



MYSTERIES UNDER MOONLIGHT PART 2: THE HOWLING DANCE

By Crystal Malarsky



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HOW TO PLAY

Pathfinder Society Scenario #10-07: Mysteries Under Moonlight Part 2: The Howling Dance is a Pathfinder Society Scenario designed for 3rd-through 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfindersSociety.club.



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GM RESOURCES

Mysteries Under Moonlight, Part 2: The Howling Dance makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 5*, and *Pathfinder RPG GameMastery Guide*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant rules from the *Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

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MYSTERIES UNDER MOONLIGHT, PART 2: THE HOWLING DANCE

By Crystal Malarsky



Recently, some of Magnimar's famed monuments have been the source of unsettling events. Instead of giving blessings to citizens who offer the appropriate prayers before them, these monuments have been spreading misery and producing dangerous monsters. Unbeknownst to the city's people, the cause of this corruption lurks in the Mushfens swamp to the east.

The will-o'-wisp Tulvhatha has dedicated her existence to savoring the fear of dying mortals and tormented souls. After receiving visions from a mysterious Outer Goddess, she amassed a small but dedicated cabal of loyal cultists, whom she led to a monument deep within the Mushfens. This monument, the Glade of Silver Sparks, once served as a benevolent beacon for lost souls, powered by the artifact known as the *Soul Spark*. A trio of celestial beings watched over the monument in service to Ashava, the empyreal lord of dancers, lonely spirits, and moonlight. When souls arrived at the monument, these guardians danced to light the path to the afterlife. When Tulvhatha found the monument, she slew two of its guardians and sent the third fleeing toward Magnimar. She and her followers performed profane rituals using the *Soul Spark* to turn the surrounding swamp into a waking nightmare, haunted and filled with shadowy mists. But the Mushfens alone lacked sufficient population to sate Tulvhatha's appetite for ruin, and so the will-o'-wisp soon set her sights upon Magnimar. She sent groups of cultists into the city to corrupt more monuments and to hunt down the last survivor of the monument's former guardians.

Yet expanding her operation into Magnimar also put the will-o'-wisp's operations under additional scrutiny. Magnimar's Lord-Mayor Haldmeer Grobaras was initially reluctant to involve himself in an investigation of the monument-related disturbances, but their spread to the Capital District forced his hand. He hired a supernatural investigator named Theodorus Ichonvarde to find the source of the corruption and restore order to the city. Other parties in the city remained concerned, however, as Theodorus's investigation wore on and the frightening events only grew worse with time. Concerned for the safety of their city and their people, another local governing body, the Varisian

Where on Golarion?

This scenario takes place in Varisia. While the adventure starts in the city of Magnimar, the bulk of the action occurs in the haunted Mushfens swamp located to the south of Magnimar. For more information on Varisia, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and games stores everywhere and online at paizo.com.



Council, reached out to Venture-Captain Sheila Heidmarch for assistance.

The venture-captain recruited a group of Pathfinders to investigate the disturbances. Their search eventually led them to the last survivor of Tulvhatha's attack, a yamah azata named Luvyire, who offered the Pathfinders a blessing that would transform them into celestial werewolves at the next full moon.

In the week that followed, Lord-Mayor Grobaras claimed credit for quelling the supernatural activity and restoring peace to the monuments. Meanwhile, Inspector Theodorus Ichonvarde has grown exceedingly bitter at the mayor for seizing his glory and also with the Pathfinders for solving what he saw as his case. Knowing it unwise to seek out recompense at the mayor's expense, Theodorus has turned his hostility toward the Pathfinders. His resentment transformed into suspicion, as he deluded

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himself into believing that the Pathfinders became invested in the investigation as a means of covering up their own involvement. He has been keeping a close eye on the Society, intending to catch the group slipping up and prove them to be the true villains behind the recent events.

ADVENTURE SUMMARY

The PCs begin their adventure in Magnimar, a day before the full moon and a week after the events of *Pathfinder Society Scenario #10-05: Mysteries Under Moonlight, Part 1: Testament of Souls*. At the conclusion of the previous adventure, the PCs received a divine blessing from Luvyire, an azata follower of Ashava. This blessing allows the PCs to transform into celestial werewolves during the light of the coming full moon and see the pathway to the Glade of Silver Sparks.

The PCs start at the Heidmarch Manor, where they speak with Venture-Captain Sheila Heidmarch and Luvyire before preparing to journey into the Mushfens. Luvyire offers PCs who haven't gained Ashava's blessing from the previous scenario the chance to receive it before they head out.

Not long into their trek toward the desecrated glade, the PCs encounter Inspector Theodorus Ichonvarde. Theodorus and his allies discover the PCs' transformation and attack, believing the Pathfinders to be monsters. After dealing with the overzealous inspector, the PCs then stumble upon a group of strange fey absconding with an unconscious captive. A chase ensues through the haunted fens until the PCs manage to catch up and confront the creatures. After their encounter with the fey, the PCs continue along the path, which leads them into a thick wall of mist, where they must face their own inner terrors before emerging into the corrupted glade. The glade is now a waterlogged marsh full of tormented spirits. The will-o'-wisp Tulvhatha hovers at the center of the befouled site, harnessing the energy of the souls to fuel her might. The PCs must traverse the deadly landscape to put the spirits to rest and end the will-o'-wisp's schemes.

GETTING STARTED

The adventure begins in the dining hall of the Heidmarch Manor, where Venture-Captain Sheila Heidmarch has invited the PCs and Luvyire over for a noontime lunch to discuss business.

The investigation that Venture-Captain Heidmarch references below is the one that the PCs completed in

Mysteries Under Moonlight, Part 1. She credits any PCs with the Chronicle sheet from that scenario for their efforts during the investigation and asks them to share details of their experiences with their fellow Pathfinders.

If the majority of the PCs with Chronicle sheets from *Mysteries Under Moonlight, Part 1* did not earn any Prestige Points, then Luvyire is not present. In this case, Luvyire perished at the end of that scenario, along with another of the PC's allies, a young Varisian cleric of Ashava named Davorge. In this case, a newly resurrected Davorge is present at the luncheon in Luvyire's stead, and he provides the PCs with Ashava's blessing.

Sunlight streams through the dining hall's windowpanes, illuminating the numerous dishes of food set on the table. Among the selection is a salad of fiddleheads, wild mushrooms, and herbs, a tray of grilled mackerel dressed with fen pepper, a plate of stuffed cabbage leaves, a bowl of maize porridge, and a tray of cheeses, nuts, and plums. A blue-skinned man with solid black eyes, pointed ears, and butterfly wings stands nearby. He casts a curious gaze at the display while Venture-Captain Sheila Heidmarch strides forward with a warm smile. Read or paraphrase the

following to get the adventure under way.

"Thank you for joining us for luncheon, Pathfinders." She gestures to the array on the table with a proud gleam in her eyes. "I thought we might chat over some quality Varisian cuisine. Please take a seat and help yourself to whatever you like, though I do recommend trying the mackerel—it's freshly caught this morning."

Settling into her seat, Venture-Captain Heidmarch pours herself a small glass of chilled white wine and reclines. "You likely know several areas of the city were recently disrupted by necromantic activity. The investigation traced the attacks to a will-o'-wisp named Tulvhatha, who has taken control of a holy site of Ashava known as the Glade of Silver Sparks. From what we've already seen in the city, along with Luvyire's account of what occurred at the glade, it's clear this creature wields power that surpasses most others of her kind." She flicks her gaze toward the blue-skinned man and inclines her head toward him. "Luvyire here has already offered Ashava's blessing to transform the Pathfinders who saved his life into holy emissaries of the True Spark—something which can only be accomplished by the light of the full moon." Luvyire adds, "And I shall offer my goddess's blessing to the rest of you as well."



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At this point, Luvyire steps forward and offers Ashava's Blessing to any PCs who did not receive it in the previous adventure. If the PCs accept, Luvyire asks them to take his hand one at a time, and a full moon appears on the top of the PC's dominant hand. If a PC presses a finger to this marking, she is gifted with a vision from Ashava herself, who shows the PCs dancing in Magnimar under the light of the full moon, slowly transforming from their usual appearance to that of a werewolf with fur the color of silvery moonlight.

The venture-captain pauses to sip her wine and idly runs a finger across the rim of the empty plate before her. "Tonight will be the full moon, and with it the chance to seek out the will-o'-wisp Tulvhatha and end her destruction." Luvyire perks up from the assortment of food and glances longingly to the window before looking back. "I'm sorry I won't be able to join you, Pathfinders. After recently being on the receiving end of Tulvhatha's wrath, I fear I'm still too weak to make the journey. May Ashava watch over you and keep you safe."

"I'm glad you're finally seeing reason, Luvyire," says the venture-captain. "You've already helped enough, and Magnimar is safer for it. As for you, Pathfinders, given the unique nature of the blessing Luvyire has bestowed upon you, you will need to exercise discretion. Your transformation will draw unnecessary alarm if witnessed by civilians. With this in mind, please be sure to be at the Mushfens by sunset. Take the time to prepare yourself for this evening however you need. Luvyire and I are here if you need our assistance. Remember, you have only this one night to discover the Glade of Silver Sparks and destroy Tulvhatha. Be quick, but be careful—you go against a formidable foe."

If none of the PCs accept the blessing, Luvyire becomes distraught and urges them to reconsider. Please read or paraphrase the following if all the PCs refuse the blessing.

"I... I don't understand your refusal. Perhaps I haven't painted a clear enough picture. Even with my directions, it will be nearly impossible for you to locate the glade without the blessing. Furthermore, Tulvhatha is not your typical will-o'-wisp. She stands above her kind, and she now harnesses considerable necromantic power. You will need Ashava's guidance to succeed. If you fail, the people of this city will be in grave danger. Please think of them, Pathfinders."

If the PCs still refuse the blessing, Luvyire tries his best to give detailed directions to the Glade of Silver Sparks, accounting for the new features of the landscape that he saw when fleeing for his life. Inform the players that the encounters in this scenario are balanced assuming that at least a few of the PCs accept Luvyire's blessing, so this scenario could be particularly challenging for them. If the PCs still do not want the blessing, refer to the Refusal Adjustment sidebar on page 6.

The PCs have until moonrise to enter the Mushfens and can prepare for the journey in the hours beforehand. Luvyire and the venture-captain answer any questions the PCs may have. Below are a few possible questions they might ask.

What do we know about Tulvhatha? Heidmarch answers, "She is a vicious will-o'-wisp possessing great supernatural strength beyond the capability of most of her kind. She's likely taken control of the Glade of Silver Sparks to usurp its power and use it to her advantage. Beyond this, we know very little about her."

How do we find Tulvhatha? Luvyire answers, "The way to the Glade of Silver Sparks is too difficult to reach without knowing the path, and Tulvhatha's influence has transformed the nearby landscape, cloaking it in mist and shadows and distorting what few landmarks there are to be found out in the swamp. However, when the full moon's light shines upon one blessed by Ashava's grace, she will be able to see the path. In addition to this boon, the blessing will grant abilities quite advantageous to taking down a foe like Tulvhatha."

What is the Glade of Silver Sparks? Luvyire answers sorrowfully, "The glade is... was a holy dancing field dedicated to Ashava. I maintained and guarded it with two of my dearest friends, who died protecting it. The site also held a sacred relic called the *Soul Spark*—a mystical orb that helped draw in wayward spirits so that we might lead them to their final resting places. I don't know what has become of it or the glade now."

What kind of trouble should we expect to encounter? Heidmarch answers, "Tulvhatha has proven capable of wielding significant necromantic abilities, and her activity has caused the dead to become quite active, so it's likely you can have to deal with such threats. There are also many fey in the Mushfens, of both avoidant and hostile natures, so you should be on guard for the latter. Beyond this, the Mushfens hold their own natural perils with terrain that is quite dangerous for those not accustomed to traversing it."

