

POISONED DART TRAP (2)**CR 5**

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d4 plus giant wasp poison)

FALLING LOG TRAP (2)**CR 5**

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** manual

Effect +15 melee (6d6); multiple targets (all targets in a 10-ft.-square)

Giant Wasp Poison

Type poison (injury); **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save

Scaling Encounter A

Make the following changes to the journey through Embeth forest to accommodate a group of 4 PCs.

Subtier 6–7: Remove one falling log trap. Reduce the base time taken to clear a triggered falling log trap from 4 hours to 3 hours.



GLOOM DRAGON (2)**CR 4**

Variant faerie dragon (Pathfinder RPG Bestiary 3 91)

CE Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision;**Perception** +10

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)**hp** 42 (5d12+10)**Fort** +6, **Ref** +7, **Will** +6**Immune** paralysis, sleep; **SR** 15

OFFENSE

Speed 10 ft., fly 60 ft. (average), swim 30 ft.**Melee** bite +6 (1d3–1)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** breath weapon (10-ft. cone, despair, Fort DC 14 negates, usable every 1d4 rounds)**Spell-Like Abilities** (CL 5th; concentration +8)

3/day—greater invisibility (self only)

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5)— flaming sphere (DC 15), glitterdust (DC 15)

1st (7)— grease, ray of enfeeblement (DC 14), silent image (DC 14), sleep (DC 14)

0 (at will)— dancing lights, flare (DC 13), ghost sound (DC 13), mage hand, message, open/close

TACTICS

During Combat The gloom dragon tries to hamper and fell as many PCs as possible, using the portals to flit around the Town Square to evade those that try to engage her in melee, and using greater invisibility as often as she can. She uses the pugwampis' auras to her advantage, casting spells from outside the auras on opponents who are within them. She only uses her wand if she is concerned that the PCs may win the fight or the PCs otherwise prove to be a major threat.

Morale The gloom dragon flees if she is reduced below 10 hit points, or if all of her allies have fallen or fled.

STATISTICS

Str 9, **Dex** 17, **Con** 15, **Int** 16, **Wis** 14, **Cha** 16**Base Atk** +5; **CMB** +6; **CMD** 16 (20 vs. trip)**Feats** Acrobatic, Combat Casting, Dodge**Skills** Acrobatics +10 (+2 when jumping), Bluff +11, Diplomacy +11, Fly +17, Intimidate +11, Perception +10, Sense Motive +10, Stealth +19, Swim +11, Use Magic Device +11**Languages** Common, Draconic, Elven, Sylvan; telepathy 100 ft.**Combat Gear** scroll of dispel magic, wand of scorching ray (CL 7th, 10 charges)

SPECIAL ABILITIES

Breath Weapon (Su) 10-foot-cone, despair for 1d6 rounds, DC 14 Fortitude negates. Creatures affected by despair are staggered, sickened, and immune to effects that grant a morale bonus. A gloom dragon can use this breath weapon every 1d4 rounds. The save DC is Constitution-based.

Spells A gloom dragon casts spells as a 5th-level sorcerer.

Scaling Encounter C

Make the following adjustments to encounter C to accommodate a party of 4 PCs.

Subtier 6–7: Remove one gloom dragon from the encounter, and replace the vexgit human hunters with two normal vexgits (page 29) that follow the human hunters' tactics .



TWIGJACKS (2)**CR 3**

CE Tiny fey (Pathfinder RPG Bestiary 2 274)

Init +3; **Senses** darkvision 60 ft., low-light vision;**Perception** +10

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)**hp** 27 (5d6+10)**Fort** +3, **Ref** +7, **Will** +6**Weaknesses** vulnerable to fire

OFFENSE

Speed 30 ft.**Melee** spear +3 (1d4-1/x3) or 2 claws +7 (1d4-1)**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)**Special Attacks** sneak attack +2d6, splinterspray

TACTICS

During Combat The twigjacks rely upon the confusion caused by the dragons and vexgits to be effective, using their bramble jump ability and Stealth to sneak attack those they perceive as the most vulnerable and targeting groups with area attacks.

Morale A twigjack flees if it is reduced below 7 hit points.

