

# PATHFINDER SOCIETY®

## SEASON OF THE TEN



## ON SEVENFINGERS'S SAILS

By Tom Phillips



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## GM RESOURCES

*On Sevenfingers's Sails* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, and *Pathfinder RPG Bestiary 6*. 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](http://pfrd.info), and the statistics from the Bestiary volumes are reprinted in Appendix 1 for the GM's convenience.

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## HOW TO PLAY

*Pathfinder Society Scenario #10–17: On Sevenfingers's Sails* is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it 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 [pathfindersociety.club](http://pathfindersociety.club).



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# ON SEVENFINGERS'S SAILS

By Tom Phillips



The Gloomspires are a collection of towering stone columns that rise from the ocean between the Shackles and Mediogalti Island. For ages, they have remained shrouded in fog that stubbornly resists the strongest winds and magic that causes the columns to shift at random, defying every attempt to count or map them. For Sempet Sevenfingers, a powerful sorcerer and pirate captain at large in the Shackles 300 years ago, the infamous Gloomspires presented the perfect site to hide his ill-gotten wealth. Sevenfingers raided the sea lanes from the Steaming Sea to the Fever Sea in his ship the *Voracious*, a black-hulled vessel said to have come from Leng itself. As he approached the end of his life, he began renovating the Gloomspire containing his treasure to become his tomb. Key to this transformation was his chief lieutenant Hrethnar, who crafted powerful ritual anchors that he bound into his own flesh to tame the spire's supernatural nature.

The more Hrethnar worked on the tomb, the more concerned he became about his master's plans. Eventually, Hrethnar attempted to lead a mutiny, but Sevenfingers easily quashed the coup. Unable to slay Hrethnar without dismissing the ongoing enchantments, Sevenfingers imprisoned his treacherous lieutenant in an extradimensional prison crafted from the hull of the *Voracious* and set the ship adrift in a pocket dimension between Golarion and Leng. Sevenfingers then sealed himself inside his tomb. Aboard the *Voracious*, Hrethnar remained trapped and ageless, yet he kept busy, eventually developing the means to open the way into Sevenfingers's tomb. All the while, he slowly wore away at the walls of his prison. Before he could escape, however, a group of Pathfinders exploring the Gloomspires found their way onto the *Voracious*. Grateful for their assistance and eager for allies he could send first into danger, Hrethnar promised to unlock the way to Sevenfingers's final resting place when the time was right.

Hrethnar believes that Sevenfingers still lurks in the Gloomspires. In truth, the wily sorcerer transcended the Material Plane soon after his entombment and travelled physically into the nightmare realm of Leng. Aided by otherworldly allies, Sevenfingers pursued immortality

## Where on Golarion?

This adventure begins in the Gloomspires before traveling to Leng. The Gloomspires are located roughly 100 miles southwest of the Eye of Abendego, midway between Mediogalti Island and the westernmost isles of the Shackles. For more information regarding the regions bordering the Gloomspires, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Isles of the Shackles*, and *Pathfinder Campaign Setting: Lost Kingdoms*. For more information about Leng, see *Pathfinder RPG: Planar Adventures* and *Pathfinder Adventure Path #65: Into the Nightmare Rift*. These books are available at bookstores and game stores everywhere, and online at [paizo.com](http://paizo.com).



by transforming himself into a creature of Leng. This transformation warped his mind, granting him greater patience to enact grand schemes and an unquenchable hunger for both knowledge and flesh. He hardly noticed the way this hunger gnawed away at his own magical potential, weakening his sorcerous powers. No longer was he satisfied to simply commandeer one of the black ships of Leng and use it to prey upon the Shackles. Sevenfingers had bigger plans.

After years of research, Sevenfingers learned of the Mines of Baol-Kataar, a unique ruby mine in which cunning denizens of Leng explored a curious property contained in the rarest

## A Dangerous Mission

Beginning in Season 4, all scenarios operate under the assumption that there are six players in the group and provide notes for scaling down the adventures for smaller groups. *On Sevenfingers's Sails* also provides you notes for scaling the difficulty up. Playing an even harder version of the scenario doesn't offer extra rewards; it's available solely to provide groups a way to face a greater challenge and win bragging rights. Make this option available to the players before the game begins and should use the notes for scaling up only if all the players explicitly agree to take on the extra challenge. Be cognizant of the players' desires; if even one is hesitant or must be pressured into participating on "hard mode," don't use this option. Also keep in mind that tougher battles take longer to finish. Using this option could cause the adventure to run considerably longer than a 4- to 5-hour slot.

of Leng rubies—the ability to focus planar travel and send spellcasters to faraway destinations. Through extended experimentation with slaves, many of whom perished in unknown wastelands, the denizens of Leng categorized the rubies by destination. Yet whatever unspeakable purpose these denizens intended for the rubies never came to fruition. Leng is an unforgiving place filled with dangerous predators, and a band of such predators—a nest of ravenous Leng spiders—invaded the mine and devoured the researchers.

Sevenfingers believed that the denizens' curated collection of rubies would enable him to augment the *Voracious's* magical engine to travel not just to Golarion, but to conduct extraplanar raids across the Great Beyond. He envisioned overseeing the construction of a Nightmare Armada—a pirate fleet of vessels outfitted with the same plane-hopping engines. All he had to do was lure the Leng spiders away long enough to seize the fruits of the denizens of Leng's labors. But for all his careful planning, Sevenfingers did not account for a group of troublesome Pathfinders from the Material Plane, armed with knowledge of his plots and considerable personal power.

### ADVENTURE SUMMARY

The PCs begin the adventure deep within one of the infamous Gloomspires alongside Venture-Captain Calisro Benarry. Benarry introduces the PCs to Hrethnar, Sevenfingers's recently liberated former lieutenant, before she reviews the task that lies ahead and prepares them to delve into the ruin's deepest level.

In the deepest level of the tomb, the PCs do not find Sevenfingers as expected. Instead, they find the tomb protected by fearsome guardians. However, the PCs do find part of Sevenfingers's cache of Leng rubies as well as detailed notes about his devious plots. The PCs also interact with a sentient mask made of human skin that was once the face of

one of Sevenfingers's greatest rivals and they might persuade the mask to offer up additional clues. Between these sources, the PCs learn of Sevenfingers's plans to use special Leng rubies to craft an engine capable of granting a sailing ship the ability to sail (and raid) across the Great Beyond.

After consulting with Benarry and Hrethnar, the PCs hatch a plan to confront Sevenfingers in Leng and foil his plans. Hrethnar reconfigures the *Voracious's* engine to sail to the nightmare realm of Leng and from there to the Mines of Baol-Kataar, the Leng ruby mine mentioned in Sevenfingers's notes. When the PCs reach the mine, they find that the entire area is pulsing with an eerie red light emanating from the special rubies found within. Finding the mines infested with Leng spiders, Sevenfingers had expended a significant number of his allies to lure the spiders away on a hunt. Within the mine, the PCs discover clear signs of the spiders' recent presence. As the PCs delve deeper, they face a cavern full of hungry newborn Leng spiders before encountering a small band of denizens of Leng very recently abandoned by Sevenfingers.

After dispatching (or perhaps parlaying with) Sevenfingers's old allies, the PCs race back outside the mines to find that Sevenfingers has retaken the *Voracious*. The PCs must board the *Voracious* and confront Sevenfingers and his remaining allies before the old pirate can flee Leng and usher in a new age of high seas terror on Golarion and across the Great Beyond.

### NOTABLE LORE

PCs may recall lore about the Gloomspires and Sevenfingers, which are both well-known legends in the region. Before the scenario begins, allow the PCs a chance to remember some facts about these topics. PCs who played *Pathfinder Society Scenario #6-06: Hall of the Flesh Eaters*, *Pathfinder Society Scenario #7-19: The Labyrinth of Hungry Ghosts*, or *Pathfinder Society Scenario #8-15: Hrethnar's Throne* automatically receive information as if they had rolled a 25 on both of these checks.

### KNOWLEDGE (ARCANA) OR KNOWLEDGE (HISTORY)

Based on the results of a Knowledge (arcana) or Knowledge (history) check, the PCs might already know about the Gloomspires. Each PC recalls all the information whose DC is less than or equal to the result of her check.

**15+:** The Gloomspires are an ancient field of massive columns that rise from the Arcadian Ocean. Most sages say they were already old when the Ghol-Gan Empire was young. The Gloomspires are hollow and contain many chambers and passages, all of which are believed to be cursed, monster-infested, or both.

**20+:** Since the time of the Ghol-Gan Empire, many of the Gloomspires have been explored, and some have even been claimed and repurposed by other beings. Of these, Sevenfingers's tomb is the most well known.



# ON SEVENFINGERS'S SAILS

**25+:** The Gloomspires are inundated with strange, reality warping effects. The columns occasionally shift their positions, and many explorers report feeling a sense of wrongness and foreboding just from being in the area. This bizarre magic also makes teleportation and plane-traveling magic very difficult, though summoning spells tend to function normally.

**30+:** A humanoid race of powerful sorcerers called the Makers constructed the Gloomspires during the Age of Serpents. The Makers are believed to have fled to Golarion to escape enslavement in a nightmarish realm.

## KNOWLEDGE (ARCANA), KNOWLEDGE (HISTORY), OR KNOWLEDGE (LOCAL)

Based on the results of a Knowledge (arcana), Knowledge (history), or Knowledge (local) check, the PCs might already know about Sevenfingers. Each PC recalls all the information whose DC is less than or equal to the result of her check.

**15+:** Sempet Sevenfingers was a legendary pirate who was active in the Shackles 300 years ago.

**20+:** From his flagship, the *Voracious*, Sevenfingers commanded a small fleet of pirate ships. His practice of using kuru cannibals to augment his boarding parties inspired fear and hatred across the Shackles.

**25+:** Sevenfingers was a powerful wizard who dabbled in necromancy and communed with evil outsiders, entities from the Dark Tapestry, and sinister beings from unspeakable realms beyond Golarion.

**30+:** Sevenfingers had dealings with the denizens of Leng. His flagship was actually a black ship of Leng, the *Voracious*, gifted to Sevenfingers by his dreadful allies.

## FEATURES OF THE GLOOMSPIRES

The following special features are present inside and around the Gloomspires.

**Alien Architecture and Atmosphere:** Explorers within a Gloomspire occasionally see the walls, ceilings, and floors shift and quiver in their peripheral vision. Additionally, a palpable sense of wrongness saturates the Gloomspires. Shadows flicker and move in unnatural directions, strange sounds and unidentifiable scents tease the senses, and alternating sensations of claustrophobia and agoraphobia periodically assail visitors. Though these features and sensations have no actual game effects, GMs should use them to nurture an ambiance of danger and foreboding.

**Ceilings, Floors, and Walls:** The passages and chambers within the Gloomspires are constructed of huge blocks of dark-gray stone. Most passages are 12 feet high, and most chambers have ceilings that are 20 feet high.

**Doors:** Unless otherwise noted, the doors in the Gloomspires are 8-foot-tall, 4-foot-wide slabs of seamless dark-gray stone (hardness 8, hp 90, break DC 40). Each door has a stone handle and opens fairly easily, requiring a move action and a successful DC 8 Strength check. The doors are 10 inches thick and provide excellent sound insulation; increase the DC of Perception checks made to listen through a door by 10 rather than 5.

**Twisted Magic and Dangerous Geometry:** A powerful variant form of the *forbiddance* spell (CL 20th) radiates from the Gloomspires out to a distance of 1 mile. This effect seals the Gloomspires against all planar travel and teleportation into, out of, or within the site. Such effects automatically fail,

and if a creature attempts such magic while within 10 feet of a spire, the stone attempts to siphon away the caster's life energy, dealing 1d6 points of damage per spell level (Fortitude DC 20 half). A creature who dies from this damage is utterly consumed by the site's strange geometry. Only

*miracle* or *wish* can restore such a creature. Summoning spells function normally.

## GETTING STARTED

The PCs begin the adventure within the Gloomspire containing Sevenfingers's tomb. Here, the Pathfinders meet with Benarry and Sevenfingers's former lieutenant Hrethnar Olvaradsson in a chamber containing a strange semi-animate contraption Benarry refers to as "the Machine from Leng"—a device that a previous Pathfinder team used to transport themselves into Hrethnar's extraplanar prison and bring him back to Golarion. PCs who have played *Pathfinder Society Scenario #8-15: Hrethnar's Throne* recognize the chamber, the Machine from Leng, and Hrethnar. There is a flurry of activity on this level of the Gloomspire, as dozens of Benarry's crew work to turn several of the tomb's chambers into comfortable living quarters for Hrethnar.

After introducing the PCs to Hrethnar, Benarry begins her briefing. Read or paraphrase the following.

Venture-Captain Calisro Benarry smiles broadly and speaks in a voice accustomed to being obeyed. "Right, now let's get down to brass tacks. As you can see ..." she gestures to the newly installed



# PATHFINDER SOCIETY SCENARIO

wooden platform upon which everyone currently stands. “We’re making things a bit more comfortable here for our new friend, Hrethnar. It’s the least we can do since he’s trapped here for ... well, eternity. But that’s not why I brought you here, my friends.”

The half-orc’s eyes narrow and grow deadly serious. “I asked the Decemvirate to send me their best. They surpassed my expectations.

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If any of the PCs has played *Pathfinder Society Scenario #6-06: Hall of the Flesh Eaters*, *Pathfinder Society Scenario #7-19: The Labyrinth of Hungry Ghosts*, or *Pathfinder Society Scenario #8-15: Hrethnar’s Throne*, Benarry says the following to them.

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“It says a lot for your bravery that you were willing to come back to this place after your experiences here last time. Never let anyone call you a coward. You’ve earned my respect; that’s for damn sure.”

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She then continues, addressing the whole group.

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“You lot come highly recommended, and your expertise at dungeon-delving and getting things done has earned you the right to partake in a mission of critical importance to the Society and of even more importance to me, personally. I’m sure you’ve heard whisperings of this place and my obsession with uncovering its secrets alike. Maybe I’ve let this place hook me too much, but it’s the sort of place that never really leaves you. Every time I think we’ve gotten to the bottom of the spire, it offers a glimmer of another exciting secret.” Benarry’s eyes twinkle.

Hrethnar mutters a venomous curse in Skald and spits on the floor. “I do not share your enthusiasm, captain,” he says with an archaic Ulfen accent. “This place is full of ghosts—both literal and those from my past. I despise this place. And now that it is to be my permanent home, I despise it even more.”

Benarry nods. “That’s to be expected, Hrethnar. And you have my sympathies,” she says before she turns to face the Pathfinders. “Since we rescued him, Hrethnar has been an invaluable resource. He’s answered many questions about the Gloomspires and Old Sevenfingers, and he’s promised to help us with one final task. And that’s where you come in. You’re going to explore Sevenfingers’s final resting place. You get to sack Sevenfingers’s tomb!”