Are there any consequences to this blessing? Luvyire says, "While you will be taking on the form of a celestial werewolf, you will not actually be infected with the lycanthropic curse. You will retain your personality and control, and it will last only for the duration of tonight's full moon. After tonight, the blessing ends and you will return to normal form."

Can you tell me more about the necromantic disturbances that recently occurred in the city? Heidmarch replies, "The Mistress of Angels in Ordellia, the Founder's Flame in Naos, and the Cenotaph in the Capital District were all affected by Tulvhatha's minions. They sought to spread the will-o'-wisp's haunting influence on the area. Luckily, those troubles are now behind us."

Before the PCs depart, Luvyire offers to teach the PCs a sacred Ashavan dance to help soothe any restless spirits they may encounter. The PCs can use this dance in an attempt to put haunts to rest later in the scenario (see page 16).

Note to the GM

Before the start of the adventure, ask your players what their characters' fears are, and make note of them to use in the "Into the Mists" section. Be aware that themes involving fear and horror may make some players uneasy. Please be considerate of your players' limitations, and be sure you don't cross any uncomfortable boundaries with them. For further reading about player consent within horror games, please see page 190 of *Pathfinder RPG Horror Adventures*.

Refusal Adjustment

In the unlikely event that all of the PCs refuse Luvyire's Blessing of Ashava, PCs can use Luvyire's directions to help them find the path to the Glade of Silver Sparks. Any time the adventure references the PCs seeing the glowing, moonlit trail to their destination, the PCs instead see one of the landmarks that Luvyire mentioned. However, following Luvyire's directions is far more challenging than following a glowing path. The PCs must succeed at a DC 22 Knowledge (geography) or Survival check (DC 26 in Subtier 6–7) upon first entering the Mushfens and after the encounter in area **A** to avoid becoming lost. For each of these checks they fail, increase the DCs of all skill checks in the Gloaming Chase by 2 (see page 10). After the second check, the PCs have no further trouble reaching their destination—the chase with the lurkers in twilight leads the PCs to area **B**, and the malevolent haunt in the Into the Mists section guides the PCs to area **C**.

In area **A**, Instead of reacting with horror to the PCs' transformation, Theodorus accuses the PCs of being in league with vampires. However, his evidence of a monstrous connection here is shakier, which weakens his resolve. If the PCs reduce him to 10 hit points or fewer (18 hit points or fewer in Subtier 6–7), Theodorus flees.

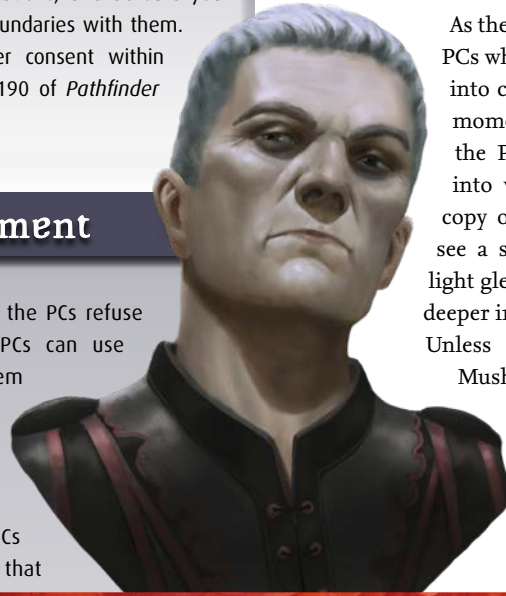
THE MUSHFENS

The PCs should arrive at the Mushfens by twilight. Upon their entrance into the wet woodland, read or paraphrase the following.

Moonlight streams through the forest's thick canopy of dark branches. The chirps and gurgles of nocturnal critters echo in a soft, steady hum, interrupted only by the occasional snapping of a twig or low hoot of an owl. In the distance, fireflies flicker in the shadows. The scent of wet moss and dirt clings to the misty air. Several damp paths branch off, each leading deeper into the swampy woods.

As the full moon's light washes over them, the PCs who accepted Ashava's Blessing transform into celestial werewolves. GMs should take a moment to describe this transformation as the PCs shift from their humanoid forms into wolf forms. Give each werewolf PC a copy of the **Handout** (page 23). Blessed PCs see a stream of faint, shimmering motes of light gleaming upon one of the paths plunging deeper into the Mushfens.

Unless otherwise stated, all areas in the Mushfens are considered to be in dim light.



Theodorus

A. THE MOONLIT PATH (CR 7 OR CR 10)

The trail here leads the PCs to the east, into an area of swampy ground. The swampy ground and trees both provide difficult terrain. The large web in the southwest of the map belongs to a particularly vicious giant spider that is currently not present. The cocoons contain the corpses of

large animals, such as raccoons, deer, and even an alligator. Treat the area as if it were affected by a *web* spell with a DC of 13 (DC 16 in Subtier 6–7).

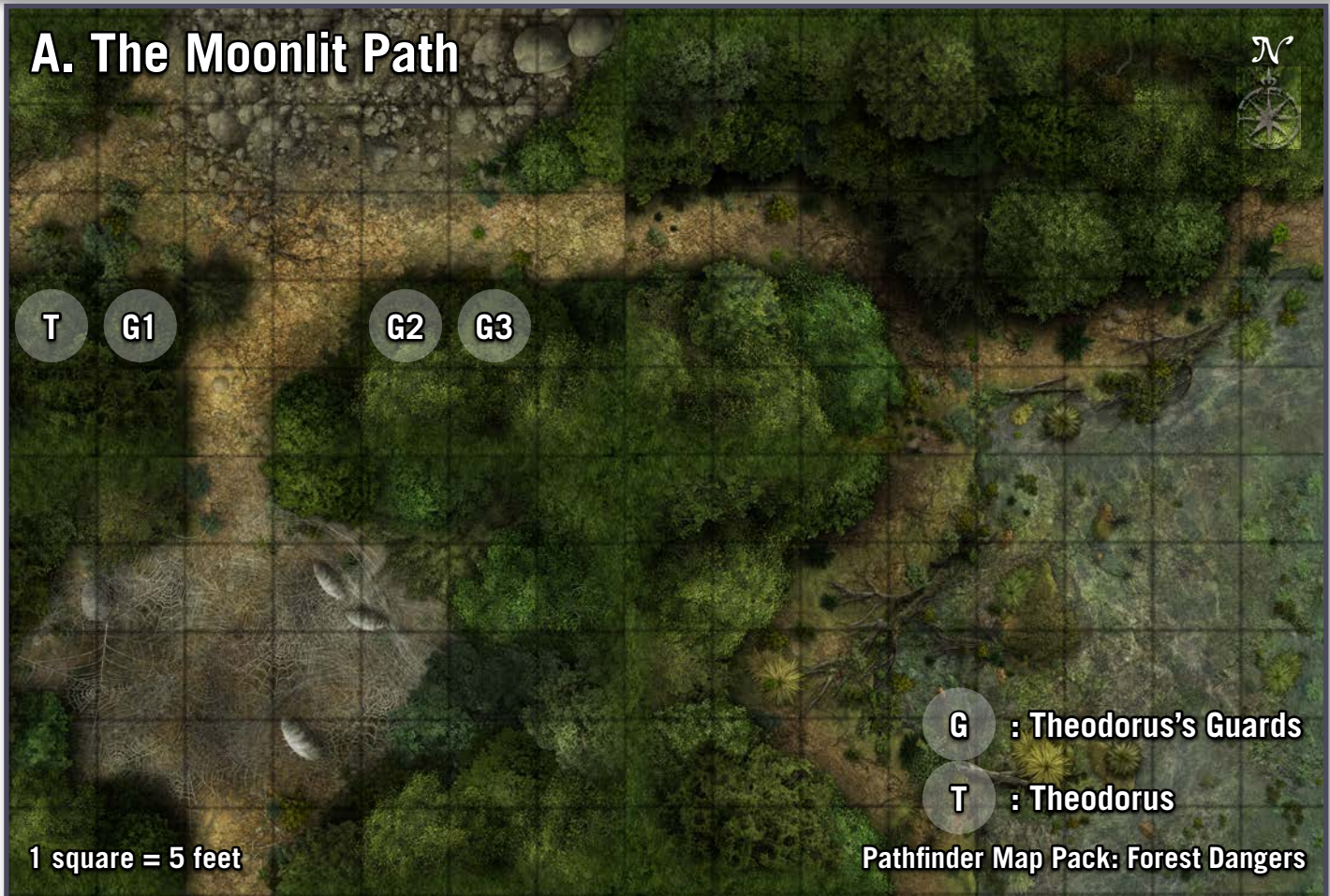
Creatures: Shortly after the PCs journey along the twinkling path, they meet some unexpected company.

A sharp breeze cuts through the night, rustling loudly through the trees and brambles. Shadowy figures emerge from the undergrowth. The husky voice of the tallest figure calls out, "Halt where you are, monsters!"

"I knew there was darkness inside you, Pathfinders," the man continues, his gaze a steely fire of determination and fury. "Does the rest of the Pathfinder Society even know what foul beasts walk among them, or do they know and harbor you nonetheless? Maybe it's even worse than that, hmm? Perhaps this paltry cabal of you represents the true face of the entire organization. Be assured that I shall find out. But for now, I see the truth of your malignant nature, and the ruse ends here—along with your lives!"

The speaker is Inspector Theodorus Ichonvarde. He is bitter over losing favor with the mayor due to the Pathfinder

A. The Moonlit Path



Society's interference in his investigation back in Magnimar a week ago. Believing the Pathfinders may have been responsible for the disturbances, Theodorus gathered some friends to join him in hunting them down and uncovering their involvement. To their horror, Theodorus and his friends discovered the PCs' tracks transforming from humanoid prints to canine prints. The team followed the tracks further along the path. Seeing the group of werewolves, Theodorus and his allies are now convinced of the PCs' guilt and malicious intent.

Theodorus had suspected that the PCs might be working for a vampire—after all, Tulvatha did have several vampire spawn minions working in Magnimar, most of whom the PCs defeated in *Mysteries Under Moonlight, Part 1*. As a result, he and his allies carry gear specifically designed for hunting vampires. Most of this gear won't be particularly effective, but Theodorus's silver arrows still pose a threat to the PCs.

Theodorus and his companions do not listen to reason and are interested only in destroying the PCs.

SUBTIER 3–4 (CR 7)

THEODORUS'S GUARDS (3)

CR 2

Human fighter 3

Scaling Encounter A

To accommodate a group of four PCs, remove one of Theodorus's guards. In addition, though they would never admit it, Theodorus and his guards are afraid of the PCs and have the shaken condition.

LN Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 30 each (3d10+9)

Fort +5, **Ref** +1, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 25 ft.

Melee mwk longsword +8 (1d8+3/19–20×2) or

heavy shield bash +6 (1d4+3) or

sap +6 (1d6+3 nonlethal) or

wooden stake +6 (1d4+3)

Ranged sling +3 (1d4+3)

TACTICS

Before Combat The guards drink their *elixirs of hiding* to quiet

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their approach. This bonus is included in their statistics.

During Combat The guards use their longswords to attack the PCs. They do not use Power Attack on the first round, but they use it on subsequent rounds after noticing the PCs' DR. If a PC is proving particularly troublesome to Theodorus, the guards switch to their saps and attempt to scare that PC using their Enforcer feat.

Morale The guards believe in Theodorus. They fight to the death if the inspector is still fighting, but if he goes down, their faith is shaken, and they flee if reduced to 10 hit points or less.