STATISTICS

Str 8, **Dex** 16, **Con** 15, **Int** 11, **Wis** 14, **Cha** 13**Base Atk** +2; **CMB** +3; **CMD** 12**Feats** Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +11, Climb +7, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22**Languages** Common, Sylvan**SQ** bramble jump, woodland stride

SPECIAL ABILITIES

Bramble Jump (Su) A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

Splinterspray (Ex) A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

VEXGIT HUMAN HUNTER (3)

Vexgit gremlin ranger 2 (Pathfinder RPG Bestiary 2 145)

LE Tiny fey

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 19, touch 16, flat-footed 15 (+1 armor, +4 Dex, +2 natural, +2 size)**hp** 28 (3 HD; 1d6+2d10+14)**Fort** +6, **Ref** +9, **Will** +4**DR** 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.**Melee** mwk warhammer +5 (1d4/x3) or bite +3 (1d3)**Ranged** mwk longbow +7/+7 (1d4/x3) or mwk longbow +9 (1d4/x3)**Space** 2 1/2 ft.; **Reach** 0 ft.**Special Attacks** combat style (archery), favored enemy (humans +2), speedy sabotage, wrecking crew**Spell-Like Abilities** (CL 1st; concentration +1)

At will—prestidigitation

1/hour—rusting grasp, snare

TACTICS

During Combat Four ordinary vexgits have previously sneaked into nearby buildings, and when the fight breaks out, they start dismantling things. These three vexgit human hunters guard the approach to those buildings and fire at anyone who offers resistance, targeting humans first. The normal vexgits flee as soon as their protectors are defeated and do not put up a fight against the PCs, but if statistics are necessary, see page 29.

Morale The vexgits run away from the square if they are reduced below 5 hit points.

STATISTICS

Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +2; **CMB** +4; **CMD** 14**Feats** Point-Blank Shot, Rapid Shot, Skill Focus (Disable Device), Toughness, Weapon Finesse**Skills** Acrobatics +10 (+6 to jump), Appraise +1, Climb +16, Craft (traps) +2, Disable Device +14, Escape Artist +9, Knowledge (engineering) +1, Perception +8, Stealth +18 (+22 in metal or stony areas, +14 when moving); Racial Modifiers +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving**Languages** Undercommon**SQ** track +1, wild empathy +2**Combat Gear** potion of cure light wounds; **Other Gear** leather armor, mwk longbow, mwk warhammer, soothe syrup, 31 gp**VEXGIT GREMLINS (4)****CR-2**

During Combat The normal vexgits flee as soon as their protectors are defeated and do not put up a fight against the PCs, but if statistics are necessary, see page 29.

D1. First Floor

Subtier 6-7

(CR 7)

SUPPLY SACK

CR 7

Animated object (large) (Pathfinder RPG Bestiary 14)

N Large construct

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

Perception -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 82 (4d10+60)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities DR 5/piercing or slashing;

Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9 plus caustic contents), strangle

TACTICS

During Combat The supply sack attacks anyone within area D1. It does not continue attacking unconscious creatures.

Morale The sack is mindless, and does not surrender. It does not pursue creatures outside of area D1.

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +13 (+21 grapple); **CMD** 20

SQ construction points (cloth, constrict, durable, grab, supplies, spit supplies, sticky, strangle)

SPECIAL ABILITIES

Caustic Contents (Ex) The supply sack deals an additional 1d4 points of acid damage and 1d4 points of fire damage when it constricts a creature.

Cloth (Ex) The supply sack is made of cloth. This ability replaces an animated object's typical hardness 5 with DR 5/piercing or slashing.

Durable (Ex) Strange energies from the First World have enhanced and reinforced this supply sack, granting it 30 additional hit points.

Spit Supplies (Ex) The supply sack has two main pouches; one filled with weapons and the other with alchemical items. Each time the sack uses spit supplies, it makes each of the following attacks against a random target within 30 feet. The alchemical items do not deal the typical splash or ongoing damage, and instead function as listed below. It also spits a variety of vials of liquid that have no effect on their targets.

1: longsword +3 (1d8+6/19-20)

2: club +3 (1d6+6)

3: alchemist's fire +3 touch (1d6+6 fire)

4: acid flask +3 touch (1d6+6 acid)

Sticky (Ex) The supply sack contains sticky alchemical goop from high-quality Uringen-made tanglefoot bags, which helps it grab on to its foes. This ability gives it a +4

bonus on its grapple checks and inflicts a -4 penalty on any attempt to escape its grapple.