Benarry allows her words to sink in before continuing. “I bet you’re both excited and terrified of this opportunity. And you’d be right to be afraid. Many folks—and not a few Pathfinders—have met a grisly end here. And it’s quite possible that you will too, if you don’t keep your wits about you,” she adds with a vaguely menacing grin. Benarry then gestures to Hrethnar and waves her hand at the man’s chest. Partially hidden by his shirt are dozens of tattooed symbols and runes, all glowing softly. “Hrethnar himself is the key to opening Sevenfingers’s final resting place. The sigils and runes inked on his flesh form the only key to Sevenfingers’s tomb in existence. And it can only be opened one day each year, the date on which Hrethnar mounted his failed mutiny against his old master. And it just so happens that day is...today. Bet you didn’t see that coming.”

Benarry chuckles before continuing. “Once Hrethnar opens the way to the tomb, you’ll enter and explore the place. I want a full investigation. I want maps. And I want you to grab anything valuable that isn’t nailed down. The stories of Sevenfingers’s treasure are famous. Find it and bring it back!”

Benarry asks Hrethnar to step outside the room while she confers with the team. After he departs, her face bears a sour look. “Unfortunately, I’m not joining you. I’ll remain behind to keep an eye on our friend,” she says. “Hrethnar is the key to entering the tomb, but I want to keep an eye on him and make sure you have a way to get back here. Hrethnar says he’ll only be able to keep the portal open from dawn until dusk, so that gives you twelve hours. If you run out of time and get trapped in there, we won’t be able to get to you until this time next year. So don’t be late!”

“OK,” she says. “Dawn is about a half hour away. Any questions?”

---

After the PCs ask any questions they don’t want Hrethnar to hear, Benarry invites the old pirate back into the room. Both do their best to answer the PCs’ inquiries.

**How will we enter the tomb?** Hrethnar replies, “At dawn, I will open a portal linking this chamber with the entrance to Sevenfingers’s tomb. I will keep the portal open until your business concludes, or dusk comes.”

**What can we expect to find in the tomb?** Hrethnar replies, “I have never seen the tomb. Sempet lusted after wealth and went to great lengths to hide and protect his treasures. You can probably expect to encounter traps and terrible guardian creatures.” Benarry then cuts in. “If I knew more about what to expect, I would have already told you,” she says. “Stay sharp and be ready for anything.”

**It’s been 300 years. Is Sevenfingers still alive?** Hrethnar responds, “When I served him, Sempet spent a great deal of time and effort researching ways to cheat death and prolong his life. He was a powerful sorcerer with a complete lack of conscience. I wouldn’t be surprised if you encountered him as a lich, a ghost, or some other undead monstrosity.” At that Benarry also chimes in: “But he could also just be a skull and a pile of dust. Just be prepared for anything.”

**What is that machine (the Machine from Leng)?** Benarry says, “This was once a magical engine that propelled Sevenfingers’s flagship, the *Voracious*. Sevenfingers reconfigured it and transformed it into a gateway that leads to a pocket dimension, where the now-abandoned *Voracious* still waits. That was where Hrethnar was imprisoned for the past 300 years. A previous Pathfinder team used the machine to transport themselves into Hrethnar’s extraplanar prison and bring him to Golarion.”

**Why does Hrethnar remain here?** Hrethnar replies, “A powerful curse ties my body and soul to the Gloomspires. While I remain here, I do not age. If I were to travel more than a mile from the Gloomspires, my body would quickly turn to dust. I now live only to exact vengeance on my former captain. Once you deal with Sevenfingers, I intend to explore the rest



of the Gloomspires. Perhaps I'll even be able to find a way to undo the curse that binds me here."

**Do we really get to keep all the loot?** Benarry laughs. "You're the ones risking your lives and possibly your souls, so sure, whatever you carry back you can keep. Now, if you find a dragon-sized hoard, I'll probably ask for a share for the Society and another for the families of the Pathfinders who died in these cursed halls."

**Development:** Benarry's quartermaster, a brightly dressed tengu named Kakikko, oversees the renovations being made to the tomb for Hrethnar. She has already stocked the newly renovated storerooms with gear and provisions intended to make Hrethnar's stay as comfortable as possible. The PCs have time to make quick purchases from these supplies before venturing into the tomb. Kakikko can sell the PCs nearly any mundane or alchemical gear, in addition to magic items with a cost of 2,500 gp or less.

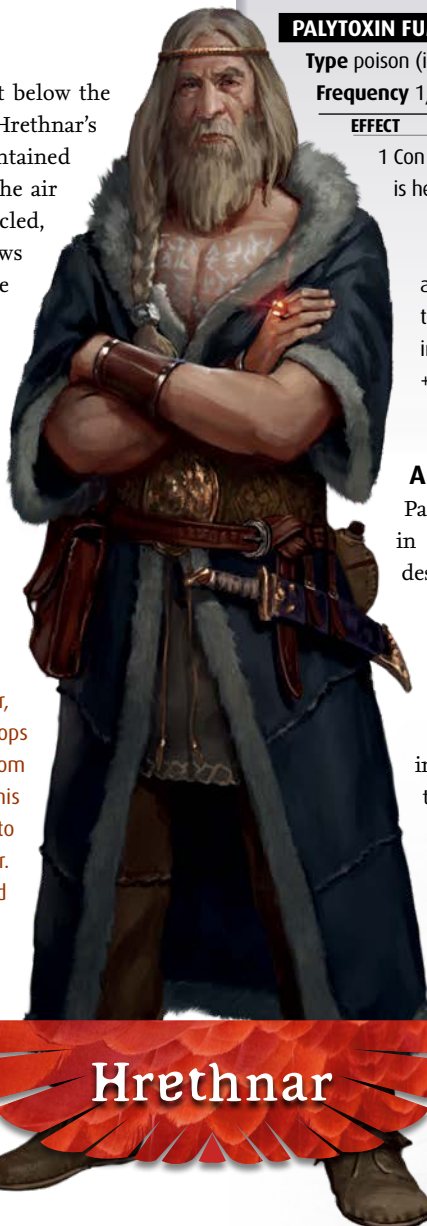
## A. SEVENFINGERS'S TOMB

Sevenfingers's tomb is located 1,000 feet below the Gloomspires and is only accessible via Hrethnar's blood-portal. Though the tomb is self-contained and cut off from the rest of the world, the air within is magically refreshed and recycled, manifesting as a chill breeze that flows throughout the tomb from no identifiable source. The tomb's construction and features otherwise match those described in the Features of the Gloomspires section (see page 5).

When the PCs step through Hrethnar's blood-portal, their bodies suddenly stretch to infinite lengths as layers of space twirl and churn before reassembling into a corridor.

Hrethnar moves both of his hands in a complicated pattern and wordlessly mouths a series of silent incantations. A moment later, his shimmering tattoos begin to glow red. Drops of blood trickle from his nostrils and weep from his eyes. The bloody droplets stream from his face and form levitating rivulets that merge into a hovering scarlet pool a few feet off the floor. Several heartbeats later with Hrethnar and the room forming a sickening bloody scene, the pool of blood forms a perfect mirror-like rectangle, roughly three feet wide and eight feet high.

Benarry's voice suddenly booms. "Now's your chance," she yells. "Step through the portal and into the history books!"



## Scaling Encounter A2

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

**Subtier 7-8:** Reduce the DC of the Perception check to notice the coral golem to 24. Remove the coral golem's aquatic reconstruction ability, and reduce its DR to 5/adamantine.

**Subtier 10-11:** Remove one duppy. Of the remaining two duppies, one flanks with the coral golem while the other attacks a different target.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 7-8:** The entire hall is infused with odorless palytoxin fumes.

### PALYTOXIN FUMES

**Type** poison (inhaled); **Save** Fortitude DC 16; **Onset** —;

**Frequency** 1/round for 6 rounds; **Cure** 1 save

#### EFFECT

1 Con damage and staggered until the Con damage is healed.

**Subtier 10-11:** As Subtier 7-8, plus apply the advanced creature simple template to the coral golem (+2 on all rolls including damage rolls; +4 to AC and CMD; +24 hit points).

## A1. ENTRY CHAMBER

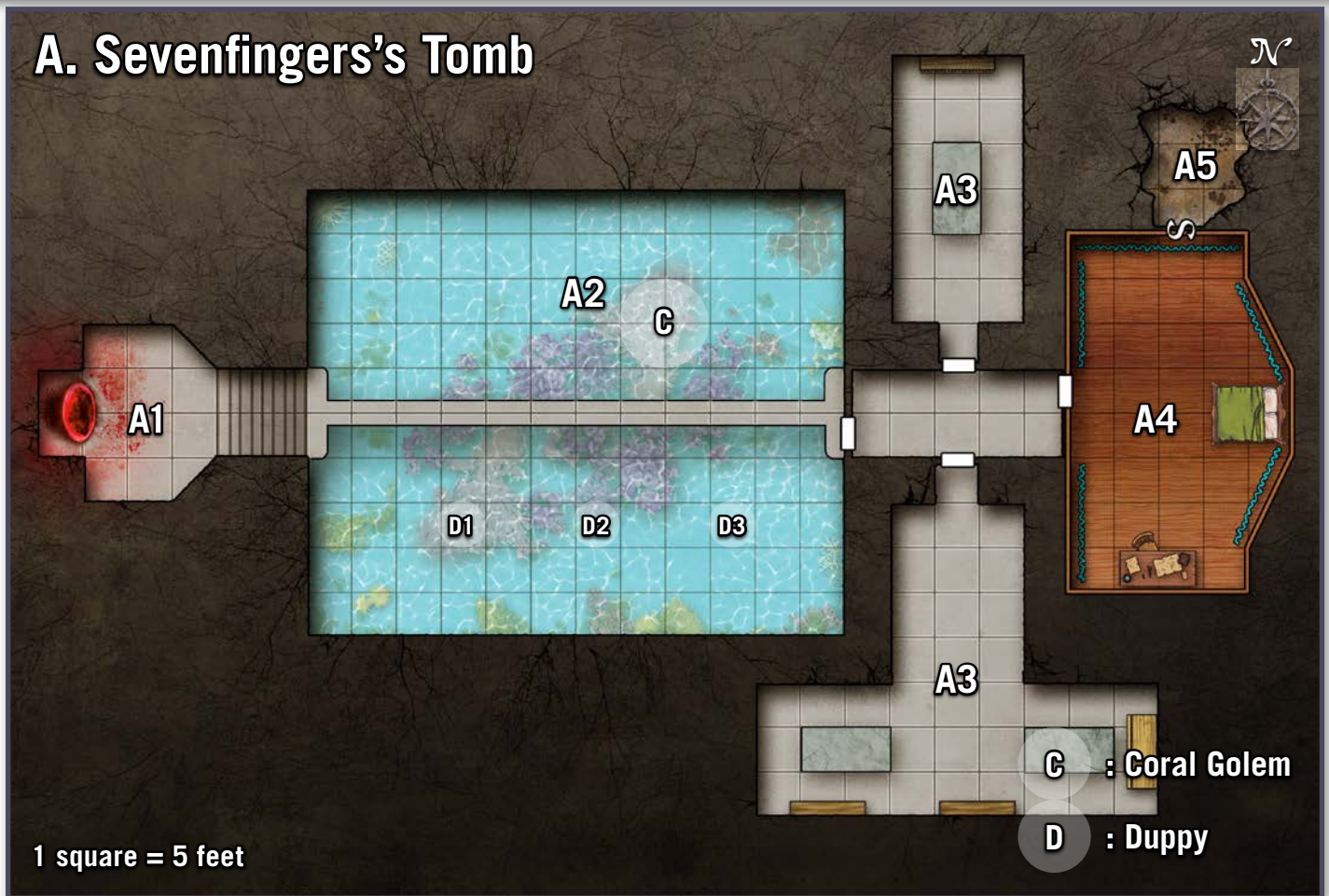
Passing through the portal, the PCs arrive in this small chamber. A steep stairway descends 20 feet to area A2.

**Development:** Hrethnar's blood-portal remains open for 12 hours before it winks out of existence, trapping anyone in the tomb for a year. The PCs can step through the blood-portal at any time to instantly return to the chamber containing the Machine from Leng, and from there to Benarry's base. This means that they can return to make purchases from Kakikko's storeroom if they need to.

## A2. GREAT HALL (CR 9 OR CR 12)

A shallow basin filled with colorful coral and exotic fish forms the floor of this large hall. A few inches above the waterline, a narrow stone walkway spans the

## A. Sevenfingers's Tomb



basin and leads to a stone door on the opposite side of the hall. The hall appears to be open to the sky—a night sky filled with twinkling stars and a full moon that bathes everything in a pale yellow glow. A chilly sea breeze flows gently through the hall.

The ceiling 30 feet above is masked by a *permanent image* spell (CL 20th) depicting the night sky. The light from the moon and stars provides dim illumination throughout the hall. The basin is three feet deep, filled with warm sea water, and stocked with exotic corals, fish, and other small marine fauna. The basin is considered difficult terrain. Creatures that step into it and move more than 5 feet on their turn must succeed at a DC 20 Reflex save or take 1d6 points of slashing damage from the sharp coral. The coral golem (see Creatures below) can move unhindered through the basin.

The narrow stone walkway is treacherous. It is only two feet wide and very slippery, and it tends to wobble alarmingly if it supports more than 50 pounds of weight. Creatures moving across the hall on the walkway, must succeed at a base DC 15 Reflex save or Acrobatics check to avoid falling off. Have each creature make a Reflex save or Acrobatics check at the end of each round, and modify the DC as follows.

Situation	DC Modifier
Each creature weighing more than 50 pounds currently standing on the walkway	+1 per creature
The creature making the Reflex save or Acrobatics check moves more than 5 feet while on the walkway	+4
The creature making the Reflex save or Acrobatics check makes a melee attack and/or takes damage from a melee attack or force effect.	+4

Creatures that fall off the walkway land prone in the basin and take 2d6 points of slashing damage from the razor-sharp coral.

**Creatures:** A coral golem lies in wait, hiding among the coral outcroppings. PCs who succeed at a DC 28 Perception check or a DC 24 Knowledge (nature) check recognize the golem is not a naturally-grown colony of coral. In Subtier 10–11, the golem's camouflage is better, raising the DC of the Perception check to 32. PCs who succeed on this check can act on the surprise round when the golem attacks. In Subtier 10–11, the chamber is also haunted by three duppies, former pirates that Sevenfingers murdered and then transformed into undead guardians.



# ON SEVENFINGERS'S SAILS

## SUBTIER 7-8 (CR 9)

### CORAL GOLEM

CR 9

hp 96 (*Pathfinder RPG Bestiary 4* 131; see page 27)

#### TACTICS

**During Combat** The golem waits until the first PC passes it before standing, lurching up from among the coral to attack. It focuses all its attacks on a single foe each round.

**Morale** The mindless golem fights until destroyed.

## SUBTIER 10-11 (CR 12)

### CORAL GOLEM

CR 9

hp 96 (*Pathfinder RPG Bestiary 4* 131; see page 27)

#### TACTICS

Use the tactics from Subtier 7-8.

### DUPPIES (3)

CR 7

hp 96 (*Pathfinder RPG Bestiary 5* 101; see page 26)

#### TACTICS

**Before Combat** The incorporeal duppies hide within the stone in the ceiling above, behind the *permanent image*. They emerge one round after the coral golem first moves to attack.

**During Combat** All three duppies begin by targeting a different PC with their ravenous hounds attack. Then, one of the duppies moves to support the coral golem (and tries to flank a PC) while the other two each engage a different PC in melee (preferably any obvious divine spellcasters or healers).

