PATHFINDER SOCIETY

Year of Boundless Wonder

Scenario #4-09   **Levels 5–8**

Killer in the Golden Mask

By Michael Sayre

PATHFINDER SOCIETY

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HOW TO PLAY

PLAY TIME: 4–5 HOURS

LEVELS: 5–8

PLAYERS: 3–6

Killer in the Golden Mask

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook, Pathfinder Bestiary, Pathfinder Gamemastery Guide,* and *Pathfinder Lost Omens Knights of Lastwall*

Maps: *Pathfinder Flip-Mats: Shattered Dungeon* and *Pathfinder Flip-Tiles: Wilderness Starter Set*

Online Resource: Pathfinder Reference Document at **paizo.com/prd**

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society (Second Edition) Guide to Organized Play* at **http://www.organizedplayfoundation.org/paizo/guides/**

☑ **ENVOY'S ALLIANCE**

SUMMARY

Venture-Captain Narsen of the Exalted Lodge in Razmiran has been a divisive figure in the Pathfinder Society since he was first granted his own lodge, as many suspect his motives as a high-ranking priest of Razmir. As political pressure mounts within Razmiran, Narsen calls upon the Grand Lodge for aid. His agents have been disappearing while investigating vampire attacks, and the wider Razmiri priesthood has begun to question what value the Pathfinder Society brings to their relationship. Envoy's Alliance faction leader Fola Barun sends the PCs to assist Narsen, with a secret secondary mission to recruit a Razmiri agent not beholden to Narsen. The PCs venture into the Exalted Wood to hunt a golden-masked vampire, but to succeed, they must find their way through an enchanted mist, ally with the enigmatic vigilante Shattermask, and survive clashes with their vampiric foes—one of whom holds an old grudge against the Pathfinders.

Killer in the Golden Mask

By Michael Sayre

ADVENTURE BACKGROUND

With the recent founding of the Exalted Lodge, the Pathfinder Society gained a foothold in the insular nation of Razmiran. The lodge's founder was **Narsen** (LN male human priest), a member of the second-highest rank of the priesthood of Razmiran's ruler, the living god Razmir. Narsen shocked his peers by unexpectedly contacting the Society and offering a ruined fort on the outskirts of the city of Xer as the site of their new lodge—on the condition that they clear it of danger first. Though wary of Narsen's true motivations, the Society's leaders agreed, reasoning that a lodge in Razmiran could offer plentiful opportunities for exploration, a new source of Pathfinder recruits, and a heavily fortified base of operations near the Whispering Tyrant's newly conquered territories. A group of Pathfinder agents cleared the ruins, then repaired the fort with the help of local artisans and defended the site from a horde of roaming undead.

Spearheading this defense dramatically improved the Society's reputation in Xer, as tales of the Pathfinders' heroism and resourcefulness spread to the locals. Narsen was granted an immediate field commission and the title of venture-captain. Narsen's quick rise to power and the strange influence he seems to hold with his Razmiri superiors is a source of rancor from his peers, but direct opposition to the priest has quieted since the establishment of the Exalted Lodge. There are few in Razmiran who dare to directly oppose someone who seems to have the direct approval of Razmir himself, and Narsen's occult powers and political connections have made detractors within the Society wary.

Many expected the tenuous allegiance between the Pathfinder Society and the Church of Razmir to end swiftly, but it has lasted over two years. As a site of learning, commerce, and recruitment, the Exalted Lodge has prospered under Narsen's leadership. However, the Society's access to the rest of Razmiran has remained limited, and **Fola Barun** (CG female half-elf ambassador), the leader of the Envoy's Alliance, recently petitioned Venture-Captain Narsen to broaden the scope of the Society's activities in Razmiran. In response, Narsen

explained that he had more urgent matters to deal with, and requested aid from the Grand Lodge in dealing with an emerging crisis.

This crisis came in the form of a rebellious Razmiri priest in a cracked gold mask, seen roaming the Exalted Wood, offering to share Razmir's secrets of immortality with travelers. None who followed this individual into the woods ever returned. Suspecting that the rebel had become a vampire, the Church of Razmir dispatched priests with *holy water* and wooden stakes to hunt them down. After the priests failed, Narsen's peers pressured him to send his own Razmiri Pathfinders into the woods to solve the problem—but they, too, never returned.

In response to Narsen's request, Fola prepares to dispatch a group of skilled Pathfinder agents to help Narsen hunt down the killer in the Exalted Wood. While always willing to support Pathfinder in need, Fola is wary of Narsen's broader plans and loyalty to the Society. She plans to ask the agents she dispatches to seek another ally in Razmiran, one who opposes the rule of Razmir's priests and can provide a different perspective.

GETTING STARTED

Provide the players with **Handout: Missive from Fola Barun** (page 30), which was given to the PCs before they left for Razmiran. The PCs arrive in Xer by riverboat and proceed on foot to the Exalted Lodge, where they are ushered into the private office of Venture-Captain Narsen.

Read or paraphrase the following once the PCs are settled.

The spacious office in Razmiran's Exalted Lodge is well-appointed, with luxurious seating, one large desk, and a smaller desk covered in paperwork. A pot-bellied mouse of a man, presumably Narsen's current assistant, sits at the smaller desk. He barely seems to notice the arrival of guests in the room,

EXALTED LODGE

sparing a momentary gesture toward the sofas without pausing the steady scratching of his quill on parchment. A tall, silver-masked man in dark robes soon enters.

"Ah, my new assistants! Welcome. As you may have surmised, I am Venture-Captain Narsen. I don't know if Fola Barun gave you the full details, but we've got a bit of a vampire problem here. What's worse, no one seems to be able to do anything about it. Priests and Pathfinders alike who have gone out to hunt the offender have failed to return, and I can only presume that they've perished in the attempt. I hope things will go a bit differently with your help on the matter. I cannot stress the importance of this mission enough; if we do not deal with this vampire, my position in the priesthood will be at stake, and with it the Pathfinders' very presence in this nation."

He pauses to regard each of the Pathfinders before him, then dismisses his assistant. After the mousey man leaves, Narsen sighs and continues, "I'll tell you what I know, but there's little to add. I've got a rabid vampire in a golden mask killing my allies, an unhinged vigilante striking fear into the hearts of my peers—which they then vent onto me—and a lodge that I'm only keeping together through strength of will and the occasional thrashing of overly ambitious juniors." He takes a seat behind the well-appointed desk, folds his hand in front of him, and leans forward, his shoulders seeming to bear a great weight.

"I've arranged transportation in the form of magically enhanced carriages that will take you to the Exalted Wood, where the attacks are occurring, along with a vampire slaying kit for each of you." He gestures to a pile of equipment to one side of his desk. "As many of you know, driving a stake through a vampire's heart and decapitating it is one of the only certain ways to destroy it. Your mission is to slay this gold-masked one, along with any of his spawn, and return his mask to me as proof of your accomplishment. In addition, you cannot allow the vigilante Shattermask and the vampire to meet, lest he attempt to use the vampire as a tool to spread heresy, or worse, gain vampiric powers to put toward his depraved ends. I expect you have questions before I send you on your way. You may speak freely here, so please, ask away."

Below are some likely questions the PCs will have for Narsen, and his typical responses.

Can you tell us more about this vampire problem? Narsen taps his fingers against the chin of his mask before answering. "It's a more complex issue than I made it out to be, I'm afraid. Gold masks represent the highest ranks of our priesthood, and the heresy of a vampire dressed as such an esteemed individual murdering Razmir's citizens cannot be overlooked. To make matters worse, they've begun specifically targeting anyone wearing a *wayfinder*, which has led my peers to blame this mess on
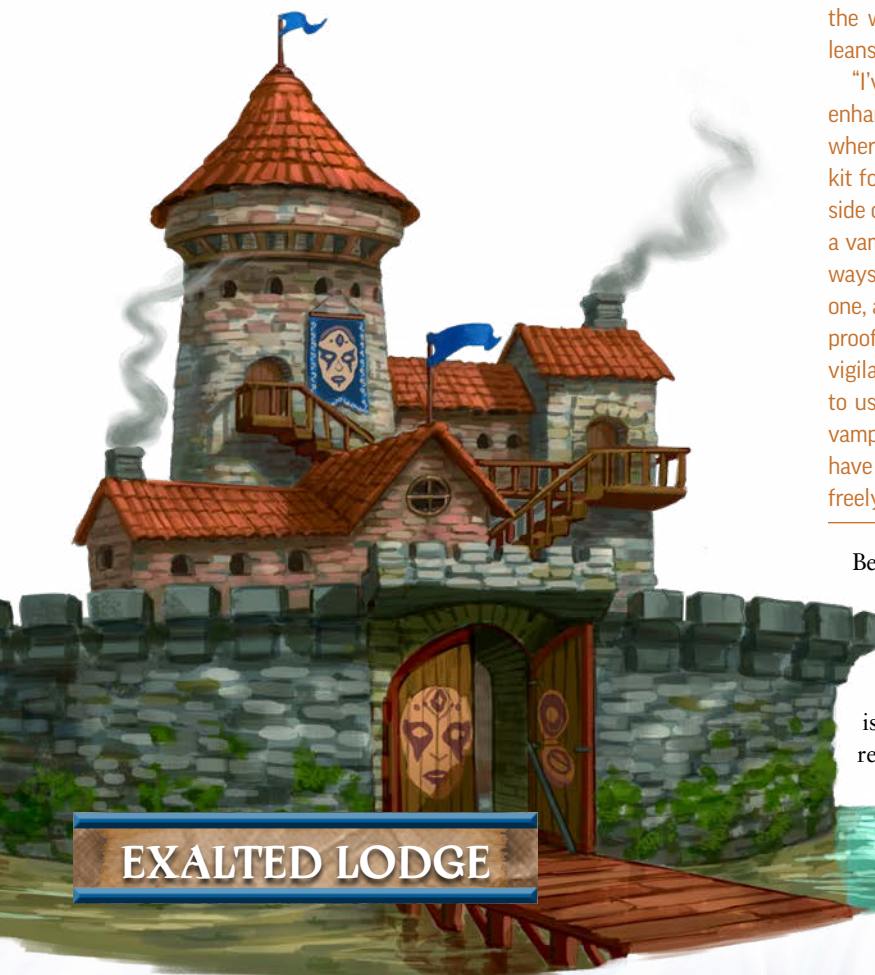
me and the Society. And where rats believe they sense weakness, they will try to gnaw their way in to spread filth-fever and rot in their wake. Like that vigilante I mentioned before."

What was that about a vigilante? "An anti-establishment brute calling himself Shattermask likes to hunt Razmiri priests and destroy their masks in very public, very violent displays. He's been seen stalking the edges of the Exalted Wood recently, and I cannot have him be the one to find the gold-masked vampire first. I need you to find him and keep him far away from that vampire. I don't care how, and I have no interest in what you do with him so long as you ensure that he's not my problem anymore."

You mentioned the vampire is creating spawn? "Yes, he is, and he takes particular pleasure in turning Pathfinders. He's waging a war directly against the Society, sending his minions with blood-stained *wayfinders* and having them target anyone even vaguely associated. If he is allowed to continue, we all lose."

You mentioned a ride and some vampire slaying kits? "Yes. I've arranged for a pair of magically enhanced coaches to take you to the border of the wood. They are waiting when you're ready, and I've already loaded them with enough rations to feed you all for a week. In addition, the equipment before you includes forty wooden stakes, half a dozen garlic necklaces, a pair of magical silver daggers, torches, and a stout axe."

What's the axe for? "Decapitating any sleeping vampires you find, and any corpses with bite marks."

RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Religion or Society check to Recall Knowledge remembers pertinent details about the Razmiri faith or the Exalted Wood. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success Rumors of late mention a nearly impenetrable fog arising at night in the Exalted

Wood. Many have been avoiding it given how especially easy it is to get lost now.

Success Golden masks indicate the highest level of the Razmiri priesthood, and the gold required to craft one is in short supply for most citizens of Razmiran. If the vampire is wearing one, it's likely that he either was a high-ranking member of the priesthood or killed such an individual.

Critical Failure Golden Razmiri masks are fancy baubles sold to tourists. The high-ranking onyx-masked priests look down on those wearing them.

EXALTED WOOD (BORDER)

Once the PCs have prepared themselves for the excursion, they find a pair of sturdy enchanted coaches waiting for them at the front gates of the lodge. The coaches need neither drivers nor animals to draw them and take the PCs to the border of the Exalted Wood. The coaches, bound by their magic, leave once the PCs have had sufficient time to unload their supplies. They cannot be taken into the woods or diverted from their magically-determined path by any means to which a PC would have access.

When the coaches first deposit the PCs at the edge of the Exalted Wood, it is late afternoon and the lighting under the canopy is normal light, though this becomes dim light 2 hours later as the sun sinks low enough that the tallest trees begin to block its rays. By the time the PCs first encounter Shattermask (page 6), the forest is dark, and the PCs will need a light source or darkvision to safely navigate.

The Mist: Within 2 hours of entering the woods, as the sun sets and the light becomes dim, a grim mist fills the woods, granting everything at least 30 feet from the viewer total concealment, and everything 15 feet and beyond concealment. This mist also specifically interferes with *wayfinders*, negating their ability to function as a compass (though non-*wayfinder* compasses work as normal). In addition, any *detect magic* cast is effectively useless while the mist is present, as the mist will always return a positive result, and there is no way to ignore its presence.

The mist dissipates in the morning with the rising of the sun, but returns at the same time each night until the gold-masked vampire **Bolger Trusk** (LE male vampire heretic) is defeated. Though the PCs won't have learned

NARSEN
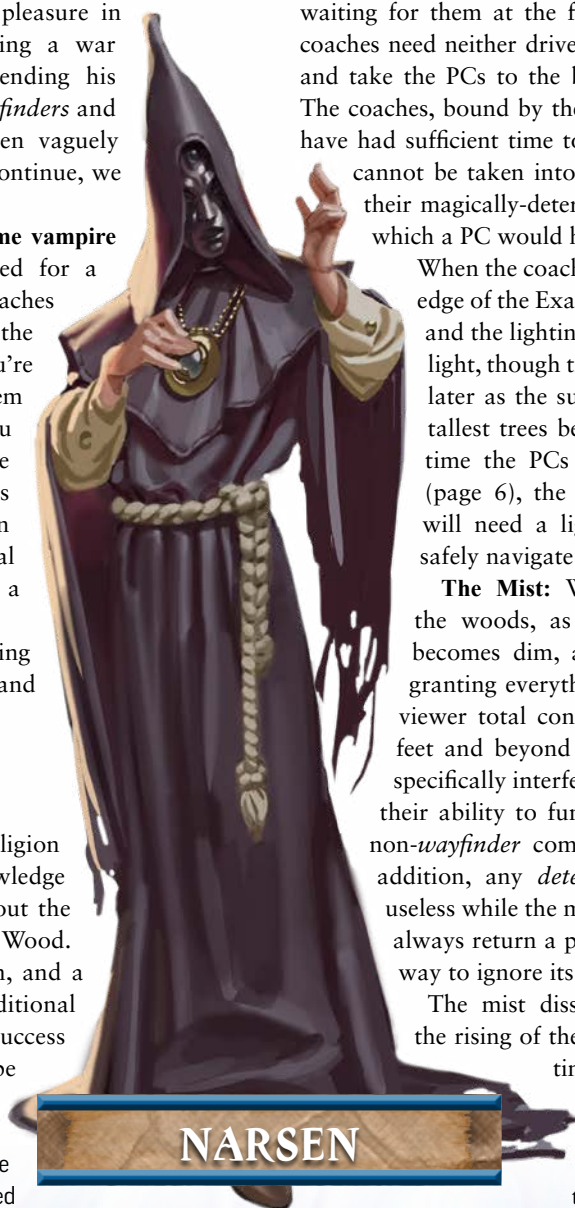
this information yet, Bolger created this mist with an occult ritual that draws power from himself and the vampires he creates. It obfuscates his presence from magical detection and thwarts the magical properties of *wayfinders*.

This ritual, while a severe detriment to finding Bolger and stopping his threat, also makes him and the vampires under his thrall much easier to destroy. Bolger and his spawn lack the mist escape ability many of them would normally possess, and if Bolger is reduced to 0 Hit Points, the spell over the Exalted Wood is broken as he is forced to reclaim the magic powering it to try and heal himself. For more information on Bolger, his abilities, and his personal vendetta against both the Razmiri priesthood and the Pathfinder Society, see page 10. A PC at least trained in Occultism can identify the mist's disorienting and obfuscating properties with a DC 23 Occultism check. A critical success on this check reveals the weaknesses this mist imparts to the vampires involved in its creation.

INTO THE WOODS

The Exalted Wood is dark, tangled, and difficult to navigate under the best of circumstances, but it seems particularly perplexing as the sun sinks low in the western sky, shadows stretch ever longer, and a mist obscures the path forward.

Navigating the Wood: As the PCs make their way into the Exalted Wood in search of Bolger, they must deal with the disorienting mists constantly trying to lead them astray. PCs who succeed at a DC 22 Perception check or a DC 20 Survival check can spot the signs of well-trod trails and other clues to prevent them from becoming lost. For levels 7–8 the mist is especially thick, increasing these DCs by 3. Have each PC roll two checks, with the following results.

Critical Success The PCs gain 2 Navigation Points.
Success The PCs gain 1 Navigation Point.
Failure No effect.
Critical Failure The PCs lose 1 Navigation Point.

If the PCs earn at least as many Navigation Points as the number of PCs, they stay on course and encounter the vigilante Shattermask during his own hunt for Bolger. Continue to Recruiting Shattermask, below.

If the PCs fail to earn enough Navigation Points, they become lost in the fog and fall too far behind Shattermask to encounter him at this time. If this happens, the PCs need to make camp or else risk fatigue. Proceed directly to area **A** once they make camp (page 7).

Recruiting Shattermask: PCs who successfully navigate the mist-shrouded woods come to a shadowed crossroads, where the vigilante Shattermask is currently binding his wounds after an encounter with a pair of vampire spawn. Read or paraphrase the following.

Up ahead, at the side of a shadowed crossroads, rests a wounded man in the process of binding the worst of his injuries. His face is covered by a rough wool half-mask, and he wears a bandoleer of stakes and garlic around his chest. The belt around his waist holds a skinning knife, a carpenter's hammer, and several other tools more at home in the hands of a fisherman than an adventurer. At his hip, the pieces of several broken Razmiri masks dangle from leather cords, clattering softly against each other as he moves.

If the PCs approach him, read or paraphrase the following.

SHATTERMASK

The man sighs, "I suppose this is it then, eh? Vampires and Pathfinders, both sucking the life outta the good folk of Melcat."

The stout, masked warrior climbs to his feet unsteadily, drawing his skinning knife and a well-used hammer from his belt.

"Do me a favor after ye kill me," he asks. "Iff'n ye see a silver-masked priest with an elven blade, tell him that Boris the fisherman put a hunnerd of his fellows in the ground for what he did to my boy, and I'll be havin' a bit o' a follow up for every one o' them I meet in the Hells."

Any PC who is at least trained in either History or Society recognizes that "Melcat" refers to the Arch-Duchy of Melcat, the former River Kingdom that Razmir overthrew to create Razmiran.

After saying his piece, Shattermask stares at the PCs, daring them to make the first move. Shattermask, real name Boris Yulian, is a man without hope, who lost his only son to the cruelty of a silver-masked priest. He sees anyone who sides with the priests of Razmir as an enemy, though he is too tired and wounded to defeat a party of experienced adventurers at this time. As long as the PCs don't take any overtly hostile actions against him, the vigilante doesn't attack. If the PCs try to capture or subdue him, however, he fights to the bitter end, but he is no match for the PCs, who can easily defeat him and decide whether they wish to kill or capture him. If you and your group wish to play out the combat, use the burglar stat block from *Pathfinder Gamemastery Guide* 210, with the burglar's shortsword acting as his skinning knife and the sap serving as his carpenter's hammer. You can use the map from area **A** or another appropriate forest map for this encounter.

As long as the PCs don't attack or try to detain Shattermask, they can attempt to convince the vigilante to join them. The PCs must succeed at three checks before failing two checks to convince Shattermask that they are allies. These can be any combination of DC 20 Diplomacy checks, DC 22 Deception checks, or DC 25 Intimidation checks. For levels 7–8, his wounds are more grievous and distract him from the PCs' words, increasing the DCs by 3. Showing Shattermask the letter Fola Barun included in her missive automatically grants the PCs one success.

Rewards: If the PCs convince Shattermask to join them, he provides them with six *lesser camp shrouds* (*Lost Omens Knights of Lastwall* 89).

A. NIGHTTIME AMBUSH   MODERATE

The Exalted Wood is a large and dangerous forest, filled with monsters even before the return of the Whispering Tyrant. Since the lich's return, not even the most powerful members of the Razmiri priesthood have dared travel the woods alone or remain in them after dark. Nonetheless, the PCs will need to set up camp as night falls with little sign of the vampire they're seeking.

If Shattermask is with the PCs, he sprinkles salt around the perimeter of the camp and strings up lines of hempen cord strung with old cutlery. "The vampires don't actually give a lick about salt, despite the folk tales," he explains. "But some o' the spirits that travel in their wake'll turn from it, and most o' the spawn can't turn ta mist yet, so these chimes will give us a bit o' warning if they come sneaking up on us. Last of all, one o' these," he tosses his own *camp shroud* onto the fire, "will really make it hard for 'em ta get tha better of us."

Use the map on page 8 for this encounter.

Creatures: A group of vampires, subservient to Bolger, hunt the Exalted Wood in search of Shattermask. When they discover the PCs' camp, the vampires lurk well out of sight until just after midnight. When they move closer, they attempt to silently surround the camp, climbing the nearby trees and preparing to leap down on the party from all sides simultaneously. If Shattermask is currently with the PCs, this ambush is impossible thanks to the *camp shroud*, and instead one of the vampires shouts for parley and offers a deal: if the PCs turn over Shattermask and leave the Exalted Wood immediately, the vampires will allow them safe passage. This is offer of safe passage is a lie, which the PCs can uncover with a DC 16 Perception check to Sense Motive (DC 20 for levels 7–8). If the PCs turn over Shattermask, the vampires summon a fifth of their number to take the vigilante to their master and then attack the PCs anyway.

The vampires appear at the spots labeled on the map (with V5 and V6 denoting vampires added when adjusting the encounter as described in the appendices). When the vampires are defeated, their bodies are absorbed into the magical mists shrouding the woods and their possessions fall into heaps on the ground (see Rewards, below).

Special: If the PCs have used a *camp shroud*, or if they recruited Shattermask and he uses one for them, the vampires are confused and have trouble locating the PCs, causing them to approach visibly all at once rather than stealthily surrounding the group.

LEVELS 5–6

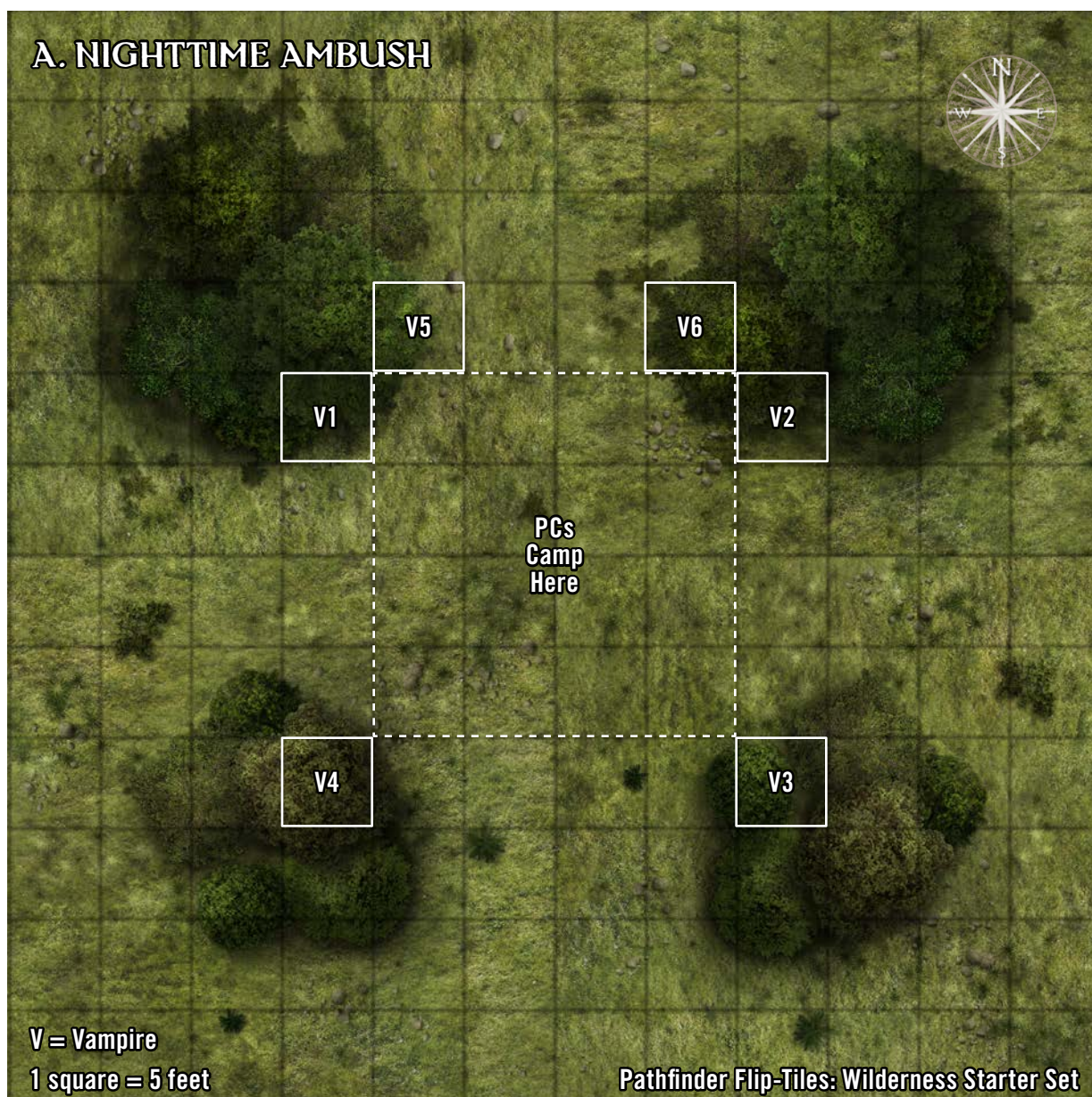### WEAK CUNNING VAMPIRE SPAWN (4)   CREATURE 3
Page 14

LEVELS 7–8

ELITE CUNNING VAMPIRE SPAWN (4)   CREATURE 5
Page 20

A. NIGHTTIME AMBUSH

V5 V6
V1 V2
PCs Camp Here
V4 V3

V = Vampire
1 square = 5 feet
Pathfinder Flip-Tiles: Wilderness Starter Set

Rewards: The defeated vampires leave behind several valuables, as their gear drops in heaps from their mist-dissolved bodies. The treasures include a golden sword sheath (worth 15 gp), a silver earring shaped like a dragon holding a ruby (worth 20 gp), and a severed finger still wearing a gold ring (worth 6 gp). For levels 7–8, these items are etched with delicate Razmiri iconography, increasing the sheath's value to 30 gp, the earring's value to 40 gp, and the ring's value to 11 gp.

Mixed in with the other treasures is a piece of parchment with what is apparently nonsense written on it. A PC who succeeds at a DC 22 Society check to Decipher Writing recognizes this to be the key to a cipher. Though the PCs don't have anything to decode yet, it'll be vital to understanding a later missive containing instructions on how to avoid the Bolger's outer perimeter of defenses. For levels 7–8 the cipher is especially complex, increasing the DC by 3. Magic cannot decode the cipher.

EXALTED WOOD (CENTRAL)

The morning after the ambush, the sun pierces the mist, negating the worst of its effects. If the PCs managed to befriend Shattermask, he agrees to allow them to confront the gold-masked vampire themselves, giving them directions and remaining behind at camp. If they did not befriend Shattermask and the vigilante was

still alive and not restrained, they instead find a trail of blood spatters and crimson handprints as the badly wounded vigilante continues his determined crawl towards his gold-masked enemy. If the PCs killed or restrained Shattermask, they instead find a clear trial through the brush left by the vampire spawn from the earlier ambush; a restrained Shattermask cannot escape on his own.

TO THE LAIR   VARIES

The PCs can use either the directions given by Shattermask or the trails left by the vampire spawn to locate Bolger's lair, but they need to navigate a variety of traps along the way. There are four *fireball* runes set at key junctures along the journey. In addition to Perception, these traps can be detected with *detect magic*. Shortly after the first *fireball rune*, the PCs come across a dropped missive, written in the cipher the

SHRIEKERS

PCs discovered earlier. If the PCs successfully understood the cipher, they can read this missive, detailing the location of all of Bolger's outer defenses. This allows the PCs to locate the other three *fireball* runes and disable them automatically without a skill check, and informs them of the shriekers in area **C**. Without comprehending the cipher, this missive cannot be understood, even with magic.

LEVELS 5–6

FIREBALL RUNES (4)	HAZARD 5
Page 15	

LEVELS 7–8

GREATER FIREBALL RUNES (4)	HAZARD 7
Page 22	

Rewards: Each of these *fireball runes* was created using a *scroll of fireball*, and successfully disabling a rune (either with a skill check or using the instructions from the vampire missive) allows the PCs to retrieve the associated scroll.

B. DEN GUARDIANS   MODERATE

Bolger has cultivated protective fungi and plant life at the entrance to his lair, forcing anyone who seeks to confront him to pass through them. Shrieker mushroom hazards are scattered around the area; they're too low

level to affect the encounter difficulty, but they make it harder for the PCs to sneak past without alerting the master vampire. PCs who understood the vampire missive are aware of the shriekers' presence and locations and can easily avoid triggering them (no check required).

Use the map on page 10 for this encounter.

Creatures: Patches of shriekers are planted at regular intervals all around this area, with two large plant monstrosities (basidironds for levels 5–6 and tendriculoses for levels 7–8) flanking the entrance to a rough cavern in a broad cliffside. If the PCs set off any shriekers, or as soon as they move within 15 feet of the cavern entrance, the plant monstrosities attack.
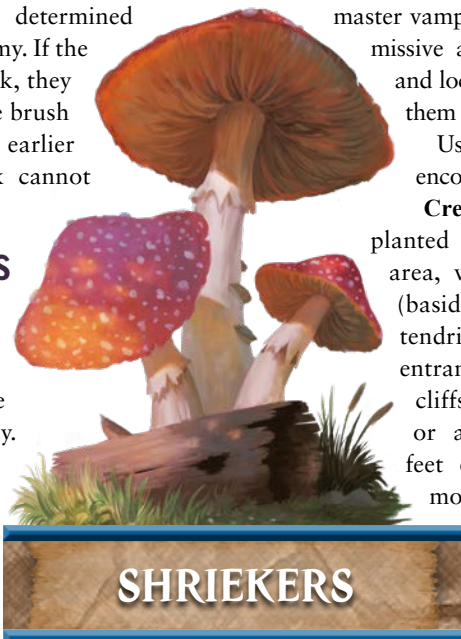
LEVELS 5–6

BASIDIRONDS (2)	CREATURE 5
Page 16	

SHRIEKERS (6)	HAZARD 1
Page 16, art on page 28	

LEVELS 7–8

TENDRICULOSES (2)	CREATURE 7
Page 23	

SHRIEKERS (6)	HAZARD 1
Page 23, art on page 28	

Rewards: The monstrous plants devoured most of the adventurers and priests who made it this far into the woods, and the masks, weapons, and the PCs can retrieve the personal effects of these would-be vampire slayers from within and around the plants' corpses. Though these personal effects are of monetary little value, the citizens of Xer reward the PCs 10 gp for returning them. For levels 7–8, some of the items belonged to wealthy scions, increasing the reward to 25 gp.

SHATTERMASK TURNED

This event only occurs if the PCs failed to recruit Shattermask and did not kill or restrain him earlier. Just inside the entryway past the plant monstrosities lurks the broken shell of a vigilante. Shattermask found Bolger first, but his will wasn't strong enough and the vampire magically dominated him, commanding the

B. DEN GUARDIANS

1 square = 5 feet

PCs Enter from this Direction

Pathfinder Flip-Tiles: Wilderness Starter Set

vigilante to act as a secondary line of defense for his secret lair. Seeing the PCs reminds Shattermask of his mission and initiates a battle within the vigilante as he resists the vampire's compulsions. While this is ongoing, Shattermask will not attack the PCs so long as they don't attack or attempt an Intimidation check on him. He is clearly in great mental anguish, giving the PCs a chance to appeal to Shattermask's better nature to try and help him break free; this requires a successful a DC 22 Diplomacy check to Make an Impression. For levels 7–8, Bolger's hold is especially strong, increasing the DC by 3. Success convinces the grateful vigilante to join the Pathfinders, though the struggle leaves him drained and unable to continue fighting. Recruiting Shattermask this way fulfills Fola Barun's request.

Attacking Shattermask or attempting to use Intimidation against him causes the vigilante to try to flee, as the war within him causes a mental break. As in **Into the Woods**, use the burglar stat block from Gamemastery Guide 210 if you wish to play out a combat. Even if the PCs successfully capture him after his attempted flight, they fail their mission from Fola Barun, as Shattermask decides he cannot trust the Pathfinder Society.

C. DEADLY DEN   SEVERE

Casually disguised by a wealth of piled debris, the secret base's entrance is not readily apparent to passersby. Fortunately, Bolger's spawn did not get a chance to re-hide the entrance due to their failed ambush, and the PCs can easily identify it. They enter from the southeast corner of the map. There are no light sources, except those they bring with them. Use the map on page 12 for this encounter.

The rough walls of the cave lead into a much older structure. The ancient walls have no lighting, and their weathered surfaces hold no identifying iconography. Here and there, walls have collapsed and rubble is scattered about. The cool air carries the slight tinge of a metallic smell.

Creatures: The golden-masked vampire Bolger Trusk, a former Razmiri priest, waits within the central portion of the den, accompanied by several of his spawn. If the shriekers did not alert them, they are discussing plans for future attacks. If the shriekers did sound the alarm, they await the intruders in eerie silence. The vampire spawn attempt to stay hidden until combat starts. Bolger, overconfident in undeath as much as in life, remains out in the open, prepared to engage any intruders with insults and his deadly abilities.

Bolger was once the reining priest in the city of Xer, but he fell out of favor during Narsen's rise to power. Blaming Narsen and the Pathfinder Society for his fall from grace, Bolger sought power from the Whispering Tyrant, promising Tar-Baphon control of all of Razmiran in exchange for the strength to destroy Narsen and the Society. If he is aware of the PCs, Bolger begins the encounter by addressing them directly, his voice booming forth from the darkness.

"So you actually decided to come, foolish Pathfinders! Confronting the immortal hand of Tar-Baphon himself!" The vampire laughs darkly behind his golden mask. "You really have chosen the most ignoble of deaths. But worry not! Your bodies shall serve my vengeance in unlife just like the rest of your fellows."

Bolger taunts the Pathfinders throughout the battle using similar statements. He promises that once he defeats them, he will dance on Narsen's grave and the ruins of the Exalted Lodge.

In truth, Bolger barely qualifies as a pawn in the Whispering Tyrant's schemes and Tar-Baphon has largely forgotten him. Bolger lacks cunning and fights brutishly, attacking with his most powerful abilities and trusting in his vampiric powers to overwhelm his opponents, right up to the moment he is defeated. The vampires appear at the spots labeled on the map (with S3 and S4 denoting vampires added when adjusting the encounter as described in the appendices).

Levels 5–6

BOLGER TRUSK   **CREATURE 7**
Page 18, art on page 29

WEAK CUNNING VAMPIRE SPAWN (2)   **CREATURE 3**
Page 19

Levels 7–8

BOLGER TRUSK   **CREATURE 9**
Page 24, art on page 29

WEAK EVASIVE VAMPIRE COUNTS (2)   **CREATURE 5**
Page 25

When Bolger Trusk is defeated, his body and all the remaining mist rush beneath a crack in the back wall, which reveals a now-obvious secret door. Inside the room is an ornate coffin, inside of which Bolger's battered body slowly reforms. Though his death puts an end to the mist, his spawn cannot regain their abilities quickly enough to avoid destruction at the PCs' hands. Due to the dampening effects of his ritual, Bolger is also too weak to pose a threat and is easily staked and beheaded, ending his undead existence once and for all.

Rewards: Once Bolger is slain, his cracked golden mask, along with the silver masks of almost two dozen murdered Razmiri priests, can be recovered from inside his coffin. Narsen requires the former as part of the PCs mission, but he will reward the PCs 10 gp for the return of all the latter as well, as the are the only remains of the

BOLGER TRUSK

C. DEADLY DEN

B = Bolger Trusk
S = Spawn or Count
C = Coffin
Pathfinder Flip-Mat: Shattered Dungeon
1 square = 5 feet

PCs Start Here
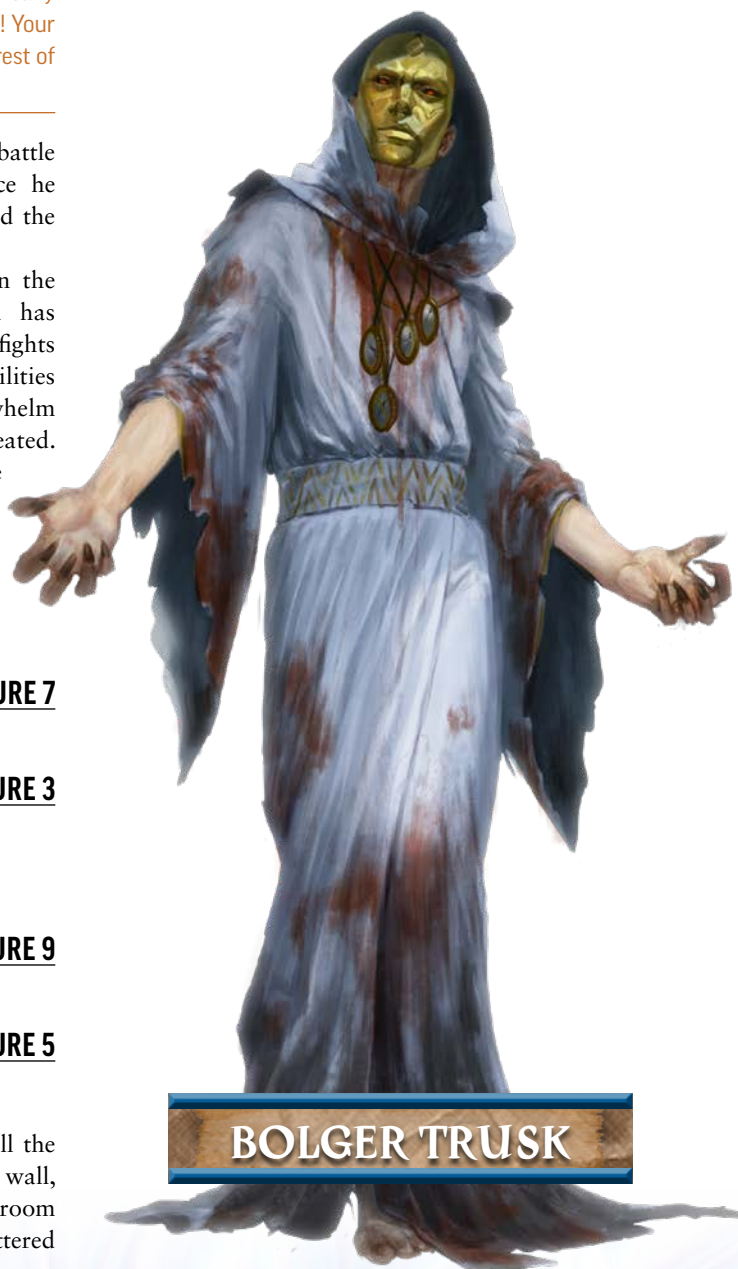
subordinates he sent. For levels 7–8, one of the masks belonged to a close friend of Narsen, increasing the reward he offers to 25 gp.

CONCLUSION

With Bolger slain and his mask retrieved, the PCs can begin their journey back to Xer. As they reach the forest's edge, the pair of magical carriages arrive to retrieve them; with Bolger's mists no longer shrouding the forest, Narsen was able to magically scry on the PCs' progress and ease their journey back.

If Shattermask is with the PCs, the vigilante parts company with them at this point, but if they befriended him, he promises to meet a representative of the Envoy's Alliance at Xer's docks in two weeks' time. Shattermask will never trust any of Razmir's priests, and he has no interest in collaborating with Narsen, but he's willing to consider changing his opinions on the Pathfinder Society, so long as they continue to work towards the good of Razmiran's oppressed people.

Narsen congratulates the PCs on a job well done and expresses his belief that this should silence any Pathfinder critics, at least in the short term. He offers a fine meal in celebration and asks the party to regale him with any interesting developments. If they bring up any of the recovered masks or goods of his agents, he is solemn but appreciative. He thanks the PCs for their help and promises to see these items returned to the proper next of kin. Narsen makes no mention of the vigilante, despite being open about scrying on the PCs' progress once the mists cleared, and even feigns ignorance if the PCs attempt to probe him to see what he may have learned about Shattermask.

If asked about any relationship he may have had with Bolger before the priest became a vampire, Narsen merely states that it would not surprise him to learn that he has made far more enemies within the priesthood than he has outside of its ranks.

REPORTING NOTES

If the PCs successfully recruited Shattermask, check box A. If the PCs failed to recruit Shattermask but did not kill him, check box B. If the PCs killed Shattermask, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they slay the gold-masked vampire and bring his mask back to Narsen. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they prevent Shattermask from confronting Bolger, which requires the PCs earn enough Navigation Points to meet Shattermask and succeed at the skill checks to persuade the vigilante in Into the Woods. Alternatively, killing or restraining Shattermask when they meet him in Into the Woods also prevents his confrontation with Bolger. Preventing Shattermask from confronting the vampire earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

Fola Barun sees significant potential in the vigilante Shattermask, if the Pathfinders can curb his violent need for vengeance and focus his skills towards more productive pursuits. If the PCs successfully recruited Shattermask, they earn 2 additional Reputation with the Envoy's Alliance faction.

APPENDIX 1: LEVEL 5~6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)", don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 5–6)

WEAK CUNNING VAMPIRE SPAWN (4)   CREATURE 3

| UNCOMMON | CE | MEDIUM | UNDEAD | VAMPIRE |

Perception +10; darkvision
Languages Common, Hallit
Skills Acrobatics +9, Athletics +7, Deception +6, Society +3, Stealth +10
Str +3, **Dex** +5, **Con** +1, **Int** –1, **Wis** +3, **Cha** +2
AC 25; **Fort** +7, **Ref** +11, **Will** +9
HP 25 (coffin restoration, fast healing 5, negative healing);
   Immunities death effects, disease, paralyze, poison, sleep;
   Resistances physical 5 (except silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)
Speed 25 feet, climb 25 feet
Melee ❖ claw +12 (agile), **Damage** 1d8+4 slashing plus Grab
Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 vampire regains 5 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.
   A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.
Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

   10–11 Challenge Points: Add one weak vampire spawn to the encounter.

   12–13 Challenge Points: Add two weak vampire spawn to the encounter.

   14–15 Challenge Points: Add two vampire spawn to the encounter.

   16–18 Challenge Points (5+ players): The PCs fight four vampire spawn and two weak vampire spawn.

CUNNING VAMPIRE SPAWN (0)   CREATURE 4

| UNCOMMON | CE | MEDIUM | UNDEAD | VAMPIRE |

Perception +12; darkvision
Languages Common, Hallit
Skills Acrobatics +11, Athletics +9, Deception +8, Society +5, Stealth +12
Str +3, **Dex** +5, **Con** +1, **Int** –1, **Wis** +3, **Cha** +2
AC 22; **Fort** +9, **Ref** +13, **Will** +11
HP 40 (coffin restoration, fast healing 5, negative healing);
   Immunities death effects, disease, paralyze, poison, sleep;
   Resistances physical 5 (except silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)
Speed 25 feet, climb 25 feet
Melee ❖ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab
Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 vampire regains 5 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.
   A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.
Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

TO THE LAIR (LEVELS 5–6)

FIREBALL RUNES (4)   HAZARD 5

EVOCATION FIRE MAGICAL TRAP

Pathfinder Core Rulebook 524

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).

GREATER FIREBALL RUNE (0)   HAZARD 7

EVOCATION FIRE MAGICAL TRAP

Stealth DC 27 (expert)

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

Disable Thievery DC 25 (expert) to erase the rune without triggering the sensor, or *dispel magic* (4th level; counteract DC 23) 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 4th-level *fireball* spell that deals 8d6 fire damage (DC 25 basic Reflex save).

SCALING TO THE LAIR

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Increase the damage dealt by each fireball to 6d6+4.

12–13 Challenge Points: Increase the DCs to disable or counteract each of the *fireball runes* by 2.

14–15 Challenge Points: Increase the damage dealt by each fireball to 6d6+4 and increase the DCs to disable or counteract each of the *fireball runes* by 2.

16–18 Challenge Points (5+ players): Replace each *fireball rune* with a *greater fireball rune*.

ENCOUNTER B (LEVELS 5–6)

BASIDIRONDS (2)   CREATURE 5

`N` `MEDIUM` `FUNGUS` `MINDLESS`

Pathfinder Bestiary 2 34

Perception +8; low-light vision, tremorsense (imprecise) 30 feet

Skills Athletics +13, Stealth +13

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

AC 22; **Fort** +13, **Ref** +11, **Will** +12

HP 80; **Immunities** cold, mental; **Weaknesses** slashing 5

Cold Lethargy Although a basidirond is immune to cold damage, any effect that deals cold damage causes it to become slowed 1 for 1d4 rounds. During this time, it cannot use its Hallucinogenic Cloud or basidirond spores.

Speed 20 feet

Melee frond +15, **Damage** 2d8+6 bludgeoning plus basidirond spores

Basidirond Spores (disease) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round); **Stage 2** 1d10 poison damage and enfeebled 1 (1 round); **Stage 3** 1d12 poison damage and enfeebled 2 (1 round)

Hallucinogenic Cloud ◆◆ (incapacitation, mental, poison) The basidirond releases a cloud of invisible spores in a 20-foot emanation. Each creature in the area must succeed at a DC 22 Fortitude save or experience powerful hallucinations as long as it remains in the cloud, plus an additional 1d4 rounds after leaving the area. A creature must attempt a new save each round it remains within the area. The cloud persists for 5 rounds unless dispersed before then by a strong wind. Each hallucinating creature rolls 1d6 each round to determine what it hallucinates that round.

   1 The target is sinking in quicksand. It falls prone and spends 1 action on its next turn flailing its limbs as if attempting to swim.

   2 The target is attacked by a swarm of spiders. It spends 2 actions on its next turn attacking the floor with a melee weapon (drawing a weapon if needed). It is flat-footed against all attacks.

   3 An item the target is holding turns into a viper. The target Releases the item and spends its next turn fleeing from it.

   4 The target is suffocating. It holds its breath and is stunned 3.

   5 The target shrinks to 1/10 its normal size. For 1 round it is slowed 2 and enfeebled 4, and takes a −10-foot status penalty to its Speed.

   6 The target is melting. It drops everything it's holding and becomes slowed 2 and clumsy 4 for 1 round.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

   10–11 Challenge Points: Increase the basidironds' Hit Points by 15 each.

   12–13 Challenge Points: Add one basidirond to the encounter.

   14–15 Challenge Points: Add one elite basidirond to the encounter.

   16–18 Challenge Points (5+ players): Add two basidironds to the encounter.

SHRIEKERS (6)   HAZARD −1

`ENVIRONMENTAL` `FUNGUS`

Pathfinder Gamemastery Guide 77

Stealth DC 12

Description This human-sized purple mushroom emits a piercing shriek when disturbed.

Disable DC 18 Survival to carefully approach and cut the mushroom's air sac without triggering the shrieker

AC 12, **Fort** +8, **Ref** +2

HP 9; **Immunities** critical hits, object immunities, precision damage

Shriek ↻ Trigger A creature or light source approaches within 10 feet of the shrieker, or the shrieker takes damage; **Effect** The shrieker emits a deafening screech that deals 1d6 sonic damage to creatures within 30 feet (DC 16 basic Fortitude save; creatures that critically fail this saving throw are deafened for 1 minute).

Reset 1 minute

ELITE BASIDIROND (0)   CREATURE 6

N | MEDIUM | FUNGUS | MINDLESS

Pathfinder Bestiary 2 6, 34

Perception +10; low-light vision, tremorsense (imprecise) 30 feet
Skills Athletics +15, Stealth +15
Str +4, **Dex** +4, **Con** +4, **Int** −5, **Wis** +1, **Cha** −3

AC 24; **Fort** +15, **Ref** +13, **Will** +14
HP 100; **Immunities** cold, mental; **Weaknesses** slashing 5
Cold Lethargy Although a basidirond is immune to cold damage, any effect that deals cold damage causes it to become slowed 1 for 1d4 rounds. During this time, it cannot use its Hallucinogenic Cloud or basidirond spores.

Speed 20 feet
Melee frond +17, **Damage** 2d8+8 bludgeoning plus basidirond spores
Basidirond Spores (disease) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round); **Stage 3** 1d10 poison damage and enfeebled 2 (1 round)
Hallucinogenic Cloud ❖❖ (incapacitation, mental, poison) The basidirond releases a cloud of invisible spores in a 20-foot emanation. Each creature in the area must succeed at a DC 24 Fortitude save or experience powerful hallucinations as long as it remains in the cloud, plus an additional 1d4 rounds after leaving the area. A creature must attempt a new save each round it remains within the area. The cloud persists for 5 rounds unless dispersed before then by a strong wind. Each hallucinating creature rolls 1d6 each round to determine what it hallucinates that round.

1 The target is sinking in quicksand. It falls prone and spends 1 action on its next turn flailing its limbs as if attempting to swim.

2 The target is attacked by a swarm of spiders. It spends 2 actions on its next turn attacking the floor with a melee weapon (drawing a weapon if needed). It is flat-footed against all attacks.

3 An item the target is holding turns into a viper. The target Releases the item and spends its next turn fleeing from it.

4 The target is suffocating. It holds its breath and is stunned 3.

5 The target shrinks to 1/10 its normal size. For 1 round it is slowed 2 and enfeebled 4, and takes a −10-foot status penalty to its Speed.

6 The target is melting. It drops everything it's holding and becomes slowed 2 and clumsy 4 for 1 round.

ENCOUNTER C (LEVELS 5–6)

BOLGER TRUSK   CREATURE 7

UNIQUE · LE · MEDIUM · UNDEAD · VAMPIRE

Perception +19; darkvision

Languages Common, Necril, Varisian

Skills Acrobatics +15, Athletics +17, Deception +16, Diplomacy +16, Intimidation +18, Society +16, Stealth +15

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

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Items +1 striking rapier, leather armor, golden Razmiri mask

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

HP 85 (coffin restoration, fast healing 7, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Mist Evasion ⤴ **Trigger** Bolger would take damage from a critical hit, or from critically failing a saving throw against a damaging effect. **Effect** Bolger's body briefly evaporates into the surrounding mists, dispersing the triggering attack. The attack has the results of a failure instead of a critical success.

Speed 25 feet, climb 25 feet

Melee ❖ rapier +19 (deadly 1d8, disarm), **Damage** 2d6+11 piercing

Melee ❖ claw +19 (agile), **Damage** 1d8+10 slashing plus Grab

Change Shape ❖ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +17 for 1d8+11 piercing.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire 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 a vampire 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.

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) The vampire can cast *dominate* (DC 24) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Increase Bolger Trask's Hit Points by 20 and replace both weak vampire spawn with standard vampire spawn.

12–13 Challenge Points: Add two standard vampire spawn.

14–15 Challenge Points: Replace both weak vampire spawn with standard vampire spawn and add two standard vampire spawn.

16–18 Challenge Points (5+ players): Increase Bolger Trask's Hit Points by 20, replace both weak vampire spawn with standard vampire spawn and add two standard vampire spawn.

Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 2 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

WEAK CUNNING VAMPIRE SPAWN (2)   CREATURE 3

UNCOMMON | CE | MEDIUM | UNDEAD | VAMPIRE

Perception +10; darkvision

Languages Common, Hallit

Skills Acrobatics +9, Athletics +7, Deception +6, Society +3, Stealth +10

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

AC 25; **Fort** +7, **Ref** +11, **Will** +9

HP 25 (coffin restoration, fast healing 5, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 5 (except silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Speed 25 feet, climb 25 feet

Melee ❖ claw +12 (agile), **Damage** 1d8+4 slashing plus Grab

Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 vampire regains 5 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

CUNNING VAMPIRE SPAWN (0)   CREATURE 4

UNCOMMON | CE | MEDIUM | UNDEAD | VAMPIRE

Perception +12; darkvision

Languages Common, Hallit

Skills Acrobatics +11, Athletics +9, Deception +8, Society +5, Stealth +12

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

AC 22; **Fort** +9, **Ref** +13, **Will** +11

HP 40 (coffin restoration, fast healing 5, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 5 (except silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Speed 25 feet, climb 25 feet

Melee ❖ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab

Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 vampire regains 5 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

APPENDIX 2: LEVEL 7~8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)", don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 7–8)

ELITE CUNNING VAMPIRE SPAWN (4)   CREATURE 5

UNCOMMON CE MEDIUM UNDEAD VAMPIRE

Perception +14; darkvision
Languages Common, Hallit
Skills Acrobatics +13, Athletics +11, Deception +10, Society +7, Stealth +14
Str +3, **Dex** +5, **Con** +1, **Int** −1, **Wis** +3, **Cha** +2

AC 24; **Fort** +11, **Ref** +15, **Will** +13
HP 55 (coffin restoration, fast healing 5, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 5 (except silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Speed 25 feet, climb 25 feet
Melee ❖ claw +16 (agile), **Damage** 1d8+8 slashing plus Grab
Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 vampire regains 5 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.
Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one vampire spawn to the encounter.

23–27 Challenge Points: Add two elite vampire spawn to the encounter.

28–32 Challenge Points: Add one elite vampire spawn and one elite vampire count to the encounter.

33+ Challenge Points: Add two elite vampire counts to the encounter.

CUNNING VAMPIRE SPAWN (0)   CREATURE 4

UNCOMMON CE MEDIUM UNDEAD VAMPIRE

Perception +12; darkvision
Languages Common, Hallit
Skills Acrobatics +11, Athletics +9, Deception +8, Society +5, Stealth +12
Str +3, **Dex** +5, **Con** +1, **Int** −1, **Wis** +3, **Cha** +2

AC 22; **Fort** +9, **Ref** +13, **Will** +11
HP 40 (coffin restoration, fast healing 5, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 5 (except silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Speed 25 feet, climb 25 feet
Melee ❖ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab
Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 vampire regains 5 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.
Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

ELITE EVASIVE VAMPIRE COUNT (0)   CREATURE 7

CE **MEDIUM** **UNDEAD** **VAMPIRE**

Perception +19; darkvision

Languages Common, Necril, Varisian

Skills Acrobatics +15, Athletics +17, Deception +16, Diplomacy +16, Intimidation +18, Society +16, Stealth +15

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

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Items +1 *rapier*, leather armor

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

HP 85 (coffin restoration, fast healing 7, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Mist Evasion ↺ **Trigger** The vampire count would take damage from a critical hit, or from critically failing a saving throw against a damaging effect. **Effect** The vampire count's body briefly evaporates into the surrounding mists, dispersing the triggering attack. The attack has the results of a failure instead of a critical success.

Speed 25 feet, climb 25 feet

Melee ❖ rapier +19 (deadly 1d8, disarm), **Damage** 1d6+13 piercing

Melee ❖ claw +19 (agile), **Damage** 1d8+10 slashing plus Grab

Change Shape ❖ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +17 for 1d8+11 piercing.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire 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 a vampire 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.

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate (DC 24) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 2 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

TO THE LAIR (LEVELS 7–8)

GREATER FIREBALL RUNES (4)   HAZARD 7

EVOCATION | FIRE | MAGICAL | TRAP

Stealth DC 27 (expert)

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

Disable Thievery DC 25 (expert) to erase the rune without triggering the sensor, or *dispel magic* (4th level; counteract DC 23) 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 4th-level *fireball* spell that deals 8d6 fire damage (DC 25 basic Reflex save).

MAJOR FIREBALL RUNE (0)   HAZARD 9

EVOCATION | FIRE | MAGICAL | TRAP

Stealth DC 30 (master)

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

Disable Thievery DC 28 (expert) to erase the rune without triggering the sensor, or *dispel magic* (5th level; counteract DC 26) 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 5th-level *fireball* spell that deals 10d6 fire damage (DC 28 basic Reflex save).

SCALING TO THE LAIR

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Increase the damage dealt by each fireball to 8d6+4.

23–27 Challenge Points: Increase the DCs to disable or counteract the *greater fireball runes* by 2.

28–32 Challenge Points: Increase the damage dealt by each fireball to 8d6+4 and increase the DCs to disable or counteract the *greater fireball runes* by 2.

33+ Challenge Points: Replace each *greater fireball rune* with a *major fireball rune*.

ENCOUNTER B (LEVELS 7–8)

TENDRICULOSES (2) — CREATURE 7

`N` `HUGE` `FUNGUS` `PLANT`

Pathfinder Bestiary 2 257

Perception +15; low-light vision

Languages Sylvan (can't speak any language)

Skills Athletics +17, Stealth +14 (+16 in undergrowth)

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

AC 25; **Fort** +17, **Ref** +12, **Will** +13

HP 120; **Immunities** acid; **Resistances** piercing 5, slashing 5; **Weaknesses** fire 5

Attack of Opportunity ↻ Tentacle only.

Speed 20 feet

Melee ◆ bite +18 (reach 10 feet), **Damage** 2d10+11 piercing plus Grab

Melee ◆ tentacle +18 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning plus Grab

Rampant Growth ◆ **Requirements** A creature the tendriculos has Swallowed Whole has taken damage since the end of the tendriculos's last turn, and the tendriculos hasn't used any other actions this turn; **Effect** The tendriculos regains 3d8 HP and recovers from the fatigued and slowed conditions. It reduces any enfeebled value it has by 2.

Swallow Whole ◆ (attack) Large, 2d10+7 acid plus tendriculos venom, Rupture 14

Tendriculos Venom (incapacitation, poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 2 (1 round); **Stage 2** clumsy 2 and slowed 2 (1 round); **Stage 3** paralyzed (1 round)

SHRIEKERS (6) — HAZARD −1

`ENVIRONMENTAL` `FUNGUS`

Pathfinder Gamemastery Guide 77

Stealth DC 12

Description This human-sized purple mushroom emits a piercing shriek when disturbed.

Disable DC 18 Survival to carefully approach and cut the mushroom's air sac without triggering the shrieker

AC 12, **Fort** +8, **Ref** +2

HP 9; **Immunities** critical hits, object immunities, precision damage

Shriek ↻ **Trigger** A creature or light source approaches within 10 feet of the shrieker or the shrieker takes damage; **Effect** The shrieker emits a deafening screech that deals 1d6 sonic damage to creatures within 30 feet (DC 16 basic Fortitude save; creatures that critically fail this saving throw are deafened for 1 minute).

Reset 1 minute

ELITE TENDRICULOS (0) — CREATURE 8

`N` `HUGE` `FUNGUS` `PLANT`

Pathfinder Bestiary 2 6, 257

Perception +17; low-light vision

Languages Sylvan (can't speak any language)

Skills Athletics +19, Stealth +16 (+18 in undergrowth)

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

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

HP 140; **Immunities** acid; **Resistances** piercing 5, slashing 5; **Weaknesses** fire 5

Attack of Opportunity ↻ Tentacle only.

Speed 20 feet

Melee ◆ bite +20 (reach 10 feet), **Damage** 2d10+13 piercing plus Grab

Melee ◆ tentacle +20 (agile, reach 15 feet), **Damage** 2d6+13 bludgeoning plus Grab

Rampant Growth ◆ **Requirements** A creature the tendriculos has Swallowed Whole has taken damage since the end of the tendriculos's last turn, and the tendriculos hasn't used any other actions this turn; **Effect** The tendriculos regains 3d8 HP and recovers from the fatigued and slowed conditions. It reduces any enfeebled value it has by 2.

Swallow Whole ◆ (attack) Large, 2d10+9 acid plus tendriculos venom, Rupture 14

Tendriculos Venom (incapacitation, poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 2 (1 round); **Stage 2** clumsy 2 and slowed 2 (1 round); **Stage 3** paralyzed (1 round)

ENCOUNTER C (LEVELS 7–8)

BOLGER TRUSK   CREATURE 9

`UNIQUE` `LE` `MEDIUM` `UNDEAD` `VAMPIRE`

Perception +20; darkvision

Languages Common, Necril, Varisian

Skills Acrobatics +17, Arcana +21, Athletics +16, Deception +20, Diplomacy +20, Intimidation +22, Society +19, Stealth +19

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

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Items signet ring, golden Razmiri mask

AC 27; **Fort** +15, **Ref** +18, **Will** +20

HP 115 (coffin restoration, fast healing 10, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 10 (except magical silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Mist Evasion ↺ **Trigger** Bolger would take damage from a critical hit, or from critically failing a saving throw against a damaging effect. **Effect** Bolger's body briefly evaporates into the surrounding mists, dispersing the triggering attack. The attack has the results of a failure instead of a critical success.

Speed 25 feet, climb 25 feet

Melee ❖ claw +18 (agile), **Damage** 2d8+9 slashing plus Grab

Arcane Prepared Spells DC 29, attack +19; **4th** *fire shield*, *phantasmal killer*, *veil*, *wall of fire*; **3rd** *dispel magic*, *fireball*, *haste*, *lightning bolt*; **2nd** *flaming sphere*, *invisibility*, *mirror image*, *touch of idiocy*; **1st** *color spray* (×2), *fleet step*, *ray of enfeeblement*; **Cantrips** (4th) *detect magic*, *mage hand*, *message*, *ray of frost*, *sigil*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +19 for 2d8+9 piercing.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire 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 a vampire 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.

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate (DC 26) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's

Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drain Bonded Item ❖ (arcane, wizard) **Frequency** Once per day. **Requirements** Bolger hasn't acted yet on this turn. **Effect** The vampire expends the power stored in his signet ring. This gives Bolger the ability to cast one prepared spell he had already previously cast today, without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.

Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 2 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

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

WEAK EVASIVE VAMPIRE COUNTS (2)   CREATURE 5

`CE` `MEDIUM` `UNDEAD` `VAMPIRE`

Perception +15; darkvision

Languages Common, Necril, Varisian

Skills Acrobatics +11, Athletics +13, Deception +12, Diplomacy +12, Intimidation +14, Society +12, Stealth +11

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

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Items +1 rapier, leather armor

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

HP 50 (coffin restoration, fast healing 7, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Mist Evasion ↺ **Trigger** The vampire count would take damage from a critical hit, or from critically failing a saving throw against a damaging effect. **Effect** The vampire count's body briefly evaporates into the surrounding mists, dispersing the triggering attack. The attack has the results of a failure instead of a critical success.

Speed 25 feet, climb 25 feet

Melee ◆ rapier +15 (deadly 1d8, disarm), **Damage** 1d6+9 piercing

Melee ◆ claw +15 (agile), **Damage** 1d8+6 slashing plus Grab

Change Shape ◆ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +13 for 1d8+7 piercing.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire 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 a vampire 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.

