When a shadow giant hits with a melee Strike, the target must succeed at a DC 32 Fortitude save or become drained 1 and take a -1 status penalty to Perception checks involving sight as long as they remain drained. On a critical failure, this condition doesn't heal naturally and can be removed only with magic.

ITHANOTAUR'S ARRIVAL

Use 1 Ithanotaur.

ITHANOTAUR**CREATURE 15**

UNIQUE **NE** **HUGE** **DRAGON** **SHADOW**

Perception +29

Skills Acrobatics +25, Athletics +31, Deception +28, Intimidation +28, Nature +25, Religion +27, Stealth +27, Survival +28

Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +6, **Cha** +5

AC 39; **Fort** +29, **Ref** +27, **Will** +29

HP 275; **Immunity** negative, paralyzed, sleep

Attack of Opportunity ♦ Jaws only

Frightful Presence none (aura, emotion, fear, mental) 90 feet, DC 34

Speed 50 feet, fly 180 feet

Melee ♦ jaws +32 (negative reach 15 feet), **Damage** 3d10+16 piercing plus 3d6 negative

Melee ♦ claw +32 (agile magical reach 10 feet), **Damage** 3d10+16 slashing

Melee ♦ tail +30 (magical reach 20 feet), **Damage** 3d12+16 slashing

Melee ♦ wing +30 (agile magical reach 15 feet), **Damage** 2d10+16 slashing

Draconic Frenzy ♦♦ Ithanotaur makes two claw Strikes and one wing Strike in any order.

Breath Weapon ♦♦ Ithanotaur breathes in one of two ways. They can't use Breath Weapon again for 1d4 rounds.

Negative (necromancy, negative, primal) Ithanotaur breathes a blast of darkness in a 40-foot cone that deals 18d6 negative damage (DC 40 basic Reflex save). Undead creatures take 21d6 force damage instead of the negative damage.

Shadows (necromancy, primal, shadow) Ithanotaur breathes a blast of shadows in a 40-foot cone. Each creature within the cone must attempt a DC 40 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is enfeebled 2 for 1 round.

Failure The creature is enfeebled 2 for 1 minute.

Critical Failure The creature is enfeebled 2 for 1 minute and blinded for 1 round.

Draconic Momentum Ithanotaur recharges their Breath Weapon whenever they score a critical hit with a Strike.

Ghost Ban Ithanotaur's Strikes affect incorporeal creatures with the effects of a ghost touch property rune, and his jaws deal an additional 8d6 force damage to undead.

ABYSSAL CAVERN

Use 1 Baraagama.

BARAAGAMA**CREATURE 15**

RARE	CN	GARGANTUAN	ABERRATION	AQUATIC
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Perception +24**Skills****Str** +3, **Dex** +6, **Con** +3, **Int** -2, **Wis** +2, **Cha** +0**AC** 37; **Fort** +32, **Ref** +23, **Will** +26**HP** 300; **Resistance** cold 20; **Immunity** acid**Speed** 60 feet, swim 60 feet**Melee** ♦ bite +32 (magical reach 15 feet), **Damage** 4d12+17 piercing**Melee** ♦ claw +32 (agile magical reach 20 feet), **Damage** 3d10+17 slashing**Pull Apart** ♦ Baraagama makes two claw Strikes against the same target. If both hit, the target takes an extra 2d12+13 slashing damage, with a DC 36 basic Fortitude save. On a critical failure, the creature is torn to pieces and dies. Baragaama's multiple attack penalty increases only after all the attacks are made.**Thrash** ♦ Baraagama Strikes once against each creature in its reach with its claws. Each attack takes a -2 circumstance penalty and counts toward the mukradi's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.**Legendary Storm** ♦♦♦ **Frequency** Once per day **Effect**

Baraagama can call forth a legendary storm, casting Cataclysm. However, it manifests only Incredible lightning, Beating winds and a tsunami (only 3 of the 7 effects).

GUARD POST

Use 1 Skum Ranger, adding one more if there are more than four PCs.

SKUM RANGER**CREATURE 11**

LE	MEDIUM	HUMANOID	AMPHIBIOUS	ALGHOHLHU
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Perception +20**Languages** Alghohlhu, Undercommon**Skills** Athletics +20, Intimidation +18, Stealth +22**Str** +4, **Dex** +4, **Con** +3, **Int** +0, **Wis** +0, **Cha** -2**AC** 32; **Fort** +22, **Ref** +18, **Will** +19**HP** 195;**Attack of Opportunity** ♦ Only against prey**Speed** 30 feet, swim 30 feet**Melee** ♦ trident +24 (magical thrown 20 ft), **Damage** 2d8+11 bludgeoning**Hunt Prey** ♦ The Skum Ranger designates one creature it can see as its prey. The first time the skum ranger hits their hunted prey in a round, they also deal 2d8 additional precision damage. This bonus applies to its shark animal companion too.**SHARK COMPANION****CREATURE 7**

N	LARGE	ANIMAL
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Perception +22**Skills** Athletics +24**Str** +4, **Dex** +3, **Con** +3, **Int** -4, **Wis** +3, **Cha** +0**Animal Companion** This is an Animal Companion of a Skum Ranger, and as such cannot act without their commands in combat.**AC** 30; **Fort** +20, **Ref** +22, **Will** +21**HP** 95;**Speed** swim 40 feet**Melee** ♦ jaws +24, **Damage** 2d8+11 piercing**Fight in my Terrain!** ♦ The shark companion attempts to grab a creature that's adjacent to water. If it succeeds, it may immediately drag it 30 feet into the water and attempt a Strike.

SKUM WARREN

Use 3 Skum Rangers, adding one more for each PC over four. The skum have a small stash of treasure - four black pearls worth 100gp per PC in total, and a mithral tuning fork worth 50gp per PC. For each PC over four, the party finds nautical maps worth 150gp.

SIREN'S LAIR

Use 1 Seaweed Siren. The siren keeps a stash of gold teeth, which total 50gp per PC. In the siren's heads hangs a Greater Stampede Medallion, which they are unable to use but adore. For each PC over four, the party finds ceremonial tridents worth 150gp.

SEAWEED SIREN

CREATURE 14

RARE CN LARGE ABERRATION

Perception +26

Skills Acrobatics +23, Athletics +27, Arcana +23, Deception +27, Intimidation +27, Nature +25

Str +8, **Dex** +6, **Con** +6, **Int** +4, **Wis** +6, **Cha** +8

AC 36; **Fort** +28, **Ref** +26, **Will** +24

HP 250; **Immunity** sonic

Speed 40 feet, swim 40 feet

Melee ♦ bite +30 (deadly 1d8 magical reach 10 feet), **Damage** 4d6+16 piercing

Ranged ♦ sonic beam +26 (sonic, magical, range increment 60 feet), **Damage** 3d10+16 sonic

Occult Innate Spells DC 34, attack +24; **7th** shatter (x3), sound burst (x3), sleep (x3) **

Cacophonous Song ♦♦ The siren sings a cacophonous song which disrupts spellcasting. Each creature within 60 feet of the siren must make a DC 34 **Fortitude** Save.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1 for 2 rounds.

Critical Failure The creature is stupefied 2 for 2 rounds.

False Heads The seaweed siren has three false siren heads, who sing and cast spells. A creature can target one of these heads, which have AC 40 and HP 20. Severing a head deals 40 points of damage to the seaweed siren, and a siren without heads cannot cast any spells nor use Cacophonous Song.

DROWNING DEVIL'S DOMAIN

Use 1 Sluucoroth. The drowning devil keeps a salvaged foot locker filled with valuables to bribe potential allies. Inside, the PCs will find assorted gems worth 150gp per PC, a Wand of Stone Tell, all inside a Bag of Holding Type IV. For each PC over four, the party finds scrying focuses Sluucoroth wanted to give to his victims, worth 700gp for their materials and magic.

SLUUCOROTH

CREATURE 15

UNIQUE LE LARGE FIEND DEVIL

Perception +29

Skills Athletics +31, Arcana +30, Deception +31, Intimidation +33, Religion +27, Stealth +32

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

AC 40; **Fort** +33, **Ref** +30, **Will** +27

HP 320; **Resistance** physical 10 (except silver), poison 10; **Weakness** good 10; **Immunity** fire

Speed 35 feet, fly 35 feet, swim 40 feet

Melee ♦ jaws +32, **Damage** 4d10+15 piercing

Melee ♦ claw +32 (agile reach 10 feet), **Damage** 4d6+15 slashing

Divine Innate Spells DC 35, attack +25; **7th** warp mind, mask of terror, visions of danger **6th** dimension door, phantom pain **5th** dimension door (at will), dimensional anchor (x2), discern lies **2nd** invisibility (at will; self only) **

Drown ♦♦♦ Sluucoroth summons murky water into the lungs of a creature within 30 feet of him. At the start of its next turn, the target must succeed at a DC 36 Fortitude save or fall unconscious, drop to 0 hit points and begin dying.

Heavy Aura Whenever a creature enters a space within 10 feet of Shurghosot, it must succeed on a DC 38 Will save

Success Unaffected and immune to this effect for 24 hours.

Failure The creature's speeds are reduced by half while in the aura.

Critical Failure The creature's speeds are reduced to 0 while in the aura.

Drowning Devil Poison none **Saving Throw** DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage, enfeebled 1 (1 round); **Stage 2** 5d6 poison damage and enfeebled 1 (1 round); **Stage 3** 5d6 poison damage, enfeebled 2, and the creature takes a -4 status penalty to Will saves against attempts to Coerce it (1 hour)

THE GRUNDLESCORN SISTERS

Use 3 Grundlescorn Sisters and 1 Mammoth Bone Golem, adding one more golem if there are more than four PCs. The hags have hidden their treasure below their ghastly altar, which consists of a +2 Resilient Fortification Breastplate, clearly of Strix manufacture, a Necklace of Fireballs V, which deals electricity damage instead of fire damage, and a Major Ring of Electricity Resistance. Alongside this, they will find assorted gemstones and a golden holy symbol of Calistria worth 150gp per PC in total. For each PC over four, the PCs find magically-recorded songs of a long-dead Irriseni princess, which could be sold to a collector for 1500gp.