**Morale** The duppies fight until destroyed.

**Treasure:** A bracelet of coral beads is stuck to the jagged outcroppings on the golem's body. This is a *bracelet of second chances* (*Pathfinder RPG Ultimate Equipment* 270) with 4 uses remaining. In Subtier 10-11, the waters also contain a pair of *longarm bracers* (*Ultimate Equipment* 274) made from the woven skin of some undersea beast.

**Rewards:** If the PCs do not defeat the coral golem, reduce each PC's gold earned by the following amount. This represents the total value of the treasures in Sevenfingers's Tomb, except for the hidden rubies in area A5.

*Subtier 7-8:* Reduce each PC's gold earned by 816 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,116 gp.

*Subtier 10-11:* Reduce each PC's gold earned by 1,416 gp.

## A3. LABORATORIES

These two chambers are dusty and devoid of living creatures. Stone tables, workbenches, and shelves furnish the room, many of them crowded with ancient alchemy equipment and empty containers.

**Treasure:** Most of the alchemical equipment has degraded to uselessness. However, the room still contains enough odds and ends to cobble together a functional alchemist's lab (*Ultimate Equipment* 76).

## A4. SEVENFINGERS'S SANCTUM (CR 4)

This chamber is sculpted to resemble a spacious captain's cabin. The walls, floor, and ceiling are covered with rich but weathered mahogany panels and a large bed covered with dusty silk sheets and fine linens dominates the middle of the far wall. Five worm-eaten tapestries hang from the walls, each depicting a sailing ship adrift in stormy seas under attack from an assortment of ferocious sea monsters. A desk cluttered with stacks of moldy books and crumbling scrolls sits against the south wall. Mounted to the wall above the desk is a grotesque leather mask resembling an eyeless human face with a scraggly beard.

This is Sevenfingers's private sanctum, where he retreats to recuperate, hide from enemies, and plot his vile schemes. Sevenfingers is currently in Leng and has not visited here in many months.

**Hazard:** If anyone other than Sevenfingers touches the tapestry on the north wall, the entire tapestry reverts to a colony of green slime that immediately falls to the floor (*Pathfinder RPG Core Rulebook* 416). The slime splatters all targets within 5 feet of the north wall. PCs can avoid the slime with a DC 16 Reflex save.



## Scaling Encounter A4

When running this encounter for a group of four PCs, a part of Thael is relieved to talk to anyone after so long. The PCs gain a +3 bonus on their skill checks to interact with him. Lower the DC of the skill check to interpret Sevenfingers's notes by 3.

**Creatures:** The mask hanging above the desk was once the face of a pirate named **Thael Shivers** (in life a CN male human rogue 14), and it's still infused with the dead pirate's personality and memories. If the PCs touch the mask or if they begin shuffling through the items on Sevenfingers's desk, he addresses them in Shackles-accented Common.

"Ahoy, villains! Though my eyes are long gone, I can still tell when I'm in the company of rascals and thieves! What brings you wretched scalawags to Sevenfingers's tomb? And have you brought old Thael Shivers a nip of grog to share?"

The PCs can try to gain Shivers' trust by attempting a single Bluff, Diplomacy, Intimidate, or Profession (sailor) check with the following modifiers. The PCs gain a +4 bonus if they tell Shivers they plan to kill Sevenfingers, or if they pour alcohol onto the mask (these bonuses stack). Finally, Thael assesses the PCs' nautical knowledge during the conversation, and has greater respect for PCs who display it. The PCs gain a cumulative +2 bonus for each PC who is trained in Profession (sailor) that participates in the check. This includes PCs who use the aid another action.

Consult the following chart for the outcome of the PCs' check. In Subtier 10–11, the thresholds for all results increase by 4.

Check Result	Outcome
20 or less	Shivers refuses to cooperate and berates the PCs with curses and crude insults.
21–29	Shivers answers the PCs' questions, but he does not reveal the location of the secret door on the north wall.
30 or higher	Shivers answers the PCs' questions and tells them how to open the secret door on the north wall (he doesn't know about the hazard).



Thael Shivers

If the PCs persuade Shivers to cooperate with them, they can ask him questions. While plotting in this chamber, Sevenfingers has had a habit of thinking aloud, a habit which has given Shivers information about the old pirate's plans.

**Who are you?** "I'm Thael Shivers. Back in the day, Sevenfingers and I were heated rivals. He won, I reckon."

**Where is Sevenfingers?** "Leng. Sevenfingers has gone to Leng. Been gone for months now."

**Why did he go to Leng?** "He seeks the Mines of Baol-Kataar. That's where he hopes to find some magical rubies."

**Tell me about these rubies.** "If he gathers enough of them, he can build an engine that'll give his ship the power to sail between the planes and to other worlds."

**What are Sevenfingers's intentions?** "Nothing good, I can tell you that! His first stop will be here to reclaim his prized possession, the *Voracious*. Then he'll feed the engine the right rubies and pay the Shackles a little visit. Yes, Old Sevenfingers has big plans for the Shackles, he does. And big plans for the rest of Golarion!"

**How did Sevenfingers get to Leng?** "He has a special ruby ring that his friends in Leng gave him. He uses it to jump between here and Leng."

**Is Sevenfingers a lich now?** "With help from his friends in

Leng, Sevenfingers transformed his body and is immortal now. He's an unnatural creature, but if he's undead or some other kind of monstrosity, I don't know. Wish I could describe him for you, but as you can see, I seem to have lost my eyes!"

**Treasure:** The silk sheets and linens on Sevenfingers's bed are caked in dust but still worth 100 gp if properly laundered. Some of the scrolls and books on Sevenfingers's desk, though in poor condition, are still valuable because of their rarity. A PC that succeeds at a DC 20 Appraise, Knowledge (arcana), or Knowledge (planes) check realizes that a wealthy sage or collector of esoterica would pay 500 gp for the entire collection of scrolls and books. The scrolls and books have a combined weight of 20 pounds.

**Development:** Sevenfingers's desk is cluttered with handwritten notes, old scrolls, and a dozen mold-covered books that focus on the nightmare realm of Leng and the sinister creatures that dwell there. The PCs can find the same information in these that they could have learned from



Shivers. PCs that spend at least 1 hour studying the writings and books can attempt a DC 28 Knowledge (arcana), Linguistics, or Spellcraft check (DC 32 in Subtier 10–11). If the first check is unsuccessful, the PCs can continue their investigation with a cumulative bonus of +2 to the check for each additional hour. If the check is successful, the PCs realize that Sevenfingers is currently obsessed with obtaining magical rubies from a location in Leng called the Mines of Baol-Kataar. According to his notes, Sevenfingers believes that these rubies have the ability focus to planar travel and send casters of such magics across the planes or to other worlds. Sevenfingers's notes also detail his plan to build a fleet of pirate ships (his "Nightmare Armada") outfitted with arcane engines powered by these magical gemstones. He claims to have enough rubies to send several ships to the Material Plane, and to be nearing a large enough collection of rubies connected to the Maelstrom to reach that plane as well.

The PCs may wish to seek Hrethnar's aid in deciphering the notes, particularly if none of them are trained in the skills needed to interpret them. If they ask him to assist, Hrethnar provides the PCs with a +4 bonus on their skill checks.

Alternatively, the PCs can ask Hrethnar to interpret the notes for them. In this case, Hrethnar takes 2 hours to complete the task, during which Benarry gives the PCs a gentle ribbing about making Hrethnar do the heavy lifting.

After the PCs move the tapestry on the north wall (see Hazard above), they can attempt a DC 30 Perception check to locate the secret door on the north wall (DC 34 in Subtier 10–11). Aside from using stone-shaping magic or bashing through the 10-inch-thick stone door (hardness 8, hp 90, break DC 40), the easiest way to open the secret door—which Shivers would tell them if he notices them attempting to open it—is to knock on it seven times in quick succession.

## A5. SEVENFINGERS'S TREASURY

This small cave is packed with chests, coffers, and trunks of various sizes, though most of them are empty.

**Treasure:** When he first entombed himself three centuries ago, Sevenfingers's treasure hoard rivaled that of kings and ancient dragons. Now, however, very little remains. Over the centuries, Sevenfingers spent most of his ill-gotten treasure during forays into the Great Beyond to gain access to forbidden lore and to purchase the loyalty of various otherworldly servants. All that remains of his hoard is a single coffer containing a cache of strangely flawless deep red gemstones. The coffer is labeled "Material Plane Resonant" in Aklo. A PC examining the stones that succeeds at a DC 20 Appraise, Knowledge (arcana), or Knowledge (planes) check identifies them as Leng rubies. In Subtier 7–8, the PCs find 3,000 gp in rubies. In Subtier 10–11, the PCs find 6,000 gp in rubies.

**Rewards:** If the PCs do not locate the secret treasury and retrieve the Leng rubies, reduce each PC's gold earned by the following amount.

*Subtier 7–8:* Reduce each PC's gold earned by 500 gp.

*Out of Subtier:* Reduce each PC's gold earned by 750 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 1,000 gp.

## RETURNING THROUGH THE BLOOD-PORTAL

When the PCs finish exploring Sevenfingers's tomb, they are free to return through Hrethnar's blood-portal. When they arrive in the chamber containing the Machine from Leng—now soaked in Hrethnar's blood much like the rest of the room, Benarry and Hrethnar are both waiting for them. Hrethnar dismisses the blood-portal. Benarry then conducts a debrief of the PCs' experiences in the tomb and the information they found within.

When the PCs report Sevenfingers's plans, Benarry grows increasingly horrified by the idea of the old pirate returning to Golarion at the fore of an armada of plane-hopping pirate ships. When she mentions aloud that something must be done to stop Sevenfingers, Hrethnar replies. Read or paraphrase the following.

---

"I can send you to the *Voracious*—Sevenfingers's flagship and my recent prison—using the machine," Hrethnar says, gesturing to the strange contraption. "The *Voracious* sits in a pocket dimension between Golarion and Leng now. Once you board the ship, I can reconfigure the machine to once again act as the ship's engine. That will leave you in Leng with a functional ship. I also know where the Mines of Baol-Kataar are located, so I can plot a course so the *Voracious* sails right to them."

Hrethnar's face then darkens. "That will put you on Sevenfingers's trail ... but it is impossible to know what dangers you will face when you get there. And once again, I will not be able to join you. Time still flows in Leng, and my body would immediately age to dust if I travel there."

Benarry grins, "I'd be lying if I said I wasn't jealous of you. What an adventure! But it's not my adventure to take. Someone has to stay behind and make sure Hrethnar's all right after he lost all that blood."

---

A PC who succeeds at a DC 20 Sense Motive check can tell that Benarry still doesn't fully trust Hrethnar, so she believes it's her duty to stay behind and watch him to make sure he doesn't interfere with the PCs in any way. She tells the PCs to buy anything they need from Kakikko, and then ready themselves for a dangerous journey. If the PCs insist upon resting for a night, Benarry is agitated, but she does not attempt to force them to go before they are ready.

Read or paraphrase the following when the PCs are ready to continue.

---

As Hrethnar steps off the wooden platform and crosses the slime-covered floor, he pulls a large key made of glossy black stone from his robes. He inserts the key into the machine, and a glowing spatial rift appears in midair.

## Leng Planar Traits

Leng exists beyond the Dimension of Dreams where nightmares overlap into a strange reality spawned by no dreamer, except perhaps for the dreams of outer beings of primordial chaos whose very existence strains mortal minds. It has the following traits.

### Normal Gravity and Time

**Finite Size:** Leng is bounded by mountains on three sides and by a mysterious coastline on the fourth, giving it a finite size, but its appearance tends to change based on the point of origin of each traveler, so estimates of its size can vary widely. In addition, Leng overlaps with various worlds on the Material Plane, and its size and other qualities extend farther in the regions where these convergences occur.

**Divinely Morphic:** Who or what powers can transform this realm to their whims is beyond the knowledge of even the most erudite sages.

**Strongly Chaotic-Aligned, Mildly Evil-Aligned:** PCs whose alignment is not chaotic take a -2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks. PCs who are good-aligned take a -2 circumstance penalty on Charisma-based checks. These penalties stack for lawful good and neutral good PCs.

"Now," he says, gesturing at the rift. "Step through the portal to reach the *Voracious*. I will then need about an hour to reconfigure the engine and plot the course to the mines for you, after which I will send the engine to the *Voracious*. Once you've dealt with Sevenfingers, feed Sevenfingers's special rubies into the engine and the ship will return to Golarion. If you're lucky, it'll be somewhere in the Shackles, but don't count on being able to return to Leng once you've come home. You'll have one chance to do this right."

If the PCs did not find the rubies in Sevenfingers's tomb, Hrethnar remarks that the PCs should be able to find plenty of suitable rubies in Baol-Kataar.

PCs stepping through the rift instantly appear on the sterncastle of the *Voracious* (area **B1**). This is a one-way journey, as the portal immediately vanishes when the PCs pass through it.

## B. THE VORACIOUS

Made of glistening black wood and sporting three tattered black sails, the *Voracious* floats in a roiling gray sea within sight of the shores of Leng. The PCs find the ship abandoned and they are free to explore it while they wait for Hrethnar to reconfigure the ship's engine. No encounter takes place here yet, but this ship is the site of the climactic final battle (see Facing Sevenfingers on page 20).

**B1. Sterncastle:** The rear of the ship offers a clear view of the empty main deck. A ship's wheel made of darkwood and brass is the main feature of this upper deck. A brass plaque mounted on the mast behind the wheel is inscribed with the name *Voracious*.

**B2. Main Deck:** The ship's small rowboat is rotted and useless, and a small storeroom at the fore of the ship is filled with empty, rotting sea chests. The windowless captain's cabin at the rear of the main deck is devoid of furnishings and its floor, ceiling, and walls are all painted pitch black. Though the cabin once granted occupants the ability to commune with otherworldly entities, this ability ceased functioning when Hrethnar was rescued.

**B3. Ship's Hold:** The hold's ceiling is 10 feet high. The cannons have been corroded by the alien environment of Leng and are now no more than cannon-shaped lumps of useless iron. The cabins to the fore and aft of this deck once held slaves, but only iron shackles remain.

**B4. Lower Hold:** This hold's ceiling is 10 feet high. The hold contains many iron rings and chains affixed to the floor for cargo.

**Development:** An hour after the PCs arrive aboard, Hrethnar finishes reconfiguring the Machine from Leng. A great gust of wind suddenly envelopes the *Voracious* and it lurches forward through the choppy gray sea. If the PCs are in area **B4** when this occurs, they see the Machine from Leng suddenly materialize and attach itself with an array of sucker-mouths and tentacular-like growths to the rear wall of the ship. If the PCs throw an appropriate batch of Leng rubies into this engine (either the rubies from Sevenfingers's tomb or those from the sack of rubies Sevenfingers is collecting in area **C4**), they return immediately to the Material Plane (see the Conclusion for more details).

Sevenfingers is immediately aware that the *Voracious* has arrived in Leng, and he incorrectly assumes that his old second-in-command Hrethnar has escaped his prison and is coming for him. Sevenfingers sees the arrival of the *Voracious* as a boon, for reclaiming his flagship is a central part of his plan. Confident in his ability to defeat Hrethnar again, Sevenfingers continues gathering the special Leng rubies (see area **C4**). He is content to wait for Hrethnar to bring the *Voracious* to him.

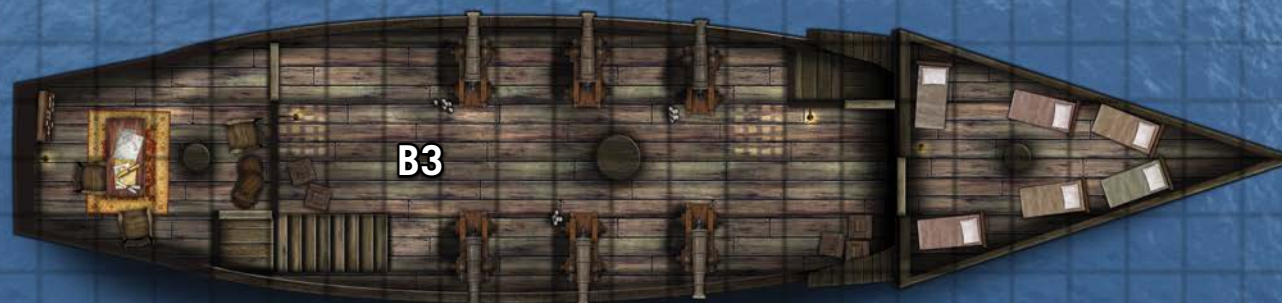
## VOYAGE TO BAOL-KATAAR

With its engine reconfigured, the *Voracious* picks up speed and the sea and the shoreline of Leng quickly become blurry outlines. After a few minutes, the ship abruptly comes to a halt. From here, the PCs can lower the gangplank and walk out onto the shores of Leng. Before they do, read or paraphrase the following.

When the *Voracious* lurches to a halt, the ship is floating adjacent to a crumbling stone shore. Though no dock lines or other equipment



## B. The Voracious



1 square = 5 feet

Pathfinder Flip-Mat Classics: Ship



## Scaling Encounter C3

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

**Subtier 7–8:** Remove one newborn Leng spider.

**Subtier 10–11:** Remove four newborn Leng spiders.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 7–8:** Webbing, bones, and rotting carcasses make the cavern's floor difficult terrain. Additionally, the Leng spiders have woven particularly sticky traps into the floor. The PCs can spot this thicker area with a DC 25 Perception check. Creatures who step on a square that is within 10 feet of eastern edge chasm are also subject to the web hazard.

**Subtier 10–11:** As Subtier 7–8, plus increase the spiders' poison damage to 1d4 Constitution.

secure the ship, the *Voracious* remains safely docked to the quay. A single-masted vessel much smaller than the *Voracious* is docked at an adjacent outcropping. Both stone quays extend to a gray, rocky shore that quickly rises to form a series of steep hills. A well-worn path of black stones leads away from the shore and forms a zigzagging trail that eventually leads to a yawning cave mouth several hundred feet up the hillside. An eerie red glow emanates from the cave mouth.

The smaller ship is a weather-beaten cutter called the *Princess of Mnar*, a sailing vessel from strange seas that Sevenfingers and his allies appropriated several months ago and have been using as a mobile base of operations. This ship is 200 feet away from the *Voracious*'s docking point.

The *Princess* has one main deck and a single rear cabin. Though the deck and cabin are loaded with provisions (mostly raw meat of suspect origin), the ship is abandoned. The most notable cargo aboard the ship is in the hold. Many of the objects within it are highly flammable, such as crates stocked with wood chips and a drum full of lantern oil. Sevenfingers and his allies have set these objects here in preparation for an older plan to use fire against the Leng spiders, but they quickly repurpose them to burn the ship after seizing the *Voracious* (see Facing Sevenfingers on page 20). If it becomes necessary, GMs can use the single-masted vessel from *Pathfinder Map Pack – Armada* or sketch a map of a ship that is 70 feet long and up to 20 feet wide to represent the *Princess*.

The winding trail to the entrance of the mines is 300 feet long. The ground here is pitted and uneven, counting as difficult terrain.

### C. THE MINES OF BAOL-KATAAR

Located on the remote southwestern edge of Leng's Dreaming Shore, the Mines of Baol-Kataar are but one of

many ruby mines frequented by the denizens of Leng and their moon-beast masters. Several weeks ago, however, a band of Leng spiders invaded the mines, devoured the denizens of Leng, and claimed the mine as their lair. When Sevenfingers arrived, he ordered most of his crew to lure the spiders out of the mines and lead them away, so he and his remaining allies could enter the mines and gather the magical rubies. So far, Sevenfingers's plan has worked well, though most of the crew members sent to lure the spiders away have already perished horribly.

When the PCs arrive at the mines, Sevenfingers and his remaining allies are in area C4 gathering the magical rubies.

### C1. MINE ENTRANCE

The cave mouth is 15 feet wide and 12 feet high, and a 12-foot-high tunnel snakes deeper into the hillside. The walls and ceiling of the tunnel are roughly hewn, but the floors are level and clear of obstacles. The tunnel—and the entire mine—is bathed in a pale-red glow emanating from the rubies in area C4. This glow provides dim illumination throughout the mines. Additionally, thick spider webs cling to the tunnel's ceiling and walls in many places.

### C2. THE CHASM

A 500-foot-deep chasm splits the mine tunnel here, its bottom few feet choked with scree and the shattered bones of long-dead humanoid slaves. The chasm constantly belches a thick, warm yellow mist that rises from thermal vents and vanishes into small rifts and cracks in the ceiling above. The mist is harmless, though it rises like a curtain to obscure vision (as *obscuring mist*). The misty barrier does little to block the red light emanating from area C4. A sturdy bridge made of wood and ropes spans the chasm.

### C3. SPIDER HORROR (CR 11 OR CR 14)

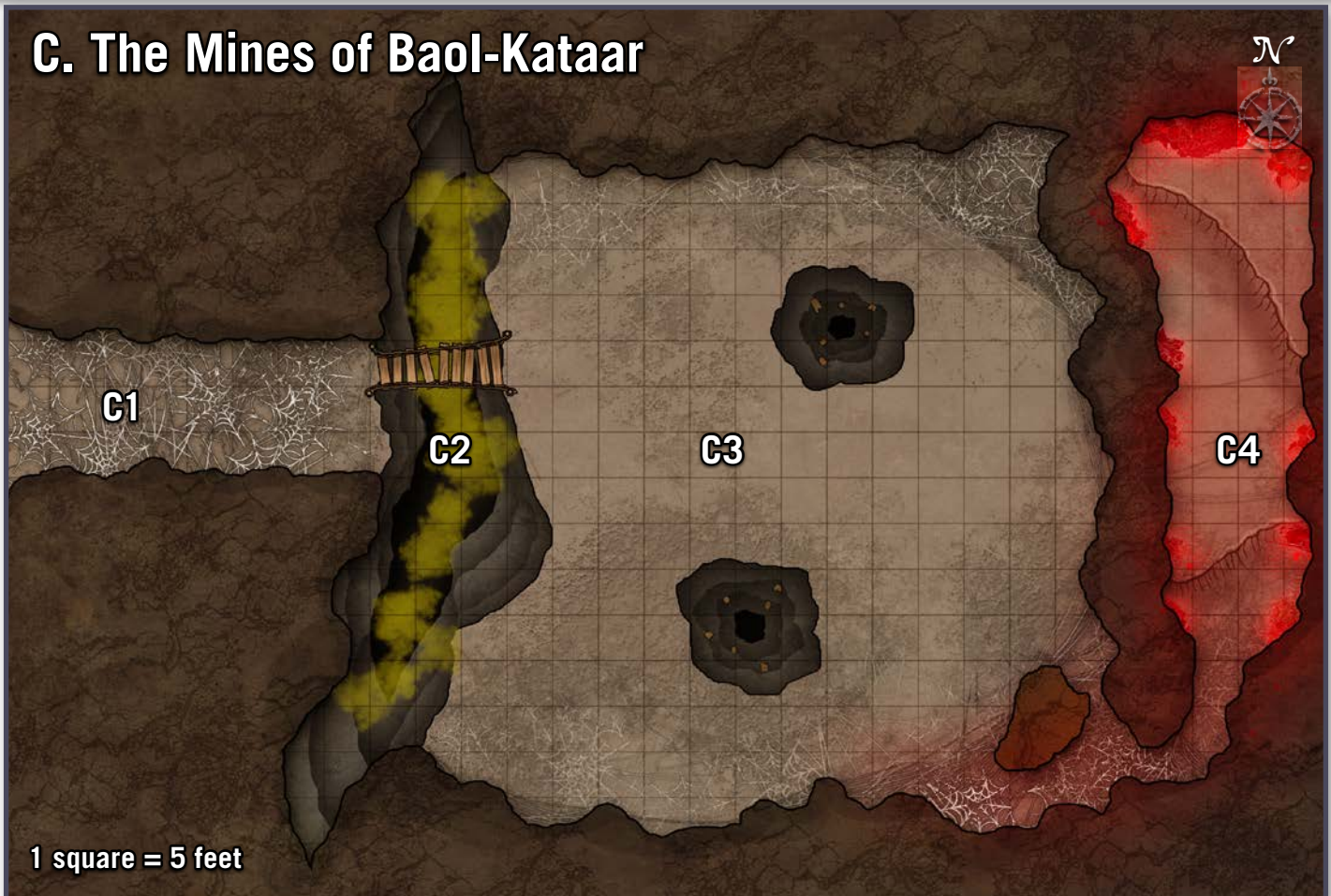
Beyond the mist-shrouded chasm lies an enormous cavern with a high ceiling. Two yawning pits mar the otherwise smooth floor in the center of the cavern and more spider webs cling to the walls and ceiling. Dozens of large cocoons—many of which are unnervingly humanoid-shaped—dangle from the webs. The reddish glow permeating the mine is significantly brighter in the southeast corner of the cavern, where a natural stone column partially blocks a side tunnel.

The ceiling here is 45 feet high, studded with stalactites, and is almost completely obscured by spider webs, which creep down from the ceiling to cover many of the walls. The two 15-foot-diameter pits are vertical mine shafts, nearly 1,500 feet deep, that connect to a labyrinthine tangle of caves and tunnels that eventually connect to Leng's underworld.

**Hazard:** The squares containing webs on the map are choked with the webs of adult Leng spiders. Creatures who



## C. The Mines of Baol-Kataar



touch the webs are entangled and cannot move from their square until they escape the web. They can escape the web as a standard action with a successful DC 25 Escape Artist or Strength check, or by damaging the web. Each 5-foot square of webbing has DR/5— and 15 hit points.

**Creatures:** When the first PC reaches the middle of the cavern, several of the cocoons begin to quiver and sway back and forth. Two rounds later, the cocoons burst in a shower of blood and gore as several Large-sized newborn Leng spiders emerge from the disturbingly much-smaller corpses. In Subtier 10–11, six spiders emerge one round after the PCs enter the room, with another 6 emerging on the following round. The newborn spiders are sentient but driven to near-mindlessness by ravenous hunger. Their high-pitched shrieks echo throughout the mines.

### SUBTIER 7–8 (CR 11)

#### NEWBORN LENG SPIDERS (3) CR 8

CE Large magical beast (extraplanar)

**Init** +8; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +14

#### DEFENSE

**AC** 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, –1 size)

**hp** 95 each (10d10+40), fast healing 5

**Fort** +11, **Ref** +11, **Will** +5

**Immune** cold, confusion and insanity effects, poison, sonic; **SR** 18



## The Best-Laid Plans

It is likely that the PCs will face the encounters in the order that they are presented in the scenario. However, the PCs might interrupt Sevenfingers before he escapes to the Voracious. If the PCs confront Sevenfingers in area **C4**, add Sevenfingers to that encounter. On the first round, Sevenfingers gives the PCs credit for their tenacity, but he tells them that he will be taking back "his ship" now. He then attempts to use his *scroll of dimension door* to retreat to the quay and take the ship. If the PCs stop Sevenfingers here, when they return to their ship, it has not yet left the docks. However, Sempet's ghoul allies have boarded the *Voracious*, and the PCs still face them when they return to their vessel.

## Scaling Encounter C4

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

**Subtier 7-8:** One denizen of Leng is wounded from an earlier confrontation with a Leng spider and has 50 hit points remaining.

**Subtier 10-11:** Remove one Leng hound.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 7-8:** The cave is infused with supernatural energy that is deadly to living creatures not native to Leng. Each round they remain in area **C4**, each PC must succeed at a DC 16 Fortitude save or gain one negative level. These negative levels heal at a rate of one per round once the PCs leave area **C**. A PC killed by this effect rises 24 hours later as a Leng hound with no memory of its former life.

**Subtier 10-11:** As Subtier 7-8, but increase the Fortitude save DC to 20.

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +16 (1d10+6 plus poison)

**Space** 10 ft., **Reach** 5 ft.

**Special Attacks** web (+14 ranged, DC 19, 10 hp)

**Spell-like Abilities** (CL 10th; concentration +10)

Constant—*arcane sight*, *freedom of movement*

1/day—*air walk*, *invisibility*

### TACTICS

**Before Combat** Before they emerge from their cocoons, the spiders cast *air walk* on themselves.

**During Combat** The spiders first target a different PC with a web attack, hoping to immobilize some of them. Next, they cast

*invisibility* on themselves and either crawl or fly to engage the nearest targets in melee. The spiders fight in pairs if possible, so they can flank their foes.

**Morale** When a spider is reduced to 10 hit points or fewer, it attempts to flee down one of the mine shafts.

### STATISTICS

**Str** 22, **Dex** 18, **Con** 18, **Int** 3, **Wis** 10, **Cha** 10

**Base Atk** +10; **CMB** +17; **CMD** 31 (43 vs. trip)

**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Iron Will

**Skills** Climb +22, Perception +14; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

### SPECIAL ABILITIES

**Poison (Su)** Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1 Con and confusion for 1 round; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

**Web (Ex)** Leng spiders can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC of 19. A Leng Spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

## SUBTIER 10-11 (CR 14)

### NEWBORN LENG SPIDERS (12)

**CR 8**

**hp** 95 each (see Subtier 7-8)

### TACTICS

Use the tactics from Subtier 7-8.

**Treasure:** A search of the cavern locates a *potion of fly*, a *potion of water breathing*, a *ring of maniacal devices* (*Pathfinder RPG Ultimate Equipment* 172) and a *ring of swimming*. In Subtier 10-11, replace the *ring of swimming* with a *ring of the sea strider* (*Ultimate Equipment* 176).

**Development:** Wary of the return of the adult Leng spiders, Sevenfingers ordered one of the denizens of Leng from area **C4** to stand watch just inside the tunnel leading away from area **C3**. When the newborn spiders emerge from their cocoons, the denizen races to area **C4** to warn Sevenfingers. Worried that the newborn spiders' shrieking might attract the attention of the adult spiders, Sevenfingers retreats. He takes one round to seize a sack full of magical Leng rubies before he casts *dimension door* and whisks a few of his closest allies to the mine entrance (area **C1**), where he meets up with a few more of his crew returning from luring the adult Leng spiders



away. Sevenfingers then heads to the docks, where he is pleased to spy the *Voracious*. He and his allies run to the *Voracious*, and they immediately reclaim his long-lost flagship. Unless the PCs manage to disrupt this plan, they will meet up with him during the encounter Facing Sevenfingers on page 20.