Base Statistics Without their *elixirs of hiding*, the guards' statistics are **Skills** Stealth -4.

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 16

Feats Enforcer^{APG}, Fleet, Intimidating Prowess, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +2, Handle Animal +5, Intimidate +8, Stealth +6, Survival +7

Languages Common, Varisian

SQ armor training 1

Combat Gear *elixir of hiding*, *potion of cure light wounds*;

Other Gear mwk chainmail, heavy steel shield, mwk battleaxe, sap, sling with 10 bullets, wooden stake^{APG}, 2 gp

THEODORUS ICHONVARDE

CR 5

Human inquisitor of Abadar 6 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +6; **Senses** *see invisibility*, scent; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 42 (6d8+12)

Fort +6, **Ref** +6, **Will** +7

OFFENSE

Speed 60 ft.

Melee masterwork wooden stake +6 (1d4+1)

Ranged +1 composite longbow +9 (1d8+2/×3) or longbow +8 (1d8/×3)

Special Attacks bane (6 rounds/day), judgment 2/day

Domain Spell-Like Abilities (CL 6th; concentration +8) 5/day—touch of law

Inquisitor Spell-Like Abilities (CL 6th; concentration +8) At will—*detect alignment*, 6 rounds/day—*discern lies*

Inquisitor Spells Known (CL 6th; concentration +8) 2nd (4/day)—*bloodhound*^{APG}, *perceive cues*^{APG}, *resist energy*, *see invisibility* 1st (5/day)—*bless*, *command* (DC 13), *expeditious retreat*, *protection from evil* 0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *read magic*, *stabilize*

Domain Law

TACTICS

Before Combat Theodorus uses his *oil of magic weapon* on his masterwork longbow. He also casts *bloodhound*, *expeditious retreat*, *perceive cues*, and *see invisibility*. The bonuses for these spells are included in his statistics.

During Combat Theodorus activates a justice judgment on the first round to increase his attack bonus and shoots the PCs with silver arrows. He activates his bane ability on his weapon on the second round, choosing the creature type or subtype that includes the most PCs (likely the shapechanger subtype, which affects all PCs who accepted Ashava's blessing). If the PCs prevent him from using a bow, he enters melee with his wooden stake, activates the destruction judgment to gain a bonus on damage rolls, and flanks with an ally to make use of his Precise Strike feat.

Morale Theodorus is fanatical in his self-righteous fury, and he fights to the death.

Base Statistics Without *bloodhound*, *expeditious retreat*, *magic weapon*, *perceive cues*, and *see invisibility*, Theodorus's statistics are **Speed** 30 ft.; **Ranged** mwk composite longbow +8 (1d8/×3); **Skills** Perception +11, Sense Motive +9.

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 19

Feats Deadly Aim, Lookout^{APG}, Point-Blank Shot, Precise Shot, Precise Strike^{APG}, Rapid Shot

Skills Heal +6, Intimidate +11, Knowledge (dungeoneering) +4, Knowledge (nature) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +16 (+24 on checks involving smell), Sense Motive +14, Spellcraft +4, Stealth +12, Survival +11 (+15 when tracking by scent)

Languages Common

SQ monster lore +2, solo tactics, stern gaze +3, track +3

Combat Gear *oil of magic weapon*; **Other Gear** +1 chain shirt, mwk composite longbow (+1 Str) with 20 cold iron arrows and 30 silver arrows, longbow, mwk wooden stake^{APG}, iron holy symbol of Abadar, spell component pouch, 5 gp

SUBTIER 6-7 (CR 10)

THEODORUS'S GUARDS (3)

CR 5

Human fighter 6

LN Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +4 shield)

hp 55 each (6d10+18)

Fort +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 25 ft.

Melee mwk longsword +15/+10 (1d8+7/19-20×2) or heavy shield bash +12/+7 (1d4+6) or sap +12/+7 (1d6+6) or

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wooden stake +12/+7 (1d4+6)

Ranged sling +6 (1d4+6)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat The guards drink their *elixirs of hiding* and *potions of bull's strength*. The effects of the elixir and the potion are included in their statistics.

During Combat The guards square off against opponents and try to prevent melee combatants from engaging Theodorus. They do not use Power Attack on the first round, but they use it on subsequent rounds after noticing the PCs' DR. If a PC is proving particularly troublesome to Theodorus, the guards switch to their saps and attempt to scare that PC using their Enforcer feat.

Morale The guards believe in Theodorus. They fight to the death if the inspector is still fighting, but if he goes down, their faith is shaken, and they flee if reduced to 10 hit points or less.

Base Statistics Without their *potions of bull's strength* and *elixirs of hiding*, the guards' statistics are **Melee** mwk longsword +13/+8 (1d8+5/19–20/x2) or heavy shield bash +10/+5 (1d4+4) or sap +10/+5 (1d6+4) or wooden stake +10/+5 (1d4+4); **Ranged** sling +6 (1d4+4); **Str** 18; **CMB** +10, **CMD** 20; **Skills** Stealth –4.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +12; **CMD** 22

Feats Enforcer^{APG}, Fleet, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (longsword)

Skills Diplomacy +5, Handle Animal +8, Intimidate +14, Survival +10

Languages Common, Varisian

SQ armor training 1

Combat Gear *elixir of hiding*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, +1 heavy steel shield, mwk longsword, sap, sling with 10 bullets, wooden holy symbol of Abadar, wooden stake^{APG}, 2 gp

THEODORUS ICHONVARDE

CR 8

Human inquisitor of Abadar 9 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +6; **Senses** scent; Perception +19

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +4 Dex)

hp 80 (9d8+36)

Fort +9, **Ref** +8, **Will** +9

OFFENSE

Speed 60 ft.

Melee mwk wooden stake +8/+3 (1d4+1)

Ranged +2 composite longbow +12/+7 (1d8+5/x3) or longbow +10/+5 (1d8/x3)

Special Attacks bane (9 rounds/day), judgment 3/day (2 simultaneous), staff of order (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 9th; concentration +11)

5/day—touch of law

Inquisitor Spell-Like Abilities (CL 9th; concentration +11)

At will—*detect alignment*

9 rounds/day—*discern lies*

Inquisitor Spells Known (CL 9th; concentration +11)

3rd (3/day)—*coordinated effort*^{APG}, *greater magic weapon*, *hunter's eye*^{APG}, *retribution*^{APG} (DC 15)

2nd (5/day)—*bloodhound*^{APG}, *perceive cues*^{APG}, *resist energy*, *weapon of awe*^{APG}

1st (6/day)—*bless*, *command* (DC 13), *expeditious retreat*, *protection from evil*

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *read magic*, *stabilize*

Domain Law

TACTICS

Before Combat Theodorus casts *greater magic weapon* and *weapon of awe* on his longbow. He also casts *bloodhound*, *expeditious retreat*, and *perceive cues*. The bonuses for these spells are included in his statistics.

During Combat Theodorus activates a justice judgment on the first round to increase his attack bonus and shoots the PCs with silver arrows alternating with *tangle arrows* to impede their movement. He activates bane on his weapon on the second round, choosing the creature type or subtype that includes the most PCs (likely the shapechanger subtype, which affects all PCs who accepted Ashava's blessing). If the PCs prevent him from using a bow, he activates the destruction judgment to gain a bonus on damage rolls, casts *coordinated effort* to give his allies Precise Strike, and attacks with his stake.

Morale Theodorus is fanatical in his self-righteous fury, and he fights to the death.

Base Statistics Without his spells, Theodorus's statistics are

Speed 30 ft.; **Ranged** mwk composite longbow +11/+6 (1d8+1/x3); **Skills** Perception +14, Sense Motive +10.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 21

Feats Deadly Aim, Lookout^{APG}, Manyshot, Outflank^{APG}, Point-Blank Shot, Precise Shot, Precise Strike^{APG}, Rapid Shot, Toughness

Skills Acrobatics +11, Heal +6, Intimidate +15, Knowledge (dungeoneering) +4, Knowledge (nature) +8, Knowledge (planes) +8, Knowledge (religion) +8, Perception +19 (+27 on checks involving smell), Sense Motive +15, Spellcraft +4, Stealth +15, Survival +14 (+18 when tracking by scent)

Languages Common

SQ monster lore +2, solo tactics, stern gaze +4, track +4

Gear +1 chain shirt, mwk composite longbow (+1 Str) with 20 cold iron arrows and 30 silver arrows, *tangle arrows*^{APG} (4, as *tangle bolt*), longbow, mwk wooden stake^{APG}, *cloak of resistance* +1, iron holy symbol of Abadar, spell component pouch, 5 gp

Scaling the Gloaming Chase

To adjust this encounter for fewer than 6 PCs, lower the DCs of all skill checks. Lower all DCs by 5 for groups of four PCs, or by 3 for groups of five PCs.

Development: If the PCs capture and question Theodorus, he is hostile toward them, resolutely convinced of their ill intentions. If the PCs provide evidence of their goals or a strong argument against Theodorus's theories, they can attempt a Diplomacy check to improve his attitude. If they succeed, Theodorus begrudgingly agrees that he may have misjudged the situation, but he refuses to apologize for his actions. Whether or not the PCs speak with Theodorus and his guards after the fight, if the PCs allow the group to live, they return to Magnimar and do not pursue the PCs again.

Rewards: If the PCs fail to defeat Theodorus and his agents, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 414 gp.

Out of Subtier: Reduce each PC's gold earned by 710 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,006 gp.

THE GLOAMING CHASE

Crumbling tombs and moss-covered gravestones stretch out along the northern and southern sides of the path. To the east, the way narrows and splits, plunging into thicker brambles and dense undergrowth. At the center of the fork in the road, a group of small, glowing creatures carry the bloodied and inert body of a regal woman in silvery armor, whisking her away into the gloaming woods.

A disheveled woman in dented armor and a feathered cloak hobbles after the group, crying out to them. Her golden hair is a tangle of knots and twigs, and blood seeps from numerous cuts across her dirt-covered skin. "Cybelle! No! Bring her back!"

She reaches out a trembling hand, and feathers start appearing on her arm. A sharp cry of pain escapes her as she shudders. Her arm goes limp at her side, and the feathers vanish.

Upon spying the PCs and recognizing them as celestial creatures, the fey turns to them and pleads for aid.

Overwhelmed by exhaustion, the woman collapses to her knees and sobs. "Please, help! Those little fiends stole my daughter, Cybelle. They're in league with that terrible will-o'-wisp. Please save her!"

The fey is a swan maiden named Mairisse, who watches over the Mushfens for encroachments from civilization and helps guard against the rise of evil forces. Cybelle

was once a good-aligned human ranger who patrolled the Mushfens. After helping Cybelle in combat on several occasions, Mairisse developed a close friendship with her, and offered to transform her into a swan maiden as well. Since the transformation, Mairisse now sees Cybelle as a beloved daughter.

The corruption of the swamp has weakened Cybelle and Mairisse, painfully preventing them from manifesting the swan wings they would typically be able to use.

The glowing creatures were once lurkers in light, but Tulvath's influence has altered their powers and fundamental nature, giving them an affinity for shadows instead. They are convinced that Tulvath is a divine being and are eager to appease her. When the swan maiden Cybelle attempted to convince them of the evil of Tulvath's ways, they attacked her. After a short and bloody battle in which Cybelle felled one of the lurkers, the lurkers defeated and captured the swan maiden.

With no time to waste, the PCs should pursue the lurkers in an effort to rescue Cybelle. As they progress in the chase, they periodically see parts of the moonlit trail leading them to the Glade of Silver Sparks. This pursuit uses a variant of the chase rules (*Pathfinder RPG GameMastery Guide* 232) that is fully detailed below.

