



THE SOLSTICE SCAR

By Andrew Hoskins



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GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Bestiary 6*, *Pathfinder RPG Monster Codex*, *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Villain Codex*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at paizo.com/prd, and the relevant rules from the bestiaries and codices are reprinted at the back of the adventure in Appendices 1–15 for the GM's convenience.

HOW TO PLAY

The Solstice Scar is a Pathfinder Society Scenario designed for 1st- through 11th-level characters (Tier 1–11; Subtiers 1–2, 3–4, 5–6, 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, see the campaign's home page at paizo.com/pathfindersociety.

This is **Version B** of an evolving storyline that is re-released regularly with updated content.



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THE SOLSTICE SCAR

By Andrew Hoskins



When the Shining Crusade defeated the dread lich Tar-Baphon in 3827 AR, the lich's lieutenants scattered, hoping to evade the crusade's triumphant armies. Eshimka, one of the nightwalkers serving Tar-Baphon, fled north to hide and build up its power. Ivvora, a disciple of the divine martyr Vildeis, tracked the evil creature into the Tusk Mountains. There she contacted a nearby tribe of Kellids known as the Twinhorn following, and together, they formed a plan to destroy the nightwalker.

On the winter solstice, they lured Eshimka to a circle of standing stones where the Twinhorn druids used their powerful magic to bind the nightwalker. Ivvora leapt from the shadows and attacked, burying her sacred dagger deep into Eshimka's flesh before the blade snapped off near the hilt. Try as it might, the nightwalker could not pry the blade loose. As the druids' ritual concluded at the darkest hour of the solstice, Eshimka sensed its imminent demise and used magic to escape back to the Negative Energy Plane.

After the escape of the nightwalker, Ivvora left the ruined hilt of her blade with the Twinhorn following, instructing them to place it on the center stone each year when the world grew darkest. She then traveled north, pursuing new threats in her never-ending quest to eradicate evil from Golarion. The Twinhorns have kept their promise to Ivvora over countless generations, ensuring that their nomadic circuit always brings them back to the standing stones each winter.

For centuries, Eshimka has been able to travel the planes and build up its power, gathering armies of undead followers. However, the combination of the druids' magic and the fragment of Ivvora's blade have prevented the nightwalker from returning; the former bars it from traveling to the Material Plane except during the winter solstice, and the latter pulses painfully with holy power as a reminder of what awaits the undead menace if it returns. Eshimka is patient and waits for the day it can gain its revenge on mortals. Each year it prepares itself to travel back, but thinks better after sensing Ivvora—in truth the hilt of her dagger—waiting to finish it off.

WHERE ON GOLARION?

Part 1 of this adventure takes place in Absalom, where the Twinhorn warriors have broken into the Blakros Museum and retrieved their stolen relic, setting off the museum's numerous defenses in the process. After the PCs retrieve the hilt and make peace with the Kellids, they travel north to the Twinhorn camp at the base of the Tusk Mountains, but find that Eshimka's vanguard has already begun its invasion of Golarion. After fending off the assault, the PCs travel farther north in the Tusk Mountains that bisect the Realm of the Mammoth Lords to find a lost hero, clash with a tribe of fanatic kobolds, and battle a flight of white dragons. For more information about the Realm of the Mammoth Lords, see *Pathfinder Campaign Setting: People of the North*, available in game stores and online at paizo.com.



SKILLS AND SAVES

The Difficulty Class of many of this adventure's skill checks and saving throws varies by subtier. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appears in the table below.

SKILL CHECK DCs

Subtier	Easy	Average	Hard
1-2	12	15	18
3-4	14	17	20
5-6	16	20	24
7-8	18	23	28
10-11	21	27	33

SAVING THROW DCs

Subtier	Easy	Average	Hard
1-2	10	11	13
3-4	11	13	15
5-6	13	15	17
7-8	15	17	19
10-11	17	20	23

Recently, acquisition agents from the Blakros Museum discovered the Twinhorns' interesting tradition while following the story of Ivvara, champion of the Shining Crusade. They approached the following, asking to buy the relic to display in their new exhibit. When the Twinhorns refused, the acquisition agents decided to steal it, unwilling to let such a rare treasure rest in the hands of barbaric northerners. They quickly traveled south, returning to Absalom with their prize. Once the following became aware of the theft, they dispatched a large group of warriors to retrieve the hilt, led by Medda, the following's spiritual leader and keeper of Ivvara's treasured weapon. They vowed to return with it before the winter solstice, for it was not a point of pride but a matter of life and death for all living creatures in their territory.

SUMMARY

The PCs begin the adventure in the Grand Lodge, having just participated in the Torchbearing, an annual event to train Pathfinders and build trust between its diverse agents. In Part 1, the PCs learn from Venture-Captain Ambrus Valsin that the Blakros Museum is under attack—again. He urges the PCs to help him disable the haywire defenses and arrest the thieves who invaded the museum. The PCs must deal with the magical wards, constructs, guard creatures, and even haunted Shining Crusade relics. Once they get to the third floor, they encounter Medda and her Twinhorn warriors. While interacting with them, a bound devil escapes

into the cramped lounge; the Kellids and the PCs must work together to destroy this greater threat.

After the devil is dispatched, Medda has a warrior's respect for the PCs and is willing to discuss the Kellids' reason for attacking. Valsin is angered to learn that museum agents resorted to theft to gain relics and promises Medda that the PCs will accompany them back to the Tusk Mountains to return the hilt, beginning the next part.

Part 2 does not appear in Version B of this adventure. (In Part 2, the PCs secure passage for their convoy through the Hold of Belkzen and fight off renegade tribes' raiders.)

In Part 3, the PCs arrive at the Twinhorn encampment too late; Eshimka's forces have begun flooding through a portal at the standing stones. The PCs must fight back the undead and close the rift. Once it's sealed, the PCs learn that the attack left an extraplanar scar. Expecting an even greater invasion the next solstice, the PCs must prepare to defeat Eshimka and end the threat forever.

In Part 4, the PCs follow in the footsteps of the paladin Ivvara, seeking the place where she died battling a powerful white dragon. There, Medda hopes to commune with Ivvara in the afterlife, learning how they can reforge the broken dagger or create a new weapon to destroy Eshimka. In the process, the PCs must fight the new generations of white dragons and their kobold servitors who now inhabit the area.

RUNNING THE EVENT

The Solstice Scar accommodates varying House sizes (anything from 3 tables to 150 tables or more). The introduction and player mustering phases are built into the scenario. There is no requirement to have everyone seated before players actually begin the introduction, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

For conveying data to larger numbers of tables, a projected display can help aid the House in having access to important information including art depictions of PCs locations, maps that illustrate travel across Avistan, and a gauge in each part showing how close the House is to earning a special benefit.

GLOSSARY OF TERMS

The Solstice Scar uses several terms unique to the Pathfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

APL: This term indicates the Average Party Level for a participating table.

Courier: For larger events, the HQ Staff will need to provide some extra volunteers to wander among the tables and collect notes that report successes from the various tables.

House: All the PCs participating in the adventure across all subtiers.

HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Overseer GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Part: This event is broken into three separate segments. Within each part, each individual table can generally move through encounters at its own pace, but the entire House starts and ends each part simultaneously to ensure the stage of play remains synchronized across the entire House.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players are responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Table GM: These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the Overseer GM calls time, she should notify the Overseer GM; as time allows, either run an additional encounter or have the table take a short break before the next scene change.

Every Table GM should make a special note of her table's average party level (APL) as calculated in the Pathfinder Society Roleplaying Guild Guide. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table's APL to determine several important skill check and saving throw DCs.

AID TOKENS

During the event, it is possible for characters at one table to assist those at another with Aid Tokens. Each represents the assistance of allied Pathfinder agents who assist the PCs. The House should begin with a number of Aid Tokens equal to one-third (1/3) the number of tables, and the Overseer GM should distribute these at random to tables before beginning.

Once per encounter, any character at a table can use an

Aid Token to assist the group in one of the ways described below. Once a table uses an Aid Token, one of the players then passes the Aid Token to a neighboring table for them to use. A table can only benefit from one token per encounter. Because there are a limited number of Aid Tokens; hoarding one means that somebody else doesn't get to use it.

If a table receives an Aid Token and doesn't need its benefits, they're encouraged to boost its potency by expending some of their own resources or attempting a skill check. Boosting an Aid Token, including attempting a skill check, is part of passing that Aid Token to another table. A table can neither retry such a skill check nor boost an Aid Token more than once before passing it to another table. A table may boost a token even while in combat without taking any in-round actions; the scenario assumes the aid was granted before that encounter began. Players should be encouraged to write their PC name down next to the boosted effect along with any other relevant information. Using a boosted effect consumes the boost; the player should erase the boost information from the Aid Token.

Some Aid Token benefits may be used only if already boosted by another table. An Aid Token's benefits vary based on the table's subtier, and these benefits can take one of the following forms.

Allied Offensive: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, anyone attacking the target is considered to be flanking it until the beginning of the attacker's next turn. In Subtiers 5–6 and 7–8, this amount increases to 2d8 points. In Subtier 10–11, this amount increases to 3d8 points. **To Boost:** Succeed at an attack roll against an AC equal to an Average skill check. *Boosted Effect:* +1d8 points of damage.

Burst of Healing: A Pathfinder agent heals all of the PCs of 1d6 points of damage. In Subtiers 5–6 and 7–8, the amount healed increases to 3d6 points. In Subtier 10–11, the amount healed increases to 5d6 points. **To Boost:** Expend one use of channel positive energy or cast one spell with the healing descriptor with a spell level greater than or equal to your APL/2, rounded down. A PC must cast this spell, not simply activate a wand or scroll. *Boosted Effect:* +2d6 points of damage healed.

Timely Inspiration: A Pathfinder agent provides the effects of a bard's inspire courage bardic performance for 3 rounds. In Subtiers 1–2 and 3–4, the competence bonus is +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3. **To Boost:** Expend 3 rounds of bardic performance or similar ability. *Boosted Effect:* Increase the competence bonus by 1.

Provide Knowledge (Must Be boosted): Gain the benefits of a Knowledge skill check or Spellcraft skill check used to identify a magical item; the type and difficulty (Easy, Average or Hard) depend on the table granting the benefit. **To Boost:**

Succeed at a Knowledge check of your choice, the result of the check (Easy, Average or Hard) should be noted on the Aid Token.

Provide Spellcasting (Must Be Boosted): Gain the benefits of a beneficial spell cast by an ally as listed on the Aid Token. *To Boost:* Cast one of the following spells and note your PC's name and caster level on the Aid Token: *lesser restoration*, *neutralize poison*, *remove curse*, or *remove disease*. Only these spells may be granted. Expending resources that produce the effects of these spells, such as a paladin's mercy class feature, may also grant these benefits.

TIMELINE

The Solstice Scar should take less than 5 hours. Each section transitions automatically after a certain amount of time passes. In general, each part should take no longer than 90 minutes, allowing approximately 30 minutes total for transitions, mustering, and filling out Chronicle sheets.

Individual parts have more detailed information about their time breakdown.

PART 1: CHAOS AT THE MUSEUM

Medda and her warriors have scouted the Blakros Museum. They discovered Ivvara's hilt on display on the 2nd floor and planned to come back for it once the museum closed. After sunset, they crept up, forced open the front door and headed upstairs under cover of *obscuring mist*.

Medda planned on taking Ivvara's hilt and leaving right away, but the museum's security features activated and blocked their escape. During the fight, the resonant power imbued in Ivvara's hilt animated the Shining Crusade relics nearby, in some cases even awakening the spirits of long-dead crusaders. These haunted objects now run rampant through the museum, clashing with the site's defenses and tearing apart the building. Nigel Aldain, the museum's curator, tried to disable the security and calm the roused spirits, but his efforts couldn't quell the phenomena. He immediately sought out help at the Grand Lodge.

BEGINNING PART 1

As the event begins, players have approximately 15 minutes for mustering, during which they may introduce themselves and learn about their team. Once the players arrive at the table, the Table GM should read or paraphrase the following.

The fourth and final day of training has come to a close at the Grand Lodge of Absalom, heralding the end of this year's Torchbearing. Pathfinders the world over attend this annual symposium to share their knowledge, teach each other new skills, and reinforce their connections across the Inner Sea and beyond. To celebrate the end of festivities, the lodge has hosted a grand banquet in the visiting agents' honor. A refreshing winter breeze blows through an open window, flickering torches and sending papers scattering. The smell of freshly baked desserts fills the air while initiates clear away the remnants of the first course.

If any of the PCs is a member of the Restful Pathfinders' Lounge (by possessing the vanity of the same name from page 61 of *Pathfinder Campaign Setting: Pathfinder Society Field Guide*), they can attend a special private banquet that grants that PC the benefits of *hero's feast* for the duration of Part 1. Each PC with this vanity can invite one guest (such as another PC or an animal companion) to gain the benefits, too.

The Three Masters, along with other notable Pathfinders, taught a variety of classes, from Golarion's history to spellcasting techniques, and ran obstacle courses and a triathlon. Have the PCs describe the subject about which they learned the most, filling in details with your favorite Pathfinder agent. Each PC should choose one skill. For the duration of this adventure, that PC either treats it as a class skill or gains a +1 bonus on checks with that skill if it was already a class skill.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Based on the result of their skill check, the PCs might know more about the Torchbearing. They learn all of the information whose DC is equal to or less than the result of their check.

15+: The Three Masters use the event to keep an eye out for particularly talented agents that embody the Pathfinder Society ideals: Explore, Report, and Cooperate.

20+: At the end of the Torchbearing, the most exemplary agents are publicly recognized and given special *wayfinders*.

25+: Sometimes Pathfinder agents disappear for hours during the course of events. Rumors suggest they are brought before The Decemvirate, but no one can agree on why.

Once the PCs have settled in, the Table GM should read or paraphrase the following, then give the players the **Player Handout**.

As the Pathfinders conclude the dessert course, a small origami swan flutters through the room and lands on the center of the table. In moments, it unfolds itself into a crisp and creaseless piece of paper.

After receiving the missive, the PCs might recall some information based on their studies and experiences.

KNOWLEDGE (NOBILITY)

Based on the result of their Knowledge (nobility) check, the PCs might know more about the Blakros Family. They learn all of the information whose DC is equal to or less than the result of their checks.

10+: The Blakros are one of the wealthiest and most well-known merchant families from Taldor. They own a variety of businesses with interests all over the Inner Sea.

15+: For years, the Pathfinder Society and the Blakros family have been allies, even if only at arm's length. Occasionally the family invites notable Pathfinders to one of its high-society affairs.

20+: The Blakros family has been involved with some shady organizations during its rise to power, including the Onyx Alliance and House Thrune.

KNOWLEDGE (LOCAL)

Based on the result of their Knowledge (local) checks, the PCs might know more about the Blakros Museum. They learn all of the information whose DC is equal to or less than the result of their checks.

10+: The Blakros Museum is located in the Wise District, owned by the Blakros family, and curated by Nigel Aldain (a former Pathfinder). It is open to the public when an exhibit is on display. Though the exterior of the building is ugly and squat, patrons marvel at how much bigger it is on the inside.

15+: The museum has been closed for the past several months, ramping up for a huge exhibit, “Legacy of the Shining Crusade,” opening next week.

20+: Rumors suggest that shadow magic makes the inside of the museum larger. A few years ago the inside changed drastically, which drew the curiosity of many in Absalom.

25+: Ralzeros the Overwatched was a powerful wizard who owned the building before the Blakros Family. Evidence suggests he cursed the building on his death. The number of accidents and strange events that occur there would seem to support that rumor.

KNOWLEDGE (LOCAL)

Based on the result of their Knowledge (local) checks, the PCs might know more about Nigel Aldain. They learn all of the information whose DC is equal to or less than the result of their checks.

10+: Though the relationship between the Society and Nigel is often strained, they remain steadfast allies. Nigel often collaborates with the Society, loaning artifacts and trading information. He has obsessively researched the Shining Crusade for the past several months.

15+: Nigel is a former Pathfinder who resigned after marrying Dhrami Blakros; the position of curator was part of his marriage contract.

20+: Nigel’s museum has suffered many mishaps since he became curator, which the Society has regularly helped clean up. Nigel still tries to distance himself from the Society and act independently, but when trouble befalls the museum, he often turns to the Society for help.

25+: Recently, Nigel has spent a fortune in security for the museum, particularly in magical protections from the Arcanamirium and Golemworks in Magnimar.

A FRIEND IN NEED

After mustering is complete and the House is ready to begin, the Overseer GM should read the following aloud.

The front doors of Skyreach burst open with a loud crack. Venture-Captain Ambrus Valsin strides to the edge of the platform, with a slender elf dressed in practical but expensive clothing trailing meekly behind. The red-faced venture-captain addresses the crowd in a booming voice. “Pathfinders, I regret interrupting the festivities, but we have something of a situation. Approximately twenty minutes ago, unknown forces invaded the Blakros Museum. Fortunately for everyone involved, the Torchbearing is about cooperation and helping our colleagues, so let’s think of this

less as an inconvenience and more as an opportunity to practice what we preach.”

The elf, Nigel, exhales sharply, then speaks, “Now, Ambrus, I’ve spent a king’s ransom fortifying the museum from all sorts of invaders: sentinels from the Golemworks, magical wards from the Arcanamirium, and even contracts for guard beasts, both magical and mundane—spared no expense. I didn’t want to come here, but I’ve got no choice.”

Valsin’s forced smile cracks slightly, showing his annoyance. “Out with it, Nigel. Get to the point.”

“Someone broke into my museum and set off the magical protections! I was preserving priceless Shining Crusade pieces for our new exhibit when the first alarm activated. I sent for district guards and went to investigate, but by the time I arrived, the thieves had already locked themselves in my study.

They somehow caused the Shining Crusade relics to fly around the museum and attack my sentinels. Everything is going haywire! The magical traps started to target me, the sentinels are not responding to my commands, and—”

Valsin holds out a hand to steady the increasingly agitated elf. “The last you knew, the thieves were still in your study?” Nigel nods. “Very well. Pathfinders: the Seekers should prepare to teleport directly into the

Blakros study—”

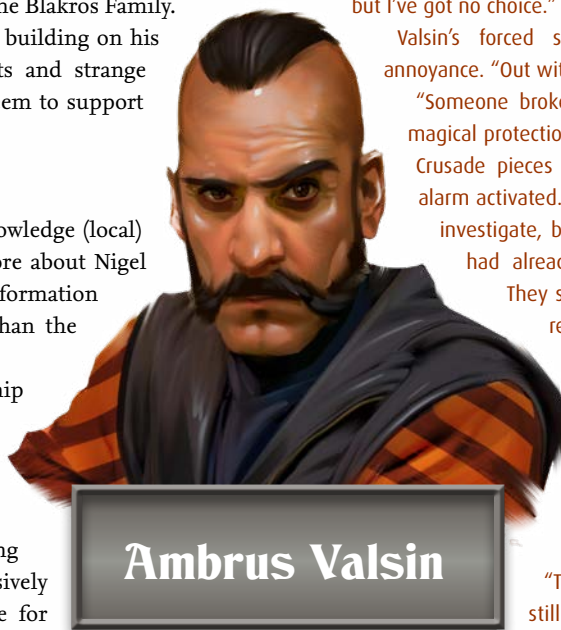
“That won’t work,” Nigel interrupts, “The study is magically sealed. After that dreadful Numerian exhibit, I turned it into a magical safe room. The robbers must have figured out how to activate it; no one can get in or out while the wards hold. I can work on breaking the wards, but meanwhile my sentinels are smashing up the collection. Some of those priceless relics are on loan from your own Society lodges, so helping me is really helping yourselves.”

“Fine.” Ambrus Valsin takes a deep breath and then turns to the assembled Pathfinders. “Pathfinders, go to the Blakros Museum, secure any relics you can, disable the security systems, and apprehend the looters if possible. Stay safe.”

In this Part, the PCs have 55 minutes to fight their way through the first floor, find a way up to the second floor, and to try and disable the wards and magical traps. After 55 minutes has passed, the magical wards on the third floor dissipate; PCs should head there directly to confront Medda and her Twinhorn warriors.

TABLE GM INSTRUCTIONS

The PCs need to find a way into the museum and discover what is going on. They can stay on the first floor or travel



directly up to the second floor, effectively allowing the PCs to perform the encounters in areas **A** and **B** in any order. Wards around the third floor (area **C**) prevent the PCs from entering as if the area were magically protected against teleportation, ethereal intrusion, and brute force.

Scouting: If the PCs would like to scout out the various locations, they may do so, but any scouting PCs must succeed at an Average Stealth check or be discovered and immediately trigger the next encounter. Other PCs arrive 1d3 rounds later. If the scouts' Stealth check is successful, they can examine an encounter area and its creatures without being noticed. If the PCs desire, they can then evade that encounter entirely and seek out a different one.

Final Encounters: Parts 1 and 3 of this adventure conclude with a final encounter during the last 30–35 minutes of that part. When the Overseer GM announces that the final encounter area is accessible, endeavor to transition the group to that encounter within the next several minutes. It's okay to wrap up an ongoing encounter with some quick narrative in order to give the group plenty of time with the final encounter.

When the Overseer GM announces this transition, she also notes that the High Stress, Subdued Defenses, or Peace in the Museum condition is in effect. The effects of these effects appear in the Kellids Under Stress sidebar on page 16.

Reporting: For most encounters the PCs successfully overcome (through combat, negotiation, or otherwise), the Table GM should send a Runner to report one success to the Overseer GM. Rarely, an encounter might ask the GM not to report any success but instead move to another encounter. In Part 1, PCs can pursue a more challenging encounter by attempting to disable the magical wards around the museum, represented by the encounter in area **A3**. After successfully completing this encounter, the Table GM should send a Runner to report a special success to the Overseer GM. Each encounter has a Reporting entry at the very end that notes how to handle successes.

If the PCs kill Medda in encounter **C**, report a Kellid Slain to the Overseer GM. Once enough tables report this event (one-third, rounded up), the Overseer GM announces the Tragic Death effect, which lasts until the end of the scenario.

Failing Wards: This condition triggers and affects the entire House once enough tables have reported special

successes. In the Guard Creatures (area **A2**) and Trapped Twinhorns (area **C**) encounters, reduce the DC of Bluff, Diplomacy, Handle Animal, and Intimidate checks by one step (Hard to Average and Average to Easy). All creatures in the Automated Defenses (area **B**) and Magical Wards (area **A3**) encounters take a –1 penalty to AC and on attack rolls, saving throws, skill checks, and ability checks.

Tragic Death: This condition triggers and affects the entire House when enough tables have reported Kellid Slain instances (one-third, rounded up). Adjust the scenario's read-aloud text as indicated to compensate for Medda's absence. When in doubt, Anok can stand in for her involvement. At the end of Part 1 she is restored to life, but she never quite trusts the Pathfinders.

OVERSEER GM INSTRUCTIONS

During Part 1, the Overseer GM tallies reported successes, special successes, and Kellid Slain notifications. The Overseer GM is also responsible for making announcements to the House, tracking time, and managing the transition to the adventure's next part.

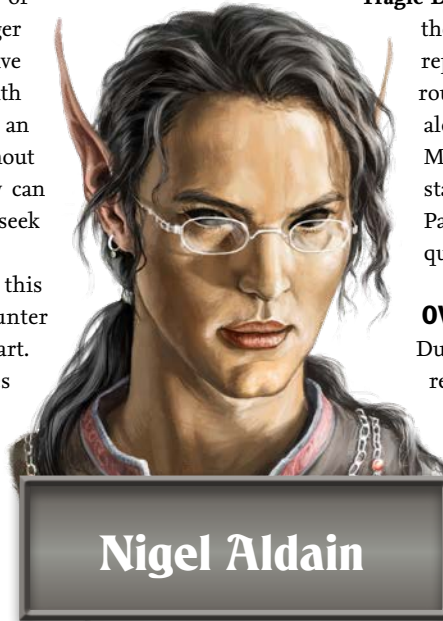
After 55 Minutes: Once the House has had 55 minutes in which to explore areas **A** and **B**, the Overseer GM should make the following announcement to

indicate that area **C** is now accessible.

After a loud crack and a ripple of arcane energy, silence falls across the museum as the construct guards freeze in place and haunted relics drop to the ground. Nigel's voice rings out, magically projected throughout the museum: "We've disabled the magical security measures. Since we haven't found the thieves yet, they must be hiding in my third-story study. Please subdue them; they have much to answer for!"

Additionally, immediately read aloud one of the following three entries based on the number of successes the House has reported (see the Successes section below).

Successes: The number of successes reported affects which extra condition is in effect after 55 minutes when the House can enter area **C**. If the House has reported a number of successes equal to or less than $1.5 \times$ the number of tables, the High Stress condition is in play. If the House has reported a number of successes greater than $1.5 \times$ the number of tables and less than $2.5 \times$ the number of tables, the Subdued Defenses condition is in play. If the House has reported a number of successes equal to or greater than $2.5 \times$ the number of tables, the Peace in the Museum condition is in play.



For the High Stress condition, read the following aloud.

The ongoing cacophony of clockwork defenders, yowling beasts, and exploding traps nearly drowns out Nigel Aldain's voice. To those hiding on the third floor, the rest of the museum sounds like a war zone.

Table GMs: the High Stress condition is in effect, and the way to area C is now open. Please move to that encounter area swiftly.

For the Subdued Defenses condition, read the following aloud.

The clatter of a Pathfinder toppling a clockwork defender garbles some of Nigel Aldain's announcement, and there are still intermittent sounds of battle throughout the museum. There's no question that the Society's efforts have quelled the worst of the trouble, and hopefully that will reassure whoever hides on the third floor.

Table GMs: the Subdued Defenses condition is in effect, and the way to area C is now open. Please move to that encounter area swiftly.

For the Peace in the Museum condition, read the following aloud.

Nigel Aldain's announcement echoes through a museum littered with shattered clockwork and toppled exhibits. There's no question that the Pathfinders have quelled the building's defenses, and perhaps the peaceful silence will set whoever hides on the third floor at ease.

Table GMs: the Peace in the Museum condition is in effect, and the way to area C is now open. Please move to that encounter area swiftly.

Special Successes: Runners report special successes following the successful completion of the encounter in area A3, and these contribute to activating the Failing Wards condition. Once the House has reported a number of special successes equal to one-third (1/3) the number of tables, rounded up, read the following aloud.

A high-pitched buzz pervades the museum, rising in frequency to the point of being inaudible. A moment later, a rolling boom echoes through the museum like thunder, and the glowing wards around the museum begin to fade.

Table GMs, the Failing Wards condition is in effect.

Kellid Slain: Runners report a Kellid Slain anytime a table kills the Kellid spiritualist Medda, and these contribute to activating the Tragic Death condition. Once the House has reported a number of Kellid Slain instances equal to one-third (1/3) the number of tables, rounded up, read the following aloud.

A terrible scream fills the air, echoed by a ghastly, ethereal wail. Table GMs, the Tragic Death condition is in effect.

Concluding Part 1: This part should end 90 minutes after mustering ends. See the Concluding Part 1 section on page 18.

A. THE MUSEUM ENTRANCE

As the PCs approach the museum, read or paraphrase the following.

Dozens of Wise District guards surround the Blakros Museum. The sergeant nods to Ambrus Valsin as he approaches, a subtle smirk dancing across the venture-captain's face. The museum itself is alight with swirling whorls of color and the sounds of metal and stone clashing. Occasionally, brief flashes of light burst from the front entrance, illuminating a toppled banner that says "Legacy of the Shining Crusade."

The PCs may take their time to scout out encounters inside the museum (areas A1 or A2). If they're up for a challenge, they may attempt to disable the magical wards (area A3).

The sergeant of the Learned Guard is **Svaralk of Asleifar** (N human middle-aged barbarian 3/rogue 2), a broad-shouldered Ulfen man who retired to Absalom after serving in Grand Prince Stavian III's Ulfen Guard. In his seven years of service to the city, he's responded to numerous catastrophes at the Blakros Museum, though none quite so dramatic as this. He has ordered his subordinates to withdraw and form a perimeter after an initial attempt to quell the animated relics failed. Even so, Svaralk is somewhat bemused by the scene, perceiving it as further proof of the museum's reputation for trouble.

Svaralk can provide the PCs an overview of the museum's layout and identify that there are animated relics, guard animals, and clockwork creatures skirmishing with each other within. After Nigel Aldain harangued him for dereliction of duty in not immediately retaking the museum, Svaralk's in no rush to sacrifice lives until the competing creatures inside wear each other down. He doesn't hold this outburst against Nigel, recognizing that the elf is rightfully concerned—albeit rather precious—about his exhibit.

In the event the PCs are really struggling in this Part of the adventure, Svaralk can provide them three *potions of cure moderate wounds* as a professional courtesy. He considers the cost negligible, given the fortune he earned as part of the Ulfen Guard.