**Rewards:** If the PCs do not defeat the newborn Leng spiders, reduce each PC's gold earned by the following amount.

*Subtier 7–8:* Reduce each PC's gold earned by 750 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,145 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 1,541 gp.

## 4. DESPERATE DENIZENS (CR 10 OR CR 13)

The curving mine tunnel opens into a long cavern with a high ceiling and two natural stone shelves, each nearly twice the height of an adult human. Uncut gemstones protrude from the walls, their deep red glow bathing the entire cave in a hellish ambience.

The ceiling here is 35 feet high. The two natural stone shelves are 10 feet high and a creature must succeed at a DC 12 Climb check to scale them.

This natural cave is a nexus of supernatural energy, evident by the deep red glow emanating from the scores of Leng rubies embedded in the walls. The rubies once mined here are the special stones Sevenfingers has long coveted.

Though many rubies remain embedded in the walls, Sevenfingers was able to gather a sack full of the stones before the PCs' presence in area C3 stirred the newborn Leng spiders to hatch from their cocoons prematurely.

**Creatures:** Sevenfingers was unable to take all his allies with him when he cast *dimension door* to retreat. Several denizens of Leng, having already used their *plane shift* spell-like ability today, now find themselves abandoned and trapped here. In Subtier 10–11, two Leng hounds accompany the denizens. Unlike typical Leng hounds, these creatures lack the *sense fear* ability. They rely on the denizens of Leng's canny senses to help them track their prey.

## SUBTIER 7–8 (CR 10)

### DENIZENS OF LENG (2)

CR 8

hp 95 each (*Pathfinder RPG Bestiary* 2 82; see page 25)

#### TACTICS

**Before Combat** When the PCs arrive, the denizens of Leng stand on the highest stone shelf, close to the north wall. If they spot the PCs, they hail them, move slowly toward them, and attempt to parlay. However, this is merely as ploy to set the PCs at ease. If the PCs allow the denizens to move within 5 feet of them, the creatures attempt to launch a surprise attack. The DC of the Sense Motive check to conclusively detect this treachery is 33.

**During Combat** The denizens engage the PCs in melee, each attacking a different target.

**Morale** If only one denizen remains alive and it is reduced to 25 hit points or less, the creature surrenders and begs the PCs for mercy. See the Development section for additional information.

## SUBTIER 10–11 (CR 13)

### DENIZENS OF LENG (3)

CR 8

hp 95 each (*Pathfinder RPG Bestiary* 2 82; see page 25)

#### TACTICS

Use the tactics from Subtier 7–8.

### LENG HOUNDS (2)

CR 10

hp 123 each (*Pathfinder RPG Bestiary* 6 180; see page 27)

#### TACTICS

**Before Combat** When they first notice intruders in the mine, the Leng hounds use their charnel deception ability to disguise themselves as dead denizens of Leng.

**During Combat** One round after the denizens of Leng attack the PCs, the hounds rise and each attack the closest PC. PCs who did not see through their charnel deception disguise are automatically flat-footed against them for one round. On the second round, the Leng hounds use their quickened *summon swarm* ability to summon a swarm of bats (see page 24 for the swarm's statistics).



Denizen of Leng

## Optional Encounter

The rear guard encounter is optional. Only run this optional encounter if 90 minutes or more remain in Subtier 7–8 or 2 hours or more remain in Subtier 10–11.

**Morale** Due to an ancient pact, these Leng hounds are bound in servitude to the denizens of Leng and will not flee while their masters still live. If all the denizens of Leng are killed, the Leng hounds try to cast *dimension door* and escape. If prevented from escaping, they fight to the death. If the hounds escape, they do not rejoin Sevenfingers's crew.

**Treasure:** This room contains a bounty of loose rubies, worth a total of 5,000 gp (or 8,000 gp in Subtier 10–11).

**Development:** If one denizen of Leng remains alive, it surrenders and promises to answer the PCs' questions in exchange for sparing its life. Resentful at being abandoned, the denizen eagerly provides information regarding Sevenfingers's plans, as explained in the adventure's background. The denizen mentions that one of the keys to Sevenfingers's plan is to reclaim the *Voracious*, so he can "feed" the special Leng rubies to the ship's magical engine and grant it the ability to sail between realities.

**Rewards:** If the PCs do not defeat or parley with the denizens of Leng, reduce each PCs' gold earned by the following amount.

**Subtier 7–8:** Reduce each PC's gold earned by 833 gp.

**Out of Subtier:** Reduce each PC's gold earned by 1,083 gp.

**Subtier 10–11:** Reduce each PC's gold earned by 1,333 gp.

### D. REAR GUARD (OPTIONAL ENCOUNTER; CR 10 OR CR 13)

This optional encounter takes place just outside the cave mouth leading into the Mines of Baol-Kataar (area C). The ground on the path outside of the cave is pitted and uneven, counting as difficult terrain.

**Creatures:** When Sevenfingers retreated from Baol-Kataar and spied the *Voracious*, he incorrectly assumed that his former lieutenant Hrethnar had

followed him. Though Sevenfingers doesn't fear Hrethnar, he doesn't want to waste time and resources fighting him. Instead, he sent several bodak allies—servants recently purchased from the slave markets of Sarkomand—to slay any pursuers emerging from the mines.

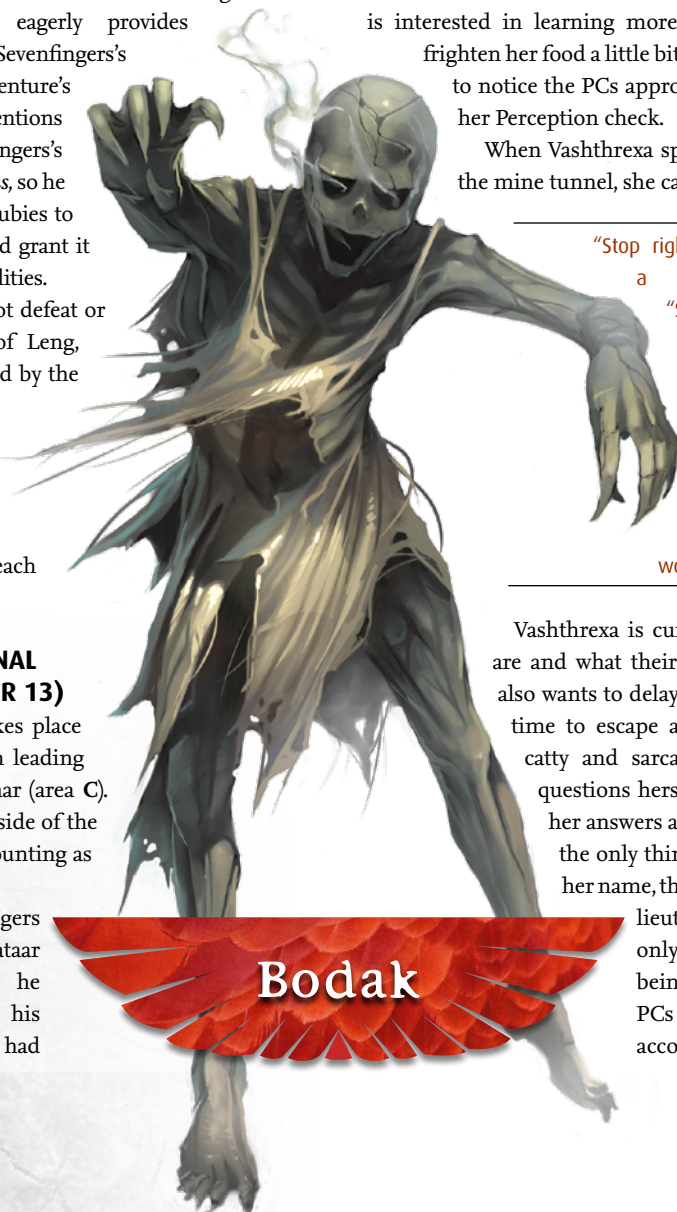
If the PCs fight Sevenfingers in area C4, these allies of Sevenfingers are waiting near the entrance to the mine for orders from Sevenfingers. Because they do not yet know about the PCs, they are not hiding—instead, the bodaks are emitting eerie wails of agony. These wails have no mechanical effect, but they give the PCs the opportunity to prepare for another fight and try to get the drop on these opponents. Assume the bodaks receive a result of 24 on their Perception checks to notice the PCs' approach.

In Subtier 10–11, the bodaks are led by a nightmare dragon named Vashthrexa that has taken the form of a midnight-haired human wearing an eye patch and playing the part of a swaggering pirate. Vashthrexa is Sevenfingers's second officer, though she has only been part of his crew for a few months now. Unlike the murderous bodaks, Vashthrexa is interested in learning more about the PCs, if only to frighten her food a little bit before eating it. She is likely to notice the PCs approaching: she receives a 30 on her Perception check.

When Vashthrexa spots the PCs emerging from the mine tunnel, she calls out a challenge.

"Stop right there! That's far enough," a woman's voice booms. "Sevenfingers told me you were coming, Hrethnar, and I'm delighted to finally make your acquaintance! I've heard so much about you! Who are your friends? And what are your intentions? It's not simple vengeance is it? That would be so insufferably dull."

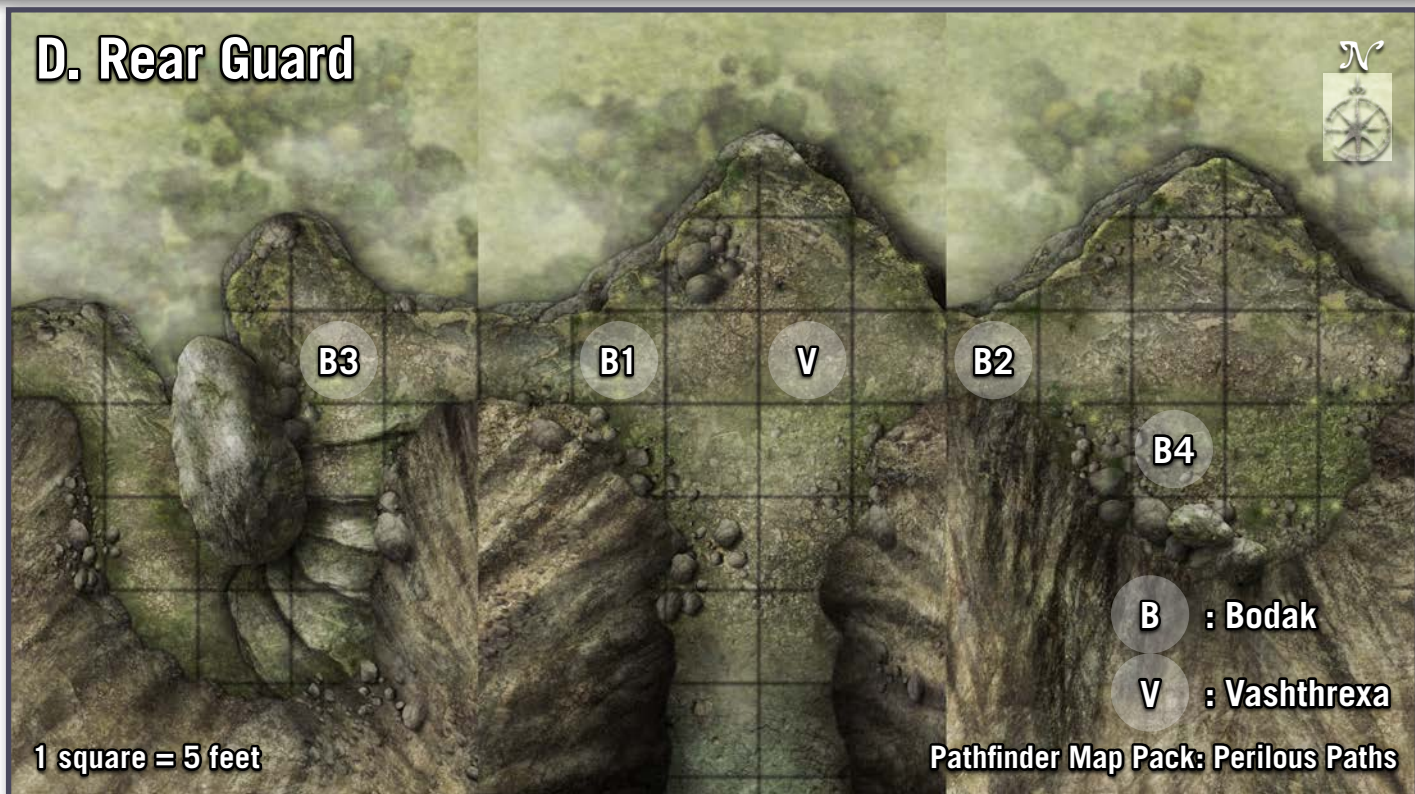
Vashthrexa is curious to know who the PCs are and what their intentions are, though she also wants to delay them and buy Sevenfingers time to escape aboard the *Voracious*. She is catty and sarcastic and avoids answering questions herself, and even if she does, all her answers are at best half-truths. In fact, the only things she willingly discloses is her name, that she's one of Sevenfingers's lieutenants, and that she answers only to Sevenfingers and another being called Nightdrinker. If the PCs reveal that Hrethnar is not accompanying them, she seems



Bodak



## D. Rear Guard



slightly put off. She peppers the PCs with questions about Hrethnar and his whereabouts and grows angry if the PCs aren't forthcoming with any information about Sevenfingers's former lieutenant. If the PCs attack her or attempt to leave the mines, she attacks.

### SUBTIER 7-8 (CR 10)

#### BODAKS (2) CR 8

hp 85 each (*Pathfinder RPG Bestiary* 2 48; see page 24)

#### TACTICS

**Before Combat** The bodaks hide among the rocks on either side of the cave mouth and wait for the PCs to exit before attacking.

**During Combat** The bodaks begin combat by attempting to use their death gaze attack. Then they engage the PCs in melee, each attacking a different target.

**Morale** The bodaks fight until destroyed.

### SUBTIER 10-11 (CR 13)

#### BODAKS (4) CR 8

hp 85 each (*Pathfinder RPG Bestiary* 2 48; see page 24)

#### TACTICS

As Subtier 7-8, except the bodaks attack the PCs in pairs.

#### VASHTHREXA CR 10

Female adult nightmare dragon (*Pathfinder RPG Bestiary* 5 94; see page 25)

hp 175

## Scaling the Rear Guard Encounter

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

**Subtier 7-8:** Reduce the Charisma score of the bodaks by 4. This reduces their maximum hit points by 20 and the DC of the Fortitude save to resist their death gaze by 2.

**Subtier 10-11:** Remove two bodaks from the encounter. Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 7-8:** Add the advanced creature simple template to each bodak (+2 on all rolls including damage rolls; +4 to AC and CMD; +20 hit points, +2 to the DC to resist their death gaze).

**Subtier 10-11:** As Subtier 7-8. Additionally, grant each bodak 3d6 sneak attack damage on their attacks, as per the rogue class feature.