GRUNDLESCORN SISTER**CREATURE 13**

RARE	NE	MEDIUM	HUMANOID	HAG
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Perception +26**Skills** Arcana +26, Deception +26, Diplomacy +26, Intimidation +20, Occultism +26, Religion +26**Str** +5, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +3**AC** 34; **Fort** +25, **Ref** +17, **Will** +18**HP** 170; **Resistance** mental 10; **Weakness** cold iron 10; **Immunity** sleep**Speed** 50 feet**Melee** ♦ bone needle +20 (magical), **Damage** 2d8+8 piercing plus 1d6 evil and Abyssal plague

Primal Prepared Spells DC 30, attack +20; **9th bind soul** (at will; from heartstone), **ethereal jaunt** (at will; from heartstone) ** **8th dream council** **6th chain lightning** (x3) ** **5th lightning storm** (x3) ** **3rd dream message** (at will), **magic missile** (at will) ** **2nd invisibility** (at will) ** **1st ray of enfeeblement** (at will), **sleep** (at will) ** **Constant** detect magic; (3rd) detect alignment (all alignments simultaneously)

Grundlescorn Coven ♦ **Frequency** once per day

Trigger The Grundlescorn sister cast a spell with the electricity trait **Effect** For each other sister within 60 feet, the spell is heightened 1 level higher.

Your Heart is Mine ♦♦♦ The Grundlescorn sister stabs a creature in the heart, seemingly penetrating all armor and taking out its heart. This works like the Paralyze spell (DC 36), except the **Will** saving throw also counts as a basic save against 10d10 piercing damage.

MAMMOTH BONE GOLEM**CREATURE 13**

UNCOMMON	N	LARGE	CONSTRUCT	GOLEM	MINDLESS
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Perception +21**Skills** Athletics +30**Str** +8, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5**AC** 34; **Fort** +26, **Ref** +21, **Will** +22

HP 190; **Resistance** physical 15 (except adamantine); **Immunity** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Golem Antimagic none harmed by fire (6d10, 3d6 from areas or persistent damage); healed by cold (area 2d6 HP); slowed by sonic

Vulnerable to Casting Bind Undead against the Bone Golem makes it slowed 1.

Vulnerable to Casting Animate Dead against the Bone Golem deals 8d10 points of force damage as the bones rip apart from its body.

Speed 25 feet, fly 40 feet

Melee ♦ fist +28 (magical reach 10 feet), **Damage** 3d10+12 bludgeoning

Bone Prison ♦♦ The Bone Golem throws some of its bones at a creature within 30 feet. The bones magically duplicate and form a cage surrounding the creature and trapping it. The cage has AC 5, **Hardness** 15, and 70 Hit Points. It's immune to critical hits and precision damage. Disintegrate destroys the sphere instantly. If the target is unwilling, the effects of the cage depend on the target's Reflex save.

Critical Success The target breaks enough bones, causing the cage to collapse entirely.

Success The cage functions normally but has only 20 Hit Points instead of 70.

Failure The cage has its normal effect.

THE KITSATICKAS

Use 1 Solsmestria and 4 Strix Archers.

SOLSMESTRIA**CREATURE 15**

UNIQUE	CN	MEDIUM	HUMANOID	STRIX
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Perception +29**Skills****Str** +3, **Dex** +7, **Con** +4, **Int** +5, **Wis** +8, **Cha** +1**AC** 36; **Fort** +23, **Ref** +26, **Will** +29**HP** 260;**Speed** fly 60 feet**Melee** ♦ shortsword +28, **Damage** 3d6+13 piercing plus 1d6 fire**The Wind at Our Backs, We Protect This Land** ♦

(metamagic) If Solsmestria's next action is to cast Punishing Winds, she can choose up to six allies within range to protect them from the spell. Affected allies treat their saving throws against the spell as one degree of success better.

Overwhelming Energy ♦ If the next action Solsmestria uses is to Cast a Spell, the spell ignores 15 of the target's resistance to acid, cold, electricity, fire, or sonic damage. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by wall of fire. A creature's immunities are unaffected.

STRIX ARCHER**CREATURE 10**

CN	MEDIUM	HUMANOID	STRIX
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Perception +19**Skills****Str** +3, **Dex** +6, **Con** +5, **Int** +0, **Wis** +3, **Cha** +1**AC** 29; **Fort** +19, **Ref** +17, **Will** +17**HP** 175;**Speed** fly 30 feet**Melee** ♦ talons +22, **Damage** 3d10+9 slashing**Ranged** ♦ longbow +23, **Damage** 3d8+9 piercing

Hunt Prey ♦ (concentrate) The strix archer designates a single creature they can see and hear, or one they're Tracking, as their prey.

Quick Like the Wind ♦ **Frequency** once per minute

Effect The strix archer strides twice

Distracting Shot The sheer power of a strix archer's shots hinder a defender's chances to block, and unbalance them greatly. If they critically hit their hunted prey with a ranged weapon, or hit it at least twice on the same turn with a ranged weapon, the target is flat-footed until the start of the strix's next turn.

Precision Edge The first time the strix archer hits their hunted prey in a round, they deal an additional 1d8 precision damage.

PART 4: THEY HAVE NOT GONE GENTLY

ENTRY

Use the Shax Scythe Blades hazard.

SHAX SCYTHE BLADES

HAZARD 15

MECHANICAL | **TRAP**

Complexity Simple

Stealth DC 35 (expert)

Description Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire.

Disable Thievery DC 35 (expert) to disable each blade

AC 35, **Fort** +25, **Ref** +20

Hardness 15, HP 100 (BT 22); **Immunities** critical hits, object immunities, precision damage

Falling Scythes ↳ (attack); **Trigger** The trip wire is pulled or severed. **Effect** Both blades swing down, each one attacking all creatures under the ceiling grooves.

Melee scythe +26 (deadly 1d12), **Damage** 5d12+4 slashing; no multiple attack penalty

Reset The trap resets after 15 minutes.

atrium

For combat, use 4 Disciples of Shax, adding one more disciple for each PC over four. Use the Dragon Bile Scythes hazard.

DRAGON BILE SCYTHES

HAZARD 15

MECHANICAL | **TRAP**

Complexity Simple

Stealth DC 40 (expert)

Description Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire. Along each blade, a noxious poison is barely visible for those perceptive enough.

Disable Thievery DC 40 (master) to disable each blade

AC 35, **Fort** +25, **Ref** +20

Hardness 15, HP 100 (BT 22); **Immunities** critical hits, object immunities, precision damage

Falling Scythes ↳ (attack); **Trigger** The trip wire is pulled or severed. **Effect** Both blades swing down, each one attacking all creatures under the ceiling grooves.

Melee scythe +26 (deadly 1d12), **Damage** 4d12+4 slashing plus Dragon Bile; no multiple attack penalty

Reset The trap resets after 15 minutes.

EXAMINATION ROOM

Use The Soulstrain hazard. For combat, use 1 Dybbuk. The books here can be sold as a collection for a total of 100gp per PC, and hidden in between them, the PCs will find a pair of Slates of Distant Letters and a ceremonial +2 Greater Corrosive, Fanged (Major) Kukri.

SOULSTRAIN

TRAP | **NECROMANCY** | **MAGIC**

Complexity Simple

Stealth DC 45 (expert)

Description A blood-stained white sheet has been draped across a table, over what appears to be the skeletal remains of a humanoid, bearing a holy symbol of Abadar. Alongside it, neatly arranged surgical tools and a glass jar filled with green fluid stand atop a nightstand.

Disable Occultism, Arcana or Religion DC 40 (Expert) To devise a way to force the spirit of the dead Abadarian cleric to rest - either by exorcising it or destroying the magical runes holding it here. Worshippers of Abadar gain a +5 bonus to this check.

Trap The Soul! ↳ (arcane, evocation) **Trigger** A living creature approaches within 20 ft of the heart. **Effect** As per the adventure's description, but using the rules for the 9th-level Imprisonment Ritual (DC 32 Will). If the creature fails the saving throw, a Dybbuk is released in its place.

Reset The Soulstrain resets immediately after triggering.

SHRINE TO THE BLOOD MARQUIS

For combat, use 2 Disciples of Shax, adding one more disciple for each PC over four.

LABORATORY

Use 1 Nirukni and 2 Disciples of Shax, adding one more disciple for each PC over four. Nirukni's laboratory contains a lot of potions and alchemical reagents worth 50gp per PC. If these ingredients are spent in the crafting of an alchemical item, they count as double their value towards the final item's make.

PREPARATION ROOM

Use the Submission Compulsion hazard.

SUBMISSION COMPULSION**HAZARD 15**

TRAP	ENCHANTMENT	MAGIC
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Complexity Simple

Stealth DC 40 (expert)

Description This room is filled with tools used to torture the unlucky - from manacles bolted to the walls, to gags and restraints suitable for an unwilling patient.

Disable Thievery DC 35 (expert) to quickly throw the focuses out of the room, Athletics DC 35 (master) to break the magical restraints, Religion DC 35 (expert) to exorcise the spirits of those tortured here.

Prepare Yourselves For Me ↗ (arcane, enchantment);

Trigger A living creature enters the trap's area

Effect As per the adventure's description, but using the rules for an 8th-level +24 counteract check, and then a Telepathic Demand (DC 32 **Will**) against the target.

Reset 24 hours

SURGICAL AMPHITHEATER

Use 1 **Mangvhune**. Mangvhune still keeps on his person the three staffs the best professors in Alabaster Academy held - three Major Staves of Transmutation, Illusion and Evocation. In his corpse, he leaves his Silkspinner's Shield. Alongside these, he has stored in his Bag of Holding Type IV the greatest treasures he has looted: a noblewoman's dress of exquisite make, worth 100gp per PC, the heart of a Cornugon Devil, perfectly preserved, worth 100gp per PC, the eye of a Irriseni Winter Hag, worth 50gp per PC, and a king's crown worth 50gp per PC. For each PC over four, Mangvhune has actually preserved angel's wings perfectly, which could be sold to a church for 2650gp.

DISCIPLE OF SHAX**CREATURE 11**

UNCOMMON	LE	MEDIUM	HUMANOID	FIEND
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Perception +21

Skills

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

AC 30; **Fort** +19, **Ref** +23, **Will** +20

HP 175;

Speed 25 feet

Melee ♦ dagger +23 (agile), **Damage** 3d4+5 slashing and piercing

Divine Prepared Spells DC 30, attack +20; **6th** blinding fury (×2), harm (×4) ** **5th** flame strike (×2), see invisibility (already cast) ** **4th** freedom of movement, silence, enervation **3rd** blindness, dispel magic **Cantrips** 0 divine lance

Shax's Teachings The disciples of Shax may make Religion checks instead of Deception checks when Feinting. Additionally, whenever they succeed at a Feint, their targets are flat-footed to all attacks made by the disciple until its next turn.

Sneak Attack Whenever the disciple of Shax deals damage to a flat-footed creature, it deals an extra 3d6 precision damage.

DYBBUK**CREATURE 15**

RARE	NE	MEDIUM	UNDEAD	INCORPOREAL	SPIRIT
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Perception +27**Skills****Str** -5, **Dex** +7, **Con** +0, **Int** +1, **Wis** +6, **Cha** +8**AC** 35; **Fort** +21, **Ref** +28, **Will** +29**HP** 175 (negative healing); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious**Speed** fly 50 feet**Melee** ♦ pain touch +28 (agile, evil, finesse, magical), **Damage** 3d10+14 negative plus 2d6 evil**Occult Innate Spells** DC 36, attack +26; **6th** dominate, feblemind, telekinetic maneuver (at will) ** **5th** chilling darkness (x2), fear **4th** modify memory **3rd** fear (at will) ** **Cantrips (6th)** telekinetic projectile**Inhabit Object** ♦ (necromancy, occult, possession) The dybbuk possesses a Large or smaller unattended object within 20 feet, making it an animated object. This animated object's level can be no higher than the dybbuk's level - 2. This possession ends when the object is destroyed or the dybbuk leaves it by using this ability again. At this point, the dybbuk reappears in the object's square and can't Inhabit an Object again for 1d4 rounds. If the object is destroyed, the dybbuk takes 5d6 force damage.**Malevolent Possession** ♦♦ (incapacitation, mental, necromancy, occult, possession) The dybbuk attempts to possess an adjacent corporeal creature. This has the same effect as the possession spell (DC 34) with an unlimited duration, except since the dybbuk doesn't have a physical body, they aren't unconscious, and aren't paralyzed when the effect ends, though they take 5d6 force damage if the body is knocked unconscious or killed. If the dybbuk took control of the target with Malevolent Possession, when the dybbuk departs, the target has only incoherent memories of the interval it was possessed. If a creature dies while possessed by the dybbuk and its corpse remains intact, the dybbuk can immediately inhabit the corpse (see Inhabit Object) as a reaction, in which case the corpse becomes an animated object.**NIRUKNI****CREATURE 15**

UNIQUE	CN	MEDIUM	HUMANOID	HUMAN	FIEND
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Perception +22**Skills****Str** +3, **Dex** +8, **Con** +2, **Int** +8, **Wis** +2, **Cha** +3**Items** 10 batches of infused reagents**AC** 37; **Fort** +23, **Ref** +29, **Will** +22**HP** 275; **Immunity** Poison**Speed** 25 feet**Melee** ♦ shortsword +29 (agile finesse magical versatile S), **Damage** 3d6+2 piercing**Ranged** ♦ crossbow +31 (magical, range increment 120 feet, reload 1), **Damage** 1d6+3 piercing (plus wyvern poison on first four shots)**Shocking bomb** ♦ (alchemical, electricity, interact); **Cost** 1 batch of infused reagents. **Effect** Nirukni whips up an electric bomb and lobs it up to 30 feet. All**Revitalizing Combination** none (alchemical, positive, interact)**♦ or ♦♦ Cost** 1 batch of infused reagents. **Effect** Nirukni whips up a revitalizing elixir, which heals 5d8+40 points of damage. He can drink the elixir during this same action, or spend an additional action to make an adjacent ally drink it.**Healing and Invisibility Combo** (alchemical, positive, interact)**♦ or ♦♦ Cost** 1 batch of infused reagents. **Effect** Nirukni whips up a healing elixir combined with an invisibility potion, which heals 3d8+20 points of damage and turns the target invisible, as per invisibility. He can drink the elixir during this same action, or spend an additional action to make an adjacent ally drink it.**Shocking bomb** ♦ (alchemical, electricity, interact); **Cost** 1 batch of infused reagents. **Effect** Nirukni whips up an electric bomb and lobs it up to 30 feet. All creatures in a 5-foot burst take 8d6 fire damage (DC 34 basic Reflex save).**Sneak Attack** Nirukni deals an extra 2d6 precision damage to flat-footed creatures.

**MANGVHUNE****CREATURE 17**

UNIQUE **CE** **MEDIUM** **FIEND** **DEMON**

Perception +27

Skills Acrobatics +30, Arcana +30, Thievery +30

Str +3, **Dex** +9, **Con** +4, **Int** +5, **Wis** +2, **Cha** +7

AC 40; **Fort** +25, **Ref** +34, **Will** +25

HP 315; **Resistance** acid 20; **Weakness** cold iron 10, good 10

Deny Advantage none Mangvhune isn't flat-footed to creatures of 17th level or lower that are hidden, undetected, flanking, or using surprise attack.

Mercy Vulnerability none When a creature heals from damage that Mangvhune dealt on his last turn, Mangvhune takes 4d6 mental damage. He can take this mental damage only once per round.

Reactive Slime **Trigger** A creature within Mangvhune's reach successfully hits him with a Strike **Effect** Mangvhune excretes a gout of acidic, bloodlike slime against the attacker and its weapon. The attacker must attempt a DC 38 Reflex save.

Critical Success The attacker is unaffected.

Success The attacker takes 6d6 acid damage.

Failure The attacker takes 12d6 acid damage.

Speed 35 feet

Melee bastard sword +34 (evil magical), **Damage** 3d8+16 piercing plus 1d6 evil and 1d6 acid

Divine Innate Spells DC 35, attack +25; **5th dimension door** **4th dimension door** (at will) ** **2nd darkness**

A Cut To the Spine, To Prepare You (incapacitation) Mangvhune swings his sword, perfectly aiming at the target's spinal cord at the base of the neck. Mangvhune makes a melee Strike. This counts as two attacks when calculating his multiple attack penalty. If this Strike hits the creature struck is frightened 4 and paralyzed while frightened.

And A Cut To The Throat, To End You! (death, incapacitation) Mangvhune makes a Strike against a creature he has paralyzed with Grievous Strike. If he hits, the creature takes an additional 8d6 precision damage, with a basic DC 36 Fortitude save against the damage. On a critical failure, the target dies instantly.

Sneak Attack none Mangvhune's Strikes deal an extra 4d6 precision damage to flat-footed creatures.

LOOT SUMMARY TABLE

Room	Magic Items Found	GP per PC	GP per PC over four
Conference Room	-	50	
Ratification Room	Ring of Climbing, Scroll of Plane Shift	-	
Odexidie's Office	Major Mentalist's Staff	-	
Leverage Over Law	Eye of Fortune	-	
Shadow Giant Lair	2 Greater Cloaks of Elvenkind, 1 Greater Knapsack of Halflingkind	100	500
Skum Warren	-	50	150
Siren's Lair	Greater Stampede Medallion	50	150
Drowning Devil's Domain	Wand of Stone Tell, Bag of Holding Type IV	150	700
The Grundlescorn Sisters	+2 Resilient Fortification Breastplate, Necklace of Fireballs V, Major Ring of Electricity Resistance	150	1500
Examination Room	Slates of Distant Letters, +2 Greater Corrosive, Fanged (Major) Kukri	100	
Laboratory	-	50	
Surgical Amphitheater	Major Staff of Transmutation, Major Staff of Illusion, Major Staff of Evocation, Bag of Holding Type IV, Silkspinner's Shield	300	2650



Illustration by Frances Tsai

HR2E: BREAKING THE BONES OF HELL

Welcome to the sixth book of my Hell's Rebels Pathfinder 2E adaptation! In this guide, you will find all you need to run the Hell's Rebels Adventure Path (originally for Pathfinder 1st edition) using Pathfinder 2nd Edition rules. However, you will still need the original Adventure Paths for the amazing story, the compelling plot and its ever-interesting dungeons and maps.

THE FINAL STRETCH?

With Kintargo reunited as one, and the Lord-Mayor ratified by all those necessary, the PCs deserve some well-earned rest and relaxation. I suggest giving them Downtime during this interlude, and to play up their role in Kintargo as influential individuals - being 15th-level, after all, has its perks!

If the PCs have any love interests you've developed in the campaign, now might be the time to make them advance, so the content of this chapter serves more as a "last adventure before retiring" for your PCs. If, instead, you wish to extend this adventure further, to 20th-level, now might be the time to seed that post-campaign content.

For example, if you plan to involve the agents of Pharsma on the post-campaign content, you might wish to introduce the church of Pharsma into your version of Kintargo, perhaps using a priestess that will then be revealed to be Azrana. If, instead, you aim to have a battle with Cheliax over Pezzack or Kantaria for your post-campaign content, now might be the time for either of those settlements to reach out, asking for aid for the PCs.

Finally, as a piece of advice that applies to all Adventure Paths - if your players have ideas for their endgame (such as retiring to start an orphanage, or becoming leaders of Kintargo), now would be the time to establish those goals, and make the PCs have them on their sights.

PART 1: DEALING WITH DEVILS

Terenzian, Emerlind, Saybel and Athtinia are all lower level NPCs, and should not need stats. As for the rest, use 1 Nereza Rigalio and 1 Bejakra. If the PCs particularly impress Nereza, she gifts them a Selenite Crystal Ball, which has a magical lock on it, forbidding anyone to use it to spy on her.

COMPLICATION

Use 1 Bejakra and 6 Jorogumos. This adventure assumes Bejakra is wielding Awakened Balgorrah, which she stole from the PCs or the church that was guarding it. For each PC over four, add 1 Jorogumo. Bejakra has given two Jorogumos Greater Shock Runes, and wields a High-Grade Silver Shield on her person. She also has a Major Staff of Illusion she normally saves for diversions. Finally, on her person, the PCs will find jewelry fit for kings and queens - a bejeweled crown worth 500gp per PC, a golden scepter worth 250gp per PC, and a Radiant Lance, clearly stolen from a Taldan knight. For each PC over four, the PCs find long-lost crowns of Taldan Kings worth 4500gp.

Upon saving Oakrib Inn, the owners gift the PCs a family heirloom - a pair of magical horseshoes said to never rust nor stain. Unbeknownst to the inn owners, the horseshoes are actually a pair of Greater Horseshoes of Speed.