A1. HAUNTED BY MEMORIES

Under a sign that reads "The Shining Armory," priceless Shining Crusade artifacts displayed on pedestals creak and move by some unseen force. Eerie light seems to dart between the

objects while the din of a raging battle echoes throughout the chamber. The central feature is a low, artificial hill atop which stand two stuffed owlbeats surrounded by shattered undead foes. Each of the beasts wears chainmail barding and an orange-and-black caparison depicting a stylized owlbear. A dead man dressed in furs lies on the floor before a suit of full-plate armor.

When Medda and her Twinhorn brethren came under attack by the museum's defenses, Ivvara's hilt called out to the Shining Crusade relics on display and stirred the psychic energy held within each object. The warrior is from the Twinhorn following and was slain by an animated longsword.

Creatures: The Shining Crusade attracted soldiers of all stripes, from Taldor's official armies and hedge knights to independent mercenary corps. The Order of the Sable Owlbear joined the crusade late but made a lasting name for itself on the field of battle, and Nigel Aldain has gathered dozens of relics from the mercenary company—including two stuffed owlbeats prepared by some of the corps' descendants. The lingering resonance of these relics have infused them with their long-dead owners' will, animating them to fight all comers.

A plaque at the base of the artificial hill notes the company's name and lists some of its accomplishments, and a PC who succeeds at an Average Knowledge (nobility) check can recognize the group based on the owlbeats' caparisons.

SUBTIER 1-2 (CR 3)

SHINING CRUSADE BANNER CR 3

hp 36 (see page 46)

TACTICS

During Combat The animated banner subdues creatures. It immediately drops and ignores unconscious creatures.

SUBTIER 3-4 (CR 5)

SHINING CRUSADE BANNERS (2) CR 3

hp 36 each (see page 53)

TACTICS

During Combat The animated banner subdues creatures. It immediately drops and ignores unconscious creatures.

SUBTIER 5-6 (CR 8)

ANIMATED OWLBEAR MASCOT CR 8

hp 89 (see page 60)

SUBTIER 7-8 (CR 10)

ANIMATED OWLBEAR MASCOTS (2) CR 8

hp 89 each (see page 71)

SUBTIER 10-11 (CR 13)

ANIMATED HERO'S REGALIA CR 11

hp 132 (see page 82)

ANIMATED OWLBEAR MASCOTS (2) CR 8

hp 89 each (see page 82)

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

A2. GUARD CREATURES

Long shadows cast by ruined displays and broken furniture litter the floor. A humanoid-shaped figure made of shattered clockwork lies slumped over a bench. Above, an elaborately painted sign reads "Crusader's Chronicles."

Nigel rents well-trained guard dogs to supplement his magical security. He has also convinced dweomercats to guard the museum at night, earning their service in exchange for information about unusual magical discoveries.

One of the clockwork servants (see area B1) mistook the guard creatures for invaders and began attacking them; they tore it apart, and it lies here, useless.

Creatures: In Subtier 1-2 and 3-4, the PCs come across startled guard dogs that lash out at any creature that comes near them; treat them as hostile. With a successful Hard Handle Animal check or Average wild empathy check, a PC can calm the dogs down and avert a fight. A subsequent successful Average Handle Animal check allows the PCs to lead the dogs out of the museum and away from harm.

In Subtier 5-6, 7-8 and 10-11, the PCs cross paths with one or more of the dweomercats on guard duty; they have remained hidden, fascinated by the interaction between the artificial guards and the haunted relics. The dweomercat decides to interrogate the PCs, both curious about the mayhem and attempting to do its duty. If the PCs succeed at a Hard Bluff or Diplomacy check—only Average if the PCs speak Sylvan—then the dweomercat decides not to attack them and can describe some of the other defenses in the museum. If the PCs fail to convince the dweomercat they are there to help, the cat attacks, believing the PCs are a threat to the museum.

SUBTIER 1-2 (CR 3)

DOGS (3) CR 1/3

hp 6 each (Pathfinder RPG Bestiary 87; see page 45)

ALPHA DOG CR 1

Riding dog (Pathfinder RPG Bestiary 87; see page 45)

hp 13

A. The Museum Entrance



1 square = 5 feet

Pathfinder Flip-Mat: Museum

SUBTIER 3-4 (CR 5)

GUARD DOGS (3) CR 2

Advanced riding dog (*Pathfinder RPG Bestiary* 294, 87; see page 52)
hp 17 each

SUBTIER 5-6 (CR 8)

ADVANCED DWEOMERCAT CR 8

hp 105 (see page 60)

SUBTIER 7-8 (CR 10)

ADVANCED DWEOMERCATS (2) CR 8

hp 105 each (see page 72)

SUBTIER 10-11 (CR 13)

DWEOMERLIONS (2) CR 11

Variant dweomercats (see page 83)
hp 147 each

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

A3. MAGICAL WARDS

Thousands of glowing glyphs form a protective shell around the outside of the museum, casting a sparkling aura of light that bounces off the fountain's waters.

Nigel commissioned these wards from the Arcanamirium to capture intruders alive for questioning, but he didn't foresee their magic interfering with the constructs he purchased from Magnimar's Golemworks. Once the constructs became aggressive, the magical runes stopped responding to Nigel's command word to deactivate them.

Creatures: The magical runes that protect the museum act like intelligent swarms, targeting violent creatures in the area. Though they're quite resilient to damage, doing enough physical harm to them causes them to lapse into a regenerative stasis for about a minute before they resume protecting the museum. The runes also have control over the museum's magical traps; the activation area is a 20-foot-by-20-foot space centered on a swarm.

Due to the swarms' resilient nature, the easiest way to permanently shut them down is to disable the runes. A PC that is adjacent to the runes can attempt to shut them down by performing an Average Disable Device, Knowledge (arcana), Linguistics, Spellcraft or Use Magic Device check. It takes 10 successes to destroy a swarm,

and after 5 successes, reduce the swarm's distraction DC by 4. If a PC's skill check result would succeed at a Hard skill check DC, the PC earns two successes instead. Casting *dispel magic*, *erase*, or a similar effect on the swarm earns a number of successes equal to the spell's level (minimum 2).

Failing one of the Average DC skill checks above reduces the reset time of each trap by 1 round (maximum one reduction per round).

Traps: Nigel installed magical traps all around the museum. The magical rune constructs control the traps, so they cannot be disarmed normally.

SUBTIER 1-2 (CR 4)

LIVING RUNES CR 3

hp 26 (see page 45)

ARCANE GLUE TRAP CR 1

Type magic; Perception DC 26; Disable Device see Creatures above

EFFECTS

Trigger location (*alarm*); **Reset** 1d4 rounds

Effect atk +10 touch (target is entangled as if hit by a tanglefoot bag)

SUBTIER 3-4 (CR 5)

LIVING RUNES CR 3

hp 26 (see page 52)

MERCIFUL BURNING HANDS TRAP CR 3

Type magic; Perception DC 26; Disable Device see Creatures above

EFFECTS

Trigger location (*alarm*); **Reset** 1d4 rounds

Effect spell effect (merciful^{APG} *burning hands*, 3d4 nonlethal fire damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

SUBTIER 5-6 (CR 9)

SHIFTING RUNES CR 7

hp 58 (see page 62)

MERCIFUL FIREBALL TRAP CR 5

Type magic; Perception DC 28; Disable Device see Creatures above

EFFECTS

Trigger location (*alarm*); **Reset** 1d6 rounds

Effect spell effect (merciful^{APG} *fireball*, 6d6 nonlethal fire damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 20-ft. burst)

SUBTIER 7-8 (CR 11)

SHIFTING RUNES (2) CR 7

hp 58 each (see page 73)

MERCIFUL CHAIN LIGHTNING TRAP (2) CR 7

Type magic; Perception DC 31; Disable Device see Creatures on page 13

EFFECTS

Trigger location (alarm); Reset 1d6 rounds

Effect spell effect (merciful^{APG} chain lightning, 8d6 nonlethal electricity damage, DC 19 Reflex save for half damage); multiple targets (up to eight targets in a 20-ft. burst)

SUBTIER 10-11 (CR 14)

SWIRLING RUNES CR 13

hp 117 (see page 85)

MAZE TRAP CR 9

Type magic; Perception DC 33; Disable Device see Creatures on page 13

EFFECTS

Trigger location (alarm); Reset 1d6 rounds

Effect spell effect (maze)

Development: If the PCs are defeated or flee, they do not get a second chance to disable the runes. Have the PCs begin a different encounter.

Reporting: If the PCs successfully overcome this encounter, report one special success to the Overseer GM.

B. UPPER FLOORS

Many of the smaller exhibits and relics are on the second floor. This is also where the museum has several offices and classrooms for holding lectures.

AUTOMATED DEFENSES

Gears, glass, and chunks of wax litter the polished wood floor under a sign that proclaims "Scars of the Lich." The corpse of a Kellid warrior lies in a pool of blood, her furs soaked through. A constant ticking and whirring sound echoes in this area.

Nigel sent a literal cartful of coins to the Golemworks in Magnimar for reliable security constructs that could double as waitstaff or art pieces. During operating hours the clockwork constructs clean, assist guests, and help patrons feel safe. The clockwork golem acts as a beautiful clockwork partition wall while the wax golems act as art pieces bedecked in replica Shining Crusade regalia.

However, Nigel didn't have the Golemworks mages work with the Arcanamirium wardsmiths, and their magic is reacting

poorly; none of the command words are working on the golems and they see every moving creature as an immediate threat.

Creatures: The constructs attack all creatures and do not respond to shut down commands.

SUBTIER 1-2 (CR 3)

WAX GOLEM CR 3

hp 42 (*Pathfinder RPG Bestiary* 4 133; see page 47)

TACTICS

During Combat Artificers shaped the wax golem based on a portrait of a long-dead crusader. When the PCs encounter the golem, it has started to develop sentience. This gives it the mannerisms of a crusader, but not the feats or skills listed in the Conditional Sentience ability. The golem believes one of Tar-Baphon's cultists has trapped it in a nightmare.

SUBTIER 3-4 (CR 5)

CLOCKWORK SERVANTS (3) CR 2

hp 31 each (*Pathfinder RPG Bestiary* 3 56; see page 52)

SUBTIER 5-6 (CR 8)

CLOCKWORK SOLDIERS (2) CR 6

hp 64 each (*Pathfinder RPG Bestiary* 3 57; see page 60)

SUBTIER 7-8 (CR 10)

CLOCKWORK GUARDIANS (2) CR 8

hp 85 each (*Pathfinder RPG Bestiary* 6 61; see page 71)

SUBTIER 10-11 (CR 13)

ADVANCED CLOCKWORK GOLEM CR 13

hp 118 (*Pathfinder RPG Bestiary* 2 137; see page 82)

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

C. CONFRONTING THE INTRUDERS

The magical defenses Nigel Aldain referenced protect the third floor, preventing the PCs from traveling there until the Overseer GM announces that it is accessible.

TRAPPED TWINHORNS

The Table GM should read or paraphrase the following.

The mahogany walls and domed, plaster ceiling both show signs of heavy damage. Most of the luxurious furniture and the crystal chandelier are intact. The contents of cabinets and bookcases lie strewn about the floor. A small wooden panel near the door hangs open, revealing an arcane sigil covered in scorch marks.

B. Upper Floors



KELLIDS UNDER STRESS

The Twinhorn Kellids have been trapped here for some time, and the chaos they hear outside set them on edge. The noisier and more violent the museum sounds are when the PCs approach, the more stressed and aggressive the Kellids are. This is represented by one of three possible conditions that the Overseer GM announces when area C becomes accessible.

High Stress: The PCs must succeed at two Hard Bluff or Diplomacy checks to calm the Kellids in the Trapped Twinhorns encounter. The Kellids and Anok gain a +1 morale bonus on attack rolls, damage rolls, and saving throws. In Subtiers 7–8 and 10–11, increase this bonus to +2.

Subdued Defenses: Run the encounters in area C as written.

Peace in the Museum: The PCs need only succeed at an Average Bluff or Diplomacy check to calm the Kellids in the Trapped Twinhorns encounter.

After the Twinhorns obtained Ivvara's hilt, they fled from the construct guardians into this tower room. One of the Kellids found and activated the magical sigil near the exit. Though he was hoping to lock the door, he instead activated a sort of magical panic room, preventing anything from getting inside, but also preventing them from getting out. When Nigel and the Pathfinders finally disabled the wards, the arcane sigil near the door sparked and sizzled. The Twinhorns tested the door, realized they could escape, and then started to gather their gear. In shorting out the wards, the Society inadvertently weakened several other safeguards that suppressed evil relics stored throughout the museum. Upon finally breaking free during the encounter The Devil's Due, these evils manifest as fiends.

Once the PCs enter the room, the Table GM should read or paraphrase the following.

A Kellid woman dressed in furs with intricate scars all over her body steps forward. She holds a hand up and says, "Stay back. We are members of the Twinhorn following, and we have only come to retrieve what was stolen from us."

A towering figure steps forward; his translucent red form is that of a man clad in heavy armor and wielding twin warhammers. "Medda, they must be in league with the thieves; they should die for crossing us." The man's voice sounds hollow and unnaturally loud, and as he speaks, the chandelier glows with a dull light.

The woman, Medda, puts a hand on the figure's arm and says, "Maybe we should give them a chance to explain themselves, Anok."

Creatures: Medda and her Kellid warriors are eager to leave, and they don't wish to fight the PCs; however,

they attack if not reassured and provided a means to escape. Anok is the manifested phantom of an ancient Kellid warrior bound to Medda. The PCs have a chance to learn about the Twinhorns' stolen artifact and have a chance to befriend them. With a successful Hard Bluff or Diplomacy check, the PCs can convince the Twinhorns to leave peacefully and talk with Nigel to find a peaceful solution. Otherwise, the Twinhorn warriors feel there is no way to escape without violence, and any offer by the PCs is trickery. Note that the combat only lasts until Anok is slain or Medda is reduced to half her hit points (see Development on page 17).

Below are likely questions the PCs may have. Medda's speech is forcefully calm, for she suspects treachery but is hoping the PCs see reason. Anok's voice is deep, booming, and hollow. He assumes the PCs are treacherous and would rather fight. If Medda dies, Anok manifests as an unfettered phantom and can answer all of the questions below, though he does so more aggressively than Medda.

Who are the Twinhorn following? Medda responds, "We are from the northern lands—the Realm of the Mammoth Lords to you southerners. Our following, or tribe, has been searching for our stolen heritage for months."

What was stolen from you? Medda responds, "These Blakros people stole our most precious heirloom." Medda retrieves a bundle of bloody bandages, then unwraps it to reveal a dagger hilt with only the fragment of a black blade. "It belonged to Ivvara, a champion of Vildeis who vanquished the great black evil from our land over 900 years ago. We kept it safe until the Blakros agents stole it three months ago."

How do you know it was them? Anok responds, "They came into our camp asking about Ivvara. Medda gave them shelter and told Ivvara's story, but we would not part with the hilt. The next morning the hilt and the Blakros agents were gone. We tracked it here, to this building."

Who is Ivvara? Anok replies, "She was a scourge against evil, a true friend, a dwarf, and a devotee of Vildeis. Choose your own answer."

Is that a ghost? Anok growls, "I'm a phantom, not a ghost. I am Anok, and I protect the guardian of Ivvara's hilt, Medda."

Who are you, Medda? Medda opens her mouth to answer, but Anok steps forward defensively and proudly announces, "She is the guardian of Ivvara's hilt, passed from keeper to keeper for generations—or for her, from parent to child. She is the first evening's daughter in decades," he boasts, earning him a withering look from Medda before he adds, "And it is she who can sense and wield the hilt's power properly."

What is an evening's daughter? Medda shoots Anok a scolding glare before explaining. "An evening's child is one who realizes and expresses their true identity later in life. I am an evening's daughter because when I was born, my tribe mistook me for a male child. My connection to our

ancestral spirits has helped me transform in body, not just soul. As you are strangers, I would rather leave it at that." Anok pales to a rosy hue before muttering an apology: "I misspoke, Medda. I forget that few are as open as I am about one's past lives."

Can you prove the hilt is yours? Medda replies, "It is bound to me." She grasps the hilt tightly, then her eyes begin to glow with a brilliant white light as her scars begin to seep thin rivulets of blood. "Does that answer your question?"

Why not just ask for it back? Medda answers, "We did. That Nigel man refused. He said he did not honor 'seller's remorse.'"

Why did you cause all that destruction downstairs? Anok responds, "When the metal men attacked us, Ivvora's spirit called through the hilt to her allies' armaments. She protects us, even now."

SUBTIER 1-2 (CR 3)

ANOK THE VENGEFUL CR —

hp 15 (see page 46)

MEDDA SPIRITBEARER CR 1

hp 19 (see page 45)

TWINHORN SCOUTS (2) CR 1/2

N cutpurse (*Pathfinder RPG NPC Codex* 144; see page 46)

hp 10 each

SUBTIER 3-4 (CR 5)

ANOK THE VENGEFUL CR —

hp 15 (see page 53)

MEDDA SPIRITBEARER CR 1

hp 19 (see page 53)

TWINHORN ARCHERS (2) CR 2

Guard sniper (*Pathfinder RPG Villain Codex* 46; see page 54)

hp 27 each

SUBTIER 5-6 (CR 8)

ANOK THE VENGEFUL CR —

hp 45 (see page 61)

MEDDA SPIRITBEARER CR 6

hp 56 (see page 61)

TWINHORN SKIRMISHERS (2) CR 4

Elite marauder (*Pathfinder RPG Villain Codex* 133; see page 62)

hp 42 each

STATISTICS

SQ favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +4

SUBTIER 7-8 (CR 10)

ANOK THE VENGEFUL CR —

hp 45 (see page 73)

MEDDA SPIRITBEARER CR 6

hp 56 (see page 72)

TWINHORN SKIRMISHERS (2) CR 4

Elite marauder (*Pathfinder RPG Villain Codex* 133; see page 74)

hp 42 each

STATISTICS

SQ favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +4

TWINHORN CHAMPION CR 8

Beast trainer (*Pathfinder RPG Villain Codex* 38; see page 73)

hp 81

TWINHORN COMPANION CR —

Wolverine animal companion (see page 74)

hp 63

SUBTIER 10-11 (CR 13)

ANOK THE VENGEFUL CR —

hp 67 (see page 84)

MEDDA SPIRITBEARER CR 11

hp 93 (see page 83)

TWINHORN CHAMPIONS (2) CR 8

Beast trainer (*Pathfinder RPG Villain Codex* 38; see page 85)

hp 81 each

TWINHORN COMPANIONS (2) CR —

Wolverine animal companion (see page 85)

hp 63 each

Development: If the PCs calm Medda without violence, the Kellids



Medda Spiritbearer

begin to gather their gear to depart, though the growing fiendish presence here manifests and attacks; begin the encounter *The Devil's Due* immediately (see below). If the PCs fight Medda, the chandelier falls at the beginning of the round after Anok is defeated or Medda is reduced to below half her hit points.

Reporting: Do not report successes to the Overseer GM. If Medda is killed, report a Kellid Slain to the Overseer GM.

THE DEVIL'S DUE

Creatures: As Medda and her companions gather their belongings, the fiendish influences left unshielded by the disabled wards break free, causing the chandelier to crash to the ground. A devil then manifests atop the wreckage. This is a rare fiend that Nigel had hoped to trade to a collector of pre-Throne Chelish relics, and the outsider is furious.

The appearance of a devil changes the Twinhorn warriors' priorities. Medda asks the PCs for help in battling the fiend while she motions for her Kellid companions to stay clear of the devil. Anok aids the PCs in confronting the devil while Medda uses her magic to keep the PCs alive.

Hazard: When the chandelier falls into the 10 foot square in the center of the room, anyone caught under it takes 1d6 damage and is pushed back 5 feet; an Easy Reflex save negates the damage but not the forced movement.

SUBTIER 1-2 (CR 3)

DREAD LEMURE CR 3

Advanced lemur (*Pathfinder RPG Bestiary* 294, 79; see page 45)
hp 28

SUBTIER 3-4 (CR 5)

BEARDED DEVIL CR 5

hp 57 (*Pathfinder RPG Bestiary* 73; see page 52)

SUBTIER 5-6 (CR 7)

WARMONGER DEVIL CR 7

hp 100 (*Pathfinder RPG Bestiary* 5 81; see page 62)

SUBTIER 7-8 (CR 10)

ADVANCED BONE DEVIL CR 10

hp 125 (*Pathfinder RPG Bestiary* 294, 74; see page 71)

SUBTIER 10-11 (CR 13)

MOTHER OF SPIKES CR 13

Advanced giant barbed devil (*Pathfinder RPG Bestiary* 294, 295, 72; see page 84)
hp 186

Development: Once the devil is defeated, Medda has new respect for the PCs and their shared hatred of evil. She is willing to speak with them again, offering to heal their wounds to the best of her ability. She tells them the story of how Blakros agents stole Ivvora's hilt, if she has not already done so. Medda and Anok wish to speak with the PCs' leaders before revealing more or making any kind of negotiation.

If the PCs complete this encounter quickly, they may continue roleplaying or attempt an encounter from sections A or B, as some of the museum's defenses are still active.

Reporting: Do not report any successes to the Overseer GM.

CONCLUDING PART 1

As long as the Tragic Death effect is not in play, the Overseer GM reads the following once the chapter's allotted time has ended, bringing this part of the adventure to a close.

The crowd of guards, onlookers, and concerned citizens outside the Blakros Museum quiets as Venture-Captain Ambrus Valsin approaches a woman clad in furs exiting the museum. "My Pathfinder agents tell me that you are Medda of the Twinhorn following, is that correct?"

"Yes, I speak for the following." Medda glares at Nigel Aldain, "I have come to reclaim what is rightfully ours. His agents stole our most sacred relic after we refused to sell it. We have traveled through dangerous lands to claim it back, and still he refused—"

"My agents claim they bought it," Nigel protests. "I'm not going to just give it to you because you stomp into my office demanding priceless artifacts."

Valsin interjects, "Nigel, let us listen to her story and decide how to proceed. Medda, tell us about this relic. Why is it so important to you?"

Medda takes a deep breath. "Over 900 years ago, a powerful warrior named Ivvora came into our camp. She spoke of an angel named Vildeis who guided her hunt for a great dark evil she called Eshimka. Several of our scouts had recently disappeared, later found ripped into pieces. The elders insisted that we help banish this evil and ensure the safety of our following. They laid a trap for the evil spirit, luring it to our sacred standing stones on the winter solstice. There, Ivvora and the great dark evil, Eshimka, fought a mighty battle that raged for hours. Just as the night was darkest, Ivvora dealt Eshimka a telling blow, digging her dagger deep into its flesh. The creature tried to escape, but it only snapped off the blade and then collapsed on the center stone. The elders finished their ritual and destroyed it completely.

"Ivvora rested with us for the winter before departing to eradicate more evil from the world, but not before leaving us the hilt of her weapon." Medda withdraws a bundle of bloody cloth from her bag, then unwraps it to reveal a small hilt with a bloody fragment of black metal. "She told us to bring the hilt back to the standing stones every year at the winter solstice to keep evil away. We've had to travel for so long to retrieve the hilt, I'm afraid

we won't make it back in time for the solstice. Please, let me leave now."

Ambrus Valsin contemplates Medda's story for a moment, then nods, his brow furrowed. "Nigel, you should send for the Blakros agents who 'obtained' the hilt and hear what they have to say. Medda, I'm going to send as many Pathfinder agents as you deem necessary to travel with you and your following. I want to ensure we return this relic to its proper place." Nigel starts to protest, but Valsin cuts him off. "Nigel, you wanted my help; you are getting it. I'm helping you fix a mistake your agents made. As for your museum," Valsin takes a moment to survey the heavily damaged museum, "I'm told most of the damage was done by your own security, not Medda and her following."

"Pathfinders, prepare to head north to the Realm of the Mammoth Lords."

If the Tragic Death effect is in play, the Overseer GM should read the following instead:

The crowd of guards, onlookers, and concerned citizens outside the Blakros Museum quiets as a semi-transparent man strides slowly up to Venture-Captain Ambrus Valsin. "I am Anok of the Twinhorn following. You are in charge here, is that correct?"

"Yes, I speak for the Pathfinder Society. Why have you invaded the museum?" Valsin asks, a slight quiver in his voice.

Anok begins to glow a bright red, "I have come to reclaim what is rightfully ours." He then points to Nigel Aldain. "His agents stole our most sacred relic after we refused to sell it. We have traveled through dangerous lands to reclaim it, and still he refused—"

"My agents claim they bought it," Nigel protests. "I'm not going to just give it to you because you stomp into my office demanding priceless artifacts."

Valsin interjects, "Nigel, let us listen to his story and decide how to proceed. Anok, tell us about this relic. Why is it so important to you?"

Anok grits his ectoplasmic teeth, then begins: "Over 900 years ago, an incredible warrior named Ivvora came into our camp. She spoke of an angel named Vildeis who guided her hunt for a great dark evil she called Eshimka. Several of our scouts had recently disappeared, later found ripped into pieces. We elders insisted that we help banish this evil and ensure the safety of our following.

We laid a trap for the evil spirit, luring it to our sacred standing stones on the winter solstice. There, Ivvora and the great dark evil, Eshimka, fought an epic battle that raged for hours. Just as the night was darkest, Ivvora dealt Eshimka a mighty blow, digging her dagger deep into its flesh. The creature tried to escape, but only snapped off the blade and then collapsed on the center stone. The druids finished their ritual and destroyed it completely.

"Ivvora lived with us for a year before departing to eradicate more evil from the world, but not before leaving me the hilt of her weapon." A nearby Kellid warrior hands Anok a bundle of bloody cloth, and he then unwraps it to reveal a small hilt with a bloody fragment of black metal. "As she instructed, we brought the hilt back to the standing stones every year at the winter solstice to keep evil away. We've had to travel for so long to retrieve the hilt, I'm afraid we won't make it back in time for the solstice. Please, let me leave now."

Ambrus Valsin contemplates Anok's story for a moment, then nods, his brow furrowed. "Nigel, you should send for the Blakros agents who 'obtained' the hilt and hear what they have to say. Anok, I'm going to send as many Pathfinder agents as you deem necessary to travel with you and your following. I want to ensure we return this relic to its proper place." Nigel starts to protest, but Valsin cuts him off. "Nigel, you wanted my help; you are getting it. I'm helping you fix a mistake your agents made. As for your museum," Valsin takes a moment to survey the heavily damaged museum, "I'm told most of the damage was done by your own security, not Anok and his following."

Anok takes a step forward. "What about my fallen companions? Medda is dead; she is the rightful bearer of Ivvora's hilt—"

Nigel interjects, "That can be fixed."

With a sidelong look to Nigel, Valsin turns to Anok, "What my companion means to say is, he will pay to get your friend raised if her spirit is willing. Pathfinders, prepare to head north to the Realm of the Mammoth Lords."

With that, the Overseer GM should announce that Part 1 of the adventure has concluded and that PCs begin the next chapter fully rested. Remember, in Version B, the adventure moves next to Part 3. This is a good time to provide a short break before beginning the next section.

PART 3: WINTER SOLSTICE

The Overseer GM should read or paraphrase the following.

"My Pathfinder allies, thank you for bringing us much needed support," says Medda, the Twinhorn following's spiritual leader. She stands beside Anok, her phantom and constant companion. "After the orc ambush sapped our supplies and strength, we pushed north to our winter home. We are only hours away from the stone circle and our encampment—if we are going to make it there by midnight, we need to press on. Once there, we will use Ivvora's hilt to perform our time-honored ritual and keep evil from our lands." Medda produces the small hilt of a broken weapon with only a fragment of its black metal blade remaining. "Let us move. There are dangers in these ancient woods: orc raiders, bears that topple trees, and worse. Stay in groups and don't get lost."

The PCs have 60 minutes to rally the Twinhorn following and fight their way through the undead in area **H** before moving on to any of the encounters in area **I**. In the final 30 minutes, the PCs encounter Eshimka's lieutenants and can close the planar rift in area **J**.

If Part 3 serves as the beginning or middle of the adventure, the PCs use the entire 90-minute duration to battle their way through the encounters. They must still begin with area **H** before moving on to area **I**. They can choose to take on a greater challenge by traveling to area **J**.

TABLE GM INSTRUCTIONS

During Part 3, the PCs save a group of Twinhorn Kellids convincing the Twinhorn leadership to unite against the undead, or containing the threat posed by other planar threats escaping through the nightwalker's rift.

Light and Movement: Part 3 occurs at night, though the combination of starlight and the illumination created by nearby Pathfinder groups typically means that the default light level is dim. Traveling from one mapped encounter area to another takes 2d6 minutes.

Final Encounter: In Version A of this adventure, the encounter in area **J** is accessible (and is an obligatory finale) only during the last 30 minutes of Part 3. When the Overseer GM announces that the final encounter area is accessible, endeavor to transition the group to that encounter within the next several minutes. It's okay to wrap up an ongoing encounter with some quick narrative in order to give the group plenty of time with the final encounter.

When the Overseer GM announces this transition, she will also note that the Deepening Shadows, Uncertain Opportunity, or Bolstering Light condition is in effect. The effects of these conditions appear in the Counting Successes sidebar on page 27.