#### TACTICS

**Before Combat** In human form, Vashthrexa stands in plain view just outside the mine entrance in the center of the cave's mouth, blocking the PCs' exit. She has ordered the bodaks not to attack until she changes into her dragon form. Vashthrexa calls a challenge to the PCs when they are still inside the mines if she spots them. If the PCs attempt to move any closer to her than 60 feet, she warns them once to stop before attacking.

## Scaling Facing Sevenfingers

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

**Subtier 7-8:** Remove two ghoulish stalkers from the encounter.

**Subtier 10-11:** Remove one ghoulish commander from the encounter. Additionally, Sempet has the sickened condition from his unceasing toil in the ruby mines.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 7-8:** Add two ghoulish stalkers to the encounter. Consider using tactics that are more optimal than those listed in each creature's stat block.

**Subtier 10-11:** Add two ghoulish commanders to the encounter. Consider using tactics that are more optimal than those listed in each creature's stat block.

**During Combat** Vashthrexa assumes her dragon form and targets as many PCs as possible with her breath weapon. She then plans her strategy based on the PCs' actions. If they lack strong ranged abilities or flight and remain out in the open, she may wait for her breath weapon to return and continue to rain down acid on them. If they prove more resourceful, however, she instead swoops down to tear the most threatening PC apart in melee, saving her spell-like abilities for if the situation warrants them. If reduced to 80 hit points or fewer, she attempts to retreat briefly to cast *mirror image* before re-entering the fray.

**Morale** Vashthrexa understands that failing Sevenfingers means death. She fights until slain.

### FACING SEVENFINGERS (CR 12 OR CR 15)

If the PCs took more than 5 minutes to return to the quay after Sevenfingers used *dimension door* to leave the mines, Sevenfingers has begun to sail away aboard the *Voracious*. The *Princess of Mnar* is on fire and sinking (Sevenfingers ordered his crew to torch the ship) and the *Voracious* is now drifting slowly away from the docks. In his arrogance, he has kept the ship 60 feet away from the quay to ensure that the PCs witness their own loss. Each round after the PCs reach the quay, the ship drifts another 20 feet away. Read or paraphrase the following when the PCs reach the shore.

An almost apocalyptic scene is unfolding near the crumbling stone quays. The *Princess of Mnar*, the smaller ship docked nearby, is now almost completely wreathed in flames, and the vessel's burning hull is already beginning to slip beneath the gray waves. More startling, however, is the *Voracious*, which no longer floats next to its stone dock but is instead drifting slowly away from it. The ship glows with an eerie red light.

If the PCs took less than 5 minutes, the *Voracious* remains

at the dock, and the PCs can climb the gangplank without trouble. If they took less than 2 minutes, the *Princess of Mnar* is not yet on fire. If they stopped Sevenfingers in the mines, the *Voracious* lacks the glowing red light. Adjust the description of the scene accordingly.

The hull of the *Voracious* is slick (Climb DC 25) and rises 20 feet above the waterline. Though the sea is gray and unpleasantly cold, its waters are calm, requiring only a DC 10 Swim check to traverse. In the unlikely event that the PCs reached the *Princess of Mnar* before it went up in flames, they can pilot the ship to rapidly close the distance with the *Voracious*. On each round that the PCs succeed at a DC 20 Profession (sailor) check or DC 15 Dexterity check, the *Princess* moves 60 feet toward the *Voracious*. Once the ship catches up, the PCs can easily leap to the *Voracious* to engage Sevenfingers and his crew.

**Creatures:** Sevenfingers forged alliances with the denizens of Leng and their moon-beast masters, but he never fully trusted the cruel, otherworldly fiends. After his transformation to a Leng ghoul—in the process regrowing the three missing fingers that earned him his nickname—Sevenfingers began creating his own loyal followers by biting captives and infecting them with ghoul fever. Over the years, he created a small, cultlike following of ghoulish pirates. However, after his expedition into Baol-Kataar and other misadventures in Leng, very few of his crew have survived. In Subtier 10-11, Sevenfingers's crew is led by his first mate, a gaunt, ebon-skinned bogeyman named Nightdrinker. A veteran explorer of many strange and sinister realities, Nightdrinker met Sevenfingers two centuries ago during a chance encounter in the city of Dylath-Leen in the Dimension of Dreams. The pair quickly bonded, and Nightdrinker has served as Sevenfingers's loyal enforcer ever since.

Instead of carrying the typical gear listed on page 27, Sempet's ghoul allies have a few extra bonuses factored into their stat blocks. Specifically, instead of wearing *bracers of armor* +1, the stalkers simply have an additional bonus to natural armor. Instead of carrying +1 *shortbows*, the stalkers used *oils of greater magic weapon* on their bows earlier in the day. Instead of wearing a *belt of giant's strength* +2, the commanders naturally have a Strength score that is 2 higher. These adjustments allow this scenario to allocate more treasure to Sempet.

### SUBTIER 7-8 (CR 12)

#### GHOUL STALKERS (4)

CR 6

hp 74 each (*Pathfinder RPG Monster Codex* 82; see page 27)

AC 18, touch 15, flat-footed 13 (+1 armor, +5 Dex, +2 natural)

Combat Gear +1 frost arrows (3), +1 human-bane arrows (2);

Other Gear mwk composite shortbow with 20 arrows

#### TACTICS

**Before Combat** The ghouls are alert and expecting trouble. With their bows in hand, the ghouls watch the stone quays.



# ON SEVENFINGERS'S SAILS

**During Combat** If they spot the PCs, the ghouls shout warnings to Sevenfingers and take up positions on the main deck. They use the ship's railing as cover (+4 AC) and attack with their bows, using their magical arrows first, until the first PC boards their ship. Then, they discard their bows and engage the PCs with bite and claw attacks. In melee, they fight in pairs and try to flank their opponents when possible.

**Morale** As long as Sevenfingers remains, the ghouls fight until destroyed. If Sevenfingers is destroyed and the ghouls have an opportunity to flee, they attempt to do so if reduced to 20 hit points or fewer.

## SEMPET SEVENFINGERS

CR 10

Variant sorcerer Leng ghoul (*Pathfinder RPG Bestiary* 5 120,

*Pathfinder RPG Monster Codex* 248)

CE Medium undead (extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

**hp** 99 (9d8+56)

**Fort** +10, **Ref** +9, **Will** +11

**Defensive Abilities** channel resistance +4;

**Immune** cold, undead traits

### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +13 (1d8+6 plus paralysis and disease), 2 claws +13 (1d6+6 plus paralysis)

**Special Attacks** rend (2 claws, 1d6+9), sneak attack +2d6

**Bloodline Spell-Like Abilities** (CL 7th)

10/day—*lullaby*

**Spells Known** (CL 9th;

concentration +16)

3rd (4/day)—*slow* (DC 20)

2nd (4/day)—*glitterdust*

(DC 19), *silence*

(DC 19)

1st (4/day)—*magic*

*missile*, *touch of*

*the sea*<sup>APG</sup>

**Sorcerer Bloodline**

*dreamspun*<sup>APG</sup>

### TACTICS

**Before Combat** Sempet

Sevenfingers casts *touch of the sea* before boarding the *Voracious*. The effects of this spell are included in his statistics. When the PCs board the *Voracious*, Sevenfingers is busy interacting with the ship's engine in the

lower hold. It takes him a full-round action to finish interacting with the engine. On the round after that, Sevenfingers casts *dimension door* (from a scroll) and appears on the sterncastle. He expresses his disappointment that Hrethnar isn't accompanying the PCs and then joins the fray.

**During Combat** Sevenfingers begins combat by casting *slow* on as many PCs as he can. If his allies seem to be faring well against the PCs, he taunts the PCs while casting *glitterdust* to blind multiple foes, *silence* to hamper PC spellcasters, and *magic missile* to damage PCs. If the PCs are clearly winning the battle or if they engage him, he rushes into melee to attack them.

**Morale** Unwilling to admit defeat even in his last moments, Sevenfingers fights until destroyed.

**Base Statistics** Without *touch of the sea*, Sevenfingers's statistics are **Speed** swim none; **Skills** Swim +6.

### STATISTICS

**Str** 22, **Dex** 22, **Con** —, **Int** 16, **Wis** 20, **Cha** 24

**Base Atk** +6; **CMB** +12; **CMD** 28

**Feats** Combat Expertise, Combat Reflexes, Improved Feint, Weapon Focus (bite, claw)

**Skills** Climb +25, Knowledge (arcana) +14, Knowledge (dungeoneering) +10, Knowledge (planes) +14, Knowledge (religion) +10, Perception +16, Spellcraft +14, Stealth +17, Swim +14

**Languages** Abyssal, Aklo, Common, Kuru

**SQ** erudite

**Combat Gear** *scrolls of dimension door* (2); **Other Gear** *Sevenfingers's sea coat* (see sidebar on page 23), tricorne hat, Leng ruby ring (500 gp)

### SPECIAL ABILITIES

**Disease (Ex)** *Leng Ghoul Fever*:

Bite— injury; *save* Fort DC 21;

*onset* immediate; *effect* 1d3 Con

and 1d4 Dex damage; *cure* 2

consecutive saves. The save

DC is Charisma-based. A

humanoid that succumbs to

Leng ghoul fever becomes

a normal ghoul unless in life

it had 12 or more Hit Dice,

in which case it rises from

death as a Leng ghoul.

**Erudite (Ex)** All Knowledge

skills are class skills for

Sevenfingers. In addition,

Sevenfingers can cast spells from

any magic scroll as if he had

the spells on its spell list. He

automatically succeeds at the

caster level check necessary to use

the scroll.



# PATHFINDER SOCIETY SCENARIO

**Paralysis (Ex)** A successful DC 21 Fortitude save negates Sevenfingers's paralysis. At the end of each round after the first, the victim can attempt a new DC 21 Fortitude saving throw to end the paralysis effect; the effect is otherwise permanent. Once the effect ends, the victim is staggered for 1 round.

## SUBTIER 10–11 (CR 15)

### GHOUL COMMANDERS (3) CR 8

CE ghoul antipaladin of Besmara 7

**hp** 99 each (*Pathfinder RPG Monster Codex* 84; see page 26)

**Combat Gear** vials of unholy water; **Other Gear** mwk breastplate, mwk composite shortbow with 20 arrows, mwk greataxe, *belt of giant strength* +2, 25 gp worth of silver dust

#### TACTICS

**Before Combat** The ghouls are alert and expecting trouble. With their bows in hand, the ghouls watch the stone quays, looking for any sign of attack. If they spot the PCs before they board the *Voracious*, the ghouls each cast *desecrate* and cover the main deck with the spells' effects. The antipaladin's fiendish companions do not appear in this encounter.

**During Combat** If they spot the PCs, the ghouls shout warnings to Sevenfingers and take up positions on the main deck. They use the ship's railing as cover (+4 AC) and attack with their bows until the first PC boards their ship. Then, they discard their bows and engage the PCs in melee with their greataxes and bites, augmenting their attacks and defenses with smite good. In melee, they fight in pairs and try to flank their opponents when possible. If the PCs gather near them, they use channel negative energy to harm the living. They may also use their touch of corruption to attempt to stagger PCs who succeeded at the saving throw against Sevenfingers's *slow* spell.

**Morale** As long as Sevenfingers remains, the ghouls fight until destroyed. If Sevenfingers is destroyed and the ghouls have an opportunity to flee, they attempt to do so if reduced to 20 hit points or fewer.

### NIGHTDRINKER CR 10

Bogeyman (*Pathfinder RPG Bestiary* 3 42; see page 24)

**hp** 93

#### TACTICS

**During Combat** If Nightdrinker spots the PCs before they board the ship, he targets PCs with *hold person* (potentially lethal on swimming PCs) and *quickenened phantasmal killer*. When the PCs board the ship, Nightdrinker targets them with *crushing despair*. When he runs out of offensive spell-like abilities, Nightdrinker gleefully engages the strongest looking PC in melee.

**Morale** If Nightdrinker is reduced to 20 hit points or less, he tries to escape by casting *gaseous form* and fleeing.

### SEMPET SEVENFINGERS CR 13

Variant sorcerer Leng ghoul (*Pathfinder RPG Bestiary* 5 120, *Pathfinder RPG Monster Codex* 248)

CE Medium undead (extraplanar)

**Init** +11; **Senses** darkvision 60 ft.; Perception +22

#### DEFENSE

**AC** 29, touch 19, flat-footed 20 (+9 Dex, +10 natural)

**hp** 174 (12d8+120)

**Fort** +14, **Ref** +13, **Will** +15

**Defensive Abilities** channel resistance +4; **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +19 (1d8+9 plus paralysis and disease), 2 claws +19 (1d6+9 plus paralysis)

**Special Attacks** rend (2 claws, 1d6+13), sneak attack +2d6

**Baseline Spell-Like Abilities** (CL 10th)

13/day—*lullaby*

1/day—*dreamshaper*

**Spells Known** (CL 12th; concentration +22)

4th (4/day)—*enervation*

3rd (4/day)—*haste*, *slow* (DC 23)

2nd (5/day)—*glitterdust* DC 22, *silence* (DC 22)

1st (5/day)—*magic missile*, *touch of the sea*<sup>APG</sup>

**Sorcerer Bloodline** dreamspun<sup>APG</sup>

#### TACTICS

**Before Combat** Sempet Sevenfingers casts *touch of the sea* before boarding the *Voracious*. The effects of this spell are included in his statistics. When the PCs board the *Voracious*, Sevenfingers is busy interacting with the ship's engine in the lower hold. It takes him a full-round action to finish interacting with the engine. One round later, Sevenfingers casts *dimension door* (from a scroll) and appears on the deck. He expresses his disappointment that Hrethnar isn't accompanying the PCs and then joins the fray.

**During Combat** Sevenfingers begins combat by casting *haste* on his allies and *slow* on as many PCs as he can. If his allies seem to be faring well against the PCs, he taunts the PCs while casting *glitterdust* to blind PCs, *silence* to hamper PC spellcasters, and *magic missile* and *enervation* to harm the PCs more directly. If the PCs are clearly winning the battle or if they engage him, he rushes into melee to attack them.

**Morale** Unwilling to admit defeat even in his last moments, Sevenfingers fights until destroyed.

**Base Statistics** Without *touch of the sea*, Sevenfingers's statistics are **Speed** swim none; **Skills** Swim +9.

#### STATISTICS

**Str** 28, **Dex** 28, **Con** —, **Int** 21, **Wis** 24, **Cha** 31

**Base Atk** +9; **CMB** +18 (+20 trip); **CMD** 37 (39 vs. trip)

**Feats** Combat Expertise, Combat Reflexes, Improved Feint, Lunge, Weapon Focus (bite, claw)

**Skills** Acrobatics +21, Climb +32, Knowledge (arcana) +20, Knowledge (dungeoneering) +14, Knowledge (planes) +20, Knowledge (religion) +14, Perception +22, Sense Motive +22, Spellcraft +20, Stealth +24, Swim +17

**Languages** Abyssal, Aklo, Common, Kuru, Polyglot, Tien



**SQ** erudite

**Combat Gear** scrolls of dimension door (2); **Other Gear**

Sevenfingers's sea coat (greater, see sidebar), tricorn hat, Leng ruby ring (500 gp)

**SPECIAL ABILITIES**

**Disease (Ex)** Leng Ghoul Fever: Bite—injury; *save* Fort DC 26; *onset* immediate; effect 1d3 Con and 1d4 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. If the humanoid victim that succumbs to Leng ghoul fever had 12 or more Hit Dice in life, it rises from death as a Leng ghoul. Otherwise it becomes a normal ghoul.

**Erudite (Ex)** All Knowledge skills are class skills for Sevenfingers. In addition, Sevenfingers can cast spells from any magic scroll as if he had the spells on its spell list. He automatically succeeds at the caster level check necessary to use the scroll.

**Paralysis (Ex)** A successful DC 26 Fortitude save negates Sevenfingers's paralysis. At the end of each round after the first, the victim can attempt a new DC 26 Fortitude saving throw to end the paralysis effect; the effect is otherwise permanent. Once the effect ends, the victim is staggered for 1 round.

**Development:** One round after Sevenfingers arrives on the deck, the ship's Leng ruby-augmented engine activates and the *Voracious* and everyone aboard are instantly transported back to the storm-lashed seas about a mile away from the Gloomspires. This effect sweeps up all creatures aboard or near the ship, including any PCs still in the water.

**Treasure:** If Sevenfingers is killed, defeated, or captured, the mysterious creator of the ring on his finger (a powerful moon beast from Leng's moon) becomes aware of Sevenfingers's fate and strips the magical ability from the ring, turning it instantly to dust. However, Sevenfingers still carries treasures. A collection of rubies and unsettling art objects from Leng worth a total of 2,000 gp fills the pockets of *Sevenfingers's sea coat*.

**Rewards:** If the PCs do not defeat Sevenfingers, reduce each PC's gold earned by the following amount.

*Subtier 7–8:* Reduce each PC's gold earned by 1,625 gp.

*Out of Subtier:* Reduce each PC's gold earned by 2,173 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 2,721 gp.

**CONCLUSION**

The *Voracious* appears within sight of Benarry's ship, the *Grinning Pixie*. One of Benarry's scouts notices the *Voracious* on the horizon and enters the Gloomspires to fetch Venture-Captain Benarry. All told, it takes the *Pixie* about 15 minutes to reach the *Voracious*.

After the PCs deal with Sevenfingers and his crew, the crew of the *Grinning Pixie* help the PCs gain control of the *Voracious*. Shortly thereafter, the PCs are reunited

Sevenfingers's Sea Coat

Sevenfingers wears this unique magic item.

SEVENFINGERS'S SEA COAT		PRICE VARIES
SLOT Body	CL 9th	WEIGHT 5 lbs.
AURA moderate conjuration		

*Sevenfingers's sea coat* is a long black coat sealed shut by bronze clasps. The coat is fully waterproof. Its two large pockets provide additional protection for and easy access to treasure, acting as the side pouches of a *handy haversack*. When in a place with cardinal directions, such as Golarion, the wearer of the coat always knows which way is north, as the *know direction* spell. Once per day, the coat's wearer can cast *dream* 1/day.

In Subtier 10–11, Sempet is instead wearing a stronger version of the coat. This *greater Sevenfingers's sea coat* allows the wearer to cast *dream council* 1/day (*Pathfinder RPG Occult Adventures* 165).

with Calisro Benarry who congratulates them on their thrilling success. With Sevenfingers dead, Benarry claims the *Voracious* on behalf of the Pathfinder Society. All PCs earn the boon All Aboard the *Voracious*, which allows them to convince Benarry to give them the *Voracious* after the adventure's conclusion.

If the PCs return without defeating Sevenfingers, Benarry comments that she is glad that they survived. She then grimaces. "Looks like this mission was too dangerous for you after all. And now with the *Voracious* out of Hrethnar's reach, the Pathfinder Society's going to have to find another way into Leng. By the gods, I hope we won't be too late. I'll send work to the Hurricane Queen of the Shackles, just in case. Warn her to prepare for an attack."

**PRIMARY SUCCESS CONDITION**

If the PCs kill Sevenfingers, they complete the scenario's primary success condition. Each PC earns 1 Prestige Point.

**SECONDARY SUCCESS CONDITIONS**

The PCs fulfill the scenario's secondary success condition by exploring Sevenfingers's tomb and retrieving Sevenfingers's notes for Benarry before the blood portal closes. Doing so earns each PC 1 additional Prestige Point.

## APPENDIX: STAT BLOCKS

The following creatures appear in this scenario. They are reprinted below for your convenience.

### BAT SWARM

*Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.*

BAT SWARM	CR 2
<i>Pathfinder RPG Bestiary 30</i>	
N Diminutive animal (swarm)	
<b>Init</b> +2; <b>Senses</b> blindsense 20 ft., low-light vision; Perception +15	
DEFENSE	
<b>AC</b> 16, touch 16, flat-footed 14 (+2 Dex, +4 size)	
<b>hp</b> 13 (3d8)	
<b>Fort</b> +3, <b>Ref</b> +7, <b>Will</b> +3	
<b>Defensive Abilities</b> swarm traits; <b>Immune</b> weapon damage	
OFFENSE	
<b>Speed</b> 5 ft., fly 40 ft. (good)	
<b>Melee</b> swarm (1d6)	
<b>Space</b> 10 ft.; <b>Reach</b> 0 ft.	
<b>Special Attacks</b> distraction (DC 11), wounding	
STATISTICS	
<b>Str</b> 3, <b>Dex</b> 15, <b>Con</b> 11, <b>Int</b> 2, <b>Wis</b> 14, <b>Cha</b> 4	
<b>Base Atk</b> +2; <b>CMB</b> —; <b>CMD</b> —	
<b>Feats</b> Lightning Reflexes, Skill Focus (Perception)	
<b>Skills</b> Fly +12, Perception +15; <b>Racial Modifiers</b> +4 Perception when using blindsense	
<b>SQ</b> swarm traits	
SPECIAL ABILITIES	
<b>Wounding (Ex)</b> Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.	

### BODAK

*The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.*

BODAK	CR 8
<i>Pathfinder RPG Bestiary 2 48</i>	
CE Medium undead (extraplanar)	
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft.; Perception +14	
DEFENSE	
<b>AC</b> 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)	
<b>hp</b> 85 (10d8+40)	
<b>Fort</b> +6, <b>Ref</b> +5, <b>Will</b> +8	
<b>DR</b> 10/cold iron; <b>Immune</b> electricity, undead traits; <b>Resist</b> acid 10, fire 10	
<b>Weaknesses</b> vulnerability to sunlight	
OFFENSE	
<b>Speed</b> 20 ft.	

**Melee** 2 slams +9 (1d8+1)

**Special Attacks** death gaze

#### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

**Base Atk** +7; **CMB** +8; **CMD** 21

**Feats** Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

**Skills** Intimidate +11, Perception +14, Stealth +10

**Languages** Common

#### SPECIAL ABILITIES

**Death Gaze (Su)** 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

**Vulnerability to Sunlight (Ex)** Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

### BOGEYMAN

*Dressed in a long dark coat and a tall hat, this lanky, fanged humanoid exudes an almost palpable aura of horror.*

BOGEYMAN	CR 10
<i>Pathfinder RPG Bestiary 3 42</i>	
NE Medium fey	
<b>Init</b> +9; <b>Senses</b> low-light vision; Perception +23	
<b>Aura</b> deepest fear (30 ft., DC 25)	
DEFENSE	
<b>AC</b> 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)	
<b>hp</b> 93 (17d6+34); terrible rejuvenation 5	
<b>Fort</b> +9, <b>Ref</b> +15, <b>Will</b> +13	
<b>DR</b> 15/cold iron; <b>SR</b> 21	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 claws +13 (1d8+1/19–20)	
<b>Special Attacks</b> sneak attack +6d6, striking fear	
<b>Spell-Like Abilities</b> (CL 16th; concentration +17)	
Constant— <i>detect thoughts</i> , <i>tongues</i>	
At will— <i>darkness</i> , <i>gaseous form</i> , <i>ghost sound</i> (DC 17), <i>invisibility</i> , <i>suggestion</i> (DC 20)	
3/day— <i>crushing despair</i> (DC 21), <i>hold person</i> (DC 20), <i>quicken phantasmal killer</i> (DC 21)	
1/day— <i>nightmare</i> (DC 22)	
STATISTICS	
<b>Str</b> 12, <b>Dex</b> 21, <b>Con</b> 14, <b>Int</b> 15, <b>Wis</b> 16, <b>Cha</b> 25	
<b>Base Atk</b> +8; <b>CMB</b> +9; <b>CMD</b> 32	
<b>Feats</b> Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Quicken Spell-Like Ability ( <i>phantasmal killer</i> ), Skill Focus (Stealth), Spring Attack, Weapon Finesse	
<b>Skills</b> Bluff +27, Diplomacy +20, Disable Device +15, Escape Artist +18, Intimidate +28, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +35; <b>Racial Modifiers</b> +4 Intimidate, +4 Stealth	



# ON SEVENFINGERS'S SAILS

**Languages** Aklo, Common; *tongues*

## SPECIAL ABILITIES

**Deepest Fear (Su)** A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a DC 25 Will save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect. The DC is Charisma-based.

**Striking Fear (Su)** If a bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 25 Will save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a fear effect. The DC is Charisma-based.

**Terrible Rejuvenation (Su)** A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

## DENIZEN OF LENG

*Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.*

### DENIZEN OF LENG

CR 8

*Pathfinder RPG Bestiary 2* 82

CE Medium outsider (chaotic, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Perception +16

#### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

**hp** 95 (10d10+40); planar fast healing 5

**Fort** +11, **Ref** +11, **Will** +6

**Defensive Abilities** no breath, unusual anatomy; **Immune** poison;

**Resist** cold 30, electricity 30; **SR** 19

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +14 (1d6+2 plus 1d6 Dexterity drain), 2 claws +14 (1d4+2)

**Special Attacks** sneak attack +5d6

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*tongues*

3/day—*detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)

1/day—*locate object*, *plane shift* (DC 20, self only)

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 19, **Int** 18, **Wis** 17, **Cha** 21

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse

**Skills** Bluff +22, Diplomacy +7, Disable Device +14, Disguise +12

(+16 as humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +17, Spellcraft +12, Stealth +17, Use Magic Device +18; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid

**Languages** Aklo; *tongues*

## SPECIAL ABILITIES

**Dexterity Drain (Su)** The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

**Planar Fast Healing (Su)** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

**Unusual Anatomy (Ex)** A denizen's internal anatomy varies from individual to individual and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

## DRAGON, NIGHTMARE

*This ebony dragon with red frills appears terribly contorted and trails shadows.*

### NIGHTMARE DRAGON

CR 10

Adult nightmare dragon (*Pathfinder RPG Bestiary 5* 94)

NE Large dragon (extraplanar)

**Init** +4; **Senses** dragon senses, dreamsight, see in darkness;

Perception +20

**Aura** frightful presence (180 ft., DC 20)

#### DEFENSE

**AC** 26, touch 9, flat-footed 26 (+17 natural, -1 size)

**hp** 175 (13d12+91)

**Fort** +15, **Ref** +8, **Will** +14

**DR** 5/magic; **Immune** mind-affecting effects, paralysis, sleep; **SR** 21

#### OFFENSE

**Speed** 60 ft., fly 200 ft. (poor)

**Melee** bite +22 (2d6+13), 2 claws +21 (1d8+9/19-20), 2 wings +19 (1d6+4), tail slap +19 (1d8+13)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (40-ft. cone, DC 23, 12d6 acid), nightmare talons

**Psychic Magic** (CL 13th; concentration +17)

8 PE—*ghost sound* (0 PE), *true strike* (1 PE)

**Psychic Spells Known** (CL 5th; concentration +8)

2nd (5/day)—*mirror image*, *scare* (DC 15)

1st (7/day)—*command* (DC 14), *detect thoughts*, *ill omen*<sup>APG</sup>, *unwitting ally*<sup>APG</sup> (DC 14)

0 (at will)—*bleed* (DC 13), *dancing lights*, *daze* (DC 13), *detect psychic significance*<sup>oa</sup>, *lullaby* (DC 13), *resistance*

## STATISTICS

**Str** 29, **Dex** 11, **Con** 24, **Int** 16, **Wis** 18, **Cha** 19

**Base Atk** +13; **CMB** +23; **CMD** 33 (37 vs. trip)

**Feats** Flyby Attack, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Bluff +20, Fly +10, Intimidate +20, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +18, Survival +20

**Languages** Aklo, Common, Draconic

**SQ** change shape

## SPECIAL ABILITIES

**Change Shape (Su)** A young adult or older nightmare dragon can assume any humanoid form of its size or smaller three times per day as if using polymorph.

**Dreamsight (Su)** A very young or older nightmare dragon can see the dreams of sleeping creatures.

**Nightmare Talons (Su)** The claw attacks of adult or older nightmare dragons are considered keen weapons.

**Psychic Magic (Sp)** A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an amount of psychic energy. The creature has a maximum amount of psychic energy (PE) per day that refreshes after a night's rest. A creature with this ability can cast any of the spells listed in this entry if it has enough psychic energy remaining to pay the spell's PE cost. A psychic magic spell with a PE cost of 0 can be cast any number of times and can be cast even if the creature has 0 PE remaining. The psychic magic granted by this ability has the same thought and emotion components as psychic spells (*Pathfinder RPG Occult Adventures*).

## DUPPY

*This floating, ghostly humanoid's face is a blend of human and beast. Canine shapes twine around the creature's legs.*

### DUPPY

CR 7

*Pathfinder RPG Bestiary* 5 101

CE Medium undead (incorporeal)

**Init** +10; **Senses** darkvision 60 ft.; Perception +14

**Aura** unnatural aura (30 ft.)

## DEFENSE

**AC** 20, touch 20, flat-footed 14 (+4 deflection, +6 Dex)

**hp** 76 (9d8+36)

**Fort** +7, **Ref** +11, **Will** +8

**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits

**Weaknesses** resurrection vulnerability, sunlight powerlessness

## OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch +12 (2d8 negative energy plus 1d6 Strength drain)

**Special Attacks** ravenous hounds, strength drain

## STATISTICS

**Str** —, **Dex** 22, **Con** —, **Int** 13, **Wis** 15, **Cha** 19

**Base Atk** +6; **CMB** +12; **CMD** 26

**Feats** Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Step Up

**Skills** Fly +26, Intimidate +16, Perception +14, Sense Motive +14, Stealth +18

**Languages** Common

## SPECIAL ABILITIES

**Ravenous Hounds (Sp)** Once per day as a standard action, a duppy can bring into being a pack of incorporeal hounds for 1d4+3 rounds. The ravenous hounds attack as a single unit, have a +11 attack bonus, deal 2d6+3 points of force damage on a successful hit, and threaten a critical hit on a natural 20. This ability is otherwise identical to *mage's sword* (CL 7th).

**Resurrection Vulnerability (Su)** *Raise dead* or a similar spell cast on a duppy destroys it (Will negates). Using the spell in this way does not require a material component.

**Strength Drain (Su)** Creatures hit by a duppy's touch attack must succeed at a DC 18 Fortitude save or take 1d6 points of Strength drain. If the target fails its save, the duppy also gains 5 temporary hit points. The save DC is Charisma-based.