Strangle (Ex) A creature grappled by a supply sack cannot speak or cast spells with verbal components.

Scaling Encounter D1

Make the following adjustments to encounter D1 to accommodate a party of 4 PCs.

Both Subtiers: The same energies that animated the supply sack ruined some of the alchemical supplies within. Each time the supply sack would deal fire or acid damage, either from its caustic contents ability or its spit supplies ability, there is a 50% that it does not deal any fire or acid damage. Do not reduce the number of functional supplies the PCs can find at the end of the encounter.



D3. Third Floor

Subtier 6-7

(CR 9)

VEXGIT GREMLINS (4)

CR 1

LE Tiny fey (Pathfinder RPG Bestiary 2 145)

Init +1; **Senses** darkvision 120 ft., low-light vision;

Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 11 (1d6+5)

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

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee warhammer +0 (1d4-2/x3), bite -2 (1d3-2)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks speedy sabotage, wrecking crew

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

At will—prestidigitation

1/hour—rusting grasp, snare

TACTICS

During Combat The vexgits spend their turns pulling gears off the tower and throwing them through portals.

Morale The vexgits run away down the tower if they are reduced to 4 hit points or fewer.

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** -1; **CMD** 7

Feats Skill Focus (Disable Device), Toughness, Weapon Finesse

Skills Appraise +2, Climb +13, Craft (traps) +5, Disable Device +9, Knowledge (engineering) +2, Perception +5, Stealth +13 (+17 in metal or stony areas, +9 when moving); Racial Modifiers +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving

Languages Undercommon

SPECIAL ABILITIES

Speedy Sabotage (Su) Vexgits are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

Wrecking Crew (Su) A group of up to six vexgits can work together to dismantle a device. This ability functions like the aid another action, but a single vexgit can receive help from up to five other vexgits, granting it up to a +10 bonus on its Disable Device check.

VEXGIT HUMAN HUNTERS (4)

CR 3

Vexgit gremlin ranger 2 (Pathfinder RPG Bestiary 2 145)

LE Tiny fey

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 19, touch 16, flat-footed 15 (+1 armor, +4 Dex, +2 natural, +2 size)

hp 28 each (3 HD; 1d6+2d10+14)

Fort +6, **Ref** +9, **Will** +4

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee mwk warhammer +5 (1d4/x3) or bite +3 (1d3)

Ranged mwk longbow +7/+7 (1d4/x3) or mwk longbow +9 (1d4/x3)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks combat style (archery), favored enemy (humans +2), speedy sabotage, wrecking crew

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

At will—prestidigitation

1/hour—rusting grasp, snare

TACTICS

Before Combat The vexgits use their snare spell to set up traps to hinder their foe's movement.

During Combat The vexgits focus fire to take down the PCs, starting with human PCs.

Morale The vexgits run away if they are reduced below 5 hit points. They know there's a dead end on the floor above, so they attempt to flee out of the second floor window if the PCs are not blocking that route, using the floor-changing portals if necessary. If they cannot flee, they surrender.

STATISTICS

Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 14

Feats Point-Blank Shot, Rapid Shot, Skill Focus (Disable Device), Toughness, Weapon Finesse

Skills Acrobatics +10 (+6 to jump), Appraise +1, Climb +16, Craft (traps) +2, Disable Device +14, Escape Artist +9, Knowledge (engineering) +1, Perception +8, Stealth +18; Racial Modifiers +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving

Languages Undercommon

SQ track +1, wild empathy +2

Combat Gear potion of cure light wounds; **Other Gear** leather armor, mwk longbow, mwk warhammer, universal solvent, 32 gp

Scaling Encounter D3

Make the following adjustments to accommodate a party of 4 PCs.

Subtier 6-7: Remove two vexgit human hunters from the encounter.