The chase below consists of a series of obstacles. For each obstacle encountered, a PC can either attempt a check or use one of their abilities, such as casting a spell. At least one PC must attempt a check for each obstacle. Use the highest modified result among the PCs as the base result, and consider any other score above 10 to be a successful aid or other action, adding a +2 bonus to the total for each. If a PC uses a relevant spell to deal with an obstacle, such as *gust of wind* to clear out gas or *burning hands* to torch webs, grant the highest check result a bonus between +2 and +4. Compare this total result to the obstacle's DC to determine whether the PCs successfully overcome that obstacle. In Subtier 6–7, increase all the DCs in this encounter by 4.

The chase assumes a baseline movement speed of 30 feet. PCs with a movement speed slower than 20 feet take a –2 penalty on all of their checks during the chase. PCs with a movement speed above 30 feet, such as the speed increase granted from wolf form, gain a +2 bonus on all of their skill checks for every 10 feet that their movement speed is greater than 30 feet.

The PCs can also use spells and abilities with a sufficiently long duration to augment their abilities, providing themselves with mechanical bonuses to their checks. Spells or abilities with a duration of 1 minute per level confer their benefits for one obstacle. If the PCs use spells or abilities with a duration of 10 minutes per level or longer, they receive their benefits for the entire chase. For example, a PC who casts *longstrider* would increase her movement speed for all of the obstacles. If the PCs fail to overcome

MYSTERIES UNDER MOONLIGHT PART 2: THE HOWLING DANCE



an obstacle, they nevertheless progress to the next obstacle, but repeated failure has consequences. Keep track of the number of obstacles the PCs successfully overcome, and see the Development below to determine the chase's outcome.

Obstacles: Each of the obstacles is described below. See the chart above for the ways PCs might overcome each obstacle and the associated DCs.

Bramble Patch: A thick growth of thorny brambles obstructs the area where the lurkers fled.

Quicksand: On the other side of the thicket, large patches of quicksand dot the marshland, making passage through the swamp treacherous.

Slippery Log: The lurkers sped across a patch of water with an alligator floating in the center, which is hungrily watching the chase. A wet log bridges the banks of the river, while vines dangle precariously from the forest canopy above.

Spiderwebs: Large webs cling from tree to tree, obstructing the PCs' path.

Swamp Gas: A pocket of putrid swamp gas lingers just above the surface of the swamp. A vile stench emanates from it, suggesting its hazardous nature.

Spectral Hands: The haunted land senses the PCs' presence as they draw nearer to the Glade of Silver Sparks and reacts violently. Ghostly hands reach up from the ground, snatching at the PCs' ankles to drag them down.

Bat Swarm: The chase disturbs a colony of bats that swarm the PCs and hinder their movement.

Mist Patch: The lurkers disappear into a dense patch of fog, making it difficult for the PCs to follow.

Development: Whether the PCs manage to rescue Cybelle is dependent upon how many obstacles they were able to successfully overcome.

Scaling Encounter B1

Make the following adjustments for a group of four PCs.

Subtier 3–4: The poison on the lurkers in twilight's daggers has spoiled. The lurkers do not realize this and still make their first attack with their daggers. Additionally, they do not have the twilight door ability and can use their shadow cloak and their *blindness/deafness* spell-like ability only once per day.

Subtier 6–7: Reduce the number of lurkers in twilight by two.

7–8 Obstacles: Cybelle is unconscious but stable in the damp glen with the lurkers in area **B**. Additionally, the PCs' speed catches the lurkers off guard. The PCs begin combat with a surprise round.

4–6 Obstacles: Cybelle is unconscious but stable in the damp glen with the lurkers in area **B**.

2–3 Obstacles: A few of the lurkers get away with Cybelle. When the PCs arrive in area **C**, she is unconscious and Tulvhatha is feeding on her life force. Her swan feather cloak was destroyed during the course of the chase, permanently robbing her of her ability to shapechange into a swan.

1 or Fewer Obstacles: A few of the lurkers get away with Cybelle, and they successfully sacrifice her before the PCs can get to area **C**. Once the PCs arrive in area **C**, they find her swan feather cloak in tatters and her body slowly sinking into the swamp.

Rewards: If the PCs successfully complete only three or fewer obstacles, reduce the PCs' gold earned by the following amount. This represents the value of the reward the PCs can receive from Cybelle for saving her life (see page 14).

Subtier 3–4: Reduce each PC's gold earned by 133 gp.

Out-of-Subtier: Reduce each PC's gold earned by 308 gp.

Subtier 6–7: Reduce each PC's gold earned by 483 gp.

B. DAMP FOREST CLEARING

The PCs finally catch up to the lurkers in this forest clearing. They enter from the northwest, along the banks of a small stream. Fortunately for the PCs, following the lurkers has not interfered with their mission to find Tulvhatha, because the lurkers are heading toward the Glade of Silver Sparks as well. When the PCs arrive in the clearing, they see the moonlit trail leading toward a burrow to the southeast.

B1. TWISTED BY DARKNESS (CR 7 OR CR 10)

Expose to the swamp has obscured this clearing's original purpose, leaving behind only an unmarked stone altar.

Creatures: A group of lurkers in twilight waits here for the PCs. While the group of lurkers in twilight that the PCs chased was originally larger than the few that the PCs catch here, the

rest have fled toward the Glade of Silver Sparks to report the PCs' approach to Tulvhatha. This report is ultimately meaningless, as Tulvhatha notices the PCs' approach through the mists, but the lurkers don't want to take chances with appeasing the will-o'-wisp.

If the PCs succeeded at four or more obstacles during the chase, the lurkers that fled to Tulvhatha were forced to abandon Cybelle here. They dumped her unconscious form unceremoniously on top of a stone altar in the clearing in the northeast corner of the map. The remaining lurkers surround the slab in an attempt to prevent the PCs from stealing their prize. If the PCs successfully overcame fewer than four obstacles, the group of lurkers that fled to Tulvhatha had time to take Cybelle with them.

SUBTIER 3–4 (CR 7)

LURKERS IN TWILIGHT (2)

CR 5

Variant lurkers in light (*Pathfinder RPG Bestiary* 2 180)

NE Small fey (extraplanar)

Init +8; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

hp 44 each (8d6+16)

Fort +4, **Ref** +10, **Will** +9

Defensive Abilities blend with twilight; **DR** 5/cold iron

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +9 (1d3+1) or

dagger +9 (1d3+1/19–20 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +11)

At will—*ghost sound* (DC 13), *mage hand*

3/day—*blindness/deafness* (DC 16)

TACTICS

During Combat The lurkers in twilight begin combat by attempting to blind the PCs. They attack with their daggers on the next round to poison the PCs, and then switch to their claws. If the PCs use magical or mundane means of altering the light level, they activate their shadow cloak ability to maintain invisibility. If surrounded, they use twilight door to relocate to a more advantageous position.

Morale Loyal disciples of Tulvhatha, the lurkers fight to the death.

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +4; **CMB** +4; **CMD** 18

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Fly +17, Knowledge

(arcana) +10, Knowledge (planes) +10, Perception +16,

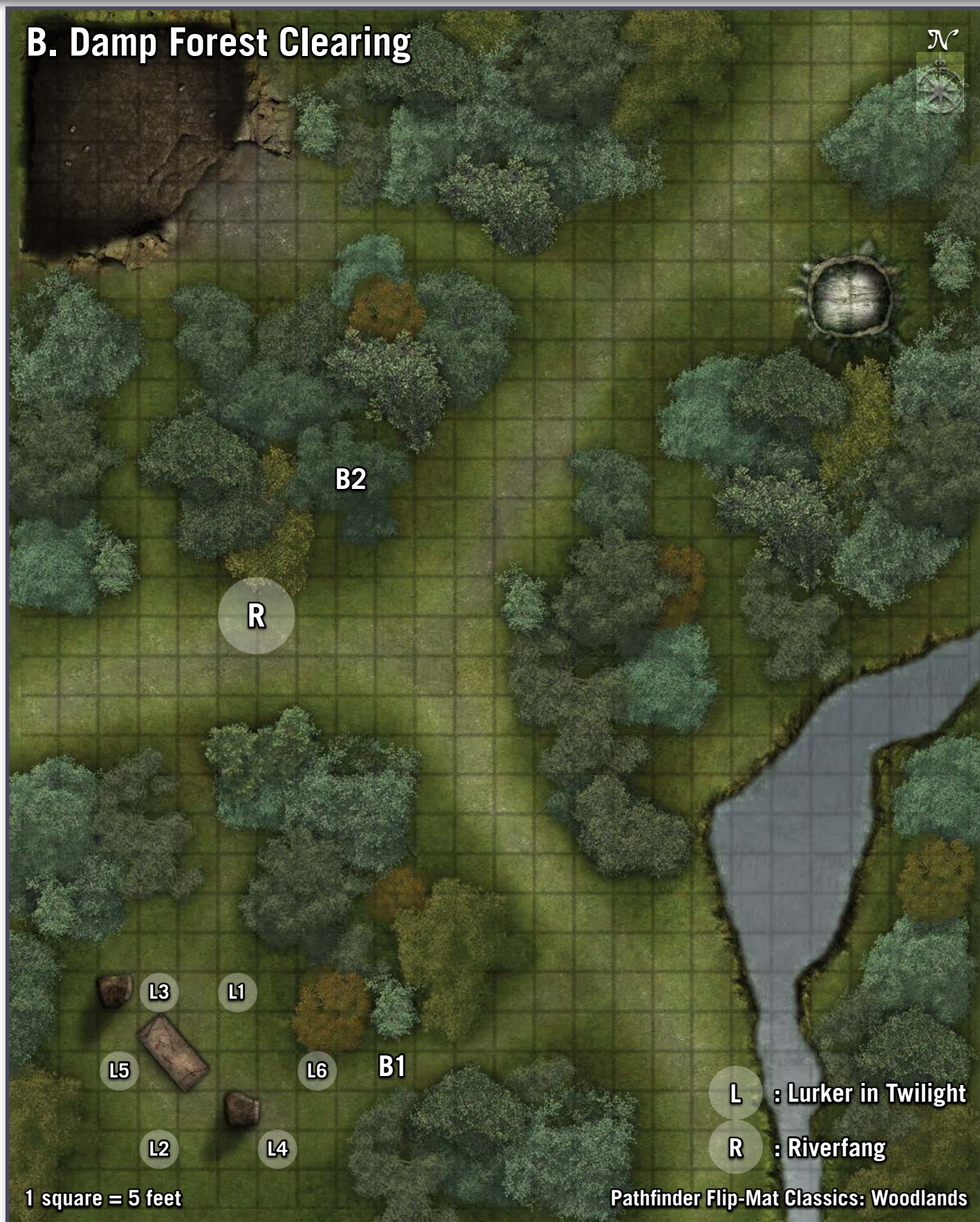
Stealth +19, Survival +11

Languages Aklo, Common, Sylvan

SQ twilight door, poison use, shadow cloak

Combat Gear Medium spider venom, **Gear** dagger

B. Damp Forest Clearing



Optional Encounter

If fewer than 90 minutes remain in which to complete the scenario, the wolf pack does not appear. Proceed to the “Into the Mists” section.

Scaling Encounter B2

For a group of four PCs, reduce the DC of skill checks to influence each pack member by 2 and reduce the number of wolves in the combat encounter by two.

SPECIAL ABILITIES

Blend With Twilight (Su) In areas of dim light, lurkers are invisible. As with *greater invisibility*, they can attack and still remain invisible. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20% miss chance) rather than total concealment.

