

PATHFINDER SOCIETY®

Year of Factions' Favor



BEYOND THE HALFLIGHT PATH

By Brian Duckwitz



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HOW TO PLAY

Pathfinder Society Scenario #9-09: Beyond the Halflight Path is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7).

The setting and encounters in this adventure are flexible. The section on page 4 titled Running This Scenario provides detailed GM instructions that describe how to construct this adventure. Unlike a typical Pathfinder Society scenario for characters higher than 1st level, players and GMs can replay this adventure for credit.

This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.



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GM RESOURCES

Beyond the Halflight Path makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5* and *Pathfinder RPG Ultimate Equipment*. Additionally, specific Story Arcs require other books, as follows. The arcs are listed in the order they appear in the scenario. The first three arcs in this list take place in the Scintillating Halls. The next three take place in the Shining Deep, and the final three in Sparklegrim Passage.

Cultists: *Pathfinder RPG Advanced Class Guide* (ACG) for the *howling bracers* in Subtier 6-7 and *Pathfinder RPG GameMastery Guide* for the *haunt* rules in both subtiers.

Alien Infection: No additional sources.

Alien Art Recovery: No additional sources.

Recovering Implements: No additional sources.

Raising the Dead: *Pathfinder RPG Ultimate Magic* (UM) for the necromancer Verazaz's abilities and equipment.

Summoning Gone Wrong: *Pathfinder RPG Advanced Class Guide* (ACG) for the *ring of summoning affinity* (qlipthoth) in Subtier 6-7.

Evil Seeks Sacrifices: *Pathfinder RPG Advanced Class Guide* (ACG) for the *Slashing Grace* feat and *Pathfinder RPG Advanced Player's Guide* (APG) for the *antipaladin* class.

Kobold Testing Grounds: *Pathfinder RPG Advanced Player's Guide* (APG) in both subtiers. *Pathfinder RPG Advanced Race Guide* (ARG) for the *Kobold bloodline* in Subtier 3-4, and *Pathfinder RPG Monster Codex* (MC) for the *dragon yapper* prestige class in Subtier 6-7.

Drow Raiders: *Pathfinder RPG Advanced Player's Guide* for various NPC spells and abilities in Subtier 6-7.

This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* volumes and the *Codex* volumes are reprinted at the back of the adventure for the GM's convenience.



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BEYOND THE HALFLIGHT PATH

By Brian Duckwitz



In the distant past, what is now the bizarre city of Kaer Maga was home to the enigmatic caulborn, a telepathic race of planar scholars. As the *Starstone* hurled from the void of space on a collision course with Golarion, the caulborn fled underground with their vampiric servants, taking many of their items and secrets with them. Some were weapons, but many were merely tools, items that allowed them to carve new caverns and passages from the rock deep beneath Kaer Maga. The caulborn created more new vaults than they needed, whether to fulfill future plans or merely for their own enjoyment. Over time they left many of these areas, and eventually new inhabitants claimed them.

This scenario takes the PCs to one of three vaults: the Scintillating Halls, the Shining Deep, or the Sparklegrim Passage. In each of these vaults, one of three possible groups is performing deeds that have ramifications on the surface of Kaer Maga. The groups other than the one you select are still afoot in deeper parts of the vault, but their plans have not fully come to fruition, and they are not the subject of this adventure. The PCs may encounter these other groups if they replay this scenario in the future.

Scintillating Halls: One of the areas created in this way is now known as the Scintillating Halls for the strange, ever-changing luminescence in both the water and the impressive crystal structures. Here the caulborn stored ancient works of art of unknown origins and somehow tied to the worship of the Great Old Ones and the Elder Gods. Why they were stored here and how they were gathered is a mystery that may never be solved, but they are far from harmless. A small but devout cult recently divined the existence of these artworks and seeks to focus a foul ceremony around one of the pieces in order to draw their god's attention. Additionally, creatures from the Dark Tapestry, detecting the presence of their own unusual energy signature, seek to recover an object that is in fact one of the caulborn's bizarre technologies. Perhaps most dangerously, one of the art objects served as a prison—or perhaps an egg—for a being that has finally thrown off the torpor brought about by the preservative enchantments woven by the caulborn, and is now gathering strength.

WHERE ON GOLARION?

Beyond the Halflight Path takes place both in Kaer Maga and in one of the vaults far beneath the city. For more information on Kaer Maga, its denizens, and its many mysteries, see *Pathfinder Campaign Setting: City of Strangers* as well as *Pathfinder Campaign Setting: Inner Sea World Guide*, available at game stores everywhere and at paizo.com.



Shining Deep: Another long-sealed vault is called the Shining Deep, a place where small, pulsing gems dot the floors and walls. It was built as nothing more than tool storage for the caulborn, but the tools used by these creatures bear little resemblance to the tools used on the surface today. Magical in nature, their use allowed rapid excavation. Unfortunately, the same magical energies that powered the tools weakened the surrounding stone, leaving behind a highly unstable system of caverns and several new entrances. Several treasure-hunters have discovered these new entrances. In one case, a foul necromancer acquired an excavating tool he's used to raid ancient underground burial sites, avoiding defenses and guardians and desecrating countless graves. In another, a pair of thieves used an excavating tool to enter buildings in Kaer Maga from below, damaging buildings that have since collapsed and injured innocent residents. In the final story, a group of demon-worshippers attempted to amplify their



summoning with one tool and instead called upon forces far older and more primal, creating an unstable rift to a fissure deep in the Abyss, where the qliphoth have taken notice.

Sparklegrim Passage: The last of these cauldron halls has earned the name Sparklegrim Passage for its beautiful crystal formations and nasty reputation for disappearing explorers. On a foray up the Halfflight Path, a group of recently freed slaves became lost and fell victim to one of several groups who are exploring the passage. An antipaladin from Qadira who has fully turned from Sarenrae was guided here by visions of her new demonic master and seeks to unlock a dangerous altar through use of blood sacrifice. During their regular digging of tunnels and exploration, a group of kobold explorers broke through into Sparklegrim Passage and are working to uncover long-lost secrets of magical trapmaking by examining ancient texts on the subject. Now they're testing out their experiments on the captured travelers. Finally, a drow raiding party has been sent by their matron to secure several holy texts of Haagenti from the vault and bring back surface-dweller slaves for experimentation.

SUMMARY

The PCs arrive in Kaer Maga on orders from Sheila Heidmarch to aid one of three factions in the city and thus build a stronger relationship between the faction and the Pathfinder Society. After meeting with a representative of the faction, the party investigates the trouble occurring in the city and discovers hints at the nature of the problem. Still unsure of the source of the trouble, they consult with a troll augur, who provides clues that the PCs must enter one of the vaults below Kaer Maga. With this information in hand, the Pathfinders meet with a member of the Duskwardens, the group in charge of watching for dangers beneath the city. The Duskwarden helps the PCs pinpoint the correct vault and grants them access. From there, the PCs proceed to the vault they've identified, explore its mysteries, and stop the threat.

GLOSSARY OF TERMS

This scenario provides options for many central components, including the setting and the encounters. For the sake of clarity, this adventure uses the following terms to refer to the adventure's customizable elements.

Vault: After concluding the investigation in Kaer Maga, the PCs descend into one of three vaults, which are underground cave complexes beneath the city. All combat encounters in this scenario take place in one of these locations. The three possible vaults are **Scintillating Halls**, **Shining Deep**, and **Sparklegrim Passage**.

Story Arc: A story arc is the overarching theme and story of the adventure. Each story arc is tied to a vault, and each vault has three possible story arcs. Each story arc is tied to two specific encounters, called the story threat and linked threat.

Story Threat: The story threat is the scenario's "boss encounter." It is the creature or group of creatures who are most responsible for the story's events, and it is likely to be the most challenging threat the PCs face during the adventure.

Linked Threat: The linked threat is an encounter that is thematically tied to the story threat.

Independent Major Threat: An independent major threat is a difficult encounter that can appear in any of the story arcs.

Independent Minor Threat: An independent minor threat is an encounter that can appear in any of the story arcs. It is less challenging than the independent major threat.

Environmental Threat: An environmental threat is a haunt, trap, or hazard that the PCs may encounter as they explore the vault.

RUNNING THIS SCENARIO

This scenario is designed as a flexible adventure using *Flip Mat: Bigger Caverns*. The Scintillating Halls uses the side with a central rift, while the other two vaults use the side with an underground stream.

For the GM's convenience, most of this scenario is organized by vault. Each vault's section starts with a description of the location's background. Next, each section includes a description of the three possible story arcs for that location. This description includes the treasure that the PCs can earn. After the story arc descriptions, the adventure provides details for the investigation into Kaer Maga. The next part provides a map of the vault along with detailed descriptions of the vault's rooms. Finally, the vault's section contains a conclusion that takes into account each of the possible story arcs.

Because of the customizable nature of this scenario, none of the encounters appear on the maps or in the text of the scenario. Instead, all information regarding specific encounters appears in this scenario's appendices.

Appendix 1 (page 38) contains tables to assist the GM in selecting the scenario's elements. First, the appendix provides random tables for selecting the adventure's vault and story arc. As the GM, you can either roll on these tables or select the vault and story arc that appeals to you most based on the adventure's background and the descriptions in the beginning of the vault sections. If you roll randomly, be sure to consult these descriptions to familiarize yourself with the adventure's background. This appendix also provides tables that detail the story threat and linked threat for each story arc. Next, Appendix 1 includes one table each for independent major threats, independent minor threats, and environmental threats. When building your adventure, you will need to select one encounter from each of these three tables. **Appendix 2** on page 42 provides a walkthrough of a hypothetical GM assembling her adventure. **Appendices 3–13** provide statistics for all of the encounters the PCs may face, sorted by vault, encounter type, and subtier.



Skill checks and Saving Throws

Instead of listing all possible skill check and saving throw difficulties throughout the adventure, “Beyond the Halflight Path” follows an Easy/Average/Hard check scheme. When the text calls for a skill check or saving throw, refer to the following table for the appropriate DC.

SKILL DIFFICULTY

Skill Difficulty	Subtier 3–4 (4 player adjustment)	Subtier 3–4	Subtier 6–7 (4 Player adjustment)	Subtier 6–7
Easy	12	14	16	17
Average	15	17	19	21
Hard	18	20	24	26

Once you are familiar with the storyline and have determined all the elements that need to be placed in your dungeon, review the map and encounter area descriptions for your dungeon location (see page 6–15 for the Scintillating Halls, pages 15–23 for the Shining Deep, and pages 24–32 for Sparklegrim Passage). Place encounters first, attempting to keep them as spread out as possible while maintaining verisimilitude. When the PCs face the various encounters, they should face only one threat at a time unless they are specifically trying to trigger multiple encounters at once. In a situation where one encounter would naturally trigger a second encounter—particularly if there are loud spell or weapon effects, an NPC calls for help, or the like—the second threat should not arrive until at least the 4th round of combat. Before a given encounter, the PCs should be able to take time to equip gear, cast spells, or approach carefully to avoid an ambush.

Now you’re ready to place the treasure. Each story arc includes treasure associated with its story threat, treasure associated with its linked threat, and additional treasure for elsewhere in the vault. Place these in the dungeon alongside or very near your encounters, distributing the individual pieces as you see fit.

The scenario begins with an investigation portion. Your choices of vault and story arc set most of the details of this portion of the adventure, but you can still decide which NPCs the PCs encounter as they gather rumors. The full list of relevant rumors that the PCs may find appears in **Appendix 14** on page 90.

If possible, collect information from the players in advance about their past experiences with this scenario. As you assemble your adventure, consider avoiding options that your players have already experienced. If you do not know which PCs to expect and have enough time, consider selecting a location and story arc, and then preparing two or three thematically and mechanically different choices for each type of encounter. When in doubt, prepare only as much material as your time and circumstances allow; a well-prepared GM

running a familiar adventure is better than a harried GM running material that is new to the players.

ADVENTURE REWARDS

Because the distribution of treasure items varies significantly between encounter arcs, do not deduct rewards based on which treasure items the PCs have found. Cross off all items that the PCs did not find on their Chronicle sheets as normal, including items from other vaults and story arcs, and then use the following table to deduct rewards based on encounters that the PCs do not complete. For space reasons, standard items from the *Pathfinder RPG Core Rulebook* with a value of 1,000 gp or less (or 2,500 gp or less in Subtier 6–7) do not appear on the scenario’s Chronicle sheet.

Finding the Vault: If the PCs do not finish their investigation in Kaer Maga and locate the vault, reduce each PC’s gold earned by the following amount. Note that the PCs still receive this reward even if they fail all of their skill checks during the investigation.

Subtier 3–4: Reduce each PC’s gold earned by 195 gp.

Out of Subtier: Reduce each PC’s gold earned by 338 gp.

Subtier 6–7: Reduce each PC’s gold earned by 480 gp.

Defeating the Story Threat: If the PCs do not defeat the scenario’s story threat, reduce each PC’s gold earned by the following amount.

Subtier 3–4: Reduce each PC’s gold earned by 390 gp.

Out of Subtier: Reduce each PC’s gold earned by 675 gp.

Subtier 6–7: Reduce each PC’s gold earned by 960 gp.

Defeating the Linked Threat: If the PCs do not defeat the scenario’s linked threat, reduce each PC’s gold earned by the following amount.

Subtier 3–4: Reduce each PC’s gold earned by 260 gp.

Out of Subtier: Reduce each PC’s gold earned by 450 gp.

Subtier 6–7: Reduce each PC’s gold earned by 640 gp.

Defeating the Independent Major Threat: If the PCs do not defeat the independent major threat, reduce each PC’s gold earned by the following amount.



Subtier 3–4: Reduce each PC's gold earned by 260 gp.

Out of Subtier: Reduce each PC's gold earned by 450 gp.

Subtier 6–7: Reduce each PC's gold earned by 640 gp.

Defeating One Additional Encounter: If the PCs do not defeat the independent minor threat and they do not interact with the environmental threat, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 195 gp.

Out of Subtier: Reduce each PC's gold earned by 338 gp.

Subtier 6–7: Reduce each PC's gold earned by 480 gp.

SCINTILLATING HALLS

The rooms and passages now called the Scintillating Halls were once a repository for all manner of strange devices, sculptures, and odd bits of technology that the caulborn knew or assumed were somehow related to the Dark Tapestry. Whether their vaunted foresight failed them or if what happened later was all part of a plan, the wisdom of concentrating so many objects from beyond the stars would seem to be questionable at best. Over time, the energies of the objects interacted with each other, altering the geology of the vault and tainting the water that flows through it.

STORY ARCS

The following details provide specific background to each story arc. Story arcs are listed in order of increasing difficulty.

CULTISTS

In this story arc, a sunken-eyed man known only as Balthazin is the leader of the cult behind the recent disturbances. Balthazin was a mercenary bodyguard until his final fateful contract. He was hired to provide additional security to a group of merchants traveling through the Darklands. Opportunistic raiders struck the group, triggering several collapses to scatter their targets. Unable to reach his charges, Balthazin could only listen to the sounds of slaughter. He was left to wander the Darklands alone, with little hope for survival. However, after he lost the strength to move, a group of cloakers flew in on powerful wings. These creatures interpreted Balthazin's arrival as a sign from their god Azathoth, and they slowly but surely indoctrinated the desperate man into their religion. Eventually, following what he believed to be a series of divine visions, Balthazin wandered back to the surface and found his way to Kaer Maga.

Once he reached the city, Balthazin wandered the streets preaching and searching for others who would be susceptible to his god's message. He found Edwin Malcor, a scholar with an unhealthy obsession with forbidden knowledge. A combination of Balthazin's visions and Edwin's scholarship led the pair to believe that an eight-pointed star, symbol of their god, was hidden in one of the vaults beneath the city. They believed that this star was

formed from the poisonous metal abysium and that it had a role to play in enacting Azathoth's will. Balthazin continued to preach, and his words resonated with another cruel individual: Greta Whispersmile. Greta was a misanthrope who struggled to contain the urge to lash out violently at anyone who displeased her, and she latched on to those parts of Balthazin's tales that portrayed Azathoth as a mindless avatar of destruction.

The cultists worked carefully and quietly to gain access to the vault, but they made a crucial error when they were caught trying to steal a small medallion from Kelgren Noc, an elderly shopkeeper. The old man awoke to the sound of breaking glass and confronted the thieves, and Greta slew him without hesitation. The cultists anointed the stolen medallion in Noc's blood before making their way down the Halfflight Path.

Treasure for Story Threat: In both subtiers, the treasure is the NPCs' gear. In addition, the cultists have an eight-pointed star symbol of Azathoth carved from dark stone. The following items from this encounter appear on the Chronicle sheet: *ring of protection* +1 (Subtier 3–4 only), a *wand of bless* (10 charges), and a *wand of color spray* (20 charges; Subtier 3–4 only).

Treasure for Linked Threat: In Subtier 3–4, the treasure is a *ring of sustenance*; in Subtier 6–7, the treasure is a pair of *howling bracers* (Pathfinder RPG Advanced Class Guide 230).

Additional Treasure: In Subtier 3–4, the Scintillating Halls also contain a +1 *longsword*, an *amulet of natural armor* +1, two *potions of cure moderate wounds*, and two *potions of protection from evil*. In Subtier 6–7, add a +1 *chain shirt*, a pair of *eyes of the owl* (Pathfinder RPG Ultimate Equipment 225), and a *potion of haste*, and replace the two *potions of cure moderate wounds* with two *potions of cure serious wounds*.

ALIEN INFECTION

In the alien infection story arc, an ancient life form has "hatched" after a tremendously long incubation period in a vault where the caulborn placed its egg long ago. At night, it works its way to reach the surface of Kaer Maga.

In Subtier 3–4, the creature is a chaos beast. It has been feeding upon creatures in the sewers beneath the city, occasionally transforming them into blobs that struggle to regain their original forms. It has ambushed and struck several humans on the surface for its own amusement, leaving them alive but in a horrifying state (see page 44 for a description of this ability).

In Subtier 6–7, the creature is a neh-thalgggu, also known as a brain collector. Freshly awake after a long period of dormancy, it is eager to rebuild its supply of brains. By the time the PCs arrive, it has already collected the seven brains it needs to activate all of its powers, but it is convinced that it can make itself more powerful by forming synergistic combinations between the brains it holds. To that end, it



has been scouring the most densely populated district of Kaer Maga, the Warren. It has been invisibly sneaking into people's homes, paralyzing them, and then extracting their brains from their skulls. It stores the brains in specialized jars of preservative fluid, and spends its days trying out different combination of brains in hopes of unlocking their hidden potential.

In both subtiers, the proximity of this creature has caused growing unrest among the poorest residents of the Warren. In Subtier 3–4, people fear that the gruesome blob effect is contagious and have been trying to quarantine victims. In Subtier 6–7, the gruesome murders have lead to a growing sense of panic in the streets.

Treasure for Story Threat: In Subtier 3–4, the treasure is a *glowing glove* (*Pathfinder RPG Ultimate Equipment* 238), a *potion of heroism*, and a *pouch of void dust* (*Ultimate Equipment* 324). In Subtier 6–7, the treasure is an *eye of the void* (*Ultimate Equipment* 296), a *potion of heroism*, and a *pouch of void dust*. The PCs also find a collection of brains floating in jars of preservative fluid.

Treasure for Linked Threat: In Subtier 3–4, the treasure is an *aegis of recovery* (*Ultimate Equipment* 254), a set of *bracers of armor +1*, a *potion of neutralize poison*, and a *potion of remove disease*. In Subtier 6–7, the treasure is a *bag of tricks* (tan), a *potion of neutralize poison*, and a *potion of remove disease*.

Additional Treasure: In Subtier 3–4, the Scintillating Halls also contain a pair of *eyes of the eagle*, a *potion of cure moderate wounds*, a *potion of invisibility*, and two *potions of protection from chaos*. In Subtier 6–7, add a *potion of haste* and a *potion of greater magic fang* (CL 8th). Replace the *potion of cure moderate wounds* with three *potions of cure serious wounds*, and replace one of the *potions of protection from chaos* with a *scroll of magic circle against chaos*.

ALIEN ART RECOVERY

In the alien art recovery story arc, a contingent of mi-go near Kaer Maga picked up a faint trace of communications matching their own otherworldly energy signature. Pursuing this lead, they made their way secretly up the Halflight Path until a group of Duskwardens confronted them. The ensuing battle was brutal and decisive, leaving behind only traces of the Duskwardens' blood but no bodies. The mi-go soon found several curious devices even they did not fully understand in the vaults, all of which worked through interfacing directly with a living humanoid. These devices have the potential to augment the humanoid's physical and mental capabilities, but only when the humanoid has undergone proper training to interface with the device and a specialist is on hand to guide the devices' integration with the humanoid's body. As a result, the mi-go's experiments led to swift death for their Duskwarden captives. They have since begun kidnapping victims directly from Kaer Maga and dragging them back to the vault.

Capturing the feel of the Scintillating Halls story arcs

GMs can add flourishes and details that suggest the growing influence of the Dark Tapestry on Kaer Maga in these story arcs. The alien energies gathered in the Halls have begun to creep out and affect portions of the city, and as a result the atmosphere of Kaer Maga and the vaults during the Scintillating Halls story arcs should feel oppressive and strange. Players should feel like there is something distinctly wrong, but the nature of that wrongness is elusive and difficult to identify. The residents of Kaer Maga seem more suspicious than usual. GMs should consider talking about how the PCs feel like they're being watched or that they have sudden shivering or creeping sensations as they progress closer to the source of the trouble.

Treasure for Story Threat: In Subtier 3–4, the treasure is a *headband of ponderous recollection* (*Pathfinder RPG Ultimate Equipment* 250) and a pair of *poisoner's gloves* (*Ultimate Equipment* 239). In Subtier 6–7, the treasure is a *headband of ponderous recollection* (*Ultimate Equipment* 250), a *vest of surgery* (*Ultimate Equipment* 223), and a *ring of swarming stabs* (*Ultimate Equipment* 175). The mi-go have a strange stone ring that seems to writhe and turn in the user's palm, which is one of the items they sought. In both subtiers, the PCs can also recover the mysterious devices that the mi-go have been using in their experiments.

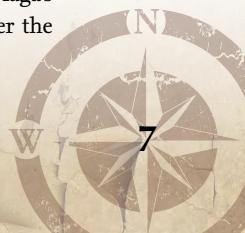
Treasure for Linked Threat: In Subtier 3–4, the treasure is a *pouch of dust of acid consumption* (*Ultimate Equipment* 293). In Subtier 6–7, the treasure is a pair of *deliquescent gloves* (*Ultimate Equipment* 234), and a *verdant vine* (*Ultimate Equipment* 275).

Additional Treasure: In Subtier 3–4, the Scintillating Halls also contain a *handy haversack*, two *potions of cure moderate wounds*, a *potion of resist energy* (acid) and a *wand of color spray* with 20 charges. In Subtier 6–7, add a *potion of haste*, a pair of *poisoner's gloves* (*Ultimate Equipment* 239), and an additional *potion of resist energy* (acid). Replace the two *potions of cure moderate wounds* with two *potions of cure serious wounds*.

GETTING STARTED

The PCs receive a letter from Sheila Heidmarch explaining the details of their mission; the GM may also use whichever other NPCs she wishes to direct the PCs to Kaer Maga. Give the players **Handout #1: Sheila Heidmarch's Letter (Scintillating Halls)**. A small map of Kaer Maga is folded along with the letter, with the location of **Reginald Ardoc's** (LN male human wizard 5) workshop in Bis clearly marked. Once the PCs have read the letter, they have a short time to make purchases before receiving transport to Kaer Maga via a *teleport* spell.

The *teleport* spell takes the PCs to just outside Kaer Maga's walls, atop the plateau that allows the city to tower over the



surrounding landscape. On their way into the city, the PCs pass through an open-air meat market called Meatgate, where poor farmers sell their wares for affordable prices. Just past Meatgate, the PCs reach the Gap, a massive hole in Kaer Maga's walls. Here, all manner of guides, porters, and runners size up all new arrivals in hopes of turning a quick profit. Several of these individuals approach the PCs, offering to show the PCs the sites of the city, including the best places to find food, entertainment, and rest.

The PCs may wish to hire a guide, either when they first arrive or later in the scenario. The guides recognize that the PCs are wealthy, so they charge a relatively steep fee of 2 gp per day (or 10 gp in Subtier 6–7). The PCs can cut the cost in half with an Average Diplomacy check. Roll 1d4 to determine what sort of guide the PCs have hired on the table below. The PCs cannot hire two guides at once—the guides consider such arrangements disrespectful to their fellows.

KAER MAGA GUIDES

1d4 Guide	Effect
1 Knowledgeable guide	The guide provides information as if the PCs had received a result of 20 on their Knowledge (local) or Diplomacy check to gather information about Kaer Maga (see page 9). Additionally, they receive a +2 bonus on their skill checks to gather rumors.
2 Personable guide	This guide is a social butterfly. She gives the PCs a +2 bonus on their skill checks against Nuregore and the Duskwardens.
3 Rambler	The guide doesn't know much information that is useful to the PCs' mission. She tries to cover for these gaps in his knowledge by rambling on about things with which he is more familiar (such as inns).
4 Pickpocket	This NPC is a pickpocket. If all of the PCs fail a Hard Perception check, the pickpocket takes 20 gp from them (or 75 gp in Subtier 6–7) before they notice. She then leaves the party at the first opportunity. If the PCs catch her, she throws the money into the street and does her best to run away—armed only with a dagger, she isn't willing to risk combat.

On the other side of the Gap, the PCs enter the Warren district, which is the poorest part of the city. The district's name comes from the maze of makeshift shanties and haphazard constructions that its residents have cobbled together with limited resources. Anyone who is willing to put the work in to help the community survive is welcome, from humans and halflings to goblins, orcs, and wererats. These residents pay little attention to the PCs unless the PCs approach them directly. A PC who succeeds at an Average Sense Motive check can tell that many of the people are on edge. The PCs are likely to speak to a resident of the Warren at some point if they gather rumors around the city (see Rumors on page 10).

The transition between the Warren and Bis to the south is stark. In Bis, Kaer Maga's thick walls are in good repair. A stone ceiling hangs over the entire district, casting it in perpetual twilight lit by a kaleidoscope of shimmering lamps. Massive, buttressed platforms soar off the sides of the walls, each holding a small collection of homes and businesses. A network of pulley-drawn elevators provides transportation between the platforms. Fortunately, the Kiln is easy to find, and any citizen of Bis can point the PCs in the right direction. The Kiln is a massive stone fortress that is simultaneously a thriving factory and a seat of government.

Once the PCs arrive at the Kiln, they have little trouble finding Regnald's personal workshop.

Sparks fill the air, accompanied by the ring of metal striking metal that echoes throughout this section of the building. Utilitarian and functional, the foundry is full of craftspeople working diligently in the red glow of heated metal. Most of the workers are human or dwarven, but here and there golems and other constructs assist in the work.

A tall, muscular man strikes a glowing iron rod with his hammer and mutters a few words, causing a blue glow to momentarily envelop the iron. He hooks his hammer to his belt and then begins speaking, his eyes focused on the anvil and his work as he talks.

"I appreciate your coming, Pathfinders. I'll get right to the point. There's something wrong in the Warren. Normally the Ardoc family avoids exerting our influence in that district so as to not cause any political disruption, but whatever is going on now is getting in the way of food shipments, and that is not something we can let slide by." He takes the metal rod and digs it into the nearby furnace while a mechanical creature pumps the bellows. "I'd like you to figure out what's going on and take care of the issue if you can. My guess is that it has something to do with the damned vaults under the city. If that's the case, you'll need to speak with the Duskwardens eventually. Tell them I sent you and they'll cooperate. From what your venture-captain told me, your organization is foolish enough to *want* to explore the vaults.

"If the people of the Warren don't tell you enough, you could always try the Augurs. They provide uncannily accurate prophecies. For a sufficient donation of coin, of course."



"This should go without saying, but do not forget that I expect a full report once you have eliminated the problem."

Regnald is willing to answer questions.

Any idea of what's causing the disruptions? "Not for certain. I've heard all kinds of rumors. Rumors of murderers on the loose and people afraid to leave their homes, as well rumors of mysterious creatures on the streets attacking people. Of course, that's in addition to the tales of rampant assault and thievery that filter out of the district. The Warrens don't have people like my family to keep them safe."

When did the trouble start? "I'm not sure exactly, but it's been at least a couple of weeks."

Where do you recommend we begin? "Head into the Warren and talk to people. A little bit of gold can go a long way in there for information, and if your organization's reputation is true, you shouldn't have much trouble at all."

Who are the Augurs? "They are a group of troll mystics. Have ever heard of doing augury with a bird's intestines? Well, the Augurs read the future in their own intestines. When they are finished, they return the intestines to their normal position and wait for their natural regeneration to repair the wound."

What makes you suspect the vaults? "It doesn't happen very often, but once in a while something escapes the Duskwardens and starts causing trouble aboveground. I hope that's not it, but the sudden change fits the history."

GATHER INFORMATION (DIPLOMACY) OR KNOWLEDGE (LOCAL)

Based on the result of a Diplomacy or Knowledge (local) check, the PCs might know more about Kaer Maga and its people. The PCs learn all of the following information whose DC is less than or equal to the result of their check.

10+: Kaer Maga is a massive ring of stone unbroken except in one place: the Warren. Some unknown calamity appears to have blown an enormous hole in the city's ring there. Otherwise, the majority of the city is actually housed within the ring's multileveled honeycomb of lantern-lit chambers and caverns.

15+: The Warren is home to the poorest residents of Kaer Maga but also serves as the natural main entrance to the city for locals and visitors alike.

20+: Kaer Maga's government is decentralized. A collection of powerful factions controls various portions of the city. The Ardoc family of golem-crafters controls the Bis

district, famed for its balconies lining the walls. The Ankar-Te district is known for its many undead servants and treats Horus Ilaktya as its de facto leader. A newer faction, the Freeman, is led by Halman Wright and operates out of the Bottoms, a stronghold of democracy. A group of peaceful trolls lives in the city, many of them skilled in augury. The Duskwardens patrol the tunnels underneath the city, where they strive to keep nosy visitors out of the vaults and creatures in the vaults from getting out.

25+: Those who want to know anything worth knowing in Kaer Maga talk to the residents of the Warren, for despite their low status, they know a great deal of what's happening in the city.

KNOWLEDGE (ARCANA OR HISTORY)

Based on the result of a Knowledge (arcana or history) check, the PCs might know about the deeply magical history of Kaer Maga. The PCs learn all of the following information whose DC is less than or equal to the result of their check.

10+: The city of Kaer Maga was here before the Thassilonian empire even began.

15+: The very first Runelord of Greed used Kaer Maga as a prison for his enemies.

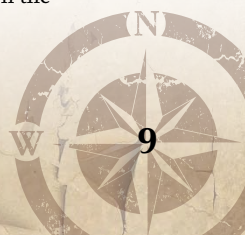
20+: When he first took control of the city, the first Runelord of Greed made a deal with the caulborn, a mysterious race of prophets and record-keepers residing in the city. They agreed to become wardens and historians of the city.

25+: After millennia of service, the caulborn predicted the arrival of the *Starstone* and fled deep beneath the surface to escape destruction.

30+: The caulborn carved out a series of caverns, passages, and even a city far beneath Kaer Maga. The caulborn used some of these places to as homes and others as storage vaults for their many treasures.

INVESTIGATION

The first part of the scenario involves investigating and pinning down two elements: the possible nature of the threat in the scenario, and the location of the vault the PCs must investigate to deal with the threat. The PCs can approach the three sections below (Rumors, Troll Augur, and Duskwarden) in any order. The Rumors section deals with the nature of the threat, while Troll Augur and Duskwardens narrow down the location of the vault.



RUMORS

The PCs can gather details about the nature of the threat by picking up rumors around town. Refer to **Appendix 14** on page 90 for the possible rumors. One of the rumors is specifically relevant to the PCs' current adventure. The other rumors tie to other story arcs and locations, hinting at other adventures possible in future playthroughs. Use Maran as one of the sources.

The information the PCs discover depends upon the result of their Diplomacy check to gather information. If the PCs meet or exceed the Hard DC to gather information, they receive the rumor that corresponds to their story arc, one other unrelated rumor, and a rumor that corresponds to one of the Independent Major or Independent Minor encounters that they will face. If they succeed at the Average DC but not the Hard DC, they receive the rumor that corresponds to their story arc and two other random rumors. If they do not succeed at the Average DC, they receive three random rumors, none of which can be the relevant rumor or rumor 10 on the table.

The PCs can use aid another to assist each other on this skill check, or they can roll separately. If the PCs roll separately, provide three rumors from the chart based upon the best result, rather than generating three rumors for each

PC—too many rumors is likely to overwhelm the PCs. Feel free to embellish the rumors with other gossipy details from the lives of Kaer Magans, so long as it is clear that they are not leads that the PCs are expected to follow.

The PCs may wish to attempt Diplomacy checks to gather information more than once. They can try one additional time. However, the residents of the Warrens grow increasingly skittish about the PCs' intense interest in morbid topics, and the PCs take a –5 penalty on their skill checks in this second attempt.

TROLL AUGURS

The PCs may decide to seek out the services of troll augurs. Normally this search takes an hour, but a successful Easy Diplomacy check to gather information or a Knowledge (local) check reduces this time to 15 minutes. They find **Nuregore** (N female troll), an augur who is willing to help. The price she charges depends upon how much relevant information the PCs can give her. If the PCs did not gather the rumor relevant to the story arc and only provide her with the information from Ardoc, she frowns. "Your path has many branches," she explains, "It will take much searching for me to narrow down which of these paths fate has decreed for you. If you wish for me to divine all of the details in your stead, the process shall be more complicated. Complicated, and perhaps perilous, as some information wishes desperately to remain hidden." In this case, she asks the PCs for a hefty fee of 125 gp (500 gp in Subtier 6–7) and tells them to return in 4 hours after she has had time to meditate and prepare. In secret, the augur speaks to several of her contacts to gather insight into the situation at hand, focusing her divinations.

On the other hand, if the PCs succeeded at the Average DC gather information check and provide her with the rumors they have heard, she charges 25 gp (100 gp in Subtier 6–7). If they succeeded at the Hard DC check to gather information and share their knowledge, she is impressed by their legwork and lowers the fee to 5 gp (20 gp in Subtier 6–7).

The PCs may attempt to haggle with the augur. If they succeed at a Hard Diplomacy check or Average Profession (merchant) check, Nuregore cuts her price in half.

When the time comes for her to perform her divination, read or paraphrase the following.

"I can tell you something of where you should go," says the troll, who then kneels on the ground, draws a long knife from her belt and, with a powerful swipe, slices the blade across her belly. She carefully reaches inside her abdomen and draws forth her glistening internal organs, lifting them to her eye level. She does not respond to the powerful odor that wells forth, and instead studies her intestines intently. "They change colors," she breathes quietly, "shifting about in the light." She looks intently at the party. "The place you search for. A place beneath and below.