In other versions of *The Solstice Scar* in which Part 3 is the beginning or middle of the adventure, the encounter in area **J** is an optional, more challenging encounter that the PCs

TWINHORN ASSISTANCE

The number of Twinhorn warriors who survived the journey to Absalom and back influences the difficulty of encounters during Part 3. When running a version that does not include Part 2, do not adjust the encounters (as though the Bloodied Convoy condition were in effect).

Devastated Army: Any combat encounter in area **H** or **I** that has two or more of the same creature (such as two ragewights) gains one additional creature of that type. If there are several types of creatures that qualify, add only one additional creature of the creature type with the highest CR in that encounter.

Bloodied Convoy: Run the encounters in Part 3 as written.

Twinhorn Champions: The Pathfinders fight alongside numerous Twinhorn veterans who share supplies and are ready to come to the Society's aid. When the PCs use an aid token, they can activate two different benefits during that encounter.

can experience anytime after concluding the encounter in area **H**. In this case, the Overseer GM will not make any special announcements at the start of the encounter.

Reporting: Each encounter has a Reporting entry at the very end that notes how to handle successes. For most encounters the PCs successfully overcome (through combat, negotiation, or otherwise), the Table GM should send a Runner to report one success to the Overseer GM. If the PCs defeat the encounter in area **J**, the Table GM should send a Runner to report a special success to the Overseer GM. If the PCs successfully conclude the Seeking Aid encounter, the Table GM should send a Runner to report either one or two diplomatic successes to the Overseer GM.

Portal Closed: This condition triggers and affects the entire House once enough tables have reported special successes. All undead creatures must immediately succeed at an Easy Will save or become dazed for 1 round. Additionally, the undead each take a –1 penalty to AC and on attack rolls, saving throws, skill checks, and ability checks.

Twinhorn Allies: This condition triggers and affects the entire House once enough tables have reported diplomatic successes. When this occurs, the next successful melee or ranged attack made by each PC before the end of the adventure automatically gains the benefits of the boosted Allied Offensive aid token effect.

OVERSEER GM INSTRUCTIONS

During Part 3, the Overseer GM tallies reported successes, special successes, and diplomatic successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

After 60 Minutes: If Part 3 serves as the final part of this adventure, the Overseer GM should make the following announcement to indicate that area J is now accessible once the House has had 60 minutes in which to explore areas H and I. Otherwise, ignore this announcement.

Medda rides by, calling above the din of the raging battle, "The path is clear—we can reach the valley that holds the stone circle. Let us band together and stop the undead tide. I am concerned that some of the foul creatures had the name 'Eshimka' on their rotting lips. We must stand together and use all of our power to close this black portal before it's too late!"

Additionally, immediately read aloud one of the following three entries based on the number of successes the House has reported (see the Successes section below).

Successes: The number of successes reported affects what extra condition is in effect after 60 minutes when the House can enter area J (whether a group reports one or two diplomatic successes for the Seeking Aid encounter, treat this as one success for this purpose). If the House has reported a number of successes equal to or less than $2 \times$ the number of tables, the Deepening Shadows condition is in play. If the House has reported a number of successes between $2 \times$ the number of tables and $3 \times$ the number of tables, the Uncertain Opportunity condition is in play. If the House has reported a number of successes equal to or greater than $3 \times$ the number of tables, the Bolstering Light condition is in play.

If Part 3 is not the final part of the adventure, instead begin this part with the Deepening Shadows condition in play. Once the PCs have reported enough successes to meet the Uncertain Opportunity and later the Bolstering Light thresholds, announce that those respective conditions have replaced Deepening Shadows.

For Deepening Shadows, read the following aloud.

Despite the Society's best efforts, the undead forces seem to grow in power, fed by a grim shadow that conceals even the stars.

Table GMs, the Deepening Shadows condition is in effect.

For Uncertain Opportunity, read the following aloud.

Fighting side-by-side, the Twinhorn following and Pathfinders have carved a path to the stone circle. This affords only a brief opening to stop the undead army, and the fighting will be difficult.

Table GMs, the Uncertain Opportunity condition is in effect

For Bolstering Light, read the following aloud.

The undead forces begin to fall back, scattered by the Society's ferocity. As if Vildeis herself approved, Pathfinders' battle wounds glow with light that pushes back the darkness.

Table GMs, the Bolstering Light condition is in effect.

Special Successes: Runners report special successes following the successful completion of the encounter in area J, and these contribute to activating the Portal Closed condition; note that this condition does not apply in Version A of *The Solstice Scar*, so special successes are merely an indicator of how many tables have concluded the final encounter. Once the House has reported a number of special successes equal to one-sixth the number of tables, rounded up, read the following aloud.

Brilliant light shines from the stone circle, penetrating the thick forest and illuminating the entire valley. Just as quickly as it appeared, it vanishes, leaving the undead looking feeble. Table GMs, the Portal Closed effect is in play.

Diplomatic Successes: Runners report either one or two diplomatic successes whenever a table successfully concludes the Seeking Aid encounter, and these contribute to activating the Twinhorn Comrades condition. Once the House has reported a number of diplomatic successes equal to one-third the number of tables, rounded up, read the following aloud.

The air fills with the sound of Kellid battle cries as dozens of Twinhorn warriors join the fight. Table GMs, the Twinhorn Allies effect is in play.

Concluding Part 3: This part should end after 90 minutes. See the Concluding Part 3 section on page 30.

H. BLOOD ON THE SNOW

The PCs should complete this encounter first before continuing to area I.

Once the PCs approach the Twinhorn following encampment, they see evidence of a bloody battle and the encampment is under attack. The Overseer GM should start Part 3 by reading the following.

As the Kellids and Pathfinders reach the top of the hill next to the Twinhorn encampment, they notice splashes of blood and the occasional corpse dotting the landscape. Medda raises her voice, calling, "My brethren, our families are under attack! Secure the camp and drive back any who oppose you. Pathfinder allies, join us in defense of our home!" The landscape opens into a burned hillside where blackened trees stand like lifeless sentinels. A crude blockade shields the entrance to a natural cavern.

When the first waves of undead attacked, the Twinhorn members remaining in the encampment struggled to fight them off. Some retreated to this nearby cave and constructed a haphazard barricade. They've held off the undead horde for several hours, but the barricade is about to collapse. The charred trees here don't provide cover or impede movement.

H. Blood on the Snow



Creatures: The undead creatures try to break the barricade, but they turn their attention to the PCs at their arrival.

SUBTIER 1-2 (CR 3)

HUMAN SKELETONS (3) CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 250; see page 48)

HUMAN ZOMBIES (2) CR 1/2

hp 12 each (*Pathfinder RPG Bestiary* 288; see page 49)

SUBTIER 3-4 (CR 5)

SCRAMBLER NECROCRAFT CR 3

hp 26 (*Pathfinder RPG Bestiary* 4 200; see page 55)

HUMAN ZOMBIES (4) CR 1/2

hp 12 each (*Pathfinder RPG Bestiary* 288; see page 56)

SUBTIER 5-6 (CR 8)

SCRAMBLER NECROCASTS (3) CR 3

hp 26 each (*Pathfinder RPG Bestiary* 4 200; see page 65)

RAGEWIGHT CR 6

hp 82 (*Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* 60; see page 65)

SUBTIER 7-8 (CR 10)

BODAK CR 8

hp 85 (*Pathfinder RPG Bestiary* 2 48; see page 75)

RAGEWIGHTS (2) CR 6

hp 82 each (*Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* 60; see page 76)

SUBTIER 10-11 (CR 13)

BODAK CR 8

hp 85 (*Pathfinder RPG Bestiary* 2 48; see page 87)

DEVOURER CR 11

hp 133 (*Pathfinder RPG Bestiary* 82; see page 87)

RAGEWIGHTS (3) CR 6

hp 82 each (*Andoran, Birthplace of Freedom* 60; see page 89)

Development: The Twinhorn Kellids are thankful for the PCs' assistance and direct them to the main encampment to talk with their leaders. They also mention that creatures have been pouring from a portal at the stone circle since nightfall and ask that the PCs hold back the tide of undead and find a way to close the portal. Once the PCs reach the

camp (area I), they can meet with the Twinhorn elders (the Seeking Aid encounter) or fend off the undead that are attacking the settlement (the Spirits of the Past and Planar Opportunists encounters). In any version of *The Solstice Scar* other than Version A, the PCs can also travel to area J to confront Eshimka's lieutenants.

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

I. TWINHORN CAMP

The Twinhorn following has numerous tents made of thick animal hides (hardness 2, 10 hit points), and they have created a partial palisade around the camp's core to provide a windbreak and make the site easier to defend. The palisade is 10 feet tall.

During the combat encounters here, the enemies can attack from any direction, though ideally they should approach from a direction that allows them to begin the encounter at least 60 feet away from the PCs. If the PCs are at risk of failing a combat encounter catastrophically, they can flee successfully so long as they can reach the edge of the map; don't report a success, but do move to a different encounter once the PCs have finished healing their wounds.

SEEKING AID

This encounter takes place inside the large tent near the center of the camp.

The thick hide walls of this large tent muffle the sounds of battle outside. Iron spikes pin down an enormous map in the center of the tent. Wooden carvings of warriors and monsters lie strewn about the map, marking the location of fighting warriors and the encroaching undead.

By the time Medda entered the tent, the other two Twinhorn council elders had just agreed to retreat. They intend to escape with their surviving warriors, abandoning their winter home and the pledge they made to Ivvara long ago. When the PCs arrive, Medda has been arguing with them for several minutes, demanding that they stay and fight for their home and traditions. The PCs are able to influence the outcome of this debate by swaying the opinions of the other two council members. This is a greatly simplified version of the influence subsystem (*Pathfinder RPG Ultimate Intrigue* 102) that does not require the printed source to run.

To persuade a council member, the PCs must perform a number of successful skill checks; the types of skills that function in this way appear in the Influence entry of the NPC's stat block below, and the number of successful checks needed appears immediately below that. A PC can also try to uncover important information about an NPC by

I. Twinhorn Camp



1 square = 5 feet

Pathfinder Flip-Mat: Basic Terrain Multi-Pack
Pathfinder Map Pack: Army Camp

succeeding at one of the skill checks listed in the Discovery entry, which informs the PCs what that NPC's advantages and biases are. Knowing these advantages and biases helps the PCs gain cumulative bonuses and avoid penalties on checks to influence the NPCs.

Each PC receives three opportunities to perform a skill check to influence a council member or discover an advantage for influencing a council member. Have the PCs describe or roleplay each skill check before rolling it. Particularly persuasive strategies can earn a PC up to +4 bonus on a check. A PC can instead aid the attempt of another PC, using one of her own three allotted skill checks. Biases may affect some PCs' skill checks with a bonus or penalty, based on the temperament of the elder. Succeeding at a skill check listed under the Influence section grants the PCs a success, and exceeding the DC by 10 or more earns two successes. Once the PCs have acquired the number of successes needed, that council member has decided to stay and fight.

For Four Players: For a group of four PCs, grant each PC one additional opportunity to attempt a skill check during this encounter.

Creatures: The three council members are Medda Spiritbearer, Kragr Bloodhand, and Jala the Patient. If the House earned the Tragic Death condition in Part 1, Medda is distrustful of the Pathfinders. This increases her successes needed to 3 and increases the check DCs of all skills to influence her to Hard.

MEDDA SPIRITBEARER

NG female human spiritualist

DESCRIPTION

Background When she was 11 years old, Medda accepted the responsibility of sheltering Anok's phantom, as had her mother before her. She had been presumed to be a boy up until that point, and accepting the heavy family burden helped her find the inner strength to acknowledge her true self. Her revelation pleased the elder council, for "evening's daughters"—daughters who revealed themselves later than most—were presumed in Kellid culture to possess incredible willpower and tenacity. Once bound to Ivvara's hilt and Anok, Medda developed considerable psychic magic, which she honed through many adventures and spiritual trials in the 15 years since. Medda is a wise councilor, resourceful healer, and time-tested leader for the Twinhorn following.

Appearance Medda has a lithe build, especially by Kellid standards, and wears her auburn hair tied in a tight braid. She wears a breastplate over her furs and carries a longsword into battle. As a devout follower of Vildeis, she wears a bloody bandage as a symbol of her own sacrifice, giving some of her own life force to sustain the phantom of Anok. Small scars featuring celestial runes peak from beneath her clothing.

Personality Medda is trusting and seeks peace, but she's not afraid to fight against evil at any cost.

Biases Medda has a bias toward outward followers of good-aligned deities (+2) and against those who are violent for glory or personal gain (-2).

INFLUENCE

Influence Easy Knowledge (religion) or Perform (oratory)

Successes Needed 2 checks

Discovery Easy Knowledge (religion) or Sense Motive

Advantage Medda's bloody bandage and celestial rune scars symbolize her devotion to Vildeis, the empyreal lord known as the Cardinal Martyr. She selflessly fights any encroaching evil.

Special If the PCs support Medda directly, she becomes inspired and even more fervent. The DC to influence the other council members decreases by one step (Hard to Average and Average to Easy).

KRAGR BLOODHAND

CN middle-aged male human barbarian

DESCRIPTION

Background As the primary hunter of the Twinhorns, Kragr is most comfortable outdoors. He has had experience in skirmishes with other followings and orcs from the south, but he usually fights his foes directly. He has wanted to abandon the traditions of Vildeis and Ivvara for years, feeling there are better places to spend winters with more game and fewer orcs. He sees no value in remaining.

Appearance This massive Kellid stands a head taller than most humans and wears a dire polar bear cloak from a bear he personally wrestled, pinned, and strangled during a year he spent traveling the Crown of the World. The many scars on his body suggest a life of physical conflict and perseverance.

Personality Kragr is short tempered and impatient. He sees no value in the Twinhorns' annual visit to this area.

Biases Kragr admires physically powerful creatures with a combined Strength and Constitution score above 30 (+2); he looks down on weak creatures whose combined Strength, Dexterity, and Constitution are 36 or lower (-2).

INFLUENCE

Influence Average Intimidate; Hard Diplomacy or Bluff

Successes Needed 4 checks

Discovery Average Knowledge (local) or Sense Motive

Advantage Kragr doesn't like people to think he's a coward. Insinuating that he's afraid motivates him to look strong (+4), but outright calling him a coward makes him angry (-2).

JALA THE PATIENT

LN venerable female human ranger

DESCRIPTION

Background Jala was once the hero of the following, able to bring down a stag at 500 feet in a gale. Now she leads the following as the eldest surviving member, relying on her hunter's instincts to guide her words instead of her arrows.

Appearance Jala's age may have wrinkled her skin and clouded her vision, but she still wears her leather armor and longbow proudly. Regular exercise has kept her body strong, despite her old age.

Personality Jala is often silent, waiting for the right moment to speak. When she does, her words are direct and to the point.

Biases Jala prefers to hear reasoned arguments (+2) and dislikes impassioned pleas that depend on emotional manipulation (-2).

INFLUENCE

Influence Average Knowledge (nature) or Profession (soldier); Hard Knowledge (religion)

Successes Needed 3 checks

Discovery Average Knowledge (nature) or Sense Motive

Advantage Jala still retains her hunting instincts, silently evaluating the situation and acting only when most effective. She reacts well to facts (+2), but not to emotional appeals (-2).

Development: Once each PC has attempted three skill checks, the council members vote. Each NPC for whom the PCs attained enough successes votes in favor of staying to fight. So long as the House did not earn the Tragic Death condition, Medda votes to remain.

Reporting: If at least two members of the council vote to stay and fight, report one diplomatic success to the Overseer GM. If the vote is unanimously to stay and fight, report two diplomatic successes.

SPIRITS OF THE PAST

A stream of glowing mist winds its way through the trees as the air takes on a sudden chill.

Creatures: Eshimka has gathered hundreds of undead creatures into an army, and the waves of negative energy that pulse from the rift in area J have also caused many long-dead crusaders and cultists to haunt this wilderness. The undead travel toward the camp and kill whoever they find. Remember that although incorporeal undead could play extended games of cat-and-mouse by constantly hiding in solid objects, those tactics are not appropriate for this adventure's fast-paced encounters as they use up too much time.

SUBTIER 1-2 (CR 3)

ECTOPLASMIC HUMANS (4) CR 1/2

hp 7 each (*Pathfinder RPG Bestiary* 4 82; see page 48)

SUBTIER 3-4 (CR 5)

ECTOPLASMIC HUMANS (2) CR 1/2

hp 7 each (*Pathfinder RPG Bestiary* 4 82; see page 55)

GUARDIAN PHANTOM ARMORS (2) CR 2

hp 13 each (*Pathfinder RPG Bestiary* 4 213; see page 55)

SUBTIER 5-6 (CR 8)

EXILED SHADE CR 6

hp 68 (*Pathfinder RPG Bestiary* 6 124; see page 64)

SPECIAL ABILITIES

Exiled (Ex) The exiled shade responds to symbols of Aroden, Iomedae, and Taldor.

SHADOWS (2) CR 3

hp 19 each (*Pathfinder RPG Bestiary* 245; see page 66)

SUBTIER 7-8 (CR 10)

EXILED SHADES (2) CR 6

hp 68 each (*Pathfinder RPG Bestiary* 6 124; see page 75)

SPECIAL ABILITIES

Exiled (Ex) The exiled shades respond to symbols of Aroden, Iomedae, and Taldor.

GREATER SHADOW CR 8

hp 58 (*Pathfinder RPG Bestiary* 245; see page 76)

SUBTIER 10-11 (CR 13)

ENLIGHTENED VAMPIRE CR 12

hp 108 (*Pathfinder RPG Monster Codex* 242; see page 88)

GREATER SHADOWS (2) CR 8

hp 58 each (*Pathfinder RPG Bestiary* 245; see page 89)

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.



**Medda
Spiritbearer**

COUNTING SUCCESSES

Depending on how well the PCs fight off the undead and shadowy invaders in areas **H** and **I**, they may be able to reach the standing stones before Eshimka can flood the region with even more negative energy. If the PCs are especially capable, they may even earn a temporary blessing from Vildeis or one of that empyreal lord's angels.

Deepening Shadows: The entirety of area **J** is affected by the spell *desecrate*, though not as though it were centered on an evil altar.

Uncertain Opportunity: Run the encounter in area **J** as written.

Bolstering Light: The entirety of area **J** is affected by the spell *consecrate*, though not as though it were centered on an altar dedicated to a good-aligned deity. If a PC casts *consecrate*, the affected area's bonuses double, as though it were centered on such a permanent altar.

PLANAR OPPORTUNISTS

Several outsiders from the Plane of Shadow have made a deal with Eshimka; they offered to help with this initial assault in exchange for passage to the Material Plane.

Creatures: Many of these shadow creatures are looking to carve out their own territory, while some are just aiming to cause mayhem among the mortals, but first they must first fight in the vanguard of Eshimka's army. They show no mercy.

SUBTIER 1-2 (CR 3)

GIANT SHADOW DRAKE CR 3

hp 28 (*Pathfinder RPG Bestiary* 4 289, 80; see page 48)

SUBTIER 3-4 (CR 5)

GIANT SHADOW DRAKES (2) CR 3

hp 28 each (*Pathfinder RPG Bestiary* 4 289, 80; see page 56)

SUBTIER 5-6 (CR 8)

OSTIARIUS CR 5

hp 52 (*Pathfinder RPG Bestiary* 4 176; see page 65)

MURDEROUS SHAES (2) CR 5

NE advanced shae (*Pathfinder RPG Bestiary* 3 294, 242; see page 66)

hp 38 each

SUBTIER 7-8 (CR 10)

SCEANDUINARS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 2 239; see page 77)

MURDEROUS SHAES (2)

CR 5

NE advanced shae (*Pathfinder RPG Bestiary* 3 242, 294; see page 77)

hp 38 each

SUBTIER 10-11 (CR 13)

SHADOW GIANT

CR 13

hp 199 (*Pathfinder RPG Bestiary* 6 135; see page 90)

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

J. VOICE OF THE SHADOW

In Version A of *The Solstice Scar*, do not begin this encounter until directed to do so by the Overseer GM. In other versions, the PCs can travel to this area once they've concluded the encounter in area **H**.

The clearing on the riverbank features a circle of standing stones with a large stone altar at its center. A shadowy tear floats above the altar, so dark that what little light shines from the stars seems to become trapped inside. Eight large tendrils of inky darkness coil around the menhirs as if keeping the stones in a stranglehold. Other tendrils lick out from the shadowy rift as if tasting the air.

Eshimka has torn open a jagged wound between the planes, creating an unstable gate where Ivvara defeated the nightwalker. If a PC travels through the gate, he reaches a liminal space between the Negative Energy Plane and the Shadow Plane; exploring this is beyond the scope of this adventure, though the PC takes 1 negative level each round he remains inside. The tear is quickly getting larger, growing by almost an inch per minute. After sending through its vanguard, Eshimka sent its lieutenants to organize the undead rabble and prepare for the nightwalker's return.

To begin the encounter, begin the PCs about 60–90 feet from the stone circle. Because of the haunting sounds ahead, the PCs should have 2 full rounds in which to cast any preliminary spells before they need to rush in to intervene.

Creatures: One or more of Eshimka's lieutenants guards the rift, killing any living creature that dares to approach. During combat, the intelligent undead describe the horrible ways that Eshimka will torture the PCs' souls on the nightwalker's return.

Hazard: Shadowy tentacles lash out at any living creature that enters the stone circle, as the spell *black tentacles* with a caster level equal to the table's Average Party Level (APL). The light level within the marked area is also reduced by one level (to darkness under most circumstances). In Subtier 1–2, the tentacles only grapple creatures (dealing no damage), and in Subtier 3–4, they deal only 1d6 points of damage.

J. Voice of the Shadow



Enemy
Starting
Area
and
Hazard

1 square = 5 feet

Pathfinder Flip-Mat: Bigger Forest

The tentacles act to maintain the grapple effect on initiative count 10 each round. This effect does not target nor impede undead creatures in any way. Furthermore, any creature that ends its turn within the stone circle is subject to an amount of negative energy damage equal to $1d6 \times$ half the party's APL (minimum 1d6; Easy Will save for half). The negative energy both harms living creatures and heals undead creatures. Any positive energy that affects any part of the hazard's area—such as from the channel energy class feature or cure spell—and that deals damage equal to at least double the APL suppresses this hazard for 1 round.

SUBTIER 1-2 (CR 4)

SKELETAL CHAMPION CR 2
hp 17 (*Pathfinder RPG Bestiary* 252; see page 48)

BLOODY SKELETONS (3) CR 1/2
hp 4 (*Pathfinder RPG Bestiary* 250, 251; see page 49)

SUBTIER 3-4 (CR 6)

GIANT CRAWLING HAND CR 5
hp 52 (*Pathfinder RPG Bestiary* 2 59; see page 55)

HUMAN SKELETONS (6) CR 1/3
hp 4 each (*Pathfinder RPG Bestiary* 250; see page 56)

SUBTIER 5-6 (CR 9)

FALLEN CR 8
hp 93 (*Pathfinder RPG Bestiary* 6 126; see page 64)

SKELETAL CHAMPIONS (4) CR 2
hp 17 each (*Pathfinder RPG Bestiary* 252; see page 67)

SUBTIER 7-8 (CR 11)

BODY SNATCHER CR 11
hp 144 (see page 75)

SUBTIER 10-11 (CR 14)

BODY SNATCHER CR 11
hp 144 (see page 87)

FALLEN (4) CR 8
hp 93 each (*Pathfinder RPG Bestiary* 6 126; see page 88)

Development: The PCs can close the rift by standing at the circle's edge, performing a sealing ritual, and succeeding at three Average skill checks for one or more of the following skills: Knowledge (arcana, planes or religion), Linguistics,

Perform (oratory), Spellcraft, or Use Magic Device. Each check takes a full-round action. The ritual is easiest when performed by multiple PC; for each check beyond the first that a PC attempts, increase that PC's check DCs by 1. Expending an ability that uses positive energy—such as casting a spell with the healing descriptor or using a cleric's channel positive energy class feature—grants a bonus on a single check equal to the level of the spell; for channeled positive energy, the bonus is equal to the number of d6s rolled. If a PC's result would meet the Hard skill check DC, the check instead earns two successes. A PC who completed a similar ritual in *Pathfinder Society Scenario #8-07: From the Tome of Righteous Repose* gains a +4 circumstance bonus on these checks.

If the PCs succeed, the rift starts to close slowly. If more than 15 minutes remain in Part 3, the table GM should have the PCs help defeat other threats near the Twinhorn encampment (such as in area I).

Reporting: If the PCs successfully overcome this encounter, report one special success to the Overseer GM.

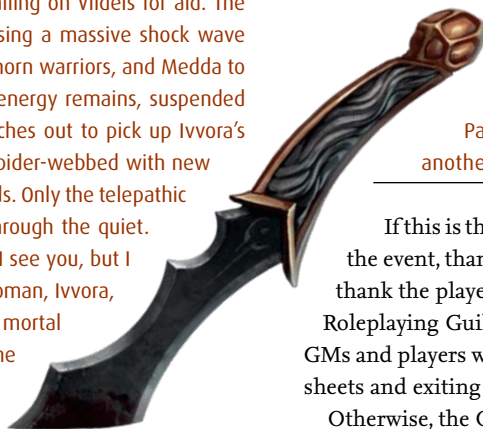


Body Snatcher

CONCLUDING PART 3

After about 90 minutes, the Overseer GM should read the following aloud to conclude Part 3—and the event as a whole if this is the final part of the adventure.

As Medda and Anok join the group of Pathfinders around the stone circle, she assists them with the binding ritual. Medda thrusts Ivvora's hilt into the portal, calling on Vildeis for aid. The shadow rift shrinks and closes, releasing a massive shock wave that knocks the Pathfinders, the Twinhorn warriors, and Medda to the ground. A field of dark, rippling energy remains, suspended above the stone altar. As Medda reaches out to pick up Ivvora's hilt—the already broken blade now spider-webbed with new cracks—a supernatural silence descends. Only the telepathic rage of some unseen menace cuts through the quiet. “You dare to shut me out?” it rages. “I see you, but I do not see her. Where is the dwarf woman, Ivvora, who fought me so long ago? Has her mortal body failed at last? Has the realm of the living at last lost its protector? Know this: when the long shadows reach out again, I will grasp them and claw my way back into your world to see your flesh devoured by my children.”



Sound returns to the Realm of the Mammoth Lords, and Medda cautiously stands. “It seems that Eshimka still lives and has even left this foul scar on our world,” she declares. “If we are to believe its promises, the fiend will attack on the next winter solstice. If we are to survive, we must be ready. Nearly a millennium ago, Ivvora held the key to defeating Eshimka. By following her legends and discovering her fate, we may harness the same holy power that banished this fiend—and together end the beast entirely.”

“When we set out, it would be the privilege of this following to have the Pathfinders at our side. But that is a trial for another day. Tonight, at last, we rest.”

If this is the final Part, the Overseer GM should close the event, thank the Table GMs for their hard work, and thank the players for their support of Pathfinder Society Roleplaying Guild Organized Play campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

Otherwise, the Overseer GM should begin Part 4.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points.

PART 4: IVVORA'S FATE

To begin Part 4, the Overseer GM should read or paraphrase the following.

Celebration and preparation have filled the last two days. The Twinhorns are both relieved to have thwarted the villain Eshimka and resolved to help the following's spiritual leader, Medda, retrace the paladin Ivvora's millennium-old steps. After hours of considering and retelling ancient stories preserved by oral tradition, Medda gathers the Pathfinders.

"The holy warrior Ivvora came to us in pursuit of Eshimka, whom she vanquished and banished with the Twinhorns' help. However, she would not rest for long, and she insisted on seeking out other evils in the area. At that time, the most fearsome threat was Grathatonhakis, an immense white dragon that lurked in the Tusk Mountains and would strike our camps. Ivvora learned what she could, left her dagger with us, and departed to slay the dragon. She never returned, and neither did the dragon. Exactly what transpired is unclear from our legends."

Medda cradles the fragile remnants of Ivvora's dagger. "This blade kept Eshimka at bay for so many generations, and now it is ready to fall apart. Ivvora held the key to defeating Eshimka, and by learning her fate or communing with her spirit where she fell, we might harness the same power. Then we shall not just reseal the shadow fiend but destroy it once and for all! From our tales we have learned where the wyrm Grathatonhakis laired. Let us set out together to learn what happened—and who might have taken the caves since."

The trek is long and cold, taking the group first across the tundra and then into shadow of the frigid Tusk Mountains. As the trail winds around a frozen lake, the snap of a snare echoes over the ice, and a Pathfinder is whipped into air by a cleverly laid trap. Medda scowls and announces, "Pathfinders, we have kobolds. Keep within earshot and spread out. They aren't just a threat; they may also be our best better to finding the dead dragon's lair."

The PCs have 90 minutes to fan out, clash with kobolds, and carve a pair to their lair—also the former home of the mighty white dragon Grathatonhakis. The PCs begin with the encounter in area **K**, after which they can elect to convince a fey court to support their mission or push into the mountains. They have two approaches: a direct route into the cave system through its largest entrance (area **L**), and a narrower entrance higher up the slope (area **M**). Either route ultimately leads to the white dragons that currently lair here (area **N**).

