



THE SOLSTICE SCAR

By Andrew Hoskins and Kalervo Oikarinen



Author • Andrew Hoskins and Kalervo Oikarinen
Development Lead • John Compton
Cover Artist • Jason Engle
Interior Artists • Javier Charro and Akim Kaliberda
Cartographers • Jason Engle, Sean Macdonald, and Corey Macourek

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Crystal Frasier, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Michael Sayre, Chris Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
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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 PathfinderSociety.club.

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



TABLE OF CONTENTS

THE SOLSTICE SCAR, VERSION C . . .	3
APPENDICES	43
AID TOKEN	85
CHRONICLE SHEET	87

GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Ultimate Combat* (UC), *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*, and *Pathfinder RPG NPC 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 *Bestiary* and *Codex* volumes are reprinted at the back of the adventure in Appendices 1-15 for the GM's convenience.

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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

THE SOLSTICE SCAR

By Andrew Hoskins and Kalervo Oikarinen



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?

Having retrieved Ivvora's dagger and made peace with the Kellids, the PCs 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. Finally, the PCs travel to the eastern reaches of the Northern Fangwood in Lastwall to strike down the blighted monstrosity that lives there. For more information about the Realm of the Mammoth Lords and Lastwall, see *Pathfinder Campaign Setting: People of the North* and *Pathfinder Campaign Setting: The Inner Sea World Guide* 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 stole 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

Version C of this adventure begins partway through the story, and events from prior versions (Parts 1 and 2) are also summarized here.

In Part 1, the PCs receive a call for help from the Blakros Museum, where intruders have tripped the many defenses and barricaded themselves inside the building. Upon overcoming these safeguards, the PCs encounter Medda and her Twinhorn warriors. She 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 C 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.

In Part 5, the PCs travel to an ancient battlefield where Ivvara and her comrades fought against an overwhelming undead force, only to shatter it once Ivvara's actions called down a miracle from empyreal lord Vildeis herself. In the centuries since, the lingering undead influence has caused the nearby Fangwood to grow over the area and turn into a blighted landscape. Only by destroying the heart of the blight can the PCs earn Vildeis's approval and secure the weapons with which they might destroy the nightwalker Eshimka.

RUNNING THE EVENT

The Solstice Scar accommodates varying House sizes (anything from 3 tables to 150 tables or more). There is not a specific introductory mustering event, and tables should not begin until the Overseer GM officially starts Part 3. Until then, lead the players in introductions and provide a brief overview of the events so far for anyone who has not participated in earlier versions of this adventure.

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.

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 3: WINTER SOLSTICE

The Overseer GM should read or paraphrase the following.

Months ago, agents of the Blakros Museum in Absalom stole a holy dagger—a relic of the Kellid Twinhorn following and the Shining Crusade from centuries ago. What seemed a simple dagger was key to keeping a powerful villain at bay, and the Pathfinder Society has allied with the Twinhorn following and its bold spiritual leader Medda in order to return the relic, use it to perform a ritual before midnight on the winter solstice, and stem an undead invasion.

“We are only hours away from the stone circle and our encampment,” Medda announces. “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 14.

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).

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

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.

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.

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 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. The next successful melee or ranged attack made by each PC before the end of Part 3 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!"

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 Allies 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 17.

H. BLOOD ON THE SNOW

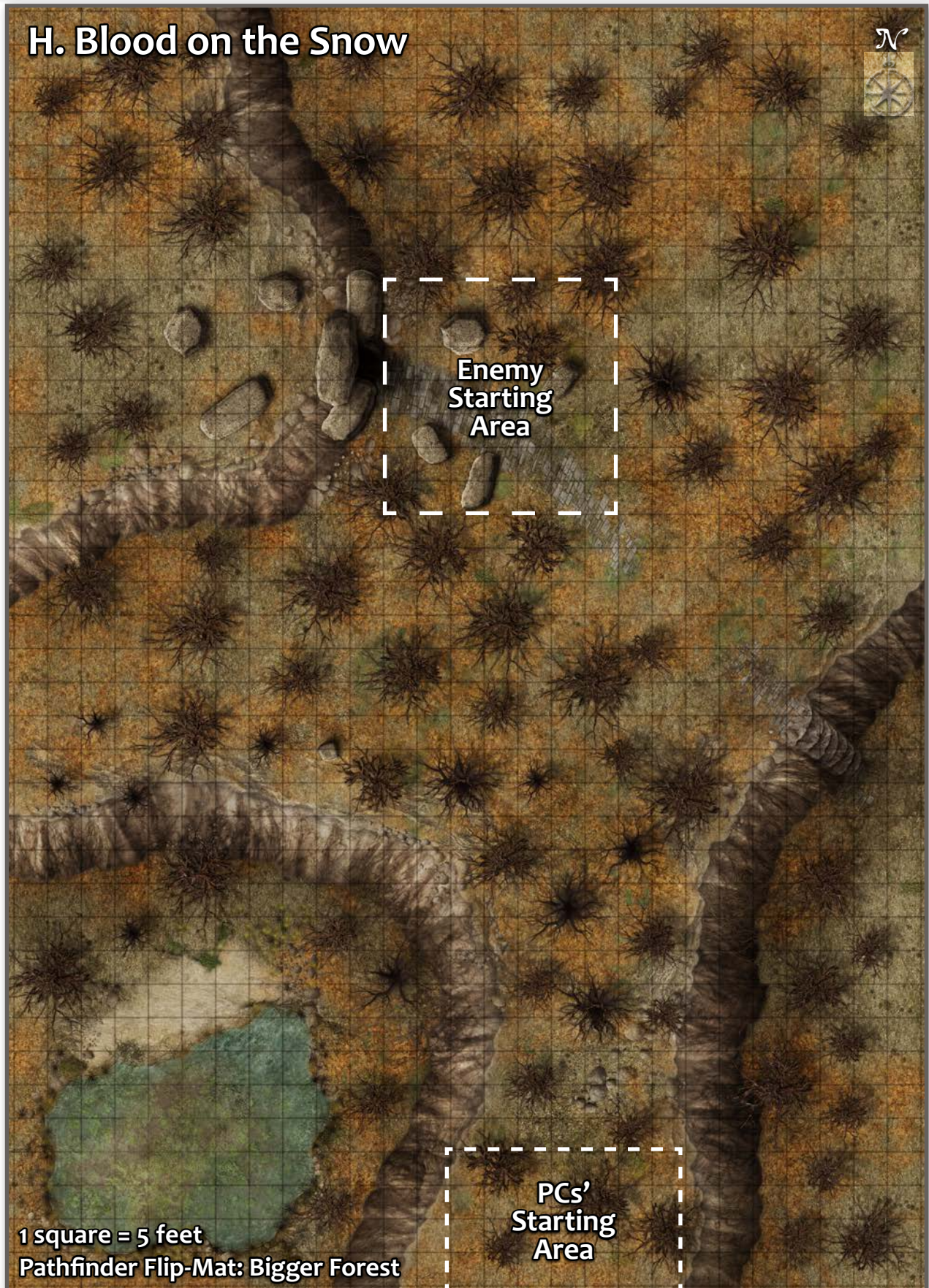
The PCs should complete this encounter first before continuing to area I.

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 43)

HUMAN ZOMBIES (2) **CR 1/2**
hp 12 each (*Pathfinder RPG Bestiary* 288; see page 44)

SUBTIER 3-4 (CR 5)

SCRAMBLER NECROCRAFT **CR 3**
hp 26 (*Pathfinder RPG Bestiary* 4 200; see page 49)

HUMAN ZOMBIES (4) **CR 1/2**
hp 12 each (*Pathfinder RPG Bestiary* 288; see page 50)

SUBTIER 5-6 (CR 8)

SCRAMBLER NECROCRAFTS (3) **CR 3**
hp 26 each (*Pathfinder RPG Bestiary* 4 200; see page 57)

RAGEWIGHT **CR 6**
hp 82 (*Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* 60; see page 57)

SUBTIER 7-8 (CR 10)

BODAK **CR 8**
hp 85 (*Pathfinder RPG Bestiary* 2 48; see page 65)

RAGEWIGHTS (2) **CR 6**
hp 82 each (*Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* 60; see page 66)

SUBTIER 10-11 (CR 13)

BODAK **CR 8**
hp 85 (*Pathfinder RPG Bestiary* 2 48; see page 75)

DEVOURER **CR 11**
hp 133 (*Pathfinder RPG Bestiary* 82; see page 75)

RAGEWIGHTS (3) **CR 6**
hp 82 each (*Andoran, Birthplace of Freedom* 60; see page 77)

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

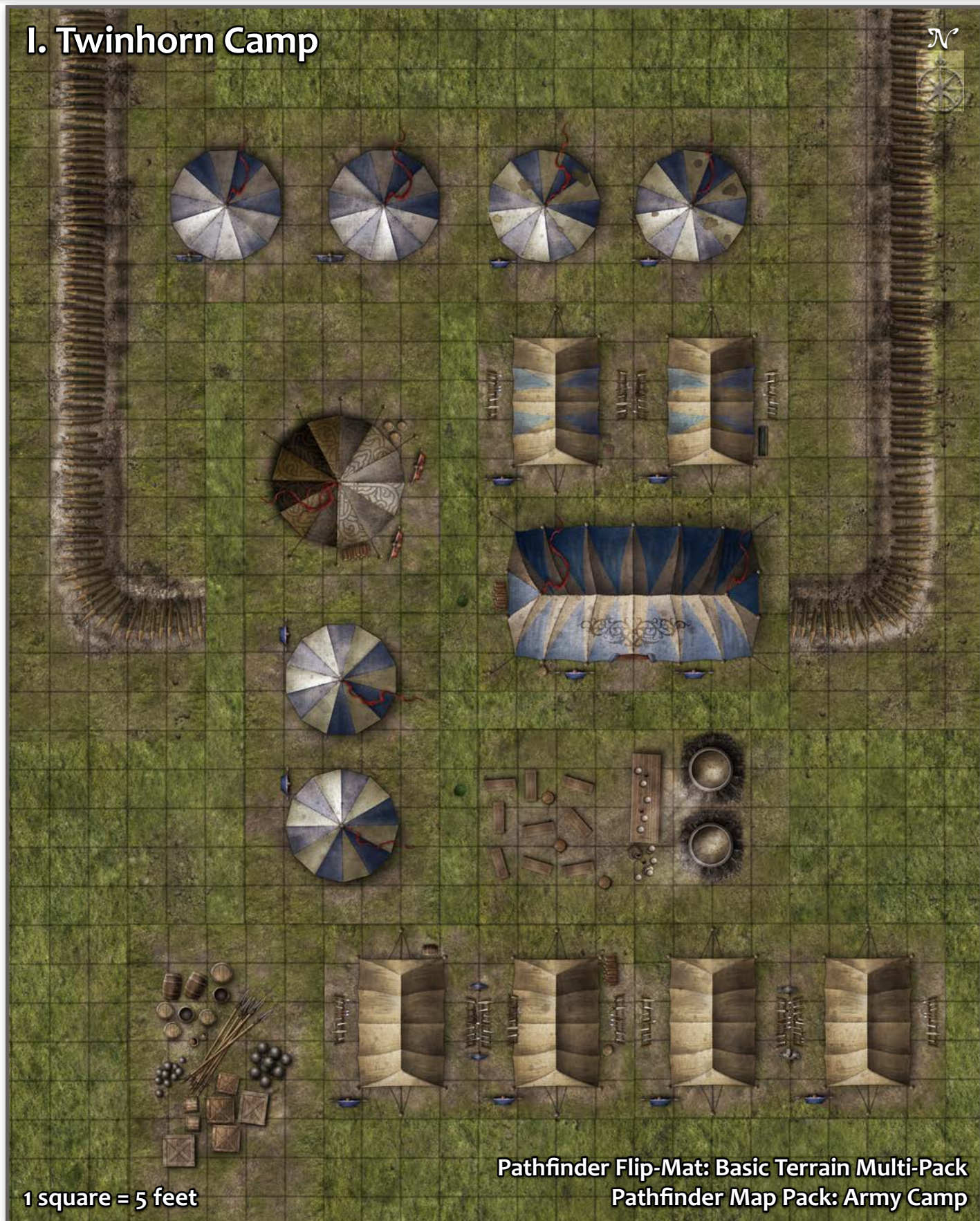
This encounter takes place inside the large tent near the center of the camp.