NEREZA RIGALIO

CREATURE 15

UNIQUE	LE	MEDIUM	HUMANOID	HUMAN
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Perception +22

Skills Acrobatics +29, Deception +32, Diplomacy +32, Intimidation +32, Society +32, Stealth +29

Str +3, **Dex** +8, **Con** +4, **Int** +5, **Wis** +1, **Cha** +7

AC 36; **Fort** +23, **Ref** +29, **Will** +22

HP 275;

Speed 25 feet,

Ranged ♦ +2 greater striking longbow +28, **Damage** 3d8+13 piercing

Occult Prepared Spells DC 37, attack +27; **8th** Discern Location, Dream Council **7th** Dimensional Lock, Magnificent Mansion, Project Image **6th** True Seeing, Teleport, Mislead **5th** Tongues, Shadow Walk, Sending **4th** Glibness (x3) ** **3rd** Zone of Truth, Locate, Dream Message **Cantrips** 0 Telekinetic Projectile

BEJAKRA

CREATURE 17

UNIQUE	NE	MEDIUM	HUMANOID	HUMAN
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Perception +32

Skills Acrobatics +31, Deception +32, Diplomacy +32, Intimidation +32, Occultism +27, Religion +27, Stealth +35

Str +3, **Dex** +7, **Con** +3, **Int** +2, **Wis** +6, **Cha** +6

AC 39; **Fort** +25, **Ref** +29, **Will** +32

HP 300;

Blood for Father Skinsaw ♦ **Trigger** A foe critically hits Bejakra, or Bejakra critically fails her save against a foe's damaging effect. **Effect** Bejakra's own blood crystallizes and forms spikes, which go after the target, dealing 4d10+14 piercing damage (DC 38 basic Reflex save) and applying the effects of terrifying assassin.

Speed 60 feet, fly 60 feet

Melee ♦ balgorrah +32 (finesse magical), **Damage** 3d6+14 piercing plus terrifying assassin (see Awakened Balgorrah)

Hail of Blades ♦♦ Bejakra spins in place and throws phantom daggers around her, as a 40-foot emanation. All creatures in the area except her take 8d10 piercing damage and must make a DC 38 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes full damage.

Failure The creature takes full damage and is drained 1d4.

Critical Failure The creature takes double damage and is drained 4.

The hail of blades continues 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 Hail. Bejakra can't Hail again for 1d4 rounds.

Step of Shadow When Bejakra Strides at least 10 feet, she is concealed by shadows until the start of their next turn. Creatures with greater darkvision can ignore this concealment.

Sneak Attack Bejakra deals an additional 3d6 points of precision damage against flat-footed and frightened creatures.

AWAKENED BALGORRAH**ITEM 15**

UNIQUE	NE	NECROMANCY	INTELLIGENT	EVIL
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Usage held in 1 hand; Bulk L

Perception +28; precise vision 30 feet, precise hearing 30 feet

Communication empathic

Skills Deception +30

Int +2, **Wis** +5, **Cha** +7

Will +28 (+32 against attempts to forbid it to cast Death Knell against a particular target)

This +2 greater striking wounding kukri has an exquisitely carved grip made out of human bone. Its blade is made of a dark iron and bears a blood-red, jagged rune. Whenever a non-frightened creature is damaged by Balgorrah, that creature must attempt a DC 38 Will save (DC 43 if the attack was a critical hit). If the creature fails its save, it's frightened 2. If it critically fails, it is instead stunned 4. If the creature is protected against fear by a spell or magic item, Balgorrah first attempts to counteract the protection effect, with the effect of an 8th-level dispel magic spell and a counteract modifier of +32.

Additionally, Balgorrah can perform the following activations using his three actions:

Activate ➔ command; **Effect** Balgorrah casts Death Knell against a valid target. (DC 38).

**JOROGUMO****CREATURE 12**

UNCOMMON	CE	MEDIUM	FIEND	HUMANOID
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Perception +24

Languages Common

Skills Acrobatics +24, Athletics +25, Arcana +23, Deception +27, Diplomacy +27, Nature +24, Stealth +26

Str +8, **Dex** +5, **Con** +5, **Int** +4, **Wis** +5, **Cha** +8

AC 32; **Fort** +19, **Ref** +23, **Will** +21

HP 200 (regeneration 15 (deactivated by cold iron)); **Weakness** cold iron 15; **Immunity** poison

Speed 40 feet, fly 40 feet, climb 40 feet

Melee ♦ bite +25 (agile evil magical reach 10 feet), **Damage** 2d8+14 piercing plus 2d6 poison and paralyzing venom

Ranged ♦ web projectile +23 (poison, evil, magical, range increment 60 feet), **Damage** 2d10+10 poison and paralyzing venom

Occult Innate Spells DC 31, attack +21; **7th** mask of terror, spirit blast **6th** vampiric exsanguination (x3)

** **4th** charm (x3), darkness, gaseous form, solid fog
2nd invisibility (at will, self only) **

Paralyzing Venom On a critical hit with a bite or a hit with a web projectile, the target creature must attempt a DC 31 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is slowed 2 for 1 round.

Critical Failure The creature is slowed 3 for 1 round.

PART 2: THE HAUNTING OF KINTARGO

THE HOUNDS OF OLD KINTARGO

Use 1 Hound of Old Kintargo per PC.

OUND OF OLD KINTARGO

CREATURE 13

RARE	LE	LARGE	FIEND	BEAST	FIRE
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Perception +23

Skills Acrobatics +24, Athletics +22, Stealth +24, Survival +26

Str +8, **Dex** +6, **Con** +6, **Int** -2, **Wis** +5, **Cha** -2

AC 34; **Fort** +26, **Ref** +24, **Will** +20

HP 230; **Weakness** cold 15; **Immunity** fire

Hellish Revenge ↳ The hound is critically hit by any Strike. **Effect** The hound's Breath Weapon recharges. It can immediately use it as part of this reaction.

Flames of Anger ↳ **Trigger** The hound deals evil damage to a creature with its Jaws Strike. **Effect** The hound bites through the target's resistances. For 1 hour, the target's resistances are lowered by an amount equal to the evil damage dealt to them. This effect can stack multiple times, and even with other hound's Flames of Anger.

Speed 40 feet

Melee ↳ jaws +27 (magical), **Damage** 3d8+10 piercing plus 1d6 evil and 2d6 fire

Breath Weapon ↳ (divine, evocation, fire) The hound breathes flames that deal 14d6 fire damage to all creatures in a 15-foot cone (DC 33 basic Reflex save.) The hound can't use Breath Weapon again for 1d4 rounds. If the hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

WHISPERS ON THE SILVER SPAN

Use 1 Whispering Head and 1 Whispering Vortex haunt. If there are more than four PCs, increase all of their DCs by 2.

WHISPERING HEAD

HAZARD 14

UNIQUE	HAUNT
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Complexity Complex

Stealth DC +32 (master)

Description A barely visible spectral head hovers above a person, as faint whispers describing thoughts of suicide echo through the vicinity.

Disable Religion DC 32 (master) to utter a prayer with enough devotion to make it go away, as well as Diplomacy DC 30 (master) to give words of encouragement strong enough to overpower the haunt's whispers.

Whispers of Suicide ↳ (emotion, auditory, enchantment) **Trigger** A creature moves within 5 ft. of the whispering head; **Effect** The whispering head whispers thoughts of suicide into its head, compelling it to end its life. The target is subjected to a 6th-level Phantasmal Killer spell (DC 30). A critical failure results in immediate suicide at the hand's of the victim.

Routine ↳ (auditory, enchantment) The whispering head moves 20 feet towards the nearest creature, prioritizing the latest target it has used Whispers of Suicide on.

Reset The whispering head continues to haunt as many creatures as possible during the night. Once the night is over, the head disappears and resets automatically the next sundown.

WHISPERING VORTEX**HAZARD 16****UNIQUE HAUNT**

Complexity Complex

Stealth DC +36 (master)

Description A vortex of whispering decapitated heads begins whirling and churling, creating a sickly green vortex of ghostly energy.

Disable Religion DC 36 (master) to ritually exorcise the ghosts forming the vortex,, as well as Diplomacy DC 34 (master) or Perform DC 36 (master) to give words of encouragement strong enough to overpower the haunt's whispers. Three successful checks are needed to reduce the vortex's size enough for it to disappear completely.

Vortex of Despair ♦ (emotion, enchantment, mental)

Trigger A target within 30 feet of the vortex notices it; **Effect** The heads swirling inside the vortex start screaming for help, cursing uncontrollably, and worse, making anyone who hears them crazy. The vortex casts an 8th-level Confusion spell (Will save DC 32).

Routine ♦♦♦ (death, emotion, fear, illusion, mental)

The vortex grows in size, as the heads inside harmonize their screams - the resulting sound evokes thoughts of the worst fears of any living creature within 120 feet of it, as per the Weird spell (Will save DC 33). For each successful check at disabling the haunt, increase this DC by 2.

Reset The haunt ends when it is unable to target any living creatures in its range. It then resets instantly, waiting for the next time it is noticed.

THE WAILING WOMAN

Use Tiarise Izoni, Nemhain and 4 Cruciarus, adding one more for each PC over four.

TIARISE IZONI, NEMHAIN**CREATURE 15****UNIQUE LE MEDIUM UNDEAD INCORPOREAL****Perception +30**

Skills Acrobatics +25, Arcana +32, Deception +26, Occultism +30, Religion +21, Stealth +25

Str -3, Dex +8, Con +0, Int +7, Wis -2, Cha +5

AC 38; Fort +23, Ref +27, Will +23

HP 220 (negative healing); **Resistance** cold 5, electricity 5, fire 5, physical 5 (except bludgeoning);

Immunity disease, paralyzed, poison, polymorph, unconscious

Speed fly 30 feet

Melee ♦ hand +27 (reach 0 feet finesse magical),

Damage 6d6 negative

Arcane Prepared Spells DC 40, attack +30; **9th** massacre (x2) ** **8th** wall of force **7th** spell turning (at will), repulsion (at will) ** **4th** blink (at will), dimension door (at will), telekinetic maneuver (at will) ** **Cantrips** (**9th**) mage hand, telekinetic projectile **Constant** (6th) true seeing

Bound Spirits ♦ **Frequency** once per round **Effect**

Tiarise uses the bound spirits around her to aid her spellcasting or reach her enemies. She can either make a hand Strike against a creature within 30 feet of her (ignoring her multiple attack penalty nor counting for it), or she can instead reduce the number of actions to cast her next spell by 1 (minimum 1 action).

CRUCIARUS**CREATURE 9**

UNCOMMON **LE** **MEDIUM** **UNDEAD** **INCORPOREAL**

Perception +22**Skills** Intimidation +23, Occultism +23, Stealth +19**Str** +7, **Dex** +3, **Con** +5, **Int** +4, **Wis** +5, **Cha** +5**AC** 31; **Fort** +20, **Ref** +18, **Will** +24

HP 175 (negative healing); **Immunity** death effects, disease, paralyzed, poison, spell deflection, unconscious

Speed fly 30 feet

Melee ♦ pain touch +24 (agile), **Damage** 6d6 negative plus pain touch

Tortured Gaze ♦ (visual) The cruciarus can channel the excruciating pain it felt as it died of doghousing against a target within 30 feet of it. The target must make a basic DC 31 Fortitude save against 6d4 points of mental damage. On a failure, the target is also fatigued.