The Twinhorn following can provide the PCs with ample cold weather outfits and other basic provisions. The PCs' Kellid hosts can also supply them some information about the Realm of the Mammoth Lords, including its cold climate and the prevalence of evergreen trees and large mammals. They also warn that the region is home to dangerous megafauna, dragons, and fey, the last of which have often chased away humanoid tribes.

TABLE GM INSTRUCTIONS

During Part 4, the PCs clash with kobolds, might negotiate an alliance with fey, navigate the kobolds' trap-heavy defenses, and slay a dragon.

Pacing: All of Part 4 except the final encounter is intended to take about 60 minutes to play, providing each table enough time to complete two to three encounters. At that time (or slightly before, based on accumulated successes), the Overseer GM will announce the transition to area **N**; do not move to that area earlier. Once that announcement occurs, it's okay to wrap up an ongoing encounter with some quick narrative to ensure the players get plenty of time to face off against a dragon.

Reporting: Each encounter has a reporting entry at the very end that notes how to handle successes. Most encounters with kobolds involve the Table GM reporting one success to HQ Staff. If the PCs successfully negotiate an alliance in the encounter *The Fey's Favor*, the Table GM should report one fey success. If the PCs successfully slay a white dragon, the Table GM should report one special success.

Fey Allies: This condition triggers and affects the entire House once enough tables have reported fey successes. When this occurs, all PCs and companion creatures gain a single-use benefit they can use during Part 4. As a free action on its turn, a creature can use its benefit to gain either damage reduction equal to half the table's APL (minimum 1) or cold resistance equal to the table's APL until the end of that encounter. Each PC and companion creature can select a different benefit.

Scattered Kobolds: This condition triggers and affects the entire House once the tables have reported enough successes. When this occurs, all remaining kobolds take a –2 penalty on saving throws against fear effects. Kobolds also attempt to flee when reduced to half their maximum hit points. Treat any kobolds who escape as defeated for the purpose of resolving an encounter.

Surprised Dragons: This condition triggers and affects the entire House once the tables have reported enough successes. This begins the encounter in area **N** (take a moment to conclude any current encounter with some narrative flair). In addition, the dragon in the encounter is less prepared to fend off the PCs, as noted in the *Well-Prepared Dragons* sidebar on page 40.

OVERSEER INSTRUCTIONS

During Part 4, the Overseer GM tallies reported successes, special successes, and fey successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

After 60 Minutes: Once the House has had 60 minutes to interact with the fey court and clash with kobolds in areas **K**, **L**, and **M**, the Overseer GM should make the following announcement to indicate that area **N** in

now accessible. However, the Overseer GM should not make this announcement if the House has reported enough successes to trigger the Surprised Dragons condition (see Successes below).

The kobolds continue to mount a frustrating defense, luring Pathfinders into cramped and trap-filled tunnels and unleashing captive monsters on unsuspecting agents. Even so, the kobolds are losing ground with each battle. As another skirmish echoes from elsewhere in the caverns, a tremendous roar reverberates through the cave complex, rattling stalactites and causing snowdrifts to slide down the outside slopes. As the sound dissipates, the voice of a massive creature booms from deep within the kobolds' warren.

"Long ago my ancestor Grathatonhakis ruled here, and a meager dwarf challenged his might only to become his trophy. Both were fools, and both are now dead. I am neither, and your paltry attacks shall not change that. Fall back, kobolds of the Shiverscale tribe! Let these intruders die in sight of the last fool to challenge Horrallydax, the master of the Tusk Mountains. Rally to me, my children. Today we dine on adventurers!"

The kobolds kowtow to the booming voice, scramble to their feet, and begin retreating deeper into the caves. For once they aren't covering their tracks, so the way to the dragon's lair is clear.

Table GMs, please move to the encounter in area N swiftly.

Successes: The number of successes reported has two potential effects: adjusting the kobolds' morale during Part 4 (see Scattered Kobolds on page 31) and triggering the encounter in area N early (see Surprised Dragons on page 31). Once the House has reported a number of successes (not special successes or fey successes) equal to $2 \times$ the number of tables, rounded up, read the following aloud.

Time and again, the Pathfinders break through the Shiverscale kobolds' defenses, thwarting clever trap after cunning ambush. It's clear you have the kobolds on the run, and even those willing to stand in your way seem shaky and unwilling to fight to the death.

Table GMs, the Scattered Kobolds condition is now in effect.

Once the House has reported a number of successes equal to $2\frac{1}{2} \times$ the number of tables (rounded up), read the following aloud.

The kobolds turn and flee. It's clear that this time they aren't just baiting the Pathfinders into another trap; they've lost the will to fight entirely. The Society rallies and gives chase, approaching a large cavern where they can overhear a deep voice. "Your tribe has failed me, chieftain? There shall be time to punish you later, but first I shall strike the fear of ice and darkness into these intruders. They shall know the name Horrallydax, whose ancestor froze that meager dwarf as his trophy ages ago! Come, there is still much to prepare before they arrive, spells to cast, and—" The voice pauses before incredulously exclaiming, "They're already here!?"

The Pathfinders have overwhelmed the kobolds so decisively that they have taken the dragons by surprise. Table GMs, please move to the encounter in area N swiftly. The Surprised Dragons condition is in effect.

Fey Successes: Once the House has reported a number of fey successes equal to $\frac{1}{3}$ the number of tables (rounded up), read the following aloud.

A sudden gust of wind rushes through the area, riming the trees and rocks with frost that resembles faces of the region's fey monarchs. "Your Society has requested our aid, and we have agreed to support your endeavors. Carry our token, call upon us in your time of need, and ensure the dragons prey upon this region no more." With that, the icy faces melt away, and each of you find a tiny crown of pine needles nearby.

Table GMs, the Fey Allies condition is in effect.

Concluding Part 4: This part should end after 90 minutes, or earlier if the House reports a number of special successes equal to the number of tables.

K. LEAF AND SCALE

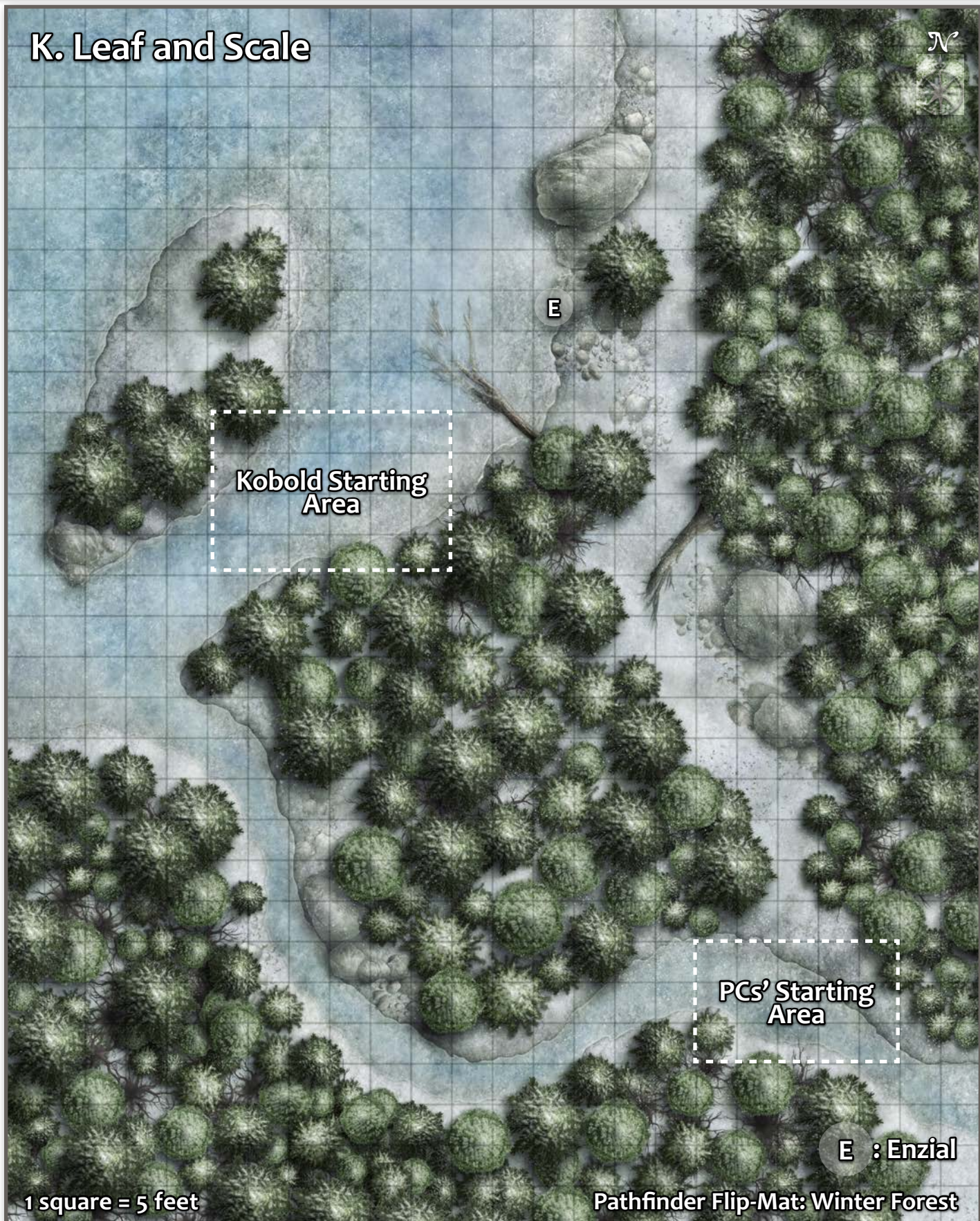
As the PCs disperse and begin exploring the frozen terrain, they descend a gentle slope toward a frozen lake to the west with the mountains rising to the north and east. This is a frequent stop for the kobolds, who like to go ice fishing and hunt any game that comes to the water. It's also popular with the local fey, who often frolic around the shore or skate atop the ice.

Creatures: Most of the time, the fey and kobolds leave each other alone. However, the growing number of dragons in the mountains has made the kobolds more aggressive and the fey more anxious. As the PCs arrive from the southeast, a group of kobolds is locked in a heated argument with a coniferous dryad. They both exchange angry words, though each side only knows a small number of words in the other's language, relying instead on inflection and gestures to express their growing dislike of one another. Specifically, the dryad insists the kobolds must leave forever, and the kobolds are threatening to chop up the dryad and turn her into stew.

Once the PCs come into view, the kobolds attack the Pathfinders, assuming they're allies of the fey. The dryad steps back to watch, preferring to ascertain the PCs' intentions before intervening. This fight is stacked pretty heavily in the PCs' favor, and it's entirely fine for them to trounce the kobolds quickly. After all, there are more kobold encounters ahead that provide them their traditional advantages: hazardous terrain, traps, and dragon allies.

As a move action, a PC can attempt an Average Bluff, Diplomacy, or Knowledge (nature) check to appeal to the dryad for assistance; reduce this check's difficulty to Easy if the PC addresses the dryad in Sylvan. If the PC

K. Leaf and Scale



succeeds, the dryad uses magic to inconvenience one of the kobolds, applying one of the following conditions for 1 round: confused, entangled, flat-footed, prone, or shaken. Alternatively, the dryad can cause up to 8 squares of ice to become dry and ridged, allowing creatures to move over it at normal speed. The dryad can provide this aid only once per turn and no more than twice during the encounter. If attacked by the PCs, the dryad flees.

Hazard: Navigating this area is difficult. Entering a square of ice, such as that of the frozen creek or lake, takes 2 squares of movement, and the DC for Acrobatics checks increases by 5. Areas on the map occupied by trees count as difficult terrain and grant partial cover.

Any Large creature moving on the lake's ice (but not the creek) causes the ice to groan loudly under the pressure, and each time such a creature moves on the lake ice, there is a 25% chance that it falls through into the freezing water beneath; a Huge or larger creature automatically falls through the ice. This leaves a hole the size of the creature's space. The water is about 10 feet deep in the depicted area, and clambering out

of the hole requires a successful DC 15 Swim check (or Climb check if the creature's at least Large). Each round that a creature's in the freezing water, it takes 1d3 points of cold damage.

At the GM's

discretion, an especially dense or heavy creature (e.g., a dwarf in full plate with a tower shield or an iron golem) is treated as one size category larger for the purpose of breaking through the ice.

SUBTIER 1-2 (CR 3)

KOBOLDS (4) CR 1/4

hp 5 each (*Pathfinder RPG Bestiary* 183; see page 50)

KOBOLD DRAGON HERALD CR 1

hp 24 (see page 50)

SUBTIER 3-4 (CR 5)

KOBOLD MONSTER WRANGLER CR 1

hp 17 (*Pathfinder RPG Monster Codex* 132; see page 58)

KOBOLD SNIPERS (3) CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 58)

SLURK CR 2

hp 17 (*Pathfinder RPG Bestiary* 2 251; see page 58)

SUBTIER 5-6 (CR 7)

KOBOLD BLADES (2) CR 3

hp 30 each (*Pathfinder RPG Monster Codex* 130; see page 68)

KOBOLD GUILCASTER CR 5

hp 35 (*Pathfinder RPG Monster Codex* 131; see page 68)

SUBTIER 7-8 (CR 9)

FROST DRAKE CR 7

hp 84 (*Pathfinder RPG Bestiary* 2 108; see page 78)

KOBOLD BATTLE MASTER CR 6

hp 57 (*Pathfinder RPG Monster Codex* 132; see page 79)

ICE NEWT MOUNT CR —

hp 45 (see page 79)

KOBOLD BOMBERS (2) CR 1

hp 12 each (*Pathfinder RPG Monster Codex* 133; see page 80)

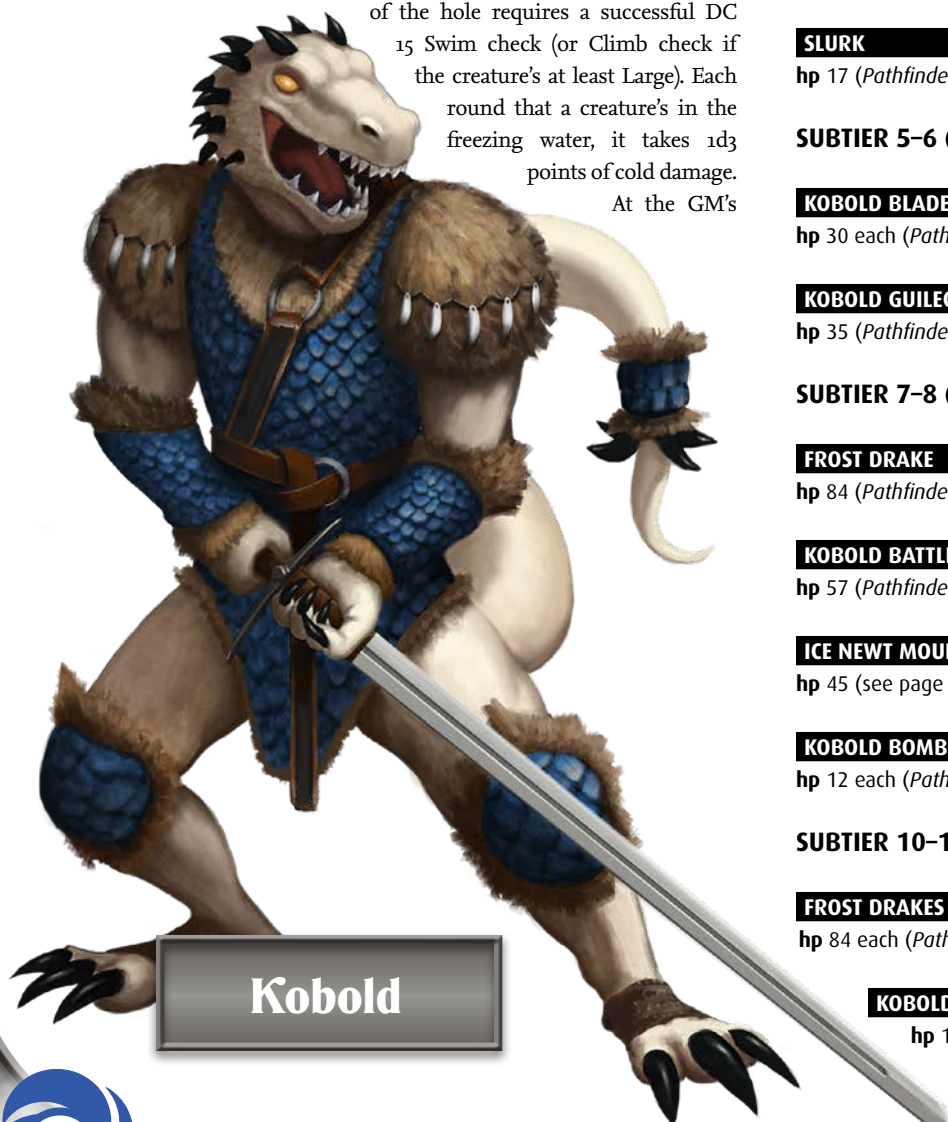
SUBTIER 10-11 (CR 12)

FROST DRAKES (2) CR 7

hp 84 each (*Pathfinder RPG Bestiary* 2 108; see page 91)

KOBOLD DRAGON EVANGELISTS (2) CR 9

hp 108 each (see page 92)



Kobold

Development: So long as the PCs did not attack the dryad, she introduces herself as Enzial, voices her gratitude for their assistance, and explains that white dragons from the mountains have hatched a new clutch of wyrmlings. This has spurred the kobolds who serve these dragons to hunt a staggering number of local animals for meat. The fey normally don't mind hunting, but the kobolds' predation threatens to wipe out several prey species in the area entirely. Although Enzial never met Ivvara, she knows that the powerful wyrm Grathatonhakis terrorized this region for centuries before dying unexpectedly nearly a millennium ago. The white dragons were too fearful to return in force until the last century.

If the PCs ask for aid or voice their intention to kill the dragons, Enzial suggests the PCs might speak with Vallahk and Quiselle, the stewards of this region. She warns that these two are difficult to convince of anything, but if they PCs persuade the two to aid their cause, the pair could provide considerable assistance. Enzial is also amenable to showing the PCs the way to the kobolds' and dragons' large lair, identifying a large front entrance (area **L**) and a lesser-known entrance much higher in the mountain (area **M**). She believes that both will lead the Pathfinders to the dragons.

If the PCs ask the fey for aid against the dragons, Enzial suggests that the PCs speak with Vallahk and Quiselle, protectors of the forest. She also warns them that the fey are unlikely to act unless the PCs can win the approval of both leaders, not just one. If the PCs take her up on the offer, they can proceed to The Fey's Favor encounter, otherwise, they can track the kobolds to their caves (area **L** or **M**).

If the PCs attacked Enzial, they do not have the opportunity to speak with the fey. However, the PCs can easily trace the kobolds' tracks back to their lair, made all the easier to follow by the red-tinged trails left by the reindeer carcasses they've dragged toward the mountains. This trail leads only to area **L**, though the PCs can identify the path to area **M** with an Average Survival or Hard Perception check. **Reporting:** If the PCs successfully overcome this encounter, report one success to the Overseer GM.

THE FEY'S FAVOR

If the PCs choose to speak with the fey court, Enzial leads them into a nearby cluster of birch trees so dense that it seems not even a sparrow could fly between them. As she approaches, the trees seem to leap aside, clearing a short path. Traveling this path causes the scenery to blur, as though each step were carrying the PC several miles at a time. After walking what feels like a few dozen feet, the PCs arrive in a clearing surrounded by a living palisade of birch trees. At the center stands a lopsided oak tree with green leaves, and two regal fey sit atop the roots while holding court before several dozen other First World beings like dryads, pixies, satyrs, and awakened animals.

This is one of the courts held by the erlking Vallahk and the hamadryad Quiselle, the self-declared king and queen of the forest. When the PCs arrive, the king and queen are discussing the "dragon problem" and considering all-out war. However, they're concerned about the safety of those under their protection. They're also concerned that if they lose and upset the dragons, no one will remain to protect the forest.

The monarchs are gracious hosts and are willing to hear the PCs' requests and offers, though the two regularly argue over the details of specific proposals and strategies. An overview of each leader appears below, including a list of different skills that the PCs can use to influence that leader. The PCs have the opportunity to attempt 12 skill checks to impress one leader or the other during this encounter. The king and queen like to hear from all of their guests, so they prompt each PC to participate; 10 of the 12 skill checks must be split as evenly as possible among the PCs, and the remaining two checks can be performed by any PC.

Each PC can use the aid another action once during this encounter, after which one of the leaders chides that PC to stop interrupting the others. Particularly persuasive strategies can earn that PC up to a +4 bonus on the check. If a PC has a particularly creative approach to influencing a leader that doesn't use one of the listed skills, consider allowing it—particularly if the player is willing to expend some resource like a spell slot to make it happen.

Three successful checks are needed to earn a leader's favor, and the PCs must successfully gain the favor of both to win any assistance from the fey. Enzial can help gently steer the PCs if they're struggling to devise a strategy or are wasting skill checks on a monarch they've already won over. Likewise, use the two monarchs banter to convey what approaches each one respects and help the players choose a sound strategy.

Pacing: Remember that there's limited time to complete Part 4's encounters, so endeavor to keep the roleplaying fast-paced and lively. Aim for about 15 minutes for this encounter.

VALLAHK

CN erlking (*Pathfinder RPG Bestiary* 4 94)

DESCRIPTION

Strategy Vallahk has watched the kobolds hunting to feed the dragons, and he has some respect for their tenacity. Adhering to a rather merciless "survival of the fittest" philosophy, he feels nature should be able to take its course.

Appearance Birdlike wings covered with pine needles instead of feathers extend from the back of this regal, elf-like humanoid. He perches on the oak, looking down on the PCs.

Personality Vallahk embodies the aggressive, dangerous, and vengeful aspects of the wilds. He is quick to judge and even quicker to anger. His words are fast and fierce.

Biases Vallahk admires confidence and self-assurance (+2), but he sees creatures showing weakness as prey (-4).

INFLUENCE

Influence Average Intimidate, Profession (hunter or trapper), or Survival; Hard Perception or Stealth.

Special Vallahk cannot stand groveling, which to him includes pandering. If the PCs successfully influence Quiselle with Diplomacy, increase the number of checks required to influence Vallahk to 4.

QUISELLE

CG hamadryad (*Pathfinder RPG Bestiary* 4 148)

DESCRIPTION

Strategy Quiselle prefers a gentle approach that would slow the kobold's hunting. She knows deep down that with a new clutch of wyrmlings, the dragon problem will only grow over time, but she's reluctant to give in to violence.

Appearance The oak's branches twist and bend, creating a throne whenever she begins to sit. This elf-like woman wears a dress of pine needles and crown of geraniums.

Personality Quiselle represents the protective, patient, and nurturing aspects of nature. Although generally happy and carefree, she has become melancholy thanks to the dragons' ravenous appetites.

Biases Quiselle appreciates those with a positive, optimistic attitude (+2), but those who show aggression frustrate her (-2).

INFLUENCE

Influence Average Diplomacy, Handle Animal, or Heal; Hard Knowledge (nature) or Perform (any)

Advantage Quiselle tolerates Vallahk's occasional bloodlust, but she doesn't like to see it encouraged. If the PCs successfully influence Vallahk with Intimidate, increase the number of checks required to influence Quiselle to 4.

Development: Once the PCs have either attained the necessary successes to influence both leaders or have used all 12 of their skill checks, the two monarchs whisper among themselves and decide what to do. Whatever they decide, Quiselle gives the PCs a sly smile and says, "Your proposal intrigues us. We shall consider giving you our blessing when your need is greatest." She then waves her hand, causing a rush of oak leaves to fall from the tree and whirl around the PCs. When the leaves clear, the PCs and Enzial are back along the frozen lake's bank.

Reporting: If the PCs attain the requisite number of successes report one fey success to the Overseer GM.



L. OUTSIDE THE CAVES

The forest path leads northeast, where dense evergreens give way to steep, rocky foothills. Several intersecting trails lead up to the cave system's main entrance partway up the Tusk Mountains. The raised outcroppings in this area are about 10 feet tall, and scaling one requires a successful DC

12 Climb check. The frozen ground is not difficult terrain, but it does impose a -2 penalty on Acrobatics checks.

Creatures: The kobolds frequently set traps here to capture beasts. Any meek creatures they snare are destined to become the dragons' dinner, but the kobolds keep the more ferocious ones chained to the base of the mountain as guard animals. Despite the kobolds' smaller size, they have habitually tormented the beast they have trapped here, making the animal fearfully attack the kobolds' enemies. However, a PC who changes the animal's

attitude to indifferent or better causes it to turn on its cruel captors.

As combat begins, one kobold tugs a series of wires as a standard action to unlock the animal's chain from a distance. The kobolds prefer to keep their distance, letting the larger animal tear into the PCs.

SUBTIER 1-2 (CR 3)

KOBOLD SNIPERS (2)

CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 51)

WOLF

CR 1

hp 13 (*Pathfinder RPG Bestiary* 278; see page 51)

SUBTIER 3-4 (CR 5)

KOBOLD BOMBERS (2)

CR 1

hp 12 each (*Pathfinder RPG Monster Codex* 133; see page 57)

KOBOLD DRAGON HERALD

CR 1

hp 24 (see page 58)

YOUNG GRIZZLY BEAR

CR 3

hp 32 (*Pathfinder RPG Bestiary* 295, 31; see page 59)

L. Outside the Caves



K : Kobold Starting Area

Pathfinder Flip-Mat: Winter Forest

SUBTIER 5–6 (CR 8)

KOBOLD SNIPERS (2) CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 69)

KOBOLD YAPPER CR 7

hp 31 (*Pathfinder RPG Monster Codex* 135; see page 69)

POLAR BEAR CR 5

hp 52 (*Pathfinder RPG Bestiary* 5 41; see page 70)

SUBTIER 7–8 (CR 10)

DIRE POLAR BEAR CR 8

hp 115 (*Pathfinder RPG Bestiary* 5 41; see page 78)

KOBOLD BLADES (2) CR 3

hp 30 each (*Pathfinder RPG Monster Codex* 130; see page 79)

KOBOLD YAPPER CR 7

hp 31 (*Pathfinder RPG Monster Codex* 135; see page 81)

SUBTIER 10–11 (CR 13)

ADVANCED MASTODON CR 10

hp 157 (*Pathfinder RPG Bestiary* 294, 128; see page 91)

KOBOLD CHIEFTAINS (3) CR 8

hp 72 each (*Pathfinder RPG Monster Codex* 135; see page 91)

KOBOLD GUILCASTERS (3) CR 5

hp 35 each (*Pathfinder RPG Monster Codex* 131; see page 92)

Development: Once the PCs defeat the enemies here, they have a clear path into the cave system where the kobolds and dragons lair. The kobolds have carved petroglyphs and stylized murals into the rocks along the slope, depicting significant scenes in their tribe's history and distant mythology. Among these are images of a humanoid with hair on her head, a blade in one hand, and patterns that suggest armor covering her body. The figure is shown fighting an immense dragon and appears to be frozen in ice.

Move to area **M** unless the Overseer GM has instructed you to move to area **N**.

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM. If the PCs avoid harming the animal and either improve its attitude to indifferent (or better) or otherwise chase it off nonviolently, also report one feat success.

M. KOBOLD CAVES

The kobolds maintain several entrances into their home, though they hide these secondary routes as best they can. If

the PCs receive directions from the dryad Enzial in area **K** or identify the route by following the kobolds' tracks, they can travel to this area rather than to area **L**.

The series of switchback trails comes with its own dangers, though, for climbing hundreds of feet higher into the mountains exposes the PCs to icy winds and dropping temperatures. Each PC must succeed at Hard Fortitude save against the cold weather, and on a failure, that PC takes nonlethal cold damage equal to the APL and is fatigued for the next encounter. Remember that the cold weather gear the PCs acquired from the Twinhorn following grants them a +5 circumstance bonus on this saving throw.

Once inside, the PCs can travel through the kobold warren's outer tunnels, which range from 5–10 feet in width. They enter this area from the northwest, and to reach other parts of the lair they must reach the exit to the southeast. The passages are natural stone (Climb DC 15).

In places, the kobolds have carved low tunnels between different passageways, allowing them to take shortcuts and harass invaders from unexpected directions. These shortcuts are only several feet in diameter, so Small creatures can move freely through them but Medium creatures must squeeze. Large creatures cannot fit at all without succeeding at a DC 30 Escape Artist check. Furthermore, these shortcuts are concealed, requiring a Hard Perception check to spot; treat these as secret doors and unusual stone features for any special abilities a PC might have. The kobolds here know the locations of these shortcuts and can find them without a Perception check.

The tunnels bear numerous carved petroglyphs and stylized murals, depicting significant scenes in the kobolds' history and distant mythology. Among these are images of a humanoid with hair on her head, a blade in one hand, and patterns that suggest armor covering her body.