Talbren

But there is more here," she turns her head to the side like a curious bird. With the claw on her smallest finger, she pierces the intestine and watches carefully at what oozes out. "The waters are changed." She shivers and hesitates a moment, "They carry something from far beyond."

With careful skill, Nuregore shoves her innards back and presses the skin together. Her greenish hide knits together quickly and she stands. "Those are the visions I see."

This description alone isn't enough to for the PCs to identify the vault, but it does provide sufficient information for the Duskwardens to pinpoint the location (see below).

TALKING TO THE DUSKWARDENS

Finding the Duskwardens is easy enough; almost anyone in town can point the PCs to the Duskwarden's Guildhouse in Bis.

The Guildhouse is a squat structure with a placard bearing the group's twisted-arch ins'ion Regnald Ardoc's name gain entrance. Duskwarden guards escort the PCs inside the hall to a small office where they meet with Talbren (NG female half-elf ranger 3). Read or paraphrase the following if the PCs mention their mission.

"We're always glad to have competent help around here. Things have definitely seemed more riled up than usual down by the Undercity," Talbren says. "How can I help, Pathfinders?"

Depending upon where they are in their investigation, the PCs may ask some of the following questions.

What do the Duskwardens do? "Mostly we patrol the Halflight Path. That's the underground passage leading from the bottom of the cliff up to the surface of Kaer Maga. We fight all kinds of threats and keep the path usable."

What kinds of threats are there along the path? "Along the path there usually isn't much beyond the usual danger in the form of treacherous terrain, and if you take it slowly you'll be fine. Once in a while, though, a creature creeps out of a vault and onto the path. That's where we step in."

Can you help us find the vault we need to explore? "If you're on a mission for one of the power brokers here in town, of course. We don't want to take sides in their squabbles and prefer to help everyone. I have a list here of some vaults where we've noticed disturbances or unusual levels of activity. Maybe that will help narrow it down."

Give the players **Handout #4: Narrowed List of Possible Vaults**. If the PCs do not have the clues from the troll augur, Talbren hands them the list and asks them to use it to guide their further investigation. On the other hand, if the PCs have already gathered clues from Nuregore, they

Halflight Charm

Duskwardens lend Halflight charms to travelers in the Undercity for their protection. This charm originally appeared in *Pathfinder Adventure Path #63: The Asylum Stone*.

HALFLIGHT CHARM

PRICE
2,500 GP

SLOT none

CL 3rd

WEIGHT —

AURA faint divination

This amulet is a small crystal at the end of a simple leather strap. It glows brightly from within, shedding light equivalent to that of a torch. Once per day, the amulet's bearer can clutch the object and call for help. Doing so immediately contacts the three closest Duskwardens and gives them intimate knowledge of the pendant's location, as per the *locate object* spell, out to a distance of a mile.

CONSTRUCTION REQUIREMENTS

COST 1,250

Craft Wondrous Item, *light*, *locate object*



have enough information to pick out the Scintillating Halls. If the players do not make the connection, have each PC attempt an Average Knowledge (dungeoneering) check. On a success, the PC remembers the relevant details from Nuregore's prophecy.

If the PCs are stuck, Talbren asks guiding questions about the augur's prophecy and pieces the solution together for them. However, the fact that the PCs were unable to make such deductions themselves concerns her. Unless the PCs succeed at a Hard Diplomacy or Bluff check to mollify her concerns, she requires them to put forth a payment of 50 gp per PC (150 gp each in Subtier 6–7) before taking them to the vault. She explains that this fee is to help cover the cost of recovering the PCs' bodies and possessions should they perish in the depths.

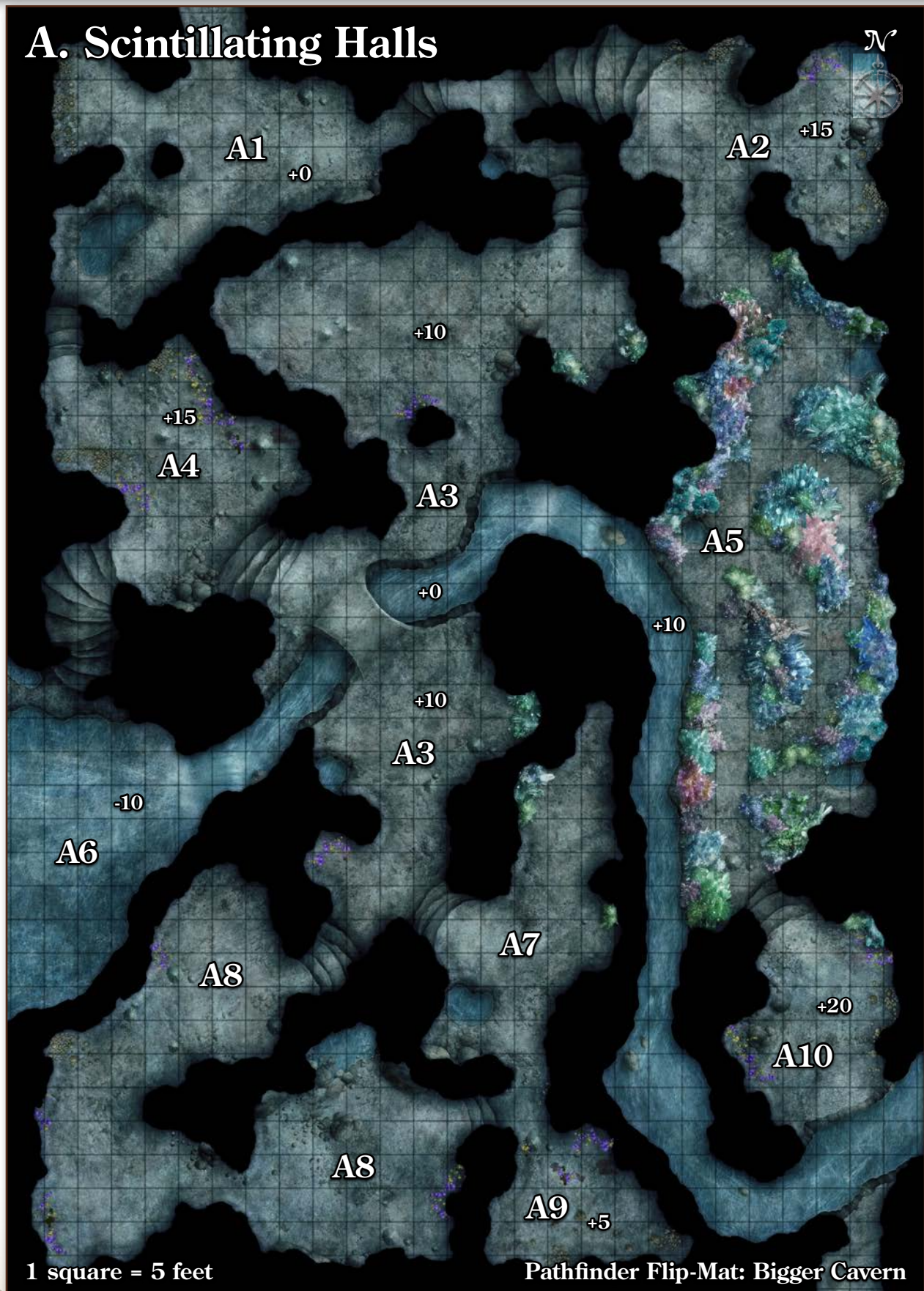
TRAVELING TO THE VAULT

Once the PCs have identified the correct vault, Talbren gives them permission to travel the Halflight Path and guides them to the vault's entrance whenever they are ready. During the journey, which takes several hours, Talbren insists that the PCs remain silent to avoid drawing unnecessary attention from lurking monsters. As they arrive at the entrance to the vault, Talbren stops the group.

Talbren raises a hand and stops abruptly. Reaching in to her uniform pocket, she withdraws a handful of glowing crystals on leather cords. She whispers, "These crystals are called *Halflight charms*. Each of you should carry one with you. They provide a bit of light, but that is not their primary function. If you find



A. Scintillating Halls



yourself in dire straits, clutch the amulet and call for help. The nearest Duskwardens will learn your location and come to assist." The Duskwarden leans closer. "Do not call for us lightly. The disturbance in this vault provides me and my fellow Duskwardens with an opportunity to see the mettle of the Pathfinder Society for ourselves. However, if your life is truly in danger, don't let pride get in the way of good sense. Activate the charm and flee."

If the PCs activate the charm during the adventure, a group of Duskwardens arrives several minutes later. These Duskwardens are not strong enough to defeat the challenges of the Scintillating Halls, but they are able to cover the PCs retreat before fleeing themselves. See the scenario's conclusion on page 14 for further ramifications of activating the charm.

A. THE SCINTILLATING HALLS

The caulborn once used the Scintillating Halls to store items even they did not fully understand: items that had either fallen from the skies, or that they had themselves unearthed but whose origins they did not know. Since that time, the strange energies of these items has seeped into the caverns themselves. PCs who spend any amount of time here notice a faint tingling sensation on their skin.

The steps throughout the cavern provide gentle changes to the elevation. These changes are marked on the map, measured in feet.

Hazard: The water throughout the Scintillating Halls glows slightly, shedding dim, bluish-green light within 5 feet. It also poses a danger to travelers due to the otherworldly influence of the nearby creatures from the Dark Tapestry: a character who touches this water must succeed at an Average Will save or become fatigued as their energy is sapped. A character who swims in or drinks the water takes a -2 penalty on the saving throw. This is a mind-affecting effect.

A1. THE HOWLING HOLE

A cool breeze flows from a hole near the center of the floor here, sounding a mournful wail as the air forces its way into the cavern. Just southwest of this hole is a shallow pool of water glows faintly.

The hole in the floor is 5 feet wide and drops 3 feet before narrowing to a fissure too small to fit a hand through. A natural spring slowly refreshes the shallow pool.

The pool is also home to tiny, pale cave frogs with two sets of eyes and small, whip-like tentacles growing from their heads. A PC who succeeds at an Average Knowledge (arcana) or Knowledge (nature) identifies the cause of this mutation as an unknown magical energy. They seem indifferent to the PCs' presence, even if the PCs grab or poke at them.

A2. ANCIENT SHRINE

The air in this room is musty and still. At the eastern end, it opens into a larger chamber with ceilings reaching 20 feet high. Small brown fungi grow along the floors and walls, and a patch of purple crystals is embedded in the ground near a still pool in the northeast. Shattered fragments of an ancient statue lie in a heap on the eastern wall, a multitude of deep-set eyes still visible as they stare sightlessly into the room.

With an Average Knowledge (planes) or Knowledge (religion) check, the PCs can identify the broken statue as an idol of Azathoth. The caulborn brought it here as a curiosity, but it fell to pieces some time ago.

A3. NATURAL BRIDGE

A burbling stream of dimly glowing water bisects this room at a sharp angle, casting dim light near the water's edge. In the center of the cavern, the water passes beneath a natural bridge of stone that arches slightly, as if hesitant to touch the liquid. Small growths of crystals fill many of the room's nooks and crannies.

The course of the water has eroded this room over time, but it once held the caulborn's largest treasures.

PC who succeeds at an Easy Perception check hears the rush of a waterfall to the southwest. The water is 10 feet below the floor in this room and is 5 feet deep.

A4. CROSSROADS

The stench of rotten fish and damp earth permeates the room. The floors, walls, and ceiling all shine with moisture, and the air is heavy and damp.

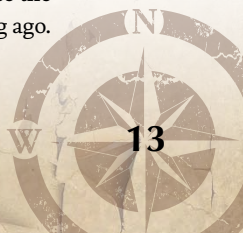
The energies of the Dark Tapestry have altered the floor in this chamber, giving it the consistency of a wet sponge. As a result, the floor counts as difficult terrain.

Many of the froglike creatures in A1 pass through this room. The PCs can spot smaller versions of them climbing along the walls with an Easy Perception check.

A5. CRYSTALS FROM BEYOND

A kaleidoscope of ever-changing yet somehow indefinite colors fills this room, radiating from masses of crystalline growths that protrude from the walls and ceiling like grasping, clawed fingers. Narrow walkways pass through and between sparkling arches, and a slightly musical humming—one moment harmonious and the next discordant—echoes from what sounds like a great distance.

The crystals in this room are all that is left of a device the caulborn found crashed on the surface of Golarion long ago.



It was once used to communicate between far-flung worlds by its alien makers through a link established between its crystals and those on another world. The device broke apart and its crystals became embedded in the walls here long ago. The crystals still occasionally resonate with faint traces of messages from deep in the Dark Tapestry.

Characters who succeed at an Average Perception check can hear tiny fragments of messages in Aklo. Example phrases include “in his house,” “be praised indeed,” and “felled with hope.” GMs are encouraged to create others. Characters who succeed at the Perception check and speak Aklo are automatically affected by the hazard below (no save).

Hazard: The strange, otherworldly energies in the room are disruptive to humanoid thought patterns. Anyone spending more than 1 minute adjacent to the crystals in this room must succeed at a Hard Fortitude save or take a –1 on attack rolls, saving throws, and skill checks for 1 hour as the humming noise infests the victim’s mind and disrupts concentration. This is a mind-affecting sonic effect.

A6. SLUGGISH POOL

A pond of luminescent liquid fills the area, fed by a stream to the northeast that slowly tumbles down a set of falls before emptying into the pool. Mucilaginous and thick, the substance roils about slowly, squelching as it moves.

This liquid is responsible for the mutation of the cave frogs seen in A1. Many of them are here at the edges of the water where they hunt small insects.

The pool smoothly descends from the shore to a depth of 10 feet at the center. The liquid empties through cracks at the bottom, dripping deeper into areas beyond. The thick liquid imposes a –5 penalty on Swim checks within the pool.

A7. EMBEDDED IN THE WALLS

Two clumps of crystals light this room with inner radiance, flickering like greenish torches.

Some time ago, a band of goblins managed to gain access to the Scintillating Halls. Enamored of the shining gems growing from the walls in this room, they started trying to pry them out, realizing too late that the crystals themselves feed on living things. Now two goblin skeletons have fused within the clumps of crystals on the northwest and eastern walls, the crystals having grown around the unfortunate creatures as they fed.

A PC who succeeds at an Easy Perception check notices the skeletons. A PC who succeeds at a Hard Knowledge (planes) check knows that the crystals are not native to Golarion but occur naturally on Eox, the sixth planet in Golarion’s solar system and home of countless undead.

Hazard: Anyone who touches the crystal formations in this room must succeed at an Average Reflex save or be trapped as the crystals send tiny barbs into the creature’s skin, affixing the creature to the crystal’s surface. Creatures trapped in this way are considered grappled. After every full round of being attached in this way, a creature takes 1 point of Constitution drain. Affixed creatures can attempt an Average Escape Artist check or an Average Strength check to break free. Alternatively, the PCs can break the crystals with weapon attacks. They have a break DC of 20, hardness 6, and 20 hit points.

A8. THE DRIPPING CAVERNS

The perpetual sound of dripping water fills this room as it drops from tiny, daggerlike projections from the ceiling that lend the appearance of a massive piscine maw to the area.

The floors of this area are slippery from all the moisture. The DCs of Acrobatics checks are increased by 5.

A9. FUNGAL BLOOM

Dull brown mushrooms grow from the floor in many places throughout this room, but they have completely covered the southern wall, obscuring the stone. Scattered remnants of tiny cages, complete with miniature iron bars now rusted and crumbling, are piled to the west.

An Average Perception check reveals that many of the mushrooms on the southern wall have stalks that look to have grown in the shape of tiny faces, mouths open in a scream of agony.

This room once stored tiny fey prisoners the caulborn had gathered to study. These unfortunate creatures died long ago, but the echo of their suffering has infused the mushrooms here and given shape to their pain. Despite their appearance, the mushrooms are harmless and edible.

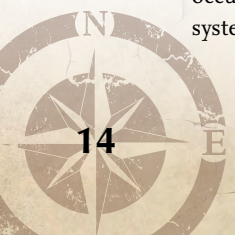
A10. RIVER ACCESS

Water swiftly rushes past the southern end of the room here, five feet below the level of the floor. Sparkling crystals emerge from the stone.

The water in the squares directly south of this room is relatively safe and do not cause the fatigue effect associated with the rest of the water in the Scintillating Halls. The passageway across the water soon becomes a dead end.

CONCLUSION

Once the PCs return to Regnald Ardoc, he asks them about the nature of the threat they faced and its location. As long as



the PCs have defeated the story threat, Ardoc is pleased with their success. His comments depend upon the story arc.

Cultists: Ardoc says, “The influence of the Dark Tapestry is a force of chaos, nonsense, and unmaking. It disgusts me to think that people would throw their lives into spreading its corruption, and that they would murder in its name.”

Alien Infection: Ardoc says, “So an alien beast was behind all of this? I can’t even begin to comprehend what was going through its mind when it decided to carry out those attacks. What I do know is that the people of the Warrens stood little chance against such a creature without help.”

Alien Art Recovery: Ardoc says, “Those foul creatures made a mockery of the art of experimentation and invention. Risking sentient lives without rigorous testing first is repugnant.”

Regardless of the story arc, Ardoc continues. “It seems the Pathfinders do indeed live up to their reputation. I look forward to working with you and your organization in the future. I will be sending an appraisal of your performance on to Sheila Heidmarch so that you may be commended for your work here today.”

On the other hand, if the PCs did not remove the threat, Ardoc is disappointed. “Either Heidmarch insulted me by sending an inferior team or you are, in her leadership and estimation, the best the Pathfinder Society has to offer. For your sake, I will assume the second. Nonetheless, you have failed to meet my expectations, and are therefore not worthy of any more of my time. I will be sending an appraisal of your performance on to Sheila Heidmarch so that she can assess the situation for herself.” For her part, after receiving the abrasive letter, Heidmarch contacts the PCs. She asks them not to trouble themselves too much with Ardoc’s harsh words and instead to report what they did manage to find.

If the PCs activated the *Halflight charm*, the three nearest Duskwardens cover the PCs’ retreat through the tunnels beneath the city. Within the next few days, Duskwardens launch a major expedition into the Scintillating Halls to retrieve the bodies of any slain PCs and seal off the vault; PCs do not need to pay the typical Prestige Point cost for body recovery.

As long as the PCs defeated the story threat, each PC receives the Duskwarden’s Favor boon on her Chronicle sheet.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary success condition if they defeat the story threat. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary success condition if they defeat at least three encounters in the vault, report the alien nature of the threat to Regnald Ardoc, and do not call upon the Duskwardens to help them escape the vault. Doing so earns each PC 1 additional Prestige Point.

SHINING DEEP

The poorly constructed nature of the Shining Deep is especially strange considering the cauldron’s prescient abilities. This messy construction could mean that their powers were more limited than what was widely believed at the time, or that they intended for the Shining Deep to eventually collapse and bury the implements left within. Either way, the place remains dangerous, even beyond the creatures that have recently rediscovered it.

STORY ARCS

The following details provide specific background to each story arc. Story arcs are listed in order of increasing difficulty.

RECOVERING IMPLEMENTS

In the recovering implements story arc, two brothers—Daven and Lodif—entered the Shining Halls in search of treasure and managed to find a device capable of tunneling through worked stone easily. They made the mistake, however, of tunneling into several homes in the Ankar-Te district, leading to a great deal of property destruction as well as several deaths. They have since returned to the vault to hide. Despite Ilaktya’s reputation for carefully sourcing his undead, they are afraid that he may see fit to punish their transgression against them by killing them and secretly turning them into undead servants.

Treasure for Story Threat: In both subtiers, the treasure is the NPCs’ gear. Daven and Lodif possess a metallic tube 2 feet long and 2 inches in diameter. It radiates faint transmutation magic but its powers appear to have faded. It was this device the twins used to break into buildings in Kaer Maga. The only treasure from this encounter that appears on the Chronicle sheet is the six *tangle arrows* (as *tangle bolt* from *Pathfinder RPG Ultimate Equipment* 162) in Subtier 6–7.

Treasure for Linked Threat: In both subtiers, the treasure is the NPCs’ gear. The following items from this encounter appear on the Chronicle sheet: two *tangle arrows* (as *tangle bolt* from *Pathfinder RPG Ultimate Equipment* 162) and three +1 *flaming arrows* in Subtier 3–4 only.

Additional Treasure: In Subtier 3–4, the Shining Deep also contains a *mind sentinel medallion* (*Pathfinder RPG Ultimate Equipment* 259) and two *potions of protection from evil*. In Subtier 6–7, add a *potion of cure serious wounds* and a *ring of spell knowledge II* (*Pathfinder RPG Ultimate Equipment* 174) that contains *bull’s strength*.

RAISING THE DEAD

In the raising the dead story arc, a necromancer named Verazaz entered a crumbling secondary entrance to the Shining Deep on one of her trips up the Halflight Path. There she found a device capable of wresting control of created undead away from their creators and began to do just that in the Ankar-Te



Working with Horus Ilaktya

Some PCs may object to working with Horus, especially if they can detect his alignment or know much about his business. It should be clear from the PCs' briefing, however, that he is the leader of a significant faction within Kaer Maga, and assaulting him (or worse) would lead to exactly the kind of disruption of balance within the city the Pathfinder Society hopes to avoid. Evil though he is, his request is one that leads to greater safety for everyone in Kaer Maga. GMs should make it clear to players that attacking him could put their mission—as well as their health—at risk.

district of Kaer Maga. Unfortunately for everyone involved, the disruption of control affected a larger area than Verazaz intended, and while she managed to steal a few undead and head back to the Shining Deep in search of other, even more powerful treasures, several undead ran amok and caused both injuries and property damage before they had to be destroyed for public safety.

Treasure for Story Threat: In both subtiers, the treasure is Verazaz's equipment. In addition, she possesses a steel rod covered in runes of unknown origin. This is the item she has used to break into crypts in Kaer Maga, although its powers have faded. The following items from this encounter appear on the Chronicle sheet: *scroll of restore corpse* (Pathfinder RPG Ultimate Magic 235), *wand of spectral hand* (10 charges), and *headband of vast intelligence* +2 (Subtier 6–7 only).

Treasure for Linked Threat: In Subtier 3–4, the treasure is a *cloak of resistance* +1 and a set of *pipes of haunting*. In Subtier 6–7, the treasure is a *cloak of resistance* +1 and a *malleable symbol* (Pathfinder RPG Ultimate Equipment 309).

Additional Treasure: In Subtier 3–4, the PCs find 2 *potions of bear's endurance*, a *potion of bull's strength*, 3 *potions of cure moderate wounds*, a *potion of lesser restoration*, and a *ring of protection* +1. In Subtier 6–7, the additional treasure is instead a *glowing glove* (Pathfinder RPG Ultimate Equipment 238), a *grim lantern* (Pathfinder RPG Ultimate Equipment 301), a *potion of haste*, a *potion of lesser restoration*, a *potion of remove disease*, and a *ring of protection* +2.

SUMMONING GONE WRONG

In the summoning gone wrong story arc, a small band of demon-worshippers purchased information about a crumbling vault from an off-duty Duskwarden and, believing it to be a match for a weakened spot between the planes they'd been researching, traveled there to conduct a summoning. Their guess about the weakness was correct, but the connection was to a far deeper and more primal section of the Abyss than they intended. What climbed through the rift was not a demon but a qliphoth. This creature promptly

tore the cultists to pieces. In addition, a shockwave from the planar breach caused significant damage to several buildings in Ankar-Te, and Horus wants to determine the origins of the damage.

Treasure for Story Threat: In Subtier 3–4, the treasure is a *lesser extend metamagic rod*. In Subtier 6–7, the treasure is an *extend metamagic rod* and a *ring of summoning affinity* (qliphoth, Pathfinder RPG Advanced Class Guide 220). There are also bloody and torn robes as well as human remains scattered in the room, signs of the summoning gone wrong. Several holy symbols of the demon lord Orcus lie among their remains.

Treasure for Linked Threat: In Subtier 3–4, the treasure is a *cloak of resistance* +1 and a *pearl of power* (1st). In Subtier 6–7, the treasure is a *cloak of resistance* +2 and a *pearl of power* (3rd).

Additional Treasure: In Subtier 3–4, the Shining Deep also contains a masterwork morningstar, a suit of masterwork splint mail, three *potions of cure moderate wounds*, two *potions of protection from evil*, and a *scroll of summon monster I*. In Subtier 6–7, the morningstar is a +1 *morningstar* and the splint mail is a suit of +1 *splint mail*. The healing potions are *potions of cure serious wounds*, and the scroll instead contains *summon monster III*.

GETTING STARTED

The PCs receive a letter from Sheila Heidmarch explaining the details of their mission; the GM may also use whichever other NPCs she wishes to direct the PCs to Kaer Maga. Give the players **Handout #2: Sheila Heidmarch's Letter (Shining Deep)**. A small map of Kaer Maga is folded along with the letter, with the location of Horus Ilaktya's store in Ankar-Te clearly marked. Once the PCs have read the letter, they have a short time to make purchases before receiving transport to Kaer Maga via a *teleport spell*.

The *teleport spell* takes the PCs to just outside Kaer Maga's walls, atop the plateau that allows the city to tower over the surrounding landscape. On their way into the city, the PCs pass through an open-air meat market called Meatgate, where poor farmers sell their wares for affordable prices. Just past Meatgate, the PCs reach the Gap, a massive hole in Kaer Maga's walls. Here, all manner of guides, porters, and runners size up all new arrivals in hopes of turning a quick profit. Several of these individuals approach the PCs, offering to show the PCs the sites of the city, including the best places to find food, entertainment, and rest.

The PCs may wish to hire a guide, either when they first arrive or later in the scenario. The guides recognize that the PCs are wealthy, so they charge a relatively steep fee of 2 gp per day (or 10 gp in Subtier 6–7). The PCs can cut the cost in half with an Average Diplomacy check. Roll 1d4 to determine what sort of guide the PCs have hired on the table below. The PCs cannot hire two guides at once—the guides consider such arrangements disrespectful to their fellows.

KAER MAGA GUIDES

1d4 Guide	Effect
1 Knowledgeable guide	The guide provides information as if the PCs had received a result of 20 on their Knowledge (local) or Diplomacy check to gather information about Kaer Maga (see page 18). Additionally, they receive a +2 bonus on their skill checks to gather rumors.
2 Personable guide	This guide is a social butterfly. She gives the PCs a +2 bonus on their skill checks against Nuregore and the Duskwardens.
3 Rambler	The guide doesn't know much information that is useful to the PCs' mission. She tries to cover for these gaps in his knowledge by rambling on about things with which he is more familiar (such as inns).
4 Pickpocket	This NPC is a pickpocket. If all of the PCs fail a Hard Perception check, the pickpocket takes 20 gp from them (or 75 gp in Subtier 6–7) before they notice. She then leaves the party at the first opportunity, such as when they are talking to the troll augurs. If the PCs catch her, she throws the money into the street and does her best to run away—armed only with a dagger, she isn't willing to risk combat against the PCs.

On the other side of the Gap, the PCs enter the Warren district, which is the poorest part of the city. The district's name comes from the maze of makeshift shanties and haphazard constructions that its residents have cobbled together with limited resources. Anyone who is willing to put the work in to help the community survive is welcome, from humans and halflings to goblins, orcs, and wererats. These residents pay little attention to the PCs unless the PCs approach them directly.

The transition between the Warren and the rest of the city is stark. Everywhere else, Kaer Maga's thick walls are in good repair. All of the city's districts except the Warren are situated in a multilevel complex of massive, vaulted chambers, cast in perpetual twilight lit by a kaleidoscope of shimmering lamps.

Even by the standards of Kaer Maga as a whole, Ankar-Te is a district known for accepting all manner of beliefs and philosophies that rarely appear in polite society. Mindless undead servants are a common sight in its streets. A perpetual fog of incense covers any odor that may otherwise emanate from the flesh of the working zombie hordes.

Once the PCs arrive in Ankar-Te, they have little trouble finding the Last Rites, and, within it, **Horus Illakya** (NE male human cleric of Urgathoa 9).

The interior of the shop named Last Rites has far from the somber appearance its name suggests. Fresh-cut flowers stand in vases throughout the room, filling the air with a pleasant fragrance. The walls are painted light green, and multiple still life paintings hang in gilded frames from the walls.

A tall, thin, middle-aged man stands near a long marble table in the center of the room. He smiles and gestures at the finely crafted mahogany chairs around the table before settling himself into the one at the end. He then picks up a tiny bell and rings it. At the far end of the room, a door opens and a figure dressed as a servant enters, carrying a tray. The figure's movements are stiff and its eyes stare straight ahead as it sets a tray with a decanter of deep red wine and several glasses down gently. The creature then turns and leaves the room.

"Pathfinders!" says the man at the table, as he offers the wine. "How pleasant that you could come. I am Horus Illakya, owner of this establishment and a leader of the Ankar-Te district. Your Venture-Captain—that is the correct term, yes?—Sheila Heidmarch promised to send some of her most capable agents. I am sure I will be pleased with what you have to offer. But on to business.

"I would like you to investigate a problem in my district. Just the other day I began to hear reports of property damage in the district, but I have not had time to investigate these reports myself. Since I knew I had Pathfinders on the way, I thought I'd leave it up to you to determine the cause of this damage and eliminate any threat to Ankar-Te's wellbeing, even should it take you beneath the city and into the vaults.

"See what you can find in the streets. I'd also recommend talking to the Augurs. Their command of prophecy is quite impressive. When you have dealt with the threat, return to me and we will discuss your findings."

A PC who succeeds at a DC 5 Knowledge (religion) check recognizes that the servant is an unusually well-preserved zombie. Horus is willing to answer questions. He does his best to avoid reacting to any obvious clergy of Pharasma, Sarenrae, or Iomedae in the PCs' midst. However, a PC who succeeds at a Hard Sense Motive check discerns that he finds their beliefs amusing and quaint. Horus is openly friendly toward any PC who carries a holy symbol of Urgathoa or who is accompanied by undead.

Any idea of what the damage is? "I've heard multiple stories. Some of them claim entire buildings have collapsed,



while others say it was only a few walls. I'm not asking you to make a full appraisal of the extent of the damage. I don't need your expertise for that. Focus your efforts on making sure it doesn't happen again.

Where do you recommend we begin? "Talk to people on the streets and in the shops. If you run into much resistance just mention my name. That should clear up any confusion."

Do you suspect the vaults? "Oh, it certainly could be related to them. Most of the truly significant problems in this city connect to the vaults in one way or another. If you mention you're working for me and have an idea where you're going, the Duskwardens will certainly aid you."

Who are the Augurs? "They are a group of troll prophets with quite a fascinating way of reading the future. It's not an experience a newcomer will soon forget." Horus chuckles.

GATHER INFORMATION (DIPLOMACY) OR KNOWLEDGE (LOCAL)

Based on the result of a Diplomacy or Knowledge (local) check, the PCs might know more about Kaer Maga and its people. The PCs learn all of the following information whose DC is less than or equal to the result of their check.

10+: Kaer Maga is a massive ring of stone unbroken except in one place: the Warren. Some unknown calamity appears to have blown an enormous hole in the city's ring there. Otherwise, the majority of the city is housed within the ring's multileveled honeycomb of lantern-lit chambers and caverns.

15+: The Warren is home to the poorest residents of Kaer Maga but also serves as the natural main entrance to the city for locals and visitors alike.

20+: Kaer Maga's government is decentralized. A collection of powerful factions controls various portions of the city. The Ardoc family of golem-crafters controls the Bis district, famed for its balconies lining the walls. The Ankar-Te district is known for its many undead servants and treats Horus Ilaktya as its de facto leader. A newer faction, the Freeman, is led by Halman Wright and operates out of the Bottoms, a stronghold of democracy. A group of peaceful trolls lives in the city, many of them skilled in augury. The Duskwardens patrol the tunnels underneath the city, where they strive to keep nosy visitors out of the vaults and creatures in the vaults from getting out.

25+: Those who want to know anything worth knowing in Kaer Maga talk to the residents of the Warren, for despite their low status, they know a great deal of what's happening in the city.



Gindalee

KNOWLEDGE (ARCANA OR HISTORY)

Based on the result of a Knowledge (arcana or history) check, the PCs might know about the deeply magical history of Kaer Maga. The PCs learn all of the following information whose DC is less than or equal to the result of their check.

10+: The city of Kaer Maga was here before the Thassilonian empire even began.

15+: The very first Runelord of Greed used Kaer Maga as a prison for his enemies.

20+: When he first took control of the city, the first Runelord of Greed made a deal with the caulborn, a mysterious race of prophets and record-keepers residing in the city. They agreed to become wardens and historians of the city.

25+: After millennia of service, the caulborn predicted the arrival of the *Starstone* and fled deep beneath the surface to escape.

30+: The caulborn carved out a series of caverns, passages, and even a city far beneath Kaer Maga. The caulborn used some of these places to as homes and others as storage vaults for their many treasures.

INVESTIGATION

The first part of the scenario involves investigating and pinning down two elements: the possible nature of the threat in the scenario, and the location of the vault the PCs must investigate to deal with the threat. The PCs can approach the three sections below (Rumors, Troll Augur, and Duskwarden) in any order. The Rumors section deals with the nature of the threat, while Troll Augur and Duskwardens narrow down the location of the vault.

RUMORS

The PCs can gather details about the nature of the threat by picking up rumors around town. Refer to **Appendix 14** on page 90 for the possible rumors. One of the rumors is specifically relevant to the PCs' current adventure. The other rumors tie to other story arcs and locations, hinting at other adventures possible in future playthroughs. Use Gindalee as one of the sources.

The information the PCs discover depends upon the result of their Diplomacy check to gather information. If the PCs meet or exceed the Hard DC to gather information, they receive the rumor that corresponds to their story arc, one other unrelated rumor, and a rumor that corresponds to one of the Independent Major or Independent Minor encounters that they will face. If they succeed at the Average

DC but not the Hard DC, they receive the rumor that corresponds to their story arc and two other random rumors. If they do not succeed at the Average DC, they receive three random rumors, none of which can be the relevant rumor or rumor 10 on the table.

The PCs can use aid another to assist each other on this skill check, or they can roll separately. If the PCs roll separately, provide three rumors from the chart based upon the best result, rather than generating three rumors for each PC—too many rumors is likely to overwhelm the PCs. Feel free to embellish the rumors with other gossipy details from the lives of Kaer Magans, so long as it is clear that they are not leads that the PCs are expected to follow.

The PCs may wish to attempt Diplomacy checks to gather information more than once. They can try one additional time. However, the residents of the neighborhood grow increasingly suspicious about the PCs' intense interest in the area, and the PCs take a –5 penalty on their skill checks in this second attempt.

TROLL AUGURS

The PCs may decide to seek out the services of troll augurs. Normally this search takes an hour, but a successful Easy Diplomacy check to gather information or a Knowledge (local) check reduces this time to 15 minutes. They find **Nuregore** (N female troll), an augur who is willing to help. The price she charges depends upon how much relevant information the PCs can give her. If the PCs did not gather the rumor relevant to the story arc and only provide her with the information from Ilaktya, she frowns. "Your path has many branches," she explains, "It will take much searching for me to narrow down which of these paths fate has decreed for you. If you wish for me to divine all of the details in your stead, the process shall be more complicated. Complicated, and perhaps perilous, as some information wishes desperately to remain hidden." In this case, she asks the PCs for a hefty fee of 125 gp (500 gp in Subtier 6–7) and tells them to return in 4 hours after she has had time to meditate and prepare. In secret, the augur speaks to several of her contacts to gather insight into the situation at hand, allowing her to focus her divinations.

On the other hand, if the PCs succeeded at the Average Diplomacy check to gather information and provide her with the rumors they have heard, she charges 25 gp (100 gp in Subtier 6–7). If they succeeded at the Hard check to gather information and share their knowledge, she is impressed by their legwork and lowers the fee to 5 gp (20 gp in Subtier 6–7).

The PCs may attempt to haggle with the augur. If they succeed at a Hard Diplomacy check or Average Profession (merchant) check, Nuregore cuts her price in half.

When the time comes for her to perform her divination, read or paraphrase the following.

"I can tell you something of where you should go," says the troll, who then kneels on the ground, draws a long knife from her belt and, with a powerful swipe, slices the blade across her belly. She carefully reaches inside her abdomen and draws forth her glistening internal organs, lifting them to her eye level. She does not respond to the powerful odor that wells forth, and instead studies her intestines intently. The troll frowns and her eyes narrow. She sets her knife and intestines on the ground then reaches deeper into her abdomen, finally drawing out her stomach. She palpates it gently as if feeling for something. "The walls are weak and it crumbles easily, the place you seek. A place beneath and below, yet there is much light." A rumbling groan originates from her stomach, the gurgle startlingly loud. Nuregore raises her eyebrows and looks at the group. "It falls apart. Beware."

With careful skill, Nuregore shoves her innards back and presses the skin together. Her greenish hide knits together quickly and she stands. "Those are the visions I see."

This description alone isn't enough for the PCs to identify the vault, but it does provide sufficient information for the Duskwardens to pinpoint the location (see page 20).



Talbren

Halfflight Charm

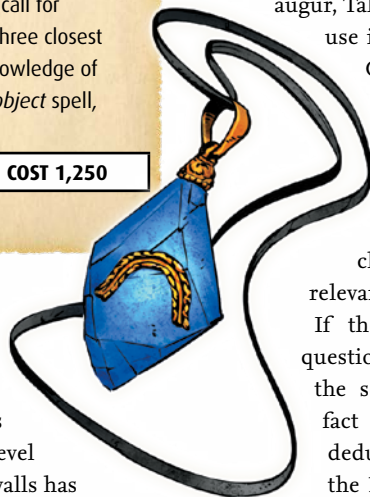
Duskwardens lend Halfflight charms to travelers in the Undercity for their protection. This charm originally appeared in *Pathfinder Adventure Path #63: The Asylum Stone*.

HALFLIGHT CHARM		PRICE 2,500 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint divination		

This amulet is a small crystal at the end of a simple leather strap. It glows brightly from within, shedding light equivalent to that of a torch. Once per day, the amulet's bearer can clutch the object and call for help. Doing so immediately contacts the three closest Duskwardens and gives them intimate knowledge of the pendant's location, as per the *locate object* spell, out to a distance of a mile.

CONSTRUCTION REQUIREMENTS	COST 1,250
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Craft Wondrous Item, *light*, *locate object*



TALKING TO THE DUSKWARDENS

Finding the Duskwardens is easy enough; almost anyone in town can point the PCs to the Duskwarden's Guildhouse in the Bis district. The multilevel structure within the rest of Kaer Maga's walls has collapsed in Bis, leaving only the walls and the highest ceiling. Buttressed platforms soar off the sides of the walls, each holding a small collection of homes and businesses. A hodgepodge network of pulley-drawn elevators provides transportation between the platforms.

The Guildhouse itself is a squat and solid structure with a placard bearing the group's twisted-arch insignia in blue and gold. PCs who succeed at an Easy Diplomacy check or mention Horus Ilaktya's name gain entrance. Duskwarden guards escort the PCs inside the hall to a small office where they meet with **Talbren** (NG female half-elf ranger 3). Read or paraphrase the following if the PCs mention their mission.

"We're always glad to have competent help around here. Things have definitely seemed more riled up than usual down by the Undercity," Talbren says. "How can I help, Pathfinders?"

Depending upon where they are in their investigation, the PCs may ask some of the following questions.

What do the Duskwardens do? "Mostly we patrol the Halfflight Path. That's the underground passage leading from the bottom of the cliff up to the surface of Kaer Maga. We fight all kinds of threats and keep the path usable."

What kinds of threats are there along the path? "Along the path there usually isn't much beyond the usual danger in the form of treacherous terrain, and if you take it slowly you'll be fine. Once in a while, though, a creature creeps out of a vault and onto the path. That's where we step in."

Can you help us find the vault we need to explore? "If you're on a mission for one of the power brokers here in town, of course. We don't want to take sides in their squabbles and prefer to help everyone. I have a list here of some vaults where we've noticed disturbances or unusual levels of activity. Maybe that will help narrow it down."

Give the players **Handout #4: Narrowed List of Possible Vaults**. If the PCs do not have the clues from the troll augur, Talbren hands them the list and asks them to use it to help guide their further investigation.

On the other hand the PCs have already gathered clues from the troll augur, they have enough information to pick out the Shining Deep. If the players do not make the connection, have each PC attempt an Average Knowledge (dungeoneering) check. On a success, the PC remembers the relevant details from Nuregore's prophecy.

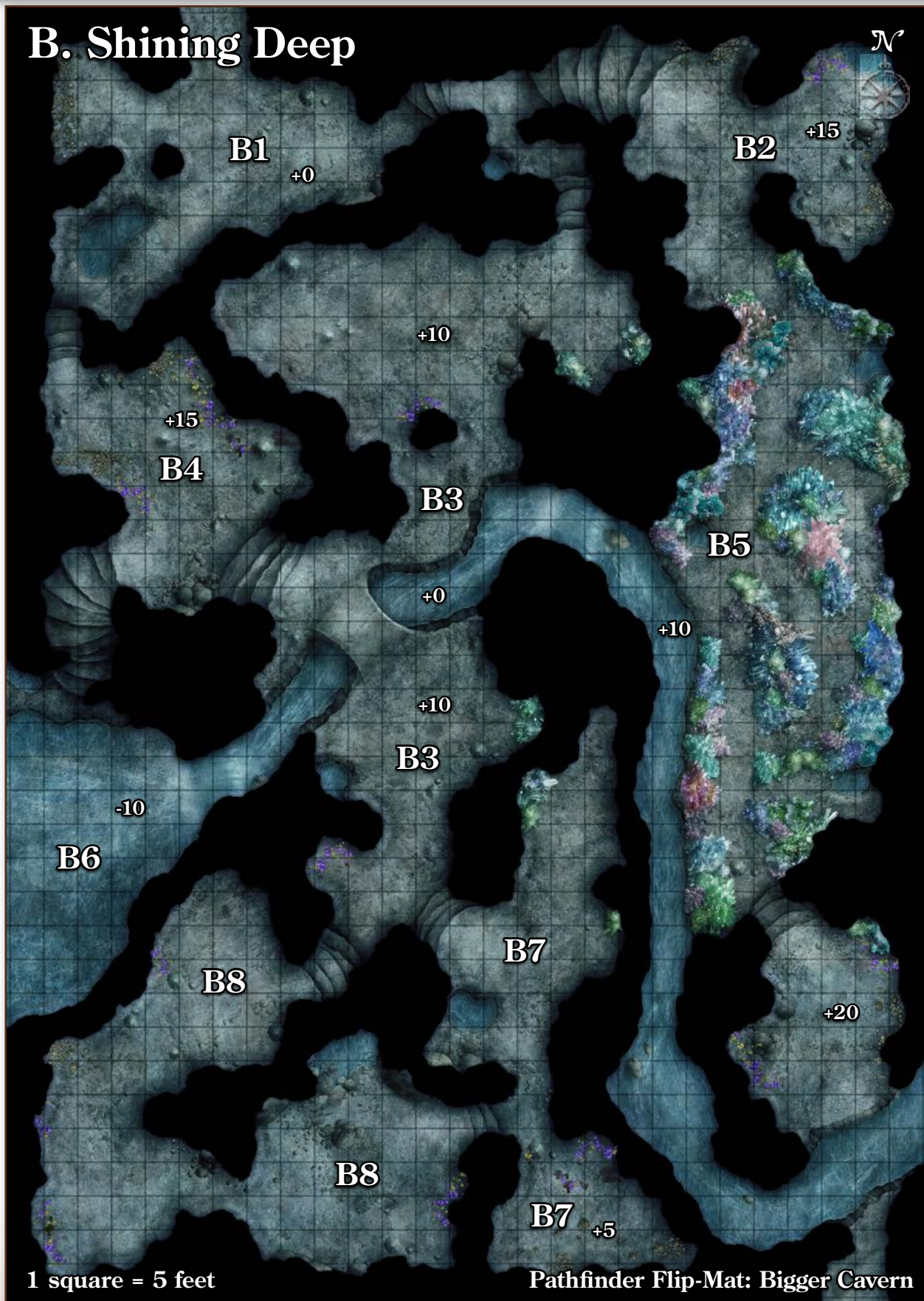
If the PCs are stuck, Talbren asks guiding questions about the augur's prophecy and pieces the solution together for them. However, the fact that the PCs were unable to make such deductions themselves concerns her. Unless the PCs succeed at a Hard Diplomacy or Bluff check to mollify her concerns, she requires them to put forth a payment of 50 gp per PC (150 gp each in Subtier 6–7) before taking them to the vault. She explains that this fee is to help cover the cost of recovering the PCs' bodies and possessions should they perish in the depths.

TRAVELING TO THE VAULT

Once the PCs have identified the correct vault, Talbren gives them permission to travel the Halfflight Path and guides them to the vault's entrance whenever they are ready. During the journey, which takes several hours, Talbren insists that the PCs remain silent to avoid drawing unnecessary attention from lurking monsters. As they arrive at the entrance to the vault, Talbren stops the group.

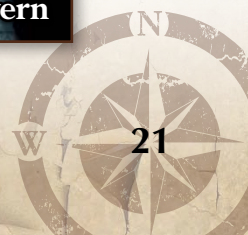
Talbren raises a hand and stops abruptly. Reaching in to her uniform pocket, she withdraws a handful of glowing crystals on leather cords. She whispers, "These crystals are called *Halfflight charms*. Each of you should carry one with you. They provide a bit of light, but that is not their primary function. If you find yourself in dire straits, clutch the amulet and call for help. The nearest Duskwardens will learn your location and come to assist." The Duskwarden leans closer. "Do not call for us lightly. The disturbance in this vault provides me and my fellow Duskwardens

B. Shining Deep



1 square = 5 feet

Pathfinder Flip-Mat: Bigger Cavern



with an opportunity to see the mettle of the Pathfinder Society for ourselves. However, if your life is truly in danger, don't let pride get in the way of good sense. Activate the charm and flee."

If the PCs activate the charm during the adventure, a group of Duskwardens arrives several minutes later. These Duskwardens are not strong enough to defeat the challenges of the Shining Deep, but they are able to cover the PCs retreat before fleeing themselves. See the scenario's conclusion on page 23 for further ramifications of activating the charm.

B. SHINING DEEP

The caulborn constructed this series of caverns to hold many of the implements and tools they used or had gathered over centuries. Much of the construction was done hastily in preparation for the destruction they foresaw in the approach of the *Starstone*, and this shoddy construction means many parts of the Shining Deep have become rather unstable.

The steps throughout the cavern provide gentle changes to the elevation. These changes are marked on the map, measured in feet.

Unless otherwise noted, the ever-present crystals embedded in the walls, ceilings, and floors throughout the area provide dim light to the rooms. PCs can harvest the gems with a successful Average Profession (miner) or similar skill, or with a Hard Strength check and appropriate tools. It takes 2d6 minutes to gather a handful of the gems, which shed light as a candle for 1 hour.

The stream running throughout the caverns enters past **B10** before traveling down a waterfall and into the pool in **B6**. From there it drains away into numerous small cracks in the floor. The stream averages 5 feet deep, and the current is strong enough that Small and Medium creatures are moved downstream at a rate of 10 feet per round. A PC must succeed at a DC 15 Swim check to remain in one place or make progress against the current, but a DC 10 Swim check is sufficient to remain above water while being carried by the current.

Hazard: Certain walls and ceilings in the Shining Deep are prone to sudden collapse. If a PC succeeds at an Average Knowledge (engineering) or Profession (stonemasonry), she notices this instability and grants the entire party a +2 bonus on checks within the Shining Deep to avoid damage from falling rocks and other instabilities. This hazard is specifically noted in rooms in which it appears. In such chambers, any digging (magical or otherwise) or use of spells with the sonic descriptor have a 20% chance to trigger a partial collapse of the room, dealing 2d6 points of bludgeoning damage to all creatures in the room in Subtier 3–4, or 4d6 points of bludgeoning damage to all creatures in the room in Subtier 6–7. Creatures can attempt a Hard Reflex save to take half damage.

B1. SIGNS OF INSTABILITY

The walls of this chamber are smooth in the western end except for where part of the ceiling has collapsed, creating a rubble pile that reaches towards the center of the room. Just to the east of this pile, a natural chimney's low whistling hints at fresh air entering the cavern from somewhere below. A shallow pool southwest of this hole is slowly refreshed by a steady drip of water from above.

The natural chimney quickly narrows into a crack that does not open into another cavern for several hundred feet.

B2. UNSTABLE ROOM

Piles of rubble encroach upon the middle of this room. Glowing gems glitter to the northeast, their light reflecting off a small pool of water and casting rainbow patterns on the ceiling.

This room was once roughly square in shape, but collapses over the years have almost sealed the eastern end entirely.

Hazard: This room is prone to collapse (see the description of this hazard in area **B**).

B3. ERODED FLOOR AND CRUMBLING BRIDGE

The burbling sounds of water echo throughout this large room wending its way from north to south. A bridge formed out of the stone floor arcs gracefully over the stream.

Although the stream was here when the caulborn shaped the room, it has since slowly eaten away at much of the rock near the water's edge.

Hazard: All squares adjacent to the water's edge, including the squares of the bridge, are unstable. They break if any creature of size Small or larger stands on them. A PC who succeeds at an Easy Reflex save can leap away from the edge and avoid tumbling into the stream.

B4. MUSHROOMS AND GEMS

Several patches of dull mushrooms grow in the dampness of this room, their caps illuminated by tiny sparkling gems embedded in the floor and walls.

This room is relatively stable, although the stairs leading to area **B6** are slippery and require characters to either move at half speed or attempt a DC 5 Acrobatics check to avoid falling prone.

B5. RAINBOW CRYSTALS

Massive crystals of rainbow hues fill this entire area and grow from all the walls and from the ceiling above.

Unlike much of the Shining Deep, this room is brightly lit. A PC who succeeds at an Average Knowledge (dungeoneering) knows the origin of the crystals to be a natural, albeit rare, variety of mineral usually found deep in the Darklands. The PCs can snap off a crystal without much effort. A crystal emits light equivalent to a torch for 1 hour before the light fades permanently.

B6. GLIMMERING POND

Clear water fills most of this room, fed by a quickly moving waterfall to the east. Shimmering light from glowing gems embedded in the rock beneath the water provide a hypnotic, glittering luminance to the chamber.

The pool is 10 feet deep in the center and quite cold, averaging 45° F. The water level remains constant, draining away through small fissures in the bottom of the pool. PCs swimming in this water take 1d6 points of nonlethal cold damage every 10 minutes.

B7. UNSTABLE PASSAGE

The crystalline growth in the northwestern corner of the room has weakened the structural integrity of the walls there, making the entire area particularly unstable.

Hazard: The room is unstable and the chance of a partial collapse (as described in area B) is increased to 60%.

B8. RUBBLE-FILLED ROOM

This large room is filled with a massive pile of fallen rocks in the center. On a relatively flat section of wall in the southeastern corner, an ancient set of metal shelves hangs attached to the wall, mostly turned to rust or broken by rockslides.

This chamber was once the largest in the vault, but hurried construction doomed it to collapse. The shelves are adhered to the wall rather than anchored. Removing them requires either an application of *universal solvent* or a DC 25 Strength check. Successfully pulling them off with a Strength check automatically causes a partial collapse, as described in area B (see page 22).

CONCLUSION

Once the PCs return to Horus Ilaktya, he asks them about the nature of the threat they faced and its location. As long as the PCs have overcome the story threat, Horus is pleased with their success. His comments on the situation depend upon the story arc.

Recovering Implements: Horus's reaction to this story arc depends upon how much information the PCs learned

about Daven and Lodif's motivations. If the PCs mention the brothers' fear of being turned into undead, he snorts. "I'm not sure which is more offensive—that they engaged in careless destruction of property in my district, or that they thought I would grant them the gift of a second life for their fumbling." Otherwise, he is simply glad that the PCs have found and put a stop to the property damage, and somewhat amused at its source.

Raising the Dead: Horus is disgusted by Verazaz. "Those of us who have the power to grant a second life should know above all else the responsibility that entails. Twice-Born who cannot care for themselves rely on us to curb their more destructive impulses. Otherwise they become a threat to public safety and must, unfortunately, be destroyed."

Summoning Gone Wrong: "A qliphoth, you say? Those creatures are opposed to everything that moves, living or unliving. Thank you for getting to the bottom of this mess and destroying that creature before it could pose a threat to my citizens."

Regardless of the story arc, Ilaktya continues. "It seems the Pathfinders do indeed live up to their reputation. I look forward to working with you and your organization in the future. I will send my regards to your venture-captain."

On the other hand, if the PCs did not remove the threat, Ilaktya is disappointed. "From the way Sheila Heidmarch portrayed your organization, I expected better from you. Ah, well. Giving you the chance to try to help didn't cost me much, and I'll never fault someone for the mercantile spirit of upselling her wares." After the PCs leave Kaer Maga, Heidmarch contacts them and requests a report on what they did manage to find.

If the PCs activated the *Halflight charm*, the three nearest Duskwardens cover the PCs' retreat through the tunnels beneath the city. Within the next few days, Duskwardens launch a major expedition into the Shining Deep to retrieve the bodies of any slain PCs and seal off the vault; PCs do not need to pay the typical Prestige Point cost for body recovery.

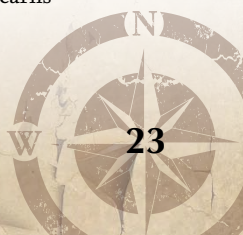
As long as the PCs defeated the scenario's story threat, each PC receives the Duskwarden's Favor boon on her Chronicle sheet.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary success condition if they defeat the scenario's story threat. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary success condition if they defeat at least three encounters in the vault, report the nature of the threat to Horus Ilaktya, and do not call the Duskwardens to help them escape the vault. Doing so earns each PC 1 additional Prestige Point.



SPARKLEGRIM PASSAGE

The caulborn knew as they delved deeper beneath Kaer Maga that they could eventually run the risk of breaching fully into the Darklands and drawing attention to their own lands. To that end, they designed the area now called Sparklegrim Passage as a trap to draw in, ensnare, and destroy any deep dwellers that might enter it. They filled the vault with treasures to act as bait and powerful magical traps to kill any that found their way here. What those motives might be remains the subject of speculation. Unfortunately for the current residents of Kaer Maga, a series of localized earthquakes only a few months ago cracked the vault and broke these traps, leaving behind a tempting and mostly unguarded vault.

Several days ago, a group of former slaves who had escaped Nidal disappeared on their journey up the Halfflight Path. These escapees had hoped to find a new home in the City of Strangers, and a Duskwarden named Drellis was leading the group up to the city. However, when a collection of dangerous creatures attacked, he realized that the fight was beyond his abilities. He told his charges to run while he held the assailants off to buy them time. The group tried to retrace their steps back to the beginning of the path, but became lost on the difficult trail, eventually stumbling into Sparklegrim Passage. Once they realized they were lost, they activated their *Halfflight charms* (see page 29), but the shielded nature of Sparklegrim passage (see area C) prevented the nearest Duskwardens from being notified. The new residents of Sparklegrim Passage captured these travelers and stripped them of their gear. The Duskwardens, knowing the composition of the group of missing escapees but unable to find any trace of them, sent word to **Halman Wright** (NG human male ranger 7), leader of the Freemen.

STORY ARCS

The following details provide specific background to each story arc.

EVIL SEEKS SACRIFICES

In the evil seeks sacrifices story arc, an antipaladin named Zareen has come to Sparklegrim Passage following visions from her god, Ahriman. Once a paladin of Sarenrae, Zareen fell from grace after a series of harrowing events and failures of her faith at the Worldwound, and now harbors a passionate desire to wipe out hope wherever she finds it. To that end, she plans to sacrifice as many intelligent humanoid as she can capture. Together with her foul servants, she captured the escaped slaves. When the PCs arrive, all six captives are terrified but otherwise unharmed.

Treasure for Story Threat: In both subtiers, the treasure is Zareen's equipment. She also possesses a burned and cracked holy symbol of Sarenrae, a sign of her old faith. None of the treasure from this encounter appears on the Chronicle sheet.

Treasure for Linked Threat: In Subtier 3–4, the treasure is a set of *manacles of cooperation*, two *potions of cure moderate wounds*, and a *potion of lesser restoration*. In Subtier 6–7 the treasure is a *horn of goodness/evil*, a set of *manacles of cooperation*, two *potions of cure serious wounds*, a *potion of lesser restoration*, and a *potion of remove disease*.

Additional Treasure: In Subtier 3–4, Sparklegrim Passage also contains a masterwork glaive, +1 *breastplate*, a *cloak of resistance +1*, a pair of *deathwatch eyes*, a *knight's pennon of honor*, three *potions of cure moderate wounds*, two *potions of protection from evil*, a *wand of mage armor* (10 charges), and 304 gp in coins and gems. In Subtier 6–7, it contains all of those items, except the glaive is a +1 *flaming glaive*, the cloak is a *cloak of resistance +2*, the healing potions are *potions of cure serious wounds*, and the vault contains a fully charged *wand of false life*. Finally, the value of the loose coins and gems is increased to 622 gp.

KOBOLD TESTING GROUNDS

In the kobold testing grounds story arc, a small clan of kobolds named the Shardstings broke through one of the sealed entrances to the Darklands and began investigating the caverns beyond. They found items both mundane and magical stored by the caulborn long ago and, naturally, worked to weaponize everything they could. They have since spent time building traps. When the escaped slaves wandered into their newfound trove, the kobolds captured them. Soon the kobolds plan to use these captives as test subjects for their projects. When the PCs arrive, one of the captives has already perished facing a trial run of the kobolds' new traps, but the other five are unharmed.

Treasure for Story Threat: In both subtiers, the treasure is the kobolds' equipment. In Subtier 3–4, the Chronicle sheet lists an *elixir of fire breath* and a *circlet of persuasion*. None of the treasure from Subtier 6–7 is listed on the Chronicle sheet.

Treasure for Linked Threat: In Subtier 3–4, the treasure is a masterwork longsword, a *potion of cure moderate wounds*, a *potion of delay poison*, and a *ring of protection +1*. In Subtier 6–7, the treasure is a *ring of protection +2*.

Additional Treasure: In Subtier 3–4, Sparklegrim Passage also contains a masterwork breastplate, a *cloak of resistance +1*, three *potions of cure moderate wounds*, two *potions of spider climb*, a *scroll of levitate*, and a fully charged *wand of summon monster I*, as well as 450 gp worth of trapmaking materials. In Subtier 6–7, the vault instead contains a *cloak of resistance +2*, a *deck of illusions*, two *potions of cure serious wounds*, a *potion of haste*, and 521 gp worth of trapmaking materials.

DROW RAIDERS

In the drow raiders story arc, a raiding party of dark elves made their way into Sparklegrim Passage after learning of the place's existence from a captured duergar who'd been there briefly. The grey dwarf's description matched the vision the

drow's matron had provided the raiders, and they pursued the lead. They did, in fact, find texts describing fleshwarping techniques sacred to the demon lord Haagenti, and shortly thereafter captured the escaped slaves who'd taken a wrong turn. Believing this to be a sign of their own importance, the raiding party's ambitious leader has decided to remain in the area for a while in hopes of learning secrets that can help her unseat the matron and take power. When the PCs arrive, the six captives are malnourished and chained to wall.

Treasure for Story Threat: In both subtiers, the treasure is the drow's equipment. The following treasure items appear on the Chronicle sheet. In Subtier 3–4, the Chronicle sheet lists 3 doses of drow poison and four pieces of +1 *frost ammunition*. In Subtier 6–7, it lists 6 doses of drow poison and 10 +1 *elemental ammunition*, which represents the myriad enchanted arrows the PCs can recover from this encounter. The amount of drow poison that the PCs can purchase on the Chronicle sheet is less than the total amount in the encounter to limit the proliferation of this powerful toxin.

Treasure for Linked Threat: In Subtier 3–4, the treasure is a *belt of incredible dexterity* +2 and a *wand of daylight* (10 charges). In Subtier 6–7, add a *headband of ponderous recollection* (*Ultimate Equipment* 251).

Additional Treasure: In Subtier 3–4, Sparklegrim Passage also contains two *potions of cure moderate wounds*, two *potions of delay poison*, and a set of sacred texts of Haagenti worth 500 gp to the right buyer. In Subtier 6–7, the vault contains the same items, except the healing potions are *potions of cure serious wounds* instead and the vault additionally holds a *potion of haste*.

GETTING STARTED

The PCs receive a letter from Sheila Heidmarch explaining the details of their mission; the GM may also use whichever other NPCs she wishes to direct the PCs to Kaer Maga. Give the players **Handout #3: Sheila Heidmarch's Letter (Sparklegrim Passage)**. A small map of Kaer Maga is folded along with the letter, with the location of the Freeman's headquarters, a tavern called the Common House, clearly marked. Once the PCs have read the letter, they have a short time to make purchases before receiving transport to Kaer Maga via a *teleport* spell.

The *teleport* spell takes the PCs to just outside Kaer Maga's walls, atop the plateau that allows the city to tower over the surrounding landscape. On their way into the city, the PCs pass through an open-air meat market called Meatgate, where poor farmers sell their wares for affordable prices. Just past Meatgate, the PCs reach the Gap, a massive hole in Kaer Maga's walls. Here, all manner of guides, porters, and runners size up all new arrivals in hopes of turning a quick profit. Several of these individuals approach the PCs, offering to show the PCs the sites of the city, including the best places to find food, entertainment, and rest.

The PCs may wish to hire a guide, either when they first arrive or later in the scenario. The guides recognize that the PCs are wealthy, so they charge a relatively steep fee of 2 gp per day (or 10 gp in Subtier 6–7). The PCs can cut the cost in half with an Average Diplomacy check. Roll 1d4 to determine what sort of guide the PCs have hired on the table below. The PCs cannot hire two guides at once—the guides consider such arrangements disrespectful to their fellows.

KAER MAGA GUIDES

1d4	Guide	Effect
1	Knowledgeable guide	The guide provides information as if the PCs had received a result of 20 on their Knowledge (local) or Diplomacy check to gather information about Kaer Maga (see page 26). Additionally, they receive a +2 bonus on their skill checks to gather rumors.
2	Personable guide	This guide is a social butterfly. She gives the PCs a +2 bonus on their skill checks against Nuregore and the Duskwardens.
3	Rambler	The guide doesn't know much information that is useful to the PCs' mission. She tries to cover for these gaps in his knowledge by rambling on about things with which he is more familiar (such as inns).
4	Pickpocket	This NPC is a pickpocket. If all of the PCs fail a Hard Perception check, the pickpocket takes 20 gp from them (or 75 gp in Subtier 6–7) before they notice. She then leaves the party at the first opportunity, such as when they are talking to the troll augurs. If the PCs catch her, she throws the money into the street and does her best to run away—armed only with a dagger, she isn't willing to risk combat against the PCs.

On the other side of the Gap, the PCs enter the Warren district, which is the poorest part of the city. The district's name comes from the maze of makeshift shanties and haphazard constructions that its residents have cobbled together with limited resources. Anyone who is willing to put the work in to help the community survive is welcome,



from humans and halflings to goblins, orcs, and wererats. These residents pay little attention to the PCs unless the PCs approach them directly.

The transition between the Warren and the rest of the city is stark. Everywhere else, Kaer Maga's thick walls are in good repair. All of the city's districts except the Warren are situated in a multilevel complex of massive chambers, cast in perpetual twilight lit by a kaleidoscope of shimmering lamps.

The Bottoms is a working-class district of craftspeople and laborers. Its people value hard work, but they also place a significant value on leisure. Many of its residents are former slaves, making freedom a central value of civic life. The streets are humming with activity. Glass windows in many of the buildings reveal small workshops, where experienced craftspeople teach their trade to a new generation.

The Common House is a popular building. In addition to being the Freeman's base of operations, it is a thriving temple of Cayden Cailean, where stories, song, and ale flow at all hours. Within, **Halman Wright** (NG male human ranger 7) is eager to talk to the PCs. Two other high-ranking members of the Freeman join him.

As the doors to the Common House swing open, the sound of music, drinking, and merriment flows into the streets. A team of servers rushes among clusters of tables, delivering pitchers of ale to grateful patrons. In the center of the hall, on top of a long table, a team of fiddlers dances and plays a cheerful tune. Near the performers, a small group of armed individuals sits at a table with a conspicuous row of empty seats. One of the armed people stands and beckons. "Pathfinders! Thank you for coming. Over here, please. We've saved you seats." Indicating his two companions, he says. "This is Anva and this is Joelle. They're fellow councilors. I'm Halman Wright. We have the honor of representing the interests of all of the fine folks of the Bottoms." He gestures for everyone to sit. "Your venture-captain speaks highly of you. I'm glad, as the job I have for you is very important. Yesterday one of the Duskwardens reported to me that a group of travelers had disappeared along the Halfflight Path on their way here. While any such disappearances are terrible, what makes it my business is that they were headed here to join the Freeman. You see, they were—until recently—slaves in Nidal. I shudder to think of what horrors they endured there, but to be so close to their destination and just vanish," he trails off and lowers his head.

Joelle speaks up, "We hope you are able to find these lost travelers and return them to us. All we know is that they vanished along the Halfflight Path and that the Duskwardens never received a message from the *Halfflight charms* the travelers carried. Please use whatever means you have at your disposal to find them and bring them safely here."

"I suggest you start by talking to people around town," adds Anva. "I've heard a few stories of other disappearances. Maybe there's a connection. And try getting a meeting with one of the Augurs if you can."

Halman, Anva, and Joelle are willing to answer questions.

Do you know where along the path they disappeared? "No, we only have a rough idea. The Duskwardens could likely give you a list to narrow down."

Could it be a group of slavers who are unhappy with the Freeman? "It's possible, of course, but we have a truce of sorts right now. That's mostly why I want the Pathfinders to deal with this rather than us directly. We don't want to upset the balance of power unless it's to our advantage."

Who are the Freeman? "We are. We freed ourselves from slavery almost twenty years ago now, and we've managed to build quite a community here."

Do you think the travelers are still underground somewhere? "Most likely. There really aren't any other ways up beyond the Halfflight Path, and the Duskwardens assure us they did not pass the exit up here."

What's a *Halfflight charm*? "It's a magical token the Duskwardens give to travelers on the Halfflight Path. People carrying the token can activate it to send out a distress signal to the nearest Duskwardens."

Who are the Augurs? "They're a group of trolls with a deep knowledge of the city and a real talent for prophecy. Their services don't always come cheap, but they are often worth the coin."

Why are you all armed? Halman laughs, "I could ask the same of you. But to answer your question, we have to be ready to protect our people at a moment's notice. We wouldn't be proper leaders if we asked any of our citizens to take risks we weren't willing to take ourselves."

GATHER INFORMATION (DIPLOMACY) OR KNOWLEDGE (LOCAL)

Based on the result of a Diplomacy or Knowledge (local) check, the PCs might know more about Kaer Maga and its people. The PCs learn all of the following information whose DC is less than or equal to the result of their check.

10+: Kaer Maga is a massive ring of stone unbroken except in one place: the Warren. Some unknown calamity appears to have blown an enormous hole in the city's ring there. Otherwise, the majority of the city is actually housed within the ring's multileveled honeycomb of lantern-lit chambers and caverns.

15+: The Warren is home to the poorest residents of Kaer Maga but also serves as the natural main entrance to the city for locals and visitors alike.

20+: Kaer Maga's government is decentralized. A collection of powerful factions controls various portions of the city. The Ardoc family of golem-crafters controls the Bis district, famed for its balconies lining the walls. The Ankar-Te district is known for its many undead servants and treats Horus Ilaktya as its de facto leader. A newer faction, the Freeman, is led by Halman Wright and operates out of the Bottoms, a stronghold of democracy. A group of peaceful trolls lives in the city, many of them skilled in

augury. The Duskwardens patrol the tunnels underneath the city, where they strive to keep nosy visitors out of the vaults and creatures in the vaults from getting out.

25+: Those who want to know anything worth knowing in Kaer Maga talk to the residents of the Warren, for despite their low status, they know a great deal of what's happening in the city.

KNOWLEDGE (ARCANA OR HISTORY)

Based on the result of a Knowledge (arcana or history) check, the PCs might know about the deeply magical history of Kaer Maga. The PCs learn all of the following information whose DC is less than or equal to the result of their check.

10+: The city of Kaer Maga was here before the Thassilonian empire even began.

15+: The very first Runelord of Greed used Kaer Maga as a prison for his enemies.

20+: When he first took control of the city, the first Runelord of Greed made a deal with the caulborn, a mysterious race of prophets and record-keepers residing in the city. They agreed to become wardens and historians of the city.

25+: After millennia of service, the caulborn predicted the arrival of the *Starstone* and fled deep beneath the surface to escape destruction.

30+: The caulborn carved out a series of caverns, passages, and even a city far beneath Kaer Maga. The caulborn used some of these places to as homes and others as storage vaults for their many treasures.

INVESTIGATION

The first part of the scenario involves investigating and pinning down two elements: the possible nature of the threat in the scenario, and the location of the vault the PCs must investigate to deal with the threat. The PCs can approach the three sections below (Rumors, Troll Augur, and Duskwarden) in any order. The Rumors section deals with the nature of the threat, while Troll Augur and Duskwardens narrow down the location of the vault.

RUMORS

The PCs can gather details about the nature of the threat by picking up rumors around town. Refer to **Appendix 14** on page 90 for the possible rumors and rumormongers. One of the rumors is specifically relevant to the PCs' current adventure. The other rumors tie to other story arcs and locations, hinting at other adventures possible in future playthroughs. Use the merchant Ulgan Trask (see art on page 31) as one of the sources.

The information the PCs discover depends upon the result of their Diplomacy check to gather information. If the PCs meet or exceed the Hard DC to gather information, they receive the rumor that corresponds to their story arc,

one other unrelated rumor, and a rumor that corresponds to one of the Independent Major or Independent Minor encounters that they will face. If they succeed at the Average DC but not the Hard DC, they receive the rumor that corresponds to their story arc and two other random rumors. If they do not succeed at the Average DC, they receive three random rumors, none of which can be the relevant rumor or rumor 10 on the table.

The PCs can use aid another to assist each other on this skill check, or they can roll separately. If the PCs roll separately, provide three rumors from the chart based upon the best result, rather than generating three rumors for each PC—too many rumors is likely to overwhelm the PCs. Feel free to embellish the rumors with other gossip details from the lives of Kaer Magans, so long as it is clear that they are not leads that the PCs are expected to follow.

Regardless of what the PCs roll, the merchant Ulgan Trask provides one of the rumors.

The PCs may wish to attempt Diplomacy checks to gather information more than once. They can try one additional time. However, the residents of the Warrens grow increasingly skittish about the PCs' intense interest in morbid topics, and the PCs take a -5 penalty on their skill checks in this second attempt.



TROLL AUGURS

The PCs may decide to seek out the services of troll augurs. Normally this search takes an hour, but a successful Easy Diplomacy check to gather information or a Knowledge (local) check reduces this time to 15 minutes. They find **Nuregore** (N female troll), an augur who is willing to help. The price she charges depends upon how much relevant information the PCs can give her. If the PCs did not gather the rumor relevant to the story arc and only provide her with the information from Wright, she frowns. "Your path has many branches," she explains, "It will take much searching for me to narrow down which of these paths fate has decreed for you. If you wish for me to divine all of the details in your stead, the process shall be more complicated. Complicated, and perhaps perilous, as some information wishes desperately to remain hidden." In this case, she asks the PCs for a hefty fee of 125 gp (500 gp in Subtier 6–7) and tells them to return in 4 hours after she has had time to meditate and prepare. In secret, the augur speaks to several of her contacts to gather insight into the situation at hand, allowing her to focus her divinations.

On the other hand, if the PCs succeeded at the Average Diplomacy check to gather information and provide her with the rumors they have heard, she charges 25 gp (100 gp in Subtier 6–7). If they succeeded at the Hard check to gather information and share their knowledge, she is impressed by their legwork and lowers the fee to 5 gp (20 gp in Subtier 6–7).

The PCs may attempt to haggle with the augur. If they succeed at a Hard Diplomacy check or Average Profession (merchant) check, Nuregore cuts her price in half.

When the time comes for her to perform her divination, read or paraphrase the following.

"I can tell you something of where you should go," says the troll, who then kneels on the ground, draws a long knife from her belt and, with a powerful swipe, slices the blade across her belly. She carefully reaches inside her abdomen and draws forth her glistening internal organs, lifting them to her eye level. She does not respond to the powerful odor that wells forth, and instead studies her intestines intently.

Nuregore runs the intestines through her hands like a slimy rope, examining them carefully. She continues to do this and soon a pile of them lies before her on the ground. She then stops as she reaches her large intestine. "It goes on a long way and reaches far beneath the surface," she says with a frown, "this place you seek. It would be easy to become lost there, and it likely draws dangers from the darkest depths."

With careful skill, Nuregore shoves her innards back and presses the skin together. Her greenish hide knits together quickly and she stands. "Those are the visions I see."

This description alone isn't enough to for the PCs to identify the vault, but it does provide sufficient information for the Duskwardens to pinpoint the location.

TALKING TO THE DUSKWARDENS

Finding the Duskwardens is easy enough; almost anyone in town can point the PCs to the Duskwarden's Guildhouse in the Bis district. The multilevel structure within the rest of Kaer Maga's walls has collapsed in Bis, leaving only the walls and the highest ceiling. Buttressed platforms soar off the sides of the walls, each holding a small collection of homes and businesses. A network of pulley-drawn elevators provides transportation between the platforms.

The Guildhouse itself is a squat and solid structure, with a placard bearing the group's twisted-arch insignia in blue and gold hanging outside. A successful Easy Diplomacy check, a mention of Horus Ilaktya's name, or the PCs identifying themselves as Pathfinders working with some of the city's leaders is enough to gain entrance. Duskwarden guards escort the PCs inside the hall to a small office where they meet with **Talbren** (NG female half-elf ranger 3). Read or paraphrase the following if the PCs mention their mission.

The half-elf's expression darkens "As Duskwardens, we do our best to protect travelers. In the case you are referencing, we do not know exactly what happened. There was a Duskwarden assigned to watch over that group, but he never returned."

Depending upon where they are in their investigation, the PCs may ask some of the following questions.

What do the Duskwardens do? "Mostly we patrol the Halfflight Path. That's the underground passage leading from the bottom of the cliff up to the surface of Kaer Maga. We fight all kinds of threats and keep the path usable."

What kinds of threats are there along the path? "Along the path there usually isn't much beyond the usual danger in the form of treacherous terrain, and if you take it slowly you'll be fine. Once in a while, though, a creature creeps out of a vault and onto the path. That's where we step in."

Who was the Duskwarden who was escorting the group? "His name was Drellis. He was a human man in his early thirties with black hair that always stuck up in the back in a funny cowlick." She bows her head. "Finding him is our responsibility, not yours. That being said, if you do find him, we would be most grateful if you could return his body to us."

Can you help us find the vault we need to explore? "If you're on a mission for one of the power brokers here in town, of course. We don't want to take sides in their squabbles and prefer to help everyone. I have a list here of some vaults where we've noticed disturbances or unusual levels of activity. Maybe that will help narrow it down."

Give the players **Handout #4: Narrowed List of Possible Vaults**. If the PCs do not have the clues from the troll augur, Talbren hands them the list and asks them to use it to help guide their further investigation. On the other hand the PCs have already gathered clues from the troll augur, they have enough information to pick out the Shining Deep. If the

players do not make the connection, have each PC attempt an Average Knowledge (dungeoneering) check. On a success, the PC remembers the relevant details from Nuregore's prophecy.

If the PCs are stuck, Talbren asks guiding questions about the augur's prophecy and pieces the solution together for them. However, the fact that the PCs were unable to make such deductions themselves concerns her. Unless the PCs succeed at a Hard Diplomacy or Bluff check to mollify her concerns, she requires them to put forth a payment of 50 gp per PC (150 gp each in Subtier 6–7) before taking them to the vault. She explains that this fee is to help cover the cost of recovering the PCs' bodies and possessions should they perish in the depths.

TRAVELING TO THE VAULT

Once the PCs have identified the correct vault, Talbren gives them permission to travel the Halflight Path and guides them to the vault's entrance whenever they are ready. During the journey, which takes several hours, Talbren insists that the PCs remain silent to avoid drawing attention from lurking monsters. As they arrive at the entrance to the vault, Talbren stops the group.

Talbren raises a hand and stops abruptly. Reaching in to her uniform pocket, she withdraws a handful of glowing crystals on leather cords. She whispers, "These crystals are called *Halflight charms*. Each of you should carry one with you. They provide a bit of light, but that is not their primary function. If you find yourself in dire straits, clutch the amulet and call for help. The nearest Duskwardens will learn your location and come to assist." The Duskwarden leans closer. "Do not call for us lightly. The disturbance in this vault provides me and my fellow Duskwardens with an opportunity to see the mettle of the Pathfinder Society for ourselves. However, if your life is truly in danger, don't let pride get in the way of good sense. Activate the charm and flee."

She pauses for a moment before adding, "Normally, I would be able to guarantee that the signal would reach us, but given the circumstances, try to wait until you've fled the vault proper before activating the charm. Otherwise, we may have the same trouble finding you as we've had locating the other group."

If the PCs activate the charm during the adventure, a group of Duskwardens arrives several minutes later. These Duskwardens are not strong enough to defeat the challenges of the Shining Deep, but they are able to cover the PCs retreat before fleeing themselves. See the scenario's conclusion on page 32 for further ramifications of activating the charm.

It is possible that the PCs can discern more of what happened to the group of former slaves. A PC who succeeds



Halflight Charm

Duskwardens lend Halflight charms to travelers in the Undercity for their protection. This charm originally appeared in *Pathfinder Adventure Path #63: The Asylum Stone*.

HALFLIGHT CHARM		PRICE 2,500 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint divination		

This amulet is a small crystal at the end of a simple leather strap. It glows brightly from within, shedding light equivalent to that of a torch. Once per day, the amulet's bearer can clutch the object and call for help. Doing so immediately contacts the three closest Duskwardens and gives them intimate knowledge of the pendant's location, as per the *locate object* spell, out to a distance of a mile.

CONSTRUCTION REQUIREMENTS	COST 1,250
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Craft Wondrous Item, *light*, *locate object*

at a Hard Survival check can follow their footprints from where they entered the vault all the way to the place where they first started to flee. At that site, they find the signs of a pitched battle, as well as the corpse of Drellis. His body is covered in claw marks.

C. SPARKLEGRIM PASSAGE

The earthquake that split the main chamber of Sparklegrim Passage in two broke most of the powerful enchantments laid upon it to capture invaders from the Darklands, but not all. Casting *detect magic* in any of its rooms and corridors reveals strong, auras of abjuration, conjuration, and evocation magic imbued in the walls, floors, and ceilings. Divinations cannot pass in to or out of Sparklegrim Passage.

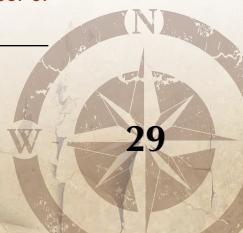
Travelers in Sparklegrim Passage feel drawn toward C5. At one time this mental pull was much stronger and compelled those entering to move to that chamber, but today it is merely a feeling of curiosity drawing the traveler onward.

Some rooms in the area have sparkling, multicolored gems embedded in the floors, walls, and ceiling. These gems do not shed light unless otherwise noted.

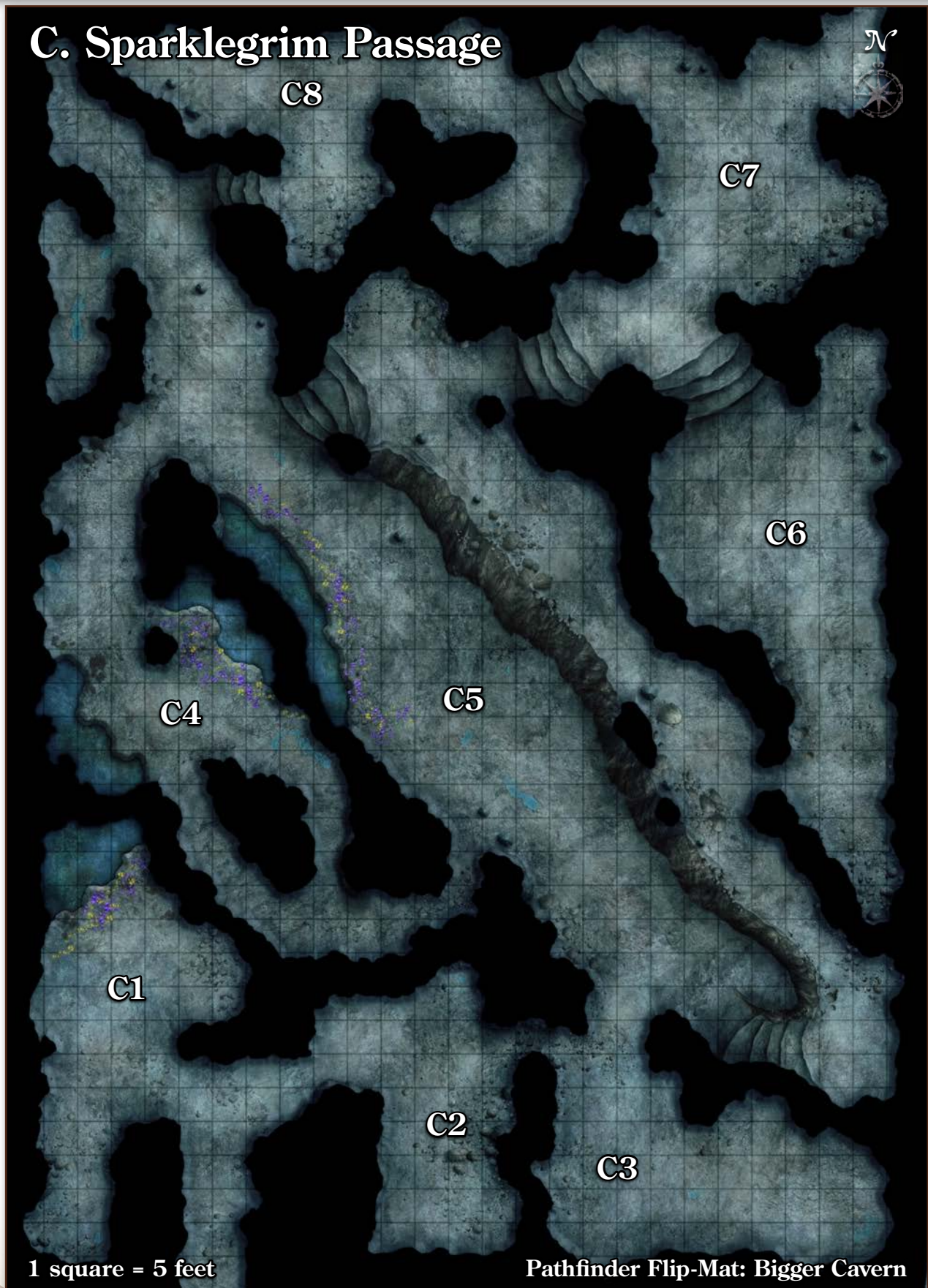
Hazard: The feelings of curiosity in Sparklegrim Passage are distracting and impose a –2 penalty on Perception checks. After the PCs reach area C5, the curiosity fades and the penalty disappears. This is a mind-affecting effect.

C1. GEMS BY THE POOLSIDE

A scattering of sparkling gemstones illuminates a small pool of clear water in the northwest end of this room.



C. Sparklegrim Passage



BEYOND THE HALFLIGHT PATH

The gems shed light equivalent to a candle. The captured travelers' six *Halflight charms* are scattered on the ground here.

C2. SIGNS OF COLLAPSE

The stone walls of this room are riddled with small cracks. The eastern wall is partially collapsed, its component stones scattered throughout the room and passage to the east.

Despite its questionable appearance, a PC who succeeds at an Average Knowledge (dungeoneering or geography) or Profession (miner) realizes the wall is structurally sound. Squares with rubble are difficult terrain.

C3. BLASTED ROOM

Every surface of this room is blackened with soot and several inches of ash coat the floor. The room is also noticeably warmer than the surrounding areas.

This room was one of the last lines of defense against the Darklands. In case any invaders managed to bypass the negative energy in C5, this room relied instead on the cleansing power of fire. Magical fires once filled the room, incinerating those who entered. Today, the soot, ash, and residual heat are the only clues to its former powers.

C4. STORAGE VAULTS

Numerous shelves have been built into the stone walls of this room, shaped rather than carved. Spidery fractures in the stone run across every surface. The gentle sounds of water lapping echo throughout the chamber.

The caulborn created this room as a repository for all manner of treasures they thought Darklands dwellers might likely seek. They designed the room to be open to observation via divination magic. Today the effect is limited to divination magic cast within the chamber: any divination spell cast within this area operates as if the caster had used an *extend metamagic rod*. The effect works a total of 3 times per day.

The pools of water in this room are 10 feet deep.

C5. SHATTERED ROOM

The entire southwest half of this massive room is ten feet lower than the northeast portion, broken and split as if snapped in two.

Countless bones from a variety of creatures lie about the room in forbidding piles.

A PC who succeeds at an Average Knowledge (dungeoneering or geography) check determines that the current state of the room is due to an earthquake in the last few years.

This chamber served as the primary trap for explorers and invaders from the Darklands. It worked in two ways. First, a powerful gravitational shift pulled creatures to the center of the room.

Then, once the creatures were held in place, pulses of negative energy withered away their life force.

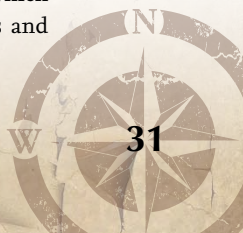
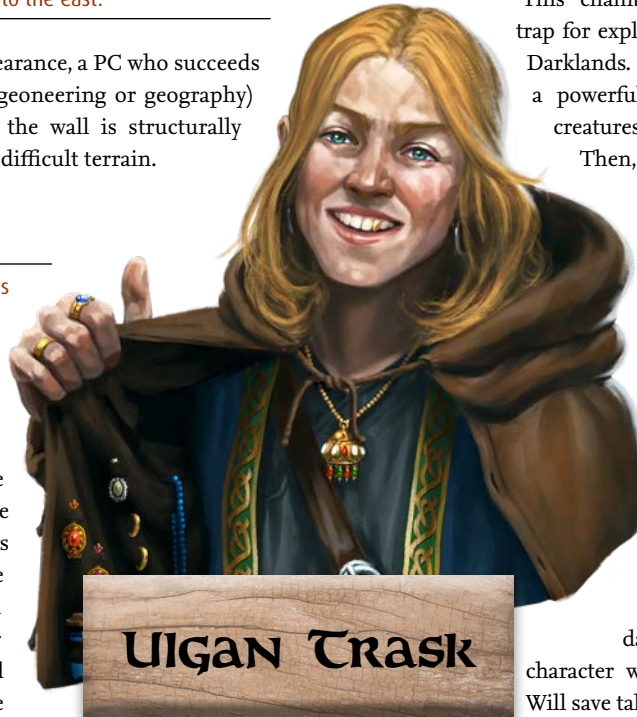
Hazard: An echo of the original trap remains. All of the squares that the cliff passes through are dangerous. Characters who begin their turn in one of these squares are hit with a pulse of negative energy that deals 1d6 points of damage (3d6 points of damage in Subtier 6–7). A character who succeeds at an Average Will save takes half damage.

These squares also pull creatures toward them. If a PC steps into one of the squares adjacent to the squares that deal negative energy damage, she is subject to a gravitational shift. This acts as a drag combat maneuver with a +10 CMB (+15 in Subtier 6–7). A successful maneuver moves the target 5 feet into one of the squares suffused with negative energy and holds the target in that square. As a standard action, a character can attempt to break free of this pull with a successful Hard combat maneuver check or Average Escape Artist check. Alternatively, a PC can pull one of her allies free of the hazard with a successful DC 16 Strength check (DC 18 in Subtier 6–7). Note that attempting to free an ally may expose the assisting PC to the hazard.

C6. SHRINKING CAVE

This cave narrows both in width and height drastically from north to south. Sharp, glittering stone spikes protrude from the walls and ceiling.

The caulborn designed this room to appear as a normal passageway until a creature reached the middle, at which point stone spears grew from the walls and ceilings and



the tunnel compressed tightly. When the earthquake shattered Sparklegrim Passage's defenses, the room froze in mid-transformation.

Hazard: Any creature who is pushed or thrown against the wall or ceiling suffers 1d6 points of piercing damage.

C7. PATH TO THE DARKLANDS

A thin, low whistling of wind emanates from the northeast corner of this room, accompanied by a stiff breeze blowing through a narrow passage beyond. The floor in the room feels tacky. Here and there lie skeletons half buried in the rock of the floor.

As a first part of the enchanted trap these caverns were designed to be, the floor itself adhered to explorers from the Darklands, and the ancient skeletons are all that remain of these raiders from long ago. An Average Heal or Knowledge (local) is enough to identify the remains as those of Darklands races: drow, duergar, goblins, and others. Although the earthquakes have mostly broken the magical entrapment in the room, the sticky floor provides difficult terrain.

The passage to the northeast continues for several hundred feet and angles downward. Eventually it narrows and becomes a maze of passages that travel to the Darklands. The passages and where they lead are beyond the scope of this adventure.

C8. FLOODING CAVE

The smell of mold and mildew fill this room. Small, multicolored mushrooms grow from every surface and water trickles down the walls in tiny rivulets.

Originally this room sealed itself and filled with water to drown trespassers, but now it merely keeps the walls damp.

CONCLUSION

Once the PCs return to Halman Wright, he asks them about what they found. If the PCs have the former slaves with them, he apologizes and asks them to wait a moment while he makes sure that they have everything that they need. He apologizes to the group from Nidal for the horrible experience that they had in reaching Kaer Maga, and promises on behalf of all of the Freeman that they do what he can to help them find their footing. Anva takes over from here, insisting that Halman talk to the Pathfinders and leave the logistics to her. In a whirlwind of activity throughout the Common House, she arranges for the group of former captives to receive food, lodging, clothing, and treatment for their wounds. Meanwhile, Halman listens intently to what the PCs have to say. His next comments depend upon the story arc.

Evil Seeks Sacrifices: Wright says, "Those who fall from grace can be dangerous indeed. I'm relieved that nothing terrible had

happened to them, but I shudder to think of what their fate may have been if you hadn't acted so quickly and decisively."

Kobold Testing Facility: Wright says, "Some people underestimate kobolds, but they can be quite dangerous in familiar territory, and the ones you faced sound tougher than most." He shakes his head, "They used the poor man to test their traps? If you hadn't acted quickly, I'm sure that more than one of the travelers would have lost their lives."

Drow Raiders: Wright says, "Drow society is built around slavery and exploitation. If you hadn't arrived when you did, those people would have almost certainly become slaves again, after all that they went through, and all the risks they took to find freedom. But thanks to you, they can finally lead their own lives."

Regardless of the story arc, Wright continues. "You have done admirably here today. I would be happy to welcome you among our number, but I know you are busy with your work as Pathfinders. Still, all of you are certainly welcome to visit the Bottoms whenever you like. I will let your venture-captain know that she has convinced me fully of the skill of your organization."

On the other hand, if the PCs did not recover the captives, he says. "Thank you for giving this mission your best effort. The courage it took for you to put your lives on the line is commendable. We will arrange another rescue attempt. In the meantime, though, remember that even though we can't always make things right, even though we can't always save everyone, the fight is worth it." After the PCs leave Kaer Maga, Heidmarch contacts them and requests a report of what they did manage to find.

If the PCs activated the *Halflight charm* outside of the vault, the three nearest Duskwardens cover the PCs' retreat. Within the next few days, Duskwardens launch a major expedition into the Scintillating Halls to retrieve the bodies of any slain PCs and seal off the vault; PCs do not need to pay the Prestige Point cost for body recovery.

If the PCs find and return Drellis's body, the Duskwardens are grateful. They refund any money that the PCs paid to them during the investigation and also fully compensate them for the fees they paid Nuregore.

As long as the PCs defeated the story threat, each PC receives the Duskwarden's Favor boon on her Chronicle sheet.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary success condition if they defeat the story threat. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary success condition if they defeat at least three encounters in the vault, return the captives to the Freeman, and do not call the Duskwardens to help them escape the vault. Doing so earns each PC 1 additional Prestige Point.

Player Handout #1: Sheila Heidmarch's Letter (scintillating Halls)

Greetings Friends,

For some time I have been making diplomatic inroads into Kaer Maga, the so-called City of Strangers. The Society would love to gain access to the many vaults carved beneath the city long ago. However, because of the danger of the vaults, the group in charge of protecting them—the Duskiwardens—rarely allows anyone to stray from their carefully patrolled paths. The Duskiwardens seemed willing to consider allowing Pathfinders to venture beyond their protection, but only if we were acting on behalf of one of the city's major factions with their endorsement. They want us to prove that we are willing to work as partners to a faction and that we will not upset the city's existing balance of power.

After receiving the Duskiwardens' reply, I reached out to the leaders of several of the city's largest factions with evidence of our agents' skill and goodwill. Most of the responses I received were noncommittal. However, Regnald Ardoc, a member of the powerful Ardoc family, took a greater interest. The Ardocs own one of the Inner Sea's greatest golem-crafting operations and rule Kaer Maga's Bis district. Regnald has asked me to send a group of agents to investigate a strange malady taking over a section of the city.

A word of caution—very few in Kaer Maga are beacons of morality. For their part, the members of the Ardoc family are harsh enforcers of the law, and they expect the citizens of Bis to pay handsomely for the privilege of their protection. For your own safety, as well as for the reputation of the Society, show Regnald respect while you are in his presence.

Sincerely,
Sheila Heidmarch



Player Handout #2: Sheila Heidmarch's Letter (Shining Deep)

Greetings Friends,

For some time I have been making diplomatic inroads into Kaer Maga, the so-called City of Strangers. The Society would love to gain access to the many vaults carved beneath the city long ago. However, because of the danger of the vaults, the group in charge of protecting them—the Duskiwardens—rarely allows anyone to stray from their carefully patrolled paths. The Duskiwardens seemed willing to consider allowing Pathfinders to venture beyond their protection, but only if we were acting on behalf of one of the city's major factions with their endorsement. They want us to prove that we are willing to work as partners to a faction and that we will not upset the city's existing balance of power.

After receiving the Duskiwarden's reply, I reached out to the leaders of several of the city's largest factions with evidence of our agents' skill and goodwill. Most of the responses I received were noncommittal. However, Horus Shaktiya took a greater interest. Shaktiya is the de facto leader of the Ankar-Œ District. He has asked me to send a group of agents to investigate a recent event that has caused property damage in his district.

A word of caution—very few in Kaer Maga are beacons of morality. In Ankar-Œ, necromancy is respected, and people openly walk the streets with their undead servants. Horus is the owner of a shop called the Last Rites, the district's largest purveyor of mindless undead, or, as they locals euphemistically call them, Twice-Born. Horus lives by his own code, a code that should make it safe for you to interact with him as long as you don't interfere with his merchandise. He doesn't kill people, and he only uses corpses that he purchases from the families of the deceased. In keeping with his faith in Urgathoa, he sees these "rebirths" as a gift, and is unlikely to react well to any suggestions to the contrary.

I understand some of you may find his occupation and methods distasteful, but please keep the larger mission in mind and avoid causing any diplomatic incidents.

Sincerely,
Sheila Heidmarch

PLAYER HANDOUT #3: Sheila Heidmarch's Letter (Sparklegrim Passage)

Greetings Friends,

For some time I have been making diplomatic inroads into Kaer Maga, the so-called City of Strangers. The Society would love to gain access to the many vaults carved beneath the city long ago. However, because of the danger of the vaults, the group in charge of protecting them—the Duskiwardens—rarely allows anyone to stray from their carefully patrolled paths. The Duskiwardens seemed willing to consider allowing Pathfinders to venture beyond their protection, but only if we were acting on behalf of one of the city's major factions with their endorsement. They want us to prove that we are willing to work as partners to a faction and that we will not upset the city's existing balance of power.

After receiving the Duskiwarden's reply, I reached out to the leaders of several of the city's largest factions with evidence of our agents' skill and goodwill. Most of the responses I received were noncommittal. However, Halman Wright, the leader of the Freemen faction, took a greater interest. A few years ago, Wright led a successful slave revolt, and his followers took control of the Bottoms district. Since then, the Freemen have maintained the Bottoms as a safe haven for former slaves. They also do everything they can to promote the cause of freedom without Kaer Maga without disrupting society enough to unite other factions against them.

Halman has requested that I send a team immediately to investigate the disappearance of a group of his allies. He did not provide further details. Before you go, you should know that very few in Kaer Maga are beacons of morality. Halman's Freemen are perhaps the most upstanding organization in the city. I would rather secure an alliance with them than any of the alternatives. Do your best to prove yourselves to them.

Sincerely,
Sheila Heidmarch

PLAYER HANDOUT #4: Narrowed List of Possible Vaults

Based on the information we've gathered so far, the following vaults seem most likely to be the source of the problems.

Blighted Well: Spiral stairway cut into rock leading to unknown depth.

Burrower's Delve: Tunnels carved by unknown creature. Passages very smooth.

Frall's Wake: Crypt-like. Perpetual low moaning throughout. Source unknown.

Scintillating Halls: Greenish-gray glow to the water. Large crystalline structures.

Scrivener's Despair: Words written down disappear from pages and reappear on walls.

Shallow Dive: Partially submerged. Waters very clear.

Shining Deep: Numerous luminescent crystals throughout. Several cave-ins.

Sparklegrim Passage: Probable connection to the Darklands. Many disappearances nearby.

Torturer's Pain: Prone to collapse in places. Unidentified metal devices on walls.

Vexing Grove: Fully-grown maple trees with unusual growths on leaves.



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-09: Beyond the Halfflight Path

Event

Date

GM

#

GM Character

#

GM Name

GM Prestige Earned

- ☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #9-09: Beyond the Halflight Path

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Duskwarden's Favor: Your actions below Kaer Maga have impressed the Duskwardens, and these guides teach you some of their tricks for safely navigating dangerous caverns. You can cross this boon off your Chronicle sheet to gain the ranger favored terrain ability (+2) in underground environments for the remainder of the scenario. If you already have favored terrain in underground environments, add 2 to the bonuses that you gain in underground environments for the remainder of the scenario.

Items on this Chronicle Sheet: The list of items on this Chronicle sheet reflects all of the possible rewards that a character could earn in this scenario, depending upon which encounters the GM uses. In one playthrough, it is only possible to earn a few of these items. GMs who apply this Chronicle sheet to one of their characters gain access to all items on this Chronicle sheet that are appropriate for their character's subtier, regardless of which story arc they ran. Items with the superscript ^{UE} appear in *Pathfinder RPG Ultimate Equipment*. Consult the index on page 392 for page references.

Subtier 3-4

+1 flaming ammunition (166 gp each, limit 3)
+1 frost ammunition (166 gp each, limit 4)
aegis of recovery^{UE} (1,500 gp)
amulet of natural armor +1 (2,000 gp)
belt of incredible dexterity +2 (4,000 gp)
circlet of persuasion (4,500 gp)
deathwatch eyes^{UE} (2,000 gp)
drow poison (75 gp each, limit 3)
dust of acid consumption^{UE} (1,600 gp)
elixir of fire breath (1,100 gp)
extend metamagic rod (lesser, 3,000 gp)
eyes of the eagle (2,500 gp)
glowing glove^{UE} (2,000 gp)
handy haversack (2,000 gp)
headband of ponderous recollection^{UE} (Knowledge [dungeoneering]; 5,100 gp)
knight's pennon (honor; 2,200 gp)
manacles of cooperation^{UE} (2,000 gp)
mind sentinel medallion^{UE} (3,500 gp)
pipes of haunting (6,000 gp)
poisoner's gloves^{UE} (5,000 gp)
ring of protection +1 (2,000 gp)
ring of sustenance (2,500 gp)
scroll of restore corpse (25 gp; *Pathfinder RPG Ultimate Magic* 235)
tangle arrow (arrow that functions as a *tangle bolt*^{UE}; 226 gp, limit 2)
void dust^{UE} (4,500 gp)
wand of bless (10 charges; 150 gp, limit 1)
wand of color spray (20 charges; 300 gp, limit 1)
wand of daylight (10 charges; 2,250 gp, limit 1)
wand of mage armor (10 charges; 150 gp, limit 1)
wand of spectral hand (10 charges; 900 gp, limit 1)

Subtier 6-7

+1 elemental ammunition (PC's choice of *flaming*, *frost*, or *shock* for each arrow upon purchase; 166 gp each, limit 10)
bag of tricks (tan, 16,000 gp)
belt of incredible dexterity +2 (4,000 gp)
cloak of resistance +2 (4,000 gp)
deathwatch eyes^{UE} (2,000 gp)
deck of illusions (8,100 gp)
deliquescent gloves^{UE} (8,000 gp)
drow poison (75 gp each; limit 6)
extend metamagic rod (11,000 gp)
eye of the void^{UE} (10,000 gp)
eyes of the owl^{UE} (4,000 gp)
glowing glove^{UE} (2,000 gp)
grim lantern^{UE} (5,800 gp)
headband of ponderous recollection^{UE} (Knowledge [dungeoneering]; 5,100 gp)
headband of vast intelligence +2 (Spellcraft; 4,000 gp)
horn of goodness/evil^{UE}
howling bracers (7,000 gp; *Pathfinder RPG Advanced Class Guide* 230)
knight's pennon (honor; 2,200 gp)
malleable symbol^{UE} (10,000 gp)
manacles of cooperation^{UE} (2,000 gp)
mind sentinel medallion^{UE} (3,500 gp)
pearl of power (3rd; 9,000 gp)
poisoner's gloves^{UE} (5,000 gp)
potion of greater magic fang (CL 8th; 1,200 gp, limit 1)
ring of protection +2 (8,000 gp)
ring of spell knowledge II^{UE} (6,000 gp)
ring of summoning affinity (qliphoth; 8,600 gp; *Pathfinder RPG Advanced Class Guide* 220)
ring of swarming stabs^{UE} (6,000 gp)
scroll of restore corpse (25 gp; *Pathfinder RPG Ultimate Magic* 235)
tangle arrow (arrow that functions as a *tangle bolt*^{UE}; 226 gp each, limit 6)
verdant vine^{UE} (6,000 gp)
vest of surgery^{UE} (3,000 gp)
void dust^{UE} (4,500 gp)
wand of bless (10 charges; 150 gp, limit 1)
wand of color spray (20 charges; 300 gp, limit 1)
wand of daylight (10 charges; 2,250 gp, limit 1)
wand of false life (4,500 gp)
wand of mage armor (10 charges; 150 gp, limit 1)
wand of spectral hand (10 charges; 900 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	630	1,259
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,117	2,233
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,604	3,207
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	XP Gained (GM ONLY)		
	Final XP Total		
	Initial Prestige		
	Initial Fame		
FAME	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige		
	Final Fame		
	Starting GP		
GOLD	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

APPENDIX 1: BUILDING YOUR ADVENTURE

The tables below provide the information necessary to run this scenario. By the time you have finished building this adventure, you will have an adventure location, a story arc, and a total of five encounters. Two of these encounters are tied directly to the story: the story threat and the linked threat. There are also three encounters that are independent of story arc choice: one independent major threat, one independent minor threat, and one environmental threat. Use the tables on the following pages to either select or randomly determine each element.

STEP 1: CHOOSE A LOCATION

First, determine the vault to serve as the adventure's primary encounter location, either by choosing one or by rolling randomly. More information about these locations appears in the scenario's introduction.

Difficulty: In keeping with its horror theme, the Scintillating Halls tends to be more challenging than other vaults.

LOCATION

1d6	Vault
1-2	Scintillating Halls
3-4	Shining Deep
5-6	Sparklegrim Passage

STEP 2: CHOOSE A STORY ARC

Each vault has three possible story arcs. Roll or choose one of the following story arcs. Each story arc has a unique story threat, which represents the most challenging threat that the PCs face and the source of the recent problems facing Kaer Maga. Additionally, each story arc has a linked threat that is thematically tied to the story threat. Finally, each story arc has a list of treasure to provide the PCs during the course of play.

For more information on the background of each story arc, see page 6-7 for arcs in the Scintillating Halls, page 15-16 for arcs in the Shining Deep, or page 24-25 for arcs in Sparklegrim Passage.

SCINTILLATING HALLS STORY ARCS

If you chose the Scintillating Halls as your vault, select one of the following story arcs. These arcs are listed in rough order of difficulty, from least to most challenging.

SCINTILLATING HALLS STORY ARCS

1d6	Story Arc
1-2	Cultists
3-4	Alien infection
5-6	Alien art recovery

For adventures in the Scintillating Halls, refer to Appendix 3 for Subtier 3-4 creature statistics, Appendix 4 for Subtier 6-7 creature statistics, and Appendix 13 for the haunt's statistics in either subtier.

SCINTILLATING HALLS STORY THREATS AND LINKED THREATS SUBTIER 3-4

Story Arc	Story Threat	Story Threat (4 players)	Linked Threat	Linked Threat (4 players)
Cultists	Balthazin, Edwin Malcor, and Gretta Whisperscale	Remove Gretta	Lullaby of Azathoth haunt	Weaken lullaby of Azathoth haunt*
Alien infection	1 chaos beast	Apply sickened condition	2 akatas and 2 void zombies	Remove 1 void zombie
Alien art recovery	1 mi-go and 1 phantom	Remove phantom fungus	1 ochre jelly	Apply 1 negative level

*Reduce the DC to resist the haunt's effects by 2.

SCINTILLATING HALLS STORY THREATS AND LINKED THREATS SUBTIER 6-7

Story Arc	Story Threat	Story Threat (4 players)	Linked Threat	Linked Threat (4 players)
Cultists	Balthazin, Edwin Malcor, and Gretta Whisperscale	Remove Gretta	Dark dance of Azathoth haunt	Weaken dark dance of Azathoth haunt ¹



BEYOND THE HALFLIGHT PATH

Alien infection	1 neh-thalggu and	Remove 2 phycomids	1 despair emotion ooze	1 advanced despair
		4 phycomids	and 1 fear emotion ooze	emotion ooze
Alien art recovery	2 mi-go and 4 albino	Remove 2 solifugids	1 moonflower	Apply sickened condition
	cave solifugids			

¹ Reduce the DC to resist the haunt's effects by 2.

² For quick adjustment, increase the ooze's hit points to 103, add 4 to its AC and CMD, and add 2 to its touch and flat-footed AC. Increase its attack to slam +13 (1d8+10 plus emotional scarring) and the DC of its compel emotion ability to 23.

SHINING DEEP STORY ARCS

If you chose the Shining Deep as your vault, select one of the following story arcs. These arcs are listed in rough order of difficulty, from least to most challenging.

SHINING DEEP STORY ARCS

1d6	Story Arc
1-2	Recovering implements
3-4	Raising the dead
5-6	Summoning gone wrong

For adventures in the Shining Deep, refer to Appendix 5 for Subtier 3-4 creature statistics or Appendix 6 for Subtier 6-7 creature statistics.

SHINING DEEP STORY THREATS AND LINKED THREATS SUBTIER 3-4

Story Arc	Story Threat	Story Threat (4 players)	Linked Threat	Linked Threat (4 players)
Recovering sickened condition	Daven, Lodif and 2 wolves	Remove wolves	Abrelin and Drixel	Apply implements
Raising the dead	Verazaz and 2 juju zombies	Replace juju zombies with human zombies	2 necrocrafs	Apply sickened condition
Summoning gone wrong	1 shoggti qliploth	Apply 1 negative level	2 howlers	Weaken howlers*

*The howlers lose their quill attack. They retain their quill defense ability.

SHINING DEEP STORY THREATS AND LINKED THREATS SUBTIER 6-7

Story Arc	Story Threat	Story Threat (4 players)	Linked Threat	Linked Threat (4 players)
Recovering sickened condition	Daven, Lodif, and 2 dire wolves	Remove dire wolves	Abrelin and Drixel	Apply implements
Raising the dead	Verazaz and 2 mummies	Remove 1 mummy	2 kurobozu	Weakened; remove Sage's Bane
Summoning gone wrong	1 nyogoth qliploth	Weaken nyogoth ¹	1 advanced shoggti qliploth	Remove advanced template ²

¹ Reduce the nyogoth's DR to 5/lawful and the duration of its horrific appearance to 1d4 rounds. Additionally, reduce its Charisma by 4. This lowers the save DCs on all of its spells and abilities by 2.

² See Appendix 5 for the statistics of a standard shoggti.

SPARKLEGRIM PASSAGE STORY ARCS

If you chose the Shining Deep as your vault, select one of the following story arcs. These arcs are listed in rough order of difficulty, from least to most challenging.

SPARKLEGRIM PASSAGE STORY ARCS

1d6	Story Arc
1-2	Evil seeks sacrifices
3-4	Kobold testing grounds
5-6	Drow raiders



When running a Sparklegrim Passage arc, refer to Appendix 7 for Subtier 3–4 creature statistics, Appendix 8 for Subtier 6–7 creature statistics, and Appendix 13 for trap statistics in either subtier.

SPARKLEGRIM PASSAGE STORY THREATS AND LINKED THREATS SUBTIER 3–4

Story Arc	Story Threat	Story Threat (4 players)	Linked Threat	Linked Threat (4 players)
Evil seeks sacrifices	Zareen and 2 huecuvas	Remove one huecuva	2 abrikandilu demons	Apply 1 negative level to demons
Kobold testing grounds	1 kobold blade and 1 kobold guilecaster	Remove kobold blade	2 camouflaged pit traps	Replace with 1 wall scythe trap
Drow raiders	4 drow house guards and 2 drow scouts	Remove drow scouts	2 grothlut fleshwarps	Apply sickened condition

SPARKLEGRIM PASSAGE STORY THREATS AND LINKED THREATS SUBTIER 6–7

Story Arc	Story Threat	Story Threat (4 players)	Linked Threat	Linked Threat (4 players)
Evil seeks sacrifices	Zareen and 2 ghuls	Remove 1 ghul	2 babau demons	4 abrikandilu demons
Kobold testing grounds	1 kobold blade, 2 kobold master trappers, and 1 kobold yapper	2 kobold blades and 1 kobold yapper	1 camouflaged spiked pit trap	1 frost fangs trap
Drow raiders	1 drow house captain, 4 drow house guards, 1 drow master scout, and 1 drow priest	Remove drow master scout	1 drider and 2 giant black widow spiders	Remove black widows

STEP 3: CHOOSE INDEPENDENT MAJOR THREAT

After you have determined the story threat and linked threat, roll on the following table to choose an additional encounter. This encounter should be relatively challenging for the PCs, but not as difficult as the story threat. Lower numbers are typically easier encounters than higher numbers, and encounter 6 is particularly difficult. Statistics for Subtier 3–4 appear in Appendix 9, while statistics for Subtier 6–7 appear in Appendix 10.

INDEPENDENT MAJOR THREATS

1d6	Subtier 3–4	Subtier 3–4 (4 players)	Subtier 6–7	Subtier 6–7 (4 players)
1	2 caryatid columns	Remove Shatter Weapons	1 deathtrap ooze	Reduce acid damage to 1d6 and maximum trap form CR to 6
2	2 lamhigyn	Remove Poison	Intellect devourer	Weaken creature ¹
3	3 derros	2 derros	3 rock trolls	2 rock trolls
4	1 hungry fog	Weaken creature ²	2 caulborn	Weaken creatures ³
5	2 myceloid	Weaken creatures ⁴	2 chaos beasts	Weaken creatures ⁵
6	1 caulborn	Weaken creature ³	1 lead golem	Remove Retributive Miasma

¹ Change the intellect devourers' *confusion* and *daze monster* spell-like abilities from at will to 1/day.

² The hungry fog's enveloping mists ability does not cause the affected creature to become staggered.

³ Reduce the caulborn's 3/day spells to 1/day.

⁴ Remove the myceloids' spore cloud and spore domination abilities.

⁵ Decrease the chaos beasts' Constitution scores by 4. This reduces their hit points to 67, their Fortitude save bonuses to +7, and the DC of their corporeal instability to 15. Additionally, reduce their SR to 15.

STEP 4: CHOOSE INDEPENDENT MINOR THREAT

Next, roll on the following table to choose an additional encounter. Lower numbers are typically easier encounters than higher numbers. Refer to Appendix 11 for statistics for Subtier 3–4, and Appendix 12 for Subtier 6–7.

MINOR CUSTOM THREATS

1d6	Subtier 3-4	Subtier 3-4 (4 players)	Subtier 6-7	Subtier 6-7 (4 players)
1	2 ettercaps	Apply sickened condition	1 dark naga	Weaken creature ¹
2	3 ghouls	2 ghouls	3 zuvembies	2 zuvembies
3	1 gray ooze	Weaken creature ²	1 black pudding	Weaken creature ³
4	2 morlocks	Remove leap attack	2 trolls	Apply sickened condition
5	1 dark stalker	Weaken creature ⁴	3 dark stalkers	2 dark stalkers
6	4 goblin sneaks	3 goblin sneaks	4 goblin firestarters	3 goblin firestarters

¹Reduce all the dark naga's spells per day by 3 and reduce the Fortitude save DC of the poison to 15.

²Reduce the gray ooze's acid damage to 1 and the Fortitude save DC of the acid to 16.

³Remove the black pudding's split ability and reduce all save DCs against its acid by 3.

⁴Remove the poison from the dark stalker's weapon.

STEP 5: CHOOSE ENVIRONMENTAL THREAT

Next, roll on the following table to choose an environmental threat, which may be a trap or hazard. Lower numbers are typically easier encounters than higher numbers. Statistics for all of these hazards, traps, and other threats appear in Appendix 13.

ENVIRONMENTAL THREATS

1d6	Subtier 3-4	Subtier 6-7
1	Bad air (flammable)	Dweomersink
2	Electric arc trap	Wyvern arrow trap
3	Green slime	Yellow mold
4	Wall scythe trap	Frost fangs trap
5	Fireball trap	Camouflaged spiked pit trap
6	Falling block trap	Blade barrier trap

STEP 6: PLACE ENCOUNTERS AND TREASURE

Once you have determined your vault, story arc, and encounters, review the map for your chosen vault and place each encounter on the map, using the guidelines in Running This Scenario on page 4. Then determine the treasure allotted for your subtier and story arc, as detailed in the description of the story arc you have chosen, and place it throughout the vault in areas appropriate to their respective encounters.



APPENDIX 2: SAMPLE GM PREP

The following example details the process of choosing all of the elements in this scenario. Sharon is building an adventure for some of her regular players who are playing 6th- and 7th-level characters.

She wants to select a vault rather than rolling randomly, so for Step 1 she starts by reading through the backgrounds for each of the vaults. After reviewing them all, she settles on the Scintillating Halls, because Dark Tapestry-themed horror appeals to her. She wants a creepy alien encounter, so she chooses the alien art recovery story arc in Step 2. In Step 3, she consults the Scintillating Halls Story Threats and Linked Threats tables on page 38 and sees that this arc pits the PCs against a story threat of two mi-go and four albino cave solifugids, with a linked threat of a moonflower. Happy with these choices, she continues to select encounters. She doesn't have a preference for the independent major threat (Step 3), so she rolls randomly and writes down the encounter for her result of a 2: one intellect devourer. Next, she reviews the Independent Minor Threats table for Step 4. She knows that one of her players is playing a priest of Pharasma who cherishes every opportunity to destroy undead, so she selects the zuvembie encounter. Finally, for Step 5 she rolls randomly on the Environmental Threats table and gets a 5: a camouflaged spiked pit trap. With a chuckle, she writes that in her notebook, and then reviews her five encounters: two mi-go and four albino cave solifugids, a moonflower, an intellect devourer, three zuvémbies, and a camouflaged spiked pit trap.

Next, Sharon familiarizes herself further with the creatures she has chosen, using their statistics as presented in Appendices 4, 10, 12, and 13. She knows she doesn't need to print any of the other appendices, since the rest of them are for GMs using a different vault or running Subtier 3–4. With the

creatures prepared, she turns her attention to the Scintillating Halls map. She places each encounter in a different room, careful to set them evenly around the map. First, she places the mi-go and the albino cave solifugids in area A8, so that the PCs will have to pass through other chambers before reaching this encounter. She knows this group of players likes a challenge, and she notes that the slippery floors in that room will synergize well with the mi-go's Combat Reflexes feat to make mobility tricky. Next, she looks for a place to put the moonflower. It's a Huge creature, and she wants to give it room to move, so she puts it in area A3. She puts the intellect devourer in area A5 and the zuvémbies near the entrance, in area A1. Finally, she looks for a good chokepoint for the pit trap, ultimately deciding to put it in the southern part of area A3. Selections made, she then selects the appropriate pawns from her collection.

With the encounters placed, she looks for places to put the scenario's treasure. She finds the treasure listed under the alien art recovery story arc. She distributes the mi-go's treasure among the four creatures and scatters the moonflower's treasure among area A5's strange crystals. She then looks at the additional treasure section. She distributes this gear between several fresh corpses, such as the body of a hapless wizard who once wielded the *wand of color spray* and fell prey to the intellect devourer, and a rogue whose *poisoner's gloves* offered him no aid against the relentless zuvémbies.

At this point, Sharon feels ready to run the dungeon portion of the scenario, so she reads through the investigation. She familiarizes herself with the rumors in Appendix 14, as well as the rumormongers. She decides that she wants to use Gindalee, Havar, and Maran to deliver information to the PCs.



APPENDIX 3: SCINTILLATING HALLS ENCOUNTERS (SUBTIER 3–4)

This section contains the creature stat blocks for the Scintillating Halls story arc major and linked threats. The haunt appears in Appendix 13 on page 88.

AKATA

This hairless blue lion has twin tentacular tails. Dozens more thick tentacles quiver and twitch where its mane should be.

AKATA	CR 1
<i>Pathfinder RPG Bestiary 2 23</i>	
N Medium aberration	
Init +6; Senses darkvision 120 ft., scent; Perception +1	
DEFENSE	
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)	
hp 15 (2d8+6)	
Fort +3, Ref +2, Will +4	
Defensive Abilities no breath; Immune cold, disease, poison;	
Resist fire 30	
Weaknesses deaf, vulnerable to salt water	
OFFENSE	
Speed 40 ft., climb 20 ft.	
Melee bite +2 (1d6+1 plus void bite), 2 tentacles –3 (1d3)	
TACTICS	
During Combat Akatas team up to take down foes, flanking when possible.	
Morale Akatas fights to the death.	
STATISTICS	
Str 12, Dex 15, Con 16, Int 3, Wis 12, Cha 11	
Base Atk +1; CMB +2; CMD 14 (18 vs. trip)	
Feats Improved Initiative	
Skills Acrobatics +6 (+10 when jumping), Climb +9, Stealth +10;	
Racial Modifiers +4 Stealth	
SQ hibernation	
SPECIAL ABILITIES	
Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.	
Hibernation (Ex) Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.	

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death (see below).

Disease (Ex) *Void Death:* Bite—injury; save Fort DC 12; onset 1 hour; frequency 1/day; effect 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see page 47); cure 2 consecutive saves.

BALTHAZIN

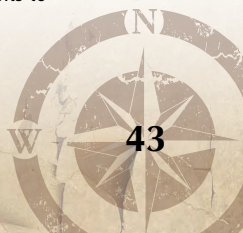
This sunken-eyed human swaths his muscular form in heavy robes adorned with eight-pointed stars.

BALTHAZIN (SUBTIER 3–4)	CR 3
Male human cleric of Azathoth 4	
CN Medium humanoid (human)	
Init +5; Senses Perception +2	
DEFENSE	
AC 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)	
hp 29 (4d8+8)	
Fort +5, Ref +4, Will +6	
OFFENSE	
Speed 30 ft.	
Melee mwk warhammer +9 (1d8+6/×3)	
Ranged light crossbow +4 (1d8/19–20)	
Special Attacks channel negative energy 3/day (DC 12, 2d6), destructive smite (+2, 5/day)	
Domain Spell-Like Abilities (CL 4th; concentration +6) 5/day—vision of madness (+/–2)	
Cleric Spells Prepared (CL 4th; concentration +6) 2nd— <i>aid</i> , <i>cure moderate wounds</i> , <i>hold person</i> (DC 14), <i>touch of idiocy</i> ^o	
1st— <i>cause fear</i> (DC 13), <i>cure light wounds</i> , <i>magic weapon</i> , <i>shield of faith</i> , <i>true strike</i> ^o	
0 (at will)— <i>bleed</i> (DC 12), <i>detect magic</i> , <i>guidance</i> , <i>resistance</i>	
D domain spell; Domains Destruction, Madness	
TACTICS	

Before Combat Balthazin casts *shield of faith* on himself. The bonuses from this spell are included in his statistics. If he has a good idea of when the PCs will arrive, he also activates his *wand of bless*.

During Combat Balthazin issues forth a loud prayer to Azathoth that begins semi-coherent but descends into incomprehensible gibberish. He casts *hold person* on a dangerous-looking target and then closes to melee.

Morale Guided by haunting visions of Azathoth, Balthazin fights to the death.



STATISTICS

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

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

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (warhammer)

Skills Knowledge (planes) +4, Knowledge (religion) +4, Sense Motive +7, Spellcraft +4

Languages Common

Combat Gear *potion of bear's endurance*, *scroll of invisibility*, *purge*, *wand of bless* (10 charges); **Other Gear** mwk chain shirt, light crossbow with 20 bolts, mwk warhammer, silver unholy symbol of Azathoth, spell component pouch, 226 gp

CHAOS BEAST

This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.

CHAOS BEAST

CR 7

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CN Medium outsider (chaotic, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 85 (9d10+36)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities amorphous, resistant to transformation; **SR** 18

OFFENSE

Speed 20 ft.

Melee 4 claws +13 (1d6+3 plus corporeal instability)

TACTICS

During Combat The chaos beast attacks with full attack actions when possible, but changes targets every 1d3 rounds.

Morale The chaos beast fights to the death.

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

Skills Acrobatics +14 (+10 when jumping), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

SPECIAL ABILITIES

Corporeal Instability (Su) Claw—contact (curse); *save* Fort DC 17; *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot

cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

EDWIN MALCOR

This gaunt and dour human man's eyes dance, as if he were witness to countless shadows and apparitions.

EDWIN MALCOR (SUBTIER 3–4)

CR 3

Investigator wizard (*Pathfinder RPG NPC Codex* 179)

Human diviner 4

CN* Medium humanoid (human)

Init +8; **Senses** Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 22 (4d6+6)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee club +1 (1d6–1)

Ranged light crossbow +4 (1d8/19–20)

Arcane School Spell-Like Abilities (CL 4th; concentration +8) 7/day—diviner's fortune (+2)

Diviner Spells Prepared (CL 4th; concentration +8)

2nd—*cat's grace*, *detect thoughts* (DC 16), *web* (2, DC 16)

1st—*comprehend languages*, *feather fall*, *mage armor*, *magic missile* (2)

0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *message*

Opposition Schools illusion, necromancy

TACTICS

Before Combat The wizard casts *mage armor*.

During Combat If surprised, the wizard uses forewarned to cast *cat's grace* in the surprise round. He casts *color spray*, *sleep*, or *web* against targets to incapacitate them so his companions can finish them off.

Morale Edwin fights to the death for Azathoth.

Base Statistics Without *mage armor*, Edwin's statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 15

Feats Combat Casting, Dodge, Improved Initiative, Scribe Scroll

Skills Diplomacy +4, Intimidate +4, Knowledge (arcana, local) +10, Knowledge (geography, history, nobility, religion) +8, Perception +5, Sense Motive +5, Spellcraft +11

Languages Common, Draconic, Dwarven, Elven, Orc

SQ arcane bond (*ring of protection* +1), forewarned

Combat Gear *potion of cure moderate wounds*, *scroll of detect thoughts*, *scroll of knock*, *scroll of locate object*, *scrolls of sleep* (2), *wand of color spray* (20 charges); **Other Gear** club, light crossbow with 20 bolts, *ring of protection* +1, manacles, spellbook, 125 gp

*In the original source, the wizard's alignment was LN.

GRETTA WHISPERSMILE

As this dwarven woman's hands clutch the hilt of her vicious waraxe, her face twists into a malevolent smile.

GRETTA WHISPERSMILE (SUBTIER 3-4) CR 3

Dwarf fighter 4

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +5 (+7 to notice unusual stonework)

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 38 (4d10+12)

Fort +8, **Ref** +4, **Will** +4 (+1 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +8 (1d10+5/×3)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks hatred

TACTICS

During Combat Gretta targets enemy spellcasters first, using Step Up to threaten them.

Morale Overcome by the call of Azathoth, Gretta fights to the death.

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +6 (+8 bull rush); **CMD** 18 (24 vs. bull rush, 22 vs. trip)

Feats Improved Bull Rush, Power Attack, Step Up, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Acrobatics -1 (-4 when jumping), Appraise +0 (+2 to assess nonmagical metals or gemstones), Climb +4, Intimidate +5, Perception +5 (+7 to notice unusual stonework), Survival +9;

Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ armor training 1

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, light crossbow with 20 bolts, mwk dwarven waraxe, 116 gp

MI-GO

This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.

MI-GO CR 6

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NE Medium plant

Init +5; **Senses** blindsight 30 ft., low-light vision; Perception +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 66 (7d8+35)

Fort +10, **Ref** +7, **Will** +4

DR 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +10 (1d4+3 plus grab)

Special Attacks evisceration, grab, sneak attack +2d6

TACTICS

Before Combat The mi-go wears a large woolen cloak to disguise its appearance. If it senses foes approaching, it hides.

During Combat The mi-go prefers to focus its attacks on a single target, flanking with the phantom fungus when it can. It cannot continue its full attack after using its evisceration ability, so it doesn't use its grab ability on its first attack unless an opponent is proving particularly hard to hit.

Morale If reduced below 15 hit points, the mi-go flees.

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

Feats Combat Reflexes, Deceitful, Dodge, Weapon Finesse

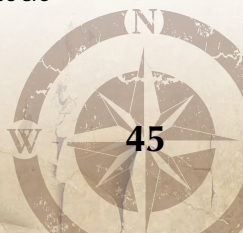
Skills Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, item creation, no breath, starflight

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.



Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

OCHRE JELLY

This yellow-orange amoeboid creature slithers across the ground, pseudopods grasping ahead of its slow approach.

OCHRE JELLY CR 5

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N Large ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 63 (6d8+36)

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

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid)

TACTICS

During Combat The jelly attacks the nearest creature.

Morale The jelly fights to the death.

STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

PHANTOM FUNGUS

Portions of this three-stalked fungoid monster's body seem to fade in and out of sight. A large maw gapes along its entire front.

PHANTOM FUNGUS CR 3

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N Medium plant

Init +0; **Senses** blindsight 30 ft., low-light vision, tremorsense 60 ft.; Perception +10

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 30 (4d8+12)

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

Defensive Abilities phantom flesh; **Immune** plant traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (2d6+3)

TACTICS

Before Combat The phantom fungus remains invisible unless the mi-go directs it to appear.

During Combat The phantom fungus uses its phantom flesh whenever possible in combat.

Morale The phantom fungus fights to the death.

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 15 (17 vs. trip)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +10, Perception +10, Stealth +7; **Racial Modifiers** +4 Stealth

SPECIAL ABILITIES

Phantom Flesh (Su) As a move action, a phantom fungus can turn invisible as if using *greater invisibility* (caster level 4th). A moment after it attacks with invisibility, the creature appears briefly as a semi-transparent version of its normal self. This allows any viewer with line of sight to the phantom fungus to pinpoint its location at the time of the attack (though if the creature moves after it attacks, opponents have to pinpoint it again). An opponent can ready an action to strike at the fungus when it momentarily appears, in which case the creature only has concealment

instead of invisibility (20% miss chance). The fungus can turn completely visible as a move action, though it normally remains invisible all the time. If killed while invisible, it becomes visible 1d4 minutes later.

ZOMBIE, VOID

This walking corpse wears only a few soiled rags. A long, blue tongue hangs out of its open mouth. as it dashes forward, arms outstretched.

VOID ZOMBIE

CR 1

Pathfinder RPG Bestiary 2 23, Pathfinder RPG Bestiary 288

NE Medium undead

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

DEFENSE

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

hp 12 (2d8+3)

Fort +0, **Ref** +2, **Will** +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +4 (1d6+3), tongue –1 (1d6+1) or
slam +4 (1d6+4)

Special Attacks blood drain, quick strikes

TACTICS

During Combat The void zombie attacks the nearest foe

Morale The void zombie fights to the death.

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Toughness⁸

SPECIAL ABILITIES

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.

Quick Strikes (Ex) Whenever a void zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.



APPENDIX 4: SCINTILLATING HALLS ENCOUNTERS (SUBTIER 6–7)

This section contains the creature stat blocks for the Scintillating Halls story arc major and linked threats. The haunt appears in Appendix 13 on page 88.

BALTHAZIN

This sunken-eyed human man swaths his muscular form in heavy robes adorned with eight-pointed stars.

BALTHAZIN (SUBTIER 6–7) CR 6

Human cleric of Azathoth 7

CN Medium humanoid (human)

Init +5; **Senses** Perception +2

DEFENSE

AC 19, touch 14, flat-footed 18 (+5 armor, +3 deflection, +1 Dex)

hp 70 (7d8+35)

Fort +9, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee +1 warhammer +13 (1d8+10/×3)

Ranged light crossbow +6 (1d8/19–20)

Special Attacks channel negative energy 3/day (DC 13, 4d6), destructive smite (+3, 5/day)

Domain Spell-Like Abilities (CL 7th; concentration +9)
5/day—vision of madness (+/–3)

Cleric Spells Prepared (CL 7th; concentration +9)

4th—*confusion*⁰ (DC 16), *divine power*

3rd—*cure serious wounds*, *dispel magic*, *rage*⁰

2nd—*aid*, *bear's endurance*, *bull's strength*, *hold person* (DC 14), *touch of idiocy*⁰

1st—*cause fear* (DC 13), *cure light wounds*, *entropic shield*, *protection from law*, *shield of faith*, *true strike*⁰

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Destruction, Madness

TACTICS

Before Combat Balthazin casts *bear's endurance*, *bull's strength*, and *shield of faith* on himself. The benefits of these spells are included in his statistics. If he has a good idea of when the PCs will arrive, he also casts *divine power* and activates his *wand of bless*.

During Combat Balthazin issues forth a loud prayer to Azathoth that begins semi-coherent but descends into incomprehensible gibberish. Balthazin casts *confusion* on the largest group of PCs, and then closes to melee.

Morale Guided by haunting visions of Azathoth, Balthazin fights to the death.

Base Statistics Without *bear's endurance*, *bull's strength*, and *shield of faith*, Balthazin's statistics are **AC** 16, touch 11, flat-footed 15; **hp** 56; **Fort** +7; **Melee** +1 warhammer +11 (1d8+7/×3); **Str** 18, **Con** 12; **CMB** +9; **CMD** 23.

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 25

Feats Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Knowledge (planes) +6, Knowledge (religion) +6, Sense Motive +7, Spellcraft +6

Languages Common

Combat Gear *potion of fly*, *scroll of invisibility purge*, *wand of bless* (10 charges); **Other Gear** +1 chain shirt, +1 warhammer, light crossbow with 20 bolts, *cloak of resistance* +1, silver unholy symbol of Azathoth, spell component pouch, 126 gp

EDWIN MALCOR

This gaunt and dour halfling man's eyes dance, as if he were witness to countless shadows and apparitions.

EDWIN MALCOR (SUBTIER 6–7) CR 6

Thunder wizard (*Pathfinder RPG NPC Codex* 182)

Halfling evoker 7

CN¹ Small humanoid (halfling)

Init +7; **Senses** Perception +10

DEFENSE

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

hp² 44 (7d6+17)

Fort +5, **Ref** +7, **Will** +10; +2 vs. fear

DR 10/magic (ranged weapon attack only; 70 points)

OFFENSE

Speed 20 ft.

Melee dagger +2 (1d3–2/19–20) or quarterstaff +2 (1d4–2)

Ranged dagger +7 (1d3–2/19–20)

Special Attacks intense spells (+3 damage)

Arcane School Spell-Like Abilities (CL 7th; concentration +10)
6/day—force missile (1d4+3)

Evoker Spells Prepared (CL 7th; concentration +10)

4th—*black tentacles*, *shout* (DC 17)

3rd—*lightning bolt* (2, DC 16), *protection from energy*, empowered *shocking grasp*

2nd—*darkvision*, *mirror image*, *protection from arrows*, *scorching ray* (2)

1st—*color spray* (DC 14), *expeditious retreat*, *feather fall*, *mage armor*, *shocking grasp* (2)

0 (at will)—*dancing lights*, *flare* (DC 13), *mage hand*, *mending*

Opposition Schools divination, necromancy

TACTICS

Before Combat The wizard casts *mage armor* and *protection from arrows*. The effects of these spells are included in his statistics. He casts *protection from energy* (electricity) on Greta to protect her from his *lightning bolt* spells.

During Combat Edwin tries to catch multiple opponents with *black tentacles*, then follows up with a *lightning bolt* to hit as many targets as possible. He uses ranged spells for as long as possible, relying upon his touch spells as a last resort.

Morale Edwin fights to the death for Azathoth.

Base Statistics Without *mage armor* or *protection from arrows*, the wizard's statistics are **AC** 15, touch 15, flat-footed 12.

STATISTICS

Str 6, **Dex** 16, **Con** 12, **Int** 16, **Wis** 13, **Cha** 12

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

Feats Combat Casting, Empower Spell, Toughness², Improved Initiative, Iron Will, Scribe Scroll

Skills Acrobatics +5 (+1 when jumping), Bluff +6, Climb +0, Knowledge (arcana) +13, Knowledge (dungeoneering) +9, Knowledge (engineering) +7, Knowledge (planes) +8, Perception +10, Spellcraft +13, Stealth +10, Use Magic Device +5

Languages Common, Draconic, Dwarven, Goblin, Halfling, Infernal
SQ arcane bond (raven)

Combat Gear *pearl of power* (1st level), *potion of cure moderate wounds*, *potion of lesser restoration*, *scroll of black tentacles*, *scrolls of invisibility* (2), *scrolls of lightning bolt* (2), *scrolls of mirror image* (2), *scroll of protection from energy*; **Other Gear** dagger, quarterstaff, *cloak of resistance* +1, *ring of protection* +1, spellbook, 186 gp

¹ In the original source, the wizard's alignment was LN.

² In the original source, the wizard had the Improved Familiar feat. Edwin has the Toughness feat instead.

EMOTION OOZE

This viscous blob of brightly colored goo quivers and pulses in a curious manner.

DESPAIR EMOTION OOZE

CR 6

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N Medium ooze

Init -3; **Senses** blindsense 120 ft.; Perception +2

Aura emotion (DC 21)

DEFENSE

AC 13, touch 13, flat-footed 13 (+6 deflection, -3 Dex)

hp 85 (9d8+45)

Fort +14, **Ref** +6, **Will** +11

DR 10/magic; **Defensive Abilities** amorphous; **Immune** mind-affecting effects, ooze traits; **Resist** cold 10

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +11 (1d8+7 plus emotional scarring)

Special Attacks compel emotion, emotional scarring

STATISTICS

Str 20, **Dex** 5, **Con** 20, **Int** —, **Wis** 15, **Cha** 25

Base Atk +6; **CMB** +11; **CMD** 16

Skills Climb +13

SQ compression, emotional attunement, empathic healing

SPECIAL ABILITIES

Compel Emotion (Su) As a move action, an emotion ooze can release a pulse of psychic energy that causes intelligent

creatures within 60 feet to be overwhelmed by the emotion ooze's attuned emotion (Will DC 21 negates). Each emotion has a special effect on affected creatures, which is described in the corresponding emotional attunement entry (see below). The effects of multiple emotion oozes attuned to the same emotion don't stack, but a creature can be under the effects of different emotions from different types of emotion oozes at the same time.

A creature affected by compel emotion retains the chosen emotion for as long as it remains within 60 feet of the emotion ooze and for 1d4 minutes thereafter. An affected creature that takes a move action to try to control its emotions can attempt another DC 21 Will save. Success on this Will save removes the effect and grants the creature a +4 circumstance bonus on future saves against that emotion ooze's compel emotion ability for 24 hours. This is a mind-affecting emotion effect. The save DC is Charisma-based.

Emotional Attunement (Su) Each emotion ooze is closely attuned to a single emotion. The type of emotion affects its physiology, altering its fundamental nature. An emotion ooze attuned to despair is a pale, listless gray. Its Constitution and Charisma scores increase by 2, and it has DR 10/magic and cold resistance 10. A creature affected by a despair-attuned emotion ooze's compel emotion ability takes a -4 morale penalty on attack rolls and damage rolls.

Emotional Scarring (Ex) An emotion ooze's slam attack deals an additional 3d6 points of damage, which is mental damage like that from *mind thrust I*. This is a mind-affecting emotion effect.

Empathic Healing (Su) An emotion ooze gains fast healing 5 as long as it is within 60 feet of a creature that is affected by its compel emotion ability (or that is otherwise experiencing the emotion to which the ooze is attuned). Though an emotion ooze is otherwise immune to mind-affecting effects, it is healed by emotion effects that match its emotion, regaining a number of hit points equal to the caster level of the effect (or to the ooze's Hit Dice for abilities with no caster level). The ooze takes an equal amount of damage if it fails a saving throw against an effect that specifically counters its corresponding emotion (for instance, *remove fear* for fear or *good hope* for despair).

FEAR EMOTION OOZE

CR 6

Pathfinder RPG Bestiary 5 108

N Medium ooze

Init -9; **Senses** blindsense 120 ft.; Perception +2

Aura emotion (DC 20)

DEFENSE

AC 15, touch 15, flat-footed 13 (+6 deflection, -1 Dex)

hp 76 (9d8+36)

Fort +13, **Ref** +10, **Will** +11

Defensive Abilities amorphous, evasion; **Immune** mind-affecting effects, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.



Melee slam +11 (1d8+7 plus emotional scarring)

Special Attacks compel emotion, emotional scarring

STATISTICS

Str 20, **Dex** 9, **Con** 18, **Int** —, **Wis** 15, **Cha** 23

Base Atk +6; **CMB** +11; **CMD** 18

Feats Improved Initiative, Lightning Reflexes

Skills Climb +13

SQ compression, emotional attunement, empathic healing

SPECIAL ABILITIES

Compel Emotion (Su) As a move action, an emotion ooze can release a pulse of psychic energy that causes intelligent creatures within 60 feet to be overwhelmed by the emotion ooze's attuned emotion (Will DC 20 negates). Each emotion has a special effect on affected creatures, which is described in the corresponding emotional attunement entry (see below). The effects of multiple emotion oozes attuned to the same emotion don't stack, but a creature can be under the effects of different emotions from different types of emotion oozes at the same time.

A creature affected by compel emotion retains the chosen emotion for as long as it remains within 60 feet of the emotion ooze and for 1d4 minutes thereafter. An affected creature that takes a move action to try to control its emotions can attempt another DC 20 Will save. Success on this Will save removes the effect and grants the creature a +4 circumstance bonus on future saves against that emotion ooze's compel emotion ability for 24 hours. This is a mind-affecting emotion effect. The save DC is Charisma-based.

Emotional Attunement (Su) Each emotion ooze is closely attuned to a single emotion. The type of emotion affects its physiology, altering its fundamental nature. An emotion ooze attuned to fear is light gray, flecked with darker gray motes swirling about its insides. Its Dexterity score increases by 4, it gains Improved Initiative and Lightning Reflexes as bonus feats, and it gains the evasion rogue class feature. A creature affected by a fear-attuned emotion ooze's compel emotion ability gains the shaken condition.

Emotional Scarring (Ex) An emotion ooze's slam attack deals an additional 3d6 points of damage, which is mental damage like that from *mind thrust I*. This is a mind-affecting emotion effect.

Empathic Healing (Su) An emotion ooze gains fast healing 5 as long as it is within 60 feet of a creature that is affected by its compel emotion ability (or that is otherwise experiencing the emotion to which the ooze is attuned). Though an emotion ooze is otherwise immune to mind-affecting effects, it is healed by emotion effects that match its emotion, regaining a number of hit points equal to the caster level of the effect (or to the ooze's Hit Dice for abilities with no caster level). The ooze takes an equal amount of damage if it fails a saving throw against an effect that specifically counters its corresponding emotion (for instance, *remove fear* for fear or *good hope* for despair).

GRETTA WHISPERSMILE

As this dwarven woman's hands clutch the hilt of her vicious waraxe, her face twists into a malevolent smile.

GRETTA WHISPERSMILE (SUBTIER 6-7)

CR 6

Spell hunter (*Pathfinder RPG NPC Codex* 83)

Dwarf fighter 7

CE* Medium humanoid (dwarf)

Init +2; **Senses** Perception +5

DEFENSE

AC 22, touch 12, flat-footed 20 (+10 armor, +2 Dex)

hp 64 (7d10+21)

Fort +9, **Ref** +5, **Will** +5 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +2, defensive training

OFFENSE

Speed 20 ft.

Melee mwk cold iron dwarven waraxe +14/+9 (1d10+9/×3)

Ranged mwk throwing axe +11 (1d6+5)

or mwk light crossbow +10 (1d8/19–20)

Special Attacks hatred, weapon training (axes +1)

TACTICS

Before Combat Gretta drinks her *potion of bull's strength*. The effects of this potion are included in her statistics.

During Combat Gretta targets enemy spellcasters first. She uses the combination of Step Up and Disruptive to interrupt the PCs' spellcasting.

Morale Overcome by the call of Azathoth, Gretta fights to the death.

Base Statistics Without *bull's strength*, Gretta's statistics are

Melee mwk cold iron dwarven waraxe +12/+7 (1d10+6/×3);

Ranged mwk throwing axe +11 (1d6+3); **Str** 15; **CMB** +9 (+13 bull rush); **CMD** 21 (27 vs. bull rush, 25 vs. trip); **Skills** Climb +8.

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +12 (+16 bull rush); **CMD** 23 (29 vs. bull rush, 27 vs. trip)

Feats Blind-Fight, Disruptive, Greater Bull Rush, Improved Bull Rush, Power Attack, Step Up, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +10, Intimidate +8, Perception +5 (+7 to notice unusual stonework), Survival +10

Languages Common, Dwarven

SQ armor training 2

Combat Gear *oil of magic weapon* (2), *potion of aid*, *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other Gear** +1 full plate, masterwork cold iron dwarven waraxe, masterwork light crossbow with 20 bolts, masterwork throwing axe, *cloak of resistance* +1, 46 gp

*In the original source, the fighter's alignment was LE.



MI-GO

This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.

MI-GO

CR 6

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NE Medium plant

Init +5; **Senses** blindsight 30 ft., low-light vision; **Perception** +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 66 (7d8+35)

Fort +10, **Ref** +7, **Will** +4

DR 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +10 (1d4+3 plus grab)

Special Attacks evisceration, grab, sneak attack +2d6

TACTICS

Before Combat The mi-go wear large woolen cloaks to disguise their appearance and hide their features. When they notice the PCs approaching, one of the mi-go stands in the open while the other hides and waits in ambush.

During Combat Mi-go single out a target, preferring those that are stragglers or separated from the group. They prefer full attacks and flank whenever possible. They cannot continue their full attack after using their evisceration ability, so they don't use their grab ability on their first attack unless an opponent is proving particularly hard to hit.

Morale If reduced below 15 hit points, a mi-go flees.

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

Feats Combat Reflexes, Deceitful, Dodge, Weapon Finesse

Skills Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, item creation, no breath, starflight

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this doubles the cost to create the item.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years—provided the mi-go knows the way to its destination.

MOONFLOWER

A twisted trunk clustered with bulbous blossoms holds up a gaping mouth ready to swallow a victim whole.

MOONFLOWER

CR 8

Pathfinder RPG Bestiary 2 192

N Huge plant

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size)

hp 104 (11d8+55); fast healing 5

Fort +12, **Ref** +3, **Will** +4

DR 10/slashing; **Immune** electricity, plant traits; **Resist** cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +15 (2d6+9 plus grab), 2 tentacles +13 (1d8+4)

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

Special Attacks light pulse, pod prison

TACTICS

Before Combat The moonflower waits until at least three foes are within 50 feet before attacking unless it is attacked first.

During Combat The moonflower begins combat with its light pulse ability. After that, it attacks the nearest foe first.

Morale The moonflower fights to the death.

STATISTICS

Str 28, **Dex** 10, **Con** 21, **Int** 5, **Wis** 12, **Cha** 17

Base Atk +8; **CMB** +19 (+23 grapple); **CMD** 29 (can't be tripped)

Feats Blind-Fight, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Skill Focus (Stealth)

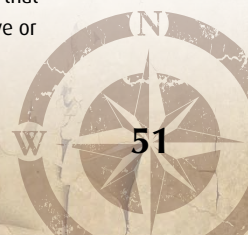
Skills Perception +9, Stealth +4 (+20 in thick vegetation); **Racial Modifiers** +16 Stealth in thick vegetation

Languages telepathy (1 mile, other moonflowers only)

SQ pod spawn

SPECIAL ABILITIES

Light Pulse (Su) As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a DC 20 Fortitude save or



be blinded for 1d4 rounds. Moonflowers are immune to this ability. The save DC is Constitution-based.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Escape Artist to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Pod Spawn (Ex) Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.

NEH-THALGGU

This crab-like nightmare has a lamprey mouth, twitching eyes on its legs, and several blisters along its back that hold human brains.

NEH-THALGGU

CR 8

Pathfinder RPG Bestiary 2 197

CE Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 19, flat-footed 18 (+3 Dex, +2 natural, +7 insight, -1 size)

hp 105 (10d8+60)

Fort +9, **Ref** +6, **Will** +11

DR 10/magic; **Immune** confusion effects; **SR** 19

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +13 (1d8+7 plus poison), 2 claws +13 (1d6+7)

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

Special Attacks rend (2 claws, 2d6+7)

Sorcerer Spells Known (CL 7th; concentration +17)

3rd (5/day)—*lightning bolt* (DC16), *hold person* (DC 16)

2nd (7/day)—*acid arrow*, *alter self*, *invisibility*

1st (7/day)—*grease* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *unseen servant*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 24, **Dex** 16, **Con** 23, **Int** 19, **Wis** 18, **Cha** 17

Base Atk +7; **CMB** +15; **CMD** 35 (can't be tripped)

Feats Arcane Strike, Extend Spell, Combat Reflexes, Eschew Materials⁸, Improved Initiative, Power Attack

Skills Fly +15, Knowledge (arcana, dungeoneering, and planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +16

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 feet)

SQ brain collection, strange knowledge

SPECIAL ABILITIES

Brain Collection (Ex) A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains 1 negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A neh-thalggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex) All Knowledge skills are class skills for neh-thalggus.

PHYCOMID

This tangle of purple-capped mushrooms growing out of a nasty green sludge shudders and writhes, wafting tendrils of smoke.

PHYCOMID

CR 4

Pathfinder RPG Bestiary 2 210

N Small plant

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

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 39 (6d8+12)

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

Immune acid, plant traits

OFFENSE

Speed 10 ft.

Ranged acid pellet +5 touch (2d6 acid plus spores)

TACTICS

During Combat The phycomids attack creatures that they can sense walking along the ground.

Morale Phycomids fight until destroyed. Because of their slow speed, they have no instinct to retreat. Likewise, they do not pursue opponents who leave their cave chamber.

STATISTICS

Str 5, **Dex** 10, **Con** 15, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +0; **CMD** 10 (can't be tripped)

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save. The save DC is Constitution-based.

SOLIFUGID, ALBINO CAVE

This spider-like creature's front legs end in immense, grasping claws. Its mouth sports a pair of huge vertical mandibles.

ALBINO CAVE SOLIFUGID

CR 4

Pathfinder RPG Bestiary 2 253

N Medium vermin

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +3, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +7 (1d8+3), 2 claws +7 (1d4+3)

Special Attacks pounce, rend (2 claws, 1d6+4)

TACTICS

During Combat The hungry solifugids rush out to attack the PCs, targeting the most lightly armored PCs first.

Morale The solifugids are hungry, but they don't like prey that fights back too hard. A solifugid flees if reduced to 10 hit points or fewer.

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 2

Base Atk +4; **CMB** +7; **CMD** 18 (26 vs. trip)

Skills Climb +11, Perception +4, Stealth +5; **Racial Modifiers** +4 Perception, +4 Stealth



APPENDIX 5: SHINING DEEP ENCOUNTERS (SUBTIER 3–4)

This section contains the stat blocks for the Shining Deep story arc major and linked threats.

ABRELIN

This green-skinned man holds his trusty bow and arrows at the ready. The tips of the arrows dance with flame.

ABRELIN (SUBTIER 3–4) CR 3

Border guard (*Pathfinder RPG NPC Codex* 129)

Half-orc ranger 4

NE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)

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

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

Before Combat Abrelin casts *resist energy* (fire).

During Combat If he believes the PCs have the implements that Daven and Lodif took, he tries to distract them long enough for Drixel to steal them before attacking if necessary.

Morale If reduced below 10 hit points, Abrelin flees.

Base Statistics Without *resist energy*, the ranger's statistics are **Resist** none.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear +1 flaming arrows (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp

DAVEN AND LODIF

These identical twin brothers skulk in the shadows, silently drawing their bows against anyone who would stand in their way.

DAVEN AND LODIF (SUBTIER 3–4)

CR 3

Human fighter 4

CN Medium humanoid (human)

Init +4; **Senses** Perception +5

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 42 each (4d10+16)

Fort +8, **Ref** +6, **Will** +3 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6+2/18–20)

Ranged mwk composite longbow +10 (1d8+4/×3)

TACTICS

Before Combat Daven and Lodif each drink a potion of *bear's endurance* and finds a prime location for an ambush. They hunker down with their wolves.

During Combat Daven and Lodif attempt to stay close to each other and send their wolves to harry the PCs. If the PCs approach them in melee, one backs off while the other fights in melee.

Morale Terrified of what Horus Ilaktya will do if they're taken to him, the brothers fight to the death.

Base Statistics Without *bear's endurance*, Daven and Lodif's statistics are **hp** 34; **Fort** +6; **Con** 13.

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 20

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Acrobatics +8, Perception +5, Stealth +8

Languages Common

SQ armor training 1

Combat Gear +1 arrows (5), *tangle arrow* [arrow that functions as a *tangle bolt*[®]], *potion of bear's endurance*, *potion of cure light wounds*; **Other Gear** mwk chain shirt, mwk composite longbow (+2 Str) with 40 arrows, mwk rapier, *cloak of resistance* +1

DRIXEL

This wide-eyed, middle-aged man seems surprised to see others in these dangerous depths.

DRIXEL (SUBTIER 3–4)

CR 3

Charlatan (*Pathfinder RPG NPC Codex* 145)

Human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

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

hp 21 (4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6-1/18-20)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks sneak attack +2d6

Rogue Spell-Like Abilities (CL 4th, concentration +5)

3/day—*prestidigitation*

2/day—*disguise self*

TACTICS

Before Combat Interested only in stealing the implements taken by Daven and Lodif, the rogue tries to avoid combat with Bluff and Disguise. For example, he might pretend to be a foolhardy amateur archeologist of noble blood who drags Abrelon along for protection. He attempts to steal the implements if he believes the PCs have them.

During Combat If combat breaks out, Drixel uses Improved Feint to make sneak attacks while trying to escape so he can later steal the implements.

Morale If reduced below 10 hit points, Drixel surrenders.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Expertise, Deceitful, Improved Feint

Skills Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11

Languages Common, Elven

SQ rogue talents (major magic, minor magic), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *scroll of bless*, *scroll of burning hands*, *scroll of cure light wounds*, *scroll of magic missile*, alchemist's fire (2), holy water, thunderstone;

Other Gear +1 *studded leather*, light crossbow with 10 bolts, masterwork rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp

HOWLER

This vile predator has a hide as thick and tough as leather. Wicked ebony quills run from its head, tail, and back.

HOWLER

CR 3

Pathfinder RPG Bestiary 2 159

CE Large outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

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

hp 37 (5d10+10)

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

Defensive Abilities quill defense

OFFENSE

Speed 60 ft.

Melee bite +8 (1d8+4), quills +3 (1d4+2 plus pain)

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

Special Attacks howl

TACTICS

Before Combat The howlers howl relentlessly. The sound echoes throughout the vault.

During Combat The howlers enthusiastically rush into melee.

Morale The howlers fight to the death.

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 22

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +10 (+22 when jumping), Climb +12, Perception +13, Stealth +6

Languages Abyssal (can't speak)

SPECIAL ABILITIES

Howl (Su) A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed at a DC 12 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Howler Howl: Curse—howl; *save* Will DC 12 negates; *frequency* 1/hour; *effect* 1 Wis damage; *cure* 1 save.

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

NECROCRAFT

Thick muscle and jutting bone from multiple corpses fused together form a winged, humanlike predator.

NECROCRAFT

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)



TACTICS

During Combat The necrocraft attacks the nearest foe.

Morale The necrocraft fights to the death.

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 16

Feats Toughness⁸

SQ construction points (additional movement [fly], extra attack [bite])

SPECIAL ABILITIES

Construction Points (Ex) Necrocrafts have a number of Construction Points (CP) used to purchase abilities and defenses.

QLIPPOTH, SHOGGTI

This pale creature has four suckered arms that end in pincers. A gnashing maw gapes in its head between two staring eyes.

SHOGGTI QLIPPOTH

CR 7

Pathfinder RPG Bestiary 2 225

CE Large outsider (chaotic, evil, extraplanar, qliploth)

Init +7; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 80 (7d10+42)

Fort +11, **Ref** +5, **Will** +9

Defensive Abilities uncanny dodge; **DR** 10/cold iron or lawful;

Immune cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6), 4 tentacles +8 (1d4+3 plus grab)

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

Special Attacks braincloud, horrific appearance (DC 15), constrict (1d4+6)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*tongues*

At will—*command* (DC 13)

3/day—*charm person* (DC 13), *protection from law*

1/day—*charm monster* (DC 16), *dimension door*

TACTICS

Before Combat The shoggti qliploth casts *protection from law*.

During Combat The qliploth uses its horrific appearance as soon as it can affect 2 or more targets. It targets the most heavily armored PC with *charm monster* and, if successful, asks the him keep its enemies away. If magic fails, it attack in melee.

Morale The shoggti qliploth fights to the death.

STATISTICS

Str 22, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 15

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Weapon Focus (tentacles)

Skills Escape Artist +13, Intimidate +16, Knowledge (planes) +11, Perception +18, Sense Motive +14, Stealth +9, Use Magic Device

+19; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device

Languages Abyssal; telepathy 100 ft.

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).

VERAZAZ

Dark energy crackles along this horned woman's red hands and dances through her sunken eyes.

VERAZAZ (SUBTIER 3-4)

CR 4

Female tiefling necromancer 5 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

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

DEFENSE

AC 16, touch 12, flat-footed 10 (+4 armor, +2 Dex)

hp 45 (5d6+25)

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

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +2 (1d6-1)

Spell-Like Abilities (CL 5th; concentration +5)

1/day—*darkness*

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

7/day—grave touch (2 rounds)

Necromancer Spells Prepared (CL 5th; concentration +9)

3rd—*lesser animate dead*^{UM}, *ray of exhaustion* (DC 18), *vampiric touch*

2nd—*false life*, *ghoul touch* (2, DC 17), *scare* (DC 17)

1st—*chill touch* (DC 16), *grease*, *mage armor*, *ray of sickening*^{UM} (DC 16), *shocking grasp*

0 (at will)—*detect magic*, *mage hand*, *bleed* (DC 15), *read magic*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat If Verazaz casts *false life* and *mage armor* on herself. If she senses combat is imminent, she uses her *wand of spectral hand*.

During Combat Verazaz prefers to fight at a distance, using her *spectral hand* to deliver her touch spells. If engaged in melee, she casts *scare*.

Morale Fearing what fate will befall her if she is returned to Horus Ilaktya, she fights to the death.

Base Statistics Without *false life* and *mage armor*, Verazaz's statistics are **hp** 35; **AC** 12, touch 12, flat-footed 10.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 13

Feats Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Turn Undead

Skills Appraise +10, Bluff +2, Knowledge (arcana, history, religion) +12, Knowledge (dungeoneering, engineering, geography, local, nature, planes) +8, Spellcraft +12, Stealth +4; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Draconic, Dwarven, Elven, Orc

SQ arcane bond (greensting scorpion^{UM}, Mote), power over undead

Combat Gear *potion of cure moderate wounds*, *scroll of animate dead*, *scroll of restore corpse*^{UM}, *wand of spectral hand* (10 charges); **Other Gear** masterwork quarterstaff, *cloak of resistance* +1, spell component pouch, spellbook (contains all prepared spells), 250 gp worth of black onyx

WOLF

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

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)

TACTICS

During Combat The wolves attempt to keep the PCs away from Daven and Lodif by tripping them.

Morale The wolves flee if reduced to 3 hit points or fewer.

STATISTICS

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

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

Feats Skill Focus (Perception)

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

ZOMBIE, JUJU

This wretched human figure has tight leathery skin, sunken eyes, and an emaciated frame, yet it moves with eerie alacrity.

JUJU ZOMBIE ROGUE CR 2

Human juju zombie rogue 2 (*Pathfinder RPG Bestiary* 2 291)

NE Medium undead (augmented human)

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 15 (2d8+3)

Fort +0, **Ref** +7, **Will** +1

Defensive Abilities channel resistance +4; evasion, **DR** 5/magic and slashing; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+4/19–20) or slam +5 (1d6+6)

Special Attacks sneak attack +1d6

TACTICS

During Combat The zombies stay between Verazaz and the PCs.

Morale The juju zombies fight until destroyed.

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative^B, Toughness^B, Weapon Finesse

Skills Acrobatics +8, Climb +16, Disable Device +8, Intimidate +5, Perception +6, Sleight of Hand +9, Stealth +8, Survival +3, Swim +8, Use Magic Device +5; **Racial Modifiers** +8 Climb

Languages Common

SQ rogue talents (combat trick), trapfinding +1

ZOMBIE, HUMAN

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

HUMAN FAST ZOMBIE CR 1/2

Pathfinder RPG Bestiary 288

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 12 (2d8+3)

Fort +0, **Ref** +2, **Will** +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +4 (1d6+4)

TACTICS

During Combat The zombies stay between Verazaz and the PCs.

Morale The zombies fight until destroyed.

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

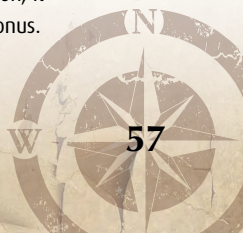
Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

SPECIAL ABILITIES

Quick Strikes (Ex) When a fast zombie tasks a full attack action, it can make an additional slam attack at its highest attack bonus.



APPENDIX 6: SHINING DEEP ENCOUNTERS (SUBTIER 6–7)

This section contains the stat blocks for the Shining Deep story arc major and linked threats.

ABRELIN

This gruff dwarven man hunkers down behind his shield. In his left hand, he holds a warhammer poised to strike.

ABRELIN (SUBTIER 6–7)

CR 6

Mountaineer (*Pathfinder RPG NPC Codex* 131)

Dwarf ranger 7

LE Medium humanoid (dwarf)

Init +2; **Senses** Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield)

hp 59 (7d10+16)

Fort +8, **Ref** +8, **Will** +5; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee +1 warhammer +9/+4 (1d8+6/×3), mwk heavy shield +9/+4 (1d4+5 plus bull rush)

Ranged mwk heavy crossbow +10 (1d10/19–20)

Special Attacks hatred, favored enemy (giants +2, humans +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*spike growth*

1st—*longstrider*, *resist energy*

TACTICS

Before Combat Abrelin casts *longstrider* and *resist energy* (fire), and then drinks his *potion of bull's strength*. The bonuses from these spells are included in his statistics. He lets Drixel try to trick the PCs before attacking.

During Combat Abrelin uses Shield Slam to push opponents into difficult terrain, off ledges, or into the area of spike growth. If he believes the PCs have the implements that Daven and Lodif took, he tries to keep enemies occupied long enough for Drixel to steal them.

Morale If reduced below 20 hit points, Abrelin flees.

Base Statistics Without *bull's strength*, *longstrider*, and *resist energy*, the ranger's statistics are **Resist** none; **Speed** 20 ft.; **Melee** +1 warhammer +7/+2 (1d8+4/×3), mwk heavy shield +7/+2 (1d4+3 plus bull rush); **Str** 16; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip); **Skills** Climb +9, Swim +7.

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +7; **CMB** +12; **CMD** 24 (28 vs. bull rush or trip)

Feats Double Slice, Endurance, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Slam, Two-Weapon Fighting

Skills Climb +11, Knowledge (dungeoneering, geography, nature) +8, Perception +12 (+14 to notice unusual stonework), Profession (miner) +8, Stealth +6, Survival +10, Swim +9

Languages Common, Dwarven

SQ favored terrain (underground +2*), hunter's bond (companions), track +3, wild empathy +5, woodland stride

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 breastplate, masterwork heavy wooden shield, +1 warhammer, masterwork heavy crossbow with 20 bolts, cloak of resistance +1, 229 gp

*In the original source, the ranger's favored terrain is mountains.

DAVEN AND LODIF

These identical twin brothers skulk in the shadows, silently drawing their bows against anyone who would stand in their way.

DAVEN AND LODIF (SUBTIER 6–7)

CR 6

Human fighter 7

CN Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 71 each (7d10+28)

Fort +9, **Ref** +7, **Will** +4 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk rapier +12/+7 (1d6+2/18–20)

Ranged +1 composite longbow +14/+9 (1d8+6/×3)

Special Attacks weapon training (bows +1)

TACTICS

Before Combat Daven and Lodif each drink a *potion of bear's endurance* and finds a prime location for an ambush.

During Combat Daven and Lodif attempt to stay close to each other and send their wolves to harry the PCs. They use their *tangle arrows* first in hopes of keeping the PCs at range. If the PCs approach, one backs off while the other fights in melee.

Morale Terrified of what Horus Ilaktya will do if they're taken to him, the brothers fight to the death.

Base Statistics Without *bear's endurance*, Daven and Lodif's statistics are **hp** 57; **Fort** +7; **Con** 13.

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 23

Feats Deadly Aim, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Acrobatics +10, Perception +8, Stealth +13

Languages Common

SQ armor training 2

Combat Gear +1 arrows (5), *tangle arrows* (3) [arrows that function as *tangle bolts*^{UE}], *potion of bear's endurance*, *potion of cure light wounds*; **Other Gear** +1 breastplate, +1 composite longbow (+2 Str) with 40 arrows, mwk rapier, cloak of resistance +1

DRIXEL

This wide-eyed middle-aged man seems surprised to see others in these dangerous depths.

DRIXEL (SUBTIER 6-7)

CR 6

Freelance thief (*Pathfinder RPG NPC Codex* 147)

Human rogue 7

CN Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +4, **Ref** +10, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +10 (1d6+3/18-20)

Ranged mwk light crossbow +10 (1d8/19-20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat Interested only in stealing the implements taken by Daven and Lodif, the rogue tries to avoid combat with Bluff and Disguise. For example, he might pretend to be a foolhardy amateur archeologist of noble blood who drags Abrelin along for protection. During Combat Drixel uses Spring Attack and Combat Expertise while trying to escape.

Morale If reduced below 15 hit points, Drixel surrenders.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag; **Other Gear** +1 studded leather, +1 rapier, masterwork light crossbow with 20 bolts, *cloak of resistance* +1, thieves' tools, 489 gp

*In the original source, the rogue's alignment was NE.

KUROBOZU

The mouth of this gray-skinned, emaciated monk is a distended, hollow pit of darkness.

KUROBOZU

CR 6

Pathfinder RPG Bestiary 5 153

LE Medium undead

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

DEFENSE

AC 20, touch 20, flat-footed 16 (+4 Dex, +2 monk, +4 Wis)

hp 76 (9d8+36)

Fort +7, **Ref** +9, **Will** +10

Defensive Abilities evasion; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee unarmed strike +12/+7 (1d8+5 plus sage's bane) or

flurry of blows +13/+13/+8 (1d8+5 plus sage's bane)

Special Attacks disease, sage's bane, steal breath

TACTICS

Before Combat If it can approach sleeping PCs unnoticed, the kurobozu uses its steal breath ability on a target before moving away and hiding.

During Combat The kurobozu uses stunning fist on the first round of combat followed by steal breath if the target is stunned the next round. It uses flurry of blows afterwards whenever possible.

Morale The creature fights until destroyed.

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 34 (38 vs. trip)

Feats Defensive Combat Training, Power Attack, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist[®], Weapon Focus (unarmed strike)

Skills Acrobatics +13, Climb +12, Perception +16, Sense Motive +12, Stealth +16

Languages Common

SQ echo of life, sage's bane

SPECIAL ABILITIES

Disease (Su) *Black apoxia*: Steal breath—inhaled; *save* Fort DC 18; onset 1 day; *frequency* 1/day; *effect* 1d3 Con damage and exhausted; *cure* 2 consecutive saves.

Echo of Life (Su) A kurobozu retains some the same disciplined training it had in life. It gains the monk's evasion, AC bonus, Stunning Fist, and flurry of blows class features and unarmed strike damage as a monk of equal level to its Hit Dice. A kurobozu's Stunning Fist lasts 1 round longer than normal. In addition, a kurobozu replaces its Constitution modifier with its Wisdom modifier instead of its Charisma modifier.

Sage's Bane (Su) Any target struck by a kurobozu's unarmed strike takes 1d4 points of Wisdom damage and loses an equal amount of ki (Fortitude DC 18 negates both). For every point of Wisdom damage a kurobozu deals, it heals 5 hit points. Hit points received in excess of the creature's normal total are treated as temporary hit points and dissipate after 1 minute. The save DC is Wisdom-based.

Steal Breath (Su) As a standard action, a kurobozu can steal the breath from a stunned or helpless target, as per the spell suffocation, except it never causes the victim to die. Regardless of whether it successfully saved, the victim can't speak for 1 minute, and its breath reeks of carrion. This also exposes the victim to the kurobozu's disease.



MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY

CR 5

Pathfinder RPG Bestiary 210

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

TACTICS

During Combat The mummies uses Power Attack in combat and target whoever is causing Verazaz the most trouble.

Morale The mummies fight until destroyed.

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without *resurrection* or greater magic. The save DC is Charisma-based.

QLIPPOTH, NYOGOTH

This appears to be a mass of floating intestines tangled around a fanged mouth—the tips of its coils also end in toothy maws.

NYOGOTH QLIPPOTH

CR 10

Pathfinder RPG Bestiary 2 224

CE Medium outsider (chaotic, evil, extraplanar, qlippoth)

Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)

hp 125 (10d10+70)

Fort +14, **Ref** +12, **Will** +7

Defensive Abilities acid spray; **DR** 10/lawful; **Immune** acid, cold, poison, mind-affecting effects; **Resist** electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee 4 bites +15 (1d6+3/19–20 plus 1d4 acid), bite +15 (2d6+3/19–20 plus 1d4 acid)

Special Attacks horrific appearance (DC 18)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*acid arrow*

7/day—*fear* (DC 17), *protection from law*

1/day—*acid fog*, *dimension door*

TACTICS

Before Combat The nyogoth qlippoth casts *protection from law*.

During Combat The qlippoth uses its horrific appearance as soon as it can affect 2 or more targets. It then uses acid fog to catch as many foes as possible, then moves to engage in melee.

Morale The nyogoth qlippoth fights to the death.

STATISTICS

Str 16, **Dex** 21, **Con** 24, **Int** 9, **Wis** 19, **Cha** 16

Base Atk +10; **CMB** +13; **CMD** 28 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Power Attack, Vital Strike, Weapon Finesse

Skills Fly +22, Intimidate +16, Knowledge (planes) +12, Perception +17, Stealth +18

Languages Abyssal; telepathy 100 ft.

SQ flight

SPECIAL ABILITIES

Acid Spray (Su) A nyogoth's body is full of highly corrosive digestive fluid. Every time a nyogoth is damaged by a piercing or slashing weapon, all creatures adjacent to the nyogoth take 1d6 points of acid damage (2d6 acid damage if the attack is a critical hit).

Horrific Appearance (Su) Creatures that succumb to a nyogoth's horrific appearance become nauseated for 1d8 rounds.

QLIPPOTH, SHOGGTI

This pale creature has four suckered arms that end in pincers. A gnashing maw gapes in its head between two staring eyes.

ADVANCED SHOGGTI QLIPPOTH

CR 8

Pathfinder RPG Bestiary 2 225, 292

CE Large outsider (chaotic, evil, extraplanar, qlippoth)

Init +9; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1 size)

hp 94 (7d10+56)

Fort +13, **Ref** +7, **Will** +11

Defensive Abilities uncanny dodge; **DR** 10/cold iron or lawful;

Immune cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +14 (1d8+8), 4 tentacles +10 (1d4+4 plus grab)

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

Special Attacks braincloud, horrific appearance (DC 17), constrict (1d4+8)

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

Constant—*tongues*

At will—*command* (DC 15)

3/day—*charm person* (DC 15), *protection from law*

1/day—*charm monster* (DC 18), *dimension door*

TACTICS

Before Combat The shoggti qliphoth casts *protection from law*.

During Combat The shoggti qliphoth uses its horrific appearance as soon as it can affect 2 or more targets. At range, it targets the most heavily armored enemy with *charm person* and, if successful, tells the target to keep its enemies away. In melee it uses its braincloud ability each round. Its goal in combat is to charm as many enemies as possible in order to bring other victims to it as slaves.

Morale The shoggti qliphoth fights to the death.

STATISTICS

Str 26, **Dex** 20, **Con** 27, **Int** 16, **Wis** 23, **Cha** 19

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 31 (35 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Weapon Focus (tentacles)

Skills Escape Artist +15, Intimidate +18, Knowledge (planes) +13, Perception +20, Sense Motive +16, Stealth +11, Use Magic Device +21; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device

Languages Abyssal; telepathy 100 ft.

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).

VERAZAZ

Dark energy crackles along this horned woman's red hands and dances through her sunken eyes.

VERAZAZ (SUBTIER 6-7)

CR 7

Female tiefling necromancer 8 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft., life sight (10 feet, 8 rounds/day); Perception +0

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 shield)

hp 74 (8d6+32)

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

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee masterwork quarterstaff +4 (1d6-1)

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

1/day—*darkness*

Arcane School Spell-Like Abilities (CL 8th; concentration +13)

8/day—grave touch (4 rounds)

Necromancer Spells Prepared (CL 8th; concentration +13)

4th—*animate dead*, *bestow curse* (DC 20), *fear* (DC 20),

stone shape

3rd—*fly*, *lesser animate dead*^{UM}, *ray of exhaustion* (DC 19),

vampiric touch (2)

2nd—*command undead* (DC 18), *false life*, *ghoul touch* (2, DC

18), *scorching ray*

1st—*chill touch* (DC 17), *grease*, *mage armor*, *magic missile*,

ray of sickening^{UM} (DC 17), *shield*, *shocking grasp*

0 (at will)—*detect magic*, *mage hand*, *bleed* (DC 16),

read magic

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat If Verazaz knows the PCs have entered the Shining Deep, she casts *false life* and *mage armor* on herself, followed by *shield*. The effects of these spells are included in her statistics. If she senses combat is imminent, she uses her *wand of spectral hand*.

During Combat Verazaz prefers to fight at a distance, relying on her undead servants to keep enemies at bay while she uses her spectral hand to deliver her touch spells. If engaged in melee, she casts *scare*.

Morale Knowing what fate will befall her if she is returned to Horus Ilaktya, she fights to the death.

Base Statistics Without *false life*, *mage armor*, and *shield*, Verazaz's statistics are **hp** 62; **AC** 13, touch 13, flat-footed 10.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 20, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 16

Feats Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Toughness, Turn Undead

Skills Appraise +15, Bluff +2, Fly +8, Knowledge (arcana, history, religion) +16, Knowledge (dungeoneering, engineering, geography, local, nature, planes) +9, Spellcraft +16, Stealth +5;

Racial Modifiers +2 Bluff, +2 Stealth

Languages Abyssal, Common, Draconic, Dwarven, Elven, Orc



SQ arcane bond (Arcane Familiar, greensting scorpion^{UM} named Mote), power over undead

Combat Gear *potion of cure moderate wounds, scroll of animate dead, scroll of restore corpse^{UM}, wand of spectral hand* (10 charges); **Other Gear** masterwork quarterstaff, *cloak of resistance +1, headband of vast intelligence +2*, spell component pouch, spellbook containing all prepared spells, 500 gp worth of black onyx

WOLF, DIRE

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

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.

TACTICS

During Combat The wolves attempt to keep the PCs away from David and Lodif by tripping them.

Morale The wolves attempt to flee if reduced to 8 hit points or fewer.

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 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent



APPENDIX 7: SPARKLEGRIM PASSAGE ENCOUNTERS (SUBTIER 3–4)

This section contains the creature stat blocks for the Sparklegrim Passage story arc major and linked threats. The traps appear in Appendix 13 on page 88.

DEMON, ABRIKANDILU

This deformed, horned, hunchbacked humanoid has a forked, ratlike tail and two thumbs on each taloned hand.