Pain Touch A cruciarus' attacks cause wracking, agonizing pains to tear through a victim's body. It ignores all kinds of resistances, but does not harm undead. Creatures affected by pain touch make a DC 31 Fortitude save or become stunned 1 from the pain. The stunned condition from a cruciarus can stack with itself or other cruciaruses'.

A HUNTER PROWLS THE STREETS

Use 1 Sulkimy. If there are more than four PCs, allow him to cast a 4th-level invisibility at the start of combat. Inside Sulkimy's hoard, the PCs will find assorted jewelry worth 500gp per PC, and 250 platinum pieces per PC. The hoard also contains a Storm Flash and a Holy Avenger, clearly stolen from merchant ships. For each PC over four, the PCs find the original shields of House Jhaltero, worth 4500gp.

SULKIMY**CREATURE 17**

UNIQUE **CE** **MEDIUM** **HUMANOID**

Perception +25

Skills Acrobatics +28, Athletics +30, Deception +33, Intimidation +33, Occultism +26, Stealth +30, Kintargo Lore +28

Str +7, **Dex** +5, **Con** +5, **Int** +3, **Wis** +4, **Cha** +6**AC** 41; **Fort** +30, **Ref** +28, **Will** +31**HP** 270; **Immunity** disease, sickened, stunned**Speed** 30 feet, climb 30 feet, fly 80 feet

Melee ♦ jaws +34, **Damage** 5d10+15 piercing plus 1d10 mental and shameful loathing

Melee ♦ talon +34 (agile), **Damage** 5d10+15 slashing plus Grab

Occult Innate Spells DC 40, attack +30; **7th** animated assault, dominate **6th** clairaudience (at will), clairvoyance (at will), telekinetic haul, telekinetic maneuver, ventriloquism (at will) ** **Cantrips** (**7th**) ghost sound, mage hand

Change Shape ♦ (concentrate, occult, polymorph, transmutation) Sulkimy can take on the appearance of a human or a Small or Medium bat, but retains his jaws attack.

Feed on Sorrow ♦ (concentrate, healing, necromancy, occult, positive) **Frequency** once per round; **Effect** Sulkimy draws strength from the suffering of others. It regains 10 Hit Points for each enemy within 30 feet that has one of the following conditions, to a maximum of 40 Hit Points: confused, doomed, dying, enfeebled, fatigued, frightened, sickened, slowed, stunned, stupefied, or wounded.

Hallucinatory Haunting ♦ **Trigger** Sulkimy moves an object with mage hand or telekinetic haul, controls a creature with dominate, or casts animated assault;

Effect Sulkimy casts ghost sound or ventriloquism, with the sound originating from the target or area of the spell. **Shameful Loathing** (curse, emotion, enchantment, mental, occult) A creature damaged by Sulkimy's jaws is overcome with shame and self-hatred and must attempt a DC 36 Will save.

THE HELL-PRISON

Use 1 Hell-Prison. If there are more than four PCs, increase all of its DCs by 2.

HELL-PRISON**UNIQUE HAUNT**

Complexity Complex

Stealth DC +36 (master)

Description A squat, miniature replica of a prison stands in the middle of a vacant lot - its walls are made of iron, and have jagged edges and corners.

Disable Religion DC 36 (master) to creature a magical circle around the prison which evokes feelings of freedom, Perform or Diplomacy DC 34 (master) to perform a speech that inspires the prisoners inside it to find their way out, Society DC 36 (master) to aid the prisoners with a escape route, or Lore (Hell) DC 25 to describe what the prisoners will encounter on their way out of the hell-prison. Each successful disable check frees one prisoner from the maze spell (who may still escape with their own Survival checks). Once the hell-prison has no more prisoners left for 1 minute, it slowly burns in infernal flame and melts away.

Straight to Nessus **Trigger** The hell-prison has successfully trapped nine victims inside its maze spell; **Effect** The prison sends all nine victims to a prison in Hell immediately.

Routine **Requirement** At least one successful check has been made to disable the hell-prison **Effect** The hell-prison summons a Barbed Devil to protect it. The prison can control up to 5 Barbazu Skirmisher, and does not need to spend actions to control them

Reset The prison ends when it is destroyed, and does not reset.

BARBAZU SKIRMISHER**CREATURE 6****UNCOMMON LE MEDIUM FIEND DEVIL****Perception** +15**Skills** Acrobatics +13, Athletics +15, Intimidation +11, Religion +13, Stealth +13**Str +4, Dex +2, Con +4, Int -2, Wis +2, Cha +1****AC 24; Fort +17, Ref +13, Will +13****HP 85; Immunity fire****Attack of Opportunity** **Speed** 35 feet

Melee glaive +17 (deadly 1d8 evil forceful magical reach 10 feet), **Damage** 1d8+9 slashing plus 2d6 evil and infernal wound

Melee claw +17 (agile evil magical), **Damage** 2d6+9 slashing plus 1d6 evil

Melee beard +17 (magical), **Damage** 1d6+9 piercing plus Avernal fever

Divine Innate Spells DC 21, attack +11; **5th dimension door** **4th dimension door** (at will) **

Wriggling Beard **Frequency** once per round. **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

Infernal Wound The barbazu's glaive Strikes also deal 1d6 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 25 counteract check or the magic fails to heal the creature.

Reposition **Trigger** The barbazu hits a creature with a glaive Strike. **Effect** The barbazu moves the creature 5 feet in any direction. The destination square must be within reach of his glaive. This movement doesn't trigger reactions.

Avernal Fever none (disease) Saving Throw DC 25 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

PART 3: SEEKING THE SOUL ANCHOR

ADRAKASH'S DOMAIN

Use 1 Adrakash. The legendary dragon's hoard contains a ludicrous amount of gold and platinum pieces from ancient times. Counting them is a grueling task, but in total there are 1000gp per PC. However, a particularly clever player might notice their historic value - the coins Adrakash hoards date back to the time before Cheliax invaded the Ravourel area, and the best-looking ones could be sold off to museums world-wide. In total, there are 100 of these exemplary coins, and all together they are worth 1250gp per PC. In addition, the PCs will find a Robe of the Archmagi (Neutral), 3 Greater Shock, Frost and Thundering Runes attached to a +3 Greater Striking Handwraps of Mighty Blows (belonging to a long-dead Vudrani monk), a +3 High-Grade Cold Iron Greatsword from Irrisen, and a High-Grade Darkwood Tower Shield which belonged to a Mwangi druid. For each PC over four, the party find relics belonging to clerics of Aroden, worth 13500gp.

ADRAKASH

CREATURE 18

UNIQUE	CE	GARGANTUAN	UNDEAD	DRAGON
INCORPOREAL				

Perception +31

Skills Acrobatics +32, Arcana +32, Intimidation +35, Religion +35, Stealth +35

Str -5, **Dex** +9, **Con** +0, **Int** +7, **Wis** +7, **Cha** +9

AC 41; **Fort** +31, **Ref** +34, **Will** +34

HP 280 (negative healing); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Frightful Presence none (aura, emotion, fear, mental) 90 feet, DC 35

Positive Energy Transfer ♦ (divine, conjuration)

Trigger Adrakash succeeds at a saving throw to resist positive damage, but still takes damage from that effect; **Effect** Adrakash transfers all positive damage from the effect to a single undead creature of its choice that it controls within 120 feet.

Speed 50 feet, fly 80 feet

Melee ♦ spectral jaws +35 (reach 20 feet), **Damage** 8d8+8 negative plus drain life

Melee ♦ spectral claw +35 (agile reach 15 feet), **Damage** 8d6+8 negative plus divine dispelling and drain life

Divine Innate Spells DC 37, attack +35; **8th** charm (undead targets only) ** **7th** divine wrath (x3), finger of death **6th** vampiric exsanguination **4th** charm (x3; undead targets only), darkness **3rd** bind undead (at will) **

Draconic Frenzy ♦ Adrakash makes two claw Strikes and one jaws Strike in any order.

Phase Lurch ♦ (divine, move) **Requirements** Adrakash is in ectoplasmic form; **Effect** As the Stride action, but Adrakash can pass through walls or material obstacles as though he were incorporeal. He must begin and end its movement outside of any physical obstacles, and passing through solid material is difficult terrain.

Ectoplasmic Form ♦ (divine, necromancy) Adrakash can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. Adrakash loses the incorporeal trait for 1d4 rounds, though it can return to its incorporeal form as a free action before then. Once this ability ends, Adrakash can't use this ability again for 1d4 rounds. While in ectoplasmic form, Adrakash's AC increases to 43 and it gains 100 temporary Hit Points. He loses his immunity to non-magical attacks and precision damage, as well as its resistance to all damage. His claw and jaws Strikes deal slashing and piercing damage, respectively, instead of negative damage.

Breath Weapon ♦ (divine, necromancy, negative) Adrakash unleashes a burst of negative energy that deals 20d6 negative damage to all creatures in a 60-foot cone (DC 40 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Divine Dispelling (abjuration, divine) Adrakash's claws rend divine magic. Whenever he hits a creature with one of its spectral claws, Adrakash can attempt a Religion check to counteract an ongoing divine spell effect (of spell level 8th or lower) on the creature.

Drain Life (divine, necromancy) When Adrakash deals damage to a living creature with a spectral jaws or spectral claw Strike, Adrakash gains 18 temporary Hit Points, and the creature must succeed at a DC 40 Fortitude save or become drained 2. Further damage dealt by Adrakash's spectral jaws or spectral claws Strikes increases the value of the drained condition by 2 on a failed save, to a maximum of drained 8.

THE SHADOW GULF

Use 2 Shadow Golems, adding one more if there are more than four PCs.

SHADOW GOLEM**CREATURE 15**

RARE	N	LARGE	CONSTRUCT	GOLEM	MINDLESS
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Perception +25

Skills

Str +8, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 38; **Fort** +30, **Ref** +25, **Will** +24

HP 250; **Resistance** physical 15 (except adamantine);

Immunity bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Golem Antimagic none harmed by acid (6d10, 2d8 from areas and persistent damage); healed by fire (area 2d8 HP); slowed by electricity

Shadow Aura none A shadow golem constantly exudes an aura of eerie shadowy illumination, causing the area surrounding it to a distance of 60 feet to function as if illuminated by dim light, regardless of the ambient lighting (or lack thereof). As long as a shadow golem is in dim light (such as that granted by its own aura), it gains a +2 status bonus to its AC and has a fly speed of 20 ft. Additionally, whenever a character attempts to cast a spell with the light trait in the aura, the aura attempts to automatically counteract it. (spell level 7th, counteract modifier +28).

Vulnerable to Light none Casting a spell with the light descriptor on a Shadow Golem automatically suppresses its aura for 1 minute.

Vulnerable to Searing Light none Casting a Searing Light spell on a Shadow Golem deals no damage to it, but makes it slowed 1 for 1 minute. (no save)

Speed 20 feet, fly 20 feet (see Shadow Aura)

Melee ♦♦ fist +32 (magical reach 10 feet), **Damage** 4d10+12 bludgeoning

Breath Weapon ♦♦ (arcane, necromancy, poison) The Shadow Golem frees shadow magic from its core in a 30-foot cone. Any creature in the area must make a DC 37 Fortitude save or be enfeebled 2 and stunned 1.

THE SOULBOUND FAÇADE

Use 1 Nasperiah.

NASPERIAH**CREATURE 19**

UNIQUE	LE	MEDIUM	UNDEAD	INCORPOREAL	SPIRIT
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Perception +35

Skills Acrobatics +32, Deception +37, Diplomacy +37, Intimidation +37, Occultism +34, Religion +35, Stealth +32

Str -5, **Dex** +9, **Con** +0, **Int** +4, **Wis** +5, **Cha** +9

AC 44; **Fort** +30, **Ref** +35, **Will** +33

HP 300 (negative healing); **Immunity** death effects, disease, fire, paralyzed, poison, precision, unconscious

Speed fly 40 feet

Melee ♦♦ witchflame caress +38 (agile evil finesse magical), **Damage** 6d6 fire plus 6d6 negative and witchflame

Melee ♦♦ witchflame bolt +38 (evil magical range 100 feet), **Damage** 6d6 fire plus 6d6 negative and witchflame

Divine Innate Spells DC 41, attack +31; **9th** summon elemental (Elemental Inferno only) ** **8th** crushing despair, phantom pain **4th** invisibility, phantasmal killer **2nd** illusory disguise (at will) **

Witchflame Kindling ♦♦ (fire, necromancy, occult)

Requirements A creature within 60 feet of Nasperiah burns with witchflame; **Effect** Nasperiah's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 10d6 fire damage and 10d6 negative damage to that creature (DC 41 basic Fortitude save). Nasperiah can't use Witchflame Kindling for 1d4 rounds.

Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 41 Will save.

Critical Success The creature is unaffected and is temporarily immune to witchflame for 1 hour.

Success The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 15 to fire for 1 round.

Failure As success, but the effect is permanent until removed.

Critical Failure As failure, but the creature gains weakness 20 to fire.

THE SOUL ANCHOR

Use 1 Anagondun. For each PC over four, add 1 Shadow Golem.

ANAGONDUN

CREATURE 20

RARE	LE	LARGE	FIEND	DEVIL
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Perception +37

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +34, Athletics +39, Arcana +32, Deception +39, Diplomacy +34, Intimidation +40, Religion +37, Society +36, Stealth +34

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +4

AC 46; **Fort** +37, **Ref** +32, **Will** +35

HP 335 (regeneration 30 (deactivated by good));

Resistance physical 15 (except silver), poison 15;

Weakness good 15; **Immunity** fire

False Divinity ♦ **Trigger** A creature within 30 ft. of Anagondun damages him. **Effect** Mimicking divine power, Anagondun can either cast Enduring Might or Retributive Pain.

Speed 40 feet, fly 80 feet

Melee ♦ jaws +40 (evil magical poison reach 10 feet),

Damage 4d10+17 piercing plus 2d6 evil plus Infernal Healing

Melee ♦ claw +38 (agile evil magical reach 10 feet),

Damage 4d6+17 slashing plus 2d6 evil

Melee ♦ tail +36 (evil magical reach 10 feet), **Damage**

4d10+17 bludgeoning plus 2d6 evil and Improved Grab

Melee ♦ slam +36 (evil magical reach 15 feet),

Damage 4d6+17 bludgeoning plus 2d6 evil

Divine Innate Spells DC 42, attack +30; **9th**

overwhelming presence (at will) ** **8th** dispel magic (at will), paralyze (at will), heal (at will), harm (at will) ** **5th** dimension door **4th** dimension door (at will) ** **Constant** (8th) true seeing

False Divinity ♦ Anagondun mimics divine power and manifests it in the form of a cleric's domain spell. He may cast Destructive Aura or Fire Ray without needing to spend a Focus point.

Idol Armor Anagondun wears an unholy armor made of fallen idols and ornaments of devotion. Being affected by the spells Weapon of Judgement and Divine Decree, as well as coming into 30 ft. of a creature affected by a Divine Vessel or Avatar spell instantly destroy the armor, lowering Anagondun's AC by 6.

Infernal Healing (divine, necromancy) Anagondun's jaws Strike also deals 1d6 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 38 counteract check or the magic fails to heal the creature.

PART 4: ABANDON ALL HOPE

THE RIBWAY

Use 1 Oughorthan, adding 1 Horned Devil for each PC over four.

OUGHORTHAN

CREATURE 21

UNIQUE **LE** **LARGE** **FIEND** **DEVIL**

Perception +39

Skills Acrobatics +36, Athletics +35, Arcana +34, Deception +41, Diplomacy +36, Intimidation +41, Religion +39, Society +38, Stealth +36

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +4

AC 48; **Fort** +39, **Ref** +34, **Will** +37

HP 380 (regeneration 30 (deactivated by good));

Weakness good 15; **Immunity** fire

Commander's Aura (aura, divine, enchantment) 100 feet. Commanded or allied evil creatures in the aura of lower level than the pit fiend gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Attack of Opportunity ♦ Oughorthan can make an Attack of Opportunity when a creature within reach uses a concentrate action, in addition to the usual trigger. The devil can disrupt triggering concentrate actions, and they disrupt actions on any hit, not only a critical hit.

Frightful Presence none (aura, divine, emotion, enchantment, fear, mental) 20 feet, DC 44

Speed 35 feet, fly 50 feet

Melee ♦ trident +42 (evil magical poison reach 10 feet), **Damage** 4d10+17 piercing plus 2d6 evil and pit fiend venom

Melee ♦ claw +40 (agile evil magical reach 10 feet), **Damage** 4d6+17 slashing plus 2d6 evil

Melee ♦ tail +38 (evil magical reach 10 feet), **Damage** 4d10+17 bludgeoning plus 2d6 evil and Improved Grab

Melee ♦ wing +38 (evil magical reach 15 feet), **Damage** 4d6+17 slashing plus 2d6 evil

Divine Innate Spells DC 40, attack +33; **10th** meteor swarm, miracle (once per year), massacre, weapon of judgement **9th** overwhelming presence (at will) ** **8th** dispel magic (at will), dominate (at will), fireball (at will), scrying, wall of fire (at will) ** **5th** dimension door **4th** dimension door (at will) ** **Constant** (8th) true seeing

Constrict ♦ 2d10+17 bludgeoning plus 2d6 evil, DC 47

Fast Swoop ♦ The pit fiend Flies and makes a wing Strike at any point during its movement.

Masterful Quickened Casting ♦ (concentrate)

Frequency once per round. **Effect** If the Oughorthan's next action is to cast an 8th-level or lower innate spell, reduce the number of actions to cast it by 1 (minimum 1 action).

Pit Fiend Venom (poison) Saving Throw DC 43 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 6d6 poison damage and drained 1 (1 round); **Stage 2** 7d6 poison damage and drained 2 (1 round); **Stage 3** 8d6 poison damage and drained 3 (1 round)

Devil Shaping none (divine, downtime, transmutation)

Oughorthan reshapes a large number of lemures within a 600-foot radius into more powerful devils to swell Hell's legions. He must have available the number of lemures listed on the table in the sidebar. Oughorthan can shape 100 lemures per day, to a maximum of 1,100 lemures in 11 days. Devils created in this way are in thrall to him and follow its orders, with the exception of created pit fiends or other devils of similar power, which are always independent. As a result, few pit fiends choose to create peers. At the end of the Devil Shaping activity, the pit fiend attempts an incredibly hard Religion check of the desired devil's level, with results as follows.

Critical Success Oughorthan shapes two devils from the massed lemures instead of one.

Success Oughorthan shapes a devil of the desired type and level.

Failure The devil shaped from the lemures is 2 levels lower than the intended devil.

Critical Failure Oughorthan fails to shape any devils and draws the ire of an archdevil for its waste of resources.

HORNED DEVIL**CREATURE 16**

LE	LARGE	FIEND	DEVIL
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Perception +28**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +28, Athletics +32, Intimidation +30, Religion +28, Stealth +26**Str** +8, **Dex** +6, **Con** +7, **Int** +4, **Wis** +6, **Cha** +6**AC** 38; **Fort** +31, **Ref** +26, **Will** +26**HP** 300; **Resistance** physical 15 (except silver), poison 15; **Weakness** good 15; **Immunity** fire**Circle of Protection** none (abjuration, aura, divine, evil) 10 feet. A constant circle of protection against good is centered on the horned devil.**Commander's Aura** none (aura, divine, enchantment)

100 feet. Allied evil creatures in the aura of a level lower than the devil's gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Frightful Presence none (aura, divine, emotion, enchantment, fear, mental) 10 feet, DC 34**Attack of Opportunity** ↗**Speed** 25 feet, fly 50 feet**Melee** ♦ spiked chain +34 (disarm evil finesse magical reach 10 feet trip), **Damage** 3d8+16 slashing plus 2d6 evil and stunning chain**Melee** ♦ claw +32 (agile magical reach 10 feet), **Damage** 3d10+14 slashing plus 1d6 evil**Melee** ♦ tail +32 (magical reach 10 feet), **Damage** 3d8+14 slashing plus 1d6 evil and infernal wound**Chain of Malebolge** ♦ **Requirements** The cornugon's last action was a success with a spiked chain Strike;**Effect** The devil pulls the creature 5 feet closer and grabs it with the spiked chain (Escape DC 42). The creature is automatically freed if the devil makes another spiked chain attack or moves away.**Infernal Wound** (divine, necromancy) A cornugon's tail

Strike deals 4d6 persistent bleed damage. The DC of the flat check to stop the bleeding starts at 20 and is reduced to 15 only if someone successfully assists. The DC to Administer First Aid to a creature with an infernal wound increases by 10. A spellcaster or item using healing magic on an infernally wounded creature must succeed at a DC 34 counteract check or the magic fails to heal the creature.

Stunning Chain (incapacitation) If the cornugon critically hits with its spiked chain Strike, the target must succeed at a DC 34 Fortitude save or be stunned for 1 round (1d4 rounds on a critical failure).

none

HALL OF PENITENTS

Use 2 Warmonger Guardians, adding one more if there are more than four PCs.

WARMONGER GUARDIAN**CREATURE 16**

LE	LARGE	FIEND	CONSTRUCT	DEVIL
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Perception +27

Languages Celestial, Infernal; telepathy 100 feet

Skills Acrobatics +28, Athletics +36, Intimidation +28, Religion +28

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +4

AC 39; **Fort** +29, **Ref** +27, **Will** +23

HP 280; **Resistance** physical 10 (except silver);

Weakness good 10; **Immunity** death effects, disease, doomed, drained, fatigued, fire, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Hellstrider none The guardian ignores the effects of non-magical difficult terrain. They take no damage from caltrops or from damaging terrain that deals physical, acid, or cold damage. The guardian can move through liquids up to 5 feet deep at their full Speed.

Phalanx Fighter none All devils of equal or lower level adjacent to the guardian gain a +2 circumstance bonus to their AC as the levaloch shields them from harm.

Stable Stance The guardian gains a +4 circumstance bonus to their **Fortitude** DC against being Shoved and to other saving throws to resist being moved against their will.

Speed 30 feet, climb 30 feet

Melee ♦ trident +33 (evil magical), **Damage** 3d8+18 piercing plus 3d6 evil and merciless thrust

Ranged ♦ trident +33 (evil, magical, thrown 20 feet), **Damage** 3d8+18 piercing plus 3d6 evil

Ranged ♦ barbed net +30 (magical, range increment 20 feet), **Damage** barbed net

Forge Weapon ♦ (manipulate) The guardian reforges part of their barbed iron substance into a new +3 greater striking trident or barbed net. Their previous trident crumbles to rust. When the guardian

Infernal Determination ♦ **Frequency** once per day

Effect The guardian shrugs off their enemies' spells and conditions when the need is dire. They choose a single nonpermanent spell or condition affecting them. If the levaloch chooses a condition, its effect on them ends. If it chooses a spell, it can attempt to counteract the spell by making a Will save as the counteract check. The counteract level is 8

Barbed Net When the guardian hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 3 and takes a -20-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 40), or if the Strike misses, the net crumbles into rust. Each time a creature attempts to Escape, it takes 3d6 slashing damage from the net's barbs, regardless of whether the attempt succeeds.

Merciless Thrust When a guardian hits a creature that has the clumsy, enfeebled, immobilized, or restrained conditions with a melee trident Strike, the Strike deals an additional 4d6 damage.

THE NOXIOUS GARDEN

Use 1 Cainan Viper Vine for each PC.

CAINAN VIPER VINE**CREATURE 15**

RARE	LE	LARGE	PLANT	FIEND
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Perception +26**Skills** Athletics +31, Stealth +28**Str** +8, **Dex** +5, **Con** +7, **Int** -4, **Wis** +5, **Cha** -3**AC** 37; **Fort** +30, **Ref** +28, **Will** +26

HP 300; **Resistance** poison 15, physical 10 (except silver); **Weakness** good 10

Cold Vulnerability none When exposed to a cold effect, the viper vine is overwhelmed by lethargy, becoming slowed 1 for 1d4 rounds.

Speed 35 feet, fly 50 feet

Melee ♦ jaws +31 (reach 10 feet), **Damage** 3d6+19 piercing plus 3d6 poison

Melee ♦ vine +31 (agile reach 15 feet), **Damage** 3d10+19 bludgeoning plus Grab

Smite Good ♦ The vine selects one enemy it can see - until the start of its next turn, the vine's Strikes deal an extra 6 evil damage. If the chosen enemy attacks the vine before the start of his next turn, the duration extends to the end of that enemy's next turn. If the enemy continues to attack it each turn, the duration continues to extend.

Grab ♦ 3d8+16 bludgeoning, DC 37

Captivating Pollen ♦ (enchantment, incapacitation, mental, poison) The viper vine releases a 60-foot emanation of invisible pollen that stays in the air for 5 rounds unless dispersed by a moderate or stronger wind. Each creature that enters or starts its turn in the area must attempt a DC 37 Will save or be captivated. The viper vine can't use Captivating Pollen for 1d4 rounds.

Critical Success The creature is unaffected and is temporarily immune to Captivating Pollen for 24 hours.

Success The creature is sickened 1.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the viper vine as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the viper vine, it stays still and doesn't act. It ceases to be fascinated if it's no longer in the pollen aura at the end of its turn.

Critical Failure As failure, plus the creature is stupefied 2 for 24 hours.

BLOODWALL BASTION

Use 1 Handmaiden Devil Librarian for each PC.

HANDMAIDEN DEVIL LIBRARIAN CREATURE 15

RARE	LE	MEDIUM	FIEND	DEVIL
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Perception +30**Skills** Acrobatics +27, Athletics +28, Arcana +25, Deception +30, Diplomacy +28, Occultism +25, Religion +26, Society +25, Stealth +27**Str** +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8**AC** 38; **Fort** +24, **Ref** +27, **Will** +30

HP 270; **Resistance** physical 10 (except silver); **Weakness** good 10; **Immunity** fire

Reflexive Grab ♦ **Trigger** A creature leaves a square within the librarian's reach using a move action or attempts a melee Strike against the librarian; **Effect** The librarian lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause the librarian to automatically fail the Athletics check.

Speed 35 feet, climb 35 feet

Melee ♦ claw +32 (agile evil finesse magical), **Damage** 3d8+14 slashing plus 1d6 evil

Melee ♦ tentacle +32 (evil magical reach 10 feet), **Damage** 3d12+16 bludgeoning plus Grab

Tentacle Engage ♦ (attack) **Requirements** The librarian has a Medium or smaller creature grabbed; **Effect** The librarian transfers the grabbed creature into their lower body's net of engaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 60), except the engagged creature is not at risk of suffocation, and the gylou can bring the engagged creature with them when they cast dimension door. A librarian can have only one creature engaged at a time.

Indispensable Savvy Frequency once per day; **Trigger**

The librarian attempts a skill check but hasn't rolled yet; **Effect** The librarian demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time the librarian uses this ability or until 24 hours have passed, whichever happens first.

THE BATHHOUSE

Use 1 **Sondilisa**. The silver lyre inside this room is a Greater Maestro's Instrument, and has an embedded emerald worth 1500gp per PC. For each PC over four, the party finds original music sheets for legendary songs worth 9000gp.

SONDILISA**CREATURE 10**

UNIQUE	CN	MEDIUM	FEY	AQUATIC	WATER
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Perception +20

Skills Athletics +12, Deception +20, Diplomacy +22, Stealth +22

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

AC 30; **Fort** +16, **Ref** +22, **Will** +18

HP 175; **Weakness** cold iron 10; **Immunity** poison

Watery Transparency none (primal, transmutation, water) When underwater, the nereid's body is invisible. The nereid can dismiss or resume this transparency as an action that has the concentrate trait.

Speed 25 feet, swim 50 feet

Melee ♦ poisonous touch +23 (agile finesse magical), **Damage** 6d6 poison

Primal Innate Spells DC 29, attack +19; **6th** summon elemental (water elementals only) ** **5th** control water, elemental form (×3; water only) ** **4th** suggestion

Drowning Touch ♦♦ (conjuration, incapacitation, primal, water) Sondilisa touches a creature and causes water from its own body to flow into the creature's lungs. If the creature cannot breathe water, it must attempt a DC 29 Fortitude save.

Success The creature is unaffected and is temporarily immune to Drowning Touch for 24 hours.

Failure The creature becomes sickened 3 as it chokes on the water.

Critical Failure The creature chokes on the water and runs out of air. It falls unconscious and starts drowning. If the creature is above water, it recovers from drowning as soon as it succeeds at a saving throw against suffocation.

Manifest Shawl ♦♦ (conjuration, primal) 0 The nereid divests themselves of part of their connection to the First World and imbues this essence into a flowing shawl that enables them to function on land. The nereid can Dismiss this effect as long as they are touching the shawl. As long as the shawl exists, the nereid gains the amphibious trait. A non nereid who carries the shawl also gains the amphibious trait. If

THE CANTONMENT

Use 1 Warmonger Guardian for each PC.

FANGRANE'S RELIQUARY

Use 1 Crimson Brass Golem and 1 Fangrane, adding one more golem if there are more than four PCs. Inside the Reliquary, the PCs will find a Headband of Inspired Wisdom, a Diadem of Intellect and a Circlet of Persuasion, representing Barzillai virtues. Fangrane himself wields a Major Staff of Impossible Visions he uses to check on Sondilisa and actually has a +3 Fundamental rune and a Speed rune on his claws. Sondilisa's shawl is a Major Unmemorable Mantle.

CRIMSON BRASS GOLEM**CREATURE 15**

N	LARGE	CONSTRUCT	GOLEM	MINDLESS
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Perception +28**Skills** Athletics +33**Str** +9, **Dex** +6, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5**AC** 38; **Fort** +27, **Ref** +22, **Will** +24

HP 200; **Resistance** physical 15 (except adamantine or bludgeoning); **Immunity** bleed, death effects, disease, doomed, drained, fatigued, fire (see below), healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Golem Antimagic none harmed by sonic (8d10, 2d10 from area or persistent damage); healed by fire (area 2d10 HP); slowed by cold

Vulnerable to Shatter none **Casting** a shatter spell on a brass golem affects the it normally.

Speed 25 feet, fly 25 feet

Melee ♦ trident +31 (deadly d10 magical reach 10 feet versatile S), **Damage** 4d10+11 piercing

Ranged ♦ crimson feather +30 (deadly d8, magical, range increment 30 feet, versatile S), **Damage** 4d8+11 piercing

Cinder Cloud ♦ The crimson brass golem exhumes a choking incendiary cloud in a 15-foot cone. Creatures in the area take 4d8+9 fire damage (DC 33 basic Reflex save).

Shred Armor A crimson brass golem's body is so sharp that it tears through armor like a knife through butter. Whenever the golem scores a critical hit with a fist Strike against a creature wearing non-adamantine armor, the creature's armor becomes broken.

FANGRANE**CREATURE 18**

UNIQUE	LE	MEDIUM	FIEND	DEVIL
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Perception +34**Skills****Str** +7, **Dex** +8, **Con** +6, **Int** +4, **Wis** +7, **Cha** +9**AC** 42; **Fort** +29, **Ref** +31, **Will** +34

HP 320; **Resistance** physical 15 (except silver); **Weakness** good 15; **Immunity** fire

Indomitable Oration none Any creature capable of comprehending speech understands Fangrane, as if they constantly spoke in all languages at once.

Whispers of Discord ♦ **Trigger** A creature within 60 feet is targeted by a spell that would restore Hit Points or provide a status bonus (Fangrane automatically recognizes such effects); **Effect** Fangrane whispers disturbing lies, audible only to the target, to shake the target's faith in the spell's caster. The target must attempt a DC 45 Will save.

Critical Success The target disbelieves the lies and receives the intended benefit of the spell; the target becomes temporarily immune to Whispers of Discord for 24 hours.

Success As critical success, but the target isn't temporarily immune.

Failure The spell fails to affect the target. The target refuses all aid from that caster for 1 round and doesn't count as the caster's ally.

Critical Failure As failure, but the duration is 1 minute.

Speed 30 feet, fly 40 feet

Melee ♦ claw +35 (agile evil finesse magical), **Damage** 3d8+19 slashing plus 1d6 evil

Boundless Reach (conjunction, divine, teleportation) Fangrane's razor-sharp claws can slice through reality, allowing them to make claw Strikes and use spells with a range of touch against any creature they can see directly or via divination magic. A creature targeted this way can retaliate until the start of Fangrane's next turn; it can target the devil's claws as if the devil were physically present and adjacent to the target, though the claws are concealed.

THE BOWER OF THE TORN WING

Use 2 Gallowdead, adding one more if there are more than four PCs. Thirothrym, the azata imprisoned in this floor, actually holds a Luck Blade, which he plunged into his own stomach and was mistaken for a torture implement by the Gallowdead.

GALLOWDEAD

CREATURE 17

RARE CE MEDIUM UNDEAD

Perception +32

Skills Athletics +31, Intimidation +32, Occultism +25

Str +8, **Dex** +5, **Con** +0, **Int** +2, **Wis** +6, **Cha** +6

AC 39; **Fort** +25, **Ref** +29, **Will** +32

HP 300;

Aura of Whispers none A gallowdead constantly whispers vile secrets and blasphemous chants. Any creature within 30 feet of a gallowdead must succeed at a DC 38 Will save or be frightened 2. This effect stacks with itself and other gallowdead's auras, up to a maximum of frightened 8.

Speed 40 feet

Melee ♦ spiked chain +32 (finesse magical), **Damage** 3d6+14 piercing plus Improved Grab

Chains of the Dead ♦ **Frequency** once per round **Effect**

The gallowdead makes one spike chain Strike. On a success, the strike deals an extra 8d10 negative damage (basic Fortitude save DC 38). On a failure, the strike does not count towards the gallowdead's multiple attack penalty.

Masterful Torturer A gallowdead can expertly maneuver a grabbed creature with its spiked chain. It does not need to spend an action to extend the duration for creatures it already has grabbed.

THE SOLITARY THOUSANDS

Use 1 Coristian Grivenner, Wraith and 2 Horned Devils, adding one more for each PC over four.

CORISTIAN GRIVENNER, WRAITH CREATURE 20

UNIQUE RARE LE MEDIUM UNDEAD INCORPOREAL
WRAITH

Perception +36

Skills Acrobatics +39, Religion +38, Stealth +38

Str -5, **Dex** +10, **Con** +5, **Int** +0, **Wis** +7, **Cha** +9

AC 48; **Fort** +36, **Ref** +40, **Will** +40

HP 350 (negative healing); **Resistance** all damage 15 (except force, ghost touch, or positive; double resistance vs. non-magical); **Immunity** death effects, disease, paralyzed, poison, precision, unconscious

Attack of Opportunity ↗

Draining Presence none (aura, negative) 20 feet. A creature entering the aura must succeed at a DC 42 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.

Speed fly 60 feet; instantaneous movement

Melee ♦ spectral hand +38 (agile finesse magical), **Damage** 5d10+16 force plus dimensional shunt and drain life

Tormentor's Blink ♦ Coristian strides towards a creature within range of its speed. This stride does not have the move trait - it happens immediately.

Smite Good ♦ Coristian's hatred for the silver ravens enhance his attacks greatly. He selects one enemy he can see - until the start of his next turn, Coristian's Strikes deal an extra 6 evil damage. If the chosen enemy attacks Coristian before the start of his next turn, the duration extends to the end of that enemy's next turn. If the enemy continues to attack you each turn, the duration continues to extend.

Drain Life (arcane, necromancy) When Coristian damages a living creature with his spectral hand Strike, he gains 20 temporary Hit Points and the target must succeed at a DC 42 Fortitude save or become drained 1 and stupefied 1 as long as it is drained. Further damage dealt by Coristian's spectral hand Strikes increases the value of the drained and stupefied conditions by 1 each on a failed save, to a maximum of 10 for both.

THE APEX OF BONE

Use 1 Barzillai Thrune, Bone Devil and as many Hounds of Old Kintargo as you need for the fight (as per the adventure's description). For each PC over four, add one more Hound each round.

HOUND OF OLD KINTARGO**CREATURE 13**

RARE	LE	LARGE	FIEND	BEAST	FIRE
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Perception +23

Skills Acrobatics +24, Athletics +22, Stealth +24, Survival +26

Str +8, **Dex** +6, **Con** +6, **Int** -2, **Wis** +5, **Cha** -2

AC 34; **Fort** +26, **Ref** +24, **Will** +20

HP 230; **Weakness** cold 15; **Immunity** fire

Hellish Revenge ↳ The hound is critically hit by any Strike. **Effect** The hound's Breath Weapon recharges. It can immediately use it as part of this reaction.

Flames of Anger ↳ **Trigger** The hound deals evil damage to a creature with its Jaws Strike. **Effect** The hound bites through the target's resistances. For 1 hour, the target's resistances are lowered by an amount equal to the evil damage dealt to them. This effect can stack multiple times, and even with other hound's Flames of Anger.

Speed 40 feet

Melee ↳ jaws +27 (magical), **Damage** 3d8+10 piercing plus 1d6 evil and 2d6 fire

Breath Weapon ↳ (divine, evocation, fire) The hound breathes flames that deal 14d6 fire damage to all creatures in a 15-foot cone (DC 33 basic Reflex save.) The hound can't use Breath Weapon again for 1d4 rounds. If the hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

BARZILLAI THRUNE, BONE DEVIL CREATURE 21

UNIQUE **LE** **MEDIUM** **FIEND** **DEVIL**

Perception +39

Skills Acrobatics +34, Athletics +33, Arcana +32, Deception +39, Intimidation +40, Nature +33, Occultism +39, Religion +40, Society +39

Str +9, **Dex** +8, **Con** +9, **Int** +8, **Wis** +9, **Cha** +9

AC 48; **Fort** +39, **Ref** +34, **Will** +37

HP 380; **Resistance** physical 15 (except silver), poison 15; **Weakness** good 15; **Immunity** fire

Iron Command **Trigger** An enemy within 15 feet damages Barzillai! **Effect** Barzillai puts his aggressor in their place. The aggressor can choose to either kneel as a free action, or take 5d6 mental damage. Whatever the choice, Barzillai deals 8 extra evil damage against that enemy until his next turn.

Unholy Mace **Frequency** once per day; **Trigger**

Barzillai critically succeeds at an attack roll against a good creature; **Effect** The target takes 4d8 persistent bleed damage.

Attack of Opportunity Barzillai can make an Attack of Opportunity when a creature within reach uses a concentrate action, in addition to the usual trigger.

Speed 25 feet

Melee +3 major striking flaming mace +42 (magical,reach), **Damage** 4d8+10 bludgeoning plus 1d6 fire and 2d6 evil plus 2d10 persistent fire damage on a critical hit. Fire damage done by this weapon ignores fire resistance

Melee stinger +42 (magical,reach 15 feet), **Damage** 4d10+17 piercing plus 2d6 evil and bone devil venom

Divine Prepared Spells DC 44, attack +34; **8th** Divine Aura, Heal, Phantom Pain **7th** Finger of Death, Harm, Divine Vessel, Dimension Door [x3], Dimensional Anchor [x3] **6th** Spirit Blast, Harm, Heal **5th** Command, Harm, Flame Strike **4th** Spell Immunity [x3] **3rd** Crisis of Faith, Heal [x2] **2nd** invisibility (at will; self only), Dispel Magic, Resist Energy, Darkvision **1st** Sanctuary [x3]

You will fail at the last step! A Failure! Barzillai attempts to Demoralize a creature he can see. He does not need to share a language with the target. As long as the target remains within 15 feet of him, it cannot reduce its frightened condition below 1.

Fast Channel Barzillai can get the 3-action version of the Harm spell by spending only 2 actions.

Quick Invisibility none Barzillai can cast invisibility on himself using only 1 action.

Bone Devil Venom Saving Throw DC 45 Fortitude;

Maximum Duration 10 rounds; **Stage 1** 6d6 poison damage, enfeebled 2 (1 round); **Stage 2** 7d6 poison damage and enfeebled 3 (1 round); **Stage 3** 8d6 poison damage, enfeebled 4

Enhanced Form If Barzillai is in his Enhanced Form (as per the Adventure's requirements), he rolls initiative once, but gets a second turn each round, with an initiative of his initial roll minus 20.

none



LOOT SUMMARY TABLE

Room	Magic Items Found	GP per PC	GP per PC over 4
Dealing With Devils	Selenite Crystal Ball	-	
Complication	Awakened Balgorrah, 2 Greater Shock Runes, High-Grade Silver Shield, Major Staff of Illusion, Greater Horseshoes of Speed	750	4500
A Hunter Prowls the Streets	Storm Flash, Holy Avenger	750	4500
Adrakash's Domain	Robe of the Archmagi (Neutral), Greater Shock Rune, Greater Frost Rune, Greater Thundering Rune, +3 Greater Striking Handwraps of Mighty Blows, +3 High-Grade Cold Iron Greatsword, High-Grade Darkwood Tower Shield	2250	13500
The Bathhouse	Greater Maestro's Instrument	1500	9000
Fangrane's Reliquary	Headband of Inspired Wisdom, Diadem of Intellect, Circlet of Persuasion, Major Staff of Impossible Visions, +3 Rune, Speed rune, Major Unmemorable Mantle	-	
The Bower of the Torn Wing	Luck Blade	-	

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