The PCs can also find among these a rounded cartouche containing several Dwarven letters and words. A dwarven PC automatically recognizes this, and others can do so with a successful Average Knowledge (local) or Linguistics check; it is a gladdringgar, a dwarven mark carved into a cave to prove to others that a dwarf reached that point. This one identifies the carver as Ivvara, servant of Vildeis.

Creatures: The kobolds defend their territory ferociously, using traps to augment their hit-and-run strategies. The kobold master trappers (Subtiers 5–6 and Subtier 7–8) have set their traps to manual activation, using their cunning trigger talent to set them off at the most strategic moment.

Traps: The kobolds have prepared numerous traps here, though only a few are currently armed. Before the encounter begins, the GM should decide where the traps are located. The kobolds know where each are the armed traps are and can move through those spaces without triggering them.

Pacing: With a luck and care, the kobolds here could potentially savage the PCs for hours. That said, remember

M. Kobold Caves



1 square = 5 feet

Pathfinder Flip-Mat: Twisted Caverns

that this adventure has limited time. Once the kobolds have softened up the PCs, made the PCs trip over each other to fend off ambushes, and led the PCs into a few traps, consider having the remaining kobolds triumphantly close in to finish off the PCs—in the process exposing the kobolds to more direct retaliation.

SUBTIER 1–2 (CR 3)

KOBOLD SCALECASTER CR 1/2

hp 7 (*Pathfinder RPG Monster Codex* 131; see page 50)

KOBOLD SNIPER CR 1/2

hp 12 (*Pathfinder RPG Monster Codex* 130; see page 51)

PIT TRAP CR 1

See page 51

SUBTIER 3–4 (CR 5)

KOBOLD BLADE CR 3

hp 30 (*Pathfinder RPG Monster Codex* 130; see page 57)

KOBOLD BOMBER CR 1

hp 12 (*Pathfinder RPG Monster Codex* 133; see page 57)

SPIKED PIT TRAP CR 2

See page 59

SUBTIER 5–6 (CR 8)

KOBOLD GUILCASTER CR 5

hp 35 (*Pathfinder RPG Monster Codex* 131; see page 68)

KOBOLD MASTER TRAPPER CR 4

hp 31 (*Pathfinder RPG Monster Codex* 133; see page 69)

WALL SCYTHE TRAPS (2) CR 4

See page 70

SUBTIER 7–8 (CR 10)

FALLING BLOCK TRAPS (2) CR 5

See page 78

KOBOLD GUILCASTER CR 5

hp 35 (*Pathfinder RPG Monster Codex* 131; see page 80)

KOBOLD MASTER TRAPPERS (2) CR 4

hp 31 each (*Pathfinder RPG Monster Codex* 133; see page 81)

WYVERN ARROW TRAP CR 6

See page 81

WELL-PREPARED DRAGONS

Thanks to the Shiverscale tribe's efforts, the dragons here have ample treasure and opportunity to prepare for conflict. Apply the following additional conditions and benefits unless the Surprised Dragons condition is in play, placing them at your discretion.

All Subtiers: Each dragon has used its breath weapon to create a 20-foot-radius patch of ice on a surface, which is treated as difficult terrain. The dragon has instructed the kobolds to apply a special salve to its scales that negates its vulnerability to fire the first time it takes fire damage during the encounter.

Subtier 5–6: Each dragon has created a 20-foot-radius bank of fog and snow, using its fog cloud spell-like ability.

Subtier 7–8: Each dragon has already cast *shield* and has created a 20-foot-radius bank of fog and snow, using its fog cloud spell-like ability.

Subtier 10–11: Each dragon has already cast *shield* and has created a 20-foot-radius bank of fog and snow, using its freezing fog ability.

SUBTIER 10–11 (CR 13)

KEEN PURPLE WORM WALL SCYTHE TRAP CR 9

See page 91

KOBOLD SKIRMISHERS (2) CR 7

hp 55 (see page 92)

WYVERN ARROW TRAPS (3) CR 6

See page 93

Development: Once the PCs defeat the enemies here, they face only minor resistance as they navigate the caves. That said, the path to the dragons' lair is not clear, and the PCs rapidly find themselves out near the main cave entrances where other Pathfinders are fighting to get in.

Move to area **L** unless the Overseer GM has instructed you to move to area **N**.

Reporting: If the PCs successfully overcome this encounter, report one success to the Overseer GM.

N. DRAGON'S LAIR

This encounter area is accessible only once the Overseer GM has made an announcement indicating that it is. Until then, run the encounters in areas **K**, **L**, and **M**.

A narrow cavern to the east opens into a larger cave. A gently sloping ramp descends counter clockwise to an elaborately carved column of ice. A vast pile of gold, jewels, furs, and immense bones lie piled around the column.

N. Dragon's Lair



Ceiling
Tunnel

D

Ceiling
Tunnel

D : Dragon

1 square = 5 feet

Pathfinder Flip-Mat: Twisted Caverns

When Ivvora came to face the white wyrm Grathatonhakis, she expected to perish in her endeavor. Accepting her death, she devised a strategy that would ensure success and bring peace to the Tusk Mountains. She wounded the powerful dragon with her blade several times. With only had moments to live, she whispered a prayer to Vildeis asking her to forbid the dragon from healing itself. Though Grathatonhakis froze her with his deadly breath, he found that he could not bring himself to bind any of his wounds or allow anyone else to tend to them. After he died, kobolds eventually harvested the scales for armor and brought what bones they could back here, building a shrine to the fallen wyrm around the perpetually frozen corpse of Ivvora. Several centuries later, the dragon's grandson Horrallydax returned here with a mate, making this his new home. Since then, his brood have multiplied, and they regularly return here to pay homage.

The ceiling in the larger chambers is 30 feet tall, whereas the tunnels are only about 10 feet tall. A large tunnel directly above the ice column rises 40 feet into the stone and then turns north, letting out into the large cave there. This elevated passageway also has a third exit, a natural chimney that leads high to a promontory high up the mountain's slope—the dragons' preferred means of entering and exiting the caves.

Creatures: Horrallydax has made his lair in the most prestigious part of the caves. When he isn't guarding his hoard personally, he forces one of his progeny to guard it for him. Here the PCs encounter a dragon and several of the remaining Shiverscale kobolds.

SUBTIER 1-2 (CR 4)

GIANT WYRMING WHITE DRAGON CR 3
hp 28 (*Pathfinder RPG Bestiary* 295, 100; see page 50)

KOBOLDS (4) CR 1/4
hp 5 each (*Pathfinder RPG Bestiary* 183; see page 50)

SUBTIER 3-4 (CR 6)

GIANT VERY YOUNG WHITE DRAGON CR 5
hp 52 (*Pathfinder RPG Bestiary* 295, 100; see page 57)

KOBOLD DRAGON HERALDS (2) CR 1
hp 24 each (see page 58)

SUBTIER 5-6 (CR 9)

GIANT JUVENILE WHITE DRAGON CR 8
hp 112 (*Pathfinder RPG Bestiary* 295, 100; see page 68)

KOBOLD BLADES (3) CR 3
hp 30 each (*Pathfinder RPG Monster Codex* 130; see page 68)

SUBTIER 7-8 (CR 11)

ADULT WHITE DRAGON CR 10
hp 149 (*Pathfinder RPG Bestiary* 100; see page 78)

KOBOLD BATTLE MASTERS (2) CR 6
hp 57 each (*Pathfinder RPG Monster Codex* 132; see page 79)

ICE NEWT MOUNTS (2) CR —
hp 45 each (see page 79)

SUBTIER 10-11 (CR 14)

HORRALYDAX CR 13
Old white dragon (*Pathfinder RPG Bestiary* 100; see page 93)
hp 212

KOBOLD DRAGON EVANGELISTS (2) CR 9
hp 108 each (see page 92)

Development: Once the PCs have defeated the dragon and the kobolds, they can hear combat continuing elsewhere in the caves as other Pathfinders clash with their own enemies. You can certainly begin another dragon encounter (without the kobolds) in the map's northern cave, but if there's only a short amount of time remaining, it's also fine to let your players relax for a few minutes and wait for Part 4's conclusion.

Reporting: If the PCs successfully overcome this encounter, report one special success to the Overseer GM.

CONCLUSION

After about 90 minutes—or once the House has reported a number of Special Successes equal to the number of tables—the Overseer GM should read the following aloud to conclude Part 4. This concludes the event as a whole if this is the final part of the adventure.

With the dragons defeated and their kobolds fleeing, the Pathfinders assemble in the deep cave. With her phantom Anok in tow, Medda approaches the frozen column and brushes away the outer layer of frost. Frozen within the column is a dwarven woman in steel armor, her body torn as if by immense claws. With her hand pressed against the ice, Medda pleads. "Ivvora, I have found you. Now what? Vildeis said to find you and that you would help me, but how can we help you in this state?"

"You look to me when you should look to the evil that stalks our homeland. It is not I who needs help," declares a voice that is both sweet as music and powerful as a thunderstorm. The frost melts away from the column, revealing dozens of clear facets that dribble melt water as if from open wounds. The image of a wounded angelic figure reflects in each facet, simultaneously warming the chamber and judging all that the angel sees. "As you can see, I serve Vildeis more directly than

before.” The images look to Anok. “I see you took your oath seriously, Anok. I was wrong to have doubted your conviction. How are our people?”

The red phantom’s hue turns rosier as he looks to Medda and responds, “You would be proud.”

With a nod, the angel addresses everyone at once. “Then why do you seek me?”

“Eshimka has returned,” Medda announces. “We fought off the horror once, but it shall return at the next solstice.”

The angel’s eyes flare with righteous fire. “Then you will need a weapon to defeat it, as I had. Vildeis granted me the blade that I gave your people, but only after I thought I had given everything to vanquish my greatest foe. Even now I can sense evil has returned to that land, far to the south in a forest where the Whispering Tyrant’s legions once ruled. Show our patron Vildeis the same dedication that I did, and I shall ask that she equip you in the same way.” With that, the angelic images fade from the melting column.

Medda addresses the gathered Pathfinders. “I believe I know the forests Ivvara mentioned. You have already done so much, Pathfinders, but I invite you to help more. After I give Ivvara the burial she deserves, I will set forth with all who are able and willing for the Fangwood.”

If this is the final part, the Overseer GM should close the event, thank the Table GMs for their hard work, and thank the players for their support of Pathfinder Society Roleplaying Guild campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

Otherwise, the Overseer GM should begin Part 5.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points.

PLAYER HANDOUT

Pathfinders,

My apologies for interrupting your feast, but Nigel Aldain has just informed me that there is trouble at the Blakros Museum. Once your bitter laughter has subsided, let us continue.

Nigel says it can't wait until morning. We don't want to jeopardize our relationship with the Blakros Family, so we will do what we can to aid him. Please gather your gear and meet in the main hall within skyreach. I will give more instructions then.

Venture-Captain Ambrus Valsin

APPENDIX 1: SUBTIER 1–2 BESTIARY (PART 1)

DOG

CR 1/3

Pathfinder RPG Bestiary 87

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

DOG, RIDING

CR 1

Pathfinder RPG Bestiary 87

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

DREAD LEMURE

CR 3

Pathfinder RPG Bestiary 79

Advanced lemure

LE Large outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 28 (3d10+12)

Fort +7, **Ref** +3, **Will** +1

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d6+4)

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

STATISTICS

Str 19, **Dex** 10, **Con** 18, **Int** —, **Wis** 11, **Cha** 5

Base Atk +3; **CMB** +8; **CMD** 18

LIVING RUNES

CR 3

N Tiny construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 26 (4d10+4); fast healing 2

Fort +1, **Ref** +3, **Will** +1

Defensive Abilities rejuvenation, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (1d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), trap control

Spell-Like Abilities (CL 4th; concentration +4)

Constant—*alarm*

STATISTICS

Str 2, **Dex** 14, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** —; **CMD** —

Feats Improved Initiative, Toughness

Skills Fly +14, Perception +12, Stealth +14

Languages Draconic

SQ catch and detain

SPECIAL ABILITIES

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune's swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

MEDDA SPIRITBEARER

CR 1

Female human spiritualist (haunted) 2 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

Init -1; **Senses** Perception +4

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 19 (2d8+7)

Fort +5, **Ref** -1, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee cold iron dagger +1 (1d4/19-20) or longspear +1 (1d8/x3)

Ranged sling +0 (1d4)

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

Spiritualist Spells Known (CL 2nd; concentration +5)

1st (3/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *remove fear*, *sanctuary* (DC 14)

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *guidance*, *read magic*, *stabilize*

TACTICS

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when she is reduced to half of her hit points.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 10

Feats Emotional Conduit^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (nature) +5, Knowledge (religion) +5, Linguistics +6, Perception +4, Sense Motive +7, Spellcraft +5, Survival +4

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (2 rounds/day), etheric tether, phantom (Anok the Vengeful, anger), shared consciousness

Combat Gear *potion of cure light wounds* (3), *scroll of locate object*, *wand of cure light wounds* (14 charges), acid (2);

Other Gear furs, mwk chain shirt, cold iron dagger, longspear, sling, traveler's outfit, 3 gp

ANOK THE VENGEFUL

CR —

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 13 (2d10+2)

Fort +5, **Ref** +1, **Will** +3

DR 5/slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d8+2)

TACTICS

Before Combat Medda has summoned Anok 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures targeting Medda.

Morale Anok fights until destroyed.

STATISTICS

Str 15, **Dex** 12, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 15

Feats Power Attack^B, Weapon Focus (slam)

Skills Intimidate +7, Knowledge (history) +3, Survival +5

Languages Common, Hallit

SQ ectoplasmic phase lurch

SHINING CRUSADE BANNER

CR 3

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Immune construct traits

Weakness haunted

OFFENSE

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

Melee slam +5 (1d6+3 nonlethal plus grab)

Special Attacks constrict (1d6+3 nonlethal)

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

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15

Skills Fly -8

SQ construction points (additional movement speed [fly], cloth, constrict, exceptional reach, grab, haunted)

SPECIAL ABILITIES

Cloth (Ex) Unlike most animated objects, a Shining Crusade banner has no hardness. Furthermore, its attacks deal nonlethal damage.

Haunted (Su) A Shining Crusade banner is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

TWINHORN SCOUT

CR 1/2

Pathfinder NPC Codex 144

Human rogue 1

N Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, acid (2), smokestick,

tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

WAX GOLEM

CR 3

Pathfinder RPG Bestiary 4 133

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +0, **Will** +1

Immune cold, construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentience

SPECIAL ABILITIES

Conditional Sentience (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent

on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the slow spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gains no saving throw against cold effects.

APPENDIX 2: SUBTIER 1–2 BESTIARY (PART 3)

ECTOPLASMIC HUMAN

CR 1/2

Pathfinder RPG Bestiary 4 82

N Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 7 (1d8+3)

Fort +0, **Ref** +0, **Will** +2

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

STATISTICS

Str 16, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness^B

SQ phase lurch

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

SHADOW DRAKE, GIANT

CR 3

Pathfinder RPG Bestiary 4 80, 289

CE Small dragon (cold)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 28 (3d12+9)

Fort +6, **Ref** +7, **Will** +4

Defensive Abilities shadow blend; **Immune** cold, paralysis, sleep

Weaknesses light sensitivity, vulnerability to fire

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee bite +8 (1d4+1), tail slap +3 (1d4)

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

Special Attacks stygian breath

STATISTICS

Str 13, **Dex** 18, **Con** 16, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 17

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +7, Disable Device +5, Fly +20, Perception +7, Sleight of Hand +7, Stealth +14

Languages Common, Draconic

SQ speed surge

SPECIAL ABILITIES

Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 14 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

SKELETAL CHAMPION

CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (2d8+1d10+3)

Fort +3, **Ref** +1, **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, masterwork longsword

SKELETON, HUMAN

CR 1/3

Pathfinder RPG Bestiary 250

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)
hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or
2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

Gear broken chain shirt, broken scimitar

SKELETON, BLOODY

CR 1/2

Pathfinder RPG Bestiary 251

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)
hp 6 (1d8+2); fast healing 1

Fort +2, **Ref** +2, **Will** +2

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;
Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or
2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

SQ deathless

Gear broken chain shirt, broken scimitar

SPECIAL ABILITIES

Deathless (Su) A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

ZOMBIE, HUMAN

CR 1/2

Pathfinder RPG Bestiary 288

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

Special Qualities staggered

APPENDIX 3: SUBTIER 1–2 BESTIARY (PART 4)

GIANT WYRMING WHITE DRAGON

CR 3

Pathfinder RPG Bestiary 100, 295

CE Small dragon (cold)

Init +6; **Senses** dragon senses; Perception +5

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 28 (3d12+9)

Fort +6, **Ref** +5, **Will** +2

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; icewalking

Melee bite +6 (1d6+3), 2 claws +6 (1d4+2)

Special Attacks breath weapon (20-ft cone, 2d4 cold, Reflex DC 14 half)

STATISTICS

Str 15, **Dex** 14, **Con** 17, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Flyby Attack, Improved Initiative

Skills Fly +10, Perception +5, Stealth +12, Swim +16

Languages Draconic

SPECIAL ABILITIES

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

KOBOLD

CR 1/4

Pathfinder RPG Bestiary 183

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** –1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6–1/×3)

Ranged sling +3 (1d3–1)

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

KOBOLD DRAGON HERALD

CR 1

Kobold barbarian 2 (*Pathfinder RPG Bestiary* 183)

NE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, –2 rage, +1 size)

hp 24 (2d12+6)

Fort +6, **Ref** +2, **Will** +3

Defensive Abilities uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 40 ft.

Melee mwk greatsword +6 (1d10+3/19–20)

Ranged dart +5 (1d3+2)

Special Attacks rage (7 rounds/day), rage power (intimidating glare)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 13

Feats Skill Focus (Intimidate)

Skills Acrobatics +6, Intimidate +8, Perception +8, Stealth +10, Survival +5, Swim +6; **Racial Modifiers** +2 Perception

Languages Draconic

SQ crafty, fast movement

Combat Gear *potion of cure light wounds*, *potion of enlarge person*; **Other Gear** mwk studded leather, darts (4), mwk greatsword, 53 gp

KOBOLD SCALECASTER

CR 1/2

Pathfinder RPG Monster Codex 131

Kobold sorcerer 1

LN Small humanoid (reptilian)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 7 (1d6+1)

Fort +0, **Ref** +3, **Will** +3

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee 2 claws –2 (1d3–3)

Ranged light crossbow +4 (1d6/19–20)

Special Attacks claws (1d3–3, 5 rounds/day)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*burning hands* (DC 13), *charm person* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 12), *ray of frost*

Bloodline draconic (gold)

STATISTICS

Str 4, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +0; **CMB** -4; **CMD** 9

Feats Eschew Materials, Improved Initiative

Skills Craft (trapmaking) +2, Perception +3, Profession (miner) +3, Stealth +11, Use Magic Device +6

Languages Draconic

SQ bloodline arcana (fire spells deal +1 damage per die), crafty

Combat Gear *scroll of mage armor*, *scroll of vanish*, caltrops, silversheen; **Other Gear** light crossbow, 54 gp

KOBOLD SNIPER

CR 1/2

Pathfinder RPG Monster Codex 130

Kobold fighter 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 12 (1d10+2)

Fort +3, **Ref** +3, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4-1/19-20)

Ranged mwk light crossbow +6 (1d6/19-20)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

SQ crafty

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

PIT TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

WOLF

CR 1

Pathfinder RPG Bestiary 278

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

APPENDIX 4: SUBTIER 3–4 BESTIARY (PART 1)

BEARDED DEVIL

CR 5

Pathfinder RPG Bestiary 73

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based. *Devil Chills*: Disease—injury; save Fort DC 17; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

CLOCKWORK SERVANT

CR 2

Pathfinder RPG Bestiary 3 56

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20 (22 trip)

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

DOG, ADVANCED RIDING

CR 2

Pathfinder RPG Bestiary 87, 294

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 17 (2d8+8)

Fort +7, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+6 plus trip)

STATISTICS

Str 19, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +8 (+16 jumping), Perception +10, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

LIVING RUNES

CR 3

N Tiny construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 26 (4d10+4); fast healing 2

Fort +1, Ref +3, Will +1

Defensive Abilities rejuvenation, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (1d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), trap control

Spell-Like Abilities (CL 4th; concentration +4)

At will—*alarm*

STATISTICS

Str 2, **Dex** 14, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** —; **CMD** —

Feats Improved Initiative, Toughness

Skills Fly +14, Perception +12, Stealth +14

Languages Draconic

SQ catch and detain

SPECIAL ABILITIES

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune's swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

MEDDA SPIRITBEARER

CR 1

Female human spiritualist (haunted) 2 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

Init -1; **Senses** Perception +4

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 19 (2d8+7)

Fort +5, **Ref** -1, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee cold iron dagger +1 (1d4/19-20) or
longspear +1 (1d8/x3)

Ranged sling +0 (1d4)

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

Spiritualist Spells Known (CL 2nd; concentration +5)

1st (3/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *remove fear*, *sanctuary* (DC 14)

0 (at will)—*detect magic*, *detect psychic significance*^{OA},
guidance, *read magic*, *stabilize*

TACTICS

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when reduced to half her hit points.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 10

Feats Emotional Conduit^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Knowledge (geography) +5,
Knowledge (history) +5, Knowledge (nature) +5, Knowledge
(religion) +5, Linguistics +6, Perception +4, Sense Motive +7,
Spellcraft +5, Survival +4

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (2 rounds/day), etheric tether, phantom
(Anok the Vengeful, anger), shared consciousness

Combat Gear *potion of cure light wounds* (3), *scroll of locate object*, *wand of cure light wounds* (14 charges), acid (2);

Other Gear furs, mwk chain shirt, cold iron dagger, longspear, sling, traveler's outfit, 3 gp

ANOK THE VENGEFUL

CR —

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 13 (2d10+2)

Fort +5, **Ref** +1, **Will** +3

DR 5/slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d8+2)

TACTICS

Before Combat Medda has summoned Anok 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures targeting Medda.

Morale Anok fights until destroyed.

STATISTICS

Str 15, **Dex** 12, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 15

Feats Power Attack^B, Weapon Focus (slam)

Skills Intimidate +7, Knowledge (history) +3, Survival +5

Languages Common, Hallit

SQ ectoplasmic phase lurch

SHINING CRUSADE BANNER

CR 3

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision;
Perception -5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Immune construct traits

Weakness haunted

OFFENSE

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

Melee slam +5 (1d6+3 nonlethal plus grab)

Special Attacks constrict (1d6+3 nonlethal)

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

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15

Skills Fly –8

SQ construction points (additional movement speed [fly], cloth, constrict, exceptional reach, grab, haunted)

SPECIAL ABILITIES

Cloth (Ex) Unlike most animated objects, a Shining Crusade banner has no hardness. Furthermore, its attacks deal nonlethal damage.

Haunted (Su) A Shining Crusade banner is haunted by a spirit.

It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

TWINHORN ARCHER

CR 2

Guard sniper *Pathfinder RPG Villain Codex* 46

Human ranger 3

LN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 27 (3d10+6)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk falchion +6 (2d4+3/18–20)

Ranged mwk composite longbow +7 (1d8+2/x3)

Special Attacks combat style (archery), favored enemy (humans +2)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 18

Feats Deadly Aim, Endurance, Far Shot, Point-Blank Shot, Precise Shot

Skills Climb +7, Craft (bows) +7, Handle Animal +5, Heal +8, Knowledge (local) +4, Perception +6, Stealth +8, Survival +6

Languages Common, Dwarven

SQ favored terrain (urban +2), track +1, wild empathy +2

Combat Gear *oil of magic weapon*, *potion of cure light wounds*, blue whinnis (2); **Other Gear** mwk chain shirt, mwk composite longbow (+2 Str) with 20 blunt^{APG} arrows and 20 flight^{APG} arrows, mwk falchion, healer's kit, 11 gp

APPENDIX 5: SUBTIER 3–4 BESTIARY (PART 3)

CRAWLING HAND, GIANT

CR 5

Pathfinder RPG Bestiary 2 59

NE Medium undead

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 52 (7d8+21)

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

Immune undead traits

OFFENSE

Speed 30 ft.

Melee claw +11 (1d6+7 plus grab)

Special Attacks mark quarry, pus burst

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 23

Feats Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)

Skills Acrobatics +3, Perception +7, Stealth +12; **Racial Modifiers** +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

ECTOPLASMIC HUMAN

CR 1/2

Pathfinder RPG Bestiary 4 82

N Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 7 (1d8+3)

Fort +0, **Ref** +0, **Will** +2

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

STATISTICS

Str 16, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness⁸

SQ phase lurch

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

GUARDIAN PHANTOM ARMOR

CR 2

Pathfinder RPG Bestiary 4 213

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)

hp 13 (3d8)

Fort +1, **Ref** +2, **Will** +3

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20) or
2 slams +4 (1d4+2)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Perception +6, Stealth +7

Languages Common (can't speak)

SQ freeze (suit of armor)

NECROCRAFT, SCRAMBLER

CR 3

Pathfinder RPG Bestiary 4 200

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +2, **Ref** +2, **Will** +4

Immune undead traits

OFFENSE

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

Melee 2 claws +5 (1d4+2), bite +5 (1d6+2)

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 16

Feats Toughness⁸

SHADOW DRAKE, GIANT

CR 3

Pathfinder RPG Bestiary 4 80, 289

CE Small dragon (cold)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 28 (3d12+9)

Fort +6, **Ref** +7, **Will** +4

Defensive Abilities shadow blend; **Immune** cold, paralysis, sleep

Weaknesses light sensitivity, vulnerability to fire

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee bite +8 (1d4+1), tail slap +3 (1d4)

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

Special Attacks stygian breath

STATISTICS

Str 13, **Dex** 18, **Con** 16, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 17

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +7, Disable Device +5, Fly +20, Perception +7, Sleight of Hand +7, Stealth +14

Languages Common, Draconic

SQ speed surge

SPECIAL ABILITIES

Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and

deals 2d6 points of cold damage (Reflex DC 14 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

SKELETON

CR 1/3

Pathfinder RPG Bestiary 250

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative⁸

Gear broken chain shirt, broken scimitar

ZOMBIE

CR 1/2

Pathfinder RPG Bestiary 288

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness⁸

Special Qualities staggered

APPENDIX 6: SUBTIER 3–4 BESTIARY (PART 4)

GIANT VERY YOUNG WHITE DRAGON

CR 5

Pathfinder RPG Bestiary 100, 295

CE Medium dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 52 (5d12+20)

Fort +8, **Ref** +5, **Will** +4

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; icewalking

Melee bite +9 (1d8+6), 2 claws +9 (1d6+4), 2 wings +4 (1d4+2)

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

Special Attacks breath weapon (30-ft cone, 4d4 cold, Reflex DC 16 half)

STATISTICS

Str 19, **Dex** 12, **Con** 19, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative

Skills Fly +9, Intimidate +7, Perception +10, Sense Motive +2, Stealth +9, Swim +20

Languages Draconic

SPECIAL ABILITIES

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and it does not need to succeed at Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

KOBOLD BLADE

CR 3

Pathfinder RPG Monster Codex 130

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

STATISTICS

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

KOBOLD BOMBER

CR 1

Pathfinder RPG Monster Codex 133

Kobold alchemist^{APG} (alchemical trapper^{MC}) 2

LE Small humanoid (reptilian)

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

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)

hp 12 (2d8)

Fort +2, **Ref** +6, **Will** +1; +2 vs. poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk spear +2 (1d6–1/×3)

Ranged sling +5 (1d3–1)

Special Attacks bomb 6/day (1d6+2 fire, DC 13), bomb trap

Alchemist Extracts Prepared (CL 2nd)

1st—*abjuring step*^{UC}, *endure elements*, *shield*

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12

Feats Brew Potion, Extra Bombs, Throw Anything

Skills Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Gnome, Goblin

SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/–2, +2 natural, 20 minutes), poison use

Combat Gear *potion of invisibility*, acid, alchemist's fire (3);

Other Gear chain shirt, mwk spear, sling, 8 gp

SPECIAL ABILITIES

Bomb Trap (Su) At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal

to the DC for the alchemical trapper's bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper has. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper's bombs per day.

KOBOLD DRAGON HERALD CR 1

Kobold barbarian 2 (*Pathfinder RPG Bestiary* 183)

NE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, -2 rage, +1 size)

hp 24 (2d12+6)

Fort +6, **Ref** +2, **Will** +3

Defensive Abilities uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 40 ft.