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 on page 12, 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 43)

SUBTIER 3-4 (CR 5)

ECTOPLASMIC HUMANS (2) CR 1/2

hp 7 each (*Pathfinder RPG Bestiary* 4 82; see page 49)

GUARDIAN PHANTOM ARMORS (2) CR 2

hp 13 each (*Pathfinder RPG Bestiary* 4 213; see page 49)

SUBTIER 5-6 (CR 8)

EXILED SHADE CR 6

hp 68 (*Pathfinder RPG Bestiary* 6 124; see page 56)

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 58)

SUBTIER 7-8 (CR 10)

EXILED SHADES (2) CR 6

hp 68 each (*Pathfinder RPG Bestiary* 6 124; see page 65)

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 66)

SUBTIER 10-11 (CR 13)

ENLIGHTENED VAMPIRE CR 12

hp 108 (*Pathfinder RPG Monster Codex* 242; see page 76)

GREATER SHADOWS (2) CR 8

hp 58 each (*Pathfinder RPG Bestiary* 245; see page 77)

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 43)

SUBTIER 3-4 (CR 5)

GIANT SHADOW DRAKES (2) CR 3

hp 28 each (*Pathfinder RPG Bestiary* 4 289, 80; see page 50)

SUBTIER 5-6 (CR 8)

OSTIARIUS CR 5

hp 52 (*Pathfinder RPG Bestiary* 4 176; see page 57)

MURDEROUS SHAES (2) CR 5

NE advanced shae (*Pathfinder RPG Bestiary* 3 294, 242; see page 58)
hp 38 each

SUBTIER 7-8 (CR 10)

SCEANDUINARS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 2 239; see page 67)

MURDEROUS SHAES (2)

CR 5

NE advanced shae (*Pathfinder RPG Bestiary* 3 242, 294; see page 67)

hp 38 each

SUBTIER 10-11 (CR 13)

SHADOW GIANT

CR 13

hp 199 (*Pathfinder RPG Bestiary* 6 135; see page 78)

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 43)

BLOODY SKELETONS (3) CR 1/2

hp 4 (*Pathfinder RPG Bestiary* 250, 251; see page 44)

SUBTIER 3-4 (CR 6)

GIANT CRAWLING HAND CR 5

hp 52 (*Pathfinder RPG Bestiary* 2 59; see page 49)

HUMAN SKELETONS (6) CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 250; see page 50)

SUBTIER 5-6 (CR 9)

FALLEN CR 8

hp 93 (*Pathfinder RPG Bestiary* 6 126; see page 56)

SKELETAL CHAMPIONS (4) CR 2

hp 17 each (*Pathfinder RPG Bestiary* 252; see page 59)

SUBTIER 7-8 (CR 11)

BODY SNATCHER CR 11

hp 144 (see page 65)

SUBTIER 10-11 (CR 14)

BODY SNATCHER CR 11

hp 144 (see page 75)

FALLEN (4) CR 8

hp 93 each (*Pathfinder RPG Bestiary* 6 126; see page 76)

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).

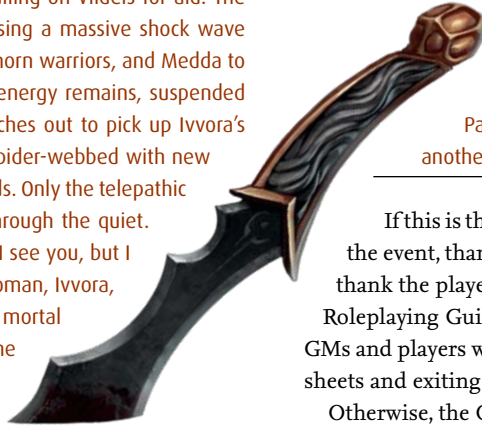
Reporting: If the PCs successfully overcome this encounter, report one special success to the Overseer GM.



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.

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 Grathatohakis, 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 Grathatohakis 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 Grathatohakis. 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 27.

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 18) and triggering the encounter in area N early (see Surprised Dragons on page 18). 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 $2-1/2 \times$ 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 $1/3$ 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



1 square = 5 feet

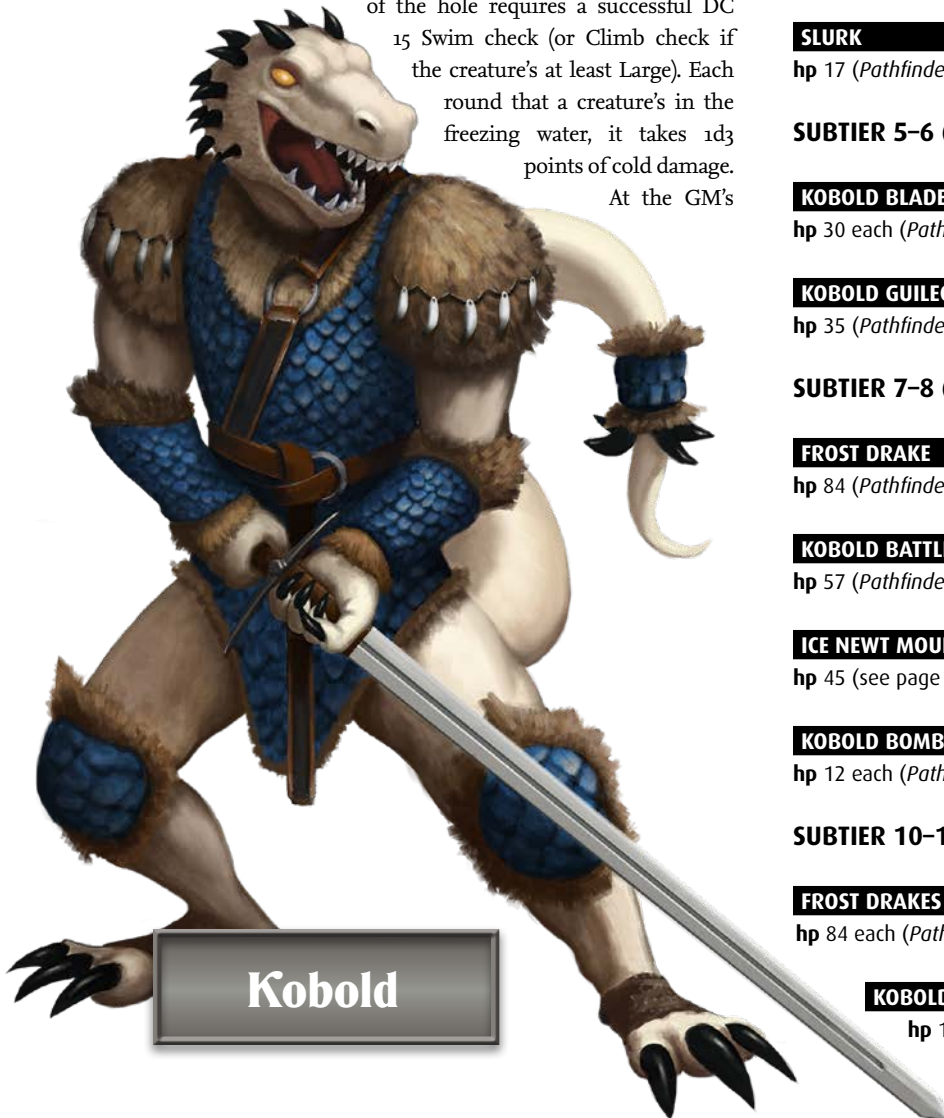
Pathfinder Flip-Mat: Winter Forest

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



Kobold

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 45)

KOBOLD DRAGON HERALD CR 1

hp 24 (see page 45)

SUBTIER 3-4 (CR 5)

KOBOLD MONSTER WRANGLER CR 1

hp 17 (*Pathfinder RPG Monster Codex* 132; see page 52)

KOBOLD SNIPERS (3) CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 52)

SLURK CR 2

hp 17 (*Pathfinder RPG Bestiary* 2 251; see page 52)

SUBTIER 5-6 (CR 7)

KOBOLD BLADES (2) CR 3

hp 30 each (*Pathfinder RPG Monster Codex* 130; see page 60)

KOBOLD GUILCASTER CR 5

hp 35 (*Pathfinder RPG Monster Codex* 131; see page 60)

SUBTIER 7-8 (CR 9)

FROST DRAKE CR 7

hp 84 (*Pathfinder RPG Bestiary* 2 108; see page 68)

KOBOLD BATTLE MASTER CR 6

hp 57 (*Pathfinder RPG Monster Codex* 132; see page 69)

ICE NEWT MOUNT CR —

hp 45 (see page 69)

KOBOLD BOMBERS (2) CR 1

hp 12 each (*Pathfinder RPG Monster Codex* 133; see page 70)

SUBTIER 10-11 (CR 12)

FROST DRAKES (2) CR 7

hp 84 each (*Pathfinder RPG Bestiary* 2 108; see page 79)

KOBOLD DRAGON EVANGELISTS (2) CR 9

hp 108 each (see page 80)

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 46)

WOLF

CR 1

hp 13 (*Pathfinder RPG Bestiary* 278; see page 46)

SUBTIER 3-4 (CR 5)

KOBOLD BOMBERS (2)

CR 1

hp 12 each (*Pathfinder RPG Monster Codex* 133; see page 51)

KOBOLD DRAGON HERALD

CR 1

hp 24 (see page 52)

YOUNG GRIZZLY BEAR

CR 3

hp 32 (*Pathfinder RPG Bestiary* 295, 31; see page 53)

L. Outside the Caves



SUBTIER 5–6 (CR 8)

KOBOLD SNIPERS (2) CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 61)

KOBOLD YAPPER CR 7

hp 31 (*Pathfinder RPG Monster Codex* 135; see page 61)

POLAR BEAR CR 5

hp 52 (*Pathfinder RPG Bestiary* 5 41; see page 62)

SUBTIER 7–8 (CR 10)

DIRE POLAR BEAR CR 8

hp 115 (*Pathfinder RPG Bestiary* 5 41; see page 68)

KOBOLD BLADES (2) CR 3

hp 30 each (*Pathfinder RPG Monster Codex* 130; see page 69)

KOBOLD YAPPER CR 7

hp 31 (*Pathfinder RPG Monster Codex* 135; see page 71)

SUBTIER 10–11 (CR 13)

ADVANCED MASTODON CR 10

hp 157 (*Pathfinder RPG Bestiary* 294, 128; see page 79)

KOBOLD CHIEFTAINS (3) CR 8

hp 72 each (*Pathfinder RPG Monster Codex* 135; see page 79)

KOBOLD GUILCASTERS (3) CR 5

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

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 fly 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.

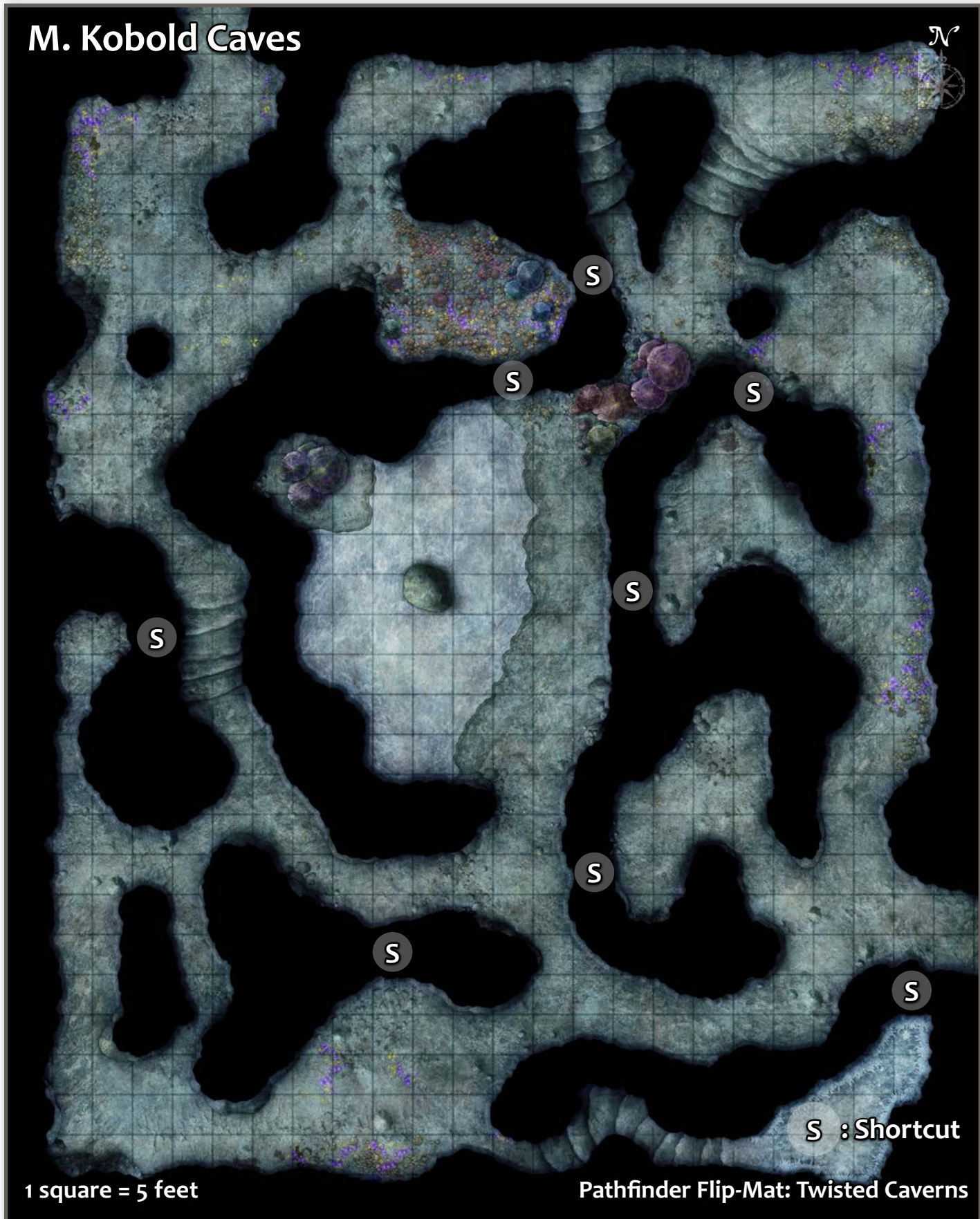
The PCs can also find among these a rounded cartouche containing several Dwarven letters and words. A dwarven PC automatically recognizes this, and others can do so with a successful Average Knowledge (local) or Linguistics check; it is a gladdringgar, a dwarven mark carved into a cave to prove to others 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 (Subtier 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

S : Shortcut

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 45)

KOBOLD SNIPER CR 1/2
hp 12 (*Pathfinder RPG Monster Codex* 130; see page 46)

PIT TRAP CR 1
See page 46

SUBTIER 3-4 (CR 5)

KOBOLD BLADE CR 3
hp 30 (*Pathfinder RPG Monster Codex* 130; see page 51)

KOBOLD BOMBER CR 1
hp 12 (*Pathfinder RPG Monster Codex* 133; see page 51)

SPIKED PIT TRAP CR 2
See page 53

SUBTIER 5-6 (CR 8)

KOBOLD GUILCASTER CR 5
hp 35 (*Pathfinder RPG Monster Codex* 131; see page 60)

KOBOLD MASTER TRAPPER CR 4
hp 31 (*Pathfinder RPG Monster Codex* 133; see page 61)

WALL SCYTHE TRAPS (2) CR 4
See page 62

SUBTIER 7-8 (CR 10)

FALLING BLOCK TRAPS (2) CR 5
See page 68

KOBOLD GUILCASTER CR 5
hp 35 (*Pathfinder RPG Monster Codex* 131; see page 70)

KOBOLD MASTER TRAPPERS (2) CR 4
hp 31 each (*Pathfinder RPG Monster Codex* 133; see page 71)

WYVERN ARROW TRAP CR 6
See page 71

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 79

KOBOLD SKIRMISHERS (2) CR 7
hp 55 (see page 80)

WYVERN ARROW TRAPS (3) CR 6
See page 81

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 45)

KOBOLDS (4) CR 1/4
hp 5 each (*Pathfinder RPG Bestiary* 183; see page 45)

SUBTIER 3-4 (CR 6)

GIANT VERY YOUNG WHITE DRAGON CR 5
hp 52 (*Pathfinder RPG Bestiary* 295, 100; see page 51)

KOBOLD DRAGON HERALDS (2) CR 1
hp 24 each (see page 52)

SUBTIER 5-6 (CR 9)

GIANT JUVENILE WHITE DRAGON CR 8
hp 112 (*Pathfinder RPG Bestiary* 295, 100; see page 60)

KOBOLD BLADES (3) CR 3
hp 30 each (*Pathfinder RPG Monster Codex* 130; see page 60)

SUBTIER 7-8 (CR 11)

ADULT WHITE DRAGON CR 10
hp 149 (*Pathfinder RPG Bestiary* 100; see page 68)

KOBOLD BATTLE MASTERS (2) CR 6
hp 57 each (*Pathfinder RPG Monster Codex* 132; see page 69)

ICE NEWT MOUNTS (2) CR —
hp 45 each (see page 69)

SUBTIER 10-11 (CR 14)

HORRALYDAX CR 13
Old white dragon (*Pathfinder RPG Bestiary* 100; see page 81)
hp 212

KOBOLD DRAGON EVANGELISTS (2) CR 9
hp 108 each (see page 80)

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.

PART 5: BLIGHTED BATTLEGROUND

Long before Ivvara met the Twinhorn following, she joined the Shining Crusade to vanquish Tar-Baphon. She first served not with the main force but with a secondary contingent tasked with shielding the army's western flank and rooting out evil in what is now central Lastwall. Despite initial successes, the force found itself outmaneuvered, cut off from reinforcements by an undead horde, and backed against the Fangwood. Ivvara, seeing their brigade with little left to lose, proposed a daring plan virtually guaranteed to cost her life, and the commander accepted her strategy. It all went according to plan except for one piece: Ivvara didn't die. Instead, she awoke on the battlefield hours later, her body scarred and clutching a blessed dagger—a sign of Vildeis's approval of her willingness to sacrifice herself in order to stop evil.

Ivvara served with distinction during the rest of the Shining Crusade, but she and her comrades never returned to the Fangwood, so they never sensed how the taint of undeath had lingered on that battlefield. The Fangwood's fey noticed the change fairly early, though, and they soon contained it from spreading. They might have eliminated it entirely, too, were it not for the devastating Darkblight that shattered Fangwood's Accresiel Court and left many of the fey, animals, and plants corrupted. With the fey dominion broken, those containing and eliminating the undead presence gradually disappeared. For several centuries since, the area has festered. In the past decade, these several square miles have bloomed into a hungry wilderness thanks to a powerful witch calling herself Mother Bloodleaf.

GETTING STARTED

To begin Part 5, the Overseer GM should read or paraphrase the following.

The long journey south from the slopes of the Tusk Mountains to the edge of Fangwood took several weeks, during which many of the Twinhorns and Pathfinders exchanged ancestral stories and tales of daring adventures to pass the time on the relatively uneventful trek. By the time the Fangwood rises ahead in the brisk morning air, both groups are eager to confront whatever lies ahead.

Medda addresses the crowd gathered before her. "South of here lies a battlefield where the paladin Ivvara risked her life in a daring ploy to help her battalion defeat an undead horde. For her selflessness, Ivvara earned a token of Vildeis's favor: the dagger she used to deal a terrible blow to Eshimka! For all the crusaders' heroism, I can sense an undead taint lingered here, and that stretch of the Fangwood has expanded in the centuries since to absorb it. It is now our turn to earn Vildeis's blessing, risking ourselves to end this threat so that in turn we might slay Eshimka once and for all.

"The terrain favors small groups over larger formations, so we shall divide into smaller groups to navigate the forest and identify the corruption's heart. May Ivvara's example guide us to victory!" With that, Medda and her phantom Anok turn and enter the Fangwood, followed by Pathfinder and Twinhorn teams that fan out behind her.

The PCs have 60 minutes to explore this blighted part of the Fangwood to gain access to the ancient battleground where the blight's core grows. After the PCs have gotten through the brambles, they begin with the encounter in area O, after which they can attempt to convince imprisoned spirits to aid them against the blight in the Grove of Faces encounter. If they have time, the PCs may take on a trial set up by a mischievous fey called Grimpfkin in exchange for his aid. In the final 30 minutes, the PCs enter area Q to deal with the rotten heart of the blight and its corrupted guardians, cleansing Fangwood of this infestation for good.

TABLE GM INSTRUCTIONS

During Part 5, the PCs make their way into Northern Fangwood, fight against blighted creatures, seek aid from spirits bound to the forest, and might attempt a trial set up by a fey called Grimpfkin. Finally, the PCs confront the heart of the blight and its corrupted guardians.

Pacing: All of Part 5 except the final encounter is intended to take about 55 minutes to play, providing each table enough time to complete 3–4 encounters. At that time, the Overseer GM announces the transition to area Q; do not move to that area earlier. Once that announcement occurs, wrap up any ongoing encounters with some quick narrative to ensure the players get plenty of time to tackle the last encounter.

Reporting: Almost all encounters have a reporting entry at the very end that notes how to handle successes. Most encounters involve the Table GM reporting one success to the HQ Staff. If the PCs convince the spirits to aid them, the Table GM should report one or more spirit successes. If the PCs destroy the heart of the blight or a seedpod, the Table GM should report one special success.

Travel Time: Navigating the Fangwood is difficult, and it takes about 20 minutes to travel from encounter to encounter in Part 5 for a group with a speed of 30 feet (about 30 minutes with a speed of 20 feet or 15 minutes for a speed of 40 feet). Treat any PCs who are able to ignore natural obstacles (such as with the woodland stride ability) as though their speed were four times greater for the purpose of this travel time.

Fey Challenge: The encounter with Grimpfkin does not involve reporting any successes or conditions that affect the entire House. Instead, see the Development sections on pages 37 and 39 for resolving that encounter.

Helpful Spirits: This condition triggers and affects the entire House once the tables have reported enough spirit successes. This affects the placement of the PCs in the

encounter in area **Q**, and the House gains access to a new aid token benefit for the final encounter; see the Guardians and Spirits sidebar on page 39.

Unaware Guardians: This condition triggers and affects the entire House once the tables have reported enough successes. This affects the encounter in area **Q**; see the Guardians and Spirits sidebar on page 39.

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

OVERSEER INSTRUCTIONS

During Part 5, the Overseer GM tallies reported successes, special successes, and spirit successes. The Overseer GM is also responsible for making announcements to the House, tracking time, and concluding the adventure.

After 55 Minutes: Once the House has had 55 minutes to explore the blighted forest, the Overseer GM should make the following announcement to indicate that area **Q** is now accessible.

It is difficult to tell how much time has passed through the smothering canopy as Medda addresses the regrouped Pathfinder and Twinhorn forces. “The ancient battlefield is just beyond those trees. There, Ivvara and her comrades scattered an undead army, but the necromantic taint never left this land. Instead, the plants and animals have gradually absorbed the evil, encouraged by someone calling herself Mother Bloodleaf.

“We must strike as one, simultaneously attacking the corruption’s heart as well as the seedpods spread out around the swamp. Their destruction will unleash harmful energies, so we of the Twinhorn following shall head toward the center to ritually disperse that energy to keep it from festering anew! Each team should follow its Twinhorn mystic to an intended target, and from there, three blasts of a horn shall signal our attack. May Vildeis bless us as she did Ivvara before us!”

Medda, the Twinhorns, and the Pathfinders spread out and make their way through the woods to their striking positions.

In addition, read one of the two announcements in the Successes entry below, based on the number of successes the House has reported.

Successes: The number of successes (not including spirit successes) reported affects what extra condition is in effect after 55 minutes when the House can enter area **Q**. If the House has reported at least a number of successes equal to $1.5 \times$ the number of tables, the Unaware Guardians condition is in play, and the Overseer GM should read the first of the announcements below. If not, read the second announcement instead.

For the Unaware Guardians condition, read the following aloud.

Three blasts of a war-horn echo across the heavily forested battleground. As the Pathfinders rush toward their targets, startled figures with purple glowing eyes hurry toward the seedpods and the enormous dark flower at the heart of the swamp. A shriek carries over the battleground. “What treachery is this? My minions have fallen without so much as warning me? No matter, I shall rip out any trespassers’ souls and feed them to the blight!”

Table GMs, the Unaware Guardians condition is now in effect, and the way to area **Q** is now open. Please move to that encounter area quickly.

If the House has not earned enough successes to trigger the Unaware Guardians condition, read the following instead.

Three blasts of a war-horn echo across the battlefield. As the Pathfinders rush toward their targets, malicious laughter echoes over the marsh. “Ah, the main course has arrived at last! Our flowers shall drink up your souls and spread across the land.” Across the clearing, glowing purple eyes open in anticipation, and an enormous flower near the center sways as if in anticipation. It seems the creatures here are aware of your attack.

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

Special Successes: Runners report special successes following the destruction of the heart of the blight or a seedpod in the encounter in area **Q**, and these contribute to activating the Weakening Blight condition. Once the House has reported a number of special successes equal to one-third ($\frac{1}{3}$) the number of tables, rounded up, read the following aloud.

Several blasts of purple energy momentarily light up the battlefield. The initial shouts of celebration are quickly drowned out by the agonized screech emitted by the heart of the blight.

Table GMs, the Weakening Blight effect is in play.

Spirit Successes: Runners report either one or two spirit successes whenever a table successfully concludes the Grove of Faces encounter, and these contribute to activating the Helpful Spirits condition. Once the House has reported a number of spirit successes equal to the number of tables, read the following aloud.

Even though much of the forest withers from some evil curse, eager faces flow from tree to tree as the friendly, whispering spirits encourage their would-be saviors onward.

Table GMs, the Helpful Spirits effect is in play.

Concluding Part 5: This part should end after 90 minutes. See the Concluding Part 5 section on page 42.

THROUGH THE BRAMBLES

As the PCs approach the edge of the forest, read or paraphrase the following.

Brambles grow wild throughout the edge of the wood where a thick canopy of trees begins to filter out sunlight, turning day into night. The overgrown plant life forbids easy access deeper into the forest and fills the air with the sickly-sweet smell of decay.

The outer edge of the blighted forest is overgrown with poisonous barbed plants, and the thick foliage hides venomous creatures in its nooks and crannies. To navigate their way through the area safely, each PC must succeed at a Hard skill check using one of the following skills: Acrobatics, Climb, Handle Animal, Knowledge (nature), or Survival. Alternatively, a PC can attempt an Average wild empathy check, and any PC with the woodland stride class feature (or a similar ability) receives a +4 bonus on any of these checks. If the check fails, the PC must succeed at an Average Reflex save or a Hard Fortitude save. On a failed save, the PC is sickened during the encounter in area O.

Development: The PCs are free to move onto area O.

Reporting: If more than half of the PCs get through this encounter without becoming sickened, report one success to the Overseer GM.

O. BLIGHTED FOREST

As the PCs proceed, read or paraphrase the following.

The forest floor is blanketed with eerie dark flowers that paint the otherwise lightless woods with their purple incandescence. Disorienting paths cut through the trees, forward-facing paths seem to lead back to where they started, and retracing one's steps leads to unfamiliar terrain. Glowing eyes glare hungrily from within the impenetrable thickets where the vines slowly curl around anyone who gets too close.

The blight that infects this forest extends to more than the plants; much of the fauna is likewise tainted and aggressive as a result. The infected beasts surround the PCs as the latter emerge from the thickets and attack. If the battle goes badly for the PCs, they can escape by going beyond the edge of the map. The thick canopy of the forest keeps any outside light from passing through, but the glowing flowers provide dim light throughout the area. This heavy plant growth can also slow the PCs (see Hazard below).

Creatures: The blighted beasts have eyes that glow faintly purple, and the same eerie flowers that blanket the forest grow also on their bodies. These creatures ignore all hazards in the area and can move freely through the thickets. In addition, the flowers' illumination is enough for the beasts to navigate and attack without penalties due to the dim light. Due to the blight's influence, the beasts fight until they are killed.

SUBTIER 1-2 (CR 3)

INFECTED BEASTS (2)

CR 1

Elk (*Pathfinder RPG Bestiary* 3 147; see page 47)

hp 13 each

SUBTIER 3-4 (CR 5)

INFECTED BEASTS (2)

CR 3

Dire wolves (*Pathfinder RPG Bestiary* 278; see page 54)

hp 37 each

SUBTIER 5-6 (CR 8)

INFECTED BEASTS (2)

CR 6

Hodags (*Pathfinder RPG Bestiary* 3 148; see page 63)

hp 60 each

SUBTIER 7-8 (CR 10)

INFECTED BEASTS (3)

CR 7

Yaoguais (*Pathfinder RPG Bestiary* 4 284; see page 73)

hp 84 each

SUBTIER 10-11 (CR 13)

INFECTED BEASTS (2)

CR 11

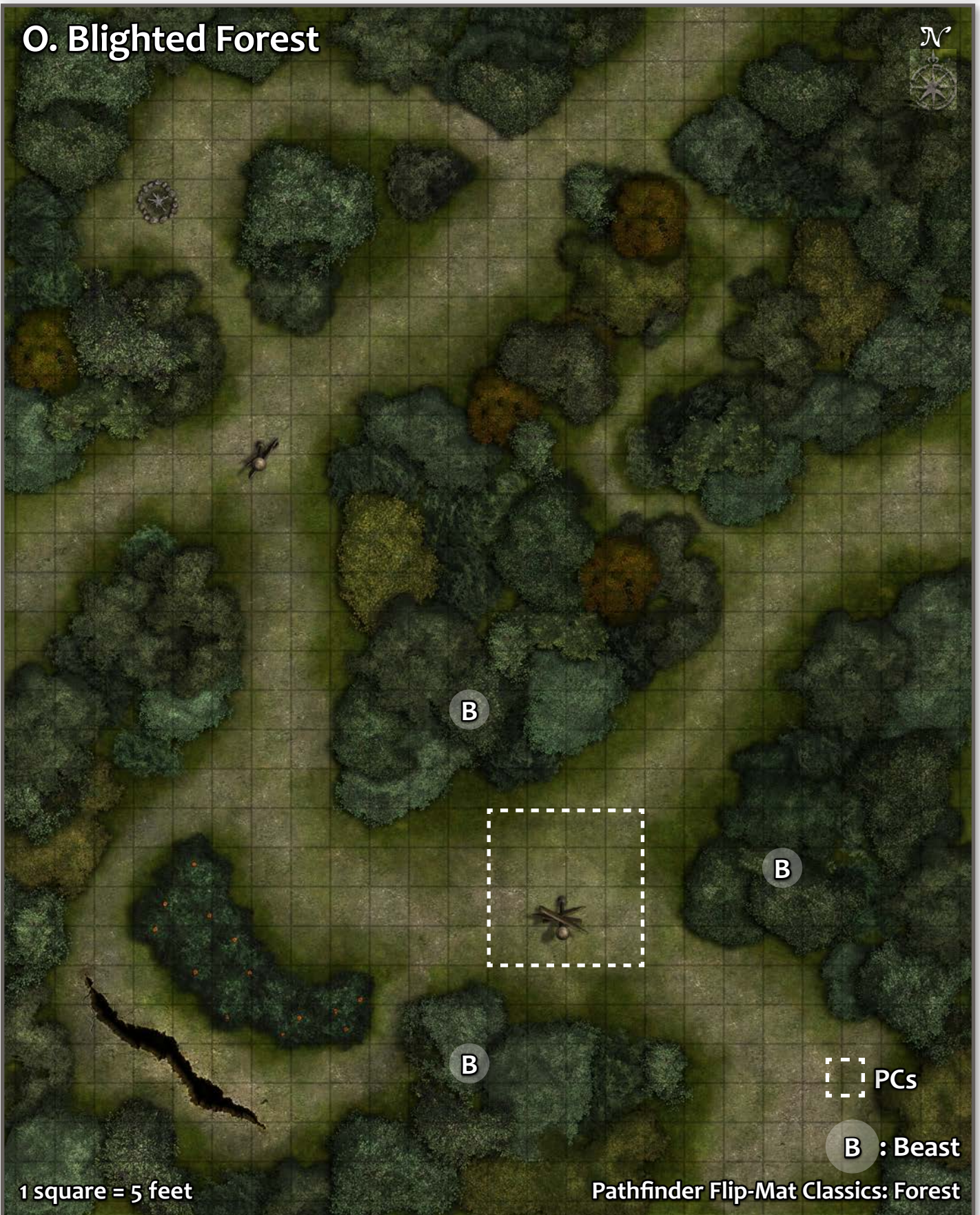
Goliath spiders (*Pathfinder RPG Bestiary* 4 252; see page 82)

hp 147 each

Hazard: The local plant life seems to have a mind of its own and responds to intruders with displeasure. Any creature that ends its turn within 5 feet of the thickets must succeed at an Average Reflex save or become entangled. Entangled creatures can attempt to break free as a move action, succeeding with an Average Escape Artist check or DC 13 Strength check. Alternatively, a creature can free itself by dealing an amount of slashing damage to the plants equal to 3×APL. This effect is treated as a plant for the purpose of class features such as resist nature's lure, and the plants ignore anyone benefiting from *fire shield* or a similar effect that automatically burns or withers them. Likewise, any area of effect that specifically harms plants (e.g. *blight* or *diminish plants*) or deals at least 3×APL points of fire damage or negative energy damage disables the grasping plants in that area for the duration of the encounter.

In addition to actively ensnaring the PCs, the denser parts of the forest are very difficult to navigate. Entering a square costs 4 squares of movement, and each such diagonal movement costs 6 squares. The thick growth also provides cover against any attacks that pass through at least 10 feet of a thicket, and anything protected by at least 20 feet gains full cover. Any creature that ignores natural undergrowth

O. Blighted Forest



1 square = 5 feet

Pathfinder Flip-Mat Classics: Forest

(such as with the woodland stride class feature) can move at normal speed but does not ignore the cover.

Development: Whether the PCs defeat the blighted beasts or flee from them, they can move on to the Grove of Faces encounter.

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

GROVE OF FACES

As the PCs continue to wander within the blighted forest, read or paraphrase the following.

The forest opens to a small clearing that is free of the dark flowers that seem to permeate the rest of the landscape. A ring of tall grey trees circles the clearing, their branches reaching toward each other to form a ceiling of black leaves. A chorus of whispering voices echoes within the clearing as countless faces form out of tree bark only to meld back in, flowing from tree to tree. Three of the faces remain in place and speak out in unison. "Who wanders these forlorn paths? Do you seek to join us? Join us!"

This portion of the Fangwood has trapped spirits for centuries, first by nature of the lingering undead influence and more recently due to Mother Bloodleaf's efforts. The entities are a diverse mix of nature spirits, mortal souls, and the memories of Ivvara's comrades. They have only fuzzy memories of their mortal lives, with even details of their identities eluding their recall. On the other hand, the spirits are very familiar with the forest, its shifting paths, and the region where Mother Bloodleaf perpetuates the blight.

With patience and persuasion, the PCs can secure their help as guides. Three spirits take charge of dealing with the PCs, while the rest shift from tree to tree within the grove, observing and whispering among themselves. One of these spirits acts in an aggressive manner, one jokes around, and the last one adopts a calmer attitude. The spirits ask the PCs questions about who they are, why have they come to the forest, and why the spirits should risk Mother Bloodleaf's wrath by helping.

How much help the spirits provide depends on how

convincing the PCs are, and the trio only cares to linger for a short time. This provides the PCs enough time to perform two major actions each: observe a face and present a case.

Observation: As the PCs interact with the spirits, each PC can study one face and its behavior to learn about its personality and which strategies might be most effective against it. After the PCs have roleplayed for a short while, have each one select one spirit and attempt a Sense Motive check. If the PC's check meets the Average check DC, she learns that spirit's dislikes. If her check also meets the Hard DC, she also learns the spirit's likes.

Presentation: With the small talk aside, the spirits are eager to hear why they should assist the PCs. Each PC can make her pitch to one spirit—either independently or by using the aid another action—each of which requires one successful check to persuade (except if there are 6 or more PCs, in which case one spirit is especially stubborn and requires a second success). More than one PC can try to persuade a particular spirit, though after two failed checks, that spirit fades back into the trees.

The check's DC depends on a PC's strategy. For many checks, the DC is Average. If the PC's skill or strategy appeals to the spirit's likes, the DC is instead Easy. Likewise, making an argument that chafes against the spirit's dislikes increases the DC to Hard.

AGGRESSIVE SPIRIT

Personality This spirit acts aggressively, but it is trying to hide that it's actually afraid of what Mother Bloodleaf might do to the spirits if they provide assistance to the Pathfinders.

Likes Emotional and reassuring tactics that convince it that the PCs will do all that they can to help and protect the spirits.

Dislikes Aggressive methods that try to intimidate the spirit or demonstrate the might of the PCs.

JOKER SPIRIT

Personality This spirit acts as though it doesn't care what happens and thinks everything is a joke, but it is actually worried about the other spirits and any other victims the blight might entrap.

Likes Tactics that use reason and logic to convince the spirit that helping the PCs is the best course of action to help the spirits as a whole.

Dislikes Methods that appeal to emotions or garner empathy.



Grove of Faces

CALM SPIRIT

Personality This spirit maintains a calm appearance, but it inwardly seethes rage towards the blight and Mother Bloodleaf.

Likes Tactics that demonstrate the power of the PCs or that describe how they will vanquish the blight and make Mother Bloodleaf pay.

Dislikes Methods that try to use reason and logic to convince the spirit that helping the PCs is the best course of action.

Development: No matter how the PCs fare, at least a few of the spirits follow them for the rest of Part 5 and occasionally manifest in tree trunks along the way. However, these spirits provide imperfect directions and are not numerous enough to provide much assistance. For each spirit the PCs do persuade, though, their entourage becomes larger and more capable.

Unless the Overseer GM has directed the action to area Q, move to the Fey Challenge.

Reporting: Report one spirit success if the PCs successfully persuade one or two spirits. If the PCs convince all three spirits, report two spirit successes.

THE FEY CHALLENGE

As the PCs travel toward the blight's heart, the spirits leading them suddenly halt, and a booming voice demands to meet Mother Bloodleaf's latest minions. The speaker is **Grimpfkin** (CN male seilenos^{B5}), a very powerful fey who resembles a heavysset satyr. Grimpfkin adopts a sinister mien initially, first accusing the PCs of being evil servants, then casting doubts on any professed desires to end the blight, and even making absurdly violent threats. He manages to keep up this charade only for a moment before his jovial nature gets the better of him, at which point he steps into the open in a fit of laughter. Read or paraphrase the following.

The spirits suddenly freeze in place as a burly middle-aged man with the ears and legs of a goat steps out from behind a tree. He grins and waves his hand. "Ho there, adventurers! I got bored waiting, so I think we should have some fun! Don't worry, this won't take long. I wouldn't want you to miss the main event, and I plan to have a front-row seat. Oh, where are my manners? The name's Grimpfkin. So, what do you say? Do you choose to test your speed or might?"

Grimpfkin bears the PCs no ill will and would rather rid the Fangwood of its distasteful blight, but he's already on thin ice with Arlantia and her Accressiel Court to the south (and was gradually making his way elsewhere for his own sake). As a result, he's not eager to help the PCs directly, but he is willing to give them a boon to clear up this forest—his idea of a parting gift for the Fangwood. To make sure the PCs stand a chance of vanquishing the blight, though, he challenges them to their choice of a test of speed or a test of might.

Overall, Grimpfkin's a pleasant and spirited individual who has some difficulty taking anything seriously for too long. He responds well to passionate PCs and tends to bait stodgy PCs into foolish statements or actions.

Development: If the PCs refuse the challenge, Grimpfkin feigns offense before smirking, complaining about the PCs' boorish behavior, and springing off into the woods, releasing the frozen spirits to continue guiding the PCs. If the PCs accept the challenge, move to either the Test of Speed (see below) or Test of Might (see page 37). If the PCs attack him, Grimpfkin shouts curses at whoever struck him and departs. Anyone who attacked him gains a jinx (see the Fey Charm sidebar on page 37).

TEST OF SPEED

If the PCs agree to a test of speed, Grimpfkin nods approvingly, hops atop a mossy rock, and flings the contents of his mug into the air. Before it reaches the ground, the fizzing ale transforms into a bird and takes flight off into the woods, leaving a faintly sparkling trail. The seilenos looks on with surprised approval before clapping his hands at the PCs and exclaiming, "What are you waiting for? Catch it, and the prize is yours. Just, ah, no flying or teleporting—it's a challenge, remember?"

The PCs must follow the glimmering trail left behind by the bird. They encounter four obstacles that can hinder their progress. At each obstacle, the PCs are free to decide how they attempt to get through it, using their attributes, attacks, saves, skills etc. If the idea is particularly clever, reduce the difficulty by one step (e.g. from Hard to Average) for that PC. Provided the idea helps the other PCs as well, the difficulty might be lower for them all. If a plan has multiple parts, the check is made for the most important or difficult part, or the parts could be divided between the PCs. If a majority of the PCs succeed at their check to overcome an obstacle, it counts as one success for measuring how fast they were (see Development). The PCs don't take any damage from failure; it just costs them time and speed.

Although some spells might provide an automatic success (such as magically creating a bridge over the ravine) or grant an explicit skill bonus, a good rule of thumb is that a helpful spell should grant that PC a bonus on his check against that obstacle equal to twice the spell's level.

Grimpfkin easily arrives nearby to observe as the PCs reach each obstacle; for example, sitting or lounging on a tree branch and giving commentary on the PCs' successes and failures.

Ravine

The glittering trail leads across a wide ravine that cuts through the forest. The ravine has several old logs set across it, and a slowly flowing creek runs along the bottom.

The DC for this obstacle is Average. Likely strategies include balancing carefully or jumping (Acrobatics), identifying which log is the most stable (Knowledge [nature] or Survival), anchoring a grappling hook in a distant tree (ranged attack), or sliding down the slope to swim across the creek (Swim).

Cliffside

The trail ends at a tall cliff that splits the forest, and the glittering trail leads up the rock face. Several thick vines descend from above, but each vine bears several long thorns.

The DC for this obstacle is Average. Likely strategies include ascending the cliff (Climb) or carefully checking the vines to only grab where there aren't thorns (Perception).

Overgrown Maze

The trail zigzags through a large thicket that winds about like a primal hedge maze. Some of the plants seem to move on their own, reaching towards warmth.

The DC for this obstacle is Hard. Likely strategies include avoiding the plants most likely to entangle the PCs (Knowledge [nature]), finding the shortest path through the area (Survival), or using weapons to hack through the tangle (melee attack).

Ruins

A ruined two-story building rises out of the forest, hugged by dense, thorny thickets on both sides. The front wall, ceiling, and floors have long since collapsed. Several support columns rise from the cellar, and the remains of a staircase up to the second floor look far too weak to support weight. The back door leads to clearer terrain, where the trail continues.

The DC for this obstacle is Hard. Likely strategies include identifying the most stable columns to use as stepping stones (Acrobatics or Knowledge [engineering]), pushing over a column to serve as an improvised ramp or bridge (DC 18 Strength), or climbing the inside walls toward the back door (Climb).

Development: When the PCs finish the race, Grimpfkin is reclining against a tree stump where the ale-bird has alighted. If the PCs successfully overcame one or none of the obstacles, the bird has lost its animating force and is now only a wet stain on the stump. If the PCs overcame two or three obstacles, Grimpfkin congratulates them heartily. He uses his magic to shape part of the stump into a set of mugs, and when he knocks his own mug against the stump, the bird splits into equal parts, turning back into ale that fills each mug. He toasts the PCs and invites them to drink; this grants each of the PCs the Charm of Luck benefit. If

FEY CHARM

Depending on how the PCs fare in Grimpfkin's challenges, the PCs might earn one of the following.

Charm of Luck: Once during the encounter in area Q, a PC can choose to reroll a d20 after seeing the result but before learning the outcome. The PC must keep the new result.

Greater Charm of Luck: This functions as the Charm of Luck, but the PC can roll twice when rerolling the d20 and take the higher result.

Jinx: The first time a PC hits an enemy, she must reroll the attack roll and use the new result. Alternatively, first time an enemy fails a save against the PC's spell or effect, the enemy rerolls the save and keeps the new result.

the PCs successfully overcame all four obstacles, Grimpfkin performs the same ceremony, but the PCs instead gain the Greater Charm of Luck benefit.

Regardless, the PCs are free to move to area Q when the Overseer GM announces that it's open. If the PCs have quickly overcome all other encounters so far, they may also participate in the test of might.

Reporting: Do not report any successes for this encounter unless the PCs also completed the Test of Might. The encounter's benefits otherwise apply only to the table.

P. TEST OF MIGHT

If the PCs choose the test of might, Grimpfkin nods approvingly, salutes the PCs with his mug, and turns to lead them deeper into the woods. After about 5 minutes of travel, they reach a clearing surrounded by both towering trees and 8-foot-tall mushrooms. Toward the center looms a menacing shape, and the seilenos whispers to the PCs, "Go ahead, I'm sure that great heroes like you will be fine."

The thickets here are difficult terrain.

Creature: The ongoing blight has infected many of the forest's creatures. That includes the creature here, which has become evil-aligned due to its long exposure. The creature turns to face the PCs, but it has little interest in chasing PCs beyond the map or attacking unconscious PCs (unless the PCs are somehow using this reticence to harass the creature).

SUBTIER 1-2 (CR 3)

MOSS TROLL

CR 3

hp 30 (*Pathfinder RPG Bestiary* 3 273; see page 47)

SUBTIER 3-4 (CR 5)

OGRE SPIDER

CR 5

hp 52 (*Pathfinder RPG Bestiary* 3 254; see page 54)

P. Test of Might



B

PCs

B : Beast

1 square = 5 feet

Pathfinder Flip-Mat Classics: Forest

SUBTIER 5-6 (CR 8)

TREANT

CR 8

hp 114 (*Pathfinder RPG Bestiary* 266; see page 64)

SUBTIER 7-8 (CR 10)

FEN MAULER

CR 10

hp 136 (*Pathfinder RPG Bestiary* 6 127; see page 72)

SUBTIER 10-11 (CR 13)

ADVANCED AMAROK

CR 13

hp 202 (*Pathfinder RPG Bestiary* 5 288, 17; see page 82)

Development: When the PCs defeat the creature, Grimpkin ambles out from the woods to inspect the fallen beast. Nodding with approval, he uses his magic to mold a set of mugs from a nearby tree (or the fallen treant), and by knocking his own mug against them, he causes each mug to fill with delicious drinks. He toasts the PCs and invites them to drink; this grants each of the PCs the Greater Charm of Luck benefit.

In the event one or more PCs were left unconscious in this area when the others fled the encounter, the PCs left behind wake up about 10 minutes later with half their total hit points. The creature is gone, but Grimpkin is sitting a nonthreatening distance away. He makes some chagrined remarks about the PCs' loyalty to each other before wishing the fallen PC luck in what lies ahead and departing.

Regardless, the PCs are free to move to area Q when the Overseer GM announces that it's open. If the PCs have quickly overcome all other encounters so far, they may also participate in the test of speed.

Reporting: Do not report any successes for this encounter unless the PCs also completed the Test of Speed. The encounter's benefits otherwise apply only to the table.

Q. HEART OF THE BLIGHT

This encounter area is accessible only once the Overseer GM has made an announcement indicating that PCs can travel here. Until then, run the previous encounters, or give the players a quick break if the PCs have already completed all of the other encounters.

The ancient battleground has turned into a fetid swamp that fills the air with the scent of death and decay. Rusted weapons jut out from the patches of solid land. Here and there, skeletal remains and grimacing skulls clad in ruined iron peek out from the glowing mire. A seedpod pulsing with purplish energy grows on an islet across the swamp.

The heart of the blight is a great, monstrous black flower. The flower periodically creates seedpods that its host of

GUARDIANS AND SPIRITS

There are several conditions that might be in effect during this encounter.

Helpful Spirits: This condition triggers if the House reports enough spirit successes. The forest spirits accompanying the PCs open two connected portals that allow instantaneous movement between two trees in area Q. These trees cannot be more than 60 feet apart. When a creature enters the area of the portal tree, they can appear in a space adjacent to the other portal tree. The portals work both ways and remain open for 1 minute. The PCs can choose which trees form the portals and only the PCs and their allies can use the portals. Spells and effects do not travel through these portals.

When the encounter begins, one PC can attempt a Hard Knowledge (nature) or Spellcraft check to increase the distance between the trees to 120 feet.

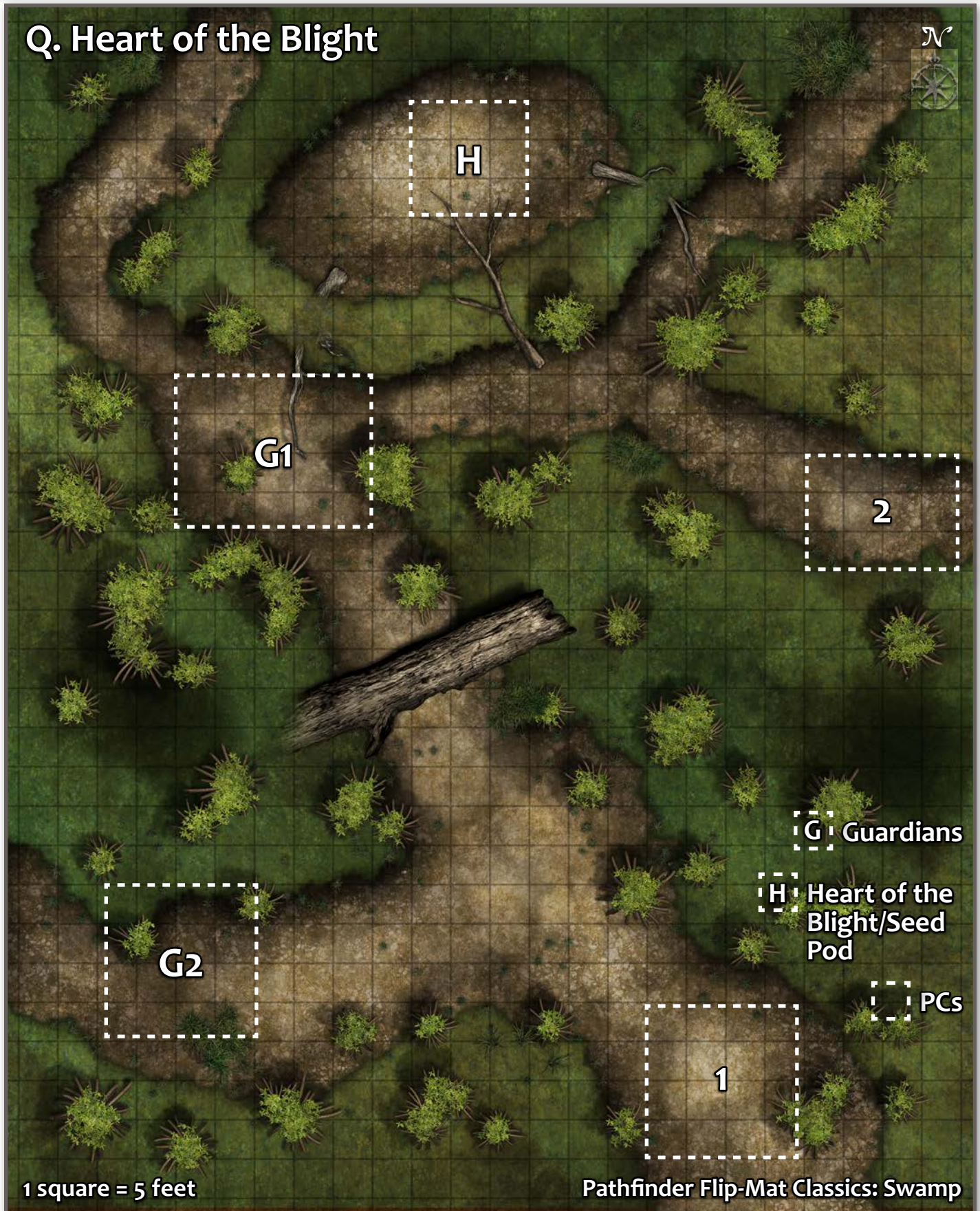
Unaware Guardians: This condition triggers if the House reports enough successes prior to the encounter in area Q. Place the blighted creatures (other than the heart of the blight) in the area marked G2 on the map, rather than in the area marked G1. Each of these creatures is staggered for the first round of combat (Average Reflex save negates).

Weakening Blight: This condition triggers and affects the entire House once the tables have reported enough special successes; it is not in effect at the beginning of this encounter. All blighted creatures must immediately succeed at an Easy Will save or become dazed for 1 round. Additionally, the blighted creatures take a -1 penalty to AC and a -1 penalty on attack rolls and saving throws.

evil witch and druid attendants distribute throughout the Fangwood and beyond. Their leader, Mother Bloodleaf, is an exiled orc from the Hold of Belkzen. As she wandered the Fangwood humiliated and abandoned a decade ago, the blight called to her and offered her power. She has served it ever since and recruited a host of followers.

PCs in most subtiers (Subtiers 1-2, 3-4, 5-6, and 7-8) make for the seedpods, whereas PCs in Subtier 10-11 attack the heart of the blight directly. The PCs begin in the area marked Q1. The swamp water glows visibly, providing dim light throughout the area. The water is about 2 feet deep and functions as a shallow bog for which it costs 2 squares of movement to enter a square; also see the Hazard section on page 42. The large fallen tree near the center of the map forms a slick barrier about 10 feet tall, requiring either an Average Climb check to clamber over it or a Hard Escape Artist check to slip under it while moving half speed. The narrow fallen tree that crosses to the heart of the blight is unsteady and slippery; a creature must succeed at a Hard Acrobatics check to cross it, and failing the check by 5 or more dumps that PC in the water.

Q. Heart of the Blight



Seedpod: Each seedpod is a 5-foot-diameter hardened husk surrounding a large kernel that pulses with purple light. A seedpod's statistics vary by subtier (see the table below), and each has an Armor Class equal to 10 + the table's APL and a Touch AC of 5. Once reduced to 0 hit points, a seedpod splits open in a burst of negative energy that deals the listed damage to non-blighted living creatures in a 15-foot radius (Average Will save for half); the enemy creatures in this encounter are immune to this effect. The seedpods appear on the small island marked **H**.

SEEDPOD STATISTICS

Subtier	Hardness	HP	Damage
1-2	5	15	2d6
3-4	8	30	4d6
5-6	10	45	6d6
7-8	12	60	8d6

Creatures: Corrupted druids, witches, plants, and beasts protect the seedpods and the heart of the blight. All of them have dark flowers growing out of their flesh and purple glowing eyes. They prioritize protecting the seedpods and the heart of the blight, and they fight to the death to protect these plants. These creatures ignore any harmful effects from hazards and seedpods in the area, such as negative energy. Place the blighted creatures in location **G1** on the map unless the Unaware Guardians condition is in effect. The heart of the blight is placed in location **H** on the map.

SUBTIER 1-2 (CR 4)

BLIGHTED CREEPER CR 2

Yellow musk creeper (*Pathfinder RPG Bestiary* 285; see page 47)
hp 22

BLIGHTED HUSKS (3) CR 1/2

Yellow musk zombies (*Pathfinder RPG Bestiary* 288; see page 47)
hp 12 each

SUBTIER 3-4 (CR 6)

BLIGHT DRUID CR 3

Savage plant sage (*Pathfinder RPG NPC Codex* 63; see page 54)
hp 32

BLIGHTED VINE CR 3

Assassin vine (*Pathfinder RPG Bestiary* 22; see page 54)
hp 30

BLIGHTED BEAST CR 3

Dire wolf (*Pathfinder RPG Bestiary* 278; see page 54)
hp 37

SUBTIER 5-6 (CR 9)

BLIGHT WITCH CR 5

Goblin frog-talker (*Pathfinder RPG Monster Codex* 110; see page 63)
hp 47

SHAMBLING BLIGHT CR 6

Shambling mound (*Pathfinder RPG Bestiary* 246; see page 64)
hp 67

BLIGHTED BEASTS (2) CR 4

Dire boar (*Pathfinder RPG Bestiary* 36; see page 63)
hp 42 each

SUBTIER 7-8 (CR 11)

BLIGHT FLOWER CR 7

Crypt flower (*Pathfinder RPG Bestiary* 6 67; see page 72)
hp 78

BLIGHT WITCH CR 8

Troll fury (*Pathfinder RPG Monster Codex* 229; see page 73)
hp 156



SHAMBLING BLIGHTS (2)

CR 6

Shambling mound (*Pathfinder RPG Bestiary* 246; see page 72)

hp 67 each

SUBTIER 10–11 (CR 14)

HEART OF THE BLIGHT

CR 13

Corpse lotus (*Pathfinder RPG Bestiary* 5 60; see page 82)

hp 178

MOTHER BLOODLEAF

CR 8

Orc witch doctor (*Pathfinder RPG Monster Codex* 171; see page 83)

hp 94

SHAMBLING BLIGHTS (3)

CR 6

Shambling mound (*Pathfinder RPG Bestiary* 246; see page 84)

hp 67 each

Hazard: Just as the blight has corrupted the organisms here, so too has it gradually dissolved the land, reducing the ancient battlefield's epicenter into a swamp. The first time each round that a non-blighted creature starts its turn in the water or enters the water, the creature takes 1d4 points of negative energy damage. This increases to 1d8 points of negative energy damage in Subtier 3–4, 2d8 in Subtier 5–6, 3d8 in Subtier 7–8, and 4d8 in Subtier 10–11. A creature takes only the minimum damage with a successful Average Fortitude save, and the save DC increases to Hard if the creature is prone.

Development: Once the PCs have defeated their enemies and destroyed a seedpod (lower subtiers) or the heart of the blight (Subtier 10–11), they can see the battle continuing to rage across the swamp. If there's plenty of time left, you can begin another encounter with the same monsters but without the seedpod as reinforcements appear from one side of the map. In Subtier 10–11, you may use the corpse lotus in this follow-up encounter, or you may include a pair of goliath spiders (see page 82).

Reporting: If the PCs successfully destroy the seedpod or the heart of the blight, report one special success to the Overseer GM.

CONCLUDING PART 5

After about 90 minutes, the Overseer GM should read the following aloud to conclude Part 5. This concludes the event as a whole if this is the final part of the adventure.

Strands of purple energy whip across the battleground and begin to swirl above the remains of the giant flower. The continuous chant of the Twinhorn shamans reaches a fever pitch and then suddenly stops. After a breathless moment of silence, a loud reverberating boom echoes across the swamp as a column of

purple energy pierces through the clouds, dissipating into the starry sky. Shouts of celebration begin to sound across the field as Medda makes her way to the heart of the blight. A shaft of moonlight shines on the site through the parted clouds as she rips through the withered roots of the blighted flower. Medda reaches in and draws out the shriveled remains of a female crusader. In stark contrast to the rest of the remains, her silvery breastplate glimmers in the moonlight. A grievous blow has scarred its surface where a golden engraved figure spreads out her wings. Trails of blood seep out from scars running across the figure. Medda lowers the remains gently upon a white cloak that a Twinhorn warrior has placed on the ground.

With a heavenly glow, the ghostly form of Ivvara appears in the clouds above. "She was my sister-in-arms against the vile Tar-Baphon. I now know that her sacrifice spared me all those years ago, as it will all of you in the days to come. Go with Vildeis' grace and use this blessed plate to vanquish my hated adversary. Hurry back north, for the moment of Eshimka's reckoning draws near!"

Medda looks up to the sky as the visage of Ivvara dissipates, the red phantom hand of Anok floating above her shoulder. After a moment, she kneels next to the crusader's remains and carefully wraps them up in the white cloak, which is slowly soaked with red. She looks at the crowd gathered around her and speaks up. "We stand here triumphant, having rid this land of corruption. But this is a mere shade of the darkness that awaits us at the Solstice Scar! Fear not, for Vildeis' blessing will guide our weapons to strike true and eradicate Eshimka for good!" Medda motions for the Twinhorn warriors to raise the bundled remains on their shields as one of the honored dead. "Pathfinders, you have done much for my tribe and our lands, but I ask you once more to lend us your weapons so that we might end the evil that haunts Solstice Scar. What say you?"

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 the Pathfinder Society Roleplaying Guild campaign. Provide the GMs and players with instructions for submitting reporting sheets and exiting the event. If the House reported a number of special successes equal to at least two-thirds ($\frac{2}{3}$) the number of tables, announce that each PC also earns the Fangwood Purifier boon; for the sake of clarity, be sure to instruct Table GMs to cross out the boon if the House did not earn it.

Otherwise, the Overseer GM should begin Part 6.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Prestige Points. Each PC earns the Blight Bane and Martyr's Shard 3 boons on their Chronicle sheet. So long as the House reported a number of special successes equal to at least two-thirds ($\frac{2}{3}$) the number of tables, each PC also earns the Fangwood Purifier boon.

APPENDIX 1: 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 2: 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 3: SUBTIER 1–2 BESTIARY (PART 5)

ELK CR 1

Pathfinder RPG Bestiary 3 147

N Medium animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 15 (2d8+6)

Fort +6, **Ref** +8, **Will** +2

OFFENSE

Speed 50 ft.

Melee gore +3 (1d6+2), 2 hooves –2 (1d3+1)

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes, Run^B

Skills Perception +7

MOSS TROLL CR 3

Pathfinder RPG Bestiary 3 273

CE Large humanoid (giant, shapechanger)

Init +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, –1 size)

hp 30 (4d8+12); regeneration 5 (fire)

Fort +7, **Ref** +5, **Will** +4

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d4+3), 2 claws +5 (1d4+3)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws)

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 21

Feats Intimidating Prowess, Iron Will

Skills Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation); **Racial Modifiers** +2 Acrobatics, +4 Stealth (+8 in vegetation)

Languages Giant

SQ change shape (mossy tree; tree shape), tree climber

SPECIAL ABILITIES

Fear of Fire (Ex) A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

Tree Climber (Ex) When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

YELLOW MUSK CREEPER CR 2

Pathfinder RPG Bestiary 285

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

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

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

YELLOW MUSK ZOMBIE CR 1/2

Pathfinder RPG Bestiary 285, 288

NE Medium plant

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** plant 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

SPECIAL ABILITIES

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits.

They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.

APPENDIX 4: 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, 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 Toughness⁸

Special Qualities staggered

APPENDIX 5: 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 6: SUBTIER 3–4 BESTIARY (PART 5)

ASSASSIN VINE

CR 3

Pathfinder RPG Bestiary 22

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

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

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10, fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

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

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

SAVAGE PLANT SAGE

CR 3

Pathfinder RPG NPC Codex 63

Half-orc druid 4

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 natural)

hp 32 (4d8+11)

Fort +6, **Ref** +2, **Will** +5; +4 vs. fey and plant-targeted effects

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk club +9 (1d6+4)

Ranged spear +4 (1d8+4/×3)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +5)
4/day—wooden fist

Druid Spells Prepared (CL 4th; concentration +5)

2nd—*barkskin*⁰, *bull's strength*, *summon swarm*

1st—*entangle*⁰ (2, DC 12), *faerie fire*, *shillelagh* (2)

0 (at will)—*create water*, *know direction*, *light*, *stabilize*

D domain spell; **Domain** Plant

TACTICS

Before Combat The druid casts *barkskin* on himself.

During Combat The druid casts *entangle* or *summon swarm*.

Base Statistic Without *barkskin*, the druid's statistics are **AC** 18, touch 11, flat-footed 17.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 18

Feats Natural Spell, Weapon Focus (club)

Skills Heal +7, Intimidate +2, Knowledge (nature) +8, Perception +6, Survival +10

Languages Common, Druidic, Orc

SQ nature bond (Plant domain), nature sense, orc blood, trackless step, weapon familiarity, wild empathy +4, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *dragonhide breastplate*, mwk club, spears (4), holly and mistletoe, 93 gp

DIRE WOLF

CR 3

Pathfinder RPG Bestiary 278

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

OGRE SPIDER

CR 5

Pathfinder RPG Bestiary 3 254

N Huge vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)

hp 52 (7d8+21)

Fort +8, **Ref** +4, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +8 (2d8+7 plus poison)

Space 15 ft.; **Reach** 15 ft.

Special Attacks web (+5 ranged, DC 16, hp 7)

THE SOLSTICE SCAR

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +12; **CMD** 24 (36 vs. trip)

Skills Climb +29, Perception +5, Stealth –2; **Racial Modifiers** +16
Climb, +4 Perception, +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18 (includes +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save.

APPENDIX 7: 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 8: 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/×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 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/×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.

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 9: SUBTIER 5–6 BESTIARY (PART 5)

DIRE BOAR

CR 4

Pathfinder RPG Bestiary 36

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

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

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +8 (2d6+9)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

GOBLIN FROG-TALKER

CR 5

Pathfinder RPG Monster Codex 110

Goblin witch 6 (*Pathfinder RPG Advanced Player's Guide* 65)

NE Small humanoid (goblinoid)

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

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 size)

hp 47 (6d6+24)

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

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d3–2/19–20)

Ranged javelin +7 (1d4–2)

Special Attacks hexes (evil eye [–2, 6 rounds], misfortune [1 round], mud witch, poison steep^{um}, swamp hag^{um})

Witch Spells Prepared (CL 6th; concentration +9)

3rd—*blink*, *lightning bolt* (DC 16), *spit venom*^{um} (DC 16)

2nd—*feast of ashes*^{APG} (DC 15), *frost fall*^{MC} (DC 15), *invisibility*, *vomit swarm*^{APG}

1st—*command* (DC 14), *mage armor*, *obscuring mist*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

Patron deception

TACTICS

Before Combat The frog-talker casts *mage armor*.

During Combat The frog-talker uses *blink* and *invisibility* to avoid melee opponents, and attacks with hexes and ranged spells.

Base Statistics Without *mage armor*, the frog-talker's statistics are **AC** 15, touch 15, flat-footed 12.

STATISTICS

Str 6, **Dex** 17, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +0; **CMD** 14

Feats Brew Potion, Extra Hex^{APG}, Toughness

Skills Craft (alchemy) +9, Intimidate +8, Perception +7, Ride +7, Spellcraft +12, Stealth +17, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Giant, Goblin, Orc

SQ witch's familiar (frog)

Combat Gear *potion of air bubble*^{uc}, *potions of cure moderate wounds* (3), *potion of fly*, *potion of hex ward*^{um}, alchemist's fire (2), antitoxin (2), smokesticks (2), tanglefoot bags (2);

Other Gear dagger, javelin, *cloak of resistance* +1, *ring of protection* +1, delicious poisoned food (1 lb.), 79 gp

SPECIAL ABILITIES

Mud Witch (Su) As a standard action, the frog-talker can assume the form of viscous brown mud. Her type changes to ooze and she is able to squeeze through even the smallest cracks, but she can't make attacks or cast spells with verbal, somatic, material, or focus components while in this form, and she loses her supernatural abilities. If she has a touch spell ready to use, that spell is discharged harmlessly when she uses this hex. While the witch is in mud form, her speed becomes 10 feet and she gains a swim speed of 20 feet. She also gains DR 10/slashing and cold resistance 10. The frog-talker can use this ability for 6 minutes per day. The duration doesn't need to be consecutive, but it must be spent in 1-minute increments. This hex affects only the witch.

HODAG

CR 6

Pathfinder RPG Bestiary 3 148

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

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

hp 60 (8d10+16)

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite +11 (1d8+4), 2 claws +11 (1d6+4), tail slap +11 (1d4+4)

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

Special Attacks spiked tail, toss

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Climb +10, Perception +7, Stealth +2, Swim +8

Languages Common (cannot speak)

SQ trackless

SPECIAL ABILITIES

Spiked Tail (Ex) A hodag's tail spikes allow the creature's tail

slap to deal both bludgeoning and piercing damage. A hodag's tail slap is a primary attack.

Toss (Ex) A hodag charging 20 feet or more that damages a foe with an attack can throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the hodag. If the combat maneuver check succeeds, the hodag's opponent is thrown 10 feet through the air in a direction chosen by the hodag and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of damage.

Trackless (Ex) A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag have their normal DC increased by +10.

SHAMBLING MOUND

CR 6

Pathfinder RPG Bestiary 246

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +5, **Will** +5

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a

shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

TREANT

CR 7

Pathfinder RPG Bestiary 266

NG Huge plant

Init -1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +9

Immune plant traits; **DR** 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

Ranged rock +7 (2d6+13)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (180 ft.), trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +20; **CMD** 29

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests);

Racial Modifiers +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

SPECIAL ABILITIES

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *Speak with Plants* spell, and most plants greet them with an attitude of friendly or helpful.

APPENDIX 10: 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., 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*.

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 11: 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 12: SUBTIER 7-8 BESTIARY (PART 5)

CRYPT FLOWER

CR 7

Pathfinder RPG Bestiary 6 67

N Large plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; **Perception** +1

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 78 (12d8+24)

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

Immune plant traits; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+5 plus grab), 2 vines +13 (1d8+5 plus grab)

Ranged toxin splash +9 (poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with vine)

Special Attacks poison, swallow whole (1d6 acid plus poison, AC 15, 7 hp)

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** —, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

SQ excavate, gushing wound

SPECIAL ABILITIES

Excavate (Ex) A crypt flower can use its shoots to dig rapidly through soil, dirt, sand, or other loose ground. As a result of this constant excavation activity, the ground in a 20-foot radius around a crypt flower is treated as difficult terrain for all creatures except crypt flowers.

Gushing Wound (Ex) Whenever an opponent scores a critical hit on a crypt flower with a slashing or piercing weapon, the flower's toxic fluids squirt out. The attacker and all creatures adjacent to the attacker must attempt a DC 18 Reflex save or be doused in toxic fluids and thus exposed to the crypt flower's poison. The save DC is Constitution-based.

Poison (Ex) Contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

Toxin Splash (Ex) As a standard action, a crypt flower can dip its vines into the toxic fluids within its pitcher and fling the liquid as a splash weapon with a range increment of 20 feet. A target struck, as well as all targets in the splash radius, are exposed to the crypt flower's poison (although creatures in the splash radius gain a +4 bonus on Fortitude saves to resist the poison). A crypt flower can use its toxin splash once every 1d4 rounds. The save DC is Dexterity-based.

Vines (Ex) A crypt flower's vines are primary natural attacks that deal bludgeoning damage.

FEN MAULER

CR 10

Pathfinder RPG Bestiary 6 127

NE Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +17

Aura stench (DC 15, 10 rounds)

DEFENSE

AC 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, -1 size)

hp 136 (13d10+65)

Fort +11, **Ref** +12, **Will** +11

Defensive Abilities shadowy pelt; **Immune** disease; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee bite +20 (1d8+8), 2 claws +20 (1d8+8)

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

Special Attacks pounce, rend (2 claws, 1d8+12)

STATISTICS

Str 27, **Dex** 18, **Con** 20, **Int** 7, **Wis** 17, **Cha** 8

Base Atk +13; **CMB** +22; **CMD** 37

Feats Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Skill Focus (Stealth)

Skills Intimidate +16, **Perception** +17, **Stealth** +11 (+19 in swamps), **Survival** +18; **Racial Modifiers** +4 **Perception**, +8 **Stealth** in swamps, +4 **Survival**

Languages Sasquatch

SQ swamp stride, trophy hunter

SPECIAL ABILITIES

Shadowy Pelt (Su) A fen mauler can swathe itself in shadows, allowing it to become nearly invisible while standing motionless. A fen mauler gains partial concealment on any round it does not move from its current space.

Swamp Stride (Ex) A fen mauler can move through any sort of undergrowth and difficult terrain (such as briars, deep mud, and similar terrain) in swamps at normal speed and without taking damage or suffering any other impairment.

Trophy Hunter (Su) As part of a 10-minute ritual, a fen mauler can harvest bones, teeth, flesh, or hide from an animal, humanoid, magical beast, or monstrous humanoid it has slain, creating a trophy. This trophy is a permanent magic item that functions only for the fen mauler that created it, granting some measure of the slain creature's power to the fen mauler while carried or worn on its body. The fen mauler chooses which of the following powers the trophy grants: blindsense 30 feet, climb 30 feet, evasion, ferocity, grab, pounce, uncanny dodge, or a single energy immunity. Alternatively, a trophy can grant a +4 competence bonus to a single skill. The skill or ability modified must be one the trophy creature had in life, and a trophy imparting a skill bonus allows the fen mauler to attempt checks with that skill untrained. A fen mauler can maintain a number of trophies equal to its Wisdom modifier (3 for the standard fen mauler). The fen mauler presented here has not assigned any of its trophies.

SHAMBLING MOUND

CR 6

Pathfinder RPG Bestiary 246

THE SOLSTICE SCAR

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +5, **Will** +5

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

TROLL FURY

CR 8

Pathfinder RPG Monster Codex 229

Troll druid (troll fury) 6 (*Monster Codex* 224)

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 21, touch 11, flat-footed 19 (+5 armor, +2 Dex, +5 natural, -1 size)

hp 156 (12d8+102); regeneration 5 (acid or fire)

Fort +19, **Ref** +7, **Will** +13

Resist fire 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+6), 2 claws +13 (1d6+6)

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

Special Attacks chosen prey (humans +2), fire bolt (1d6+3 fire, 6/day), rend (2 claws, 1d6+7), wild shape 2/day

Druid Spells Prepared (CL 6th; concentration +9)

3rd—*call lightning* (DC 18), *fireball*^o (DC 18), *poison* (2, DC 16)

2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 17), *hold animal* (DC 15), *produce flame*^o

1st—*burning hands*^o (DC 16), *entangle* (DC 14), *magic fang*,

obscuring mist, *pass without trace*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D domain spell; **Domain** Fire

TACTICS

During Combat The fury attacks her foes with fire and electricity spells, typically starting with *fireball*. She avoids melee combat until her offensive spells are exhausted. She then casts *bull's strength* on herself and starts attacking.

STATISTICS

Str 23, **Dex** 14, **Con** 27, **Int** 8, **Wis** 16, **Cha** 4

Base Atk +8; **CMB** +15; **CMD** 27

Feats Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Skill Focus (Perception), Spell Focus (evocation)

Skills Intimidate +5, Knowledge (nature) +6, Perception +24, Survival +10

Languages Druidic, Giant

SQ inspire fervor +2, nature bond (Fire domain), nature sense, trackless step, woodland stride

Combat Gear *pearl of power* (1st), *scroll of fog cloud*, *scroll of protection from energy* (fire); **Other Gear** +1 *hide armor*, *cloak of resistance* +1, *headband of inspired wisdom* +2, 110 gp

SPECIAL ABILITIES

Inspire Fervor (Ex) Once per day as a standard action, a troll fury can chant over another troll within 30 feet, bolstering it against fear and improving its combat abilities. This works like the inspire courage bard ability, but affects only one troll and lasts 1 minute. The troll fury uses her druid level as her bard level to determine the effects of this ability.