## GHOULS

*This humanoid creature has long, sharp teeth, and its pallid, green flesh is stretched tightly over its starved frame. Its spindly legs end in hoofed feet.*

### GHOUL COMMANDER

CR 8

*Pathfinder RPG Monster Codex* 84

Ghoul antipaladin 7 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +15

**Aura** cowardice (10 ft.)

## DEFENSE

**AC** 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 natural)

**hp** 99 (9 HD; 2d8+7d10+52)

**Fort** +13, **Ref** +9, **Will** +15

**Defensive Abilities** channel resistance +2; **Immune** disease, undead traits

## OFFENSE

**Speed** 20 ft.

**Melee** mwk greataxe +15/+10 (1d12+7/19–20/\*3), bite +8 (1d6+2 plus disease and paralysis) or bite +13 (1d6+5 plus disease and paralysis), 2 claws +13 (1d6+5 plus paralysis)

**Ranged** mwk composite shortbow +12/+7 (1d6+5/\*3)

**Special Attacks** channel negative energy (DC 17, 4d6), disease (DC 15), paralysis (1d4+1 rounds, DC 15, elves are immune to this effect), smite good 3/day (+4 attack and AC, +7 damage)

**Antipaladin Spell-Like Abilities** (CL 7th; concentration +11)

At will—*detect good*



# ON SEVENFINGERS'S SAILS

## Antipaladin Spells Prepared (CL 4th; concentration +8)

2nd—*desecrate*

1st—*disguise self*, *inflict light wounds* (DC 15)

### STATISTICS

**Str** 20, **Dex** 17, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

**Base Atk** +8; **CMB** +13; **CMD** 26

**Feats** Cleave, Improved Critical (greataxe), Power Attack, Toughness, Weapon Focus (greataxe)

**Skills** Bluff +11, Intimidate +16, Perception +15, Ride +12

**Languages** Common, Undercommon

**SQ** cruelties (fatigued, staggered), fiendish boon (fiendish dire boar servant), touch of corruption 7/day (3d6)

**Combat Gear** *scroll of inflict serious wounds*; **Other Gear** mwk breastplate, mwk composite shortbow with 20 arrows, mwk greataxe, *belt of giant strength* +2, 79 gp

## GHOUL STALKER

CR 6

*Pathfinder RPG Monster Codex* 82

Ghoul rogue 6

CE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +14

### DEFENSE

**AC** 18, touch 15, flat-footed 13 (+1 armor, +5 Dex, +2 natural)

**hp** 74 (8d8+38)

**Fort** +5, **Ref** +10, **Will** +8

**Defensive Abilities** channel resistance +2, evasion, trap sense +2, uncanny dodge; **Immune** undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d6+3 plus disease and paralysis), 2 claws +8 (1d6+3 plus paralysis)

**Ranged** +1 *composite shortbow* +10/+10 (1d6+4/×3) or +1 *composite shortbow* +12 (1d6+4/×3)

**Special Attacks** disease (DC 14), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect), sneak attack +3d6

### STATISTICS

**Str** 17, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 16

**Base Atk** +5; **CMB** +8; **CMD** 23

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (composite shortbow)

**Skills** Acrobatics +16, Bluff +10, Climb +14, Disable Device +8, Escape Artist +16, Intimidate +10, Knowledge (dungeoneering) +12, Perception +14, Sense Motive +14, Stealth +16

**Languages** Common

**SQ** rogue talents (finesse rogue, ledge walker, weapon training), trapfinding +3

**Combat Gear** +1 *frost arrows* (4), +1 *human-bane arrows* (3), *potion of inflict light wounds*; **Other Gear** +1 *composite shortbow* with 20 arrows, *bracers of armor* +1, 62 gp

## GOLEM, CORAL

*This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands*

## CORAL GOLEM

CR 9

*Pathfinder RPG Bestiary* 4 131

N Large construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 21, touch 9, flat-footed 21 (+12 natural, –1 size)

**hp** 96 (12d10+30)

**Fort** +4, **Ref** +4, **Will** +4

**DR** 10/adamantine; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +18 (1d6+10/19–20 plus bleed)

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

**Special Attacks** bleed (1d6)

### STATISTICS

**Str** 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +20; **CMD** 30

**Feats** Improved Critical<sup>®</sup> (claw)

**SQ** aquatic reconstruction, powerful blows (slam)

### SPECIAL ABILITIES

**Aquatic Reconstruction (Ex)** Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

**Immunity to Magic (Ex)** A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud* slows a coral golem (as the slow spell) for 1d6 rounds (no save).
- Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

## LENG HOUND

*This unnatural beast's clawed hands dangle in front of its hind paws. Its bat-winged form blends humanoid features with canine.*

## LENG HOUND

CR 10

*Pathfinder RPG Bestiary* 6 180

CE Medium aberration (extraplanar)

**Init** +11; **Senses** darkvision 60 ft., scent, *sense fear*; Perception +21

### DEFENSE

**AC** 25, touch 18, flat-footed 17 (+7 Dex, +1 dodge, +7 natural)

**hp** 123 (13d8+65); fast healing 10

**Fort** +9, **Ref** +11, **Will** +13

**Defensive Abilities** negative energy affinity; **Immune** cold, disease

### OFFENSE

**Speed** 40 ft., fly 40 ft. (good)

**Melee** bite +18 (2d6+9/19–20), 2 claws +18 (1d6+9)

**Special Attacks** haunting howl, mutilate

**Spell-Like Abilities** (CL 12th; concentration +16)

Constant—*sense fear*<sup>HA, \*</sup>

At will—*locate creature*, *locate object*

3/day—*dimension door*, quickened *summon swarm* (bats only)

1/day—*word of recall* (see grave link)

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## STATISTICS

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**Str** 29, **Dex** 24, **Con** 21, **Int** 14, **Wis** 20, **Cha** 19

**Base Atk** +9; **CMB** +18; **CMD** 36

**Feats** Dodge, Flyby Attack, Improved Critical (bite), Improved Initiative, Mobility, Quicken Spell-Like Ability (*summon swarm*), Vital Strike

**Skills** Acrobatics +23, Disguise +17 (+27 when using charnel deception), Fly +27, Perception +21, Stealth +23, Survival +21;

**Racial Modifiers** +10 Disguise when using charnel deception

**Languages** Aklo, Common

**SQ** charnel deception, freeze (as human skeleton when using charnel deception), grave link, no breath

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## SPECIAL ABILITIES

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**Charnel Deception (Ex)** A Leng hound can retract its bestial features into its body as a full-round action—its fur and wings retract, the skin covering them slithers into hidden cavities, and its jaws pull back into a humanlike face. This grants it a +10 bonus on Disguise checks to appear as the decayed corpse of a slightly deformed human or similarly sized humanoid.

**Grave Link (Su)** As a full-round action, a Leng hound can designate a grave containing the corpse of a creature that was evil in life as its grave link. When the Leng hound uses *word of recall*, it returns to this grave (a Leng hound with no active grave link cannot use *word of recall*). If a creature disturbs this grave or loots it, the Leng hound's *locate creature* and *locate object* spell-like abilities have no range limit when searching for the creature that disturbed the grave or any objects looted from the grave.

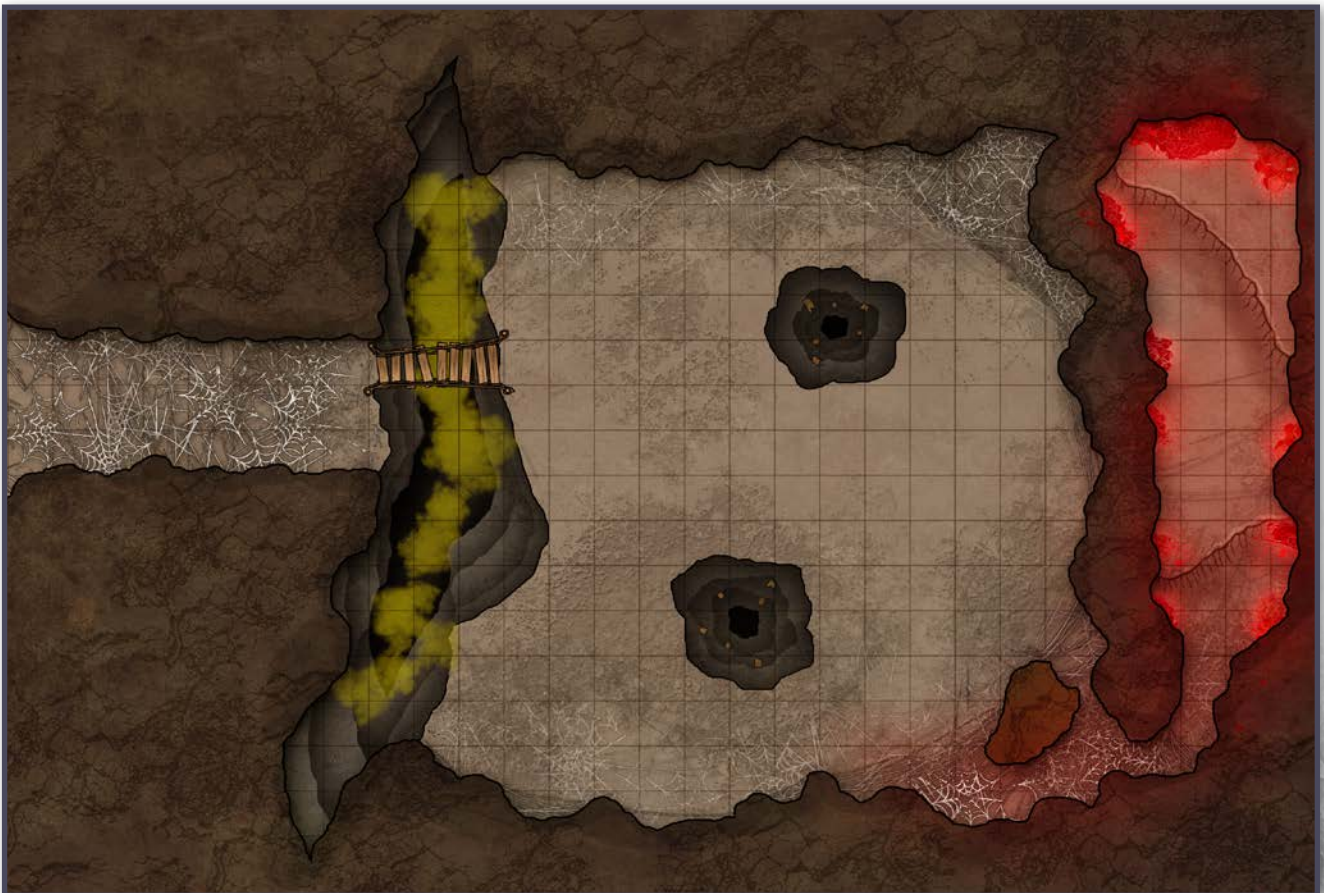
**Haunting Howl (Su)** Three times per day, a Leng hound can emit a deep, sardonic howl. Only creatures within 300 feet that the Leng hound has tracked or attempted to find with divination spell-like abilities can hear this haunting howl. Such creatures must succeed at a DC 20 Will save or take 1d4 points of Intelligence, Wisdom, and Charisma damage and become shaken for 1 hour. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Mutilate (Ex)** A Leng hound savages its victims, shredding flesh and crushing bones. Whenever a Leng hound hits a creature with all three natural attacks in a single round, or with Vital Strike, the target must succeed at a DC 21 Fortitude save or take 2 points of Constitution drain. The save DC is Constitution-based.

<sup>\*</sup>This spell comes from *Pathfinder RPG Horror Adventures*. The Leng hounds that the PCs fight do not have this ability.



# ON SEVENFINGERS'S SAILS





# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #10-17: On Sevenfingers's Sails

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- |                                       |   |  |   |
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| <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 #

Prestige Points

Character Name

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Character #

Prestige Points

Character Name

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Character #

Prestige Points

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Character #

Prestige Points

Character Name

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

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Pathfinder Society Scenario #10-17: On Sevenfingers's Sails © 2019, Paizo Inc.; Author: Tom Phillips.





# Pathfinder Society Scenario #10-17: On Sevenfingers's Sails

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐☐☐ **All Aboard the Voracious!** Now that you've defeated the legendary pirate Sempet Sevenfingers, his ship, the *Voracious*, is in need of a new captain. For now, the ship is in the Pathfinder Society's possession, but you could make it yours by spending 8 Prestige Points (or less, if you've proved yourself in the Gloomspires before). Reduce the cost by 2 Prestige points for each of the following Pathfinder Society scenarios for which this character has earned a Chronicle Sheet: #6-06: *Hall of the Flesh Eaters*, #7-19: *The Labyrinth of Hungry Ghosts*, and #8-15: *Hrethnar's Throne*.

If you become captain of the *Voracious*, you can use it whenever you require passage at sea. Additionally, you gain a +2 circumstance bonus on Profession (sailor) checks, and Profession (sailor) becomes a class skill for you. You can use Profession (sailor) to make Day Job rolls. You can extract several rubies from the vessel's engine to use if you run into trouble when traveling on a faraway plane. You can check a box that precedes this boon to use one of these rubies to *plane shift* to the Material Plane—a process that takes 1 minute—with a caster level equal to your character level.

**SEVENFINGERS'S SEA COAT**PRICE  
VARIES

SLOT body

CL 9th

WEIGHT 5 lbs.

AURA moderate conjuration

*Sevenfingers's sea coat* is a long black coat sealed shut by bronze clasps. The coat is fully waterproof. Its two large pockets provide additional protection for and easy access to treasure, acting as the side pouches of a *handy haversack*. When in a place with cardinal directions, such as Golarion, the wearer of the coat always knows which way is north, as the *know direction* spell. Once per day, the coat's wearer can cast *dream*.

The *greater Sevenfingers's sea coat* from Subtier 10-11 allows the wearer to cast *dream council* 1/day (*Pathfinder RPG Occult Adventures* 165) instead of *dream*.

## Subtier 7-8

+1 frost ammunition (167 gp; limit 8)  
+1 human-bane ammunition (167 gp; limit 12)  
alchemist's lab (200 gp; *Pathfinder RPG Ultimate Equipment* 76)  
bracelet of second chances (4 beads remaining, 9,000 gp; *Ultimate Equipment* 270, limit 1)  
ring of maniacal devices (5,000 gp; *Ultimate Equipment* 172)  
*Sevenfingers's sea coat* (Discounted price 9,000 gp)

## Subtier 10-11

alchemist's lab (200 gp; *Pathfinder RPG Ultimate Equipment* 76)  
bracelet of second chances (4 beads remaining, 9,000 gp; *Ultimate Equipment* 270, limit 1)  
longarm bracers (7,200 gp; *Ultimate Equipment* 274)  
ring of maniacal devices (5,000 gp; *Ultimate Equipment* 172)  
ring of the sea strider (14,000 gp; *Ultimate Equipment* 176)  
*Sevenfingers's sea coat* (greater, Discounted price 23,000 gp)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,262	4,524
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	3,134	6,268
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	4,006	8,011
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	Starting XP		
EXPERIENCE	GM's Initials		
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	GM's Initials		
	Prestige Gained (GM ONLY)		
FAME	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		
GOLD	GM's Initials		
	GP Gained (GM ONLY)		
	GM's Initials		
GOLD	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #