War of the River Kings; Part 5 of 6 of the Kingmaker Adventure Path by Paizo Publishing, Written by Jason Nelson. (A conversion for 6 players). Conversion by Dean Siemsen (The\_Minstrel\_Wyrm).

**Disclaimer:** Encounter balance for Table Top Role-Playing Games isn’t an exact science, but like the game masters and Paizo fans before me, I have attempted to ensure that each encounter provides an additional 50% XP total, so that 6 players will advance at the same rate as 4 players of the Kingmaker Adventure Path as written/published by Paizo Publishing.

Also, I am not a professional game designer, merely a fan of Paizo’s products, an avid gamer, and a regular game master for two separate Pathfinder Role-Playing Game game sessions, one of which is Kingmaker for a group of six players.

One more thing, this entire google document is FULL OF SPOILERS --- so read no further if you are a player in this fine Adventure Path... game masters are of course welcome to read the entire document.

**Very Special Note:** I would like to extend a very big thank you to Shane (general\_chaos) for his invaluable help with the final part of this conversion. He did some fine work, and without him, this 6 player conversion wouldn’t have been complete. Also a very special thanks to Alex Kilcoyne, the man who inspired me to make an attempt at converting this part of the Kingmaker AP.

Thank You Alex and Shane, you guys were my inspiration, and I hope I did well by you (and all my fellow gamers/players in the Kingmaker Adventure Path).

~Dean Siemsen (The\_Minstrel\_Wyrm) 12/16/2010

**Basic Recommendations**

Give the PCs 150xp per hex explored; this gives the PCs 25 xp per hex, the same as if you had run it for 4 players with the default 100xp.

For each successful quest (those presented on the inside front and back covers, as well as throughout the Adventure Path) award the PCs 76,800xp instead of the standard 51,200xp. (This would be a 50% increase in experience points, which is our target amount exactly).

Also, as mentioned throughout the Adventure Path, I recommend allowing your PCs at least a year (or more) of Kingdom Building time, developing their Kingdom in the Northern Greenbelt before running any of the parts of this chapter of the Kingmaker AP. Like my predecessors, I have not changed the Kingdom Building elements of the AP, but to keep the XP in line, award the following XP for kingdom achievements:

**Founding a Kingdom-** 3,600 xp; **Establishing a Capital City-** 1,800xp; **Reaching a Kingdom Size of 5-** 2,400xp; **Reaching a Kingdom Size of 10-** 3,600xp; **Reaching a Kingdom Size of 25-** 4,800xp; **Reaching a Kingdom Size of 50-** 7,200xp; **Reaching a Kingdom Size of 75-** 9,600xp; **Reaching a Kingdom Size of 100-** 19,200xp; **Reaching a Kingdom Size of 150-** 38,400xp; **Reaching a Kingdom Size of 200-** 115,200xp.

**Filling a square with four blocks of buildings-** 2,400xp; **Filling three city squares with buildings-** 7,200xp; **Filling an entire city grid with buildings-** 19,200xp.

**Note:** These XP awards are one time only, and are per group **NOT** per character. **For Example:** Each PC should gain 600 xp for founding a kingdom.

**Part One: The Rushlight Treachery**

This part can begin as presented in the Adventure Path and I did not alter the tournament events as outlined in the adventure, with the exception of a 50% increase in XP for successfully completing the Rushlight Tournament Quest. (I wrestled with whether or not to advance the pitax heralds and pitax wardens to level 7, and in the end decided that wouldn’t be a bad idea after all). The 7th level stat blocks for both the Heralds and Wardens is presented below:

**PITAX HERALD CR 6**

**XP 2,400**

Human bard 7

N Medium humanoid (human)

**Init** +2; **Senses** Perception +10

**DEFENSE**

**AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)

**hp** 52 (7d8+21)

**Fort** + 3, **Ref** +7, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk rapier +10 (1d6+2/18-20) \*

**Ranged** +1 *shortbow* +8 (1d6+1/x3)

**Special Attacks** bardic performance (7 rounds/day, move action, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

**Spells Known** (CL 7th; concentration +10)

3rd (2/day) - *blink*, *haste*

2nd (4/day) - *animal messenger*, *detect thoughts* (DC 15), *enthrall* (DC 15), *sound burst* (DC 15)

1st (5/day) - *charm person* (DC 14), *cure light wounds*, *grease* (DC 14), *silent image* (DC 14), *ventriloquism*

0 (at will) - *daze* (DC 13), *light*, *mage hand*, *mending*, *message*, *summon instrument*

**STATISTICS**

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

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

**Feats** Arcane Strike\*, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse

**Skills** Acrobatics +11, Bluff +13, Intimidate +13, Knowledge (local) +14, Perception +10, Perform (Oratory) +13, Perform (wind) +13, Stealth +11

***Note:*** The herald has the Arcane Strike feat attack and damage bonus already calculated into his stat block.

**Languages** Common, Hallit

**SQ** bardic knowledge +3, loremaster 1/day, versatile performance (oratory, wind), well-versed

**Combat Gear** *potion of cure light wounds* (3),*potion of fly, potion of invisibility*; **Other Gear** +1 *chain shirt*, darkwood buckler, +1 *shortbow* with 20 arrows, masterwork rapier, *feather token, whip*, (4) 100 gp pearls, 95 gp

**PITAX WARDEN CR 6**

**XP 2,400**

Human fighter 7

N Large humanoid (human)

**Init** -1; **Senses** Perception +8

**DEFENSE**

**AC** 22, touch 8, flat-footed 22 (+10 armor, -1 Dex, +4 shield, -1 size)

**hp** 73 (7d10+35)

**Fort** +11, **Ref** +1, **Will** +3; +2 vs. fear

**OFFENSE**

**Speed** 0 ft.

**Melee** +1 *greatsword* +16/+11 (3d6+14/19-20) or +1 greatsword +14/+9 (3d6+20/19-20) with Power Attack

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

**Base Statistics: size** Medium; **AC** 20, touch 10, flat-footed 20; **hp** 59; **Fort** +9, **Ref** +2; **Melee** +14/+9 (2d6+10/19-20); **Str** 18, **Con** 14; **CMB** +11; **CMD** 21

**STATISTICS**

**Str** 24, **Dex** 8, **Con** 18, **Int** 8, **Wis** 12, **Cha** 13

**Base Atk** +7; **CMB** +15; **CMD** 24

**Feats** Cleave, Great Cleave, Great Fortitude, Power Attack, Skill Focus (Ride), Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Skills** Intimidate +11, Perception +8, Ride +8

**Languages** Common

**SQ** armor training +2, bravery +2, weapon training (heavy blades +1)

**Combat Gear** *potion of bear’s endurance*, *potion of bull’s strength*,*potions of cure moderate wounds* (2), *potion of enlarge person*, *potion of shield*; **Other Gear** +1 *full plate*, +1 *greatsword*

**A note on the Heralds and Wardens:** Raising their level to 7th didn’t add much to them in the way of additional magical gear, there wasn’t enough to raise their armor or weapons to a +2, so I gave them lots of potions or single use items (in the case of the feather token, whip for the heralds). The potions I selected for the wardens should give them a little staying power in any combats with the PCs, especially at Whiterose Abbey and at Irovetti’s Palace.