Melee mwk greatsword +6 (1d10+3/19-20)

Ranged dart +5 (1d3+2)

Special Attacks rage (7 rounds/day), rage power (intimidating glare)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 13

Feats Skill Focus (Intimidate)

Skills Acrobatics +6, Intimidate +8, Perception +8, Stealth +10, Survival +5, Swim +6; **Racial Modifiers** +2 Perception

Languages Draconic

SQ crafty, fast movement

Combat Gear *potion of cure light wounds*, *potion of enlarge person*; **Other Gear** mwk studded leather, darts (4), mwk greatsword, 53 gp

KOBOLD MONSTER WRANGLER CR 1

Pathfinder RPG Monster Codex 132

Kobold cavalier^{APG} 2

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 14, flat-footed 19 (+5 armor, +3 Dex, +1 natural, +2 shield, +1 size)

hp 17 (2d10+2)

Fort +3, **Ref** +3, **Will** +0

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk lance +4 (1d6/x3)

Special Attacks challenge (+2, +1, 1/day)

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 14

Feats Paired Opportunists^{APG}, Slurk Rider^{MC}

Skills Craft (trapmaking) +1, Handle Animal +9, Intimidate +6, Perception +2, Profession (miner) +2, Ride +4

Languages Common, Draconic

SQ crafty, mount (cave salamander or slurk), order of the lion (lion's call), tactician (1/day, 4 rounds, standard action)

Combat Gear liquid ice, *potion of cure light wounds*; **Other Gear** mwk scale mail, mwk heavy steel shield, mwk lance, 10 gp

SPECIAL ABILITIES

Slurk Rider A kobold monster wrangler can control, guide, and communicate with slurks (*Pathfinder RPG Bestiary* 2 251), as if they understood Draconic. The kobold can also spend a standard action to manipulate the nodules on a slurk's back to activate its slime ability. Both the kobold and the slurk can activate this ability during the same round.

KOBOLD SNIPER CR 1/2

Pathfinder RPG Monster Codex 130

Kobold fighter 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 12 (1d10+2)

Fort +3, **Ref** +3, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4-1/19-20)

Ranged mwk light crossbow +6 (1d6/19-20)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

SQ crafty

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

SLURK CR 2

Pathfinder RPG Bestiary 2 251

N Medium magical beast

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 17 (2d10+6)

Fort +6, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (2d6+3)

Ranged slime squirt +4 ranged touch

Special Attacks belly grease, slime

STATISTICS

Str 15, **Dex** 14, **Con** 17, **Int** 3, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. bull rush, grapple, overrun, and trip)

Feats Improved Bull Rush, Improved Initiative, Improved Overrun

Skills Acrobatics +16, Climb +14, Escape Artist +6; **Racial**

Modifiers +10 Acrobatics, +4 Escape Artist

Languages Boggard (can't speak)

SQ hunker

SPECIAL ABILITIES

Belly Grease (Ex) The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk can wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Hunker (Ex) The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.

Slime (Ex) A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling any foe hit by the slime. Anyone the slurk successfully bull

rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a successful DC 15 Strength check. The slurk's back slime grants a creature riding it a +8 bonus on Ride checks to stay in the saddle, but a -8 penalty on Ride checks to dismount.

SPIKED PIT TRAP

CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

YOUNG GRIZZLY BEAR

CR 3

Pathfinder RPG Bestiary 31, 295

Init +3; **Senses** low-light vision, scent ; **Perception** +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)

STATISTICS

Str 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +12; **Racial Modifiers** +4 Swim

APPENDIX 7: SUBTIER 5–6 BESTIARY (PART 1)

ANIMATED OWLBEAR MASCOT

CR 8

Animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 20, touch 8, flat-footed 20 (+6 armor, –1 Dex, +6 natural, –1 size)

hp 89 (8d10+45)

Fort +5, **Ref** +4, **Will** +0

Defensive Abilities hardness 5, reinforced; **Immune** construct traits

Weakness haunted

OFFENSE

Speed 40 ft.

Melee bite +13 (2d6+6), 2 claws +13 (1d6+6)

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

STATISTICS

Str 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +8; **CMB** +15; **CMD** 24

Skills Acrobatics –1 (+3 to jump)

SQ construction points (additional natural attack [claw, bite], faster, haunted, improved natural attack)

SPECIAL ABILITIES

Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

CLOCKWORK SOLDIER

CR 6

Pathfinder RPG Bestiary 3 57

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +6, **Will** +2

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 halberd +18/+13 (1d10+14/×3)

Special Attacks latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative[®], Lightning Reflexes[®]

SQ efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

DWEOMERCAT, ADVANCED

CR 8

Advanced dweomercat (*Pathfinder RPG Bestiary* 294, *Pathfinder Adventure Path #36: Sound of a Thousand Screams* 82)

CN Medium magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural)

hp 105 (10d10+50)

Fort +12, **Ref** +15, **Will** +8

DR 5/magic; **SR** 19

OFFENSE

Speed 40 ft.

Melee bite +18 (1d6+4), 2 claws +18 (1d4+4)

Special Attacks dweomer leap, pounce, rake (2 claws +18, 1d4+4)

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

Constant—*detect magic*

At will—*dispel magic*, *lesser globe of invulnerability*

3/day—*antimagic field*, *dimension door* (self only)

STATISTICS

Str 19, **Dex** 27, **Con** 20, **Int** 17, **Wis** 20, **Cha** 20

Base Atk +10; **CMB** +14; **CMD** 33 (37 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +21 (+25 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21; **Racial Modifiers** +4 Climb

Languages Common, Sylvan

SQ spell link

SPECIAL ABILITIES

Dweomer Leap (Su) When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, choose to teleport to a square adjacent to the spell's caster,

effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomercat's spell resistance. If it chooses, the dweomercat can immediately make a full attack against the spell's caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomercat chooses—the dweomercat can forgo using this ability.

Spell Link (Su) When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomercat is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance. Each power lasts for 1 minute per level of the spell targeting the dweomercat, until the dweomercat uses this ability again, or until the dweomercat chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomercat from taking effect; it only provides an additional benefit.

Abjuration: Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.

Conjuration: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.

Divination: Gains the effects of *detect chaos*, *evil*, *good*, or *law*.

Enchantment: Grants the effects of the spell *heroism*.

Evocation: Inflicts an amount of damage equal to the spell's level upon the spell's caster.

Illusion: Grants the effects of *invisibility*. This effect ends as per the spell.

Necromancy: Gains the effects of *false life*, as if cast by the opposing spell's caster.

Transmutation: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

MEDDA SPIRITBEARER

CR 6

Female human spiritualist (haunted) 7 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

Init -1; **Senses** Perception +10

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)

hp 56 (7d8+21)

Fort +7, **Ref** +3, **Will** +9

Defensive Abilities spiritual interference

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk cold iron dagger +6 (1d4/19–20) or mwk longspear +6 (1d8/×3)

Ranged mwk sling +5 (1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with masterwork longspear)

Special Attacks phantom recall 1/day

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

At will—*detect undead*

1/day—*calm spirit*^{OA} (DC 13)

Spiritualist Spells Known (CL 7th; concentration +11)

3rd (2/day)—*cure serious wounds*, *haste*, *howling agony*^{UM} (DC 17)

2nd (4/day)—*cure moderate wounds*, *locate object*, *rage*, *remove paralysis*, see *invisibility*

1st (5/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *mage armor*, *remove fear*, *sanctuary* (DC 15), *shield*

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *guidance*, *message*, *read magic*, *stabilize*

TACTICS

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when reduced to half her hit points.

STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 14

Feats Emotional Conduit^{OA}, Lightning Reflexes, Medium Armor Proficiency, Spiritualist's Call^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Intimidate +5, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (religion) +6, Linguistics +6, Perception +10, Sense Motive +13, Spellcraft +10, Survival +10, Use Magic Device +9

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (7 rounds/day), etheric tether, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (10 rounds/day)

Combat Gear *potion of cure moderate wounds* (2), *potion of cure serious wounds*, *wand of cure moderate wounds* (14 charges), *wand of lesser restoration* (12 charges), acid (2);

Other Gear +1 *breastplate*, furs, mwk cold iron dagger, mwk longspear, mwk sling, traveler's outfit, 43 gp

ANOK THE VENGEFUL

CR —

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0

Aura aura of fury (20 ft.)

DEFENSE

AC 23, touch 11, flat-footed 22 (+4 armor, +1 Dex, +8 natural)

hp 45 (6d10+12)

Fort +7, **Ref** +3, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

DR 5/magic and slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +11 (2d6+4)

TACTICS

Before Combat Medda has cast *mage armor* on Anok after summoning him, 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures targeting Medda. At his discretion, he activates Medda's usurp manifestation ability to become larger and more powerful.

Morale Anok fights until destroyed.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 7, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +10; **CMD** 21

Feats Dazzling Display, Intimidating Prowess, Power Attack⁸, Weapon Focus (slam)

Skills Intimidate +16, Knowledge (history) +7, Survival +9

Languages Common, Hallit

SQ devotion, ectoplasmic phase lurch, magic attacks, usurp manifestation (10 rounds/day)

SHIFTING RUNES

CR 7

N Diminutive construct (swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

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

hp 58 (9d10+9); fast healing 5

Fort +3, **Ref** +8, **Will** +3

Defensive Abilities rejuvenation, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (2d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), trap control

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

Constant—*alarm*

1/day—*see invisibility*

STATISTICS

Str 1, **Dex** 16, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Lightning Reflexes, Toughness, Wind Stance

Skills Fly +17, Perception +17, Stealth +24

Languages Draconic

SQ catch and detain

SPECIAL ABILITIES

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune's swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

TWINHORN SKIRMISHER

CR 4

Pathfinder RPG Villain Codex 133

Human ranger 5

N Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 42 (5d10+10)

Fort +7, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk greatsword +8 (2d6+3/19–20)

Ranged mwk composite longbow +7 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*gravity bow*^{APG}, *resist energy*

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 20

Feats Endurance, Improved Initiative, Power Attack, Precise Shot, Quick Draw, Quick Stow

Skills Acrobatics +5 (+1 when jumping), Climb +6, Disable Device +3, Handle Animal +6, Knowledge (geography, nature) +6, Perception +9, Ride +7, Stealth +8, Survival +7, Swim +3

Languages Common

SQ favored terrain (forest +2), hunter's bond (horse), track +2, wild empathy +4

Combat Gear *potion of barkskin*, *potion of cure moderate*

wounds; **Other Gear** mwk agile breastplate^{APG}, mwk

composite longbow (+3 Str) with 20 arrows, mwk greatsword,

cloak of resistance +1, basic maps, flint and steel, grappling

hook, mwk backpack^{APG}, silk rope (50 ft.), mwk thieves' tools,

waterskin, 103 gp

SPECIAL ABILITIES

Quick Stow A Twinhorn archer do not provoke an attack of opportunity when sheathing a weapon, and he can combine a move action to sheathe a weapon with a regular move action. (He can both stow and draw a weapon as part of the same move action in this way.)

WARMONGER DEVIL

CR 7

Pathfinder RPG Bestiary 5 81

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 84 (8d10+40)

Fort +10, **Ref** +9, **Will** +5

Defensive Abilities construct form; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 12

OFFENSE

Speed 40 ft., climb 40 ft.

Melee mwk trident +13/+8 (2d6+7), 2 legs +7 (1d8+2) or 2 claws +12 (1d6+5), 2 legs +7 (1d8+2)

Ranged mwk trident +10 (2d6+7) or
net +10 ranged touch (entangle)

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

Special Attacks merciless blow, trample (1d8+7, DC 19)

Spell-like Abilities (CL 12th; concentration +14)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 4, 1d4 lemures or 1 bearded devil 40%)

STATISTICS

Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 27 (31 vs. bull rush and trip)

Feats Combat Reflexes, Improved Initiative, Power Attack,
Toughness

Skills Acrobatics +14, Bluff +13, Climb +17, Craft (weapons) +9,
Intimidate +13, Knowledge (dungeoneering, engineering)
+9, Knowledge (planes) +13, Perception +16, Stealth +12
(+18 among metal objects or debris); **Racial Modifiers** +2
Perception, +2 Stealth (+8 Stealth among metal objects or
debris)

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ hellstrider, phalanx, stability

SPECIAL ABILITIES

Construct Form Despite being true devils, levalochs possess

a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, necromancy effects, nonlethal damage, paralysis, sleep effects, and stunning. Upon being reduced to 0 hit points, they are immediately destroyed.

Hellstrider (Su) A levaloch is not impeded by difficult terrain, and can move or charge through such squares as normal. It can also cross areas covered with dangerous impediments (such as caltrops or thorns) without being damaged or hindered. The creature's legs are immune to acid and cold, allowing it to cross even rivers of acid without being damaged or hindered as long as the hazard is fewer than 4 feet deep. This ability does not protect a levaloch against magical hindrances like black tentacles, web, or similar spells.

Merciless Blow (Su) Any trident attack a levaloch makes against an entangled creature deals an extra 2d6 points of damage.

Phalanx (Ex) All devils adjacent to a levaloch gain a +1 morale bonus on attack rolls and to AC.

Stability (Ex) A levaloch gains a +4 bonus to CMD against bull rush and trip.

APPENDIX 8: SUBTIER 5–6 BESTIARY (PART 3)

EXILED SHADE

CR 6

Pathfinder RPG Bestiary 6 123

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

hp 68 (8d8+32)

Fort +6, **Ref** +5, **Will** +8

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

Weaknesses exiled

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +10 (1d6 Intelligence damage)

Special Attacks rage thrall

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 7, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Weapon Focus (incorporeal touch)

Skills Fly +18, Perception +9, Sense Motive +9, Stealth +10

Languages Common

SPECIAL ABILITIES

Exiled (Ex) The symbols of an exiled shade's former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol's presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade's organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

Intelligence Damage (Su) An exiled shade's touch clouds the target's mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

Rage Thrall (Su) If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target's actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to take penalties from its Intelligence damage and falls under the control of the exiled shade, as per *dominate person*. Creatures so dominated cannot attempt new saving throws to escape the shade's control until their Intelligence damage no longer equals or exceeds their actual Intelligence score. An

exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

FALLEN

CR 8

Pathfinder RPG Bestiary 6 126

LE Medium undead (incorporeal)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)

hp 93 (11d8+44)

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** acid 5, fire 5

Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (good)

Melee longsword +11/+6 (1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)

Ranged longbow +11/+6 (1d8 force/×3 plus 2d6 negative energy and despair)

Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th; concentration +16)
3/day—*deeper darkness*, *telekinesis* (DC 19)

STATISTICS

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

Base Atk +8; **CMB** +15; **CMD** 25

Feats Combat Expertise, Deadly Aim, Improved Shield Bash, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Fly +15, Intimidate +18, Knowledge (religion) +10, Perception +17, Sense Motive +17, Survival +14

Languages Common

SPECIAL ABILITIES

Agent of Despair (Su) A creature that takes damage from a fallen's attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen's attacks. This is a curse effect. The save DC is Charisma-based.

Curse of the Unburied (Su) Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen's remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a

new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they're carried out. The save DC is Charisma-based.

Phantom Armaments (Su) A fallen's weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen's longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.

Rejuvenation (Su) A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the site where it perished or over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.

Touch of the Grave (Su) All of a fallen's melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal undead targets struck).

NECROCRAFT, SCRAMBLER

CR 3

Pathfinder RPG Bestiary 4 200

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +2, **Ref** +2, **Will** +4

Immune undead traits

OFFENSE

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

Melee 2 claws +5 (1d4+2), bite +5 (1d6+2)

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 16

Feats Toughness⁸

OSTIARIUS KYTON

CR 5

Pathfinder RPG Bestiary 4 176

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 shield)

hp 52 (7d10+14); regeneration 2 (good weapons and spells)

Fort +7, **Ref** +4, **Will** +11

Immune cold, magic missile

OFFENSE

Speed 30 ft.

Melee 2 touches +2 (1 plus bleed)

Special Attacks bleed (1d6), compel courage, unnerving gaze (30 ft., DC 19)

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

Constant—*shield*

At will—*calm emotions* (DC 16), *darkness*, *enthrall* (DC 16), *major image* (DC 17)

3/day—*crushing despair* (DC 17), *shadow walk*, *silence* (DC 16)

1/day—*plane shift* (DC 21; to the Material Plane and the Plane of Shadow only, lawful evil creatures only), *shout* (DC 18)

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 19, **Wis** 18, **Cha** 19

Base Atk +7; **CMB** +7; **CMD** 19

Feats Alertness, Blind-Fight, Improved Initiative, Iron Will

Skills Bluff +14, Diplomacy +14, Escape Artist +9, Heal +14,

Intimidate +14, Knowledge (planes) +14, Perception +16,

Perform (oratory) +14, Sense Motive +16, Stealth +12

Languages Common, Infernal; telepathy 100 ft.

SQ shadow traveler

SPECIAL ABILITIES

Compel Courage (Ex) An ostiarius can inspire courage as a 5th-level bard using bardic performance, granting a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. This ability has a range of 50 feet and affects those creatures the ostiarius chooses who also willingly accept the benefits of the effect (no saving throw required). The ostiarius's performance compels creatures to perform at dangerous extremes. Any living non-outsider that benefits from this ability takes 1 point of bleed damage. A creature that accepts these benefits for multiple consecutive rounds gains additional points of bleed damage that stack with one another (to a maximum of 5). This is an audible, mind-affecting effect and can be countered by a bard's countersong class feature.

Shadow Traveler (Ex) When an ostiarius uses *plane shift* to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses *shadow walk*, it moves at 100 miles per hour.

Unnerving Gaze (Ex) A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

RAGEWIGHT

CR 6

Pathfinder Campaign Setting: Andoran, Birthplace of Freedom 58

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 rage)

hp 82 (11d8+33)

Fort +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Immune undead traits

OFFENSE

Speed 40 ft.

Melee greatsword +12/+7 (2d6+6/17–20 plus energy drain), bite +7 (1d4+2 plus energy drain)

Ranged javelin +10 (1d6+4)

Special Attacks create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS

Base Statistics When not using savage fury, the ragewight's statistics are **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **hp** 49 (11d8); **Fort** +3, **Will** +8; **Melee** mwk greatsword +9/+4 (2d6+1/17–20 plus energy drain); **Ranged** javelin +9 (1d6+4); **Str** 12, **Cha** 11; **CMB** +9; **CMD** 21; **Skills** Climb +15, Intimidate +11

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +12; **CMD** 24

Feats Cleave, Furious Focus^{APG}, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack

Skills Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Common

Gear greatsword, javelin

SPECIAL ABILITIES

Create Spawn (Su) Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

Savage Fury (Ex) A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight's racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

SHADOW

CR 3

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +4

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHAE, ADVANCED

CR 5

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 18, flat-footed 12 (+8 Dex, +2 natural)

hp 46 (4d10+26)

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

Defensive Abilities amorphous, blur; **Immune** cold

OFFENSE

Speed 30 ft.

Melee mwk falchion +10 (2d4+7/18–20 plus 1d6 cold) or touch +7 (1d6 cold)

Spell-Like Abilities (CL 4th; concentration +9)

Constant—*blur*

At will—*lesser shadow evocation* (DC 18)

STATISTICS

Str 20, **Dex** 26, **Con** 22, **Int** 25, **Wis** 17, **Cha** 21

Base Atk +4; **CMB** +7; **CMD** 23

Feats Combat Expertise, Iron Will

Skills Acrobatics +15, Bluff +12, Climb +11, Diplomacy +12, Disguise +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +15 (+25 in regions of low light or darkness), Use Magic Device +12; **Racial Modifiers** +10 Stealth in regions of low light or darkness

Languages Aklo, Common, Shae

SPECIAL ABILITIES

Cold (Su) A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.

Lesser Shadow Evocation (Sp) This spell-like ability functions identically to the spell *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

SKELETAL CHAMPION

CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (2d8+1d10+3)

Fort +3, **Ref** +1, **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative⁸, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, masterwork longsword

APPENDIX 9: SUBTIER 5–6 BESTIARY (PART 4)

GIANT JUVENILE WHITE DRAGON

CR 8

Pathfinder RPG Bestiary 100, 295

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +14

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)

hp 112 (9d12+54)

Fort +12, **Ref** +7, **Will** +6

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; icewalking

Melee bite +15 (2d6+10), 2 claws +15 (1d8+7), tail slap +10 (1d8+10), 2 wings +10 (1d6+3)

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

Special Attacks breath weapon (40-ft cone, 8d4 cold, Reflex DC 20 half)

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

At will—*fog cloud*

STATISTICS

Str 25, **Dex** 12, **Con** 23, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 28 (32 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Fly +7, Intimidate +12, Perception +14, Sense Motive +2, Spellcraft +12, Stealth +9, Swim +27

Languages Draconic

SQ ice shape

SPECIAL ABILITIES

Ice Shape (Su) A white dragon can shape ice and snow at will.

This ability functions as *stone shape* (CL 9th), but targeting only ice and snow, not stone.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

KOBOLD BLADE

CR 3

Pathfinder RPG Monster Codex 130

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear)

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

STATISTICS

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

KOBOLD GUILCASTER

CR 5

Pathfinder RPG Monster Codex 131

Kobold sorcerer 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 35 (6d6+12)

Fort +3, **Ref** +4, **Will** +4

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d4–2)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—trap rune (DC 16)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*create pit*^{APG}, *mirror image*, *scorching ray*

1st (7/day)—*alarm*, *charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*^{APG}

Bloodline kobold^{ARG}

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +0; **CMD** 12

Feats Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

Skills Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic, Dwarven

SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2

Combat Gear antitoxin, thunderstone; **Other Gear** quarterstaff, circlet of persuasion, mwk artisan's tools, 15 gp

SPECIAL ABILITIES

Bloodline Arcana Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by 2.

Trap Rune (Sp) As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune's area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.

Trap Sense (Ex) The kobold gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

KOBOLD MASTER TRAPPER

CR 4

Pathfinder RPG Monster Codex 133

Kobold rogue 5

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)

hp 31 (5d8+5)

Fort +2, **Ref** +10, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3-1/19-20)

Ranged mwk shortbow +9 (1d4/x3)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 15

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

Skills Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty, rogue talents (trap spotter, cunning trigger^{APG}), trapfinding +2

Combat Gear necklace of fireballs I; **Other Gear** +1 chain shirt, dagger, mwk shortbow with 20 arrows, mwk artisan's tools, mwk thieves' tools, 62 gp

KOBOLD SNIPER

CR 1/2

Pathfinder RPG Monster Codex 130

Kobold fighter 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 12 (1d10+2)

Fort +3, **Ref** +3, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4-1/19-20)

Ranged mwk light crossbow +6 (1d6/19-20)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

SQ crafty

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

KOBOLD YAPPER

CR 7

Pathfinder RPG Monster Codex 135

Kobold bard (dragon yapper^{MC}) 8

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)

hp 31 (8d8-8)

Fort +0, **Ref** +10, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 short sword +7/+2 (1d4/19-20)

Ranged +1 shortbow +13/+8 (1d4+1/x3)

Special Attacks bardic performance 20 rounds/day (move action; countersong, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])

Bard Spells Known (CL 8th; concentration +10)

3rd (2/day)—*confusion* (DC 15), *deep slumber* (DC 15), *haste* 2nd (5/day)—*blur*, *heroism*, *hold person* (DC 14), *mirror image*

1st (5/day)—*alarm*, *charm person* (DC 13), *grease* (DC 13), *silent image* (DC 13), *ventriloquism* (DC 13)
 0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *resistance*

STATISTICS

Str 8, **Dex** 18, **Con** 6, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)

Skills Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18

Languages Common, Draconic, Sylvan

SQ bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)

Gear +1 chain shirt, +1 short sword, +1 shortbow with 20 arrows, 410 gp

SPECIAL ABILITIES

Frightful Song (Su) A dragon yapper can amplify his voice to sound like an actual dragon. Enemies within 30 feet become shaken unless they succeed at a DC 16 Will save. A successful save renders targets immune to this ability for 24 hours. Frightful song is a mind-affecting ability, and a fear effect that uses audible components.

Yapping Song (Su) A dragon yapper can use performance to annoy those that hear it, causing them to take a –2 penalty on attack and damage rolls (minimum 1) and a –2 penalty

on saves against fear effects and charm effects as long as the dragon yapper continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

POLAR BEAR

CR 5

Pathfinder RPG Bestiary 5 41

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 52 (5d8+30)

Fort +10, **Ref** +7, **Will** +4

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +9 (1d8+7), 2 claws +9 (1d6+7 plus grab)

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

STATISTICS

Str 25, **Dex** 17, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +8, Survival +8, Swim +19

WALL SCYTHE TRAP

CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (2d4+6/×4)

APPENDIX 10: SUBTIER 7-8 BESTIARY (PART 1)

ANIMATED OWLBEAR MASCOT

CR 8

Animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 20, touch 8, flat-footed 20 (+6 armor, -1 Dex, +6 natural, -1 size)

hp 89 (8d10+45)

Fort +5, **Ref** +4, **Will** +0

Defensive Abilities hardness 5, reinforced; **Immune** construct traits

Weakness haunted

OFFENSE

Speed 40 ft.

Melee bite +13 (2d6+6), 2 claws +13 (1d6+6)

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

STATISTICS

Str 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +8; **CMB** +15; **CMD** 24

Skills Acrobatics -1 (+3 to jump)

SQ construction points (additional natural attack [claw, bite], faster, haunted, improved natural attack)

SPECIAL ABILITIES

Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

BONE DEVIL, ADVANCED

CR 10

Pathfinder RPG Bestiary 74, 288

LE Large outsider (devil, evil, extraplanar, lawful)

Init +11; **Senses** darkvision 60 ft., see in darkness; Perception +21

Aura frightful presence (5 ft., DC 21, 1d6 rounds)

DEFENSE

AC 29, touch 16, flat-footed 22 (+7 Dex, +13 natural, -1 size)

hp 125 (10d10+70)

Fort +14, **Ref** +14, **Will** +9

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +16 (1d8+7), 2 claws +16 (1d6+7), sting +16 (3d4+7 plus poison)

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

Special Attacks poison

Spell-Like Abilities (CL 12th; concentration +18)

Constant—fly

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs.

of objects only), *invisibility* (self only), *major image* (DC 19), *wall of ice* (DC 20)

3/day—quicken *invisibility*

1/day—summon (level 4, 1 bone devil, 35%)

STATISTICS

Str 25, **Dex** 25, **Con** 24, **Int** 20, **Wis** 19, **Cha** 22

Base Atk +10; **CMB** +18; **CMD** 35

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

Skills Acrobatics +20, Bluff +19, Diplomacy +19, Fly +28, Intimidate +19, Knowledge (planes) +18, Knowledge (religion) +18, Perception +21, Sense Motive +21, Spellcraft +18, Stealth +16

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

CLOCKWORK GUARDIAN

CR 8

Pathfinder RPG Bestiary 6 61

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 14, flat-footed 18 (+2 Dex, +2 dodge, +6 natural, +2 shield)

hp 85 (10d10+30)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities barrier; **DR** 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee shield bash +19/+14 (1d6+9), slam +14 (1d4+4) or 2 slams +19 (1d4+9)

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 33

Feats Improved Initiative^a, Improved Shield Bash^a, Lightning Reflexes^a, Toughness^a

SQ difficult to create, shield expert, swift reactions, winding

SPECIAL ABILITIES

Barrier (Su) Once per day as a swift action, a clockwork guardian can unfold its shield to form a metal barrier up to 5 feet wide and 10 feet tall. This duplicates the effects of a *wall of iron* spell, save for the smaller size of the created wall. After using this ability, the clockwork guardian loses its shield bonus and shield bash attack, but it gains two slam attacks as primary attacks. The clockwork guardian's shield rebuilds itself automatically 24 hours after it uses this ability. Multiple clockwork guardians can work together to create a larger barrier, each new metal barrier merging seamlessly with an

existing one. Once created, a clockwork guardian's barrier lasts for 24 hours before crumbling.

Shield Expert (Su) A clockwork guardian carries a heavy shield that cannot be disarmed or sundered. Its programming grants it proficiency in the shield's use and Improved Shield Bash as a bonus feat. The clockwork guardian's shield bash deals damage as if it were one size category larger than normal (1d6 points for a Medium clockwork guardian).

DWEOMERCAT, ADVANCED

CR 8

Advanced dweomercat (*Pathfinder RPG Bestiary* 294, *Pathfinder Adventure Path* #36: *Sound of a Thousand Screams* 82)

CN Medium magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural)

hp 105 (10d10+50)

Fort +12, **Ref** +15, **Will** +8

DR 5/magic; **SR** 19

OFFENSE

Speed 40 ft.

Melee bite +18 (1d6+4), 2 claws +18 (1d4+4)

Special Attacks dweomer leap, pounce, rake (2 claws +18, 1d4+4)

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

Constant—*detect magic*

At will—*dispel magic*, *lesser globe of invulnerability*

3/day—*antimagic field*, *dimension door* (self only)

STATISTICS

Str 19, **Dex** 27, **Con** 20, **Int** 17, **Wis** 20, **Cha** 20

Base Atk +10; **CMB** +14; **CMD** 33 (37 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +21 (+25 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21; **Racial Modifiers** +4 Climb

Languages Common, Sylvan

SQ spell link

SPECIAL ABILITIES

Dweomer Leap (Su) When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, choose to teleport to a square adjacent to the spell's caster, effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomercat's spell resistance. If it chooses, the dweomercat can immediately make a full attack against the spell's caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomercat chooses—the dweomercat can forgo using this ability.

Spell Link (Su) When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the

dweomercat is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance.

Each power lasts for 1 minute per level of the spell targeting the dweomercat, until the dweomercat uses this ability again, or until the dweomercat chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomercat from taking effect; it only provides an additional benefit.