ABRIKANDILU	CR 3
<i>Pathfinder RPG Bestiary 5 74</i>	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
Init +0; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 natural)	
hp 32 (5d10+5)	
Fort +5, Ref +4, Will +3	
DR 5/cold iron; Immune electricity, poison; Resist acid 10, cold 10, fire 10	
Weaknesses hatred of mirrors	
OFFENSE	
Speed 30 ft.	
Melee bite +7 (1d6+2 plus mutilation), 2 claws +7 (1d4+2)	
Ranged improvised weapon +5 (1d6+2)	
Special Attacks destructive attacks, mutilation	
Spell-Like Abilities (CL 5th; concentration +6)	
3/day— <i>cause fear</i> (DC 12), <i>shatter</i> (DC 13)	
1/day— <i>summon</i> (level 1, 1 abrikandilu 50%)	
TACTICS	
Before Combat The demon attempts to summon another abrikandilu demon if it believes the PCs are close.	
During Combat The demon focuses its attacks on the most charismatic PC.	
Morale If reduced below 10 hit points, the abrikandilu demon attempts to flee and locate Zareen.	
STATISTICS	
Str 15, Dex 11, Con 12, Int 6, Wis 10, Cha 13	
Base Atk +5; CMB +7 (+9 sunder); CMD 17 (19 vs. sunder)	
Feats Improved Sunder, Iron Will, Power Attack, Throw Anything	
Skills Appraise +6, Climb +10, Disable Device +8, Perception +12;	
Racial Modifiers +4 Perception	
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.	
SPECIAL ABILITIES	
Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, an abrikandilu gains a +5 racial bonus on Strength checks to break or destroy objects.	
Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's	

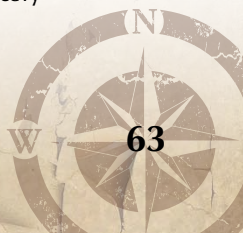
discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Mutilation (Su) An abrikandilu's bite causes horrific and hideous wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 13 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty stacks, up to a –5 penalty, and it lasts even after the wounds are healed. The penalty slowly fades with time, diminishing by 1 every 24 hours until it reaches 0. This is a curse effect. The save DC is Constitution-based.

DROW

This dark-skinned elf stands in a battle-ready pose, her hair silver and eyes white and pupilless.

DROW HOUSE GUARD	CR 2
<i>Pathfinder RPG Monster Codex 35</i>	
Drow fighter 3 (<i>Pathfinder RPG Bestiary</i> 114)	
CE Medium humanoid (elf)	
Init +3; Senses darkvision 120 ft.; Perception +6	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)	
hp 24 (3d10+3)	
Fort +3, Ref +4, Will +2 (+1 vs. fear); +2 vs. enchantment	
Defensive Abilities bravery +1; Immune sleep; SR 9	
Weaknesses light blindness	
OFFENSE	
Speed 30 ft.	
Melee mwk longsword +7 (1d8+2/19–20 plus poison)	
Ranged repeating heavy crossbow +7 (1d10/19–20 plus poison)	
Spell-Like Abilities (CL 3rd; concentration +3)	
1/day— <i>dancing lights</i> , <i>darkness</i> , <i>faerie fire</i>	
TACTICS	
During Combat The house guard casts <i>darkness</i> on the first round of combat unless someone else has already cast the spell. He then uses alchemical weapons and poison against spellcasters before engaging in melee.	
Morale The drow house guard fights to the death.	
STATISTICS	
Str 14, Dex 17, Con 11, Int 10, Wis 12, Cha 10	
Base Atk +3; CMB +5; CMD 18	
Feats Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Weapon Focus (longsword)	
Skills Climb +6, Perception +6, Stealth +5	
Languages Elven, Undercommon	
SQ armor training 1, poison use	
Combat Gear +1 frost bolt, <i>potion of cure light wounds</i> , drow poison (2), smokesticks (2), tanglefoot bag, thunderstones (2);	
Other Gear mwk chain shirt, mwk longsword, repeating heavy crossbow with 20 mwk bolts, 47 gp	



DROW SCOUT

CR 1

Pathfinder RPG Monster Codex 34

Drow rogue 2

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

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

hp 16 (2d8+4)

Fort +1, **Ref** +6, **Will** +1; +2 vs. enchantment

Defensive Abilities evasion; **Immune** sleep; **SR** 8

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19–20)

Ranged mwk shortbow +6 (1d6/×3 plus poison)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 2nd, concentration +2)

1/day—*dancing lights*, *darkness*, *faerie fire*

TACTICS

Before Combat The scout casts darkness then finds an ambush position if he senses the PCs are close.

During Combat The scout prefers to fight from range.

Morale The scout fights to the death.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Weapon Focus (shortbow)

Skills Acrobatics +8, Climb +6, Disable Device +7, Knowledge (dungeoneering) +5, Knowledge (local) +4, Perception +8, Sense Motive +5, Stealth +8, Survival +3, Swim +5

Languages Elven, Undercommon

SQ poison use, trapfinding +1

Combat Gear *potion of cure light wounds*, drow poison (2), tanglefoot bag; **Other Gear** mwk studded leather, mwk shortbow and 20 arrows, short sword, 14 gp

FLESHWARP, GROTHLUT

Pale and glistening with moisture, this sluglike creature stares vacantly as a droning moan escapes its slobbering lips.

GROTHLUT

CR 3

Pathfinder RPG Bestiary 4 103

CE Medium aberration

Init +2; **Senses** darkvision 60 ft.; Perception –1

Aura piteous moan (30 ft.)

DEFENSE

AC 13, touch 8, flat-footed 13 (–2 Dex, +5 natural)

hp 42 (5d8+20)

Fort +7, **Ref** –1, **Will** +3

Immune acid, mind-affecting effects

OFFENSE

Speed 20 ft.

Melee 2 slams +6 (1d6+3)

Special Attacks digestive spew, disgusting demise, piteous moan

TACTICS

During Combat On the first round of combat, the grothlut fleshwarp uses its piteous moan and continues to do so throughout combat. It then uses its digestive spew ability on every odd-numbered round and slams on even-numbered rounds.

Morale The creature fights to the death.

STATISTICS

Str 15, **Dex** 6, **Con** 18, **Int** 1, **Wis** 8, **Cha** 5

Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Weapon Focus (slam)

Skills Climb +10

SQ compression

SPECIAL ABILITIES

Digestive Spew (Ex) In order to ingest food, a grothlut must first regurgitate its digestive liquids upon its victim. As a standard action, it can spit these liquids on a creature within 5 feet. This spew deals 3d6 acid damage (Reflex DC 15 half). The save DC is Constitution-based.

Disgusting Demise (Ex) When a grothlut reaches 0 or fewer hit points, its digestive organs rupture, freeing alchemical agents that have a violent effect on the rest of the grothlut's internal organs and flesh. This causes an explosion of grothlut viscera within a 30-foot-radius burst of the creature. Though this viscera deals no damage, it's disgusting to behold and its smell can cause living creatures within that radius to become nauseated for 1d4 rounds (Fortitude DC 14 negates). This is a poison effect. The save DC is Constitution-based.

Piteous Moan (Su) Whenever a grothlut sees another creature, it begins to moan as free action. Anyone within 60 feet who can hear the moan must succeed at a DC 15 Will saving throw or become sickened by the moaning for as long as she can hear it. Every two additional grothluts with the area increase the DC by 1, to a maximum of DC 18. This is a mind-affecting sonic effect. The save DC is Constitution-based.

HUECUVA

Rotting vestments hang across the withered flesh of this walking corpse, and its mouth hangs open in a silent scream.

HUECUVA

CR 2

CE Medium undead

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

Aura faithlessness (30 ft.)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

DR 5/magic or silver; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1 plus disease)

TACTICS

During Combat The huecuvas attack Zareen's target. They relish attacking clerics of good-aligned deities.

Morale As long as Zareen stands, the huecuvas fight until destroyed. If she falls, a huecuva attempts to flee if reduced to 4 hit points or fewer.

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (claw)

Skills Perception +5, Stealth +7

Language Common

SQ false humanity

SPECIAL ABILITIES

Aura of Faithlessness (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.

Disease (Ex) *Filth fever*: Injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Str damage; cure 2 consecutive saves. The save DC is Charisma-based.

False Humanity (Su) During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to *disguise self*—if a creature interacts directly with a huecuva, it can attempt a DC 12 Will save to see through the illusion. Regardless, the huecuva's scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on Will saving throws to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

KOBOLDS

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD BLADE

CR 3

Pathfinder RPG Monster Codex 130

Kobold fighter 4 (*Pathfinder RPG Bestiary* 138)

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)

TACTICS

Before Combat The kobold blade drinks his *elixir of fire breath*.

During Combat The kobold breathes fire on the first and second rounds of combat then uses its rapier against the tallest foe.

Morale If reduced below 8 hit points, the kobold blade flees.

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 (*Pathfinder RPG Bestiary* 138)

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)

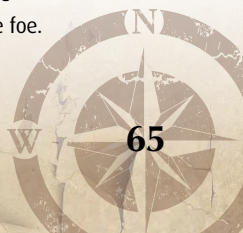
0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*^{APG}

Bloodline kobold^{ARG}

TACTICS

Before Combat Each day the kobold guilecaster casts uses its trap rune ability to inscribe fire traps in the hallways leading to the room where she plans to spend her time. She casts *mage armor* as well; the effects of this spell are included in her statistics. If she senses the PCs are near, she casts *mirror image*.

During Combat The kobold casts *create pit* under the most heavily armored foe in the first round of combat. On subsequent rounds she tries to *create pit* to control her foes' movements while casting *lightning bolt* whenever she can hit more than one foe.



Morale If reduced below 12 hit points, the guilecaster flees.

Base Statistics Without *mage armor*, the guilecaster's statistics are AC 14, touch 13, flat-footed 12.

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*, masterwork artisan's tools, 15 gp

ZAREEN

A web of burn scars covers the face and hands of this tall human woman. A pendant bearing a black and silver image of an eclipse dangles from her neck, haphazardly polishing portions of her blackened chain shirt. She holds a scimitar at the ready, its blade decorated with bloodstains.

ZAREEN (SUBTIER 3-4)

CR 4

Female human antipaladin 5 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (human)

Init +4; **Senses** Perception +0

Aura cowardice (10 ft.)

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +4 Dex, +1 shield)

hp 47 (5d10+15)

Fort +8, **Ref** +7, **Will** +6

Immune disease

OFFENSE

Speed 30 ft.

Melee +1 scimitar +10 (1d6+5/18-20)

Ranged composite shortbow +9 (1d6+1/x3)

Special Attacks channel negative energy 3/day (DC 13, 3d6), smite good 2/day (+1 attack and AC, +5 damage)

Antipaladin Spell-Like Abilities (CL 5th; concentration +6)

At will—*detect good*

Antipaladin Spells Prepared (CL 2nd; concentration +3)

1st—*death knell* (DC 12), *protection from good*

TACTICS

Before Combat Zareen casts *protection from good* and activates her fiendish boon ability on her scimitar when she thinks combat is imminent. The effects of the fiendish boon are included in her statistics.

During Combat Zareen attacks foes who display holy symbols of good-aligned deities first. In particular, if any PCs display the raiment of a worshiper of Sarenrae, she single-mindedly devotes herself to felling them, even spending a round to use *death knell* in an attempt to savor their death. Otherwise, she uses *detect good* to search the room for good-aligned creatures, as long as doing so doesn't prevent her from attacking. If surrounded, she channels negative energy to harm opponents.

Morale Fully committed to the cause of Ahriman, Zareen fights to the death.

Base Statistics Without fiendish boon, Zareen's statistics are

Melee mwk scimitar +8 (1d6+4/18-20).

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 20

Feats Extra Channel, Slashing Grace^{ACG}, Weapon Finesse, Weapon Focus (scimitar)

Skills Bluff +5, Intimidate +8, Knowledge (religion) +3, Perform (dance) +4, Stealth +7

Languages Common

SQ cruelty (fatigued), fiendish boon (weapon +1, 1/day), memories of the sun, touch of corruption 3/day (2d6)

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, mwk buckler, composite shortbow (+1 Str) with 20 arrows, mwk scimitar, *cloak of resistance* +1, unholy symbols of Ahriman (3)

SPECIAL ABILITIES

Memories of the Sun (Ex) Zareen once fought using Sarenrae's dervish style. While she uses a different set of moves now, she still remembers how to gracefully dance with her scimitar. She can apply the benefits of her Weapon Finesse feat to her scimitar, even though it is not normally a finesse weapon.

APPENDIX 8: SPARKLEGRIM PASSAGE ENCOUNTERS (SUBTIER 6-7)

This section contains the creature stat blocks for the Sparklegrim Passage story arc major and linked threats. The traps appear in Appendix 13 on page 88.

DEMON, ABRIKANDILU

This deformed, horned, hunchbacked humanoid has a forked, ratlike tail and two thumbs on each taloned hand.

ABRIKANDILU	CR 3
<i>Pathfinder RPG Bestiary 5 74</i>	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
Init +0; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 natural)	
hp 32 (5d10+5)	
Fort +5, Ref +4, Will +3	
DR 5/cold iron; Immune electricity, poison; Resist acid 10, cold 10, fire 10	
Weaknesses hatred of mirrors	
OFFENSE	
Speed 30 ft.	
Melee bite +7 (1d6+2 plus mutilation), 2 claws +7 (1d4+2)	
Ranged improvised weapon +5 (1d6+2)	
Special Attacks destructive attacks, mutilation	
Spell-Like Abilities (CL 5th; concentration +6)	
3/day— <i>cause fear</i> (DC 12), <i>shatter</i> (DC 13)	
1/day— <i>summon</i> (level 1, 1 abrikandilu 50%)	
TACTICS	
Before Combat The demon attempts to summon another abrikandilu demon if it believes the PCs are close.	
During Combat The demon focuses its attacks on the most charismatic PC.	
Morale If reduced below 10 hit points, the abrikandilu demon attempts to flee and locate Zareen.	
STATISTICS	
Str 15, Dex 11, Con 12, Int 6, Wis 10, Cha 13	
Base Atk +5; CMB +7 (+9 sunder); CMD 17 (19 vs. sunder)	
Feats Improved Sunder, Iron Will, Power Attack, Throw Anything	
Skills Appraise +6, Climb +10, Disable Device +8, Perception +12;	
Racial Modifiers +4 Perception	
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.	
SPECIAL ABILITIES	
Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, an abrikandilu gains a +5 racial bonus on Strength checks to break or destroy objects.	
Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's	

discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Mutilation (Su) An abrikandilu's bite causes horrific and hideous wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 13 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty stacks, up to a –5 penalty, and it lasts even after the wounds are healed. The penalty slowly fades with time, diminishing by 1 every 24 hours until it reaches 0. This is a curse effect. The save DC is Constitution-based.

DEMON, BABAU

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU	CR 6
<i>Pathfinder RPG Bestiary 57</i>	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
Init +5; Senses darkvision 60 ft., <i>see invisibility</i> ; Perception +19	
DEFENSE	
AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)	
hp 73 (7d10+35)	
Fort +10, Ref +6, Will +5	
Defensive Abilities protective slime; DR 10/cold iron or good;	
Immune electricity, poison; Resist acid 10, cold 10, fire 10;	
SR 17	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +12 (1d6+5), bite +12 (1d6+5)	
or longspear +12/+7 (1d8+7/×3), bite +7 (1d6+2)	
Space 5 ft.; Reach 5 ft. (10 ft. with longspear)	
Special Attacks sneak attack +2d6	
Spell-Like Abilities (CL 7th)	
Constant— <i>see invisibility</i>	
At will— <i>darkness</i> , <i>dispel magic</i> , <i>greater teleport</i> (self plus 50	
lbs. of objects only)	
1/day— <i>summon</i> (level 3, 1 babau at 40%)	
TACTICS	
Before Combat The demon attempts to summon another babau demon if it believes the PCs are close. It then finds an ambush position.	
During Combat The babau demon casts <i>darkness</i> on the first round of combat. It prefers to flank a single, heavily armored target with its allies.	
Morale If reduced below 20 hit points, the creature casts <i>greater teleport</i> to travel to Zareen and alert her of the intruders.	
STATISTICS	
Str 21, Dex 13, Con 20, Int 14, Wis 13, Cha 16	
Base Atk +7; CMB +12; CMD 23	
Feats Combat Reflexes, Improved Initiative, Iron Will,	



Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

DRIDER

The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.

DRIDER

CR 7

Pathfinder RPG Bestiary 113

CE Large aberration

Init +2; **Senses** darkvision 120 ft., *detect good, detect law, detect magic*; Perception +15

DEFENSE

AC 24, touch 12, flat-footed 21; (+4 armor, +2 Dex, +1 dodge, +8 natural, –1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Immune sleep; **SR** 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/*3)

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

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 16)

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility, web* (DC 15)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound, mage hand, ray of frost, read magic, resistance*

TACTICS

Before Combat The drider casts *mage armor* and *invisibility* and moves to an ambush position.

During Combat The drider begins combat with either *darkness* or *deeper darkness* to lower the light level without impeding his own senses. He uses *lightning bolt* when he can hit more than one target and *web* to hamper the movement of PCs who can see him.

Morale The drider fights to the death.

Base Statistics Without *mage armor*, the drider's statistics are **AC** 20, touch 12, flat-footed 17.

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities. This one casts as a sorcerer.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

DROW

This dark-skinned elf stands in a battle-ready pose, her hair silver and eyes white and pupilless.

DROW HOUSE CAPTAIN

CR 6

Pathfinder RPG Monster Codex 35

Drow fighter 7 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 55 (7d10+12)

Fort +5, **Ref** +6, **Will** +3 (+2 vs. fear); +2 vs. enchantment

Defensive Abilities bravery +2; **Immune** sleep; **SR** 13

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +12/+7 (1d8+6/19–20 plus poison)

Ranged mwk repeating heavy crossbow +12/+7 (1d10/19–20 plus poison)

Special Attacks weapon training (heavy blades +1)

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

1/day—*dancing lights, darkness, faerie fire*

BEYOND THE HALFLIGHT PATH

TACTICS

During Combat The house captain fires bolts coated with drow poison on the first round of combat at two different targets. He engages in melee on subsequent rounds.

Morale The house captain fights to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 11, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 23

Feats Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Quick Draw, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Perception +8, Sense Motive +3, Stealth +12

Languages Elven, Undercommon

SQ armor training 2, poison use

Combat Gear +1 frost bolts (6), *potion of cure moderate wounds*, acid (2), drow poison (4); **Other Gear** +1 chainmail, +1 longsword, mwk repeating heavy crossbow with 20 bolts, 66 gp

DROW HOUSE GUARD

CR 2

Pathfinder RPG Monster Codex 35

Drow fighter 3 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

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

hp 24 (3d10+3)

Fort +3, **Ref** +4, **Will** +2 (+1 vs. fear); +2 vs. enchantment

Defensive Abilities bravery +1; **Immune** sleep; **SR** 9

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19–20 plus poison)

Ranged repeating heavy crossbow +7 (1d10/19–20 plus poison)

Spell-Like Abilities (CL 3rd; concentration +3)

1/day—*dancing lights*, *darkness*, *faerie fire*

TACTICS

During Combat The house guard casts *darkness* on the first round of combat unless someone else has already cast the spell. He then uses alchemical weapons and poison against spellcasters before engaging in melee.

Morale The drow house guard fights to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 10, **Wis** 12, **Cha** 10

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

Feats Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Weapon Focus (longsword)

Skills Climb +6, Perception +6, Stealth +5

Languages Elven, Undercommon

SQ armor training 1, poison use

Combat Gear +1 frost bolt, *potion of cure light wounds*, drow poison (2), smokesticks (2), tanglefoot bag, thunderstones (2); **Other Gear** mwk chain shirt, mwk longsword, repeating heavy crossbow with 20 mwk bolts, 47 gp

DROW MASTER SCOUT

CR 7

Pathfinder RPG Monster Codex 34

Drow rogue (sniper) 8 (*Pathfinder RPG Bestiary* 114, *Pathfinder RPG Advanced Player's Guide* 134)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +14

DEFENSE

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

hp 55 (8d8+16)

Fort +3, **Ref** +10, **Will** +3; +2 vs. enchantment

Defensive Abilities evasion, improved uncanny dodge; **Immune** sleep; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6+2/19–20)

Ranged +1 composite shortbow +11/+6 (1d6+3/×3 plus poison)

Special Attacks deadly range (+20 feet), sneak attack +4d6

Spell-Like Abilities (CL 8th, concentration +8)

1/day—*dancing lights*, *darkness*, *faerie fire*

TACTICS

Before Combat The master scout hides in an ambush position.

During Combat The drow focuses upon disabling enemies—especially healers—with ranged attacks using sneak attacks, poison, and energy arrows.

Morale The drow master scout fights to the death.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 23

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (short sword)

Skills Acrobatics +15, Climb +10, Disable Device +13, Knowledge (dungeoneering) +9, Knowledge (geography) +2, Knowledge (local) +7, Linguistics +5, Perception +14, Sense Motive +9, Stealth +15, Survival +7, Swim +9

Languages Common, Dwarven, Elven, Undercommon

SQ poison use, rogue talents (bleeding attack +4, fast stealth, sniper's eye^{APG}, surprise attack)

Combat Gear +1 flaming arrows (4), +1 frost arrows (4), +1 shock arrows (4), *potion of cat's grace*, *potion of cure moderate wounds*, *potion of invisibility*, drow poison (4); **Other Gear** +1 studded leather, +1 composite shortbow (Str +3) with 20 arrows, mwk short sword, *ring of protection* +1, 136 gp

DROW PRIEST

CR 5

Pathfinder RPG Monster Codex 36

Drow noble cleric 5 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Perception +11

DEFENSE

AC 24, touch 13, flat-footed 23 (+9 armor, +2 deflection, +1 Dex, +2 shield)

hp 31 (5d8+5)



Fort +6*, **Ref** +3*, **Will** +9*; +2 vs. enchantment

Immune sleep; **SR** 16

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk flail +4 (1d8)

Special Attacks channel negative energy 7/day (DC 14, 3d6), hand of the acolyte (7/day)

Spell-Like Abilities (CL 5th)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*dispel magic*, *divine favor*, *suggestion* (DC 15)

Domain Spell-Like Abilities (CL 5th; concentration +9)

7/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—*dispel magic*^o, *protection from energy*, *wrathful mantle*^{APG, *}

2nd—*align weapon*^o (evil only), *grace*^{APG, *}, *hold person* (DC 16), *spiritual weapon*

1st—*command*^{*} (DC 15), *cure light wounds*, *entropic shield*, *protection from good*^o, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *read magic*

D domain spell; **Domains** Evil, Magic

TACTICS

Before Combat The priest casts *shield of faith* and *wrathful mantle* on herself. She prefers to let her allies do the fighting, and has them stand between her and any approaching foes.

During Combat The priest channels negative energy at groups of foes and uses single-target spells against her most dangerous opponent (typically starting with *hold person* so her allies can surround the hapless target).

Morale The drow priest fights to the death.

Base Statistics Without *shield of faith* and *wrathful mantle*, the drow's statistics are **AC** 22, touch 11, flat-footed 21; **Fort** +5, **Ref** +2, **Will** +8.

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 14, **Wis** 18, **Cha** 15

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

Feats Combat Casting, Extra Channel, Improved Initiative

Skills Bluff +3, Diplomacy +6, Intimidate +7, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (nobility) +6, Knowledge (religion) +10, Perception +11, Sense Motive +12

Languages Abyssal, Common, Elven, Undercommon

SQ poison use

Combat Gear *potion of invisibility*, *potion of owl's wisdom*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*, *scroll of magic weapon*; **Other Gear** mwk full plate, heavy steel shield, mwk flail, spell component pouch, 167 gp

*The *wrathful mantle* spell grants the priest a +1 bonus on all saving throws. The spells marked with asterisks are different from the spells prepared in the original source.

GHUL

Draped in fine dark robes, this undead creature's body seems to be made of equal parts bone, leathery flesh, and blood-red smoke.

GHUL

CR 5

Pathfinder RPG Bestiary 3 125

CE Medium undead (shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +4, **Will** +7

DR 5/good; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d6+6), 2 claws +10 (1d4+6 plus bleed)

Special Attacks bleed (1), cursed claws, rend (2 claws, 1d6+6)

TACTICS

Before Combat One ghul always remains within 10 feet of Zareen in hyena form. If there is another ghul, it roams the room in hyena form, guarding the entrances.

During Combat The creature reverts to ghul form and attempts to engage enemy spellcasters. It uses Power Attack and Step Up to keep foes close.

Morale On orders from Ahriman, the ghul fights to the death to protect Zareen.

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +4; **CMB** +10; **CMD** 22

Feats Great Fortitude, Power Attack, Step Up

Skills Bluff +10, Climb +18, Diplomacy +7, Disguise +11, Intimidate +11, Perception +15, Stealth +11, Survival +8 (+16 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

Languages Common, Ignan, Infernal

SQ change shape (hyena; does not detect as undead in this form; *beast shape I*), genie-kin

SPECIAL ABILITIES

Cursed Claws (Ex) A ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

Genie-kin (Ex) For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

KOBOLDS

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD BLADE

CR 3

Pathfinder RPG Monster Codex 130

Kobold fighter 4 (*Pathfinder RPG Bestiary* 138)

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)

TACTICS

Before Combat The kobold blade drinks his *elixir of fire breath*.

During Combat The kobold breathes fire on the first and second rounds of combat then uses its rapier on the tallest foe.

Morale If reduced below 8 hit points, the kobold blade flees.

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^{APG}, 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 MASTER TRAPPER

CR 4

Pathfinder RPG Monster Codex 133

Kobold rogue 5 (*Pathfinder RPG Bestiary* 138)

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

TACTICS

Before Combat The master trapper hides in an ambush position.

During Combat The kobold prefers to fire arrows from a distance, but he dutifully flanks with the kobold blade when he can no longer sneak attack from range. He uses his *necklace of fireballs* if he can affect 3 or more targets.

Morale If reduced below 10 hit points, the master trapper flees.

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), 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) 8 (*Pathfinder RPG Bestiary* 138, *Pathfinder RPG Monster Codex* 128)

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*

TACTICS

Before Combat If she senses the PCs are close, the kobold yapper casts *mirror image*, and then begins casting *heroism* on her allies.

During Combat The yapper stays behind allies if she can. She activates her bardic performance as a move action, and then casts *haste*, followed by *confusion*.

Morale If reduced below 10 hit points, the yapper flees.



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

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, 410 gp

SPIDER, GIANT BLACK WIDOW

This long-legged spider has a huge, glossy black abdomen, marked on the underside with the shape of a crimson hourglass.

GIANT BLACK WIDOW

CR 3

Pathfinder RPG Bestiary 2 256

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 37 (5d8+15)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

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

Special Attacks web (+4 ranged, DC 19, 5 hp)

TACTICS

During Combat The spiders try to entangle their foes in their webs before rushing in to attack.

Morale The spiders skitter away if reduced to 10 hit points or fewer.

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +20, Perception +4, Stealth +6 (+10 in webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 in webs)

SQ strong webs

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight

times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check, either of which requires a standard action.

ZAREEN

A web of burn scars covers the face and hands of this tall human woman. A pendant bearing a black-and-silver image of an eclipse dangles from her neck, haphazardly polishing portions of her blackened chain shirt. She holds a scimitar at the ready, its blade decorated with bloodstains.

ZAREEN (SUBTIER 6-7)

CR 7

Female human antipaladin 8 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (human)

Init +4; **Senses** darkvision 60 ft.; Perception +0

Aura cowardice (10 ft.), despair (10 ft.)

DEFENSE

AC 22, touch 15, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +2 shield)

hp 80 (8d10+32)

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

Immune disease

OFFENSE

Speed 30 ft.

Melee +1 flaming keen scimitar +14/+9 (1d6+5+1d6 fire/15-20)

Ranged composite shortbow +12/+7 (1d6+1/×3)

Special Attacks channel negative energy 5/day (DC 16, 4d6), smite good 3/day (+2 attack and AC, +8 damage)

Antipaladin Spell-Like Abilities (CL 8th; concentration +10)
At will—*detect good*

Antipaladin Spells Prepared (CL 5th; concentration +7)
2nd—*darkness*, *invisibility*

1st—*death knell* (DC 13), *protection from good*

TACTICS

Before Combat Zareen casts *darkvision* on herself every morning. She uses her fiendish boon to improve her +1 scimitar into a +1 flaming keen scimitar. The benefits of these abilities are included in her statistics. If she knows the PCs are close, she casts *invisibility* upon herself.

During Combat Zareen attacks foes who display holy symbols of good-aligned deities first. In particular, if any PCs display the raiment of a worshiper of Sarenrae, she single-mindedly devotes herself to felling them, even spending a round to use *death knell* in an attempt to savor such a death. Otherwise, she uses *detect good* to search the room for good-aligned creatures, unless it would prevent her from attacking that round. If surrounded, she channels negative

energy to harm opponents.

Morale Fully committed to the cause of Ahriman, Zareen fights to the death.

Base Statistics Without *darkvision* and fiendish boon, Zareen's statistics are **Senses** Perception +0; **Melee** +1 scimitar +11/+6 (1d6+5/18-20).

STATISTICS

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

Base Atk +8; **CMB** +9; **CMD** 24

Feats Extra Channel, Slashing Grace^{ACG}, Toughness, Weapon Finesse, Weapon Focus (scimitar)

Skills Bluff +6, Intimidate +13, Knowledge (religion) +3, Perform (dance) +5, Sense Motive +4, Spellcraft +3, Stealth +7

Languages Common

SQ cruelties (fatigued, shaken), fiendish boon (weapon +2, 1/day), memories of the sun, touch of corruption 6/day (4d6)

Combat Gear *potion of cure moderate wounds* **Other Gear** +1 chain shirt, +1 buckler, +1 scimitar, composite shortbow (+1 Str) with 40 arrows, *cloak of resistance* +1, *ring of protection* +1, unholy symbols of Ahriman (3)

SPECIAL ABILITIES

Memories of the Sun (Ex) Zareen once fought using Sarenrae's dervish style. While she uses a different set of moves now, she still remembers how to gracefully dance with her scimitar. She can apply the benefits of her Weapon Finesse feat to her scimitar, even though it is not normally a finesse weapon.



APPENDIX 9: INDEPENDENT MAJOR THREATS (SUBTIER 3–4)

This section contains the stat blocks for the independent major threats that PCs playing Subtier 3–4 may encounter.

CARYATID COLUMN

With its feet planted firmly together, this marble statue of a female warrior holding a stone sword rises up to support the ceiling.

CARYATID COLUMN CR 3

Pathfinder RPG Bestiary 3 46

N Medium construct

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

DEFENSE

AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)

hp 36 (3d10+20)

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

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+4/19–20)

TACTICS

Before Combat The two caryatid columns appear to be a carved arch in a passageway and take on an appearance matching the theme of the story arc.

During Combat The column attacks any creature that approaches within 5 feet.

Morale The caryatid column fights to the death.

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

SPECIAL ABILITIES

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

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception

check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

DERRO

This pale blue humanoid has bulging white eyes, wild hair, four-fingered hands, and a large hooked club.

DERRO CR 3

Pathfinder RPG Bestiary 70

CE Small humanoid (derro)

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

DEFENSE

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

hp 25 (3d8+12)

Fort +5, **Ref** +3, **Will** +6

SR 14

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4) or
aklys +5 (1d6)

Ranged repeating light crossbow +5 (1d6/19–20 plus poison) or
aklys +5 (1d6)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

TACTICS

Before Combat The derros cast *ghost sound* and *darkness* in an attempt to split the party up.

During Combat The derros prefer to flank foes.

Morale The derros fight to the death.

STATISTICS

Str 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

Base Atk +2; **CMB** +1; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

SPECIAL ABILITIES

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and they are immune to insanity and confusion effects. Only a *miracle* or *wish* spell can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

CAULBORN

This creature has a split-jawed mouth, a hoodlike growth on its head, and two hideously elongated fingers on each hand.

CAULBORN

CR 7

N Medium outsider (extraplanar)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., *detect magic*, thoughtsense; Perception +15

DEFENSE

AC 19, touch 18, flat-footed 15 (+4 deflection, +4 Dex, +1 natural)

hp 76 (9d10+27)

Fort +6, **Ref** +8, **Will** +13

Defensive Abilities premonition, psychic deflection; **Immune** visual effects

OFFENSE

Speed 30 ft.

Melee bite +13 (2d6+3), 2 claws +12 (1d6+3)

Special Attacks consume thoughts

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

Constant—*detect magic*, *detect thoughts* (DC 16), *read magic* 3/day—*charm monster* (DC 18), *daze monster* (DC 16), *hold monster* (DC 19), *hypnotic pattern* (DC 16), *vampiric touch* (DC 17)

1/week—*plane shift* (willing targets only)

TACTICS

Before Combat Interested mostly in observing the PCs and their adventures, the caulborn tries to remain hidden.

During Combat If confronted, the caulborn tries to incapacitate opponents with *hypnotic pattern*, *daze monster*, or *charm monster* before proceeding to use consume thoughts on an opponent.

Morale If reduced below 25 hit points or if it is able to consume thoughts from at least two targets, the caulborn flees.

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 25, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +12; **CMD** 30

Feats Combat Casting, Combat Expertise, Combat Reflexes, Iron Will, Weapon Focus (bite)

Skills Acrobatics +12, Appraise +12, Bluff +14, Intimidate +14, Knowledge (all) +14, Perception +15, Sense Motive +12, Stealth +11, Use Magic Device +9

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal; telepathy 100 ft.

SQ cooperative scrying, hive mind

SPECIAL ABILITIES

Consume Thoughts (Ex) A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a DC 18 Will save, the caulborn can alter the victim's memory as if using *modify memory*. This process deals 1d4 points of Intelligence and Wisdom damage to the target. The save DC is Charisma-based.

Cooperative Scrying (Sp) Three or more caulborn joining hands can scry on a place or creature as if using the *scrying* spell

(DC 20), but with no limit to the spell's duration so long as at least three of the caulborn involved continue to join hands and concentrate. This ability functions at CL 7th (or at the highest CL available to the most powerful caulborn in the group). The save DC is Charisma-based, adjusted by the modifier of the caulborn with the highest Charisma score.

Hive Mind (Ex) As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.

Psychic Deflection (Su) A caulborn adds its Charisma modifier as a deflection bonus to its AC. The caulborn loses this bonus when unconscious.

Thoughtsense (Su) A caulborn notices and locates living, conscious creatures within 60 feet, just as if it possessed the blindsight ability. Spells such as *nondetection* or *mind blank* make an affected creature undetectable by this sense.

HUNGRY FOG

Horrid shapes form within this cloying green mist, which pulses sporadically and with seeming voracity.