**Special Note:** As Villamor Koth is King Irovetti’s bodyguard (and his stats are presented in Part One), I have increased his barbarian level by +1, so Koth is now a barbarian 16 and a CR 15 and worth 51,200 xp. At 16th character level Koth receives an ability score increase, and I chose to increase his Dex by +1, as increasing either his Strength or Constitution would not net a higher to hit or additional hit points as their modifier value would have been the same. I increased his treasure to account for his increase in level. For my conversion I added moderate fortification to Koth’s +5 *hide armor* (giving him a 50% chance to negate the critical hit or sneak attack damage, and take only normal damage from the attack; and this cost 9,000 gp (of his additional 13,500 for +1 level). I also gave him *stone salve* (one ounce worth - or 4,000 gp) so that he might apply it for DR 10/adamantine (towards the first 70 points of damage), and then his DR from his barbarian levels would apply afterwards. Regarding his barbarian levels, at barbarian 15 Koth should have 7 rage powers, and I count only 5 listed, leaving 2 unclaimed - but Koth’s stat block indicates he has DR 5/- and yet his barbarian level would only grant him DR 3/-. I believe it was the author’s intention to give Koth increased damage reduction (x2) which would account for his listed DR value. With Koth’s increase in level, he also gains another rage power and I considered maxing out his Increased Damage Reduction allowance and giving him that rage power for a third (and final) time and increasing his damage reduction to 7. However, I also like the idea of Renewed Vigor, which at his level would provide 4d8+6 hit points of healing. In the end I decided to go with Renewed Vigor as his rage power gained from his 16th level of barbarian. Koth is left with a mere 500 gp, which you could simply add to his treasure that is secured in the locked payroll chest in his room in King Irovetti’s palace (room Q5). Villamor Koth’s increased stat block is presented below:

**Villamor Koth CR 15**

**XP 51,200**

Male human barbarian 16

CE Medium humanoid (human)

**Init** +1; **Senses** Perception +15

**DEFENSE**

**AC** 27, touch 13, flat-footed 24 (+9 armor, +2 deflection, +2 Dex, +1 dodge, +5 natural, -2 rage)

**hp** 232 (16d12+128)

**Fort** +16, **Ref** +6, **Will** +11; +4 bonus to resist *enchantment* spells

**Defensive Abilities** indomitable will, improved uncanny dodge, trap sense +5, **DR** 6/--

**OFFENSE**

**Speed** 40ft.

**Melee** +1 *vicious greataxe* +25/+20/+15/+10 (1d12+11/19-20/x3 plus 2d6) or mwk lance +25/+20/+15/+10 (1d8+10/x3)

**Ranged** mwk longbow +19/+14/+9/+4 (1d8/x3)

**Special Attacks** greater rage (35 rounds/day), rage powers (guarded stance[+3; + Con bonus], knockback, no escape, rolling dodge +3, unexpected strike)

**TACTICS**

**Before Combat** Koth’s tactics are the same as presented in “War of the River Kings” and can be found in that adventure.

**During Combat** Koth’s tactics are the same as presented in “War of the River Kings” and can be found in that adventure.

**Morale** Koth’s tactics are the same as presented in “War of the River Kings” and can be found in that adventure.

*{Villamor Koth’s stat block as presented in Kingmaker part 5 indicate his statistics while raging, but his base statistics line is missing, I’ve provided what I believe would be his base statistics below for those that might require this information.} ~Dean*

**Base Statistics - AC** 29, touch 15, flat-footed 27; **hp** 184 (16d12+80); **Fort** +13, **Will** +8;

**DR** 4/--; **Melee** +22/+17/+12/+7 (1d12+6/19-20/x3 plus 2d6) or mwk lance +22/+17/+12/+7 (1d8+6/x3); **Str** 18; **Con** 16; **Base Atk** +16; **CMB** +20; **CMD** 32

**STATISTICS**

**Str** 24, **Dex** 14, **Con** 22, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +16; **CMB** +23; **CMD** 35

**Feats** Critical Focus, Dodge, Improved Critical (greataxe), Iron Will, Power Attack, Staggering Critical, Toughness, Vital Strike, Weapon Focus (greataxe)

**Skills** Intimidate +19, Knowledge (nature) +13, Linguistics +0, Perception +15, Ride +17, Survival +14

**Languages** Common, Hallit

**SQ** fast movement, increased damage reduction (x2), moderate fortification, renewed vigor (4d8+6)

**Combat Gear** *potions of barkskin +5* (3); **Other Gear** *+5 moderate fortification hide armor, +1 vicious greataxe, ring of protection +2, stone salve (one ounce)*

**Part Two: Behind Enemy Lines**

For the armies and the Mass Combat Rules presented in this volume of the Pathfinder Adventure Path I was reluctant to make any major changes. But, I decided in keeping with the +50% xp increase that is “our” mantra (so-to-speak) that the Troll Marauders and the First Wyvern Flight (both presented on page 20 of “War of the River Kings”) could be “advanced” to Large army size, which in truth increases their CR by +2 (or CR 7 for a Large army of trolls, and CR 8 for a Large army of wyverns). Significantly more than our +50% target, but this can be “made up” by not increasing the Pitax Regiment (already a Colossal army) and as this conversion document proceeds, there are other encounters/individuals that I did not increase the Challenge Ratings of. Presented below are the “Advanced” versions of the Troll Marauders and the First Wyvern Flight armies:

**Troll Marauders CR 7**

**XP 3,200**

CE Large army of trolls

**COMBAT**

**hp** 31

**DV** 17; **OM** 7

**Tactics** Relentless Brutality

**Special Abilities** regeneration 5

**LOGISTICS**

**Speed** 2; **Morale** +0

**Leader** advance troll (Cha +0)

**First Wyvern Flight CR 8**

**XP 4,800**

N Large army of wyverns

**COMBAT**

**hp** 52

**DV** 18; **OM** 8

**Tactics** Relentless Brutality

**Special Abilities** mobility advantage (flight), poison

**LOGISTICS**

**Speed** 4; **Morale** +0

**Leader** advanced wyvern (Cha +1)

**A. Mammoth Graveyard (Standard CR 14)**

For 6 players I recommend using a crag linnorm as presented in the *Pathfinder RPG Bestiary* on page 190. (This increase should also include an additional 3,400 gp in treasure. Whether that is added directly to its 2,600 gp as described in the adventure as written (which would make it 6,000 gp even (or 1,000 gp per PC) or an additional minor magic item, or a few gems, is entirely up to individuals GMs. For my part, and simplicity’s sake, I have added that amount to its existing gold piece value).

**B. Steamgrotto (Landmark)**

No change necessary.

**C. Mount Branthlend (Landmark)**

No change necessary.

**D. Whiterose (Landmark)**

This area is detailed in Part Three. I’ve increased various enemies/encounters at this site. If this hex is claimed, the abbey can be rebuilt as a temple.

**E. Ilthuliak’s Lair (Landmark)**

No change necessary.

**F. Hungerdark (Standard; CR 17)**

I felt that Minognos-Ushad should be a truly terrifying wyvern, she is after all called “Eater of Kings”, and with that in mind (and for a group of 6 players) I have given her the giant template (making her gargantuan now) and adding 4 HD, for an overall increase to CR 17 (from the CR 14 presented in the adventure).

**Special Note:** *this advanced gargantuan version of “Eater of Kings” might be too powerful for a ‘standard’ group of six players, but if your group uses good, sound tactics, and is optimized, they will probably be able to handle this version without too much difficulty. However, having said that, a scaled-back “advanced” version might be in order, one that simply adds 2 HD (and not the “giant” simple template) should suffice.* (Her treasure value sky-rockets significantly as well, her increase in CR nets her an additional 17,000 gp worth of treasure.) I suggest building up from what is presented; 4,350 sp (+50% of 2,900 sp), 5,100 gp (+50% of 3,400 gp), 240 pp (slightly more than +50% of 155 pp), 18 gems worth 100 gp each (+50% of the dozen 100 gp gems) [Keep the (17) *+2 icy burst crossbow bolts,* and a *winged shield*.] We are left with nearly 14,000 gp (13,705 gp to be exact) to add to her accumulated treasure. I suggest a *rod of wonder* (worth 12,000 gp), and a brilliant, rich purple corundum jewel worth 1,705 which nicely completes the increase in treasure.

**Minognos-Ushad CR 17**

**XP 102,400**

Female very old wyvern (*Pathfinder RPG Bestiary 282)*

NE Gargantuan dragon

**Init** -2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +31

**DEFENSE**

**AC** 23, touch 6, flat-footed 23 (-2 Dex, +19 natural, -4 size)

**hp** 319 (22d12+176)

**Fort** +20, **Ref** +11, **Will** +15

**Immune** paralysis, sleep

**OFFENSE**

**Speed** 20 ft., fly 80 ft. (clumsy)

**Melee** sting +28 (3d6+10 plus poison), bite +28 ( 6d6+10/19-20), 2 wings +23 (3d6+5)

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

**Special Attacks** poison (*save* DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves), rake (2 talons +28 2d6+10)

**TACTICS**

**During Combat** Minognos-Ushad swoops into an attack using an Improved Vital Strike sting on the first round of combat, then makes full attacks at the strongest-looking foe in following rounds. She may also attempt to Snatch a foe, carry him high into the air, and fling him aside (a standard action) or just drop him (a free action).

**Morale** Minognos-Ushad flees combat if brought below 100 hit points, abandoning her lair and flying up into the mountains to nurse her wounds upon the peak of Mount Branthlend. Once she heals, she returns to seek out those who drove her from her lair for revenge.

**STATISTICS**

**Str** 30, **Dex** 6, **Con** 24, **Int** 9, **Wis** 14, **Cha** 11

**Base Atk** +22; **CMB** +36; **CMD** 44

**Feats** Critical Focus, Flyby Attack, Improved Critical (bite), Improved Natural Attack (bite, sting, wing), Improved Vital Strike, Snatch, Staggering Critical, Toughness, Vital Strike

**Skills** Fly +11, Intimidate +25, Perception +31, Sense Motive +27, Stealth +11

**Languages** Draconic

***And for the “faint” of heart --- here is a “tamer” version of Minognos-Ushad:***

**Minognos-Ushad CR 15.5 (ad-hoc)**

**XP 57,600**

Female old wyvern (Pathfinder RPG Bestiary 282)

NE Huge dragon

**Init** -2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +30

**DEFENSE**

**AC** 22, touch 6, flat-footed 22 (-2 Dex, +16 natural, -2 size)

**hp** 262 (21d12+126)

**Fort** +17, **Ref** +10, **Will** +14

**Immune** paralysis, sleep

**OFFENSE**

**Speed** 20 ft., fly 60 ft. (poor)

**Melee** sting +27 (2d6+8 plus poison), bite +27 (4d6+8/19-20), 2 wings +22 (2d6+4)

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

**Special Attacks** poison (*save* DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves), rake (2 talons +24, 1d8+8)

**TACTICS**

**During Combat** The same as outlined above, with the exception of using Snatch.

**Morale** Minognos-Ushad flees combat if brought below 75 hit points, abandoning her lair and flying up into the mountains to nurse her wounds upon the peak of Mount Branthlend. Once she heals, she returns to seek out thoe who drove her from her lair for revenge.

**STATISTICS**

**Str** 26, **Dex** 7, **Con** 20, **Int** 9, **Wis** 14, **Cha** 11

**Base Atk** +21; **CMB** +31; **CMD** 39

**Feats** Ability Focus (poison), Critical Focus, Flyby Attack, Improved Critical (bite), Improved Natural Attack (bite, sting, wing), Improved Vital Strike, Staggering Critical, Toughness, Vital Strike

**Skills** Fly +14, Intimidate +24, Perception +30, Sense Motive +26, Stealth +14

**Languages** Draconic

**Treasure:** I recommend following the coin and gems advancement outlined above, and then adding a sealed brass tube (worth 5 gp) with a single application of *dust of illusion* (which nicely finishes our “required” 1,205 gold pieces worth of additional treasure). Obviously leave out the *rod of wonder*, and the gemstone if you aren’t using the gargantuan advanced wyvern.

**Note:** This “Eater of Kings” has a 3 HD advancement, as a 2 HD advancement didn’t net the necessary +50% xp, so I made an “ad-hoc” CR and XP award by adding an additional 1 HD (for a total of 3 HD) to account for her CR and XP value. (Plus the fact that giving her Ability Focus (poison) really pumps up the Fort save DC) I feel this one is nearly as deadly, while not being gargantuan.

**G. Castle of Knives (Hidden)**

No change necessary.

**H. Ilora’s Camp (Hidden; CR 12)**

This is one of those encounters in which I mentioned NOT advancing the CR. Ilora isn’t meant to be an enemy to the PCs, in fact she can be a great help to them, she likely hates Castruccio Irovetti as much (if not more than) the PCs. It is possible that Ilora may become a trusted cohort (or perhaps even a love interest) of one of the PCs.

**I. Tusker Riders (Standard; CR 11.5 [ish] - Mass Combat plus Kob Moleg; jotunblood hill giant chieftain)**

I didn’t want to advance the Tusker Riders army, but I really liked the idea of advancing Kob Moleg with the “jotunblood” template (Green Ronin’s Advanced Bestiary 155) instead of simply the advanced template. My idea here is Kob (now a huge giant) riding in a chariot being pulled by a pair of mastodons, as he leads his tribe to battle. (The PCs can take the fight to Kob, while their army battles against the mastodon riders). I’ve gone ahead and reproduced the tusker riders army stat block, and following that will be Kob Moleg; jotunblood hill giant chieftain.

**Tusker Riders CR 7**

**XP 3,200**

CE Small army of hill giants mounted on mastodons

**COMBAT**

**hp** 31

**DV** 20; **OM** +10, ranged

**Tactics** Dirty Fighters; **Resources** improved armor (masterwork), improved weapons (masterwork), ranged weapons

**LOGISTICS**

**Speed** 2; **Morale** -1; **Consumption** 15

**Leader** Kob Moleg; jotunblood hill giant (Cha -1)

**“Handsome” Kob Moleg; Tusker Riders Chieftain CR 11**

**XP 12,800**

Male jotunblood hill giant (*Pathfinder RPG Bestiary 150, Advanced Bestiary 155*)

CE Huge humanoid (giant)

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

**DEFENSE**

**AC** 27, touch 6, flat-footed 27 (+5 armor, -2 Dex, +16 natural, -2 size)

**hp** 210 (20d8+120)

**Fort** +18, **Ref** +4, **Will** +6

**Defensive Abilities** rock catching;

**SR** 19

**OFFENSE**

**Speed** 50 ft. (40 ft. in +1 hide armor)

**Melee** mwk greatclub +25/+20/+15 (3d8+16) or mwk greatclub (one-handed while riding in his chariot) +21/+16/+11 (3d8+11) or 2 slams +24 (2d6+11)

**Ranged** rock +12 (2d6+11)

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

**Special Attacks** earth-shaking bellow, rock throwing (150 ft.)

**TACTICS**

**During Combat** Kob leads his tribe in the attack against the PCs. Kob (being somewhat smarter than most hill giants, thanks in part to his “crown” - see **Treasure** below) looks for the leader of the enemy army and attacks. Too large to ride a mastodon, Kob rides in a chariot pulled by a pair of mastodons, and maneuvers them towards the PCs. He will try and have his mastodons trample them, or he’ll swing his greatclub or throw rocks at them. (*I improvised a one-handed penalty for attacks with the greatclub while riding in the chariot*). If these attacks aren’t successful, Kob “dismounts” and moves to engage the PCs in melee. Kob will attempt an *earth-shaking bellow* attack to separate, and disorient the PCs and his range with this supernatural ability may even cause problems for both armies.

**Morale** Kob is much too fond of the weapons, armor, and magic he received from Irovetti (and scared of Villamor Koth) to back down. But he is not above using his *meld into earth* ability to heal up and then come out swinging. He fights to the death.

**STATISTICS**

**Str** 33, **Dex** 6, **Con** 23, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +15; **CMB** +28; **CMD** 36

**Feats** Cleave, Dazzling Display, Great Cleave, Improved Critical (greatclub), Intimidating Prowess, Martial Weapon Proficiency (greatclub), Mounted Combat, Power Attack, Shatter Defenses, Weapon Focus (greatclub)

**Skills** Climb +14, Intimidate +19, Perception +10, Ride +18

**Languages** Giant

**SQ** meld into earth, rock catching

**Gear** +1 hide armor, masterwork greatclub, *Kob’s Crown* (*headband of mental prowess* [Int (ride) and Cha] *+2*)

**Special Abilities:**

**Earth-Shaking Bellow (Su)** Once every 1d4 rounds, Kob Moleg can loose an earth-shaking bellow that functions like an *earthquake* spell, except that the area is a 40 ft. cone-shaped spread directed away from the jotunblood hill giant.

**Meld into Earth (Su)** At will, but not more often than once a round, Kob Moleg can meld into earth (but not solid stone) as though using the *meld into stone* spell, except that he can remain in the earth for as long as he wishes. In addition to the effects of the spells listed in the *meld into stone* description, a *move earth* spell cast on the melded jotunblood hill giant’s location causes him to be expelled from the earth and take 5d6 points of damage in the process. While melded with earth, Kob Moleg heals 1 hit point of damage per round, as if he had fast healing 1.

**J. The Pitax Horde (Standard; CR 9 Mass Combat)**

I made no changes to the Pitax Horde.

**K. Littletown (Landmark; CR 6 Mass Combat)**

I made no changes to the Reserve Wyvern Flight.

**L. Hemlock Island (Landmark)**

No changes necessary.

**M. The Weeping Grove (Standard; CR 15)**

The quickwood already has the advanced template applied to it, so I suggest adding 2 HD to it, which increases its hit points by 21 (to a total of 231), allows for an additional feat (I suggest Ability Focus (fear aura)), increases its base attack, and its saving throws by +1. This HD increase also provides additional skill ranks, I suggest adding +2 to all of its listed skills except Sense Motive. The advanced HD version’s stat block follows:

**Tree That Weeps CR 15**

**XP 51,200**

Advanced elite quickwood (*Tome of Horrors Revised* 302)

N Huge plant

**Init** +3; **Senses** darkvision 120 ft., tremorsense 60 ft., oaksight; Perception +37

**DEFENSE**

**AC** 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

**hp** 231 (22d8+132)

**Fort** +19, **Ref** +6, **Will** +9

**Defensive Abilities**  spell absorption; **Immune** electricity, fire, plant traits; **SR** 25

**OFFENSE**

**Speed** 10 ft.

**Melee** bite +25 (2d6+10/19-20), 6 roots +23 (1d6+5/19-20 plus pull)

**Space** 15 ft.; **Reach** 15 ft. (60 ft. with root)

**Special Attack** pull (30 feet)

**TACTICS**

**During Combat** The Tree That Weeps already has a 5th-level spell stored from a previous fight, and unleashes its energy on the first round of combat to create a fear aura once foes come within 40 feet of it. It then uses its roots to attack foes and pull them close so it can bite them.

**Morale** The Tree That Weeps fights to the death.

**STATISTICS**

**Str** 31, **Dex** 8, **Con** 23, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +17; **CMB** +29; **CMD** 38

**Feats** Ability Focus (fear aura), Alertness, Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception), Staggering Critical

**Skills** Knowledge (nature) +23, Perception +37, Sense Motive +4, Stealth +16 (+18 in forests)

**Languages** Common, Sylvan

**SPECIAL ABILITIES**

**Fear Aura (Su)** As long as the quickwood retains energy it has absorbed from a spell (see spell absorption), it can release that energy as a swift action to create a fear aura with a radius of 10 feet per level of the spell it absorbed and released. All creatures in this aura must make a DC 27 Will save or become panicked. The fear aura lasts until the end of the quickwood’s next turn. This is a mind-affecting fear effect. The save DC is Charisma based.

**Oaksight (Su)** A quickwood may observe the area surrounding any oak tree within 360 feet as if using *clairaudience/clairvoyance.* It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.

**Roots (Ex)** A quickwood has dozens of long roots, but can only attack with up to six of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

**Spell Absorption (Su)** If a quickwood’s spell resistance protects it from being affected by a spell, the quickwood absorbs that spell’s energy into its body. It can then release this energy to create a fear aura (see above). The quickwood cannot absorb another spell’s energy while it contains a previously absorbed spell’s energy. As long as a quickwood is storing spell energy, attempts to overcome its spell resistance receive a +5 bonus on the roll.

**N. Rushlight Festival Grounds (Landmark)**

This area is detailed in Part One.

**O. Catspaw Camp (Standard; CR 9 Mass Combat)**

I decided not to make any changes to the Catspaw Marauders army.

**P. Pitax (Landmark)**

This area is described in Part Four and in the Pitax gazetteer, which begins on page 60.

**Part Three: The Ghost of Whiterose**

**D1. Plaza**  (No change necessary).

**D2. Belltower (CR 6)**

See the stat block for the Pitax Herald at the beginning of this conversion.

**D3. Narthex**  (No change necessary).

**D4. Vestry** (No change necessary).

**D5. Washroom** (No change necessary).

**D6. Santuary (CR 16)**

While I was tempted to increase the number of Pitax Heralds and Wardens that accompanied Gaetane, I decided to increase the wererat’s ranger level by one (making him a ranger 13), and to remove the shaken penalty from the heralds and wardens (they have simply become accustomed to the unnerving aura that permeates the Abbey) I have also since increased the level of the heralds and wardens to 7th. I suggest allowing the wardens to have imbibed most of their potions prior to combat, perhaps saving *enlarge person* for the first round of combat and having them charge the PCs, if they can get to within melee reach (now 10 ft.). Gaetane at 13th level appears below. {I found minor glitches in Gaetane’s stat block, which I think I’ve fixed, as well as accounting for adding one level of ranger, and upgrading his gear for the level increase.}

**Gaetane CR 13**

**XP 25,600**

Male human wererat ranger 13 (*Pathfinder RPG Bestiary* 197)

LE Medium humanoid (human, shapechanger)

**Init** +11\*; **Senses** low-light, scent; Perception +24\*

**DEFENSE**

**AC** 31, touch 16, flat-footed 25 (+6 armor, +5 Dex, +1 dodge, +6 natural, +3 shield)

**hp** 149 (13d10+78)

**Fort** +16, **Ref** +15, **Will** +10

**Defensive Abilities** evasion; **DR** 10/silver; **Resist** acid 20, fire 20

**OFFENSE**

**Speed** 40 ft.

**Melee** bite +17 (1d6+5 plus curse of lycanthropy and disease)

**Ranged** +1 *humanbane composite longbow* [+2 Str] +20/+15/+10 (1d8+3/19-20/x3), or +1 *humanbane composite longbow* [+2 Str] +14/+14/+9/+4 (1d8+11/19-20/x3) with Rapid Shot and Deadly Aim

**Special Attacks** favored enemy (human +6, dwarf +4, animal +2), quarry

**Spells Prepared** (CL 10th; concentration +9)

3rd -- *greater magic fang*

2nd -- *barkskin, bear’s endurance, hold animal* (DC 14)

1st -- *jump, longstrider, resist energy* (2)

**TACTICS**

**Before Combat** Gaetane casts *greater magic fang* every day, and casts *barkskin, bear’s endurance, jump, longstrider,* and *resist energy* (pick two energy types most used by the PCs, or default to acid and fire if there is no particular energy types that the PCs favor) before entering combat.

**During Combat** Gaetane remains in the rafters, where he grants favored enemy bonuses to his soldiers and fires arrows at the PCs, preferably at human targets. (He will begin attacking using both Rapid Shot and Deadly Aim, if he isn’t hitting the PCs using this tactic he stops using it in favor of more reliable attacks). If confronted in melee, he uses Improved Vital Strike and bites foes, using Acrobatics to jump from one end of the chamber to the other to prevent foes from making full attacks on him.

**Morale** Gaetane fights until reduced to 25 hit points or less, at which point he cowardly surrenders and attempts to bargain with the PCs, offering to exchange information for his life. If any other soldiers remain alive at this time, they drop their weapons and surrender as well. You can use Gaetane to fill the PCs in on the truth about the “poison plot” and even to give them additional information they can use against Irovetti when they attack his palace (see Part Four).

(Without his spells Gaetane has the following changes to his statistics):

**Base Statistics - hp** 123 (13d10+52); **Fort** +14; **Speed** 30 ft.; bite +15 (1d6+2 plus curse of lycanthropy and disease); **Con** 18; **Skills** Acrobatics +17 (no additional pluses to jumping).

**STATISTICS**

**Str** 15, **Dex** 20, **Con** 22, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +13; **CMB** +15; **CMD** 30

**Feats** Deadly Aim, Dodge, Endurance, Improved Critical (composite long), Improved Precise Shot, Improved Vital Strike, Iron Will, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Vital Strike

**Skills** Acrobatics +17 (+51 jumping), Climb +17, Handle Animal +8, Knowledge (geography) +15\*, Perception +24\*, Stealth +26\*, Survival +24\* \*(includes favored terrain [urban +6] bonus).

**Languages** Common

**SQ** camouflage, favored terrain (urban +6, mountain +4, forest +2), hunter’s bond (companions), swift tracker, track +6, wild empathy +11, woodland stride

**Combat Gear** *potion of cure serious wounds* (2); **Other Gear** +2 *chain shirt*, +2 *buckler*, +1 *humanbane composite longbow* [+2 Str], 50 arrows, *efficient quiver, bracers of archery*, *cloak of resistance* +2

**Gaetane’s Soldiers (CR 13)**

**PITAX HERALDS (4) CR 6**

**XP 2,400**

See the pitax herald at the beginning of this conversion.

**PITAX WARDENS (8) CR 6**

**XP 2,400**

See the pitax warden at the beginning of this conversion.

**D7. Shambling Graveyard (CR 14)**

(To increase the challenge rating with the shambling mounds, I decided to add an additional 2HD to each one, increasing each shambling mound’s CR by +1, so CR 12 each, or a total CR of 14 for the pair). With this HD increase the shambling mounds earn an ability score increase and I chose to increase their Con for additional hit points, they also gain another feat and I gave them Toughness (again for more hit points). I have adjusted their melee attack, and their saving throws and skill ranks as well. Their increased stat block appears below:

**ADVANCED SHAMBLING MOUNDS (2) CR 12**

**XP 19,200 each**

N Huge plant (*Pathfinder RPG Bestiary* 246)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +4

**DEFENSE**

**AC** 20, touch 7, flat-footed 20 (-1 Dex, +13 natural, -2 size)

**hp** 216 (16d8+144)

**Fort** +18, **Ref** +6, **Will** +5

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

**OFFENSE**

**Speed** 20 ft., swim 20 ft.

**Melee** 2 slams +19 (4d6+9/19-20 plus grab)

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

**Special Attacks** constrict (4d6+13)

**TACTICS**

**During Combat** The same as presented in “War of the River Kings”.

**Morale** These plants fight to the death.

**STATISTICS**

**Str** 29, **Dex** 8, **Con** 26, **Int** 7, **Wis** 10, **Cha** 9

**Base Atk** +12; **CMB** +23; **CMD** 32

**Feats** Cleave, Improved Critical (slams), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack, Toughness, Vital Strike

**Skills** Stealth +14 (+22 in forests or swamps)

**Languages** Common, Sylvan (cannot speak)

**SQ** electric fortitude

**D8. Contemplation Quarters**

No change necessary.

**D9. Library**

No change necessary.

**D10. Abbot’s Chambers**

No change necessary.

**D11. Kitchens**

No change necessary.

**D12. Priest’s Cells (ad-hoc CR 13.5[ish])**

**XP 28,800**

To increase the Challenge Rating here, I have added (6) additional will-o’-wisps, for a total of (14) encountered in the priest’s cells. This increases the XP from 19,200 - to 28,800 - precisely our target of a +50% xp. This CR isn’t an exact figure, but it is our target xp amount.

**D13. Wine Cellars**

No change necessary.

**D14. Ruined Winery (CR 13)**

This appears in the Adventure Path originally, but no encounter is listed, and I believe it was the author’s original intention to have another group of Pitax Heralds and Wardens present here (the same amount that Gaetane had with him at **D6.**) So I suggest using a group of (4) Pitax Heralds, and (8) Pitax Wardens (and maybe splitting the group; with (2) Heralds and (4) Wardens waiting in **D14a** and the other group waiting in **D14b** with either group coming to join the fight once combat has begun (perhaps each Herald uses *sound burst* at the beginning of combat, and that’s the signal that the PCs have engaged them). I also suggest allowing the wardens to have imbibed their potions of *bear’s endurance*, *bull’s strength*, and *shield* beforehand, and then quaffing the *enlarge person* at the beginning of combat (perhaps even waiting for the heralds to use *sound burst*). **Note:** I increased the CR by +1, since having increased the heralds and wardens to 7th level each.

**D15. Cistern Tunnel**

No change necessary.

**D16. The Cistern (CR 14)**

Originally I was going to advance the Gardener’s sorcerer level to 9 (so he would have been a monk 4/sorcerer 9) and his CR would be 14, and I was going to add (2) additional advanced will-o’-wisps to the encounter as well for a total of (8) will-o’-wisps. Looking over the advancements I’ve done so far (especially the size and HD increase I made to Minognos-Ushad) I’ve decided that I would leave the Cistern encounters as written, without increasing levels or numbers of monsters.

**Briar’s Guardian (CR 10)**

I recommend leaving Evindra as presented in the Adventure Path originally.

**Part Four: The King’s Palace**

**Pitax Regiment CR 10**

**XP 9,600**

**hp** 55 (see page 20 of Pathfinder Adventure Path #35)

(I made no change to the Pitax Regiment, use as presented in the module).

**Troll Marauders (2) CR 5 (each)**

**XP 1,600 each**

**hp** 22 each (see page 20 of the Pathfinder Adventure Path #35)

(I made no changes to the Troll Marauders, except to list their correct xp amount, use the troll army as presented in the module).

**Irovetti’s Palace**

The palace remains unchanged from the module as presented, but I recommend using the advanced heralds and wardens for the roving patrols and the groups that the PCs can encounter throughout Irovetti’s palace. They are now a CR 11 encounter.

**Q1. Grand Atrium (CR 12)**

No change.

**Q2. Guardrooms (CR 8)**

The challenge rating is increased due to using the advanced wardens presented earlier in the conversion.

**Q3. Great Hall (CR 11)**

The challenge rating is increased due to using the advanced heralds presented earlier in the conversion.

**Q4. The Burgundy Throne (CR 18 or 16)**

I thought long and hard about what I would add to King Irovetti to increase his challenge rating. I’ve already increased the level of his bodyguard, Villamor Koth, and advanced his Pitax Heralds and Wardens. I decided not to advance General Avinash Jurrg, or the Troll Guards, but Irovetti needed something. I decided to add the *inveigler* template to him (from Green Ronin’s *Advanced Bestiary*) and also increase his fighter level by +1. King Irovetti goes from a CR 16 to a CR 18, he will be the toughest opponent the PCs face to date, and he should be. He has several guards and allies here in his throne room, and this should be a good fight. King Irovetti’s tactics remain unchanged, and are the same as presented in the Adventure Path module. His advanced stat block is provided below, detailing the new abilities provided by the *inveigler* template and his increase in fighter level/character level.

**KING CASTRUCCIO IROVETTI CR 18**

**XP 153,600**

Male human *inveigler* bard 11/fighter 6 (*Advanced Bestiary* 153)

CE Medium humanoid (human)

**Init** +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +18

**DEFENSE**

**AC** 36, touch 20, flat-footed 31 (+11 armor, +5 deflection, +4 Dex, +1 dodge, +5 natural)

**hp** 201 (17 HD; 11d8+6d10+119)

**Fort** +18, **Ref** +19, **Will** +15; +4 vs. bardic performance, language-dependent, and sonic, +2 vs. fear

**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 60 ft.

**Melee** *rod of razors* +26/+26/+21/+16 (1d10+17/19-20/x3)

**Ranged** flechettes +25/+25/+20/+15 (1d8+13/19-20/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *rod of razors*)

**Special Attacks** bardic performance 36 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion), *charming falsehood*

**Spells Known** (CL 11th; concentration +20)

4th (4/day) - *dimension door*, *dominate person* (DC 24), *greater invisibility*,

3rd (6/day) - *charm monster* (DC 23), *displacement*, *phantom steed*, *scrying*

2nd (6/day) - *cat’s grace*, *cure moderate wounds*, *detect thoughts* (DC 21), *glitterdust* (DC 21), *suggestion* (DC 22)

1st (8/day) - *alarm*, *charm person* (DC 21), *cure light wounds*, *expeditious retreat*, *grease* (DC 20), *unseen servant*

0 (at will) - *dancing lights*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*

**TACTICS**

**Before Combat** Irovetti’s tactics are unchanged from those in the Adventure Path module.

**During Combat** His tactics during the battle are also unchanged from those presented in the Adventure Path module.

**Morale** This remains the same as presented in the Adventure Path module.

**STATISTICS**

**Str** 18, **Dex** 18, **Con** 20, **Int** 16, **Wis** 8, **Cha** 28

**Base Atk** +14; **CMB** +18; **CMD** 36

**Feats** Arcane Strike, Combat Expertise, Combat Reflexes, Deceitful, Dodge, Extend Spell, Extra Performance, Improved Feint, Improved Iron Will, Iron Will, Mobility, Skill Focus (Perform [sing]), Spell Focus (enchantment), Toughness, Weapon Focus (*rod of razors*), Weapon Specialization (*rod of razors*)

**Skills** Bluff +28, Intimidate +24, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (nobility) +16, Linguistics +7, Perception +18, Perform (dance) +23, Perform (oratory) +28, Perform (sing) +34, Ride +13, Sleight of Hand +19, Use Magic Device +28

**Languages** Common, Giant, Hallit, Skald, Sylvan; *tongues*

**SQ** armor training 1, bardic knowledge +5, contingency, *hidden enchantment*, improved resources, jack-of-all-trades (use any skill), lore master 2/day, permanent spells, *taken to the grave*, *truth be told*, *undetectable alignment*, *undetectable thoughts*, versatile performance (oratory, sing, dance)

**Combat Gear** *potions of lesser restoration* (4), *scroll of heal*, *scroll of restoration*, *scroll of teleport*, *wand of hold monster* (CL 10th, 13 charges); **Other Gear** +5 *moderate fortification mithral breastplate*, *rod of razors*, *amulet of natural armor* +5, *boots of speed*, *cloak of resistance* +5, *ring of protection* +5, master key (unlocks all locks in the palace), mindrender baton

**SPECIAL ABILITIES**

***Charming Falsehood (Su)*** Once per day, Irovetti can tell a lie so convincing it enchants a single creature that hears it. He need not be able to see the target of his lie or have line of effect to it, but if the target cannot hear the lie, this use of the ability is wasted. The lie must be one that would cause the target to view King Irovetti as a trusted friend or that would make it likely to follow his orders, but it can be as outlandish as he wishes. If the target hears the lie, it must attempt a Sense Motive check opposed by King Irovetti’s Bluff check. A creature that fails this check by less than 5 is affected as though by the spell *charm monster* (caster level equals Irovetti’s character level). Failure by 5 or more means that Irovetti has dominated the target as though using the spell *dominate monster* (caster level equals Irovetti’s character level). Charming falsehood is a sonic, mind-affecting, charm effect.

**Contingency** King Irovetti used a scroll to cast *contingency*: if he ever takes more than 10 points of damage from a single attack, a *dimension door* whisks him away (in this case, to his den in area **T1**).

***Hidden Enchantment (Su)*** When Irovetti uses any effect or spell that mimics *charm monster*, *dominate monster*, or any similar effect, spells such as *detect magic* cannot detect the effect. Furthermore, any Sense Motive check made to determine influence over the target takes a -15 penalty. *True seeing* and other magic that reveals magical effects or determines the truth of the situation work normally.

**Improved Resources** Not only does King Irovetti have the resources of a PC as regards his gear, but his ability scores use a 20 - point build.

**Permanent Spells** King Irovetti has used *scrolls of permanency* to gain the following permanent effects: *darkvision*, *see invisibility*,and *tongues*.

***Taken to the Grave (Su)*** If *speak with dead* is used on the corpse or head of King Irovetti, he tells nothing but lies. Only a *wish* or *miracle* spell used to mimic a *speak with dead* spell can pry the truth from the dead body of Castruccio Irovetti.

***Truth be Told (Su)*** Magic used to determine whether Irovetti is telling the truth reveals his lies only if he would wish his words to be construed as a lie. This ability affects even spells such as *detect lie* and more powerful spells such as *wish* or *miracle*. Other creatures that are asked about the truth of what King Irovetti says can represent the truth normally, so spells such as *commune* allow characters to discover the truth, provided the creatures interviewed are privy to that truth.

***Undetectable Alignment (Su)*** Magical effects used to determine King Irovetti’s alignment automatically reveal it to be the same as that of the creature doing the detecting. If Irovetti is aware of the attempt, he can instead cause the magic to reveal any alignment he chooses. This ability also protects him from spells that detect only certain alignment components, such as *detect evil*. It defeats even the clerical version of *true seeing*, but a *wish* or *miracle* spell used to mimic *true seeing* or the various alignment detection spells reveals the truth.

***Undetectable Thoughts (Su)*** Whenever a creature attempts to detect King Irovetti’s thoughts (with a *detect thoughts* spell, for example), he is immediately aware of the attempt and can cause the effect to reveal any thoughts he chooses. A *wish* or *miracle* spell used to mimic *detect thoughts* or a similar effect reveals the truth.

**Special Note:** Regarding the inveigler template from Advanced Bestiary, I changed one thing from the template as written or presented in the book, I did a substitution with the bonus feats that an inveigler receives. {I felt that King Irovetti, at his core, was a man of deception, lies, and trickery; things that the inveigler template personified nicely, and I felt that the feat Deceitful was a better fit than Persuasive for that.} The inveigler template provides the following additional benefits which have already been added to, or adjusted in his stat block; **Abilities:** a +4 to Int, and a +6 to Cha. **Skills:** a +8 competence bonus on Bluff checks and a +4 competence bonus on Sleight of Hand checks. **Feats:** The inveigler template provides Improved Feint (and the aforementioned Persuasive, which I swapped out for Deceitful).

**General Avinash Jurrg CR 14**

**XP 38,400**

(No change from the stat block presented in “War of the River Kings” Pathfinder Adventure Path #35).

**Villamor Koth** (See the stat block earlier in this conversion).

**Pitax Wardens** (See the stat block earlier in this conversion).

**Troll Guards** - no change as presented in “War of the River Kings” Pathfinder Adventure Path # 35.

**Q5. Villamor Koth’s Bedroom (CR15/-)**

Treasure: Each tapestry is worth 2250gp each. The chest contains 500 platinum pieces, and additionally 3 potions of cure disease, 3 potions of protection from energy, a potion of remove curse, and a potion of lesser restoration.

**Q9. Enfiladed Entry (CR 12)**

One additional troll works alright.

**16. Conservatory (CR 7)**

No change to the heralds or treasure.

**Q17. Guest Room (CR 14)**

Alasen has a lot more gear than a level 14 should have had, but I think it’s to make up for gold shortfalls elsewhere in the module. As such, I’ve added 50% to her value.

**ALASEN CR14**

XP 25,600

Female human weretiger rogue 15

NE Medium humanoid (human, shapechanger)

**Init** +7; **Senses** low-light vision, scent; Perception +19

Defense

**AC** 29, touch 18, flat-footed 24 (+6 armor, +3 deflection, +4 Dex, +1 dodge, +5 natural)

**hp** 170 (15d8+104)

**Fort** +10, **Ref** +15, **Will** +9

**Defensive Abilities** improved evasion, trap sense +5, improved uncanny dodge; DR 5/silver

Offense

**Speed** 35 ft.

**Melee** 2 claws +19 (1d8+8 plus grab), bite +19 (2d6+8 plus grab)

**Special Attacks** sneak attack +8d6, pounce, rake (2 claws +18, 1d8+8)

Statistics

**Str** 25, **Dex** 19, **Con** 20, **Int** 8, **Wis** 14, **Cha** 12

**Base Atk** +11; **CMB** +18; **CMD** 36

**Feats** Combat Reflexes, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Mobility, Toughness, Vital Strike, Wind Stance, Iron Will

**Skills** Acrobatics +22, Climb +25, Escape Artist +22, Perception +20, Sense Motive +20, Sleight of Hand +22, Stealth +22, Survival +17

**Languages** Common

**SQ** change shape (human, hybrid, and tiger; polymorph), improved uncanny dodge, rogue talents (bleeding attack 8, combat trick, crippling strike, fast stealth, improved evasion, slippery mind, surprise attack), trapfinding +5

**Gear** +4 leather armor, ring of invisibility, ring of protection +3, amulet of might fists +1, belt of physical might (str & dex) +2, brooch of shielding

**R2. Wine Cellar**

Treasure: Increase the number of bottles to 7 bottles of whiterose chardonnay, and 24 bottles of fine wine.