D5. Belfry

Subtier 6-7

(CR 10)

HENBANE ALLSEASONS

CR 7

Female dryad inquisitor of Shyka 9

CN Medium fey

Init +12; **Senses** low-light vision; **Perception** +22

Aura aura of madness (30 ft., DC 19, 9 rounds/day)

DEFENSE

AC 24, touch 17, flat-footed 17 (+4 armor, +7 Dex, +3 natural)

hp 130 (15 HD; 6d6+9d8+69)

Fort +15, **Ref** +17, **Will** +18

DR 5/cold iron; **Resist** fire 20

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee mwk living steel heavy mace +14/+9 (1d8+2)

Ranged +1 composite longbow +17/+17/+12 (1d8+3/x3) or +1 composite longbow +19/+14 (1d8+3/x3)

Special Attacks bane (9 rounds/day), judgment 3/day (2 simultaneous)

Spell-Like Abilities (CL 6th; concentration +9)

Constant—speak with plants

At will—entangle (DC 14), tree shape, wood shape (1 lb.

only) (DC 15)

3/day—tree stride

1/day—suggestion (DC 16)

Domain Spell-Like Abilities (CL 9th; concentration +14)

8/day—vision of madness (+/−4)

Inquisitor Spell-Like Abilities (CL 9th; concentration +14)

At will—detect alignment, discern lies (9 rounds/day) Inquisitor Spells Known (CL 9th; concentration +14)

3rd (4/day)—dimensional anchor, dispel magic, heroism, hunter's eye

2nd (5/day)—blistering invective (DC 17), hold person (DC 17), invisibility, spiritual weapon

1st (7/day)—command (DC 16), cure light wounds, shield of faith, true strike, wrath

0 (at will)—acid splash, bleed (DC 15), create water, detect magic, guidance, read magic

Domain Madness

TACTICS

Before Combat Henbane casts heroism and resist energy (fire) and on herself.

During Combat Henbane prefers to avoid direct confrontation by frightening potential foes into seeing matters from her perspective. If combat seems unavoidable, she uses her animate wood ability to create allies out of the surrounding tower and uses her wooden allies for her teamwork feats. She combines spells and archery to hamper her foes and pick them off one at a time.

Morale If reduced to 20 hit points or less, Henbane casts invisibility on herself and sneaks down the tower with the temporal essence she has collected so far.

Base Statistics Without heroism and resist energy (fire), Henbane's statistics are Fort +13, Ref +15, Will +16; Melee mwk ironwood heavy mace +12/+7 (1d8+2), Ranged +1 composite longbow +15/+15/+10 (1d8+3/x3); Skills Climb +11, Craft (sculpture) +11 (+17 when affecting wood), Escape Artist +24, Handle Animal +13, Intimidate +25, Knowledge (arcana) +11, Knowledge (nature) +15, Knowledge (planes) +11, Perception +22, Sense Motive +26, Spellcraft +12, Stealth +29, Survival +14

STATISTICS

Str 14, **Dex** 24, **Con** 16, **Int** 14, **Wis** 21, **Cha** 16

Base Atk +9; **CMB** +11; **CMD** 28

Feats Deadly Aim, Enfilading Fire, Escape Route, Great Fortitude, Manyshot, Point-blank Shot, Precise Shot, Precise Strike, Rapid Shot, Stealthy, Toughness

Skills Climb +13, Craft (sculpture) +13 (+19 when affecting wood), Escape Artist +26, Handle Animal +15, Intimidate +27, Knowledge (arcana) +13, Knowledge (nature) +17, Knowledge (planes) +13, Perception +24, Sense Motive +28, Spellcraft +14, Stealth +31, Survival +16

Languages Common, Elven, Sylvan; speak with plants SQ monster lore +5, solo tactics, stern gaze +4, track +4, tree meld, woodcraft

Combat Gear potion of cure serious wounds, ring of delayed doom (3 charges), soothe syrup (4); **Other Gear** +1 darkleaf cloth studded leather, +1 composite longbow (+2 Str), mwk living steel heavy mace, belt of incredible dexterity +2, cloak of elvenkind, efficient quiver, empty vial (10), 3 gp

SPECIAL ABILITIES

Tree of Ages (Su) Henbane can restore life to wooden objects, transforming them into constructs of living wood that serve as her allies. Up to three times per day as a swift action, she can create up to three wooden allies (see stat block below). Each of these allies remains animated for one minute, until she uses this ability again, or until it is reduced to 0 hit points.

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) Henbane must stay within 300 yards of locations and times that are connected to the strange tree of branching paths of time to which she is bound. If she strays more than 300 yards away from such a location, she is sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. Henbane carries four soothe syrups to stave off the effects while she is away from her metaphysical tree, which she does not need to use during this scenario.

D5. Belfry

Subtier 6-7

(CR 10)

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks

REJUVENATED WOOD

CR —

N Small construct

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

Perception –5

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 16 (1d10+10)

Fort +0, **Ref** +1, **Will** –5

Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +3 (1d4)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +1; **CMD** 12

HENBANE'S TOKEN

Aura faint abjuration **CL** 5th

Slot head; **Price** varies; **Weight** —

Description

Following Shyka has led Henbane down dark, lonely, and haunted paths. This token, a bloom of the Henbane flower, allows its wearer to step outside of the flow of time. As a purely mental move action, you can destroy the flower to disappear completely one round. While you are out of time, you cannot be affected by any new spells or effects, and any ongoing durations of spells or effects affecting you do not continue to progress. You also cannot take any actions while out of time. At the beginning of your next turn after disappearing from time, you reappear in the same square you left (or the closest open space if it is occupied).

SOOTHE SYRUP

This sweet and wholesome-tasting blue liquid creates a sense of warmth and comfort. Soothe syrup coats your stomach and makes it much more difficult for you to succumb to queasiness. For 1 hour after drinking soothe syrup you gain a +5 alchemical bonus on saving throws made to resist effects that would make you nauseated or sickened.

RING OF DELAYED DOOM

Aura moderate conjuration

CL 9th

Slot ring; **Price** 45,000; **Weight** —

Description

Whenever the mind or body of this ring's wearer first becomes subject to any harmful effect that allows a saving throw to resist or mitigate it, he may, as an immediate action, choose to delay the onset of that effect for 1 minute, after he fails the saving throw but before its effects occur. This activation causes one of the ring's nine garnets to turn to powder. When that minute passes, the wearer may continue to delay the onset of this harmful effect an additional minute as an immediate action by willing the ring to do so, which destroys another garnet, thus repeating the cycle for another minute. The delayed harmful effect occurs when the wearer falls unconscious, when the ring is removed, or 1 minute after the last time the ring's power activated; rounds spent delaying the effect do not count toward the effect's duration (for example, a curse that lasts 5 rounds takes effect for a full 5 rounds, even if the wearer delayed its effect several minutes). Effects that protect against or negate the harmful effect work normally while it is delayed. The price of the ring is reduced by 5,000 gp for each of its garnets that has been destroyed.

VISION OF MADNESS (SP)

Vision of Madness (Sp): You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum –1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.



JUDGEMENT

When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type. If the inquisitor is evil, she receives profane bonuses instead of sacred, as appropriate. Neutral inquisitors must select profane or sacred bonuses. Once made, this choice cannot be changed.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

Healing: The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts. The amount of healing increases by 1 point for every three inquisitor levels she possesses.

Justice: This judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Piercing: This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 for every three inquisitor levels she possesses.

Protection: The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

Purity: The inquisitor is protected from the vile taint of her foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: This judgment makes the inquisitor resistant to harm, granting DR 1/magic. This DR increases by 1 for every five levels she possesses. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's. If she is neutral, the inquisitor does not receive this increase.

Resistance: The inquisitor is shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 for every three inquisitor levels she possesses.

Smiting: This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction. At 6th level, the inquisitor's weapons also count as one

alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the inquisitor's alignments. If the inquisitor is neutral, she does not receive this bonus. At 10th level, the inquisitor's weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

BANE

At 5th level, an inquisitor can imbue one of her weapons with the bane weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

A bane weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes. To randomly determine a weapon's designated foe, roll on the following table.

Scaling Encounter D3

Make the following adjustments to encounter D5 to accommodate parties of 4 PCs.

Subtier 3–4: Henbane expended all of her uses of her Tree of Ages ability earlier in the day.



QUICKLING CUTTHROAT (3)**CR 6**

Quickling rogue 5 (Pathfinder RPG Bestiary 2 227)

CE Small fey

Init +9; **Senses** low-light vision; **Perception** +15

DEFENSE

AC 22, touch 21, flat-footed 12 (+9 Dex, +1 dodge, +1 natural, +1 size)**hp** 69 (9 HD; 4d6+5d8+32)**Fort** +6, **Ref** +18, **Will** +9**Defensive Abilities** evasion, improved uncanny dodge, natural invisibility, supernatural speed, trap sense +1; **DR** 5/cold iron**Weaknesses** slow susceptibility