HUNGRY FOG

CR 6

Pathfinder RPG Bestiary 3 152

N Huge ooze

Init -3; **Senses** blindsight 60 ft.; Perception -5

Aura bewitching brume (10 ft., DC 8)

DEFENSE

AC 5, touch 5, flat-footed 5 (-3 Dex, -2 size)

hp 59 (7d8+28)

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

Defensive Abilities gaseous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10

Weaknesses vulnerable to wind

OFFENSE

Speed fly 15 ft. (perfect)

Melee +5 touch (6d6 negative energy)

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

Special Attacks enveloping mists (DC 17, 3d6 negative energy and staggered)

TACTICS

During Combat The hungry fog tries to envelop as many foes as possible. It then relies on its touch attack on the largest foe.

Morale The hungry fog fights to the death.

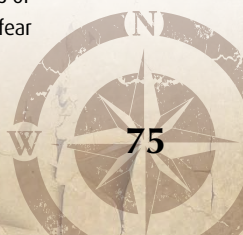
STATISTICS

Str —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +5; **CMD** 12 (can't be tripped)

SPECIAL ABILITIES

Bewitching Brume (Su) Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed at a DC 8 Will save at the start of that creature's turn or become shaken for 1 round by the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear



effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry fog can engulf foes (see page 294 of *Pathfinder RPG Bestiary 3*). A creature engulfed by a hungry fog does not gain the pinned condition and can move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects wind has upon it.

LAMHIGYN

This small, three-eyed creature has ragged, red-streaked wings and a menacingly barbed tail.

LAMHIGYN

CR 3

Pathfinder RPG Bestiary 5 154

CE Small outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +9

DEFENSE

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

hp 32 (5d10+5)

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

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee sting +10 (1d3+4 plus poison), 2 wings +5 (1d3+2 plus grab)

Special Attacks constrict (1d3+1), poison, wrap wings

TACTICS

During Combat The lamhigyn attacks the least armored target.

Morale The creature fights to the death.

STATISTICS

Str 18, **Dex** 15, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 20 (24 vs. trip)

Feats Flyby Attack, Hover, Improved Initiative

Skills Fly +16, Perception +9, Stealth +14

Languages Abyssal

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d4 Wis damage; *cure* 2 consecutive saves.

Wrap Wings (Ex) When a lamhigyn uses its wing attacks to grab an opponent, it wraps its wings around its target's head, causing the victim to gain the blinded condition for as long as the lamhigyn grapples that creature. This ability has no effect on creatures that do not have sensory organs in their heads.

MYCELOID

This shambling fungus creature bears a strong resemblance to a rotund human, but with a mushroom cap for a head.

MYCELOID

CR 4

Pathfinder RPG Bestiary 3 196

NE Medium plant

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

Perception +6

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +4

DR 5/slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d6+3 plus disease)

Special Attacks spore cloud

Spell-Like Ability (CL 6th; concentration +6)

1/day—spore domination (DC 14)

TACTICS

During Combat The myceloid uses spore cloud on the first round of combat then moves into melee.

Morale The myceloid fights to the death.

STATISTICS

Str 17, **Dex** 11, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

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

Feats Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Perception +6, Sense Motive +5, Stealth +9, Survival +5;

Racial Modifiers +4 Sense Motive, +4 Survival

Languages Undercommon; telepathy 60 ft. (myceloids and purple pox sufferers only)

SPECIAL ABILITIES

Disease (Su) *Purple Pox*: inhaled or injury; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; *cure* 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must attempt a DC 15 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution-based.

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination (Sp) This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.



APPENDIX 10: INDEPENDENT MAJOR THREATS (SUBTIER 6–7)

This section contains the stat blocks for the independent major threats that PCs playing Subtier 6–7 may encounter.

CAULBORN

This creature has a split-jawed mouth, a hoodlike growth on its head, and two hideously elongated fingers on each hand.

CAULBORN	CR 7
N Medium outsider (extraplanar)	
Init +4; Senses blindsense 60 ft., darkvision 60 ft., <i>detect magic</i> , thoughtsense; Perception +15	
DEFENSE	
AC 19, touch 18, flat-footed 15 (+4 deflection, +4 Dex, +1 natural)	
hp 76 (9d10+27)	
Fort +6, Ref +8, Will +13	
Defensive Abilities premonition, psychic deflection; Immune visual effects	
OFFENSE	
Speed 30 ft.	
Melee bite +13 (2d6+3), 2 claws +12 (1d6+3)	
Special Attacks consume thoughts	
Spell-Like Abilities (CL 7th; concentration +11)	
Constant— <i>detect magic</i> , <i>detect thoughts</i> (DC 16), <i>read magic</i> 3/day— <i>charm monster</i> (DC 18), <i>daze monster</i> (DC 16), <i>hold monster</i> (DC 19), <i>hypnotic pattern</i> (DC 16), <i>vampiric touch</i> (DC 17)	
1/week— <i>plane shift</i> (willing targets only)	
TACTICS	
Before Combat Interested mostly in observing the PCs and their adventures, the caulborn tries to remain hidden.	
During Combat If confronted, the caulborn tries to incapacitate opponents with <i>hypnotic pattern</i> , <i>daze monster</i> , or <i>charm monster</i> before proceeding to use consume thoughts on an opponent.	
Morale If reduced below 25 hit points or if it is able to consume thoughts from at least two targets, the caulborn flees.	
STATISTICS	
Str 16, Dex 19, Con 16, Int 25, Wis 20, Cha 19	
Base Atk +9; CMB +12; CMD 30	
Feats Combat Casting, Combat Expertise, Combat Reflexes, Iron Will, Weapon Focus (bite)	
Skills Acrobatics +12, Appraise +12, Bluff +14, Intimidate +14, Knowledge (all) +14, Perception +15, Sense Motive +12, Stealth +11, Use Magic Device +9	
Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal; telepathy 100 ft.	
SQ cooperative scrying, hive mind	
SPECIAL ABILITIES	
Consume Thoughts (Ex) A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a DC 18 Will save, the caulborn can alter the	

victim's memory as if using *modify memory*. This process deals 1d4 points of Intelligence and Wisdom damage to the target.

The save DC is Charisma-based.

Cooperative Scrying (Sp) Three or more caulborn joining hands can scry on a place or creature as if using the *scrying* spell (DC 20), but with no limit to the spell's duration so long as at least three of the caulborn involved continue to join hands and concentrate. This ability functions at CL 7th (or at the highest CL available to the most powerful caulborn in the group). The save DC is Charisma-based, adjusted by the modifier of the caulborn with the highest Charisma score.

Hive Mind (Ex) As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.

Psychic Deflection (Su) A caulborn adds its Charisma modifier as a deflection bonus to its AC. The caulborn loses this bonus when unconscious.

Thoughtsense (Su) A caulborn notices and locates living, conscious creatures within 60 feet, just as if it possessed the blindsight ability. Spells such as *nonetection* or *mind blank* make an affected creature undetectable by this sense.

CHAOS BEAST

This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.

CHAOS BEAST	CR 7
Pathfinder RPG Bestiary 2 54	
CN Medium outsider (chaotic, extraplanar)	
Init +6; Senses darkvision 60 ft.; Perception +13	
DEFENSE	
AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)	
hp 85 (9d10+36)	
Fort +9, Ref +8, Will +4	
Defensive Abilities amorphous, resistant to transformation; SR 18	
OFFENSE	
Speed 20 ft.	
Melee 4 claws +13 (1d6+3 plus corporeal instability)	
TACTICS	
During Combat The chaos beast attacks with full attacks when possible, but changes targets every 1d3 rounds.	
Morale The chaos beast fights to the death.	
STATISTICS	
Str 17, Dex 15, Con 16, Int 10, Wis 12, Cha 11	
Base Atk +9; CMB +12; CMD 25 (can't be tripped)	
Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)	
Skills Acrobatics +14 (+10 when jumping), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15	
SPECIAL ABILITIES	
Corporeal Instability (Su) Claw—contact (curse); save Fort DC 17; effect amorphous body and 1 Wisdom drain per round (see	



below); *cure* 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

DEATHTRAP OOZE

The killing blade of this horrific trap drips with an animated sheen of foul brown-orange slime.

DEATHTRAP OOZE

CR 8

Pathfinder RPG Bestiary 3 64

N Large ooze (shapechanger)

Init –4; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 10, touch 5, flat-footed 10 (–4 Dex, +5 natural, –1 size)

hp 126 (12d8+72)

Fort +10, **Ref** +0, **Will** –1

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +13 (2d6+7 plus 2d6 acid and grab)

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

Special Attacks constrict (2d6+7 plus 2d6 acid)

TACTICS

Before Combat The deathtrap ooze sets itself up in a convenient chokepoint, using its trap form to emulate one of the mechanical traps from Appendix 13 (see page 88) or another *Core Rulebook* trap of the GM's choice.

During Combat The deathtrap ooze feeds upon the PCs, starting with any who fall into its trap.

Morale The ooze fights to the death.

STATISTICS

Str 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13

SQ compression, trap form

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh.

Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the *Core Rulebook* include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

GOLEM, LEAD

Resembling an unearthed vein of dull gray minerals, this crude, hunchbacked humanoid figure uses its arms to support itself.

LEAD GOLEM

CR 10

Pathfinder RPG Bestiary 5 127

N Large construct

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 7, flat-footed 26 (–2 Dex, +19 natural, –1 size)

hp 107 (14d10+30)

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

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

OFFENSE

Speed 20 ft.

Melee 2 slams +21 (2d10+8)

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

Special Attacks retributive miasma

TACTICS

Before Combat The lead golem stands motionless in its room.

During Combat The golem attacks the first target it sees.

Morale As long as the PCs remain within its sight, the creature fights to the death. If the PCs flee, it pursues them for 1 round before returning to its original position.

STATISTICS

Str 26, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +23; **CMD** 31 (39 vs. bull rush or reposition)

SQ divination screen, intractable density

SPECIAL ABILITIES

Divination Screen (Ex) Divination spells cast within 60 feet of a lead golem automatically fail.

Immunity to Magic (Ex) A lead golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against a lead golem, as noted below.

- A magical attack that deals acid damage instead coats the lead golem, granting its slam attacks an additional 1d6 acid damage for the following 1d4 rounds.
- A *gust of wind* or *neutralize poison* spell directed at the lead golem dissipates any clouds created by the golem's retributive miasma ability and prevents it from using that ability for 1d6 rounds.

Intractable Density (Ex) The weight and sturdiness of its form grants the lead golem a +8 racial bonus to CMD against bull rush and reposition combat maneuvers.

Retributive Miasma (Ex) Any attack that overcomes the damage reduction of the lead golem causes fine lead particles to fill the air within a 5-foot radius of the lead golem. This cloud of lead persists for 1 round; any creatures within the area or that pass through the cloud are exposed to the cloud's poisonous effects. Subsequent attacks damaging the golem increase the duration of the cloud by 1 round each.

Poison Cloud—inhaled; *save* Fort 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution and 1d3 Wisdom damage; *cure* 2 saves. The save DC is Constitution-based.

INTELLECT DEVOURER

Devoid of a head, or any features at all save for four short, clawed legs, this creature's body looks like a large, glistening brain.

INTELLECT DEVOURER

CR 8

Pathfinder RPG Bestiary 180

CE Small aberration

Init +10; **Senses** blindsight 60 ft., *detect magic*;

Perception +19

DEFENSE

AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)

hp 84 (8d8+48)

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

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to *protection from evil*

OFFENSE

Speed 40 ft.

Melee 4 claws +13 (1d4+1)

Special Attacks body thief, sneak attack +3d6

Spell-Like Abilities (CL 8th)

Constant—*detect magic*

At will—*confusion* (DC 17, single target only), *daze monster*

(DC 15, no HD limit), *inflict serious wounds* (DC 16),

invisibility, reduce size (as *reduce person* but self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

TACTICS

Before Combat The intellect devourer casts *invisibility* and *globe of invulnerability* if it senses combat is imminent. It then finds an ambush position.

During Combat The intellect devourer casts *confusion* on the most heavily-armored PC. It then focuses on a single target.

Morale If reduced below 15 hit points, the intellect devourer flees.

STATISTICS

Str 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11;

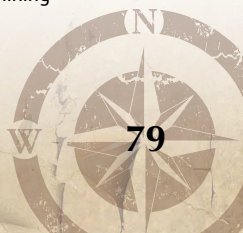
Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth

Languages Undercommon (can't speak); telepathy 100 ft.

SPECIAL ABILITIES

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.



TROLL, ROCK

This bulky creature has beady eyes, and rocky skin studded with small crystals. Its jutting underbite holds large, crystalline teeth.

ROCK TROLL

CR 6

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CE Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 80 (7d8+49); regeneration 5 (acid or sonic)

Fort +12, **Ref** +3, **Will** +3

Weaknesses sunlight petrification

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+7), 2 claws +12 (1d6+7)

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

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

TACTICS

During Combat The rock troll engages the largest foe and uses Power Attack.

Morale The rock troll fights to the death.

STATISTICS

Str 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6

Base Atk +5; **CMB** +13; **CMD** 24

Feats Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)

Skills Climb +11, Intimidate +10, Perception +6

Languages Giant

SPECIAL ABILITIES

Sunlight Petrification (Ex) A rock troll that is exposed to natural sunlight is staggered and must attempt a DC 20 Fortitude save each round to resist permanently turning to stone. A stone to flesh spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start attempting new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.



APPENDIX 11: INDEPENDENT MINOR THREATS (SUBTIER 3–4)

This section contains the stat blocks for the independent minor threats that PCs playing Subtier 3–4 may encounter.

DARK STALKER

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

DARK STALKER	CR 4
<i>Pathfinder RPG Bestiary</i> 54	
CN Medium humanoid (dark folk)	
Init +4; Senses see in darkness; Perception +8	
DEFENSE	
AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)	
hp 39 (6d8+12)	
Fort +4, Ref +9, Will +2	
Weaknesses light blindness	
OFFENSE	
Speed 30 ft.	
Melee 2 short swords +6/+6 (1d6+2/19–20 plus poison)	
Special Attacks death throes, sneak attack (+3d6)	
Spell-Like Abilities (CL 6th)	
At will— <i>deeper darkness</i> , <i>detect magic</i> , <i>fog cloud</i>	
TACTICS	
Before Combat The dark stalker waits in ambush.	
During Combat The dark stalker casts <i>deeper darkness</i> on the first round of combat then attacks foes with poisoned weapons.	
Morale If reduced below 15 hit points, the dark stalker flees.	
STATISTICS	
Str 14, Dex 18, Con 14, Int 9, Wis 11, Cha 13	
Base Atk +4; CMB +6; CMD 20	
Feats Double Slice, Two-Weapon Fighting, Weapon Finesse	
Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8;	
Racial Modifiers +4 Climb, +4 Perception, +4 Stealth	
Languages Dark Folk, Undercommon	
SQ poison use	
SPECIAL ABILITIES	
Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.	
Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry 6 doses on them.	
<i>Black Smear</i> —injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.	
See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by <i>deeper darkness</i> .	

ETTERCAP

This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws.

ETTERCAP	CR 3
<i>Pathfinder RPG Bestiary</i> 129	
NE Medium aberration	
Init +7; Senses darkvision 60 ft., low-light vision; Perception +9	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)	
hp 30 (4d8+12)	
Fort +6, Ref +4, Will +6	
OFFENSE	
Speed 30 ft., climb 30 ft.	
Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)	
Special Attacks traps, web (+6 ranged, DC 15, hp 4)	
TACTICS	
Before Combat The ettercap fills the area with webs and sets an ettercap noose trap. It then finds a place to wait in ambush.	
During Combat The ettercap fights immobilized foes only.	
Morale If all enemies break free or if it is reduced below 10 hit points, the ettercap flees.	
STATISTICS	
Str 14, Dex 17, Con 17, Int 6, Wis 15, Cha 8	
Base Atk +3; CMB +5; CMD 18	
Feats Great Fortitude, Improved Initiative	
Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7;	
Racial Modifiers +8 Craft (trapmaking)	
Languages Common	
SQ spider empathy +7	
SPECIAL ABILITIES	
Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 10 rounds; effect 1d2 Dex damage; cure 2 consecutive saves. The save DC is Constitution based.	
Spider Empathy (Ex) This ability functions as a druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts to them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.	
Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.	

GHOUL

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL	CR 1
<i>Pathfinder RPG Bestiary</i> 146	
CE Medium undead	
Init +2; Senses darkvision 60 ft.; Perception +7	



DEFENSE

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

hp 13 (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

TACTICS

Before Combat The ghoul moves to an ambush location if it senses the PCs are near.

During Combat The ghoul attacks non-elves first, leaving paralyzed victims alone until after the other enemies are slain or unconscious.

Morale The ghoul fights to the death.

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghost.

GOBLIN SNEAK

This toothy goblin cackles gleefully as it rushes forth, dogslicers in hand.

GOBLIN SNEAK

CR 1

Pathfinder RPG Monster Codex 107

Goblin rogue 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 16 (2d8+4)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4/19–20), dogslicer +4 (1d4/19–20)

Ranged shortbow +6 (1d4/×3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The goblin hides in ambush.

During Combat The goblin works with its companions to flank and make sneak attacks. Anytime the PC do something horrible to one of its companions, such as killing them or setting them on fire, a sneak has a 50% chance to spend its next move action laughing uncontrollably.

Morale If reduced below 5 hit points or if it is the last goblin standing, the goblin sneak flees.

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 14

Feats Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +8, Climb +4, Disable Device +8, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +12, Swim +4

Languages Goblin

SQ rogue talents (finesse rogue), trapfinding +1, weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of feather fall*, *potion of jump*, alchemist's fire (4), smokesticks (2), thunderstones (4); **Other Gear** studded leather, dogslicer, mwk dogslicer, shortbow with 20 arrows, 18 gp

GRAY OOZE

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

GRAY OOZE

CR 4

Pathfinder RPG Bestiary 166

N Medium ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

TACTICS

Before Combat The ooze lies along a narrow passageway, waiting to be stepped upon.

During Combat The gray ooze focuses on a single foe in combat.

Morale The ooze fights to the death.

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals an additional 1d6 points of acid damage.

Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 points of acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

MORLOCK

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.

MORLOCK

CR 2

Pathfinder RPG Bestiary 209

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

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

hp 22 (3d10+6)

Fort +3, **Ref** +9, **Will** +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

TACTICS

Before Combat The morlock climbs a wall to an ambush position.

During Combat The morlock uses leap attack whenever possible to keep foes from surrounding it.

Morale If reduced below 6 hit points, the morlock flees.

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns);

Racial Modifiers +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.



APPENDIX 12: INDEPENDENT MINOR THREATS (SUBTIER 6–7)

This section contains the stat blocks for the independent minor threats that PCs playing Subtier 6–7 may encounter.

BAT SWARM

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

BAT SWARM CR 1

Pathfinder RPG Bestiary 30

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

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

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

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

Special Attacks distraction (DC 11), wounding

TACTICS

During Combat The summoned bat swarm attacks foes as its zuvembie summoner commands.

Morale The swarm attacks until destroyed.

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, **Perception** +15; **Racial Modifiers** +4 Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

BLACK PUDDING

This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.

BLACK PUDDING CR 7

Pathfinder RPG Bestiary 35

N Huge ooze

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

DEFENSE

AC 3, touch 3, flat-footed 3 (–2 size, –5 Dex)

hp 105 (10d8+60)

Fort +9, **Ref** –2, **Will** –2

Defensive Abilities split, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

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

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

TACTICS

Before Combat The black pudding waits on the ceiling in ambush.

During Combat The black pudding drops on the first creature to pass beneath it.

Morale The creature fights to the death.

STATISTICS

Str 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

SPECIAL ABILITIES

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 points of acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a black pudding takes a –4 penalty on Reflex saves to prevent acid damage to its clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

DARK NAGA

A sharp-featured humanoid head crowns the powerful, sinuous body of this snake-like monstrosity.

DARK NAGA CR 8

Pathfinder RPG Bestiary 211

LE Large aberration

Init +5; **Senses** darkvision 60 ft., *detect thoughts*; Perception +19

DEFENSE

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)

Defensive Abilities guarded thoughts; **Immune** poison

OFFENSE

Speed 40 ft.

Melee bite +8 (1d4+2), sting +8 (2d4+2 plus poison)

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

Sorcerer Spells Known (CL 7th, concentration +10)

3rd (5/day)—*displacement*, *lightning bolt* (DC 16)

2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*

1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*

0 (at will)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*

TACTICS

Before Combat The dark naga casts *displacement*, *shield*, *cat's grace*, and *invisibility* if it believes combat is imminent. These bonuses are not included in its statistics.

During Combat The naga casts lightning bolt anytime it is not in melee and can hit more than one target.

Morale If reduced below 18 hit points, the dark naga flees.

STATISTICS

Str 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +7; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Eschew Materials[®], Lightning Reflexes, Stealthy

Skills Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18

Languages Common, Infernal

SPECIAL ABILITIES

Detect Thoughts (Su) A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Spells Dark nagas cast spells as 7th-level sorcerers.

DARK STALKER

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

DARK STALKER

CR 4

Pathfinder RPG Bestiary 54

CN Medium humanoid (dark folk)

Init +4; **Senses** see in darkness; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)

hp 39 (6d8+12)

Fort +4, **Ref** +9, **Will** +2

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 short swords +6/+6 (1d6+2/19–20 plus poison)

Special Attacks death throes, sneak attack (+3d6)

Spell-Like Abilities (CL 6th)

At will—*deeper darkness*, *detect magic*, *fog cloud*

TACTICS

Before Combat The dark stalker waits in ambush.

During Combat The first dark stalker casts *deeper darkness* on the first round of combat then attacks foes with poisoned weapons. It works together with the other dark stalkers to flank lightly-armored opponents.

Morale If reduced below 15 hit points, the dark stalker flees.

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 20

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry 6 doses on them.

Black Smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

GOBLIN FIRESTARTER

This toothy goblin chuckles gleefully at the collection of incendiaries it has prepared for its foes.

GOBLIN FIRESTARTER

CR 4

Pathfinder RPG Monster Codex 107

Goblin rogue 5

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +9



DEFENSE

AC 20, touch 17, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 size)

hp 36 (5d8+10)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee 2 mwk dogslicers +8 (1d4/19–20)

Ranged shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

TACTICS

During Combat A firestarter avoids melee if it can, instead making sneak attacks with its bow and using alchemist's fire or flaming arrows to start fires, cause panic, and trap opponents. It saves its *goblin skull bomb* for a weak opponent, hoping to kill that foe and craft a new *goblin skull bomb* from the corpse.

Morale If reduced below 12 hit points, the goblin firestarter flees.

STATISTICS

Str 11, **Dex** 20, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 18

Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Climb +8, Disable Device +13, Escape Artist +13, Perception +9, Sleight of Hand +13, Stealth +17, Swim +8

Languages Goblin

SQ rogue talents (finesse rogue, surprise attack), trapfinding +2, weapon familiarity

Combat Gear +1 flaming arrows (5), *goblin skull bomb*^{UE}, *potion of cure moderate wounds*, *potion of jump*, alchemist's fire (4), smokesticks (2), thunderstones (2); **Other Gear** mwk studded leather, mwk dogslicers (2), shortbow with 20 arrows, tindertwigs (4), 64 gp

TROLL

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

TROLL

CR 5

Pathfinder RPG Bestiary 268

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, –1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

TACTICS

During Combat The troll attacks the nearest foe and does not stop until that foe is down.

Morale The troll fights to the death.

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

ZUVEMBIE

This withered old corpse has a feral glint in her eyes and clasps a rusty axe in her yellow-nailed hands.

ZUVEMBIE

CR 4

Pathfinder RPG Bestiary 3 269

NE Medium undead

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 37 (5d8+15)

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

Defensive Abilities channel resistance +4; **DR** 5/piercing;

Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+1/×3), claw –1 (1d4) or 2 claws +4 (1d4+1)

Special Attack corpse call (DC 16)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*darkness*

3/day—*ghoul touch*, *scare* (DC 14)

1/day—*animate dead*, *ray of exhaustion*, *summon* (level 3, 1d3 bat or bird swarms [use the same stats], 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

TACTICS

Before Combat If it senses the PCs are close, the zuvembie uses corpse call to draw them in.

During Combat If in a group, one zuvembie continues to use corpse call while the others attack with battleaxes. If alone, the zuvembie first summons a bat swarm then attacks with its battleaxe (see bat swarm statistics on page 84).

Morale The zuvembie fights to the death

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 17

Feats Ability Focus (corpse call), Dodge, Toughness

Skills Bluff +7, Knowledge (arcana) +8, Perception +10, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Corpse Call (Su) Zuvembies cannot speak, but their strange calls

BEYOND THE HALFLIGHT PATH

and whistles captivate the minds of those who hear them. Once per day, a zuvembie can call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a DC 16 Will save or move toward the zuvembie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive a second saving throw to end the

effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the zuvembie simply stands and offers no resistance to the zuvembie's attacks. This effect continues for as long as the zuvembie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures. The save DC is Charisma-based.



APPENDIX 13: OTHER THREATS

This section contains stat blocks and descriptions for haunts, hazards, and traps.

HAUNTS

The following haunts appear in the Cultists story arc. Refer to Chapter 8 of the *Pathfinder RPG GameMastery Guide* for haunt rules.

DARK DANCE OF AZATHOTH CR 8

CN persistent haunt (up to 40 square ft.)

Caster Level 8th

Notice Perception DC 20 (to hear the sound of a long, low, off-tempo singing)

hp 36; **Trigger** proximity; **Reset** 1 day

Effect When this haunt triggers, it fills the area with the tuneless singing of thousands of voices that carry with them images of enemies. All creatures in the area are targeted by a *song of discord* spell (save DC 17).

Destruction Breaking Edwin Malcor's eight-pointed star in half destroys the haunt.

LULLABY OF AZATHOTH CR 5

CN haunt (up to 25 square ft.)

Caster Level 5th

Notice Perception DC 20 (to hear the sound of some unknowable creature endlessly piping the same note)

hp 10; **Trigger** proximity; **Reset** 1 day

Effect When this haunt triggers, a cacophony of regular, toneless sound fills the area. All creatures in the area are targeted by a *confusion* spell (save DC 16).

Destruction Breaking Edwin Malcor's eight-pointed star in half destroys the haunt.

HAZARDS

The PCs may encounter the following hazards

BAD AIR (CR 4)

Source: *Pathfinder RPG GameMastery Guide* 244

Flammable vapors such as coal gas are dangerous and hard to spot; noticing these vapors in advance requires a creature to succeed at a DC 24 Survival check. The gases displace breathable air in the lungs. Creatures breathing the air must succeed at a Fortitude save (DC 15 + 1 per previous check) each hour or become fatigued. After a creature becomes fatigued, slow suffocation sets in (*Pathfinder RPG Core Rulebook* 445). Creatures holding their breath can avoid these effects.

In addition, any open flame or spark causes an explosion that deals 6d6 points of damage (Reflex DC 15 half) to all creatures in the room or within 5 feet of an entrance. The fire burns away the oxygen in the air, leaving it unbreathable for 2d4 minutes. After an explosion,

flammable gas usually takes several days to build up to dangerous levels again.

DWEOMERSINK (CR 6)

Source: *Pathfinder RPG GameMastery Guide* 244

Zones of magical entropy that disrupt spells, dweomersinks are occasionally formed at the sites of great magical duels, by the destruction of powerful artifacts, or by vortices of eldritch energy at the fringes of antimagic zones.

They vary in size from small bubbles only a few feet across to large areas the size of a town. A successful DC 20 Spellcraft check detects a tingling in the air that heralds the presence of a nearby dweomersink. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as *dispel magic*, caster level 8th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex DC 15 half). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink.

GREEN SLIME (CR 4)

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

YELLOW MOLD (CR 6)

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All creatures within 10 feet of the mold must succeed at a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.



TRAPS

The PCs may encounter the following traps.

BLADE BARRIER TRAP CR 7

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*blade barrier*; 11d6 damage, Reflex DC 17 half); multiple targets (all targets in a line up to 220 feet long)

CAMOUFLAGED PIT TRAP CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

CAMOUFLAGED SPIKED PIT TRAP CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

ELECTRICITY ARC TRAP CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, Reflex DC 20 half); multiple targets (all targets in a 30-ft. line)

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 in a 10-ft. square)

FIREBALL TRAP CR 5

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*fireball*, 6d6 fire damage, Reflex DC 14 half); multiple targets (all targets in a 20-ft.-radius burst)

FROST FANGS TRAP CR 7

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** none

Effect jets of freezing water (3d6 cold damage, Reflex DC 20 half); multiple targets (all targets in a 40-ft.-square chamber)

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)

WYVERN ARROW TRAP CR 6

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

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6/×3 plus wyvern poison)



APPENDIX 14: RUMORS

Kaer Maga is a dangerous place. When the PCs start investigating suspicious occurrences, they are likely to hear about more than just the case they are trying to investigate. PCs learn a number of rumors from the table below based on their result on a Diplomacy check to gather information (see the Rumors section of the appropriate story arc). You may read the text given in the rumor directly, or paraphrase it to better suit the voice of the NPC providing the rumor.

RUMORMONGERS

There are several rumormongers the PCs may interact with to learn about recent events in Kaer Maga. GMs may choose any rumormonger for any rumor. When running a story arc in the Scintillating Halls, use Maran for one of the rumors. Likewise, use Gindalee for one of the rumors when running a story arc in the Shining Deep, and Ulgan Trask for one of the rumors when running a story arc in Sparklegrim Passage.

Chanstone (N young male half-elf commoner 1) runs messages for various groups and businessmen throughout the city.

Gindalee (CN old female halfling commoner 3) lives on the streets in the Warren. She works odd jobs to make ends meet. Her most prized possession is her shawl, which she inherited from her late mother.

Havar (N male halfling commoner 2) owns a tinker wagon he pushes throughout the city, repairing pots, pans, and other small household items.

Kiama (N young female elf commoner 1) is a street urchin who spends most of her day begging for coppers.

Maran (N male dwarf expert 2) worked as a blacksmith in the Warrens until his shop caught fire in the middle of the night. The perpetrator was never caught, and the incident has left him suspicious of everyone. He is prone to heavy drinking. Recent events have left him jumpy and fearful.

Ulgan Trask (N male human expert 2) is a traveling merchant. While he trades in a variety of odds and ends, he is best known for selling cheap, knock-off jewelry.

RUMORS AND CLUES

1d10 Linked Story Arc Rumor

- | | | |
|---|-----------------|--|
| 1 | Cultists | The rumormonger claims hooded figures have been in town for several days asking about a sculpture of an eight-pointed star of a dark stone. They also kept asking how to gain access to the vaults below. Ever since they came through town, people have been nervous about going out at night, although it is difficult for him to explain why. "They're just damn creepy!" After a moment, he adds, "I think they had something to do with |
|---|-----------------|--|

Kelgren Noc's murder. They were snooping around his place the day before."

- | | | |
|---|------------------------------|---|
| 2 | Alien infection | In Subtier 3-4, the rumormonger claims that his friend Trell was attacked by something that reached out of the gutter and "whacked him across the face. Made his whole face just droop and slide around! Of course, he was always ugly as lumpy horse apples." The NPC has not seen his friend in days. In Subtier 6-7, the NPC is one of the few people in the Warrens who can muster the courage to speak to speak to the PCs. He frantically explains that he heard his friend Trell scream in horror and agony. By the time he got there, he found Trell dead, with his head cut open and his brain removed. He could have sworn he saw a terrible skittering shadow rush off from the scene, but he was far too afraid to follow. Trell isn't the only one who has been found missing a brain lately, and panic is sweeping the streets. |
| 3 | Alien art recovery | The rumormonger spotted winged creatures land, creep over to the door leading to the Halfflight Path and, "easy as you please, open it right up and go inside!" He grows visibly uncomfortable when asked what the creatures looked like. "Fleshy and hunched over, but I swear they had them claws you see on crabs! Something about the way they moved just seemed wrong." |
| 4 | Recovering implements | The rumormonger has heard lots of talk about a couple of up-and-comer thieves named Daven and Lodif. "Always champions of the archery contents, but I could tell they wouldn't settle for that. My friend Raz overheard them the other night at the bar talking about some big score they had planned in Ankar-Te. They were pretty loud and mentioned how 'No walls can hold us back now that we have this.' Then they flashed some kind of metal device. What do you know, but the next day there's all kinds of hubbub in the district about a break in. You'd think they'd know |



		better that to mess around in Horus Ilaktya's territory. I'm sure they hightailed it outta there."
5	Raising the dead	The rumormongers saw a hooded figure dash off toward the Halflight Path with a couple of undead servants in tow shortly after some kind of commotion in the Ankar-Te district. "I'm not sure what kind they were, but I've been in Ankar-Te enough times to know a dead creature shuffling around. They moved kinda stiff-like, and they might have been wrapped in rags."
6	Summoning gone wrong	The rumormonger is terrified and shaking in a corner of an alley near the entrance to the Halflight Path by the Duskwarden Guildhouse. After she calms down, she talks about how she was sleeping on the floor in the guest room at her cousin Gel's when she hears someone moving. "I started to open the door and saw Gel walking away, all calm. Then I saw it!" she shudders, "It was huge, like a walking octopus! I just stared at its eyes and I felt myself just drift away..." She pauses. "By the time I came to, Gel was gone and so was it. I think they were headed towards the Halflight Path."
7	Evil seeks sacrifices	The rumormonger describes a recent visitor to town who caused quite a stir. "She had about the scariest eyes I've ever seen. Her armour was all blackened, like she'd walked through a fire. She came to me and asked, if you can believe it, 'Where can I find slaves? The most freshly-caught, the better.' Now normally I don't make much fuss about slavery, but something about her made me hesitate so I told her I didn't know." The rumormonger pauses. "I saw her
		again later, all by herself, headed toward the Halflight Path like she planned to leave town. She didn't look happy to be empty-handed."
8	Kobold testing grounds	The rumormonger has heard some odd goings-on while traveling the Halflight Path. "I've walked up that path quite a few times now, but I'm not going down there again until the Duskwardens take a close look at my complaints! I almost broke my neck. Someone put up a tripwire right near the edge of a drop-off and I only just stopped myself from going over. Ended up on my face, flat on the ground instead! And what do I see?" the rumormonger asks, pausing dramatically. "A footprint about the size of my hand, but with scales and claws at the end of the toes. Plain as day, right in the mud. Of course when I took a Duskwarden back, he couldn't spot it. Typical!"
9	Drowraiders	"Yeah, I've seen some strange things going on lately," the rumormonger begins. "I traveled up the Halflight Path the other day with a few of my associates. Now, we've seen a thing or two in our time, but this was a new one." The rumormonger pauses. "I hear a whizzing noise right past my ear and then a clattering on the wall next to me! I look down, and theres a crossbow bolt on the path. Well, we all draw our weapons and start looking around. It's real dark, but I'm pretty sure I saw someone off the path a way heading off." The rumormonger looks nervous. "I'm pretty sure they had white hair."
10	None	Provide the PCs with a rumor about one of your chosen encounters that is not connected to the story arc.