Chosen Prey (Ex) A troll fury can select one creature type from the ranger's favored enemy list and gains a favored enemy bonus against that creature type with an effective ranger level equal to her druid level. This ability never grants the troll fury favored enemy bonuses against a second favored enemy creature type.

YAOGUAI

CR 7

Pathfinder RPG Bestiary 4 284

N Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 84 (8d10+40); fast healing 5

Fort +11, **Ref** +6, **Will** +4; +4 vs. mind-affecting effects

Defensive Abilities fortification (50%); **DR** 5/—; **Immune** nauseated, sickened; **SR** 18

Weaknesses polymorph susceptibility

OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+6), claw +12 (1d8+6), tentacle +12(1d8+6)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 2, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +16; **CMD** 26

Feats Blind-Fight, Cleave, Iron Will, Power Attack

Skills Climb +11, Perception +7, Swim +11

SQ maker's gift (grab and constrict)

SPECIAL ABILITIES

Maker's Gift (Ex) Each yaoguai gains one additional ability that is based on its specific form. Typical additional yaoguai abilities include the following.

Flight: The yaoguai gains a fly speed of 30 feet (clumsy).

Grab and Constrict: The yaoguai's tentacle attack gains grab and constrict. The creature's constrict damage is equal to its slam damage plus its Strength bonus.

Poison: One claw or tentacle attack is replaced with a sting attack (same damage as the replaced attack) plus poison. Poison Sting—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC

is Constitution-based.

Pounce and Rake: The yaoguai gains pounce and rake (2 claws +14, 1d8+7).

Quills: A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+7 points of piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Trample: The yaoguai gains a trample attack that deals an amount of damage equal to its claw damage plus 1-1/2 times its Strength modifier.

Polymorph Susceptibility (Su) A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its damage reduction and fast healing for 1d4 rounds.

APPENDIX 13: 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 14: 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/x3)

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/x3)

APPENDIX 15: SUBTIER 10–11 BESTIARY (PART 5)

ADVANCED AMAROK

CR 13

Pathfinder RPG Bestiary 5 288, 17

LN Huge magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness, *true seeing*; **Perception** +30

DEFENSE

AC 32, touch 15, flat-footed 25 (+7 Dex, +17 natural, -2 size)

hp 202 (15d10+120)

Fort +17, **Ref** +16, **Will** +15

OFFENSE

Speed 50 ft.

Melee bite +25 (4d6+18/19–20 plus grab and trip)

Space 15 ft.; **Reach** 10 ft.

Special Attacks grab, soul bite, trip

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*discern lies*, *true seeing*

3/day—*remove curse*

STATISTICS

Str 34, **Dex** 25, **Con** 26, **Int** 19, **Wis** 27, **Cha** 20

Base Atk +15; **CMB** +29 (+37 grapple); **CMD** 46 (48 vs. grapple, 50 vs. trip)

Feats Alertness, Cleave, Combat Reflexes, Greater Grapple, Improved Critical (bite), Improved Grapple, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +25, Perception +30, Sense Motive +27, Stealth +21, Survival +23, Swim +30; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan; *speaks with animals*

SPECIAL ABILITIES

Soul Bite (Su) As a standard action, an amarok can bite directly into the soul of any creature it can see. A shadowy image of the bitten creature appears next to the amarok, and the amarok makes its bite attack as if the creature were within reach. A soul bite deals the same amount of damage as a normal bite attack, and ignores hardness and damage reduction. If its bite attack hits, the amarok can attempt to trip and grab the target. When the amarok grabs a creature in this way, the creature doesn't move, but the amarok visibly wrestles with the shadowy image and the creature appears to be grappling with thin air. This ability doesn't work against creatures that don't have souls (like most constructs) or that don't have a separate body and soul (like outsiders).

CORPSE LOTUS

CR 13

Pathfinder RPG Bestiary 5 60

N Huge plant

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +21

Aura preserving mists (30 ft.)

DEFENSE

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, -2 size)

hp 178 (17d8+102)

Fort +16, **Ref** +11, **Will** +6

Defensive Abilities all-around vision; **DR** 10/slashing; **Immune** plant traits; **Resist** acid 10, electricity 10

OFFENSE

Speed 10 ft.

Melee 4 vines +22 (1d8+12 plus grab)

Space 15 ft.; **Reach** 25 ft.

Special Attacks constrict (1d8+12), swallow whole (4d6 acid damage, AC 17, 17 hp)

STATISTICS

Str 34, **Dex** 19, **Con** 23, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +26 (+28 bull rush); **CMD** 40 (42 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (vine)

Skills Perception +21

SQ camouflage, digest corpse, preserving mists

SPECIAL ABILITIES

Camouflage (Ex) A corpse lotus can blend in exceptionally well with vegetated areas when not taking any actions. In such an area, a creature must make a successful DC 30 Perception check to recognize a corpse lotus for what it is before the corpse lotus attacks the first time.

Digest Corpse (Su) A corpse lotus can consume a corpse to quickly heal damage it has taken. As a standard action, a corpse lotus can swallow any corpse within reach that still has flesh attached to grant itself fast healing 10 for 1 minute. Any living creature killed by a corpse lotus's swallow whole ability automatically triggers this ability. A corpse lotus must wait until 1 minute after its fast healing has ended before it can use this ability again.

Preserving Mists (Su) Corpse lotuses emanate a fine mist that spreads across the ground to a range of 30 feet. Any corpse within this area is affected as if by *gentle repose* (CL 1st).

Vines (Ex) A corpse lotus's vines are primary natural attacks with the grab ability. A corpse lotus doesn't gain the grappled condition when grappling enemies with its vines and can maintain grapples with any number of its vines with the same standard action.

GOLIATH SPIDER

CR 11

Pathfinder RPG Bestiary 4 252

N Colossal vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE

AC 25, touch 3, flat-footed 24 (+1 Dex, +22 natural, -8 size)

hp 147 (14d8+84)

Fort +15, **Ref** +5, **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (6d8+22 plus poison)

Space 30 ft.; **Reach** 30 ft.

Special Attacks poison, poisoned web (+13 ranged, DC 23, 14 hp), trample (4d8+22, DC 32)

STATISTICS

Str 41, **Dex** 13, **Con** 22, **Int** —, **Wis** 10, **Cha** 2

Base Atk +10; **CMB** +33; **CMD** 44 (56 vs. trip)

Skills Climb +23, Perception +4, Stealth –7 (+1 in forests); **Racial Modifiers** +8 Climb, +4 Perception, +8 Stealth (+16 in forests)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and paralysis 1 round; *cure* 2 consecutive saves.

Poisoned Web (Ex) This ability works like the web ability, but affects all creatures in a 10-foot-radius burst. In addition, any creature hit by the web must save against the spider's poison.

ORC WITCH DOCTOR

CR 8

Pathfinder RPG Monster Codex 171

Orc witch (scarred witch doctor) 9 (*Pathfinder RPG Advanced Race Guide* 140)

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 94 (9d6+60)

Fort +7, **Ref** +6, **Will** +10; +2 vs. pain

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19–20)

Ranged sling +6 (1d4+1)

Special Attacks hexes (blight [90 feet], cackle, evil eye [–4, 4 rounds], misfortune [2 rounds], slumber [9 rounds])

Witch Spells Prepared (CL 9th; concentration +10)

5th—*cloudkill* (DC 17)

4th—*enervation*, *shout* (DC 16)

3rd—*fly*, *lightning bolt* (DC 15), *pain strike*^{APG} (DC 15), *screech*^{APG} (DC 15)

2nd—*blindness/deafness* (DC 14), *false life*, *glitterdust* (DC 14), *hold person* (DC 14), *touch of idiocy*

1st—*burning hands* (DC 13), *chill touch* (DC 13), *enlarge person* (DC 13), *mage armor*, *ray of enfeeblement* (DC 13)

0 (at will)—*arcane mark*, *detect magic*, *read magic*, *spark*^{APG}

Patron vengeance

TACTICS

Before Combat The witch doctor casts *false life* and *mage armor* on herself before combat.

During Combat Before enemies reach her, the witch doctor casts *cloudkill*. She then casts *fly* on herself so she can cast additional spells and use hexes from above her enemies'

melee reach. The witch doctor typically spends a couple of rounds weakening her strongest foes using *enervation* and *ray of exhaustion*, then begins blasting with evocation spells.

Base Statistics Without *false life* and *mage armor*, the witch doctor's statistics are **AC** 13, touch 13, flat-footed 11; **hp** 79.

STATISTICS

Str 12, **Dex** 14, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 18

Feats Accursed Hex, Combat Casting, Extra Hex^{APG}, Iron Will, Toughness

Skills Heal +7, Intimidate +12, Perception +10, Spellcraft +13

Languages Common, Orc

SQ fetish mask, fierce intelligence, hex scar, scarshield (+4, 9 min./day), weapon familiarity

Combat Gear *potion of cure serious wounds*, *wand of ray of exhaustion* (4 charges); **Other Gear** mwk dagger, sling with 20 stones, *belt of incredible dexterity* +2, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, 98 gp

SPECIAL ABILITIES

Errata Adjustments These statistics first appeared in *Pathfinder RPG Monster Codex*, shortly after which the scarred witch doctor archetype received adjustments in a new printing of *Pathfinder RPG Advanced Race Guide*. The special abilities printed below reflect the updated abilities, and the statistics above have received minor adjustments to match these changes. In some places, there may be minor inconsistencies that result and can be waived (e.g. the witch doctor's low Intelligence would now prevent her casting 5th-level spells). To minimize the number of books needed to run this encounter, the spells prepared have replaced several *Advanced Race Guide* spells with those that appear in the *Pathfinder Core Rulebook*.

It is also okay to use the original statistics as they appear in the *Monster Codex*.

Fetish Mask (Su) When wearing her fetish mask, a scarred witch doctor gains a +2 circumstance bonus on Heal and Intimidate checks and gains a +2 bonus on saving throws against effects that specifically cause pain or have the pain descriptor.

Fierce Intelligence A scarred witch doctor treats her Intelligence score as 2 points higher when determining the highest level of spells she can cast, the number of spells she can cast per day, her spell save DCs, her number of spells known at 1st level, and any effects of her hexes determined by her Intelligence.

Hexes (Su) The scarred witch doctor's save DCs for her hexes is 16.

Scarshield (Su) At 1st level, a scarred witch doctor learns how to harden her mutilated skin, gaining a +4 enhancement bonus to her natural armor. She can use this ability for a number of minutes per day equal to her class level. These minutes do not need to be consecutive, but she must spend them in 1-minute increments.

SHAMBLING MOUND

CR 6

Pathfinder RPG Bestiary 246

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +5, **Will** +5

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

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: _____

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PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #8-99: The Solstice Scar, Version C

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
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Character #

Prestige Points

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Character #

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Character #

Prestige Points

Character Name

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

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Pathfinder Society Scenario #8-99: The Solstice Scar, Version C

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Blight Bane: As a swift action, you can challenge an animal, plant, or vermin creature that you can see, gaining special bonuses against that foe for a number of rounds equal to your Wisdom modifier (minimum 1 round). You gain a +1 bonus on attack rolls against that foe, and your weapons and spells deal an additional 1d6 damage against it. The bonus on attacks and damage increase to +2 and 2d6 respectively if the creature also has the fiendish simple template. You can instead grant these benefits to an adjacent ally as a move action, using your Wisdom bonus to determine its duration. When you use this boon, cross it off your Chronicle sheet.

☐ **Fangwood Purifier:** You have vanquished the blighted infestation growing in part of the Fangwood, and in time the flora, fauna, and fey will recover. You can spend 2 Prestige Points to learn Sylvan as a bonus language. In addition, you can check the box that precedes this boon to attempt a wild empathy check (*Pathfinder Core Rulebook* 50) to influence an animal or magical beast, treating your character level as your druid level for this purpose. If you already have the wild empathy class feature or a similar ability, you can instead check the box to roll the check twice and take the higher result.

☐ **Martyr's Shard 3:** The paladin Ivvara wielded a powerful dagger in service to her angelic patron, Vildeis. By helping cleanse the battlefield where she first earned Vildeis's favor, you have secured that empyreal lord's assistance in a time of need—particularly when battling evil.

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 of undead creatures for 1 minute. During this time, the weapon also grants you a +2 bonus on caster level checks to overcome the spell resistance of evil creatures.

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 it grants you a +1 bonus on caster level checks to overcome the spell resistance of evil creatures for 1 minute. During this time, attacks with this weapon also ignore the first 5 points of damage reduction possessed by undead creatures.

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).

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)	
	+	GM's Initials
Day Job (GM ONLY)		
GOLD	-	Gold Spent
	=	Total