

SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF UNFETTERED EXPLORATION

Scenario #5-06

Levels 7-10

## UKUJA, THE FIRST WALL

By Shan Wolf





AUTHOR  
Shan Wolf

DEVELOPMENT LEAD  
Shay Snow

ADDITIONAL DEVELOPMENT  
Vanessa Hoskins and Linda Zayas-Palmer

EDITING LEAD  
Solomon St. John

EDITOR  
Solomon St. John

COVER ARTIST  
Justin Usher

INTERIOR ARTISTS  
Bruno Melo

ART DIRECTION  
Emily Crowell and Sonja Morris

GRAPHIC DESIGN  
Adriana Gasperi

DEVELOPMENT MANAGER  
Linda Zayas-Palmer

ORGANIZED PLAY COORDINATOR  
Alex Speidel

CREATIVE DIRECTOR  
James Jacobs

DIRECTOR OF GAME DEVELOPMENT  
Adam Daigle

PUBLISHER  
Erik Mona

## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 7-10**



**PLAYERS: 3-6**



Paizo Inc.  
15902 Woodinville-Redmond Rd NE,  
Unit B  
Woodinville, WA 98072-4572

[paizo.com](http://paizo.com)

# UKUJA, THE FIRST WALL

## TABLE OF CONTENTS

<b>Adventure</b> . . . . .	<b>3</b>
<b>Appendix 1: Level 7-8 Encounters</b> . . . . .	<b>16</b>
<b>Appendix 2: Level 9-10 Encounters</b> . . . . .	<b>23</b>
<b>Appendix 3: Game Aids</b> . . . . .	<b>32</b>
<b>Organized Play</b> . . . . .	<b>37</b>

## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, and *Pathfinder Dark Archive*

**Maps:** *Pathfinder Flip-Mat Classics: Town Square* and *Pathfinder Flip-Mat Classics: Watch Station*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

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

- ☒ **METAPLOT (UNFETTERED EXPLORATION)**
- ☒ **HORIZON HUNTERS**
- ☒ **VIGILANT SEAL**

## SUMMARY

The PCs find themselves investigating a developing corruption within the Maze of the Open Road. When they travel through the portal, they arrive in the beautiful city of Ukuja within the nation of the Nine Walls, which is under a surprise assault from monstrous demons! The PCs must defeat the demons, uncover a sinister plot, and help ensure good will and peace between the Pathfinder Society and the Matanji orcs who call the city home.

## CONTENT WARNING

This scenario contains a scene of body horror and organ harvesting on pages 12-14. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.



# UKUJA, THE FIRST WALL

By Shan Wolf

## ADVENTURE BACKGROUND

Thousands of years ago, as the dwarves single-mindedly pursued the Quest for Sky, they pushed many orcs out of the Darklands and onto the surface of Golarion. Some of those orcs, robbed of their original home, took to the seas in search of a new one and found the jungles of the Mwangi Expanse. To most, the dangerous new environment would be too dangerous to call home, but the Matanji persevered the dangers of the jungles into strengths. Its poisons became weapons, medicines, potent brews, and cordials. Its wild animals became companions and friends. Its demons became a nearly unifying enemy for Matanji to rally against and battle with all of their collective strength.

In an effort to fortify and protect themselves against the demonic dangers of the Mwangi, the Matanji founded the nation of Nine Walls. Once a humble military encampment, Nine Walls has grown into a prominent nation, whose walls are high, strong, and a testament to Matanji ingenuity and artisanship. The first walled section, Ukuja, is admired by locals and tourists alike as a beautiful and cosmopolitan layer of the city. It's a feast for the senses to walk the streets, smelling the smells, seeing the bright and beautiful colors of the city.

But all is not well in these idyllic streets. In the shadows, a cult worshipping a demon lord schemes to destroy the first wall as precursor to taking down the other eight. The Pathfinder Society stumbles into this plot of political intrigue and demon worship by sheer accident—following a newly created portal in the Maze of the Open Road, the magical hedge maze that Pathfinder agents use to travel across the world in the blink of an eye. After passing through the mysterious portal, the Pathfinders land within the city of Ukuja to find it already under attack by demonic forces. Maintaining the safety of the Maze Open Road is the Pathfinder Society's responsibility, and so they offer to help the city's military commander, Brun Hornbreaker, find and defeat this threat.

## GETTING STARTED

This adventure begins with the PCs in the Maze of the Open Road, accompanied by **Venture-Captain Sigvard Tornkvist** (LG female half-orc wizard). She begins the

## WHERE ON GOLARION?

*Ukuja, the First Wall* opens within the Maze of the Open Road before the PCs travel to the mysterious Nine Walls, the Matanji orc settlement in the Mwangi Expanse. This is a massive nation with the focus being placed on the large city within the first wall. More information on Ukuja can be found in *Pathfinder Lost Omens Mwangi Expanse* page 98.



briefing once everyone's arrived and had a moment to prepare. Read or paraphrase the following to get the adventure underway.

"Hello Pathfinders!" Siggy gives everyone a tired smile. "I have gathered you together because we've noticed new activity within the Maze of the Open Road. We're worried about who might be on the other end of that portal as it appears to be somewhat corrupted. We suspect possible Abyssal corruption, but we're unsure, so we couldn't exactly send in initiates to review the situation. So, your assignment: head through the portal and assess the situation. Lend aid if needed. The Maze of the Open Road is our responsibility, and if it was somehow used to hurt people, we should do everything in our power to make it right."

# UKUJA, THE FIRST WALL

"Whomever you encounter, understand that you are ambassadors of the Society, and I trust you'll treat the occupants of the other side of this portal with respect. This mission has a lot of unknowns, and I'm not entirely comfortable with that. Bring me back some answers. Any questions?"

Siggy answers any questions the PCs have to the best of her abilities.

**What's the Maze of the Open Road?** "It is a grand, historical hedge maze on the grounds of our Woodsedge Lodge in Galt. It was a gift from the Forest King Narven Feathereyes, who filled it with portals to various locations of Pathfinder Society interest to help with travel. Sometimes, new portals appear in the Maze. I'll spare you the specifics, but the creation of new portals plays a key role in how the Maze maintains stable connections to numerous locations across reality."

**What kind of corruption is it?** "We're not sure, which is why we want you to investigate. If there's too much danger on the other side, return to us quickly and we'll rally some forces, however if you can handle it, please do."

**Should we expect any danger while traveling the Maze?** "I don't think so. You'll be much more likely to meet something dangerous once you're fully through."

**Development:** Once the PCs have finished with their questions, Sigvard steps aside, allowing them to travel through the new portal.

## Arcana, Pathfinder Society Lore, Plane of Metal Lore, or Plane of Wood Lore (Recall Knowledge)

A PC who succeeds at a DC 15 Pathfinder Society Lore, Plane of Metal Lore, or Plane of Wood Lore check or a DC 23 Arcana check to Recall Knowledge is able to gain more information about what might be going on with the Maze of the Open Road. A failure grants no information, and a critical success grants additional information in the critical success entry. Remember these checks should be rolled secretly.

**Critical Success** Despite a significant investment in the Maze of the Open Road's stability over the last several years, those tasked with repairs did not anticipate a cosmological event as dramatic as the recent

reemergence of the Planes of Metal and Wood, which had been cut off from the Universe since before the dawn of mortal history. Realigning the Maze in the aftermath of this event has required opening many more portals, some of which may lead to dangerous locations.

**Success** The Maze of the Open Road was presented to the Pathfinder Society about 200 years ago by Forest King Narven. It contains many portals that the Society has used over the years.

**Critical Failure** The Maze of The Open Road is somewhat of a trap. Forest King Narven wanted to punish the Society for exploring too recklessly, and thus set up the place to eventually break down.

## HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

## THROUGH THE MAZE

As the PCs enter the Maze of the Open Road, read or paraphrase the following.

The sky itself changes, from a light blue to a rainbow of colors playing out against a backdrop of beautiful stars. The Path of the Maze is beautifully maintained, cut just wide enough for two people to walk next to one another without issue. During travel through the maze, the soft aurora of color is interrupted by small comets blazing across the sky.

After an hour of travel, the new portal can be seen, an aura of sickly energy surrounding it. The trees and plants within this area of the maze seem sick, pale, and some even seem to have fangs and teeth.

None of this is dangerous to the Pathfinders, but it seems the Maze itself is reacting to some wrongness or corruption. As the PCs reach the portal, a swirling mass of rainbow light attached to a wall of sickly looking and diminished flowers flashes and reveals brief glimpses of a jungle.

Once the PCs step through, the smell of blood hangs thickly in the air. As their vision clears, a room covered in debris comes into focus, as a huge hole seems to be blasted in the wall. There are two orcs lying dead nearby, covered in blood and possibly claw marks, and the sounds of battle fill the air. Screams and battle cries echo from just outside the remainder of the wall.



SIGVARD TORKVIST



# UKUJA, THE FIRST WALL



PATHFINDER SOCIETY SCENARIO



# UKUJA, THE FIRST WALL

## A. TOWN SQUARE TUSSLE LOW

The PCs emerge from the hole in the wall to find themselves within Ukuja, a battle raging mere steps away. If a PC succeeds at a DC 23 Society or Mwangi Lore check to Recall Knowledge (DC 26 for levels 9–10), they recognize the army of orcs fighting as Matanji orcs. Before the PCs can do much more, however, they're approached by a separate squad of demons on the offensive. Use the map on page 5 for this encounter.

### Levels 7–8

#### BRIMORAKS (3)

#### CREATURE 5

Page 16, art on page 32

### Levels 9–10

#### INVIDIAK

#### CREATURE 7

Page 23, art on page 33

#### KITHANGIAN

#### CREATURE 9

Page 23, art on page 32

**Reward:** After the battle, what looks to be a ripped open bag lies on the battlefield. Within it are two scrolls, a *scroll of weapon storm* and 4th-level *scroll of heal*.

**Development:** After the battle, the Matanji clean up the last of the demons and two orcs begin to move toward the party. One is dressed in robes of crimson with gold accents, and the other in heavy armor with accents of blue and gold. The robed orc speaks first. If the PCs are defeated in this combat, the orcs defeat the remaining demons and attend to their wounds enough to bring them back to consciousness before speaking to them.

"Ah, more outsiders. Summoned these demons to test our defenses, eh? You'll find the orcs of Ukuja are stronger than ever. We were hoping to capture them alive, but we can figure out why you would attack us and have justice swiftly served. This is a glorious day for us."

The armored orc interrupts with a frown. "Be silent Rubak, the demons attacked them immediately upon their appearance. We cannot assume they're the cause of this issue." He turns away from Rubak. "Apologies for my brother's outburst, I am Brun Hornbreaker and this is my brother Rubak. I am Commander of the Wall here in Ukuja, and while I don't share my brother's... zealous desire for accusation at this time, I must say your timing is suspect. We will have to ask you to turn over your weapons at this time and come with us. I promise we won't keep you waiting long."

With that, Brun calls for some of the soldiers around him to form up and assist with taking the PCs into custody. The soldiers are swift and professional, never harming anyone, but politely asking for disarmament and accepting weapons with the utmost care. Should the PCs seem inclined to resist, remind them of Siggy's words about representing the Society.

The PCs are escorted to a holding cell furnished to appear as guest quarters, apart from the hulking guards at the doors. Food and drink are brought, and the PCs have a little time to discuss the situation among themselves. After an hour of waiting, a female orc with a scar over one eye, clad in the blue and gold of the commander enters the chamber. Once she is in the room, she begins to speak.

"Apologies for this circumstance, honored guests. I'm Dhalla Winddancer, and I have been assigned for protection, both yours and ours. The Council of Ukuja wishes to speak with you about the earlier events surrounding your strange appearance. We've only rarely had demons breach our external defenses and wards, and some among the council believe you might be



BRIMORAK

# UKUJA, THE FIRST WALL

the reason for today's battle. Based on the demon's behavior when you emerged from the strange portal, I personally don't see how that's possible, but we must refute these charges. Because of my beliefs and understanding of magic, I have been asked to assist in clearing your names. If you could come with me, we can get this matter settled."

The PCs are led into a spacious square building that seems built into the wall itself. Inside they find guards and a council of seven orcs sitting and waiting patiently. Dhalla gestures for the party to sit and seats herself as well, waiting for the council to come to order.

## COUNCIL QUESTIONING

The members of the Ukuja council rise and introduce themselves, then all save one Sasha Mistweaver ease back into their seats. She begins to speak.

"Honored councilors, we have been called to judge if this group perpetuated the crime of violating our most sacred laws against sending demons into our city. Based on the gathered

testimony from Dhalla Winddancer and Brun Hornbreaker, we have reason to believe they did not cause this, but somehow stumbled into it. However, Rubak Hornbreaker disagrees and believes they may have summoned demons into Ukuja. We will now allow the accused speak for themselves. Dhalla Winddancer shall assist where there are misinterpretations or misunderstandings of our laws. We would like to begin with your names and organization, if any. Honest answers only, please. We do not care for being lied to."

At this point the PCs have a chance to discuss who they are, and their connection to the Pathfinder Society. Provide the players with **Handout #1: The Ukuja Council** on page 34. They can explain their trip through the Maze of the Open Road and what they noticed regarding the corruption of the portal. Once that is explained, the council begins with the following questions:

- "Do you know what created the corruption of this portal?"
- "When did this portal open?"
- "How is your Pathfinder Society working to deal with this portal and the threat it represents to Ukuja, and country of Nine Walls?"

The questions are easy enough to answer, however convincing the council of their honest intentions is a challenge. If at least half of the PCs succeed at a DC 23 Diplomacy check (DC 26 for levels 9–10) the Ukuja council accepts their answers as being truthful. A successful DC 23 Arcana check or DC 18 Abyss Lore check to Recall Knowledge (DC 26 or DC 21 respectively for levels 9–10) allows the PCs to know that although the portal was somehow keyed to the Abyss, their travel through its connection to the Open Road may have reset it, and now it remains as a portal directly to the Open Road Lodge.

The PCs being the first through the portal and investigating where it emerged is reason enough to convince most of the council that they didn't cause this issue. The council pulls back and speaks quietly among themselves for a few minutes. Voices are raised multiple times, but it's hard to hear exactly what's being said. Rubak then gets up, says "outsiders" softly and leaves the room. Brun's face twists into a deep frown as this happens, but he remains seated, his face set with determination. After a minute more of discussion, Brun speaks.

"Based on the testimony of the accused and eyewitness accounts, we do not believe you're the cause of the demonic incursion, but you have a responsibility in that this 'Maze of the Open Road' is maintained by the Pathfinder Society. That being said, if your people would care to have peaceful relations with the Matanji and the country of Nine Walls? You have a task. Find out who caused this rift into our city and put



KITHANGIAN

# UKUJA, THE FIRST WALL

a stop to it. If you would do this, you prove to the us that the Pathfinder Society would be great friends to us.

You will be monitored in your task by Dhalla Winddancer. She will make sure you're earnest in your task of finding the true culprit. Once this information, and the culprit, is found and brought to justice, we will consider this unfortunate matter closed."

The council adjourns after this, and the PCs are given their gear back while most of the councilors leave. Brun and Dhalla wait to answer any questions the party might have.

**What are the expectations the Ukuja council has for us?** Brun speaks up first. "It's exactly as I said. We want this issue resolved. We don't believe you're the source of the problem, but this is a serious diplomatic and military issue that could put our peoples at odds. I've worked with Pathfinders before and I don't see their organization as a problem, but not all of Ukuja believes this. So, it's on you to prove your goodwill by seeing to this issue."

**What will Dhalla's role be here?** "Operational support. And our eyes on the situation. Dhalla is one of my best, and I believe she will be able judge what is found clearly and with objective detachment, and when the time comes to report what's going on? She will inform us without bias."

**How much of the Ukuja can we explore?** "You're effectively free to roam as guests of the Ukuja council, but we caution you to not interfere overmuch with the running of our city. You may ask questions and investigate, with the authority of Dhalla as an officer of the city, and deal with the problem as needed. We prefer you capture the culprit in this situation rather than kill, if possible. Then they will be dealt with according to the laws of Nine Walls, and the Ukuja council. But if you're in mortal danger, or find something that must be stopped immediately? You have my leave to do what's needed."

**Why would you trust us to do this rather than other Matanji?** "This is our chance to see what the Pathfinder Society can really do. If we are to be allies? You must be strong enough to actually assist. To do any less would show you won't carry your weight as allies, and frankly, both Ukuja and Nine Walls can do without such allies."

**Why does your brother seem to hate us?** Brun sighs and speaks softly. "Rubak has never been fond of those from outside Nine Walls. Says our history is littered with those who would destroy us. He's not wrong. The history of orcs on Golarion is both complicated and remarkably simple. Many see us as monsters, even still. We have had this argument many times, and even when I point out our own siblings bear the blood of non-orcs, he refuses to see reason. He loves our nation, and he loves our people, but he sees alliances with outsiders as a weakness he cannot abide. He alone does not set policy though, and enough of Ukuja leadership sees the merits in opening our borders. Maybe one day he'll see the benefit as well."

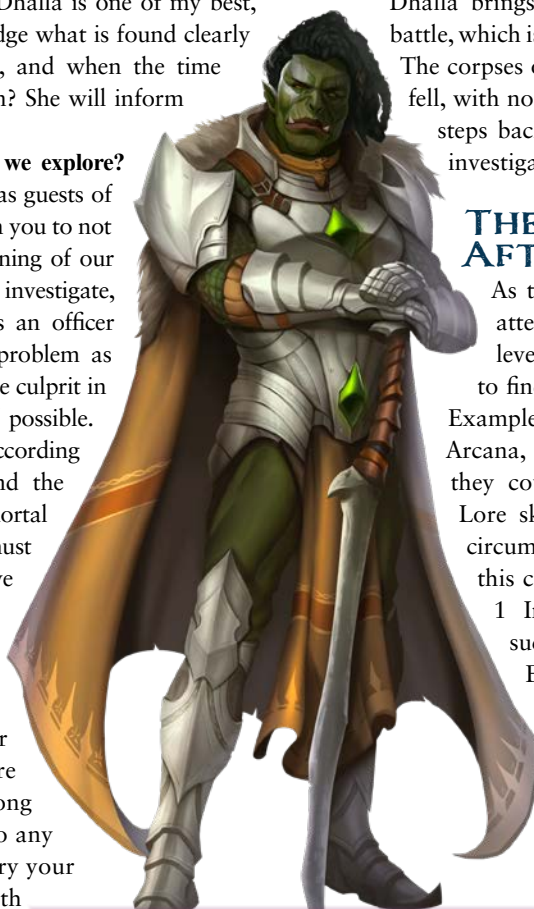
After questions are answered, Brun pauses and glances at Dhalla, who nods. He then continues. "The other reason you're being asked to do this is we believe one or more among the council might be in on this plot. We're unsure and can't make accusations without proof. Having a team of outsiders to review and observe the situation will allow us to move against the person responsible unilaterally and deal with this with finality."

Dhalla brings the PCs back to the site of the battle, which is still strewn with bodies and blood.

The corpses of demons and orcs lay where they fell, with no one having touched the scene. She steps back, allowing the PCs to begin their investigation.

## THE BATTLEFIELD AFTERMATH

As the PCs review the scene, they can attempt several skill checks (DC 25 for levels 7–8 and DC 27 for levels 9–10) to find specific clues within the carnage. Examples of skills the PCs could use include Arcana, Medicine, Religion, Survival, or they could use Perception or a relevant Lore skill. GMs can award up to a +1 circumstance bonus for clever roleplay to this check. Each successful check grants 1 Investigation Point, while critical successes grant 2 Investigation Points. Each PC has two chances to gain Investigation Points. Whenever a PC succeeds at a check to earn Investigation Points, give them one of the pieces of information on page 9. Provide the Bonus Information on a critical success, or if the PCs succeed on additional checks after learning all the basic information.

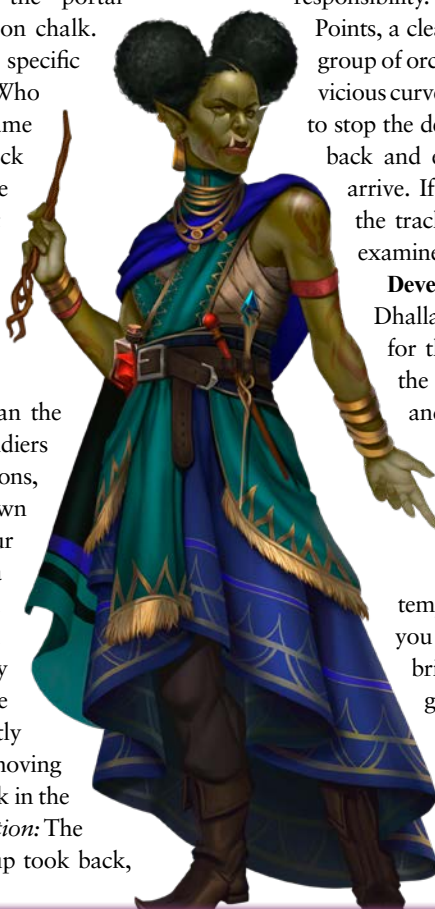


BRUN HORNBREAKER



# UKUJA, THE FIRST WALL

- While reviewing the bodies, it becomes apparent that several of the orcs who responded first to the battle were stabbed in the back by a curved blade, causing deep wounds. **Bonus Information:** The blade was serrated in order to rip flesh when pulled out, causing not only blood spray but severe pain.
- While examining the demonic corpses, the PCs notice each demon has more scars than would be evidenced by the battle itself. These marks and scars seem to be connected to Zura, demon lord of cannibalism, blood, and vampirism. **Bonus Information:** These weren't randomly summoned demons, but were specifically chosen by whomever summoned them, proving this incident wasn't an accident, but a coordinated assault.
- The room the demons broke out of was of a larger hallway within the wall itself. Following the hallway leads to a secret near the council's meeting hall. **Bonus Information:** A set of footprints shows that someone walked up to the wall from the council chambers and stood in front of the portal.
- The markings surrounding the portal were made with a deep crimson chalk. **Bonus Information:** These are specific markings calling to She Who Devours Flesh, an archaic name for Zura. This name dates back to the original Azlanti language from millennia ago and doesn't see much common use, but it's inscribed as both an arcane spell and a divine prayer.
- Examining the tracks leading to and from the combat scene, one set seems to be lighter than the tracks of the armored soldiers who came to fight the demons, and leads from outside the town square. They indicate that four to five people, walking in a loose group, entered through the streets to the east around when the battle started. They then spread out to where the first responding orcs currently lay, before converging and moving away from the scene, going back in the same direction. **Bonus Information:** The tracks reveal the path the group took back, revealing a temple several blocks away that seems deserted and locked tight.



DHALLA WINDDANCER

## DHALLA WINDDANCER

Dhalla's role in this scenario is to be an objective witness, the eyes for the Ukuja Council, meaning she's not empowered to take part in combats with the PCs. Whenever combat begins, Dhalla should stay out of it, watching to see what happens and retreating in the worst-case scenario. Foes recognize that the PCs are the greater threat and focus on them, while Dhalla is savvy enough to stay back and out of range of area or ranged attacks.

If the group earns at least 5 Investigation Points, the PCs can bring this information back to Dhalla, who considers it and admits that it clears the Pathfinder Society of responsibility. If they accumulate 6 or more Investigation Points, a clearer picture comes into view. It seems like a group of orcs moved from hiding and then attacked with vicious curved blades, killing the orcs who first attempted to stop the demonic incursion. The attackers then pulled back and escaped before more reinforcements could arrive. If the PCs were unable to locate the where the tracks retreated to, Dhalla takes a moment to examine the battlefield and points it out.

**Development:** After the Investigation is complete, Dhalla orders a cleanup of the scene, proper burials for the orcs slain in battle, and a pyre to burn the demonic bodies. She then turns to the PCs and speaks softly "Based on the information gathered, it seems we have a cult on our hands. We could be walking into an even bigger trap. If you'd prefer, you can take this time to rest as needed, but if you're ready now, we can try to get inside this temple and search for more clues. What do you think?" Should the PCs choose rest, Dhalla brings them to an inn, and the group is fed and given rooms to rest in until the next morning, where she awaits them and seems eager to begin the hunt.

## B. DESERTED TEMPLE OF SARENRAE

Use the map on page 10 for these encounters. When the PCs arrive, they find the door to the deserted



# UKUJA, THE FIRST WALL



PATHFINDER SOCIETY SCENARIO



# UKUJA, THE FIRST WALL

temple locked and all the windows boarded. Although it seems to be open air, there's foreboding aura to this building, as if the sun hasn't shone on it for some time. A PC can Pick the Lock with a successful DC 24 Thievery check, or Force Open the door with a successful DC 28 Athletics check. Should either option fail, Dhalla notices the poor ironwork on the lock and casts a spell to freeze it, making it more brittle and decreasing the Force Open DC to 18.

## B1. ANTECHAMBER

This chamber is filled with old temple necessities, such as seats and rugs. There's a door to the south and a set of double doors to the north. In the center of the antechamber stands a statue of Sarenrae, covered in dried blood. Symbols carved into the stone at her feet are similar to those found on the wall around the portal.

A successful DC 23 Religion or Arcana check to Recall Knowledge reveals the carvings to be symbols of Zura.

## B2. COURTYARD

The sun shines down a little more strongly for a moment before the sky returns to its gloom. In the courtyard, a beautiful fountain runs with a dark liquid, appearing to be blood upon closer inspection. Exiting the courtyard are two sets of doors to the east, a door to the south, and a door to the west.

The walls surrounding this courtyard are 20 feet tall and difficult to scale (DC 30 Athletics to Climb).

**Treasure:** A few valuable lie discarded near the fountain, remnants of a battle. These are a +1 *striking glaive* and a 3rd-level *scroll of harm* (a +1 *striking grievous glaive* and a *scroll of blink* for levels 9–10).

## B3. BARRACKS

As the PCs enter this room, they find reasonably clean beds and floors. This seems to be the main living quarters for the cultists of this temple. More shrines to Zura are in this room, one near the door and the other against the far wall. Searching this room reveals four religious symbols of Zura, out in plain sight on the beds and dressing tables. A PC who succeeds at a DC 20 Arcana or Religion check to Identify Magic notices a

lingering malevolence in these symbols; while this power is not significant enough to have an effect on its own, it could be used as a component in a fiendish ritual if the symbols remain in the wrong hands.

The PCs can address this energy in a variety of ways, including physically breaking the symbols (Hardness 5), exposing them to holy energy such as holy water, or they can simply take the symbols with them for destruction or containment, which would be of particular interest to the Vigilant Seal.

## B4. DAIS OF WORSHIP MODERATE

A group of demons and a cultist are gathered in the center of this smaller courtyard, delighting in burning several documents and pieces of furniture from the temple. If the PCs enter from B2, they immediately catch their attention. However, if the PCs choose to enter quietly from B6, the arsonists are distracted by their bonfire, giving the PCs a +2 circumstance bonus on initiative.

### Levels 7–8

#### SHENGA HEARTRENDER

CREATURE 7

Page 18

#### BRIMORAKS (2)

CREATURE 5

Page 26, art on page 32

### Levels 9–10

#### CAPTAIN SHENGA HEARTRENDER

CREATURE 8

Page 26

#### NABASU

CREATURE 8

Page 26, art on page 33

#### BRIMORAKS (2)

CREATURE 5

Page 27, art on page 32



RUBAK HORNBREAKER

**Development:** After the battle, the PCs are free search the area around the main dais of worship. In a small box, they're able to find 40 gp worth of Sarenite religious symbols, and a scroll detailing the *consecrate* ritual which can be used to re-consecrate the temple to Sarenrae after the cult is stopped. This can be performed by the PCs, or they can present the ritual to Dhalla, who assures them she can locate the proper

# UKUJA, THE FIRST WALL

clergy to ensure the consecration is successful. Searching **B4** will reveal a staircase down into **C1**, a dark stairway lit with torches that burn with an eerie red flame.

## B5. THE STABLES

As the PCs enter this room, they find empty stables in various states of disrepair, with hay strewn about. Each of the stalls contain several bodies of orcs, humans, and dwarves that appear to be drained of blood. A successful DC 24 Medicine check to Recall Knowledge (DC 27 for levels 9–10) reveals that each was drained of blood through a single spigot in the throat and the blood was suctioned out. A quick search of the room reveals +2 *striking mace* hidden in the stables, under a small pile of hay.

## B6. MAKESHIFT BARRACKS

This room has signs of being pulled together very quickly with a group of half broken bunks crammed into any empty space. A successful DC 25 Perception check to Seek finds two *moderate healing potions* hidden under one of the bunks (four *moderate healing potions* for levels 9–10).



NABASU

## C. FOREBODING DARKNESS

Use the map on page 13 for the following encounters.

### C1. THE SCARLET PASSAGE

The descending steps enter a sewer system running beneath the temple. The barely lit passage shows a small, wooden bridge constructed to cross the gap where the sewage runs, allowing travel into the deeper chamber. The smells of the sewer itself are almost overpowered by that of blood and offal permeating the area. Lights of bright red flame hang every five feet or so, providing dim illumination. Ten feet away from the main stairs, the lights have been put out, and an ominous darkness fills the area.

### C2. MAIN GATHERING HALL MODERATE

Within this darkness, evil lurks. The cultists of Zura, having been given a warning from the cultist above, have prepared themselves for a fight by snuffing out the lights, and using the darkness to their advantage. Once the PCs enter the area, the cultists immediately attack.

#### Levels 7–8

<b>ORCISH ANTIPALADIN</b>	<b>CREATURE 5</b>
Page 20	

<b>ORCISH THROAT SLITTERS (2)</b>	<b>CREATURE 6</b>
Page 20	

#### Levels 9–10

<b>ORCISH ANTIPALADIN</b>	<b>CREATURE 5</b>
Page 28	

<b>ORCISH THROAT SLICERS (2)</b>	<b>CREATURE 7</b>
Page 28	

<b>STUDIED ORCISH DEMONOLOGIST</b>	<b>CREATURE 8</b>
Page 28	

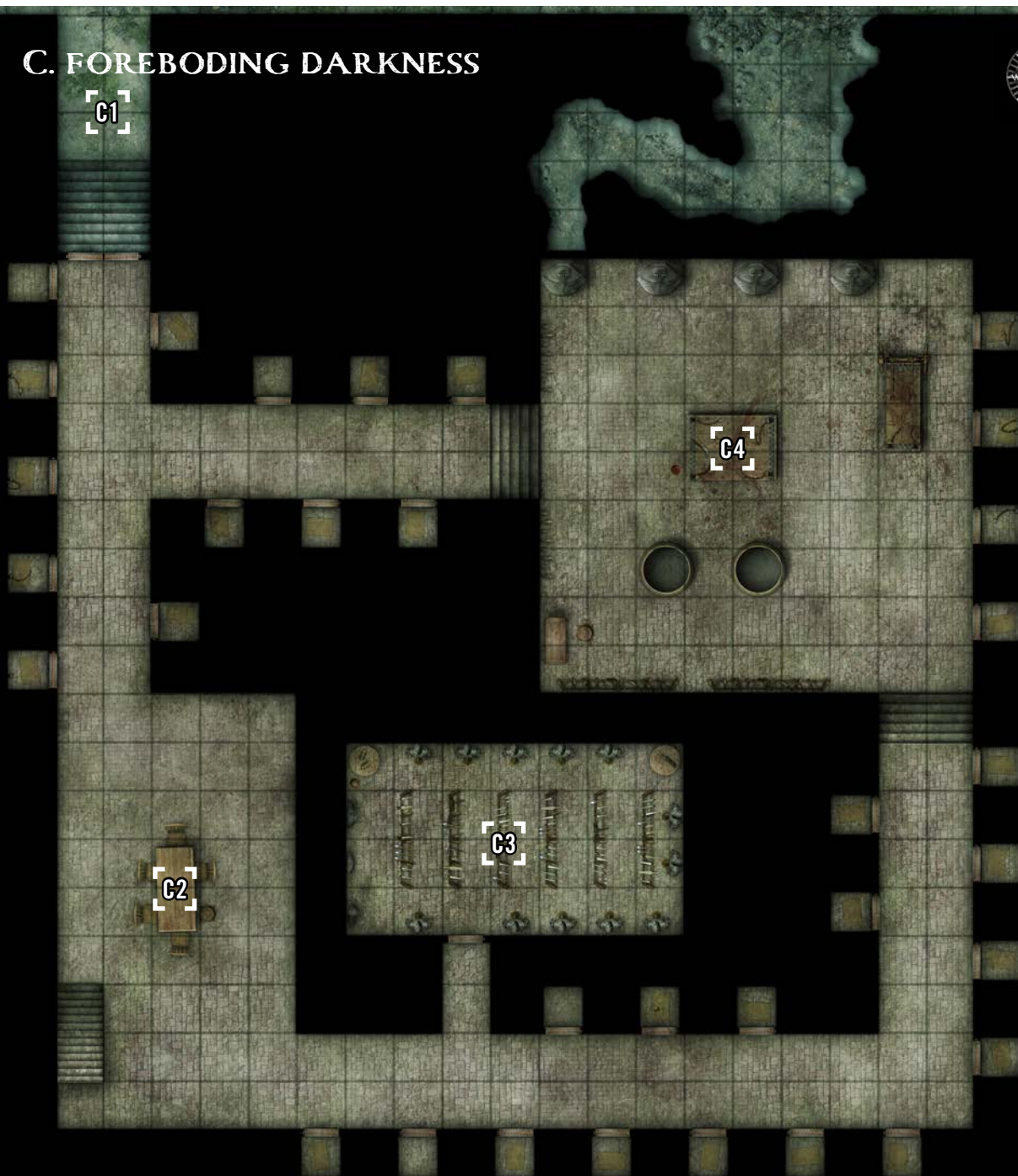
**Development:** Once the battle is completed, there are several curved blades remaining among the cultists. Among these, the PCs find a filigree signet dagger with the symbol of a mammoth's horn snapped in half, a deep purple jewel on either side of the horn. A successful DC 26 Society check or DC 21 Heraldry Lore check to Recall Knowledge reveals this is the signet of the Hornbreaker family. If the PCs show Dhalla the signet dagger, she's surprised and looks it over before revealing that not only is it a Hornbreaker dagger, but it specifically belongs to



# UKUJA, THE FIRST WALL

## C. FOREBODING DARKNESS

[C1]



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: WATCH STATION

# UKUJA, THE FIRST WALL

Rubak Hornbreaker. She then asks to keep the dagger as evidence for Rubak's involvement.

## C3. THE DRAINING ROOM

The smell of blood is overwhelming as the PCs enter this chamber. Illuminating the room reveals six tables with bodies on them: three humans, two dwarves, and one elf. A DC 25 Medicine check (DC 28 for levels 9–10) reveals that the blood has been drained from these bodies, most likely into the various sealed jars around the room. Further in the room, there are two more discarded bodies, two more dwarves, that seem to have been vivisected and are missing several organs, though a successful DC 23 Perception check to Seek (DC 26 for levels 9–10) reveals a half-eaten heart found carelessly discarded on the floor near one of several drainage openings.

## C4. THE HIDDEN SCOURGE SEVERE

When the PCs enter the final room, a long grumbling voice speaks through the darkness. Read or paraphrase the following.



BABAU

"Ah, the interlopers. I'd hoped the cultists would handle you, but alas, you're here. I can't let you leave and make trouble for my *special ally*, so you'll have to die here. Do put a up a fight for me." Emerging from the darkness, a demon made of blood steps out.

## Levels 7–8

### OMERTIUS THE GORGER

CREATURE 8

Page 21, art on page 34

### BABAUS (2)

CREATURE 6

Page 21, art on page 34

## Levels 9–10

### OMERTIUS THE ENGORGED

CREATURE 9

Page 30, art on page 34

### NABASUS (2)

CREATURE 8

Page 30, art on page 33

### INVIDIAK

CREATURE 7

Page 30, art on page 33

**Development:** After the encounter, Omertius collapses into a puddle of blood. Searching the room, the PCs can locate various jars of viscera, all kept cool in the darkness of the sewers. A DC 27 Perception check to Seek (DC 30 for levels 9–10) reveals a note from Rubak to the cultists and demons, damning evidence toward his guilt. Provide the players with **Handout #2: Rubak's Letter** on page 35.

## CONCLUSION

After the sewers underneath Ukuja are cleared, Dhalla escorts the PCs back to Brun in order to report on what happened. Upon seeing the dagger, Brun is shocked, taking it and turning it over and over in his hands as if attempting to confirm its origins. If the PCs found the handout in C4, Brun looks it over with a grunt, before speaking. Read or paraphrase the following.

"This is incontrovertible proof. My brother—" Brun interrupts himself. "Lord Rubak is in league with the demons who attacked our city. We must apprehend him at once before he can get to the other members of this conspiracy. Please, come with me. He's heading for the stables for a... mission." He grimaces before standing and leading the way.

Dhalla gives a sharp whistle once outside, a small retinue of soldiers appearing to accompany her and Brun, who mutters under his breath about his brother, and how there must be justice. He almost seems distracted, but moves at a brisk pace to the stables, where a coach is being prepared for Rubak.



# UKUJA, THE FIRST WALL

When the group finds Rubak, he's in traveling clothing and overseeing the final preparations for his coach. Brun snarls a curse, and Rubak turns, looking mildly surprised as the soldiers and Dhalla surround him, weapons drawn.

"Ah Brun, come to see me off before I go? I shall be back in a day or two at the most, I didn't take you as so sentimental." Rubak tries to play the situation off with a hesitant smirk.

Brun scowls, stepping closer. "Rubak, we found your dagger with the cultists of Zura. You're under arrest and to be held in custody until this matter is sorted. Your crimes are many according to the reports of these Pathfinders and you will answer for all of them."

With that, Rubak drops the smirk and snarls. "Always taking the side of outsiders, even against your own brother? Very typical of you. Don't worry, soon myself and my compatriots will cleanse our country of this filth and break their hold over you." As he speaks a tear in reality opens behind him, and Rubak leaps backward into it. The portal takes a second or two to close, displaying a nightmarish tableau of bodies being drained of blood by demons.

With Rubak's escape, Brun seems heartbroken. He stands staring at the spot where Rubak once was, and curses quietly. Dhalla touches Brun's arm softly for just a moment, and he regains his composure.

Brun begins to speak, eyes reddened "Thank you for everything you've done. This conspiracy has obviously been growing underneath our feet and now that we know about it, it's time we stamped it out. We'll send messengers to each layer of the country and advise them of the danger in hopes that we can forestall what might be coming, but your assistance was invaluable in this endeavor. You handled yourself and brought back proof that... someone was behind the demon threat, so in my eyes you have proven yourselves innocent. We will not have time to entreat with the Pathfinder Society until this threat is resolved, but you can report back to your commanders that this mission was a success."

## REPORTING NOTES

If the PCs found at least one religious symbol of Zura and returned it to the Vigilant Seal for cleansing, check box **A**. If they found Rubak's dagger, check box **B**. If they found Rubak's letter, check box **C**.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they assisted Brun and Dhalla with the crisis in Ukuja. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs complete their secondary objective if they found the note in **C4** and presented it to Brun. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

This adventure is of particular interest to two of the Pathfinder Society's factions.

**Horizon Hunters:** The Horizon Hunters are looking to find out what's on the other side of this portal. Once contact is made with the orcs of Ukuja, award each PC with 2 Reputation for the Horizon Hunters.

**Vigilant Seal:** The Vigilant Seal is always looking for cursed and baleful objects to contain. If the PCs return with at least one religious symbol of Zura for the faction to cleanse and dispose of, award each PC with 2 Reputation for the Vigilant Seal.



OMERTIUS, THE GORGER

# UKUJA, THE FIRST WALL

## APPENDIX I: 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 the Organized Play section on page 37 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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)

#### BRIMORAKS (3)

#### CREATURE 5

CE SMALL DEMON FIEND

*Pathfinder Bestiary 3 62*

**Perception** +12; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn’t impair a brimorak’s vision; they ignore the concealed condition from smoke.

**AC** 22; **Fort** +15, **Ref** +12, **Will** +10

**HP** 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak’s boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 21; **4th dimension door**; **3rd dispel magic**, **fireball**; **Cantrips (3rd)** produce flame

**Rituals** DC 21; **1st abyssal pact**

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can’t use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it’s cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

## 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 abrikandilu to the encounter.

**12–13 Challenge Points:** Add one ashen brimorak to the encounter.

**14–15 Challenge Points:** Replace all brimoraks with ashen brimoraks and add one abrikandilu to the encounter.

**16–18 Challenge Points (5+ players):** Replace all brimoraks with ashen brimoraks and add one additional ashen brimorak to the encounter.

**Flaming Weapon** (divine, evocation, fire) A brimorak’s hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don’t have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

#### ASHEN BRIMORAK (0)

#### CREATURE 6

UNCOMMON CE SMALL DEMON FIEND

Variant brimorak (*Pathfinder Bestiary 3 62*)

**Perception** +14; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +14, Deception +13, Religion +12, Stealth +14

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

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn’t impair a brimorak’s vision; they ignore the concealed condition from smoke.

**AC** 24; **Fort** +17, **Ref** +14, **Will** +12



# UKUJA, THE FIRST WALL

**HP** 100; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 21 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ flaming sword +17 (magical), **Damage** 2d8+6 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ hoof +17 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 23; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

**Rituals** DC 21; **1st** *abyssal pact*

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 23 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

**Flaming Weapon** (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 23 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

## ABRIKANDILU (0)

## CREATURE 4

CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 3 61

**Perception** +10; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +12, Intimidation +8

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

**AC** 19; **Fort** +15, **Ref** +9, **Will** +7

**HP** 70; **Weaknesses** cold iron 5, good 5

**Hatred of Mirrors** An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a -2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

**Speed** 25 feet

**Melee** ♦ claw +14 (agile), **Damage** 2d6+4 slashing

**Melee** ♦ jaws +14 (agile), **Damage** 3d6+4 piercing plus mutilating bite

**Ranged** ♦ hurled debris +11 (range increment 20 feet), **Damage** 2d6+4 bludgeoning

**Divine Innate Spells** DC 20; **2nd** *fear* (x2)

**Rituals** DC 20; **1st** *abyssal pact*

**Mutilating Bite** (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 21 Fortitude save or become physically mutilated. The creature then takes a -1 status penalty to Charisma-based checks. This penalty is cumulative up to -3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Wreck** ♦ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.

# UKUJA, THE FIRST WALL

## ENCOUNTER B4 (LEVELS 7–8)

### SHENGA HEARTRENDER

### CREATURE 7

UNIQUE CE MEDIUM HUMANOID ORC

**Perception** +15

**Languages** Common, Orcish

**Skills** Arcana +17, Deception +17, Religion +15, Stealth +16

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

**Items** +1 glaive, religious symbol of Zura, robes

**AC** 22; **Fort** +13, **Ref** +16, **Will** +15

**HP** 115

**Speed** 25 feet

**Melee** ♦ *glaive* +15 (deadly d8, forceful, magical, reach),

**Damage** 2d8+6 slashing

**Divine Spontaneous Spells** DC 25, attack +17; **4th** *crisis of faith*, *divine wrath*, *heal*, *harm* (3 slots); **3rd** *crisis of faith*, *dispel magic*, *heal*, *chilling darkness* (4 slots); **2nd** *dispel magic*, *heal*, *ray of enfeeblement*, *sound burst*, *remove fear* (4 slots); **1st** *heal*, *ray of enfeeblement*, *fear*, *harm* (4 slots); **Cantrips** (**4th**) *daze*, *divine lance*, *guidance*, *read aura* (4 slots)

**Sorcerer Bloodline Spells** DC 25, attack +17; **4th** *glutton's jaw* (Core Rulebook 404), *swamp of sloth* (Core Rulebook 405)

**Demon-Touched Weapon** ♦ **Frequency** once per turn;

**Requirements** Shenga's most recent action was to cast a non-cantrip spell; **Effect** Until the end of her next turn, Shenga deals 1d6 bleed damage with her melee Strikes.

**Reach Spell** ♦ (concentrate, metamagic) If the next action the Shenga Heartrender uses is to Cast a Spell that has a range, increase that spell's range by 30 feet.

### BRIMORAKS (2)

### CREATURE 5

CE SMALL DEMON FIEND

*Pathfinder Bestiary* 3 62

**Perception** +12; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

**AC** 22; **Fort** +15, **Ref** +12, **Will** +10

**HP** 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

## SCALING ENCOUNTER B4

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

**10–11 Challenge Points:** Add one brimorak to the encounter.

**12–13 Challenge Points:** Replace the two brimoraks with two ashen brimoraks and one brimorak.

**14–15 Challenge Points:** Add two ashen brimoraks to the encounter.

**16–18 Challenge Points (5+ players):** Replace the two brimoraks with four ashen brimoraks.

**Speed** 30 feet

**Melee** ♦ *flaming sword* +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ *hoof* +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 21; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips** (**3rd**) *produce flame*

**Rituals** DC 21; **1st** *abyssal pact*

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

**Flaming Weapon** (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).



# UKUJA, THE FIRST WALL

## ASHEN BRIMORAK (0)

## CREATURE 6

UNCOMMON CE SMALL DEMON FIEND

Variant brimorak (*Pathfinder Bestiary* 3 62)

**Perception** +14; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +14, Deception +13, Religion +12, Stealth +14

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

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

**AC** 24; **Fort** +17, **Ref** +14, **Will** +12

**HP** 100; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 21 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ flaming sword +17 (magical), **Damage** 2d8+6 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ hoof +17 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 23; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

**Rituals** DC 21; **1st** *abyssal pact*

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 23 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

**Flaming Weapon** (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 23 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

# UKUJA, THE FIRST WALL

## ENCOUNTER C2 (LEVELS 7-8)

### ORCISH ANTIPALADIN

### CREATURE 5

UNCOMMON CE MEDIUM HUMANOID ORC

Variant antipaladin (*Gamemastery Guide* 247)

**Perception** +10

**Languages** Common, Orcish

**Skills** Athletics +13, Deception +10, Intimidation +12, Religion +8, Survival +8

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

**Items** greataxe, half plate, javelin (10), lesser cheetah's elixir

**AC** 25; **Fort** +14, **Ref** +10, **Will** +12

**HP** 75

**Destructive Vengeance** ⤿ (divine, necromancy) **Trigger**

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

**Speed** 20 feet

**Melee** ⚔ greataxe +15 (sweep), **Damage** 1d12+10 slashing

**Ranged** ⚔ javelin +12 (thrown 30 feet), **Damage** 1d6+10 piercing

**Champion Devotion Spells** DC 20 1 Focus Point; **3rd touch of corruption**

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

### ORCISH THROAT SLITTERS (2)

### CREATURE 6

UNIQUE NE MEDIUM HUMANOID ORC

**Perception** +12

**Languages** Common, Orcish

**Skills** Acrobatics +14, Deception +12, Intimidation +10, Religion +10, Stealth +16, Thievery +16

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

**Items** bloodseeker beak (affixed to rapier), dagger (3), leather armor, +1 rapier

**AC** 25; **Fort** +10, **Ref** +14, **Will** +12

**HP** 90

**Speed** 25 feet

**Melee** ⚔ rapier +17 (deadly d8, disarm, finesse, magical), **Damage** 1d6+5 piercing

**Melee** ⚔ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Ranged** ⚔ dagger +16 (thrown 10 feet), **Damage** 1d4+4 piercing

**Sneak Attack** 2d6

**Surprise Attack** In the first round of combat, creatures that haven't acted yet are flat-footed to the orcish throat slitter.

## SCALING ENCOUNTER C2

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

**10-11 Challenge Points:** Add one orcish antipaladin to the encounter.

**12-13 Challenge Points:** Add one orcish demonologist to the encounter.

**14-15 Challenge Points:** Add one orcish antipaladin and one orcish demonologist to the encounter.

**16-18 Challenge Points (5+ players):** Add two orcish demonologists to the encounter.

### ORCISH DEMONOLOGIST (0)

### CREATURE 7

UNCOMMON CE MEDIUM HUMANOID ORC

Variant demonologist (*Gamemastery Guide* 231)

**Perception** +15

**Languages** Abyssal, Common, Orcish

**Skills** Academia Lore +14, Arcana +16, Demon Lore +18, Diplomacy +11 (+13 with demons), Religion +15

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

**Items** +1 longspear, material component pouch, spell book

**AC** 22; **Fort** +13, **Ref** +12, **Will** +15

**HP** 100

**Speed** 25 feet

**Melee** ⚔ longspear +17 (magical, reach), **Damage** 1d8+9 piercing

**Arcane Prepared Spells** DC 26, attack +18; **4th** *clairvoyance*, *lightning bolt*, *resilient sphere*; **3rd** *fireball*, *glyph of warding*, *slow*, *stinking cloud*; **2nd** *acid arrow*, *blur*, *hideous laughter*, *see invisibility*; **1st** *fear* (×2), *fleet step*, *mending*; **Cantrips (4th)** *acid splash*, *daze*, *detect magic*, *light*, *read aura*

**Breach the Abyss** ⚔ **Requirements** The demonologist's last action was to cast a non-cantrip spell; **Effect** The demonologist siphons energy drawn from the Abyss into their weapon. Until the end of the turn, the weapon deals an extra 2d6 damage. Roll 1d20 to determine the type: 1-7 acid, 8-9 cold, 10-11 electricity, 12-18 fire, 19-20 negative.

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



# UKUJA, THE FIRST WALL

## ENCOUNTER C4 (LEVELS 7-8)

### OMERTIUS, THE GORGER

CREATURE 8

UNIQUE CE MEDIUM DEMON FIEND

Variant invidiak (*Pathfinder Bestiary* 2 65)

**Perception** +16; darkvision

**Languages** Abyssal, Common; telepathy 100 feet

**Skills** Acrobatics +16, Deception +18, Religion +16, Society +15, Stealth +18

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

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

**HP** 131; **Immunities** disease, poison, precision; **Weaknesses** cold iron 7, good 5

**Speed** 30 feet

**Melee** ♦ claw +20 (agile, evil, finesse, magical), **Damage** 2d8 slashing plus 1d6 evil and 1d6 fire

**Divine Innate spells** DC 26, attack +20; **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

**Blood Possession** ♦♦ (incapacitation, necromancy, possession) Omertius sends himself into his target's blood, controlling them as if affected by the spell *possession*. The target attempts a DC 28 Fortitude check. Omertius can Dismiss the spell at any time.

**Critical Success** The target is unaffected.

**Success** Omertius possesses the target but can't control it.

**Failure** Omertius possesses the target and takes partial control. He no longer has a separate turn; instead, he might control the target. At the start of each of the target's turns, it attempts another Will save. If it fails, it's controlled by Omertius on that turn; if it succeeds, it chooses its own actions; and if it critically succeeds, it forces him out and the spell ends.

**Critical Failure** Omertius possesses the target fully, and the target can only watch as he manipulates it like a puppet. The target is controlled by Omertius.

### BABAUS (2)

CREATURE 6

CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 2 64

**Perception** +13; darkvision, see invisibility

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Acrobatics +12, Athletics +13, Intimidation +14, Religion +10, Stealth +16, Thievery +14

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

**Items** +1 *longspear*

**AC** 24; **Fort** +14, **Ref** +16, **Will** +11; +1 to all saves vs. magic

**HP** 130; **Resistances** acid 10; **Weaknesses** cold iron 5, good 5

**Mercy Vulnerability** Babaus revel in gore, and when wounds are healed, they recoil in pain. When a creature heals from damage that the babau dealt on their last turn with Grievous Strike, sneak attack, or a critical hit, the demon

## SCALING ENCOUNTER C4

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

**19-22 Challenge Points:** Add one nabasu to the encounter.

**12-13 Challenge Points:** Add two nabasus to the encounter.

**14-15 Challenge Points:** Add one invidiak, one nabasu, and one kithangian to the encounter.

**16-18 Challenge Points (5+ players):** Add two invidiaks and two kithangians to the encounter.

takes 4d6 mental damage. The babau can take this mental damage only once per round.

**Reactive Slime** ⤴ Trigger A creature within the babau's reach successfully hits the babau with a Strike; **Effect** The babau excretes a gout of acidic, bloodlike slime at the attacker and its weapon. The attacker must attempt a DC 24 Reflex save.

**Critical Success** The attacker is unaffected.

**Success** The attacker takes 1d6 acid damage.

**Failure** The attacker takes 2d6 acid damage.

**Critical Failure** As failure, except the weapon used to Strike the babau becomes broken, unless the weapon is made of a material that is immune to acid.

**Speed** 25 feet

**Melee** ♦ *longspear* +17 (evil, magical, reach 10 feet), **Damage** 1d8+7 piercing plus 1d6 evil

**Melee** ♦ jaws +16 (evil, magical), **Damage** 1d10+7 piercing plus 1d6 evil

**Melee** ♦ claw +16 (agile, evil, magical), **Damage** 1d4+7 slashing plus 1d6 evil

**Divine Innate Spells** DC 24; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *darkness*; **Constant (5th)** see invisibility

**Rituals** DC 24; **1st** *abyssal pact*

**Grievous Strike** ♦♦ The babau attacks with the intent of creating a particularly horrific and gory wound. The babau makes a melee Strike. This counts as two attacks when calculating the demon's multiple attack penalty. If this Strike hits, the babau deals an additional 2d6 damage of the same damage type, and the creature struck is frightened 2.

**Sneak Attack** The babau's Strikes deal an extra 2d6 precision damage to flat-footed creatures.

# UKUJA, THE FIRST WALL

## NABASU (0)

## CREATURE 8

CE MEDIUM DEMON FIEND

*Pathfinder Bestiary 2 66*

**Perception** +17; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Acrobatics +18, Arcana +16, Religion +16, Stealth +18, Survival +17

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

**AC** 27; **Fort** +19, **Ref** +16, **Will** +16; +1 to all saves vs. magic

**HP** 165; **Weaknesses** cold iron 5, good 5

**Death-Stealing Gaze** (aura, divine, necromancy, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 23 Fortitude save. If it fails, it becomes drained 1.

**Starvation Vulnerability** A nabasu denied food suffers painful backlash as their demonic nature feeds on their own corrupted spirituality. If a nabasu's Consume Death is disrupted (such as by a fighter using Disruptive Stance) or a creature resists the effect with a critical success, the nabasu takes 4d6 mental damage.

**Speed** 25 feet, fly 50 feet

**Melee** ♦ jaws +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil

**Melee** ♦ claw +20 (agile, evil, magical), **Damage** 2d8+9 slashing plus 1d6 evil

**Divine Innate Spells** DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *grim tendrils*, *paralyze*, *vampiric touch*

**Rituals** DC 26; **1st** *abyssal pact*

**Consume Death** ♦ The nabasu focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

**Critical Success** The creature is unaffected and the nabasu suffers starvation vulnerability.

**Success** The creature is unaffected.

**Failure** The creature is affected by death-stealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The nabasu gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the nabasu's next turn.

**Critical Failure** As failure, but the creature increases the amount of drain by 2.

**Stolen Death** A creature that dies while suffering drain from a nabasu's death-stealing gaze rises as a ghoul the next midnight.



# UKUJA, THE FIRST WALL

## APPENDIX 2: LEVEL 9–10 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 9th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 37 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

## ENCOUNTER A (LEVELS 9–10)

### INVIDIAK

### CREATURE 7

CE MEDIUM DEMON FIEND INCORPOREAL

*Pathfinder Bestiary 2 65*

**Perception** +15; darkvision

**Languages** Abyssal, Common; telepathy 100 feet

**Skills** Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

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

**AC** 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

**HP** 90; **Immunities** disease, poison, precision; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical); **Weaknesses** cold iron 5, good 5

**Exorcism Vulnerability** If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak’s possession of a creature is ended prematurely, such as via a successful dispel magic, the invidiak takes 6d6 mental damage and cannot use possession for 24 hours.

**Speed** fly 30 feet

**Melee** ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

**Divine Innate Spells** DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips** (4th) *telekinetic projectile*

**Rituals** DC 26; **1st** *abyssal pact*

**Favored Host** Each invidiak has a particular type of creature they prefer possessing, in this case humanoid (giant). When an invidiak uses *possession* against a favored host, the duration of possession increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

**Shadow Blend** ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don’t move and the lighting in the area they’re in doesn’t grow brighter than dim light.

**Unbodied Possession** An invidiak leaves no body behind when using *possession*.

## 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 ashen brimorak to the encounter.

**23–27 Challenge Points:** Add one bloodied kithangian to the encounter.

**28–32 Challenge Points:** Add one kithangian to the encounter.

**33+ Challenge Points:** Add one invidiak and one kithangian to the encounter.

### KITHANGIAN

### CREATURE 9

UNCOMMON CE LARGE DEMON FIEND

*Pathfinder Adventure Path #188: They Watched the Stars 85*

**Perception** +19; darkvision

**Languages** Abyssal, Celestial, Draconic; *speaking with animals*, telepathy 100 feet

**Skills** Athletics +20, Intimidation +20, Nature +21, Stealth +16

**Str** +6, **Dex** +3, **Con** +5, **Int** –2, **Wis** +4, **Cha** +3

**AC** 28; **Fort** +20, **Ref** +15, **Will** +19; +1 status to all saves vs. magic

**HP** 205; **Weaknesses** cold iron 10, good 10

**All-Around Vision**

**Animal Kindness Vulnerability** Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

**Speed** 30 feet

**Melee** ♦ pincer +21 (magical, reach 10 feet), **Damage** 2d12+9 slashing plus Grab

**Melee** ♦ stinger +21 (agile, magical, reach 10 feet), **Damage** 2d8+9 piercing plus kithangian venom

**Divine Innate Spells** DC 25; **4th** *air walk*, *dimension door*; **3rd** *paralyze* (×2); **1st** *command* (at will, animals only); **Constant** (4th) *speaking with animals*

**Divine Rituals** DC 25; **1st** *abyssal pact*

**Animal Killer** A kithangian’s melee Strikes deal an additional 2d6 damage to animals.

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) The kithangian can take on the appearance of any Medium or Large animal. This doesn’t change its Speed or attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal.

# UKUJA, THE FIRST WALL

**Kithangian Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)

**Rasping Tongues** ♦ (attack) **Frequency** once per round; **Requirements** The kithangian has a creature grabbed in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 25 basic Will save.

## ASHEN BRIMORAK (O)

## CREATURE 6

UNCOMMON CE SMALL DEMON FIEND

Variant brimorak (*Pathfinder Bestiary* 3 62)

**Perception** +14; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +14, Deception +13, Religion +12, Stealth +14

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

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

**AC** 24; **Fort** +17, **Ref** +14, **Will** +12

**HP** 100; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 21 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ flaming sword +17 (magical), **Damage** 2d8+6 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ hoof +17 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 23; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

**Rituals** DC 21; **1st** *abyssal pact*

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 23 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

**Flaming Weapon** (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 23 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

## BLOODIED KITHANGIAN (O)

## CREATURE 8

UNCOMMON CE LARGE DEMON FIEND

Variant kithangian (*Pathfinder Adventure Path* #188: *They Watched the Stars* 85)

**Perception** +19; darkvision

**Languages** Abyssal, Celestial, Draconic; *speaks with animals*, telepathy 100 feet

**Skills** Athletics +18, Intimidation +18, Nature +19, Stealth +14

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

**AC** 26; **Fort** +18, **Ref** +13, **Will** +17; +1 status to all saves vs. magic

**HP** 185; **Weaknesses** cold iron 10, good 10

**All-Around Vision**

**Animal Kindness Vulnerability** Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

**Speed** 30 feet

**Melee** ♦ pincer +19 (magical, reach 10 feet), **Damage** 2d12+7 slashing plus Grab

**Melee** ♦ stinger +19 (agile, magical, reach 10 feet), **Damage** 2d8+7 piercing plus kithangian venom

**Divine Innate Spells** DC 23; **4th** *air walk*, *dimension door*; **3rd** *paralyze* (×2); **1st** *command* (at will, animals only); **Constant (4th)** *speaks with animals*

**Divine Rituals** DC 23; **1st** *abyssal pact*

**Animal Killer** A kithangian's melee Strikes deal an additional 2d6 damage to animals.

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) The kithangian can take on the appearance of any Medium or Large animal. This doesn't change its Speed or their attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal.

**Kithangian Venom** (poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)



# UKUJA, THE FIRST WALL

**Rasping Tongues** ♦ (attack) **Frequency** once per round;

**Requirements** The kithangian has a creature grabbed in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 23 basic Will save.

# UKUJA, THE FIRST WALL

## ENCOUNTER B4 (LEVELS 9–10)

### CAPTAIN SHENGA HEARTRENDER

### CREATURE 8

UNIQUE CE MEDIUM HUMANOID ORC

**Perception** +17

**Languages** Common, Orcish

**Skills** Arcana +19, Deception +19, Religion +17, Stealth +18

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

**Items** +1 glaive, religious symbol of Zura, robes

**AC** 24; **Fort** +15, **Ref** +18, **Will** +17

**HP** 135

**Speed** 25

**Melee** ♦ *glaive* +17 (deadly d8, forceful, magical, reach),

**Damage** 2d8+8 slashing

**Divine Spontaneous Spells** DC 27, attack +19; **4th** *crisis of faith*, *divine wrath*, *heal*, *harm* (3 slots); **3rd** *crisis of faith*, *dispel magic*, *heal*, *chilling darkness* (4 slots); **2nd** *dispel magic*, *heal*, *ray of enfeeblement*, *sound burst*, *remove fear* (4 slots); **1st** *heal*, *ray of enfeeblement*, *fear*, *harm* (4 slots); **Cantrips (4th)** *daze*, *divine lance*, *guidance*, *read aura* (4 slots)

**Sorcerer Bloodline Spells** DC 27, attack +19; **4th** *glutton's jaw* (Core Rulebook 404), *swamp of sloth* (Core Rulebook 405)

**Demon-Touched Weapon** ♦ **Frequency** once per turn;

**Requirements** Shenga's most recent action was to cast a non-cantrip spell; **Effect** Until the end of her next turn, Shenga deals 1d6+2 bleed damage with her melee Strikes.

**Reach Spell** ♦ (concentrate, metamagic) If the next action the Shenga Heartrender uses is to Cast a Spell that has a range, increase that spell's range by 30 feet.

### NABASU

### CREATURE 8

CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 2 66

**Perception** +17; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Acrobatics +18, Arcana +16, Religion +16, Stealth +18, Survival +17

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

**AC** 27; **Fort** +19, **Ref** +16, **Will** +16; +1 to all saves vs. magic

**HP** 165; **Weaknesses** cold iron 5, good 5

**Death-Stealing Gaze** (aura, divine, necromancy, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 23 Fortitude save. If it fails, it becomes drained 1.

**Starvation Vulnerability** A nabasu denied food suffers painful backlash as their demonic nature feeds on their own corrupted spirituality. If a nabasu's Consume Death is disrupted (such as by a fighter using Disruptive Stance) or a creature resists the effect with a critical success, the nabasu takes 4d6 mental damage.

## SCALING ENCOUNTER B4

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

**19–22 Challenge Points:** Instead of one nabasu and two brimoraks, the encounter includes two nabasus and one brimorak.

**23–27 Challenge Points:** Replace the two brimoraks with four ashen brimoraks.

**28–32 Challenge Points:** Replace the two brimoraks with three ashen brimoraks and add one nabasu.

**33+ Challenge Points (5+ players):** Replace the two brimoraks with four ashen brimoraks and add one nabasu.

**Speed** 25 feet, fly 50 feet

**Melee** ♦ *jaws* +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil

**Melee** ♦ *claw* +20 (agile, evil, magical), **Damage** 2d8+9 slashing plus 1d6 evil

**Divine Innate Spells** DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *grim tendrils*, *paralyze*, *vampiric touch*

**Rituals** DC 26; **1st** *abyssal pact*

**Consume Death** ♦ The nabasu focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

**Critical Success** The creature is unaffected and the nabasu suffers starvation vulnerability.

**Success** The creature is unaffected.

**Failure** The creature is affected by death-stealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The nabasu gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the nabasu's next turn.

**Critical Failure** As failure, but the creature increases the amount of drain by 2.

**Stolen Death** A creature that dies while suffering drain from a nabasu's death-stealing gaze rises as a ghoul the next midnight.



# UKUJA, THE FIRST WALL

## BRIMORAKS (2)

## CREATURE 5

CE SMALL DEMON FIEND

*Pathfinder Bestiary 3 62*

**Perception** +12; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +12, Deception +11, Religion +10, Stealth +12  
**Str** +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

**AC** 22; **Fort** +15, **Ref** +12, **Will** +10

**HP** 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 21; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

**Rituals** DC 21; **1st** *abyssal pact*

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

**Flaming Weapon** (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

## ASHEN BRIMORAK (0)

## CREATURE 6

UNCOMMON CE SMALL DEMON FIEND

Variant brimorak (*Pathfinder Bestiary 3 62*)

**Perception** +14; darkvision, smoke vision

**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

**Skills** Acrobatics +14, Deception +13, Religion +12, Stealth +14  
**Str** +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

**Smoke Vision** Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

**AC** 24; **Fort** +17, **Ref** +14, **Will** +12

**HP** 100; **Immunities** fire; **Weaknesses** cold iron 5, good 5

**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 21 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ flaming sword +17 (magical), **Damage** 2d8+6 slashing plus 1d6 evil and 1d6 fire

**Melee** ♦ hoof +17 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 evil and 1d6 fire

**Divine Innate Spells** DC 23; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

**Rituals** DC 21; **1st** *abyssal pact*

**Breath Weapon** ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 23 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

**Flaming Weapon** (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

**Fume** ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 23 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

# UKUJA, THE FIRST WALL

## ENCOUNTER C2 (LEVELS 9–10)

### ORCISH ANTIPALADIN

### CREATURE 5

UNCOMMON CE MEDIUM HUMANOID ORC  
Variant antipaladin (*Gamemastery Guide* 247)

**Perception** +10

**Languages** Common, Orcish

**Skills** Athletics +13, Deception +10, Intimidation +12, Religion +8, Survival +8

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

**Items** greataxe, half plate, javelin (10), lesser cheetah's elixir

**AC** 25; **Fort** +14, **Ref** +10, **Will** +12

**HP** 75

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

**Speed** 20 feet

**Melee** ⚔ greataxe +15 (sweep), **Damage** 1d12+10 slashing

**Ranged** ⚔ javelin +12 (thrown 30 feet), **Damage** 1d6+10 piercing

**Champion Devotion Spells** DC 20 1 Focus Point; **3rd touch of corruption**

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

### ORCISH THROAT SLICERS (2)

### CREATURE 7

UNIQUE NE MEDIUM HUMANOID ORC

**Perception** +14

**Languages** Common, Orcish

**Skills** Acrobatics +16, Deception +14, Intimidation +12, Religion +12, Stealth +18, Thievery +18

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

**Items** bloodseeker beak (affixed to rapier), dagger (3), leather armor, +1 rapier

**AC** 27; **Fort** +12, **Ref** +16, **Will** +14

**HP** 110

**Speed** 25 feet

**Melee** ⚔ rapier +19 (deadly d8, disarm, finesse, magical), **Damage** 1d6+7 piercing

**Melee** ⚔ dagger +18 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

**Ranged** ⚔ dagger +18 (thrown 10 feet), **Damage** 1d4+6 piercing

**Sneak Attack** 2d6+4

**Surprise Attack** In the first round of combat, creatures that haven't acted yet are flat-footed to the orcish throat slitter.

## SCALING ENCOUNTER C2

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

**19–22 Challenge Points:** Add one orcish throat slitter to the encounter.

**23–27 Challenge Points:** Add two orcish throat slicers to the encounter.

**28–32 Challenge Points:** Add two studied orcish demonologists to the encounter.

**33+ Challenge Points (5+ players):** Add two kithangians to the encounter.

### STUDIED ORCISH DEMONOLOGIST

### CREATURE 8

UNCOMMON CE MEDIUM HUMANOID ORC

Variant demonologist (*Gamemastery Guide* 231)

**Perception** +17

**Languages** Abyssal, Common, Orcish

**Skills** Academia Lore +16, Arcana +18, Demon Lore +20, Diplomacy +13 (+15 with demons), Religion +17

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

**Items** +1 longspear, material component pouch, spell book

**AC** 24; **Fort** +15, **Ref** +14, **Will** +17

**HP** 120

**Speed** 25 feet

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

**Arcane Prepared Spells** DC 28, attack +20; **4th** *clairvoyance*, *lightning bolt*, *resilient sphere*; **3rd** *fireball*, *glyph of warding*, *slow*, *stinking cloud*; **2nd** *acid arrow*, *blur*, *hideous laughter*, *see invisibility*; **1st** *fear* (×2), *fleet step*, *mending*; **Cantrips (4th)** *acid splash*, *daze*, *detect magic*, *light*, *read aura*

**Breach the Abyss** ⚔ **Requirements** The demonologist's last action was to cast a non-cantrip spell; **Effect** The demonologist siphons energy drawn from the Abyss into their weapon. Until the end of the turn, the weapon deals an extra 2d6 damage. Roll 1d20 to determine the type: 1–7 acid, 8–9 cold, 10–11 electricity, 12–18 fire, 19–20 negative.

**Demon Summoning** The demonologist can cast a 5th-level *summon fiend* arcane spell to summon a demon. They must sacrifice two 4th-level prepared spells and voluntarily take 4d12 mental damage that can't be reduced or prevented. If the demonologist is unable to Sustain the Spell, including if they're knocked out or killed, the spell continues, but the GM rolls a DC 12 flat check each round, ending the spell on a failure.



# UKUJA, THE FIRST WALL

## KITHANGIAN (0)

## CREATURE 9

UNCOMMON CE LARGE DEMON FIEND

*Pathfinder Adventure Path #188: They Watched the Stars* 85

**Perception** +19; darkvision

**Languages** Abyssal, Celestial, Draconic; *speak with animals*, telepathy 100 feet

**Skills** Athletics +20, Intimidation +20, Nature +21, Stealth +16

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

**AC** 28; **Fort** +20, **Ref** +15, **Will** +19; +1 status to all saves vs. magic

**HP** 205; **Weaknesses** cold iron 10, good 10

### All-Around Vision

**Animal Kindness Vulnerability** Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

**Speed** 30 feet

**Melee** ♦ pincer +21 (magical, reach 10 feet), **Damage** 2d12+9 slashing plus Grab

**Melee** ♦ stinger +21 (agile, magical, reach 10 feet), **Damage** 2d8+9 piercing plus kithangian venom

**Divine Innate Spells** DC 25; **4th** *air walk*, *dimension door*; **3rd** *paralyze* (×2); **1st** *command* (at will, animals only); **Constant (4th)** *speak with animals*

**Divine Rituals** DC 25; **1st** *abyssal pact*

**Animal Killer** A kithangian's melee Strikes deal an additional 2d6 damage to animals.

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) The kithangian can take on the appearance of any Medium or Large animal. This doesn't change its Speed or their attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal.

**Kithangian Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)

**Rasping Tongues** ♦ (attack) **Frequency** once per round; **Requirements** The kithangian has a creature grabbed in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 25 basic Will save.

# UKUJA, THE FIRST WALL

## ENCOUNTER C4 (LEVELS 9–10)

### OMERTIUS, THE ENGORGED

### CREATURE 9

UNIQUE CE MEDIUM DEMON FIEND

**Perception** +18; darkvision

**Languages** Abyssal, Common; telepathy 100 feet

**Skills** Acrobatics +16, Deception +18, Religion +16, Society +15, Stealth +18

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

**AC** 28; **Fort** +18, **Ref** +21, **Will** +15

**HP** 151; **Immunities** disease, poison, precision; **Weaknesses** cold iron 8, good 6

**Speed** 30 feet

**Melee** ♦ claw +22 (agile, evil, finesse, magical), **Damage** 2d8+4 slashing plus 2d6 evil and 1d6 fire

**Divine Innate spells** DC 28, attack +22; **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

**Blood Possession** ♦ (incapacitation, necromancy, possession) Omertius sends himself into his target's blood, controlling them as if affected by the spell *possession*. The target attempts a DC 30 Fortitude check. Omertius can Dismiss the spell at any time.

**Critical Success** The target is unaffected.

**Success** Omertius possesses the target but cannot control it.

**Failure** Omertius possesses the target and takes partial control of it. He no longer has a separate turn; instead, he might control the target. At the start of each of the target's turns, it attempts another Will save. If it fails, it's controlled by Omertius on that turn; if it succeeds, it chooses its own actions; and if it critically succeeds, it forces him out and the spell ends.

**Critical Failure** Omertius possesses the target fully, and the target can only watch as he manipulates it like a puppet. The target is completely controlled by Omertius.

### NABASUS (2)

### CREATURE 8

CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 2 66

**Perception** +17; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Acrobatics +18, Arcana +16, Religion +16, Stealth +18, Survival +17

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

**AC** 27; **Fort** +19, **Ref** +16, **Will** +16; +1 to all saves vs. magic

**HP** 165; **Weaknesses** cold iron 5, good 5

**Death-Stealing Gaze** (aura, divine, necromancy, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 23 Fortitude save. If it fails, it becomes drained 1.

## SCALING ENCOUNTER C4

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

**19–22 Challenge Points:** Add one nabasu to the encounter.

**12–13 Challenge Points:** Add two nabasus to the encounter.

**14–15 Challenge Points:** Add one invidiak, one nabasu, and one kithangian to the encounter.

**16–18 Challenge Points (5+ players):** Add two invidiaks and two kithangians to the encounter.

**Starvation Vulnerability** A nabasu denied food suffers painful backlash as their demonic nature feeds on their own corrupted spirituality. If a nabasu's Consume Death is disrupted (such as by a fighter using Disruptive Stance) or a creature resists the effect with a critical success, the nabasu takes 4d6 mental damage.

**Speed** 25 feet, fly 50 feet

**Melee** ♦ jaws +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil

**Melee** ♦ claw +20 (agile, evil, magical), **Damage** 2d8+9 slashing plus 1d6 evil

**Divine Innate Spells** DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *grim tendrils*, *paralyze*, *vampiric touch*

**Rituals** DC 26; **1st** *abyssal pact*

**Consume Death** ♦ The nabasu focuses their gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

**Critical Success** The creature is unaffected and the nabasu suffers starvation vulnerability.

**Success** The creature is unaffected.

**Failure** The creature is affected by death-stealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The nabasu gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the nabasu's next turn.

**Critical Failure** As failure, but the creature increases the amount of drain by 2.



# UKUJA, THE FIRST WALL

**Stolen Death** A creature that dies while suffering drain from a nabasu's death-stealing gaze rises as a ghoul the next midnight.

## INVIDIAK

## CREATURE 7

CE MEDIUM DEMON FIEND INCORPOREAL

*Pathfinder Bestiary 2 65*

**Perception** +15; darkvision

**Languages** Abyssal, Common; telepathy 100 feet

**Skills** Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

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

**AC** 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

**HP** 90; **Immunities** disease, poison, precision; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Weaknesses** cold iron 5, good 5

**Exorcism Vulnerability** If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's possession of a creature is ended prematurely, such as via a successful dispel magic, the invidiak takes 6d6 mental damage and cannot use possession for 24 hours.

**Speed** fly 30 feet

**Melee** ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

**Divine Innate Spells** DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips** (4th) *telekinetic projectile*

**Rituals** DC 26; **1st** *abyssal pact*

**Favored Host** Each invidiak has a particular type of creature they prefer possessing, in this case humanoid (giant). When an invidiak uses *possession* against a favored host, the duration of possession increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

**Shadow Blend** ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

**Unbodied Possession** An invidiak leaves no body behind when using *possession*.

## KITHANGIAN (0)

## CREATURE 9

UNCOMMON CE LARGE DEMON FIEND

*Pathfinder Adventure Path #188: They Watched the Stars 85*

**Perception** +19; darkvision

**Languages** Abyssal, Celestial, Draconic; *speaks with animals*, telepathy 100 feet

**Skills** Athletics +20, Intimidation +20, Nature +21, Stealth +16

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

**AC** 28; **Fort** +20, **Ref** +15, **Will** +19; +1 status to all saves vs. magic

**HP** 205; **Weaknesses** cold iron 10, good 10

### All-Around Vision

**Animal Kindness Vulnerability** Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

**Speed** 30 feet

**Melee** ♦ pincer +21 (magical, reach 10 feet), **Damage** 2d12+9 slashing plus Grab

**Melee** ♦ stinger +21 (agile, magical, reach 10 feet), **Damage** 2d8+9 piercing plus kithangian venom

**Divine Innate Spells** DC 25; **4th** *air walk*, *dimension door*; **3rd** *paralyze* (×2); **1st** *command* (at will, animals only); **Constant** (4th) *speaks with animals*

**Divine Rituals** DC 25; **1st** *abyssal pact*

**Animal Killer** A kithangian's melee Strikes deal an additional 2d6 damage to animals.

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) The kithangian can take on the appearance of any Medium or Large animal. This doesn't change its Speed or their attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal.

**Kithangian Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)

**Rasping Tongues** ♦ (attack) **Frequency** once per round; **Requirements** The kithangian has a creature grabbed in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 25 basic Will save.

# UKUJA, THE FIRST WALL

## APPENDIX 3: GAME AIDS



SIGVARD TORKNVIST



BRIMORAK

KITHANGIAN



BRUN HORNBREAKER





# UKUJA, THE FIRST WALL



DHALLA WINDDANCER



RUBAK HORNBREAKER

INVIDIAK



NABASU



# UKUJA, THE FIRST WALL



OMERTIUS, THE GORGER



BABAU

# UKUJA, THE FIRST WALL

## HANDOUT #1: THE UKUJA COUNCIL

**Sasha Mistweaver** – The head of the Ukuja council and head cleric of Mazludeh. She's the youngest council head in several decades and considered extremely wise for her age.

**Urak Swordarm** – The oldest member of the Ukuja council, a large male orc missing the bottom section of his left arm, a fact which he proudly draws attention to by decorating his remaining upper arm with brightly colored paints and designs.

**Zinok Heartrender** – The head of the Creation Guild, the artists' collective in Ukuja. They're a retired warrior and covered in hundreds of elaborate tattoos.

**Arak Skytender** – The leader of Ukuja's archers and cleric of Gozreh, she's the smallest orc on the council, but still commands a quiet respect.

**Sval Sunbleached** – The head of the First Wall, the group of warriors that stand watch around Ukuja. His hands and arms are bleached silver from his history fighting demons.

**Brun Hornbreaker** – One of the elder sons of the Hornbreaker clan, a fierce and experienced warrior.

**Rubak Hornbreaker** – One of the middle sons of the Hornbreaker clan, a talented spellcaster who's suspicious of outsiders.



# UKUJA, THE FIRST WALL

## HANDOUT #2: RUBAK'S LETTER

All goes according to plan. The demon blood infusions we're adding to the rations of Ukuja's soldiers should make the strongest warriors for leagues. Strong enough to push out the dwarves and humans who infest our ring of the city. We dare not move too fast, as the infusion centers within the other rings are behind schedule and we need to be sure we can make up for the lack of product.

I will create a distraction and some of you can sow further confusion by killing a few of the weaker soldiers. We can easily blame it on a demonic incursion into our city. This should allow us to make up for the time and product lost in the last shipment. I will confer with our allies in the other rings as appropriate and see if I can motivate them. My ritual dagger will appease Omertius, as he and I are both servants of Zura.

I should be back tomorrow. Keep production moving.

May Zura guide us to a feast,

R.

# UKUJA, THE FIRST WALL

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
7	22 gp
8	30 gp
9	44 gp
10	60 gp

### Treasure Bundles

- ☐ Area **A**, page 6: 1 Treasure Bundle for defeating the demons.
- ☐ ☐ Battlefield Aftermath, page 8: 1 Treasure Bundle for earning at least 1 Investigation Point, plus 1 additional Treasure Bundle for earning 5 or more Investigation Points.
- ☐ Area **B3**, page 11: 1 Treasure Bundle for collecting the religious symbols of Zura for disposal.
- ☐ ☐ Area **B4**, page 11: 2 Treasure Bundles for defeating Shenga and the demons, allowing the shrine to Sarenrae to be reconsecrated.
- ☐ ☐ Area **C2**, page 12: 2 Treasure Bundles for giving Dhalla the dagger that belongs to Rubak.
- ☐ ☐ Area **C4**, page 14: 2 Treasure Bundles for defeating Omertius the Gorger.

CP Total	Level Range
8-14	7-8
16-18 (5+ players)	7-8
16-18 (4 players)	9-10
19+	9-10

### 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.

7th-level PCs = 2 points each

8th-level PCs = 3 points each

9th-level PCs = 4 points each

10th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 7-8 encounters appear in Appendix 1, and level 9-10 encounters appear in Appendix 2.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.

Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.

Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.

Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.

Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

# UKUJA, THE FIRST WALL



## 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)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>



# UKUJA, THE FIRST WALL

## Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Demon, Nabasu from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Society Scenario #5-06: Ukuja, the First Wall © 2023, Paizo Inc.; Author: Shan Wolf.

## PAIZO INC.

Creative Directors • James Jacobs and Luis Loza

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Daigle

Managing Creative Director (Starfinder) • Thurston Hillman

Senior Developers • John Compton, Eleanor Ferron, Jenny Jarzabski, and Jason Keeley

Developers • Bill Fischer, Mike Kimmel, Dustin Knight, and Landon Winkler

Lead Designer (Games) • Joe Pasini

Organized Play Line Developers • Jessica Catalan, Josh Foster, and Shay Snow

Design Manager • Michael Sayre

Pathfinder Lead Designer • Logan Bonner

Senior Designer • James Case

Designer • Joshua Birdsong

Managing Editor • Patrick Hurley

Lead Editor • Avi Kool

Senior Editors • Ianara Natividad and Simone D. Sallé

Editors • Felix Dritz, Priscilla Lagares, Lynne M. Meyer, Zac Moran, and Solomon St. John

Concept Art Director • Kent Hamilton

Art Directors • Kyle Hunter and Adam Vick

Senior Graphic Designer • Emily Crowell

Graphic Designer • Adriana Gasperi

Production Designer • Danika Wirch

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jim Butler

Chief Creative Officer • Erik Mona

Vice President of People & Culture • Maggie Gallagher

Vice President of Sales & Operations • Mike Webb

Vice President of Technology • Rei Ko

Controller • William Jorenby

Bookkeeper • Emma Swan

Director of Sales • Cosmo Eisele

Sales & E-Commerce Assistant • Mika Hawkins

Director of Licensing • John Feil

Director of Marketing • Aaron Shanks

Marketing and Licensing Coordinator • Raychael Allor

Marketing and Media Specialist • Rue Dickey

Community and Social Media Specialist • Jonathan Morgantini

Organized Play Coordinator • Alex Speidel

Director of Project Management • Glenn Elliott

Project Manager • Lee Aula

Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Representatives • Kait Chase, James Oakes, and Jackson Wood

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Evan Panek, and Jesus

Reynoso Ortiz

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

**Open Game Content:** Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Pathfinder Society Scenario #5-06: Ukuja, the First Wall** © 2023, Paizo Inc. Paizo, the Paizo golem, Pathfinder, Starfinder, and other trademarks owned by Paizo are property of Paizo Inc. All rights reserved.

## PATHFINDER SOCIETY SCENARIO



# Scenario #5-06: Ukuja, the First Wall

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

While on a standard mission for the Open Road Lodge, you were accidentally transported to Ukuja in the middle of a battle between Matanji orcs and a demonic incursion! After the fight, you were temporarily detained and you ☐ were able to convince the council that you were peaceful or ☐ the council remained suspicious of your actions. You were tasked with finding out what happened, and you began by investigating the battlefield, finding evidence of possibly cult activity. Searching through an abandoned temple to Sarenrae, you find part of a cult of the demon lord Zura! You fought through demons and cultists and ☐ found Lord Rubak's dagger and/or ☐ instructions from Lord Rubak on how to proceed with a demonic ritual! You presented this evidence to Brun Hornbreaker, who attempted to arrest his brother, only to see him snatched away by demons.

## Boons

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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

## Rewards

### Starting XP

### XP Gained

### Total XP

Experience

## Items

## Notes

*scroll of weapon storm* (level 7, 70 gp)  
*scroll of heal* (4th level; level 7, 70 gp)  
*+1 striking glaive* (level 4, 101 gp)  
*3rd-level scroll of harm* (level 5, 300 gp)  
*grievous rune* (level 9, 700 gp)  
*scroll of blink* (level 7, 70 gp)  
*+2 striking mace* (level 10, 1,001 gp)

### Starting GP

### GP Gained

### GP Spent

### Total GP

Gold

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: UGN6

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)