OFFENSE

Speed 120 ft.**Melee** +1 shortsword +12 (1d4+2/19-20) and mwk shortsword +12 (1d4+1/19-20) or dagger +15 (1d3+1/19-20) or +1 shortsword +14 (1d4+2/19-20)**Ranged** composite shortbow +15 (1d4+1/x3)**Special Attacks** sneak attack +4d6 +4 bleed**Spell-Like Abilities** (CL 4th; concentration +5)

1/day—dancing lights, flare (DC 11), levitate, shatter (DC 13), ventriloquism (DC 12)

TACTICS

Before Combat The quicklings apply giant wasp poison to their shortswords.**During Combat** The quicklings use their superior mobility to attempt to outmaneuver the PCs and deal sneak attack damage without being surrounded.**Morale** The quicklings flee if reduced below 15 hit points.

STATISTICS

Str 13, **Dex** 28, **Con** 17, **Int** 15, **Wis** 17, **Cha** 12**Base Atk** +5; **CMB** +13; **CMD** 25**Feats** Agile Maneuvers, Dodge, Mobility, Quick Draw, Spring Attack, Two-Weapon Fighting, Weapon Finesse**Skills** Acrobatics +21 (+93 to jump), Bluff +13, Craft (weapons) +14, Escape Artist +21, Perception +15, Sense Motive +7, Spellcraft +11, Stealth +25 (+65 while still vs. foes who can't see invisible), Survival +12, Use Magic Device +13**Languages** Aklo, Common, Sylvan**SQ** poison use, rogue talents (bleeding attack +4, fast getaway), trapfinding +2**Combat Gear** potion of cure light wounds, giant wasp poison (3); **Other Gear** +1 shortsword, composite shortbow (+1 Str), dagger (10), mwk shortsword, cloak of resistance +1, 180 gp**GRIG FIDDLER****CR 6**

Grig bard 5 (Pathfinder RPG Bestiary 2 147)

NE Tiny fey

Init +5; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 20, touch 18, flat-footed 14 (+2 armor, +5 Dex, +1 dodge, +2 size)**hp** 36 (6 HD; 1d6+5d8+11)**Fort** +2, **Ref** +11, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic**DR** 5/cold iron; **SR** 16

OFFENSE

Speed 30 ft., fly 40 ft. (average)**Melee** shortsword +10 (1d3-1/19-20)**Ranged** mwk longbow +11 (1d4-1/x3)**Space** 2 1/2 ft.; **Reach** 0 ft.**Special Attacks** bardic performance 18 rounds/day (countersong, distraction, fascinate [DC 18], inspire competence +2, inspire courage +2), fiddle**Spell-Like Abilities** (CL 9th; concentration +15)

3/day—disguise self, entangle (DC 17), invisibility (self only), pyrotechnics (DC 18)

Bard Spells Known (CL 5th; concentration +11)

2nd (4/day)—heroism, mirror image, sound burst (DC 18)

1st (6/day)—lesser confusion (DC 17), cure light wounds, hideous laughter (DC 17), saving finale (DC 17)

0 (at will)—detect magic, light, mage hand, open/close (DC 16), prestidigitation, resistance

TACTICS

Before Combat The grig fiddler casts invisibility and mirror image on himself, and heroism on two of the quicklings. She positions herself behind cover.**During Combat** The grig uses inspire courage to boost the quicklings' abilities, then uses his offensive spells against the PCs. If an ally fails a saving throw, he casts saving finale to give the ally another attempt.**Morale** The grig flees or surrenders if he is reduced to 10 hit points or fewer or if he is alone.

STATISTICS

Str 9, **Dex** 21, **Con** 13, **Int** 12, **Wis** 11, **Cha** 22**Base Atk** +3; **CMB** +6; **CMD** 16**Feats** Dodge, Lingering Performance, Weapon Finesse
Skills Acrobatics +14 (+18 to jump), Bluff +15, Diplomacy +15, Escape Artist +14, Fly +18, Perception +9, Perform (string instruments) +15, Stealth +22, Survival +6**Languages** Common, Gnome, Sylvan**SQ** bardic knowledge +2, lore master 1/day, versatile performance (string)**Combat Gear** potion of cure moderate wounds; **Other Gear** mwk longbow, shortsword, leather armor, headband of alluring charisma +2

BARDIC PERFORMANCES (SU)

Countersong (Su): At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su): At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the

effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage (Su): A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