**S1. Armory**

Treasure: There shouldn’t be any greater equipment, so increase number of equipment: 3 +1 full plate, 9 mwk rapiers, 3 +1 shortbows, 3 +1 greatswords, and 75 each cold iron and silver arrows. Add 3 mwk chain shirts to make up for the singular magical chain shirt.

**S2. The Black Cells (CR 13)**

Added a single level of rogue. Corrected CR of the room to 13 from 10.

**GEDOVIUS CR13**

XP 25,600

Male gargoyle rogue 11 (Pathfinder RPG Bestiary 137)

NE Medium monstrous humanoid (earth)

**Init** +8; **Senses** darkvision 60 ft.; Perception +18

Defense

**AC** 28, touch 16, flat-footed 23 (+7 armor, +1 deflection, +4 Dex, +1 dodge, +5 natural)

**hp** 162 (15 HD; 5d10+10d8+90)

**Fort** +9, **Ref** +15, **Will** +7

**Defensive Abilities** improved evasion, trap sense +3, improved uncanny dodge; DR 10/magic

Offense

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +17 (1d6+4/19–20), bite +16 (1d6+4), gore +16 (1d4+4)

**Special Attacks** sneak attack +6d6 plus 6 bleed

Statistics

**Str** 19, **Dex** 18, **Con** 20, **Int** 8, **Wis** 11, **Cha** 5

**Base Atk** +12; **CMB** +16; **CMD** 32

**Feats** Dazzling Display, Dodge, Flyby Attack, Improved Critical (claws), Improved Initiative, Mobility, Shatter Defenses, Toughness, Weapon Focus (claws)

**Skills** Acrobatics +22, Escape Artist +17, Fly +17, Intimidate +15, Perception +18, Sense Motive +18, Stealth +22

**Languages** Common, Terran

**SQ** freeze, rogue talents (bleeding attack, combat trick, fast stealth, improved evasion, surprise attack), trapfinding +5

**Gear** +4 studded leather, amulet of natural armor +2, ring of protection +1, 2 potions of haste, 2 potions of invisibility

**S3. Keeper’s Den (CR 11/13)**

+1 Nessian Hell Hound

**S4. Tiger Pen (CR 11)**

+1 Dire Tiger

**S5. Frozen Furnace (CR 16)**

Remorhaz already advanced, added a single HD.

**REZATHA CR16**

XP 76,800

Advanced remorhaz (Pathfinder RPG Bestiary 233, 294)

N Huge magical beast

**Init** +8; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +27

Defense

**AC** 27, touch 13, flat-footed 22 (+4 Dex, +1 dodge, +14 natural, –2 size)

**hp** 283 (21d10+168)

**Fort** +19, **Ref** +16, **Will** +10

**Immune** cold, fire

Offense

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +22 (8d6+31 plus grab)

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

**Special Attacks** heat, swallow whole (4d6+9 plus 8d6 fire, AC 16, hp 27)

Statistics

**Str** 28, **Dex** 18, **Con** 25, **Int** 9, **Wis** 16, **Cha** 14

**Base Atk** +21; **CMB** +32; **CMD** 47

**Feats** Awesome Blow, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Toughness, Vital Strike, Improved natural armor

**Skills** Perception +27

**Languages** Common, Giant (cannot speak)

**T1. Irovetti’s Bedroom (CR 15/19)**

Engelidis added another sorceror level. Her new spells were selected from the APG. If you don’t have access to this substitute a level 4, 5 and 6 spell from the Core rulebook.

**ENGELIDIS CR15**

XP 51,200

Female spirit naga sorcerer 6 (Pathfinder RPG Bestiary 213)

CE Large aberration

**Init** +4; **Senses** darkvision 60 ft.; Perception +22

Defense

**AC** 34, touch 17, flat-footed 30 (+4 armor, +4 deflection, +4 Dex, +9 natural, +4 shield, –1 size)

**hp** 182 (16 HD; 10d8+6d6+117)

**Fort** +11, **Ref** +9, **Will** +18

Offense

**Speed** 40 ft., fly 60 ft. (good), swim 20 ft.

**Melee** +1 bite +15 (3d6+10/19–20 plus poison [DC 21])

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

**Special Attacks** charming gaze (DC 21), laughing touch 9/day

**Sorcerer Spells Known** (CL 13th; concentration +20)

6th (5)—chain lightning (DC 23), fluid form (apg)

5th (7)—breath of life, telekinesis (DC 22), firesnake (apg, DC 22)

4th (7)—dimension door, death ward, ice storm, acid pit (apg, DC 21)

3rd (8)—dispel magic, clairaudience/clairvoyance, lightning bolt (DC 20), fly

2nd (8)—alter self, cure moderate wounds, hideous laughter (DC 19), invisibility, misdirection, silence (DC 19)

1st (8)—entangle (DC 18), mage armor, ray of enfeeblement (DC 18), shield, shield of faith, shocking grasp

0 (at will)—arcane mark, create water, dancing lights, detect magic, ghost sound (DC 17), mage hand,

message, open/ close, stabilize

**Bloodline** fey

Statistics

**Str** 22, **Dex** 18, **Con** 24, **Int** 12, **Wis** 19, **Cha** 24

**Base Atk** +10; **CMB** +17; **CMD** 35

**Feats** Ability Focus (charming gaze), Arcane Strike, Eschew Materials, Extend Spell, Improved Critical (bite), Iron Will, Power Attack, Quicken Spell

**Skills** Fly +16, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Perception +23, Spellcraft +20, Stealth +19, Swim +15

**Languages** Abyssal, Common

**SQ** bloodline arcana, woodland stride,

**Other Gear** spell storing amulet of mighty fists +1 (contains hideous laughter), pink and green ioun stone (+2 Cha)

Treasure: Increase to 14750gp value, including 2000 left over from Engelidis

**T3. Briar’s Grotto**

Treasure: Artifact, no change!

### **Quest updates**

Eater of Kings: No change

Wanted: Kob Moleg: No change

Drunken Joust: No change

The Mammoth’s Shame: No change

The Rushlight Tournament: I’m loathe to increase this award, but there doesn’t seem anywhere else that would be appropriate. I think a staff of healing would be a suitable reward, perhaps for the best contestant. The spare 5000gp has been added to the missing Diva quest.

The Poison Plot: No change

Evindra’s Shawl: No change

The Whiterose Mystery: Change the wand to fully charged

Numerian Trade: No change

Catching a Cheat: Add 2 arrows of plant slaying, 2 arrows of fey slaying, and 3 more flaming arrows (up to 15)

The Missing Diva: Improve the reward to 27000gp