Abjuration: Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.

Conjuration: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.

Divination: Gains the effects of *detect chaos, evil, good, or law*.

Enchantment: Grants the effects of the spell *heroism*.

Evocation: Inflicts an amount of damage equal to the spell's level upon the spell's caster.

Illusion: Grants the effects of *invisibility*. This effect ends as per the spell.

Necromancy: Gains the effects of *false life*, as if cast by the opposing spell's caster.

Transmutation: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

MEDDA SPIRITBEARER

CR 6

Female human spiritualist (haunted) 7 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

Init -1; **Senses** Perception +10

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)

hp 56 (7d8+21)

Fort +7, **Ref** +3, **Will** +9

Defensive Abilities spiritual interference

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk cold iron dagger +6 (1d4/19-20) or mwk longspear +6 (1d8/×3)

Ranged mwk sling +5 (1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with masterwork longspear)

Special Attacks phantom recall 1/day

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

At will—*detect undead*

1/day—*calm spirit*^{OA} (DC 13)

Spiritualist Spells Known (CL 7th; concentration +11)

3rd (2/day)—*cure serious wounds*, *haste*, *howling agony*^{UM} (DC 17)

2nd (4/day)—*cure moderate wounds*, *locate object*, *rage*, *remove paralysis*, *see invisibility*

1st (5/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *mage armor*, *remove fear*, *sanctuary* (DC 15), *shield*

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *guidance*, *message*, *read magic*, *stabilize*

TACTICS

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when reduced to half her hit points.

STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 14

Feats Emotional Conduit^{OA}, Lightning Reflexes, Medium Armor Proficiency, Spiritualist's Call^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Intimidate +5, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (religion) +6, Linguistics +6, Perception +10, Sense Motive +13, Spellcraft +10, Survival +10, Use Magic Device +9

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (7 rounds/day), etheric tether, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (10 rounds/day)

Combat Gear *potion of cure moderate wounds* (2), *potion of cure serious wounds*, *wand of cure moderate wounds* (14 charges), *wand of lesser restoration* (12 charges), acid (2); **Other Gear** +1 *breastplate*, furs, mwk cold iron dagger, mwk longspear, mwk sling, traveler's outfit, 43 gp

ANOK THE VENGEFUL

CR —

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0

Aura aura of fury (20 ft.)

DEFENSE

AC 23, touch 11, flat-footed 22 (+4 armor, +1 Dex, +8 natural)

hp 45 (6d10+12)

Fort +7, **Ref** +3, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

DR 5/magic and slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +11 (2d6+4)

TACTICS

Before Combat Medda has cast *mage armor* on Anok after summoning him, 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures that are targeting Medda. At his discretion, he activates Medda's usurp manifestation ability to become larger and more powerful.

Morale Anok fights until destroyed.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 7, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +10; **CMD** 21

Feats Dazzling Display, Intimidating Prowess, Power Attack^B, Weapon Focus (slam)

Skills Intimidate +16, Knowledge (history) +7, Survival +9

Languages Common, Hallit

SQ devotion, ectoplasmic phase lurch, magic attacks, usurp manifestation (10 rounds/day)

SHIFTING RUNES

CR 7

N Diminutive construct (swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

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

hp 58 (9d10+9); fast healing 5

Fort +3, **Ref** +8, **Will** +3

Defensive Abilities rejuvenation, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (2d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), trap control

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

At will—*alarm*

1/day—*see invisibility*

STATISTICS

Str 1, **Dex** 16, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Lightning Reflexes, Toughness, Wind Stance

Skills Fly +17, Perception +17, Stealth +24

Languages Draconic

SQ catch and detain

SPECIAL ABILITIES

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune's swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

TWINHORN CHAMPION

CR 8

Beast Trainer (*Pathfinder RPG Villain Codex* 38)

Human ranger 9

NE Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 shield)

hp 81 (9d10+27)

Fort +9, **Ref** +10, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk kukri +14/+9 (1d4+5/15–20), mwk kukri +14/+9 (1d4+5/15–20)

Ranged dart +11/+6 (1d4+5)

Special Attacks combat style (two-weapon combat), favored enemy (animals +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*barkskin*

1st—*charm animal* (DC 12), *longstrider*, *speak with animals*

TACTICS

Before Combat The beast trainer drinks her *potion of bull's strength* and casts *barkskin* on an animal ally (already included in the both creatures' statistics).

Base Statistics Without *bull's strength*, the beast trainer's statistics are **Melee** mwk kukri +12/+7 (1d4+3/15–20), mwk kukri +12/+7 (1d4+3/15–20); **Ranged** dart +11/+6 (1d4+3); **Str** 16; **CMB** +12; **CMD** 24; **Skills** Climb +11.

STATISTICS

Str 20, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 26

Feats Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +7 (+11 to move through a threatened square or enemy's space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +10, Survival +10

Languages Common

SQ favored terrain (plains +2, urban +4), hunter's bond (constrictor snake animal companion), swift tracker, track +4, wild empathy +10, woodland stride

Combat Gear *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other Gear** +1 chainmail, darts (6), mwk kukri (2), *belt of tumbling*^{UE}, *cloak of resistance* +2, *ring of protection* +1, entertainer's outfit, 81 gp

TWINHORN COMPANION

CR —

Wolverine animal companion

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 Dex, +9 natural, –2 rage)

hp 63 (6d8+36)

Fort +10, **Ref** +9, **Will** +7; +4 vs. enchantment spells and effects

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +9 (1d6+5), 2 claws +10 (1d4+5)

Special Attacks rage (6 rounds/day)

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Iron Will, Toughness, Weapon Focus (claw)

Skills Climb +11, Perception +7

SQ devotion

TWINHORN SKIRMISHER

CR 4

Pathfinder RPG Villain Codex 133

Human ranger 5

N Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 42 (5d10+10)

Fort +7, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk greatsword +8 (2d6+3/19–20)

Ranged mwk composite longbow +7 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*gravity bow*^{APG}, *resist energy*

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 20

Feats Endurance, Improved Initiative, Power Attack, Precise Shot, Quick Draw, Quick Stow

Skills Acrobatics +5 (+1 when jumping), Climb +6, Disable Device +3, Handle Animal +6, Knowledge (geography, nature) +6, Perception +9, Ride +7, Stealth +8, Survival +7, Swim +3

Languages Common

SQ favored terrain (forest +2), hunter's bond (horse), track +2, wild empathy +4

Combat Gear *potion of barkskin*, *potion of cure moderate*

wounds; **Other Gear** mwk agile breastplate^{APG}, mwk

composite longbow (+3 Str) with 20 arrows, mwk greatsword,

cloak of resistance +1, basic maps, flint and steel, grappling

hook, mwk backpack^{APG}, silk rope (50 ft.), mwk thieves' tools,

waterskin, 103 gp

SPECIAL ABILITIES

Quick Stow A Twinhorn archer do not provoke an attack of opportunity when sheathing a weapon, and he can combine a move action to sheathe a weapon with a regular move action. (He can both stow and draw a weapon as part of the same move action in this way.)

APPENDIX 11: SUBTIER 7-8 BESTIARY (PART 3)

BODAK CR 8

Pathfinder RPG Bestiary 2 48

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 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.

BODY SNATCHER CR 11

CE Medium undead

Init +10; **Senses** darkvision 60 ft., lifesense; Perception +21

DEFENSE

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

hp 144 (17d8+68)

Fort +8, **Ref** +13, **Will** +11

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 23

OFFENSE

Speed fly 60 ft. (perfect)

Melee 4 tentacles +20 (1d6+8 plus grab)

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

Special Attacks constrict (1d6+8 plus disease), tentacle bind

Spell-Like Abilities (CL 14th; concentration +20)

Constant—*silence*

At will—*shadow step*^{UM}

3/day—*inflict critical wounds* (DC 17), quickened *dispel magic*

1/day—*fear* (DC 16), *touch of slime*^{UM} (DC 17)

STATISTICS

Str 26, **Dex** 23, **Con** —, **Int** 14, **Wis** 13, **Cha** 17

Base Atk +12; **CMB** +20 (+28 grapple); **CMD** 36 (38 vs. grapple, can't be tripped)

Feats Blind-fight, Body Shield^{UC}, Combat Reflexes, Greater Grapple, Improved Grapple, Improved Initiative, Improved Lightning Reflexes, Improved Unarmed Strike, Lightning Reflexes, Quicken Spell-Like Ability (*dispel magic*), Toughness

Skills Fly +14, Intimidate +23, Knowledge (arcana) +22,

Perception +21, Sense Motive +21, Spellcraft +22, Stealth +26

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Disease (Su) A body snatcher's tentacles inflict a fast-acting disease that causes the victim to experience terrifying premonitions and visions of the world's imminent destruction. In the later stages, the victim perceives a fictitious cataclysm that ends with the victim's vital systems ceasing entirely, so certain is the body that it has died. *Apocalypse Shakes*: Constrict—injury; *save* Fort DC 21; *onset* immediate; *frequency* 1/hour; *effect* 1d3 Wis damage and shaken; *cure* 2 consecutive saves. A creature dies if this Wisdom damage equals or exceeds its actual Wisdom score. The save DC is Charisma-based.

Tentacle Bind (Su) A body snatcher may use its own tentacles to tie up a pinned target, detaching them from its body. When it does this, the body snatcher takes 1 point of damage per HD (typically 16) and cannot make tentacle attacks until its tentacles regrow at the beginning of its next turn. Creatures pinned by this ability cannot make sound, as if affected by the spell *silence*.

EXILED SHADE CR 6

Pathfinder RPG Bestiary 6 123

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

hp 68 (8d8+32)

Fort +6, **Ref** +5, **Will** +8

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

Weaknesses exiled

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +10 (1d6 Intelligence damage)

Special Attacks rage thrall

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 7, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Weapon Focus (incorporeal touch)

Skills Fly +18, Perception +9, Sense Motive +9, Stealth +10

Languages Common

SPECIAL ABILITIES

Exiled (Ex) The symbols of an exiled shade's former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol's presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade's organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

Intelligence Damage (Su) An exiled shade's touch clouds the target's mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

Rage Thrall (Su) If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target's actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to take penalties from its Intelligence damage and falls under the control of the exiled shade, as per *dominate person*. Creatures so dominated cannot attempt new saving throws to escape the shade's control until their Intelligence damage no longer equals or exceeds their actual Intelligence score. An exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)
hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

RAGEWIGHT

CR 6

Pathfinder Campaign Setting: Andoran, Birthplace of Freedom 58
CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 rage)

hp 82 (11d8+33)

Fort +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Immune undead traits

OFFENSE

Speed 40 ft.

Melee greatsword +12/+7 (2d6+6/17–20 plus energy drain), bite +7 (1d4+2 plus energy drain)

Ranged javelin +10 (1d6+4)

Special Attacks create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS

Base Statistics When not using savage fury, the ragewight's statistics are **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **hp** 49 (11d8); **Fort** +3, **Will** +8; **Melee** mwk greatsword +9/+4 (2d6+1/17–20 plus energy drain); **Ranged** javelin +9 (1d6+4); **Str** 12, **Cha** 11; **CMB** +9; **CMD** 21; **Skills** Climb +15, Intimidate +11

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +12; **CMD** 24

Feats Cleave, Furious Focus^{APG}, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack

Skills Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Common

Gear greatsword, javelin

SPECIAL ABILITIES

Create Spawn (Su) Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

Savage Fury (Ex) A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These

rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight's racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

SCEANDUINAR

CR 7

Pathfinder RPG Bestiary 2 239

NE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 120 ft., lifesense, low-light vision; Perception +17

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)
hp 85 (9d10+36)

Fort +10, **Ref** +11, **Will** +5

Defensive Abilities entropic flesh, negative energy affinity, void child; **DR** 10/adamantine or good; **Immune** cold, death effects, disease, energy drain, poison; **Resist** acid 10, electricity 10, sonic 10; **SR** 18

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +14 (1d6+3 plus 1d6 negative energy and energy drain), 2 wings +9 (1d6+1 plus 1d6 negative energy)

Special Attacks energy drain (1 level, DC 17), entropic touch

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*entropic shield*, *hide from undead* (DC 14)

At will—*bleed* (DC 13), *dimension door* (self only), *dispel magic* 3/day—*death knell* (DC 15), *deeper darkness*, *enervation*, *inflict serious wounds* (DC 16), *silence*

1/day—*antilife shell*, *greater teleport* (self plus 50 lbs. of objects only), *harm* (DC 19), *slay living* (DC 18)

STATISTICS

Str 17, **Dex** 20, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +12; **CMD** 28

Feats Dodge, Mobility, Skill Focus (Perception), Step Up, Weapon Finesse

Skills Escape Artist +17, Fly +9, Intimidate +15, Knowledge (nature) +13, Knowledge (planes) +17, Perception +17, Sense Motive +14, Stealth +25; **Racial Modifiers** +4 Knowledge (planes), +8 Stealth

Languages Aklo, Common

SPECIAL ABILITIES

Entropic Flesh (Ex) Any creature that hits a sceaduinar with a melee attack takes 1d6 points of negative energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.

Entropic Touch (Ex) A sceaduinar's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a sceaduinar's natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by inflict spells.

Void Child (Ex) Sceaduinars are immune to effects that target souls (such as trap the soul) or require knowledge of a creature's identity (such as scrying). When one is slain, it cannot be restored to life by magic save by a miracle or wish, or by divine intervention.

SHAE, ADVANCED

CR 5

Pathfinder RPG Bestiary 3 242, 290

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 18, flat-footed 12 (+8 Dex, +2 natural)

hp 46 (4d10+26)

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

Defensive Abilities amorphous, blur; **Immune** cold

OFFENSE

Speed 30 ft.

Melee mwk falchion +10 (2d4+7/18–20 plus 1d6 cold) or touch +7 (1d6 cold)

Spell-Like Abilities (CL 4th; concentration +9)

Constant—*blur*

At will—*lesser shadow evocation* (DC 18)

STATISTICS

Str 20, **Dex** 26, **Con** 22, **Int** 25, **Wis** 17, **Cha** 21

Base Atk +4; **CMB** +7; **CMD** 23

Feats Combat Expertise, Iron Will

Skills Acrobatics +15, Bluff +12, Climb +11, Diplomacy +12, Disguise +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +15 (+25 in regions of low light or darkness), Use Magic Device +12; **Racial Modifiers** +10 Stealth in regions of low light or darkness

Languages Aklo, Common, Shae

SPECIAL ABILITIES

Cold (Su) A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.

Lesser Shadow Evocation (Sp) This spell-like ability functions identically to the spell *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

APPENDIX 12: SUBTIER 7-8 BESTIARY (PART 4)

ADULT WHITE DRAGON

CR 10

Pathfinder RPG Bestiary 100

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +22

Aura cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +9, **Will** +10

DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 21

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +20 (2d6+10/19-20), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

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

Special Attacks breath weapon (40-ft cone, 12d4 cold, Reflex DC 21 half)

Spell-Like Abilities (CL 13th)

At will—*fog cloud*, *gust of wind*

Spells Known (CL 1st)

1st (4/day)—*shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ray of frost*, *mending*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +13; **CMB** +21; **CMD** 32 (36 vs. trip)

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +11, Intimidate +17, Knowledge (arcane) +17, Perception +22, Spellcraft +17, Stealth +13, Swim +31

Languages Common, Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Cold Aura (Su) A white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn.

Ice Shape (Su) A white dragon can shape ice and snow at will. This ability functions as *stone shape* (CL 13th), but targeting only ice and snow, not stone.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

DIRE POLAR BEAR

CR 8

Pathfinder RPG Bestiary 5 41

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (10d8+70)

Fort +14, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+9 plus grab)

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

STATISTICS

Str 29, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +14, Survival +7, Swim +21

FALLING BLOCK TRAP

CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

FROST DRAKE

CR 7

Pathfinder RPG Bestiary 2 108

CE Large dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)

Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)

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

Special Attacks freezing mist breath

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8

Languages Draconic

SQ speed surge, icewalking

SPECIAL ABILITIES

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist.

This attack has a range of 60 feet and deals 7d6 points of cold damage (Reflex DC 18 half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet

of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icwalking (Ex) This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Speed Surge (Ex) Three times per day as a swift action, a frost drake can draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

KOBOLD BATTLE MASTER

CR 6

Pathfinder RPG Monster Codex 132

Kobold cavalier^{APG} 7

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 12, flat-footed 22 (+8 armor, +1 Dex, +1 natural, +2 shield, +1 size)

hp 57 (7d10+14)

Fort +7, **Ref** +4, **Will** +4; +2 bonus vs. paralysis and sleep

Resist electricity 5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 lance +11/+6 (1d6+2/x3) or
mwk short sword +10/+5 (1d4+1/19–20)

Special Attacks banner +2/+1, breath weapon (30-ft. line, 2d6 electricity damage, Reflex DC 14 half, usable every 1d4 rounds), cavalier's charge, challenge (+7, +2, 3/day)

STATISTICS

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

Base Atk +7; **CMB** +7; **CMD** 18

Feats Draconic Aspect (blue), Draconic Breath, Improved Initiative, Mounted Combat, Shield Wall, Weapon Focus (lance)

Skills Craft (trapmaking) +3, Handle Animal +9, Perception +13, Profession (miner) +3, Ride +5, Stealth +9, Swim +5

Languages Common, Draconic

SQ crafty, expert trainer +3, mount (cave salamander), order of the dragon (aid allies), tactician (2/day, 6 rounds, standard action)

Combat Gear *dust of dryness*; **Other Gear** +1 banded mail, mwk heavy steel shield, +1 lance, mwk short sword, *cloak of resistance* +1

ICE NEWT MOUNT

CR —

Variant cave salamander animal companion (*Pathfinder RPG Monster Codex* 128)

N Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 armor, +2 Dex, +6 natural)

hp 45 (6d8+18)

Fort +7, **Ref** +7, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+6)

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 1, **Wis** 12, **Cha** 4

Base Atk +4; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Iron Will, Toughness

Skills Acrobatics +2 (+6 to jump), Climb +8, Perception +7, Stealth +6, Swim +8

SQ combat riding, devotion, ice walker, tricks (attack, combat riding, come, defend, down, guard, heel)

Gear leather armor

SPECIAL ABILITIES

Ice Walker (Ex) An ice newt mount can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

KOBOLD BLADE

CR 3

Pathfinder RPG Monster Codex 130

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

STATISTICS

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

KOBOLD BOMBER

CR 1

Pathfinder RPG Monster Codex 133

Kobold alchemist^{APG} (alchemical trapper^{MC}) 2

LE Small humanoid (reptilian)

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

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)

hp 12 (2d8)

Fort +2, **Ref** +6, **Will** +1; +2 vs. poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk spear +2 (1d6-1/×3)

Ranged sling +5 (1d3-1)

Special Attacks bomb 6/day (1d6+2 fire, DC 13), bomb trap

Alchemist Extracts Prepared (CL 2nd)

1st—*abjuring step*^{UC}, *endure elements*, *shield*

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 12

Feats Brew Potion, Extra Bombs, Throw Anything

Skills Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Gnome, Goblin

SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/-2, +2 natural, 20 minutes), poison use

Combat Gear *potion of invisibility*, acid, alchemist's fire (3);

Other Gear chain shirt, mwk spear, sling, 8 gp

SPECIAL ABILITIES

Bomb Trap (Su) At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal to the DC for the alchemical trapper's bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper has. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper's bombs per day.

KOBOLD GUILCASTER

CR 5

Pathfinder RPG Monster Codex 131

Kobold sorcerer 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 35 (6d6+12)

Fort +3, **Ref** +4, **Will** +4

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d4-2)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—trap rune (DC 16)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*create pit*^{APG}, *mirror image*, *scorching ray*

1st (7/day)—*alarm*, *charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*^{APG}

Bloodline kobold^{ARG}

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +0; **CMD** 12

Feats Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

Skills Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic, Dwarven

SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2

Combat Gear antitoxin, thunderstone; **Other Gear** quarterstaff, *circle of persuasion*, mwk artisan's tools, 15 gp

SPECIAL ABILITIES

Bloodline Arcana Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by 2.

Trap Rune (Sp) As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune's area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.

Trap Sense (Ex) The kobold guilecaster gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

KOBOLD MASTER TRAPPER

CR 4

Pathfinder RPG Monster Codex 133

Kobold rogue 5

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)

hp 31 (5d8+5)

Fort +2, **Ref** +10, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3-1/19-20)

Ranged mwk shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 15

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

Skills Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty, rogue talents (trap spotter, cunning trigger^{APG}), trapfinding +2

Combat Gear necklace of fireballs I; **Other Gear** +1 chain shirt, dagger, mwk shortbow with 20 arrows, mwk artisan's tools, mwk thieves' tools, 62 gp

KOBOLD YAPPER

CR 7

Pathfinder RPG Monster Codex 135

Kobold bard (dragon yapper^{MC}) 8

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)

hp 31 (8d8-8)

Fort +0, **Ref** +10, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 short sword +7/+2 (1d4/19-20)

Ranged +1 shortbow +13/+8 (1d4+1/×3)

Special Attacks bardic performance 20 rounds/day (move action; countersong, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])

Bard Spells Known (CL 8th; concentration +10)

3rd (2/day)—*confusion* (DC 15), *deep slumber* (DC 15), *haste*

2nd (5/day)—*blur*, *heroism*, *hold person* (DC 14),

mirror image

1st (5/day)—*alarm*, *charm person* (DC 13), *grease* (DC 13),

silent image (DC 13), *ventriloquism* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*

(DC 12), *mage hand*, *prestidigitation* (DC 12), *resistance*

STATISTICS

Str 8, **Dex** 18, **Con** 6, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)

Skills Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18

Languages Common, Draconic, Sylvan

SQ bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)

Gear +1 chain shirt, +1 short sword, +1 shortbow with 20 arrows, 410 gp

SPECIAL ABILITIES

Frightful Song (Su) A dragon yapper can amplify his voice to sound like an actual dragon. Enemies within 30 feet become shaken unless they succeed at a DC 16 Will save. A successful save renders targets immune to this ability for 24 hours. Frightful song is a mind-affecting ability, and a fear effect that uses audible components.

Yapping Song (Su) A dragon yapper can use performance to annoy those that hear it, causing them to take a -2 penalty on attack and damage rolls (minimum 1) and a -2 penalty on saves against fear effects and charm effects as long as the dragon yapper continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

WYVERN ARROW TRAP

CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6 plus wyvern poison/×3)

APPENDIX 13: SUBTIER 10–11 BESTIARY (PART 1)

ANIMATED HERO'S REGALIA

CR 12

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 12, flat-footed 26 (+2 Dex, +13 natural, +3 shield)

hp 132 (15d10+50)

Fort +10, **Ref** +12, **Will** +10

Defensive Abilities hardness 10, reinforced;

Immune construct traits

Weakness haunted

OFFENSE

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

Melee +1 mithral longsword +21/+16/+11 (1d8+6/19–20) or 2 slams +20 (1d6+6)

Special Attacks relive the crusade

STATISTICS

Str 21, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 17

Base Atk +15; **CMB** +20; **CMD** 32

Feats Following Step^{APG, B}, Step Up^B, Step Up and Strike^{APG, B}

Skills Fly +6

Other Gear +1 mithral heavy steel shield, +1 mithral longsword

SPECIAL ABILITIES

Haunted (Su) An animated hero's regalia is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Reinforced (Ex) Due to the powerful psychic resonance that powers its body, an animated hero's regalia gains 30 additional hit points and a +5 bonus on all saving throws. These are incorporated into its statistics above.

Relive the Crusade (Su) As a swift action, an animated hero's regalia can issue a wordless challenge to a target it can see, causing the target to take on superficially undead features such as skeletally taunt skin, bony claws, a haunting voice, or sunken eyes. This change is an illusion, not a true transformation. Against this target, the regalia gains a +3 bonus on attack rolls and deals an additional 1d8+6 damage with each attack. The challenge and the target's changed appearance last for 1 hour or until the regalia is destroyed.

ANIMATED OWLBEAR MASCOT

CR 8

Animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 20, touch 8, flat-footed 20 (+6 armor, –1 Dex, +6 natural, –1 size)

hp 89 (8d10+45)

Fort +5, **Ref** +4, **Will** +0

Defensive Abilities hardness 5, reinforced; **Immune** construct traits

Weakness haunted

OFFENSE

Speed 40 ft.

Melee bite +13 (2d6+6), 2 claws +13 (1d6+6)

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

STATISTICS

Str 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +8; **CMB** +15; **CMD** 24

Skills Acrobatics –1 (+3 to jump)

SQ construction points (additional natural attack [claw, bite], faster, haunted, improved natural attack)

SPECIAL ABILITIES

Haunted (Su) An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Reinforced (Ex) Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

CLOCKWORK GOLEM, ADVANCED

CR 13

Pathfinder RPG Bestiary 2 137, 292

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 30, touch 12, flat-footed 27 (+3 Dex, +18 natural, –1 size)

hp 118 (16d10+30)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed 30 ft.

Melee 2 slams +25 (2d10+10 plus grab)

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

Special Attacks death burst, grind, wall of gears

STATISTICS

Str 31, **Dex** 16, **Con** —, **Int** —, **Wis** 15, **Cha** 5

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 40

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+15 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

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

- A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.

- A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

DWEOMERLION

CR 11

Advanced dweomercat (*Pathfinder RPG Bestiary* 294, *Pathfinder Adventure Path #36: Sound of a Thousand Screams* 82)

CN Medium magical beast

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 142 (15d10+60)

Fort +13, **Ref** +15, **Will** +10

DR 10/cold iron and magic; **SR** 22

OFFENSE

Speed 40 ft.

Melee bite +21 (1d6+4), 2 claws +21 (1d6+4)

Special Attacks dweomer leap, pounce, rake (2 claws +21, 1d6+4)

Spell-Like Abilities (CL 12th; concentration +15)

Constant—*detect magic*

At will—*dispel magic*, *lesser globe of invulnerability*

3/day—*antimagic field*, *dimension door* (self only)

STATISTICS

Str 19, **Dex** 23, **Con** 18, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +15; **CMB** +19; **CMD** 36 (40 vs. trip)

Feats Dodge, Improved Initiative, Improved Natural Attack (claw), Improved Iron Will, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +17 (+21 to jump), Climb +18, Knowledge (arcana) +17, Perception +21, Stealth +24; **Racial Modifiers** +4 Climb

Languages Common, Sylvan

SQ spell link

SPECIAL ABILITIES

Change Shape (Su) Twice per day as a swift action, a dweomerlion can increase its size to Large. This functions as *enlarge person*, and it lasts for 10 minutes or until the dweomerlion ends the effect as a swift action. While Large, a dweomerlion's reach is 5 feet.

Dweomer Leap (Su) When a dweomerlion is targeted by a spell or within the area of effect of a spell, it can, as a swift action,

choose to teleport to a square adjacent to the spell's caster, effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomerlion's spell resistance. If it chooses, the dweomerlion can immediately make a full attack against the spell's caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomerlion chooses—the dweomerlion can forgo using this ability.

Spell Link (Su) When a dweomerlion is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomerlion is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance. Each power lasts for 1 minute per level of the spell targeting the dweomerlion, until the dweomerlion uses this ability again, or until the dweomerlion chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomerlion from taking effect; it only provides an additional benefit.

Abjuration: Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.

Conjuration: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.

Divination: Gains the effects of *detect chaos, evil, good, or law*.

Enchantment: Grants the effects of the spell *heroism*.

Evocation: Inflicts an amount of damage equal to the spell's level upon the spell's caster.

Illusion: Grants the effects of *invisibility*. This effect ends as per the spell.

Necromancy: Gains the effects of *false life*, as if cast by the opposing spell's caster.

Transmutation: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

MEDDA SPIRITBEARER

CR 11

Female human spiritualist (haunted) 12 (*Pathfinder RPG Occult Adventures* 72, 110)

NG Medium humanoid (human)

Init -1; **Senses** Perception +16

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, -1 Dex)

hp 93 (12d8+36)

Fort +12, **Ref** +7, **Will** +15; +4 bonus vs. mind-affecting

Defensive Abilities greater spiritual interference

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *darkwood longspears* +10/+5 (1d8+1/x3) or mwk cold iron dagger +10/+5 (1d4/19-20)

Ranged mwk sling +9 (1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 darkwood longspear)

Special Attacks phantom recall 2/day

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

At will—*detect undead*

2/day—*calm spirit*^{OA} (DC 13)

1/day—*see invisibility*

Spiritualist Spells Known (CL 12th; concentration +17)

4th (4/day)—*cure critical wounds*, *freedom of movement*, *neutralize poison*, *restoration*, *telekinetic charge*^{UC}

3rd (5/day)—*cure serious wounds*, *haste*, *howling agony*^{UM} (DC 17), *remove curse*, *remove disease*

2nd (6/day)—*cure moderate wounds*, *locate object*, *rage*, *remove paralysis*, *lesser restoration*, *see invisibility*

1st (7/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *mage armor*, *remove fear*, *remove sickness*^{UM} (DC 15), *sanctuary* (DC 15), *shield*

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *guidance*, *message*, *read magic*, *stabilize*

TACTICS

Before Combat Medda cast *freedom of movement* on herself before entering the museum.

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when reduced to half her hit points.

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 12, **Wis** 20, **Cha** 13

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

Feats Emotional Conduit^{OA}, Focused Phantom^{OA}, Lightning Reflexes, Medium Armor Proficiency, Phantom Fortification^{OA}, Skill Focus (Intimidate), Skill Focus (Survival), Spiritualist's Call^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Intimidate +8, Knowledge (geography, history, nature, religion) +7, Linguistics +6, Perception +16, Sense Motive +19, Spellcraft +15, Survival +22, Use Magic Device +15

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (at will), etheric tether, fused consciousness, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (15 rounds/day), usurp spell

Combat Gear *potion of cure moderate wounds* (2), *potion of cure serious wounds*, *wand of cure moderate wounds* (14 charges), *wand of lesser restoration* (12 charges), acid (2);

Other Gear +2 breastplate, +1 darkwood longspear, furs, mwk cold iron dagger, mwk sling, *cloak of resistance* +2, *lesser talisman of freedom*^{OA}, traveler's outfit, 98 gp

ANOK THE VENGEFUL

CR —

Male phantom (*Pathfinder RPG Occult Adventures* 78)

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0

Aura aura of fury (20 ft.)

DEFENSE

AC 25, touch 11, flat-footed 24 (+4 armor, +1 Dex, +10 natural)

hp 67 (9d10+18)

Fort +8, **Ref** +4, **Will** +6; +4 morale bonus vs. enchantments

DR 10/magic, 5/slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+6)

TACTICS

Before Combat Medda has cast *mage armor* on Anok after summoning him, 2 minutes before the PCs arrive.

During Combat Anok focuses his attacks on creatures targeting Medda. At his discretion, he activates Medda's usurp manifestation ability to become larger and more powerful.

Morale Anok fights until destroyed.

STATISTICS

Str 22, **Dex** 12, **Con** 14, **Int** 7, **Wis** 10, **Cha** 18

Base Atk +9; **CMB** +15; **CMD** 26

Feats Dazzling Display, Gory Finish^{UC}, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (slam)

Skills Intimidate +22, Knowledge (history) +10, Survival +12

Languages Common, Hallit

SQ devotion, ectoplasmic phase lurch, ferocious mien, magic attacks, usurp manifestation (14 rounds/day), usurp spell

MOTHER OF SPIKES

CR 13

Advanced giant barbed devil (*Pathfinder RPG Bestiary* 72, 288)

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +23

DEFENSE

AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

hp 186 (12d10+120)

Fort +18, **Ref** +15, **Will** +10

Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +21 (3d8+10/19-20 plus fear and grab)

Special Attacks fear, impale 4d8+15

Spell-Like Abilities (CL 12th; concentration +18)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 19), *major image* (DC 19), *produce flame*, *pyrotechnics* (DC 18), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 20), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 20)

STATISTICS

Str 31, **Dex** 25, **Con** 30, **Int** 16, **Wis** 19, **Cha** 22

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 40

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claw), Iron Will, Power Attack

Skills Acrobatics +22, Diplomacy +21, Intimidate +21, Knowledge (planes) +18, Perception +23, Sense Motive +23, Spellcraft +15, Stealth +18, Survival +19

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes the Mother of Spikes with a melee weapon, an unarmed strike, or a natural weapon takes 2d6+10 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) The Mother of Spikes' fear attack affects any creature it damages with its claws. A DC 22 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Grab (Ex) The Mother of Spikes can use its grab attack against a foe of up to Large size.

Impale (Ex) The Mother of Spikes deals 4d8+15 points of piercing damage to a grabbed opponent with a successful grapple check.

SWIRLING RUNES

CR 13

N Fine construct (swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 23, touch 23, flat-footed 18 (+4 Dex, +1 dodge, +8 size)

hp 117 (18d10+18); fast healing 5

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

Defensive Abilities rejuvenation, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee swarm (4d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 21), trap control

Spell-Like Abilities (CL 18th; concentration +18)

At will—*alarm*, *true seeing*

1/day—*quicken greater dispel magic*

STATISTICS

Str 1, **Dex** 18, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +18; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Lightning Stance, Quicken Spell-Like Ability (*greater dispel magic*), Toughness, Wind Stance

Skills Fly +20, Perception +26, Stealth +38

Languages Draconic

SQ catch and detain

SPECIAL ABILITIES

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune's swarm attack.

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

TWINHORN CHAMPION

CR 8

Beast Trainer (*Pathfinder RPG Villain Codex* 38)

Human ranger 9

NE Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 shield)

hp 81 (9d10+27)

Fort +9, **Ref** +10, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk kukri +14/+9 (1d4+5/15-20), mwk kukri +14/+9 (1d4+5/15-20)

Ranged dart +11/+6 (1d4+5)

Special Attacks combat style (two-weapon combat), favored enemy (animals +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*barkskin*

1st—*charm animal* (DC 12), *longstrider*, *speak with animals*

TACTICS

Before Combat The beast trainer drinks her *potion of bull's strength* and casts *barkskin* on an animal ally (already included in the both creatures' statistics).

Base Statistics Without *bull's strength*, the beast trainer's statistics are **Melee** mwk kukri +12/+7 (1d4+3/15-20), mwk kukri +12/+7 (1d4+3/15-20); **Ranged** dart +11/+6 (1d4+3); **Str** 16; **CMB** +12; **CMD** 24; **Skills** Climb +11.

STATISTICS

Str 20, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 26

Feats Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +7 (+11 to move through a threatened square or enemy's space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +10, Survival +10

Languages Common

SQ favored terrain (plains +2, urban +4), hunter's bond (constrictor snake animal companion), swift tracker, track +4, wild empathy +10, woodland stride

Combat Gear *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other Gear** +1 chainmail, darts (6), mwk kukri (2), *belt of tumbling*^{UE}, *cloak of resistance* +2, *ring of protection* +1, entertainer's outfit, 81 gp

TWINHORN COMPANION

CR —

Wolverine animal companion

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 Dex, +9 natural, -2 rage)

hp 63 (6d8+36)

Fort +10, **Ref** +9, **Will** +7; +4 vs. enchantment spells and effects

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +9 (1d6+5), 2 claws +10 (1d4+5)

Special Attacks rage (6 rounds/day)

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Iron Will, Toughness, Weapon Focus (claw)

Skills Climb +11, Perception +7

SQ devotion

APPENDIX 14: SUBTIER 10–11 BESTIARY (PART 3)

BODAK CR 8

Pathfinder RPG Bestiary 2 48

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 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.

BODY SNATCHER CR 11

CE Medium undead

Init +10; **Senses** darkvision 60 ft., lifestense; Perception +21

DEFENSE

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

hp 144 (17d8+68)

Fort +8, **Ref** +13, **Will** +11

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 23

OFFENSE

Speed fly 60 ft. (perfect)

Melee 4 tentacles +20 (1d6+8 plus grab)

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

Special Attacks constrict (1d6+8 plus disease), tentacle bind

Spell-Like Abilities (CL 14th; concentration +20)

Constant—*silence*

At will—*shadow step*^{UM}

3/day—*inflict critical wounds* (DC 17), quickened *dispel magic*

1/day—*fear* (DC 16), *touch of slime*^{UM} (DC 17)

STATISTICS

Str 26, **Dex** 23, **Con** —, **Int** 14, **Wis** 13, **Cha** 17

Base Atk +12; **CMB** +20 (+28 grapple); **CMD** 36 (38 vs. grapple, can't be tripped)

Feats Blind-fight, Body Shield^{UC}, Combat Reflexes, Greater Grapple, Improved Grapple, Improved Initiative, Improved Lightning Reflexes, Improved Unarmed Strike, Lightning Reflexes, Quicken Spell-Like Ability (*dispel magic*), Toughness

Skills Fly +14, Intimidate +23, Knowledge (arcana) +22,

Perception +21, Sense Motive +21, Spellcraft +22, Stealth +26

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Disease (Su) A body snatcher's tentacles inflict a fast-acting disease that causes the victim to experience terrifying premonitions and visions of the world's imminent destruction. In the later stages, the victim perceives a fictitious cataclysm that ends with the victim's vital systems ceasing entirely, so certain is the body that it has died. *Apocalypse Shakes*: Constrict—injury; *save* Fort DC 21; *onset* immediate; *frequency* 1/hour; *effect* 1d3 Wis damage and shaken; *cure* 2 consecutive saves. A creature dies if this Wisdom damage equals or exceeds its actual Wisdom score. The save DC is Charisma-based.

Tentacle Bind (Su) A body snatcher may use its own tentacles to tie up a pinned target, detaching them from its body. When it does this, the body snatcher takes 1 point of damage per HD (typically 16) and cannot make tentacle attacks until its tentacles regrow at the beginning of its next turn. Creatures pinned by this ability cannot make sound, as if affected by the spell *silence*.

DEVOURER CR 11

Pathfinder RPG Bestiary 82

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities spell deflection, undead traits; **SR** 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 20)

Spell-Like Abilities (CL 18th)

At will—*animate dead* (4th), *bestow curse* (4th, DC 19),

confusion (4th, DC 19), *control undead* (7th, DC 22),

death knell (2nd, DC 17), *ghoul touch* (2nd, DC 17), *inflict*

serious wounds (3rd, DC 18), *lesser planar ally* (4th), *ray of*

enfeeblement (1st), *spectral hand* (2nd), *suggestion* (3rd, DC

18), *true seeing* (6th), *vampiric touch* (3rd, DC 18)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21

Base Atk +10; **CMB** +20; **CMD** 33

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

ENLIGHTENED VAMPIRE

CR 12

Pathfinder RPG Monster Codex 242

Human vampire monk (hungry ghost monk) 11 (*Pathfinder RPG Advanced Player's Guide* 110, *Pathfinder RPG Bestiary* 270)

LE Medium undead (augmented humanoid, human)

Init +9; **Senses** darkvision 60 ft.; Perception +30

DEFENSE

AC 34, touch 25, flat-footed 28 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +4 monk, +4 Wis, +7 natural)

hp 108 (11d8+55); fast healing 5

Fort +10, **Ref** +14, **Will** +11; +2 vs. enchantments

Defensive Abilities channel resistance +4, improved evasion; **DR** 10/magic and silver; **Immune** disease, poison, undead traits; Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 60 ft.

Melee unarmed strike +15/+10 (2d8+6/19–20 plus energy drain) or flurry of blows +15/+15/+10/+10/+5 (2d8+6/19–20 plus energy drain) or slam +14 (1d4+6 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), flurry of blows, life from a stone, life funnel, steal ki

TACTICS

During Combat The enlightened vampire uses flurry of blows and ki strike to gain extra attacks, and uses steal ki and life funnel to replenish his ki and hit points. He uses Punishing Kick to knock his most dangerous opponent prone, then grapples it and drains its blood.

STATISTICS

Str 22, **Dex** 20, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +8; **CMB** +17 (+21 grapple); **CMD** 39 (41 vs. grapple)

Feats Alertness, Combat Expertise, Dodge, Gorgon's Fist, Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Ki Stand, Lightning Reflexes, Mobility, Power Attack, Punishing Kick^{APG}, Scorpion Style, Step Up, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +19 (+42 when jumping), Climb +20, Intimidate +17, Knowledge (history) +16, Perception +30, Sense Motive +30, Stealth +27; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Celestial, Common, Elven

SQ change shape (dire bat or wolf, *beast shape II*), fast movement, gaseous form, high jump, ki pool (9 points, cold iron/lawful/magic), life funnel, maneuver training, shadowless, slow fall 50 ft., spider climb

Combat Gear *potion of displacement*, *potion of haste*; **Other Gear** *amulet of natural armor* +1, *belt of physical might* +2 (Str, Dex), *bracers of armor* +1, *headband of alluring charisma* +2, *ring of protection* +1, 500 gp

SPECIAL ABILITIES

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

FALLEN

Pathfinder RPG Bestiary 6 126

LE Medium undead (incorporeal)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)

hp 93 (11d8+44)

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** acid 5, fire 5
Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (good)

Melee longsword +11/+6 (1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)

Ranged longbow +11/+6 (1d8 force/×3 plus 2d6 negative energy and despair)

Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th; concentration +16)
3/day—*deeper darkness*, *telekinesis* (DC 19)

STATISTICS

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

Base Atk +8; **CMB** +15; **CMD** 25

Feats Combat Expertise, Deadly Aim, Improved Shield Bash, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Fly +15, Intimidate +18, Knowledge (religion) +10, Perception +17, Sense Motive +17, Survival +14

Languages Common

SPECIAL ABILITIES

Agent of Despair (Su) A creature that takes damage from a fallen's attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen's attacks. This is a curse effect. The save DC is Charisma-based.

Curse of the Unburied (Su) Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen's remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they're carried out. The save DC is Charisma-based.

Phantom Armaments (Su) A fallen's weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen's longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.

Rejuvenation (Su) A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the

site where it perished or over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.

Touch of the Grave (Su) All of a fallen's melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal any undead targets struck).

GREATER SHADOW

CR 8

Pathfinder RPG Bestiary 245

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

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

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

RAGEWIGHT

CR 6

Pathfinder Campaign Setting: Andoran, Birthplace of Freedom 58

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 rage)

hp 82 (11d8+33)

Fort +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Immune undead traits

OFFENSE

Speed 40 ft.

Melee greatsword +12/+7 (2d6+6/17–20 plus energy drain), bite +7 (1d4+2 plus energy drain)

Ranged javelin +10 (1d6+4)

Special Attacks create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS

Base Statistics When not using savage fury, the ragewight's statistics are **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **hp** 49 (11d8); **Fort** +3, **Will** +8; **Melee** mwk greatsword +9/+4 (2d6+1/17–20 plus energy drain); **Ranged** javelin +9 (1d6+4); **Str** 12, **Cha** 11; **CMB** +9; **CMD** 21; **Skills** Climb +15, Intimidate +11

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +12; **CMD** 24

Feats Cleave, Furious Focus^{APG}, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack

Skills Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Common

Gear greatsword, javelin

SPECIAL ABILITIES

Create Spawn (Su) Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

Savage Fury (Ex) A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight's racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

SHADOW GIANT

CR 13

Pathfinder RPG Bestiary 6 135

LE Large humanoid (extraplanar, giant)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +19

DEFENSE

AC 28, touch 11, flat-footed 26 (+7 armor, +2 Dex, +10 natural, –1 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +14

Defensive Abilities rock catching, shadow cloak

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee mwk spiked chain +26/+21/+16 (2d6+18/19–20 plus energy drain) or

2 slams +25 (1d8+12 plus energy drain)

Ranged rock +16 (1d8+12/19–20 plus energy drain)

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

Special Attacks energy drain (1 level, DC 21), rock throwing (180 ft.)

STATISTICS

Str 34, **Dex** 15, **Con** 22, **Int** 10, **Wis** 22, **Cha** 15

Base Atk +14; **CMB** +27 (+31 bull rush); **CMD** 39 (41 vs. bull rush)

Feats Combat Reflexes, Deadly Aim, Greater Bull Rush, Improved Bull Rush, Improved Critical (rock, spiked chain), Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Climb +21, Intimidate +15, Perception +19 (+23 in dim light), Spellcraft +0 (+8 in dim light), Stealth +4; **Racial**

Modifiers +4 Perception in dim light, +8 Spellcraft in dim light

Languages Common, Giant

SQ militant

SPECIAL ABILITIES

Energy Drain (Su) A shadow giant inflicts its energy drain attack no more than once per round via its first successful melee attack (with its slam attack or with any melee weapon it wields) or via a thrown rock.

Militant (Ex) A shadow giant is proficient with all simple weapons, all martial weapons, and one exotic weapon of its choice. Most shadow giants choose proficiency with the spiked chain.

Shadow Cloak (Sp) Because of the shadow giant's connection with the Shadow Plane, as a move action in any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows, gaining the benefits of *blur* for 1d6+6 rounds (CL 13th for the purposes of *dispel magic* and similar effects). It can use this ability three times per day.

APPENDIX 15: SUBTIER 10–11 BESTIARY (PART 4)

ADVANCED MASTODON

CR 10

Pathfinder RPG Bestiary 128, 294

N Huge animal

Init +3; **Senses** low-light vision, scent; Perception +26

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)

hp 157 (14d8+98)

Fort +16, **Ref** +12, **Will** +9

OFFENSE

Speed 40 ft.

Melee gore +23 (2d8+14), slam +22 (2d6+14)

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

Special Attacks trample (2d8+21, DC 31)

STATISTICS

Str 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +26; **CMD** 39 (43 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +26

FROST DRAKE

CR 7

Pathfinder RPG Bestiary 2 108

CE Large dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)

Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)

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

Special Attacks freezing mist breath

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8

Languages Draconic

SQ speed surge, icewalking

SPECIAL ABILITIES

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (Reflex DC 18 half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into

difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icwalking (Ex) This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Speed Surge (Ex) Three times per day as a swift action, a frost drake can draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

KEEN PURPLE WORM WALL SCYTHE TRAP

CR 9

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic (poison applies to only the first target struck)

Effect Atk +20 melee (2d4+6/19–20/×4)

KOBOLD CHIEFTAIN

CR 8

Pathfinder RPG Monster Codex 135

Kobold fighter 5/rogue 3/assassin 1

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 26, touch 15, flat-footed 22 (+7 armor, +4 Dex, +1 natural, +3 shield, +1 size)

hp 72 (9 HD; 5d10+4d8+23)

Fort +6, **Ref** +9, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1, evasion, trap sense +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 rapier +15/+10 (1d4+2/18–20)

Special Attacks death attack (DC 12), sneak attack +3d6, weapon training (light blades +1)

STATISTICS

Str 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +6; **CMD** 20

Feats Combat Expertise, Diehard, Endurance, Greater Feint, Improved Feint, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +11, Craft (trapmaking) +3, Disable Device +2, Disguise +6, Intimidate +6, Linguistics +7, Perception +14, Profession (miner) +2, Sense Motive +6, Sleight of Hand +7, Stealth +17, Use Magic Device +5

Languages Common, Dark Folk, Draconic, Dwarven, Undercommon

SQ armor training 1, crafty, poison use, rogue talents (finesse rogue), trapfinding +1

Gear +1 breastplate, +1 heavy wooden shield, +1 rapier, belt of mighty constitution +2, 1,223 gp

KOBOLD DRAGON EVANGELIST CR 9

Kobold barbarian 10 (*Pathfinder RPG Bestiary* 183)
NE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 21, touch 12, flat-footed 18 (+8 armor, +3 Dex, +1 natural, -2 rage, +1 size)

hp 108 (10d12+38)

Fort +11, **Ref** +7, **Will** +7; +3 morale bonus vs. fear, paralysis, and sleep

Defensive Abilities improved uncanny dodge, trap sense +3;

DR 2/—; **Resist** cold 10

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 greatsword +16/+11 (1d10+7 plus 1d6 cold/19–20) or bite +10 (1d3+2 plus 1d6 cold)

Ranged dart +14 (1d3+4 plus poison)

Special Attacks rage (23 rounds/day), rage powers (animal fury, dragon totem^{UC}, dragon totem resilience^{UC}, dragon totem wings^{UC}, elemental rage^{APG}, lesser elemental rage^{APG}, intimidating glare)

TACTICS

Base Statistics When not raging, the kobold evangelist's statistics are **AC** 23, touch 14, flat-footed 20; **hp** 88; **Fort** +9, **Will** +5; **Melee** +1 greatsword +14/+9 (1d10+4); **Str** 14, **Con** 12; **CMB** +11; **Skills** Swim +3.

STATISTICS

Str 18, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +13; **CMD** 24

Feats Extra Rage Power^{APG} (2), Furious Focus^{APG}, Power Attack, Skill Focus (Intimidate)

Skills Acrobatics +8, Fly +9, Intimidate +19, Perception +19, Stealth +8, Survival +5, Swim +5; **Racial Modifiers** +2 Perception

Languages Draconic

SQ crafty, fast movement

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*; **Other Gear** +2 dragonhide breastplate, +1 greatsword, darts poisoned with giant wasp poison (4), *belt of giant strength* +2, *cloak of resistance* +1, 158 gp

KOBOLD GUILCASTER CR 5

Pathfinder RPG Monster Codex 131

Kobold sorcerer 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 35 (6d6+12)

Fort +3, **Ref** +4, **Will** +4

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d4–2)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—trap rune (DC 16)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*create pit*^{APG}, *mirror image*, *scorching ray*

1st (7/day)—*alarm*, *charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*^{APG}

Bloodline kobold^{ARG}

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +0; **CMD** 12

Feats Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

Skills Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic, Dwarven

SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2

Combat Gear antitoxin, thunderstone; **Other Gear** quarterstaff, *circlet of persuasion*, mwk artisan's tools, 15 gp

SPECIAL ABILITIES

Bloodline Arcana Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by 2.

Trap Rune (Sp) As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune's area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.

Trap Sense (Ex) The kobold gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to its AC against attacks made by traps.

KOBOLD SKIRMISHER CR 7

Kobold rogue (scout) 8 (*Pathfinder RPG Bestiary* 183, *Pathfinder RPG Advanced Player's Guide* 134)

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +1 natural, +1 size)

hp 55 (8d8+16)

Fort +4, **Ref** +11, **Will** +4

Defensive Abilities evasion, trap sense +2

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +7/+2 (1d4/19-20)

Ranged +1 composite shortbow +13/+8 (1d4+1/×3)

Special Attacks scout's charge, skirmisher, sneak attack +4d6 plus 4 bleed

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 20

Feats Dodge, Mobility, Point-Blank Shot, Shot On The Run, Weapon Focus (shortbow)

Skills Acrobatics +15, Climb +7, Disable Device +21, Escape Artist +15, Knowledge (dungeoneering) +11, Perception +14, Sleight of Hand +15, Stealth +19, Swim +7; **Racial Modifiers** +2 Perception

Languages Draconic

SQ crafty, rogue talents (bleeding attack +4, deadly range^{UC}, trap spotter, weapon training), trapfinding +4

Combat Gear +1 dwarf-bane arrow, +1 gnome-bane arrow, *potion of blur*, *sizzling arrow*^{APG}; **Other Gear** +1 studded leather, +1 composite shortbow with 20 arrows, short sword, *cloak of resistance* +1, mwk thieves' tools, 123 gp

OLD WHITE DRAGON

CR 13

Pathfinder RPG Bestiary 100

CE Huge dragon (cold)

Init +4; Senses dragon senses, snow vision; Perception +27

Aura cold (10 ft, 1d6 cold), frightful presence (240 ft., DC 20)

DEFENSE

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)

hp 212 (17d12+102)

Fort +16, **Ref** +12, **Will** +13

DR 10/magic; **Immune** cold, paralysis, sleep; **SR** 24

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; icewalking

Melee bite +25 (2d8+13/19-20), 2 claws +24 (2d6+9), tail slap +19 (2d6+13), 2 wings +19 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft cone, 16d4 cold, Reflex DC 24 half), crush (Small creatures, DC 24, 2d8+13), freezing fog 3/day)

Spell-Like Abilities (CL 17th; concentration +19)

At will—*fog cloud*, *gust of wind* (DC 14)

Sorcerer Spells Known (CL 5th; concentration +7)

2nd (5/day)—*resist energy*, see *invisibility*

1st (7/day)—*alarm*, *grease*, *shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *message*, *ray of frost*, *read magic*

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +17; **CMB** +28; **CMD** 38 (42 vs. trip)

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +12, Intimidate +22, Knowledge (arcana) +22, Perception +27, Sense Motive +27, Spellcraft +22, Stealth +12, Swim +37

Languages Common, Draconic

SQ ice shape

SPECIAL ABILITIES

Cold Aura (Su) A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn.

Freezing Fog (Sp) A white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A white dragon can shape ice and snow at will. This ability functions as *stone shape* (CL 13th), but targeting only ice and snow, not stone.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

WYVERN ARROW TRAP

CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6 plus wyvern poison/×3)

AID TOKEN

In this event, an aid token can provide any one of the effects below. At the end of an encounter after using the token, pass it to another table. Before passing the token, you can perform a particular action to boost the effect. You can only attempt an action to boost an aid token once before passing it. Some effects reference the table below for their benefits.

Allied Offensive: Other Pathfinders aid your attack, increasing the damage you deal by the listed amount. After the attack, anyone attacking the target is considered to be flanking until the beginning of your next turn.

To Boost: Succeed at an attack roll (Average difficulty).

Boosted Effect: Increase the damage dealt by 1d8, and cross out the boost.

Burst of Healing: A fellow Pathfinder heals all of the PCs by the listed amount.

To Boost: Expend one use of channel positive energy or cast one spell with the healing descriptor whose spell level is at least half your level (rounded down).

Boosted Effect: Increase the healing by 2d6, and cross out the boost.

Timely Inspiration: A fellow Pathfinder grants the benefits of a bard's inspire courage performance for 3 rounds, granting a bonus equal to the listed amount.

To Boost: Expend 3 rounds of bardic performance or a similar ability.

Boosted Effect: Increase the competence bonus by 1, and cross out the boost.

Provide Knowledge (Boosted Only): Gain the benefits of an Easy, Average, or Hard Knowledge check or an Easy, Average, or Hard Spellcraft check to identify a magic item. Then cross out the boost.

To Boost: Attempt a Knowledge or Spellcraft check. Record whether your check met the DC for an Easy, Average, or Hard skill check based on your subtier.

Provide Spellcasting (Boosted Only): Gain the benefits of a spell cast by a fellow Pathfinder.

To Boost: Cast *lesser restoration*, *neutralize poison*, *remove curse*, or *remove disease*. Note the spell, your caster level, and your PC's name on the aid token. Then cross out the boost.

Benefits

Effect	Subtier				
	1-2	3-4	5-6	7-8	10-11
Allied Offensive	1d8	1d8	2d8	2d8	3d8
Burst of Healing	1d6	1d6	3d6	3d6	5d6
Timely Inspiration +1	+1	+2	+2	+3	

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

THE SOLSTICE SCAR

Pathfinder Society Scenario #8-99: The Solstice Scar, Version B

Event _____ Date _____


GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points


Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #8-99: The Solstice Scar, Version B

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ **Frozen Fortitude:** Even the coldest wilderness could not fell you. Now you are prepared to endure freezing attacks or even draw strength from the snow. As a swift action, you can check the box that precedes this boon to gain cold resistance equal to 5 + your character level for 1 minute. You can activate this boon as an immediate action, but doing so grants you only cold resistance equal to your character level. Alternatively, if you have cold resistance as a result of a racial trait or class feature, you can check this box as a swift action to regain a number of hit points equal to your cold resistance; if you are immune to cold, you regain 30 hit points.

☐ **Martyr's Shard 2:** The paladin Ivvara wielded a powerful dagger in service to her angelic patron, Vildeis. By helping recover and restore the hilt, you are able to begin imbuing a facsimile of the blade to combat evil on your own terms. If you are a paladin or lawful good character capable of casting divine spells, as a free action you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus that stacks with the weapon's existing enhancement bonus, if any (but not with similar additional enhancements, such as that granted by a paladin's divine bond ability), and grant it the ability to overcome damage reduction and regeneration as per a cold iron, good-aligned weapon for 1 minute. Furthermore, you can check the box that precedes this boon to instead cast *dispel magic* as a spell-like ability using your character level as the spell's caster level.

Otherwise, as a free action, you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus (which does not stack with other enhancement bonuses) and the ability to overcome damage reduction and regeneration as per a cold iron, good-aligned weapon for 1 minute.

Future Martyr's Shard boons may unlock additional benefits.

Any character with this boon can purchase an *avenging dagger* (120,604 gp; functions as a *holy avenger* but is a dagger rather than a longsword) as though her effective Fame score were 10 higher. If this character has earned two, three, or all four Martyr's Shard boons, reduce the cost of an *avenging dagger* to 110,604 gp, 100,604 gp, or 90,604 gp respectively. If you purchase an *avenging dagger* and later gain additional Martyr's Shard boons that would reduce the price further, you gain additional gp equal to the difference between the two costs (as though you had purchased the dagger at the lower cost).

☐ **Triumph Over Scales:** You have braved the Realm of the Mammoth Lords, not only defeating a tribe of kobolds but also slaying their white dragon overlords. You can spend 2 Prestige Points to learn Draconic as a bonus language. In addition, you can check the box that precedes this boon when you threaten a critical hit against a dragon or humanoid with the reptilian subtype to gain a +10 insight bonus on the attack roll to confirm the critical hit. Alternatively, you can check the box when a dragon or humanoid with the reptilian subtype would confirm a critical hit against you in order to gain the benefits of the *heavy fortification* armor special ability against that attack.

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	250
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	625
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,250
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,667
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,833
MAX GOLD	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
EXPERIENCE	Initial Prestige	
	Initial Fame	
	+	GM's Initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
FAME	Current Prestige	
	Final Fame	
	Starting GP	
	+	GM's Initials
	GP Gained (GM ONLY)	
GOLD	+	GM's Initials
	Day Job (GM ONLY)	
	Gold Spent	
	=	
	Total	