Dominate ◆◆ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate (DC 20) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ◆ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 2 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

EVASIVE VAMPIRE COUNT (0)   CREATURE 6

CE MEDIUM UNDEAD VAMPIRE

Perception +17; darkvision

Languages Common, Necril, Varisian

Skills Acrobatics +13, Athletics +15, Deception +14, Diplomacy +14, Intimidation +16, Society +14, Stealth +13

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

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Items +1 rapier, leather armor

AC 24; **Fort** +11, **Ref** +14, **Will** +17

HP 65 (coffin restoration, fast healing 7, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Mist Evasion ⟳ **Trigger** The vampire count would take damage from a critical hit, or from critically failing a saving throw against a damaging effect. **Effect** The vampire count's body briefly evaporates into the surrounding mists, dispersing the triggering attack. The attack has the results of a failure instead of a critical success.

Speed 25 feet, climb 25 feet

Melee ◆ rapier +17 (deadly 1d8, disarm), **Damage** 1d6+11 piercing

Melee ◆ claw +17 (agile), **Damage** 1d8+8 slashing plus Grab

Change Shape ◆ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +15 for 1d8+9 piercing.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire 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 a vampire 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.

Dominate ◆◆ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate (DC 22) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ◆ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 2 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

ELITE EVASIVE VAMPIRE COUNT (0) CREATURE 7

CE | MEDIUM | UNDEAD | VAMPIRE

Perception +19; darkvision

Languages Common, Necril, Varisian

Skills Acrobatics +15, Athletics +17, Deception +16, Diplomacy +16, Intimidation +18, Society +16, Stealth +15

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

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Items +1 rapier, leather armor

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

HP 85 (coffin restoration, fast healing 7, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** physical 7 (except magical silver); **Weaknesses** vampire weaknesses (*Bestiary* 318)

Mist Evasion ↺ **Trigger** The vampire count would take damage from a critical hit, or from critically failing a saving throw against a damaging effect. **Effect** The vampire count's body briefly evaporates into the surrounding mists, dispersing the triggering attack. The attack has the results of a failure instead of a critical success.

Speed 25 feet, climb 25 feet

Melee ❖ rapier +19 (deadly 1d8, disarm), **Damage** 1d6+13 piercing

Melee ❖ claw +19 (agile), **Damage** 1d8+10 slashing plus Grab

Change Shape ❖ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +17 for 1d8+11 piercing.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire 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 a vampire 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.

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate (DC 24) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ❖ (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire 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 2 and the vampire regains 10 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Killer in the Golden Mask

Exalted Lodge

Narsen

Shattermask

Shrieker Mushrooms

Bolger Trusk

HANDOUT: MISSIVE FROM FOLA BARUN

Most esteemed colleagues,

I hope this letter finds you well. I am contacting you with an important request that requires individuals of your proven experience. I need a group of capable of agents to assist Venture-Captain Narsen at the Exalted Lodge in Razmiran. He is apparently being plagued by a Razmiri vampire who is specifically targeting Pathfinder agents from a lair somewhere in the Exalted Wood. Narsen cannot leave his lodge unattended long enough to deal with this threat himself and thus far has lost every local agents he's sent to investigate the problem.

While you assist Narsen with his issue, I have a secondary request for you. Narsen has been true to every letter of his agreement with the Pathfinder Society so far, but we have not made the inroads we hoped for when we made him a venture-captain. Much of Razmiran still remains closed to us, and even when concessions are made it often only Pathfinders who are also Razmiri priests that are allowed to observe political activities or investigate reports of undead who have crossed Lake Encarthan from the Gravelands.

We need more Razmiri agents whose loyalty to the Society supersedes their subservience to the priesthood. Of particular interest to me are reports of a vigilante going by the name "Shattermask". While he seems to have a severe violent streak and a quarrel with the Razmiri priests, he has also eluded their capture for years while performing ever-more violent acts of defiance. I believe that if he could be convinced to temper his actions and work with the Society, he could be a valuable ally and an opportunity for us to gain greater insight into both the true situation in Razmiran and, possibly, Narsen's motivations. My most recent reports indicate that Shattermask is also hunting the vampire plaguing Narsen's operations, so it may be that you can establish an alliance with him through shared purpose. If you are able to contact him, please give him the sealed letter I've enclosed offering him reasonable accommodations for travel to the Grand Lodge and the possibility of a contract, or even a field commission, available for a trustworthy Razmiri ally who isn't under the priesthood's thumb.

I would ask you to be careful about saying anything with regards to the offer to Shattermask in Narsen's presence. Narsen did not attain the power and position he has without being able to derive an ocean of insight from a droplet of evidence, and I fear he hews a bit too closely to the letter of his word without regard for the spirit in which it is received.

Take care and return safely,
Fola Barun

A. NIGHTTIME AMBUSH

25A

PATHFINDER FLIP-TILES:
WILDERNESS STARTER SET

19B

PATHFINDER FLIP-TILES:
WILDERNESS STARTER SET

26A

PATHFINDER FLIP-TILES:
WILDERNESS STARTER SET

20B

PATHFINDER FLIP-TILES:
WILDERNESS STARTER SET

B. DEN GUARDIANS

20A PATHFINDER FLIP-TILES: WILDERNESS STARTER SET	**08B** PATHFINDER FLIP-TILES: WILDERNESS STARTER SET	**18B** PATHFINDER FLIP-TILES: WILDERNESS STARTER SET
26A PATHFINDER FLIP-TILES: WILDERNESS STARTER SET	**17B** PATHFINDER FLIP-TILES: WILDERNESS STARTER SET	**21B** PATHFINDER FLIP-TILES: WILDERNESS STARTER SET
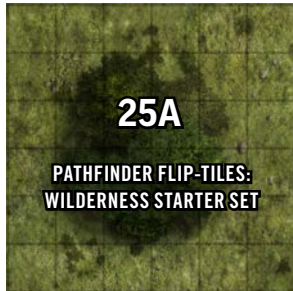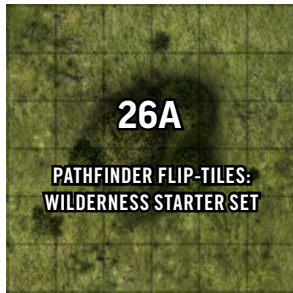
ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

TREASURE BUNDLES

☐☐ Into the Woods, page 6: 2 Treasure Bundles for successfully treating with Shattermask

☐☐ Area **A**, page 7: 2 Treasure Bundles for defeating the vampire spawn

☐☐ To the Lair, page 9: 2 Treasure Bundles for recovering at least one scroll from a hazard by disabling it

☐☐ Area **B**, page 9: 2 Treasure Bundles for defeating the plant monsters

☐☐ Area **C**, page 10: 2 Treasure Bundles for defeating Bolger Trusk

CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

   5th-level PCs = 2 points each
   6th-level PCs = 3 points each
   7th-level PCs = 4 points each
   8th-level PCs = 6 points each

   Now use the table below to determine which level range is appropriate for your PCs. Level 3–4 encounters appear in Appendix 1, and level 5–6 encounters appear in Appendix 2.

CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8–14	5–6
16–18 (5+ players)	5–6
16–18 (4 players)	7–8
19+	7–8

Event Reporting Form

Date_____ Event Code:_____

Location_____

GM Org Play #:	-2	GM Name:	GM Faction:

Adventure:		

Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D	Reputation Earned:
Bonus Faction Goal Achieved: ☐ Envoy's Alliance ☐ Grand Archive ☐ Horizon Hunters ☐ Radiant Oath ☐ Verdant Wheel ☐ Vigilant Seal		

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead
		☐ Grand Archive	☐ Verdant Wheel	
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Infamy

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead
		☐ Grand Archive	☐ Verdant Wheel	
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Infamy

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead
		☐ Grand Archive	☐ Verdant Wheel	
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Infamy

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead
		☐ Grand Archive	☐ Verdant Wheel	
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Infamy

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead
		☐ Grand Archive	☐ Verdant Wheel	
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Infamy

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead
		☐ Grand Archive	☐ Verdant Wheel	
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Infamy

		2
Character Name	**Organized Play #**	**Character #**

Adventure Summary

As political pressure mounted within Razmiran, Venture-Captain Narsen of the Exalted Lodge called to the Pathfinder Society for aid. His agents had been disappearing while investigating vampire attacks, and the wider Razmiri priesthood had begun to question what value the Pathfinder Society is bringing to their relationship. Envoy's Alliance faction leader Fola Barun assigned you to a team of agents to assist the Venture-Captain, along with a secret secondary mission to recruit a Razmiri agent not beholden to Narsen. You ventured into the Exalted Wood to hunt a golden-masked vampire. You first found your way through an enchanted mist, then dealt with the enigmatic vigilante Shattermask, and finally emerged victorious

Boons

Rewards

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at **paizo.com** for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to **paizo.com/organizedplay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Experience

Starting XP

XP Gained

Total XP

Items

Notes

lesser camp shroud[U] (item 7; 65 gp; *Pathfinder Lost Omens Knights of Lastwall* 89)

Gold

Starting GP

GP Gained

GP Spent

Total GP

Reputation/Infamy