Shadow Cloak (Sp) Up to three times per day as a standard action, the lurker in twilight can touch an object to wreath it in a magical aura of shadows. The light level within a 60-foot radius of the object changes to dim light. If this effect is brought into an area of magical light or darkness (or vice versa), it is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. The shadow cloak can be used to counter or dispel any light or darkness spell of 3rd level or lower, such as *darkness* and *daylight*. *Darkness* or *daylight* can counter or dispel shadow cloak.

Twilight Door (Sp) Once per day, a lurker can cast *dimension door*, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of dim light; if the destination is not in dim light, the effect fails but does not expend the ability for the day.

Poison (Ex) The lurker’s daggers are coated in a dose of Medium spider venom.

Medium Spider Venom: injury; save Fortitude DC 14; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save.

SUBTIER 6–7 (CR 10)

LURKERS IN TWILIGHT (6)

CR 5

Variant lurkers in light (see page 12)

hp 44 each

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

Combat Gear Large scorpion venom, **Gear** dagger

Poison (Ex) The lurker’s daggers are coated in a dose of large scorpion venom.

Large scorpion venom: injury; save Fortitude DC 17; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save.

Treasure: Several old corpses are rotting away in this clearing. Although their mundane gear has long since fallen apart and their features are unrecognizable, their magic items remain. Among the bodies is a *potion of fly*, a *ring of protection* +1, a scroll that contains *animal messenger*, *lesser restoration*, and *resist energy*, and a *wand of cure moderate wounds* (CL 5th, 5 charges). In Subtier 6–7, the wand has 9 charges, and the PCs also find a *belt of mighty constitution* +2.

Additionally, if the PCs save Cybelle here, she gives them two small pouches of glittering dust that she found in the woods—each pouch is a use of *dust of emulation* (*Pathfinder RPG Advanced Player’s Guide* 304). In Subtier 6–7, she gives them only one pouch of this dust, but she also gives them a *ring of delayed doom* with 1 stone remaining (*Pathfinder RPG Advanced Player’s Guide* 292). If the PCs instead find Cybelle with Tulvathata, they do not receive this treasure—by the time the PCs reach her, the dust has spilled and Tulvathata’s attacks have expended the last stone from the ring.

Development: Cybelle is unconscious but stable at –1 hp. If the PCs wake Cybelle, she thanks the PCs for their assistance. She claims to be able to make it back home safely on her own and urges the PCs to stop Tulvathata. If the PCs insist upon taking her back to her mother, the PCs run into Mairisse part way through their journey back. Mairisse insists that she can take Cybelle the rest of the way home and encourages the PCs to hurry onward to put an end to the will-o’-wisp that has been terrorizing the swamp. The PCs do not encounter any other lurkers in twilight for the rest of the scenario. The lurkers that flew ahead to the Glade of Silver Sparks have already left the glade by the time the PCs arrive.

Rewards: If the PCs fail to defeat the lurkers, reduce each PC’s gold earned as follows.

Subtier 3–4: Reduce each PC’s gold earned by 329 gp.

Out of Subtier: Reduce each PC’s gold earned by 548 gp.

Subtier 6–7: Reduce each PC’s gold earned by 768 gp.

B2. CHALLENGE OF THE BLOOD (CR 6 OR CR 9)

A low howl echoes through the forest and into the evening wind. A moment later, it is answered by a chorus of other calls. Gleaming eyes shine from the bordering forest, as a pack of wolves begin to step forward, their haunches low and poised for attack. A deep, guttural growling resounds from within the burrow, and a moment later, a dark, canine figure emerges and snaps its jaws. Its fangs and black coat are matted with blood, and its eyes glow red.

Before the PCs head into the burrow, a vukodlak emerges from the burrow and summons his pack of wolves. Riverfang, the vukodlak, was the former alpha of the pack, but he died several weeks ago. The necromantic energy permeating

the area infused his corpse, causing him to rise again as an undead creature. While in life Riverfang was a wise and noble leader to the pack, undeath twisted his soul and has caused him to become cruel and violent. Upon his return, Riverfang slew the new alpha and seized control of the pack. The remainder of the pack is conflicted about the current happenings and unsure of how to proceed.

If none of the PCs are able to communicate with the wolf pack, the pack attacks. However, if the PCs can communicate with the wolves, read or paraphrase the following. Note that any PC with Ashava's blessing can speak with the wolves.

"You trespass upon my territory," the black-furred creature says. "Your smell is foreign to me. It offends me to my core. With a pack of your size, I doubt you mean to join mine, which leaves me to believe you mean to usurp me. Or you are simply foolish enough to have wandered into the wrong place. Either way, we shall make an example of you." As the beast bares its teeth and its hackles rise, a lone wolf leaps forward from the pack.

"Riverfang, can you not see they are the blessed of the Silver Dancer?" she warns. "An attack on them would bring the pack great misfortune. Surely you have not forgotten that."

The one called Riverfang snaps his head toward the wolf and growls at her. "Silence, Windcaller! With my return, I now lead this pack. Mind your words, or they may be your last."

Windcaller raises her head and narrows her yellow eyes. "You come back to us tainted and foul! You're a mere shadow of the leader you once were. We will not suffer under your tyranny a moment longer. I call for a Challenge of the Blood!"

Hushed murmurs pass through the rest of the pack as the wolves shift uncomfortably where they stand.

"Think long and hard on this, kinsbound," Riverfang growls to the group. "Casting such disrespect at the behest of this whelp will cost you greatly. The decision is yours. Careful what you choose."

While Riverfang paces in front of the rest of the pack in an attempt to cow them into inaction, Windcaller bounds up to the PCs with a look of urgency.

"Blessed Ones of the Silver Dancer, please lend us your favor," Windcaller says in a hushed voice. "Riverfang rose from the Long Hunt to lead again, but he came back with the stench of his grave still on him. He was once a great warrior and a good leader, but little of his heart remains inside that husk. I know my kinsbound wish to be free from him, but most are too scared to move against him. A Challenge of the Blood can be called when the pack no longer finds a leader fit to lead. It is resolved in one of two ways; either the pack must stand united against the leader to exile him; or the leader must be challenged to a one-on-one duel to the death."

Windcaller bows her head and closes her eyes for a moment. "If I must fight Riverfang on my own, so be it. But I know my strength does not match his. It is my hope to convince the others to stand against him and cast him out. Would you help me persuade them?"

Influencing the Pack

The following table lists the pack's members that the PCs must persuade. PCs may succeed at the listed challenge with either Diplomacy or the listed skill, using the appropriate DC for their subtler.

Name	Challenge	Skill	DC (3-4/6-7)
Sharpthorn	Display strength	Intimidate	20/24
Rainsong	Convey Ashava's wisdom	Knowledge (religion)	15/17
Loyalstorm	Show respect for traditions	Knowledge (nature)	15/17
Quietmoon	Bolster confidence	Perform (any)	20/24
Dreamhunter	Appeal to logic	Survival	15/17

PCs have several courses of action to resolve the Challenge of the Blood: they can attempt to influence members of the pack to stand with Windcaller, one of the PCs can opt to duel Riverfang one-on-one, or they can do nothing and leave Windcaller to her fate. Read below for each option.

Influencing the Pack: If the PCs choose this route, they must convince members of the pack to stand with Windcaller by succeeding at a challenge listed in the table above. The PCs must achieve two successful skill checks to secure a pack member, with the PCs allowed to attempt a total of four attempts per pack member. GMs may award up to a +2 bonus on checks for good roleplaying.

If the PCs manage to persuade four of the five pack members to stand with Windcaller, they succeed. The pack rallies around Windcaller, and Riverfang retreats into the forest as an exile. If the PCs attempt to attack Riverfang as he retreats, they are admonished by the pack for failing to show respect for their sacred traditions and sternly asked to leave.

One-on-One Challenge: A PC can volunteer to fight Riverfang one-on-one. Use Riverfang's statistics as listed below, but all of the other wolves stand aside unless the other PCs visibly interfere.

Attack Riverfang as a Group: If the PCs attack Riverfang as a group, several members of the pack help Riverfang. Their statistics are provided below.

Leave Windcaller to Her Fate: If the PCs opt to observe and not interfere, Windcaller must fight Riverfang on her own, and she quickly loses. Riverfang and the pack then turn their attention to the PCs and attack. Statistics for Riverfang and the other wolves are provided below.

Sneak Away: The PCs can attempt to sneak away into the tunnel without getting involved. However, the wolves have keen senses. If Riverfang them trying to leave, he and the pack leap into action and attack.

Defeating Haunts

The PCs have additional tools to fight haunts in this adventure, beyond the typical counter of positive energy damage (*Pathfinder RPG GameMastery Guide* 242). As a standard action, a PC can attempt a Perform (dance) check to perform the ritual dance Luvyire taught. PCs who accepted the Blessing of Ashava can instead attempt Diplomacy check as a standard action. Either skill has a DC equal to 17 + the haunt's CR. If the PC succeeds at either of these checks, the haunt takes a number of points of damage equal to 5 plus the amount by which the check result exceeded the DC. PCs who accepted the Blessing of Ashava can also damage the haunt with their bite attack while in either wolf or hybrid form. They must be adjacent to the center of the haunt and hit AC 13 (AC 17 in Subtier 6–7) to deal their bite damage.

PCs who accepted the Blessing of Ashava instinctively recognize these additional options available to them.

SUBTIER 3–4 (CR 6)

RIVERFANG

CR 3

Vukodlak (*Pathfinder RPG Bestiary* 5 272; see page 24)

hp 26

TACTICS

During Combat Riverfang concentrates his attacks on the strongest-looking PC. He is particularly enraged by anyone in wolf or hybrid form.

Morale Riverfang fights to the death to keep his pack.

WOLVES (4)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 278; see page 24)

TACTICS

During Combat One or two wolves try to flank with Riverfang and support their leader. The others break off into pairs, flanking and trying to trip as many opponents as possible so that Riverfang doesn't get overwhelmed.

Morale The wolves withdraw if Riverfang is defeated. If Riverfang is defeated by a PC in wolf or hybrid form, the wolves surrender to that character.

SUBTIER 6–7 (CR 9)

DIRE WOLVES (6)

CR 3

hp 37 each (*Pathfinder RPG Bestiary* 278; see page 24)

TACTICS

Use the tactics from Subtier 3–4.

RIVERFANG

CR 6

Advanced vukodlak (*Pathfinder RPG Bestiary* 5 272)

NE Large undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +12

Aura unnatural aura (30 ft.)

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 54 (9d8+36)

Fort +6, **Ref** +5, **Will** +7

DR 5/silver; **Immune** undead traits; **Resist** cold 5, electricity 5

OFFENSE

Speed 50 ft.

Melee bite +12 (2d6+10 plus grab)

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

Special Attacks blood drain (1d2 Constitution), terrifying gaze

TACTICS

During Combat Riverfang concentrates his attacks on the strongest-looking PC. He is particularly enraged by anyone in wolf form.

Morale Riverfang fights to the death to keep his pack.

STATISTICS

Str 25, **Dex** 15, **Con** —, **Int** 6, **Wis** 12, **Cha** 16

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite), Run, Toughness, Vital Strike

Skills Acrobatics +2 (+6 to jump with a running start, +10 when jumping), Intimidate +13, Perception +12, Stealth +12;

Racial Modifiers +4 Perception, +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Terrifying Gaze (Su) Paralyzed with fear for 1 round, 30 feet, Will DC 17 negates. This is a mind-affecting fear effect. A creature that succeeds at its saving throw is immune to the vukodlak's gaze for 24 hours. The save DC is Charisma-based.

Unnatural Aura (Su) Animals do not willingly approach Riverfang unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

Development: After dealing with the wolf pack, the PCs can follow the illuminated path into the burrow, which eventually leads out into a dense fog.

INTO THE MIST (CR 6 OR CR 9)

A layer of dense fog covers the landscape like a pale shroud. Distant howls of anguish and the discordant sound of bells rattling in the wind inexplicably echo in the distance. Ambiguous shapes begin to form but then dissipate back into the mists as quickly as they appeared. With each step, the loamy odor of wet earth and oakmoss wafts up, mingling with the sharp scent of ozone and a faint aroma of flowers. A damp chill hangs in the air.

The PCs emerge from the burrow into a thick blanket of impenetrable fog, which they must navigate through before arriving in the clearing of the Glade of Silver Sparks. The heavy mist reduces the PCs' visibility to only 5 feet.

The glistening trail leading them to Ashava's glade is no longer visible.

In this section, PCs are confronted by their own worst fears, which they see take shape in the swirling mist surrounding them. The GM should take time to give each player a short, individualized description of what their character sees. Note that PCs who are immune to fear effects still witness their personal fear play out in the mist.

The mists are haunted by Tulvathatha's corruption of the Mushfens and infused with dark energy. This warped landscape has manifested limited sentience to speak directly to the PCs.

From the misty void, a raspy, disembodied voice cuts through the din. "Beautiful," it whispers slowly. "Delicious. All these lovely fears you've brought for me. Let me see them. Let me peer deep into your soul and free them from their cage, where you've tried to lock them up so tightly."

The sentient mist addresses each PC in turn, asking personal and invasive questions about their character's fears. GMs are encouraged to improvise the dialogue and personalize it to the PCs, but sample questions are also provided below.

- "What is it you fear—your *real* fear? The one you harbor at your very core."
- "What happened that caused your fear? Or have you forgotten? Perhaps fear is just part of what you are, hmm?"
- "When does your fear assault your mind? Does it haunt your dreams at night? Does it lurk behind quiet moments, ready to shatter your sense of peace?"
- "How does it feel to see your fear standing before you? Do you tremble and quake? Does your heart feel that it might give way?"
- "How close have you come to watching your fear consume you?"

After the conversation, ask the player if their character is answering honestly, evasively, or falsely. If the PCs answer honestly, they gain a +2 bonus on their saving throws against the haunt that manifests in the mists. If they answer falsely, they instead gain a -2 penalty. An evasive answer grants no bonus or penalty. Regardless of how the PCs answer, their fear manifests more clearly and solidly in the mist with every question, and it eventually begins to interact with the PC.

The mists counts as an extradimensional space with a radius of 50 feet. No matter how far the PCs attempt to travel, they remain trapped in the mist until the voice finishes its questioning and the effects of the haunt are triggered.

Read or paraphrase the following after the fog finishes asking questions.

Scaling Into the Mist

Make the following adjustments to accommodate a group of four PCs.

Subtier 3–4: Reduce the save DC of the haunt's effects by 2, and reduce the amount of negative energy damage it deals to 4d6. Reduce its CR to 5, which reduces its CL to 5th and its hit points to 10.

Subtier 6–7: Reduce the save DC of the haunt's effects by 2, and reduce the amount of negative energy damage it deals to 6d6. Reduce its CR to 8, which reduces its CL to 8th and its hit points to 16.

A hollow cackle erupts from the swirling fog. "Yes, that will do," the voice purrs with a sense of satisfaction. "Thank you for the scrumptious meal. Pleasant dreams, travelers."

With the interrogation over, the PCs are subject to the mist's supernatural power.

Haunt: A dark, sentient energy formed from the necromantic activity caused by Tulvathatha lurks here. It manifests as a thick fog eager to expose living creatures to their worst fears and taunt them. The haunt's center appears next to one PC determined at random.

SUBTIER 3–4 (CR 6)

FRIGHTFUL MIST

CR 6

CE haunt (30-ft. radius)

Caster Level 6th

Notice Perception DC 20 (to hear a sound effect related to the target's fear approaching)

hp 12; **Weakness** see the Defeating Haunts sidebar on page 16;

Trigger end of questions; **Reset** 1 day

Effect Misty images emerge from the fog, taking on horrifying shapes. A phantasmal image of each PC's greatest fear forms in their mind. The target can first attempt a DC 15 Will save to recognize the image as unreal. On a failed save, the phantasm touches the subject, and the subject must succeed at a DC 15 Fortitude save or take 6d6 points of negative energy damage and be shaken for 1 hour.

Destruction Killing Tulvathatha or casting a *hallow* spell to consecrate the land permanently destroys the haunt.

SUBTIER 6–7 (CR 9)

NIGHTMARE FOG

CR 9

CE haunt (45-ft. radius)

Caster Level 9th

Notice Perception DC 25 (to hear a sound effect related to the target's fear approaching)

Scaling Encounter C

Make the following adjustments to accommodate a group of four PCs.

Subtier 3–4: The effort of maintaining the necromantic energy that suffuses the swamp is taking its toll on Tulvhatha. Reduce her attack roll bonus and saving throw bonuses by 2, and reduce the save DCs to resist all of her effects by 2. Finally, reduce the damage from her grasp of the haunted ability to 2d6.

Subtier 6–7: The effort of maintaining the necromantic energy that suffuses the swamp is taking its toll on Tulvhatha. Reduce her attack roll bonus and saving throw bonuses by 2, and reduce the save DCs to resist all of her effects by 2. Reduce her deflection bonus to AC by 2 (which reduces her AC, touch AC, and flat-footed AC). Reduce the damage from her grasp of the haunted ability to 5d6. PCs who fail their saving throw against the haunt are shaken rather than frightened, and PCs who succeed at their saving throw against the haunt simply take half damage with no additional effect.

hp 18; Weakness see the Defeating Haunts sidebar on page 16;

Trigger end of questions; **Reset** 1 day

Effect Misty images emerge from the fog, taking on horrifying shapes. A phantasmal image of the PCs greatest fear forms in their mind. The target can first attempt a DC 18 Will save to recognize the image as unreal. On a failed save, the phantasm touches the subject, and the subject must succeed on a DC 18 Fortitude save or take 9d6 points of negative energy damage and be shaken and fatigued for 24 hours.

Destruction Killing Tulvhatha or casting a *hallow* spell to consecrate the land permanently destroys the haunt.

Development: After the confrontation, the mist subsides enough for the PCs to see the path to the Glade of Silver Sparks before them. If the PCs do not drive off the haunt with damage, the voice cackles with glee after manifesting the frightful images. When the PCs are ready, they can advance and confront Tulvhatha.

C. GLADE OF SILVER SPARKS (CR 7 OR CR 10)

Beyond the thick blanket of mist, a clearing rests near the bank of a gently flowing river. The ground is submerged in a layer of muddy water with pockets of foul-smelling gas bubbling up from it. A white marble dais surrounded by broken pillars and statues of dancers sits to the north. At the center of the platform, a miasma of smoky faces and grasping hands roils around a flickering silver gemstone suspended inside a glass globe. Strange markings are scrawled across the steps in dried blood.

Once a sacred dancing of field of Ashava full of soft moss and bog flowers, the Glade of Silver Sparks has been warped by Tulvhatha's malevolence. The ground sank and the terrain transformed into a mire, destabilizing numerous decorative pillars which now lay haphazardly in the mud. The silver crystal within the glass globe is the *Soul Spark*, the nexus of the glade which helps draw in lost spirits. Luvyire and his fellow yamah guardians used this relic to help put spirits of the dead to rest, but after Tulvhatha drove Luvyire off and killed his two companions, she harnessed it to bolster her strength.

PCs enter from the southern part of the map, at the edge of the mist. Squares marked as mist affect visibility and provide concealment as per *obscuring mist*.

When Tulvhatha notices the PCs emerging from the mist, read or paraphrase the following.

With a hissing pop and flash of purple, a floating ball of light appears bobbing inside the ring of tormented spirits. The faint impression of a skull with eyes floats within, with eye sockets shaped like four-pointed stars.

The wisp giggles manically, in a lilting voice. "Welcome to my field of death, travelers. You must now accept the empty fate of eternity, for your time has come to an end. Are you prepared to embrace the void?"

Tulvhatha briefly entertains dialogue with the PCs, but she soon lashes out in an effort to add their spirits to her self-made haunt. Below are several questions the PCs might ask, along with her responses.

What do you want? "A world sunken into despair, where no remnant of hope remains. An endless decay into the bliss of entropy."

Why are you doing this? "Why does the wind sing or the falcon hunt? I am what I am."

Who do you serve? "I serve myself and the Empty Death. I am the mistress to fate's darkest path and an envoy of the inevitable."

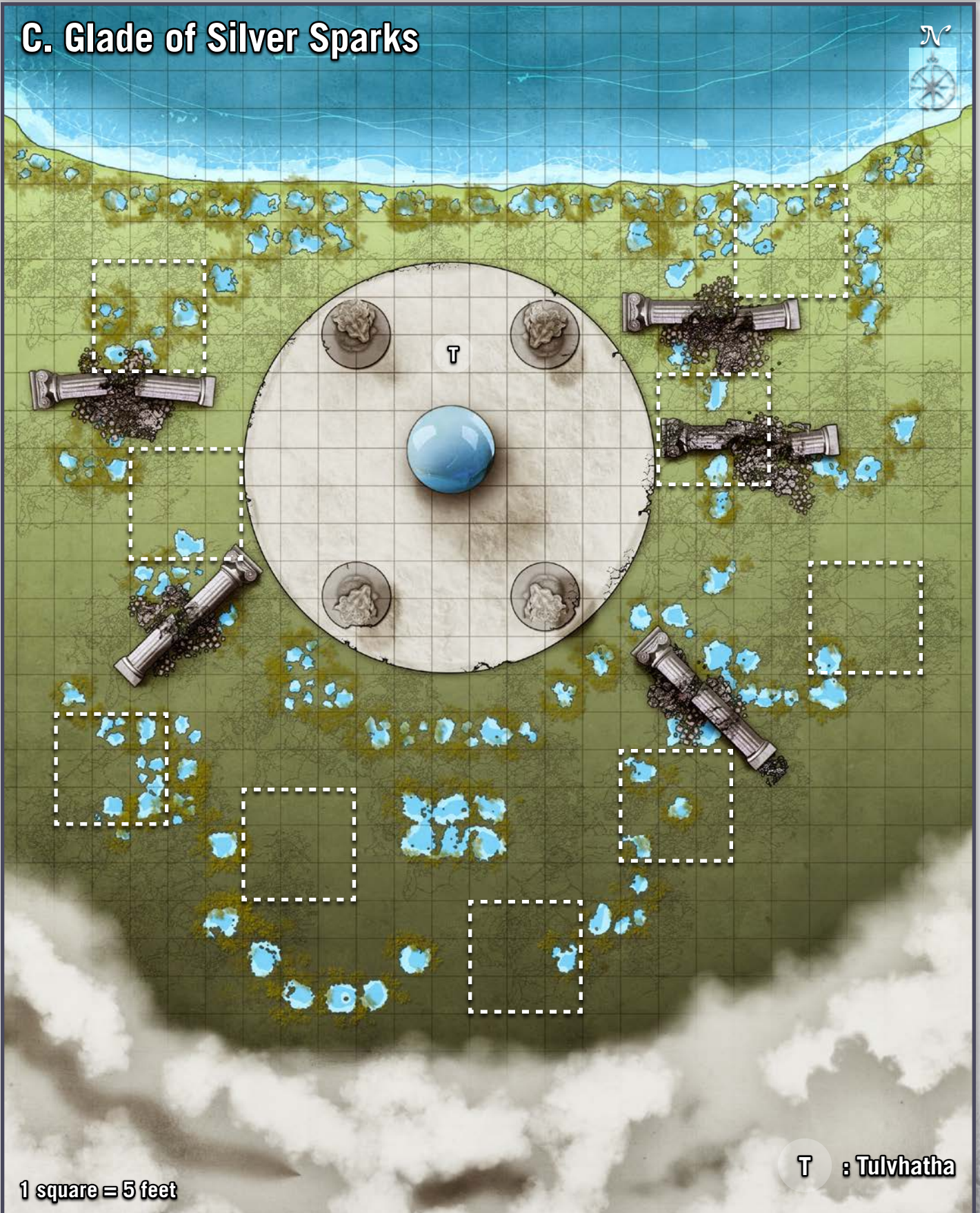
What did you do to Luvyire's companions? "I helped usher them into the void, just as I shall help you. Their essence now dwells in the deep beyond while their flesh rots beneath the mud."

A PC who succeeds at a DC 32 Knowledge (religion) check recognizes that the precise shape of the star pattern in Tulvhatha's eye matches the shape of the eye of the obscure Nhimbalo, Outer Goddess of despair, ghosts, and swamps.

Creatures: Tulvhatha is a will-o'-wisp who reverses Nhimbalo and seeks to do her will by creating an unholy landscape of death. The haunt allows her to benefit from her feed on fear ability anywhere in the glade so long as the haunt (see page 20) is active.

PCs who accepted the Blessing of Ashava receive an additional boon in this encounter. The trail of silvery moonlight follows Tulvhatha. While this is not sufficient to

C. Glade of Silver Sparks



1 square = 5 feet

T : Tulvatha

perceive her exact location while she is invisible, such PCs always know which square she is in.

Cybelle may be here as well, if the PCs did not already rescue her. If the PCs achieved one or no successes in the chase, Cybelle is dead, recently killed by Tulvhatha; a fragment of her soul is visible swirling among the other spirits. If the PCs successfully overcame two or three obstacles, Cybelle is unconscious on the dais. Tulvhatha has been slowly draining Cybelle's life force with the leech life ability, but the swan maiden has not yet died. However, her swan cloak is shredded on the ground.

Haunt: Tulvhatha uses the *Soul Spark* to lure in lost spirits. Rather than help them find their final rest, as the relic is intended to do, the will-o'-wisp has captured the souls to fuel herself. Imprisoned by Tulvhatha, these poor souls writhe in agony, unable to escape. If Cybelle is here, the haunt does not harm her—Tulvhatha wishes to slay the swan maiden personally. Neutralizing the haunt prevents Tulvhatha from using it as a source of fear for her feed on fear ability.

Hazards: The area contains deadly marsh gas as well as patches of bog. Bog squares, which are marked with light blue patches on the map, count as difficult terrain. At the beginning of the second round of combat, Tulvhatha's

agitation disturbs the swamp, causing an eruption in the squares marked with dotted lines, rising to a height of 10 feet. The eruption deals 2d6 points of bludgeoning damage to PCs in those squares, or 4d6 points of fire damage if the area contains open flame. However, the PCs who succeed at a DC 15 Perception check notice the smell and swelling before it erupts, allowing them to avoid standing in those squares. PCs with scent gain a +8 bonus on this Perception check. A PC whose result exceeds the DC by 10 or more can pinpoint all of the dangerous squares on the map. Tulvhatha also knows their locations and is careful to avoid the eruptions while baiting the PCs into them if she can.

SUBTIER 3-4 (CR 7)

TULVHATHA

CR 6

Unique will-o'-wisp (*Pathfinder RPG Bestiary* 277)

CE Small aberration (air)

Init +10; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 23, flat-footed 16 (+5 deflection, +6 Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, **Ref** +9, **Will** +9

Defensive Abilities natural invisibility; **Immune** fear, magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +13 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 23, **Con** 10, **Int** 19, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 21

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +18, Bluff +11, Escape Artist +18, Fly +28, Intimidate +9, Knowledge (religion) +9, Perception +17, Spellcraft +16, Stealth +22

Languages Abyssal, Aklo, Common, Sylvan, Varisian

SQ feed on fear

TACTICS

During Combat Tulvhatha becomes invisible right away and attempts shock attacks against PCs trying to put the haunt to rest or characters wearing religious symbols of good-aligned gods. Tulvhatha taunts the PCs, bringing up any fears they spoke about in the mists. If she is reduced to fewer than 20 hit points, she tries to stay invisible, using her feed on fear ability on the haunt or any PCs who are shaken or dying.

Morale Believing that she is divine, Tulvhatha fights to the death.

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Grasp of the Haunted (Sp) Once per day, Tulvhatha can cause a swarm of spectral arms to materialize in an area within



60 feet to attack her foes. The spectral arms appear from the ground in a 20-foot-radius burst. Anyone standing on the ground in this area takes 3d6 points of slashing damage (Reflex DC 16 half). Creatures that fail the save are unable to move from their squares for 1 round. The spectral arms disappear after 1 round. This is a fear effect, and the save DC is Charisma-based.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Leech Life (Su) Tulvathatha can slowly siphon the life force from a helpless living creature within 30 feet. This process takes 10 minutes, during which she can take no other actions. At the end of the 10 minutes, the target gains 1 permanent negative level (Fortitude DC 16 negates). Tulvathatha steals a fragment of the soul of any creature she kills in this way, imprisoning it in the cloud of roiling spirits that surrounds her. This is a death effect, and the save DC is Charisma-based.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per *invisibility*.

ENDLESS ANGUISH

CR 3

CE persistent haunt (15-ft. radius centered around the *Soul Spark*)

Caster Level 3rd

Notice Perception DC 20 to hear the wailing of tormented souls
hp 13; **Weakness** see the Defeating Haunts sidebar on page 16;

Trigger proximity; **Reset** 1 day

Effect A whirling miasma of spirits moans and lashes out with grasping, spectral hands. The tormented souls bite, claw, and infest any creature that comes near them. All living creatures in the haunt's area take 2d6 points of negative energy damage and are shaken for 1 round. A target can attempt a DC 13 Will save to reduce the damage by half and negate the shaken effect.

Destruction The tormented souls are chained to Tulvathatha and are put to rest when the will-o'-wisp is defeated.

SUBTIER 6-7 (CR 10)

TULVATHATHA

CR 9

Unique will-o'-wisp (*Pathfinder RPG Bestiary* 277)

CE Small aberration (air)

Init +15; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 28, flat-footed 16 (+5 deflection, +11 Dex, +1 dodge, +1 size)

hp 67 (10d8+20)

Fort +6, **Ref** +14, **Will** +12

Defensive Abilities natural invisibility; **Immune** fear, magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee necromantic shock +19 touch (2d6 electricity and 2d6 negative energy plus frightful zap)

Special Attacks frightful zap, leech life

TACTICS

During Combat Tulvathatha uses her grasp of the haunted power to spread out attackers. She then makes liberal use of her invisibility and attempts shock attacks against anyone trying to put the haunt to rest or characters wearing religious symbols of good-aligned gods. Tulvathatha alternatively taunts and tries to get the PC to join her by bringing up any fears they spoke about in the mists. If reduced to fewer than 20 hit points, she tries to stay invisible, using her feed on fear ability on the haunt or any PCs who are shaken or dying.

Morale Believing that she is divine, Tulvathatha fights to the death.

STATISTICS

Str 1, **Dex** 32, **Con** 14, **Int** 19, **Wis** 20, **Cha** 16

Base Atk +6; **CMB** +3; **CMD** 30

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +23, Bluff +12, Escape Artist +23, Fly +33, Intimidate +15, Knowledge (religion) +12, Perception +19, Sense Motive +7, Spellcraft +16, Stealth +47 (+67 when immobile)

Languages Abyssal, Aklo, Common, Sylvan, Varisian

SQ feed on fear, grasp of the haunted

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Frightful Zap (Su) A creature that takes damage from Tulvathatha's shock attack experiences a surge of primal terror and is frightened for 1 round (Will DC 17 negates). The save DC is Charisma-based.

Grasp of the Haunted (Sp) Once per day, Tulvathatha can cause a swarm of spectral arms to materialize in an area within 60 feet to attack her foes. The spectral arms appear from the ground in a 20-foot-radius burst. Anyone standing on the ground in this area takes 7d6 points of slashing damage (Reflex DC 18 half). Those who fail the save are unable to move from their squares for 1 round. The spectral arms disappear after 1 round. This is a fear effect, and the save DC is Charisma-based.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Leech Life (Su) Tulvathatha can slowly siphon the life force from a helpless living creature within 30 feet. This process takes 10 minutes, during which she can take no other actions. At the end of the 10 minutes, the target gains 1 permanent negative level (Fortitude DC 18 negates). Tulvathatha steals a fragment of the soul of any creature she kills in this way, imprisoning it in the cloud of roiling spirits that surrounds her. This is a death effect, and the save DC is Charisma-based.

PATHFINDER SOCIETY SCENARIO

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per *invisibility*.

ENDLESS TORMENT

CR 7

CE persistent haunt (25-foot radius centered around the *Soul Spark*)

Caster Level 7th

Notice Perception DC 20 to hear the wailing of tormented souls
hp 31; **Weakness** see the Defeating Haunts sidebar on page 16;
Trigger proximity; **Reset** 1 day

Effect A whirling miasma of spirits moans and lashes out with grasping, spectral hands. The tormented souls bite, claw, and infest any who come near them. All living creatures in the haunt's area take 4d6 points of negative energy damage and are frightened for 1 round. A target can attempt a DC 16 Will save to reduce the damage by half and be shaken for one round instead of frightened.

Destruction The tormented souls are chained to Tulvhatha and are put to rest when the will-o'-wisp is defeated.

Treasure: Tulvhatha has stacked the statues and holy relics she has corrupted from the Glade of Silver Sparks. In their tarnished state, they have little monetary value, though the PCs receive a reward of 400 gp (or 2,000 gp in Subtier 6–7) for returning the defiled relics to a good-aligned temple or group of priests for purification. While the remains of Luvyire's former companions have faded away, one of their starknives—a +1 *returning starknife* that emits a faint glow reminiscent of moonlight—remains, waiting for a champion of Ashava. In Subtier 6–7, the starknife has absorbed more of the yamah's abilities, becoming a *dancer's starknife*. The rules for this augmented starknife appear on the Chronicle sheet.

Rewards: If the PCs fail to defeat Tulvhatha, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 427 gp.

Out of Subtier: Reduce each PC's gold earned by 727 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,027 gp.

CONCLUSION

Upon Tulvhatha's defeat, the necromantic energies swiftly recede from the haunted land. With the will-o'-wisp no longer siphoning lost souls to aid in her designs, the spirits are free to peacefully make their way to Pharasma's Boneyard and find their eternal rest. PCs can make their way back through the Mushfens by the fading light of the full moon. As dawn approaches, the Blessing of Ashava fades from the PCs like a gentle caress before returning them back to their true form again.

When the PCs return to Magnimar, Venture-Captain Sheila Heidmarch and Luvyire greet them with great relief.

After hearing the PCs' report, Luvyire addresses them. If Luvyire perished in *Mysteries Under Moonlight, Part 1*, Davorge gives a similar speech, as well as a promise to do what he can to restore the glade.

"Your bravery and good work should be a shining example to the Pathfinder Society, my friends. Thank you." The yamah takes in a shaking breath as he blinks back the tears forming in his eyes. "You have secured the Glade of Silver Sparks as a beacon of hope and peace for the lost once more. For that you have my eternal gratitude, as well, I am sure, of Ashava herself. I will try to help rebuild the site to itself former state. Perhaps in time, other devotees of my lady will find their way to the glade and take up the mantle of my fallen companions. Until then I will do what I can, alone." He sighs and offers a sad smile. "May Ashava's grace carry you through many serene days, Pathfinders."

Over the next few days, the supernatural activity Tulvhatha caused fully fades away, returning the Mushfens to their original condition. Luvyire heals from his wounds and returns to the Glade of Silver Sparks to begin work on restoring it.

If the PCs rescued Cybelle before she reached the Glade of Silver Sparks, she and Mairisse are deeply grateful to the Pathfinder Society. They may prove useful allies to the Pathfinder Society's expeditions into the Mushfens in the future. If the PCs defeated Tulvhatha, each PC earns the Werewolf's Resilience boon on her Chronicle sheet.

In the event that the PCs did not defeat Tulvhatha, Sheila Heidmarch and Luvyire are deeply disappointed, though they are relieved to see any PCs who have returned alive. Heidmarch spends the next month gathering a more powerful group of Pathfinders, whom she then sends out into the Mushfens upon the next full moon. By the time these Pathfinders reach Tulvhatha, the will-o'-wisp has claimed dozens more lives and lost souls, but after a protracted battle, the Pathfinders emerge victorious. This expedition also recovers the bodies of any PCs who died during this scenario without the standard Prestige Point cost.

REPORTING CONDITIONS

If the PCs successfully overcame four or more obstacles during the chase and rescued Cybelle in area **B1** (rather than area **C**), check box A on the reporting sheet.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat Tulvhatha, each PC earns 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

Rescuing the captured swan maiden Cybelle before she is taken to area **C** earns the PCs 1 additional Prestige Point.

Handout: Blessing of Ashava

Ashava's blessing has granted a temporary form of lycanthropy that is fully under your control. This has no influence on your character's alignment, personality, or motivations unless you would like to make this a transformative experience for your character. The blessing has the following effects.

You can change shape. You have three forms—your typical form, a wolf form, and a hybrid form. You can shift to any of your three forms as a move action. If this PC has earned the Celestial Lycanthropy boon from #10–05: *Mysteries Under Moonlight*, Part 1, you gain that boon's benefits for free for this entire scenario.

HYBRID FORM

If you shift to your hybrid form, you gain the following benefits.

Senses: Your senses sharpen, granting you darkvision (60 feet), low-light vision, and scent.

Defenses: You gain DR 5/silver and a +2 bonus to natural armor.

Attacks: You gain a bite attack that deals 1d6 points of damage if you are Medium or 1d4 if you are Small. If the bite attack hits, you can attempt a combat maneuver check to trip your target as a free action.

Pack Leader: You can communicate and empathize with wolves. You can use Diplomacy to alter a wolf's attitude, and you gain a +4 racial bonus on the check when doing so.

WOLF FORM

If you shift to your wolf form, you gain all of the benefits listed for the hybrid form as well as the following two effects.

Speed: Your base speed increases to 50 feet.

Wolf Shape: All of the gear that you are carrying or wearing melds into your body until you switch to another form. All items that give constant bonuses still give their bonuses, except armor, which does not function. Unless you have other feats or class features that would allow you to do so, you cannot speak, cast spells, or manipulate objects that would require the use of hands.

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

VUKODLAK

This feral, black-furred creature combines the features of a wolf and those of a horse, with a fanged muzzle and glowing red eyes.

VUKODLAK	CR 3
<i>Pathfinder RPG Bestiary 5 272</i>	
NE Large undead	
Init +6; Senses darkvision 60 ft., scent; Perception +10	
Aura unnatural aura	
DEFENSE	
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)	
hp 26 (4d8+8)	
Fort +3, Ref +3, Will +5	
DR 5/silver; Immune undead traits; Resist cold 5, electricity 5	
OFFENSE	
Speed 50 ft.	
Melee bite +7 (1d8+7 plus grab)	
Space 10 ft.; Reach 5 ft.	
Special Attacks blood drain (1d2 Constitution), terrifying gaze	
STATISTICS	
Str 21, Dex 15, Con —, Int 6, Wis 12, Cha 14	
Base Atk +3; CMB +9 (+13 grapple); CMD 21 (25 vs. trip)	
Feats Improved Initiative, Run	
Skills Intimidate +8, Perception +10, Stealth +8; Racial	
Modifiers +4 Perception, +4 Stealth	
Languages Common (can't speak)	
SPECIAL ABILITIES	
Terrifying Gaze Paralyzed with fear for 1 round, 30 feet, Will DC 14 negates. This is a mind-affecting fear effect. A creature that succeeds at its saving throw is immune to the vukodlak's gaze for 24 hours. The save DC is Charisma-based.	
Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.	

WOLF

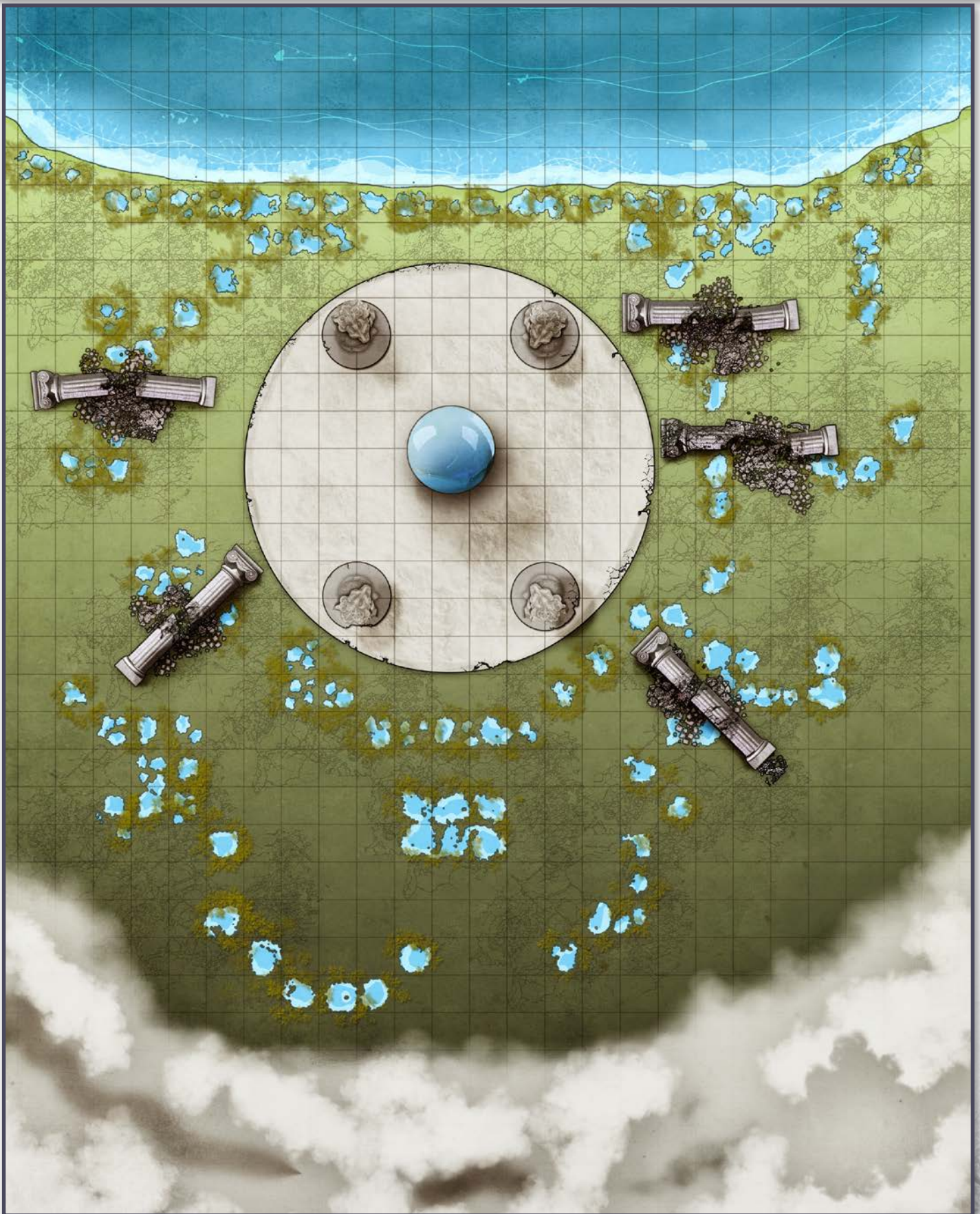
This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

WOLF	CR 1
<i>Pathfinder RPG Bestiary 278</i>	
N Medium animal	
Init +2; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	
hp 13 (2d8+4)	
Fort +5, Ref +5, Will +1	
OFFENSE	
Speed 50 ft.	
Melee bite +2 (1d6+1 plus trip)	
STATISTICS	
Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6	
Base Atk +1; CMB +2; CMD 14 (18 vs. trip)	
Feats Skill Focus (Perception)	
Skills Perception +8, Stealth +6, Survival +1 (+5 when tracking by scent); Racial Modifiers +4 Survival when tracking by scent	

WOLF, DIRE

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

DIRE WOLF	CR 3
<i>Pathfinder RPG Bestiary 278</i>	
N Large animal	
Init +2; Senses low-light vision, scent; Perception +10	
DEFENSE	
AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)	
hp 37 (5d8+15)	
Fort +7, Ref +6, Will +2	
OFFENSE	
Speed 50 ft.	
Melee bite +7 (1d8+6 plus trip)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10	
Base Atk +3; CMB +8; CMD 20 (24 vs. trip)	
Feats Run, Skill Focus (Perception), Weapon Focus (bite)	
Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent	



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-07: Mysteries Under Moonlight Part 2: The Howling Dance

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Concordance
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court
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		<input type="checkbox"/> Concordance

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Pathfinder Society Scenario #10-07: Mysteries Under Moonlight Part 2: The Howling Dance

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Werewolf's Resilience:** Ashava has granted you the ability to call upon a lesser form of her blessing again in the future. You can check the box that precedes this boon to gain DR 5/silver for a number of rounds equal to your character level. If you also have the Celestial Lycanthropy boon, checking the box that precedes this boon also grants the benefits of Celestial Lycanthropy.

Dancer's starknife (Aura moderate transmutation; CL 7th; Slot —; Price 16,324 gp): A dancer's starknife is a +1 returning starknife that allows its wielder to cast *dispel magic* (CL 7th) as a standard action once per day. If the dispel attempt succeeds, the magic surges into the starknife. At any time in the next 24 hours, the wielder can unleash this energy to make a ranged touch attack as a standard action that deals 1d6 points of force damage for every spell level of the dispelled effect (minimum 1d6) with a range of 100 feet. A dancer's starknife can be augmented with further enhancements—treat it as a +2 *weapon* with a price of 8,000 gp when determining the additional cost.

Subtier 3-4

+1 returning starknife (8,324 gp; can be enhanced into a dancer's starknife by paying an additional 8,000 gp)
dust of emulation (800 gp; Pathfinder RPG Advanced Player's Guide 304)
ring of protection +1 (2,000 gp)
wand of cure moderate wounds (CL 5th; 5 charges; 450 gp; limit 1)

Subtier 6-7

dancer's starknife (16,324 gp)
dust of emulation (800 gp; Pathfinder RPG Advanced Player's Guide 304)
ring of delayed doom (1 stone; 5,000 gp; Advanced Player's Guide 292)
ring of protection +1 (2,000 gp)
tangle ammunition (as tangle bolt; limit 4; Advanced Player's Guide 291)
wand of cure moderate wounds (CL 5th; 9 charges; 810 gp; limit 1)

SUBTIER ☐ Slow ☐ Normal

3-4 652 1,303

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 1,147 2,294

SUBTIER ☐ Slow ☐ Normal

6-7 1,642 3,284

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige

Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

GM's Initials

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #