**USTALAV**

Give the PCs **Player Handout #3**. The damage to the poem comes from smeared ink; spells such as *mending* and *make whole* cannot repair it. Once the PCs have had the chance to read the poem, Besnik comments on the contents. Read or paraphrase the following.

Besnik smiles reassuringly*. “We may not be able to read every word of this poem, but what we can read is more than enough to tell us that we need to investigate this site. What is clear to me is that the poem references some sort of protection against the Whispering Tyrant. The Knights of Ozem have always been secretive about the many and varied ways they keep that old lich locked away in Gallowspire, even among themselves. It’s possible that they have no idea this particular protection exists. Whatever Gydular is, it must be important.”*

**KNOWLEDGE (ARCANA, HISTORY OR RELIGION)**

Based on the result of a Knowledge (arcana, history or religion) check, the PCs might know more about Ustalav and Virlych. They learn all of the information whose DC is equal to or less than the result of their check.

**10+**: Virlych is a desolate, mountainous county of Ustalav where nothing natural lives. The weather is punishing and the ground rocky. Travelers do sometimes pass through the accursed land, though.

**15+**: Gallowspire is the Whispering Tyrant’s former fortress. When the Knights of Ozem imprisoned him there in 3827 ar, it marked the end of the Shining Crusade. They placed numerous secret wards and protections over his prison so that he could never escape.

**20+**: The forces of Lastwall no longer have a direct presence there, having been expelled by cultists and the unholy presence of the Whispering Tyrant, even in dormancy.

**KNOWLEDGE (HISTORY, LOCAL OR RELIGION)**

Based on the result of a Knowledge (history or local) check, the PCs might know more about the “Rondeau of Righteous Retention.” They learn all of the information whose DC is equal to or less than the result of their check.

**15+**: To keep the Whispering Tyrant locked away, the Shining Crusade implemented a layered defense. Even if one line of defenses fails, there are several others keeping his immortal powers at bay.

**20+**: The Knights of Ozem have compartmentalized knowledge of the locks on Tar-Baphon’s magical prison. This removes the threat of any one Knight becoming compromised and allowing an enemy to gain knowledge of all the prison’s safeguards.

**25+**: Compartmentalized protection comes at a cost; if secrets are not passed down, then future generations will not know how to keep the lich imprisoned. Multiple layers of protection have been lost during the centuries following the Shining Crusade.

**BESNIK’S INSIGHT**

Venture-Captain Besnik shares the information that he knows if the PCs ask, providing them results as if he had rolled a 15 on these Knowledge checks. After the PCs determine what they already know, they can attempt to discern the location of the ruin from Fustbickle’s poem.

**FUSTBICKLE’S CLUE**

PCs who analyze Fustbickle’s poem can attempt a DC 18 Knowledge (geography) check, Survival check, or other relevant skill check at your discretion (DC 22 in Subtier 6–7). A thorough analysis of the poem reveals the following information, which is sufficient to pinpoint the location*. Gydular’s Point was once a famous peak in the Hungry Mountains, as the view if provided of the surrounding area was both majestic and militarily strategic. In 4187 ar, a powerful earthquake crumbled the peak, leaving massive slabs of jagged rock that locals renamed the Greyshards.*

If the PCs do not determine the location of the site referenced in the *Tome of Righteous Repose*, Besnik hires a scholar to decipher the poem, and then provides the information listed in the paragraph above. Before sending the PCs to the site, Besnik digs through his office and finds items to give the PCs that may help them on their adventure (see Treasure below).

Once the PCs have completed their preparations, they can depart for the ruin. The journey takes 6 days (assuming a 30-foot movement speed. Halfway through their trek, they pass by the closest major settlement, the fortress of Hammer Rock on the border of Lastwall. The map of the ruin is the same map that appears in the Lastwall location; see page 14.

**Treasure**: Besnik gives the PCs a *traveler’s any-tool*, a *wand of cure moderate wounds* (5 charges), and a *wand of protection from evil* (7 charges). In Subtier 6–7, replace the *wand of cure moderate wounds* with a *wand of cure serious wounds* (5 charges). If the PCs were able to find the location of the site on their own, he uses the gold he would have otherwise spent researching it on providing the PCs additional gear based on their destination.

*Subtier 3–4*: Besnik provides the PCs with six flasks of holy water and one soul stimulant (Ultimate Equipment).

*Subtier 6–7*: Besnik provides the PCs with six flasks of holy water, one *scroll of lesser restoration*, two *potions of lesser restoration* and one soul stimulant.

**Rewards**: If the PCs do not discover the adventure site’s location on their own, reduce each PC’s gold earned by the following amount.

*Subtier 3–4*: Reduce each PC’s gold earned by 75 gp.

*Out of Subtier*: Reduce each PC’s gold earned by 134 gp.

*Subtier 6–7*: Reduce each PC’s gold earned by 193 gp.

**USTALAV ADVENTURE BACKGROUND**

When the Whispering Tyrant was sealed away, echoes of his malevolence remained throughout the lands that he had once ruled. In order to seal away a particularly troubling pocket of necromantic energy, one of the Yohanatotsu sisters performed a powerful holy ritual, sacrificing her own life to fuel a ward. The ward held for centuries, but recent events have disrupted it, threatening to unleash the necromantic force once again.

If you are not running the Undead Crusader encounter arc, the most recent inhabitants of the dungeon disrupted the ward by looting her sarcophagus and discarding her skeleton outside.

If you are running the Undead Crusader arc, the ward gradually degraded over time, allowing a measure of the necromantic energy to seep forth. The first manifestation of this corruption appeared in the samurai herself, who rose as an undead. The corruption has begun to raise her loyal followers as well.

**USTALAV ADVENTURE GOAL**

The holy ward may be falling apart, but the PCs can restore it. If they succeed at two of the following skill checks, they learn enough information to determine that a ritual took place here. If they succeed at any four of the following skill checks, they glean enough information about the ritual to purify the site and restore the ward; they do not need to succeed at any further skill checks to do so. If you are running the Undead Crusader encounter arc, the PCs must defeat the undead samurai before they can restore the ward.

**Diplomacy, Intimidate, or Survival** (DC 20, DC 25 in Subtier 6–7): If you are running the Undead Crusader arc, the PCs automatically find the body when they face the major threat; this counts as one of the skill checks required to restore the ward. Depending on the type of undead the samurai is, either her body has either risen as the corporeal undead that the PCs face, or it has risen as an incorporeal undead who has commanded her minions to move her skeleton to the room where she rests.

**Appraise** (DC 15, or DC 20 in Subtier 6–7): By examining the holy symbol of Shizuru on the ground near the samurai’s tomb and succeeding at a skill check, the PCs determine that it was made from silver, and discern details of its construction that indicate it was designed for use as part of a holy ritual.

**Heal** (DC 15, or DC 20 in Subtier 6–7): If the PCs locate the samurai’s body, they can attempt to discern how she died. A PC who succeeds at this skill check realizes that she died in a burst of holy energy.

**Knowledge (engineering) or Survival** (DC 15, or DC 20 in Subtier 6–7): A PC who succeeds at this skill check discerns that what at first appeared to be simple erosion on the walls of the hero’s tomb is in fact the result of a concentrated burst of holy energy.

**Perception** (DC 15, or DC 20 in Subtier 6–7) A PC who succeeds at this check notices a discarded piece of vellum in the corner of one of the rooms. The vellum is fragile; handling it without causing it to crumble to pieces requires the PCs to cast restorative magic such as *mending* on it or succeed at a DC 15 Disable Device or Sleight of Hand check. The vellum provides a partial account of the samurai’s holy ritual.

**Perception** (DC 20, or DC 25 in Subtier 6–7): A PC who succeeds at the Perception check notices a small cubbyhole near the ceiling in one of the rooms, with a bronze object peeking out of it. The bronze object is an embossed prayer to Shizuru. The prayer is a warrior’s plea, asking for strength and courage when facing the final moments of life. One method of reaching the object is scaling the wall, which requires a PC to succeed at a DC 15 Climb check (DC 20 in Subtier 6–7).

**C. BENEATH THE HUNGRY MOUNTAINS**

As the PCs travel through the lifeless Hungry Mountains in Virlych toward their destination, a drizzle transforms into an ever more aggressive snowstorm, as if the weather itself were keeping them away, and strange whispers fill the air. As a small consolation, the tedious climb is shallow enough that the PCs are not exposed to the dangers of altitude sickness. Eventually, the PCs find a toppled obelisk on a peak marking the entrance to the underground fortress. A staircase descends 30 feet into the mountainside.

Unless otherwise stated, the dungeon walls and ceilings are made of hewn stone, and are 10 feet high. The rooms are completely dark unless a light source is explicitly described.

Use the map on page 14 for this ruin.

**C1. Hall of Discouragement**

A maze of sprung traps obstructs this large entrance hall. Blades, spikes, blast marks, and bones litter the ground. Carved holy symbols of Aroden, Sarenrae, and Pharasma cover the walls, but many of them have been vandalized.

Crusaders set up a variety of traps to slow down attackers if they found the location. Over the centuries, various creatures have stumbled on this location and triggered the traps, leaving a maze of rusted metal. The ceiling rises to 20 feet.

**Hazard**: The traps’ exposed weapons make safely moving around the room difficult. Creatures moving along the ground at faster than half their speed must succeed at a DC 10 Acrobatics check or fall prone. Creatures that fall prone have a 50% chance of taking 1d8 points of damage from landing on the exposed blades and spikes.

**ENRAGED DEFENDERS HAUNT CR 6**

LG haunt (30-ft. radius)

**Caster Level** 6th; **Notice** Perception DC 20 (to hear shouted battle commands)

**hp** 12; **Trigger** proximity; **Reset** 1 hour

**EFFECT**

Ghostly crusaders appear, shouting battle cries while intoxicated by the thrill of battle. An empowered spiritual weapon attacks all creatures in the radius (melee +6; 1d8+2 plus 50%).

**DESTRUCTION**

Calm the spirits by telling them the battle has ended or giving them a useful battle tactic, and then succeeding at a DC 20 Diplomacy, Knowledge (religion), or Profession (soldier) check.

**C2. Hero’s Tomb**

A single sarcophagus dominates the east end of this room. The walls are adorned with engravings of soldiers in plate armor holding their helms reverently to their sides, eyes downcast.

The sarcophagus once contained the remains of one of the Yohanatotsu sisters along with her katana and armor. Minkai writing marks the cracked and discarded lid with her family name. The sarcophagus is empty, as are several other coffins found in niches lining the walls of this room. A holy symbol of Shizuru lies on the dusty ground nearby, partially concealed by dust and debris from the broken stone lid. A successful DC 15 Perception check (DC 20 in Subtier 6–7) allows the characters to find the silver holy symbol of Shizuru.  
 **Development:** The PCs may present this holy symbol of Shizuru to the linked threat in order to receive a +5 bonus on Knowledge Relgion or Intimidate checks made to convince the creature to stand down. Recovering this holy symbol is also one of three steps towards consecrating the entire dungeon, and is considered part of the PCs mission objectives.  
 A successful DC 15 Appraise check (20 in Subtier 6-7) allows the PCs to determine that the holy symbol is made of pure silver, and the details of its design implies that it was intended for use in a holy ritual. This check counts towards their Primary and Secondary mission objectives.  
 A PC who succeeds at a DC 15 Knowledge Engineering or Survival check (DC 20 in subtier 6-7) discerns that what at first appeared to be simple erosion on the walls of the hero’s tomb is in fact the result of a concentrated burst of holy energy. This check counts towards their Primary and Secondary mission objectives.

**C3. Workshops**

These workshops for repairing and maintaining weapons and armor served the Shining Crusade well, but are now in disarray. Broken tools lie strewn about.

**C4. Armory**

The heavy iron door to this room is ajar, its superior lock melted by acid.

Shelves of weapons and armor racks line the walls in this small chamber. The racks are well-stocked with tarnished and broken equipment.

The crusaders stored extra equipment here, ready to equip soldiers for a variety of needs. The PCs can find at least one piece of each type of weapon and armor found in the *Core Rulebook* here, but they all have the broken condition. An unassembled ballista lies among the forgotten armaments.   
 **Treasure:** A DC 20 Perception Check (reduced to 15 with Detect Magic) finds a +1 Fire-Forged Longsword among the broken weapons.

**C5. Stained Laboratory**

The walls of this room are covered in scorch marks and odd discolorations.

This room once held an impressive alchemical laboratory, but the tables and workbenches decayed and collapsed over time, shattering the delicate instruments they once held. Now only fragments of the laboratory remain. Rows of stone bookshelves line the walls, though many of the pages are torn out. An ancient book titled *Alchemikal Experiments*, an early primer on the study of alchemy, lies buried in the rubble, but it is a curiosity rather than a treasure.   
 **C6. Shrine**

Humble shrines provided the crusaders with a place to worship and give offerings. Each shrine features a small altar, religious carvings, and a shelf for holy books. From north to south, the shrines are dedicated to Aroden, Sarenrae, Torag, and Shizuru.  
  
 **Development:** A DC 20 Perception Check (DC 25 in subtier 6-7) allows the PCs to spot a discarded piece of vellum near the shrine to Shizuru. It is very fragile, requiring a DC 15 Sleight of Hand or Disable Device check to handle without destroying it. The spell Mending would also be sufficient. The vellum provides a partial account of the samurai’s ritual. Discovering and preserving this text counts towards the Primary and Secondary success conditions.  
 PCs may pray at these shrines as well. Praying to a good aligned deity or Pharasma can actually award the PCs a +5 bonus on Knowledge Religion or Intimidate checks made to lay the linked threat to rest. It is also one of three steps towards consecrating the entire dungeon.Delivering a sufficiently fervent prayer requires a PC to succeed at a DC 15 Knowledge (religion) check (DC 18 in Subtier 6–7). This DC decreases by 5 for worshipers of the deity, and by 10 for divine spellcasters who draw power from that deity.

**C7. Magical Spring**

Warm, steamy water splashes down into the center of this small pool. A set of stairs leads down into the water.

Crusader clerics enchanted this 5-foot-deep pool with permanent *create water* and *purify food and drink* spells. The magic cleanses any soiling of the water within 10 minutes. A command word, etched on the wall, changes the water dropping from the ceiling between hot and cold.

**C8. Archery Range**

Racks for bows, crossbows, and other ranged weapons line the southern walls of the chamber. Receptacles for ammunition stand between the racks. A large arcane mark glows on the floor atop a raised platform.

PCs who succeed at a DC 19 Spellcraft or DC 15 Use Magic Device check identify the magic word to activate the glyph, which uses *minor creation* (CL 9) to form three humanoid-shaped archery targets at the top of the stairs.

**Hazard**: Crusader wizards sometimes used magical wind effects to add additional challenges to the archery practice. The magical effect was never deactivated and has gone haywire. Each round, a gust of wind (as per the spell) blows through the room in a random direction. A PC who succeeds at a DC 15 Disable Device or Use Magic Device check (DC 20 in Subtier 6–7) can end the effect; exceeding the DC by 5 allows the PC to control the direction for 2d4 rounds.

**Creatures:** Several training dummies originally used for target practice have been animated by the powerful necromantic energies seeping through the damaged wards, allowing restless spirits to latch onto the objects.  
 **Treasure:** A DC 18 Perception Check finds a hidden nook in the wall by one of the bow racks, it contains a Pearl of Power (level 1) and a Wand of Gust of Wind (18 charges). **ANIMATED TRAINING DUMMY CR 3**

*This wooden training dummy brandishes a wooden practice blade*.

Animated object (small) (*Pathfinder RPG Bestiary* 14)

N Small construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception –5

**DEFENSE**

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 26 (3d10+10)

**Fort** +1, **Ref** +2, **Will** –4

**Defensive Abilities** hardness 5; Immune construct traits

**Weaknesses** vulnerable to fire

**OFFENSE**

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

**Melee** 2 slams +4 (1d6)

**STATISTICS**

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

**Base Atk** +3; **CMB** +2; **CMD** 13  
**Skills** Fly –5

**SQ** animated object construction points (additional movement: fly, improved attack, haunted, additional attack, reinforced, flammable)

**SPECIAL ABILITIES**

**Flammable (Ex)** This training dummy is vulnerable to fire.

**Haunted (Ex)** This training dummy is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be de tected with *detect undead*.

**Reinforced (Ex)** This training dummy has one more Hit Dice than a typical animated object of its size.

**C9. Naga Statue**

Coiled in the eastern alcove is the statue of a cobra-like snake with a contemplative humanoid face. Parts of the statue have crumbled and fallen to the ground, though enough detail remains to see sadness in the creature’s stony eyes.

A PC who succeeds at a DC 20 Knowledge (history) check recognizes the statue as a depiction of Slassalla, a guardian naga who acted as magical council to the Knights of Ozem during the Shining Crusade. Historians debate just how influential she was in persuading them to turn the Whispering Tyrant’s fortress into his prison.  
 **Treasure:** A DC 15 Perception Check (DC 20 in Subtier 6-7) finds a hidden compartment at the base of the statue containing a Restorative Salve with 3 applications left.

**C10. Barracks**

Rusted metal beds, stacked three high, line the walls of this room. The mattresses are little more than dust held together by mold.

**Creatures:** 3 (2 if only 4 players) skeletal champions occupy these barracks, returning to one of the few close places they remember from their lives.

**SKELETAL CHAMPION (x3 -- Reduce to 2 for 4 players)**

*This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.*

**SKELETAL CHAMPION CR 2**

*Pathfinder RPG Bestiary* 252

Human skeletal champion warrior 1

NE Medium undead

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

**DEFENSE**

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

**hp** 17 (3 HD; 2d8+1d10+3)

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

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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

**TACTICS**

**During Combat** The skeletal champion attempts to flank with its allies before attacking.

**Morale** The skeletal champion fights until destroyed.

**STATISTICS**

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

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

**Feats** Cleave, Improved InitiativeB, Power Attack, Weapon Focus (longsword)

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

**Gear** breastplate, heavy steel shield, mwk longsword

**C11. Supply Storage**

Old crates lay open and scattered around the room. Bare shelves contain little more than patches of mold, and water trickles down the moldy west wall.

This room once held enough supplies for the crusaders stationed here to survive for a month. The rations are now nothing but dust.

**Hazard**: Creatures searching through room expose themselves a slime mold’s fungal rot, which functions as a disease (*save* Fortitude DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Str damage and 1 Con damage and fatigue; *cure* 1 save).

**C12. Celestial Gallery**

Three statues of lantern archons cast a steady light from the alcoves in this room. Murals depicting dog-headed figures and angelic humanoids battling undead horrors cover the walls.

The murals here depict a variety of archons fighting the forces of the Whispering Tyrant. The statues each feature a swirl of clouds holding the form of a lantern archon, which emits magical light as per heightened *continual flame* (5th level, CL 9). There is one shrine in this room, marked by Minkai writing, and easily identified as a shrine to the Yohanatotsus family. It is in very poor shape, having been desecrated by the samurai after she rose as an undead monster. Cleaning the monument without damaging it requires a successful DC 15 Disable Device or Sleight of Hand check (DC 18 in Subtier 6–7).  
 **Development:** If the PCs clean and repair the family shrine, they receive a +5 bonus on Knowledge Religion or Intimidate checks made to put the linked threat to rest. Cleaning and repairing the shrine is also one of three steps towards consecrating the entire dungeon.  
 A PC who succeeds at a DC 20 Perception check (25 in Subtier 6-7) notices a small cubbyhole near the ceiling in this room, with a bronze object peeking out of it. The bronze object is an embossed prayer to Shizuru. The prayer is a warrior’s plea, asking for strength and courage when facing the final moments of life. One method of reaching the object is scaling the wall, which requires a PC to succeed at a DC 15 Climb check (DC 20 in Subtier 6–7). Recovering this item counts towards their Primary and Secondary mission objectives.

**C13. Dining Hall**

Petrified oak banquet tables and benches form long lines in this large chamber. On a raised platform stands a large ceramic bowl, covered in runes and full of a greenish-yellow substance.

The ceramic bowl functions similarly to a *sustaining spoon* but is able to feed up to 40 people each day. Excess food from its last activation is consumed by mold if it is not thoroughly cleaned. Rooms to the north contain a makeshift kitchen. The main hall’s ceiling rises to 20 feet.

**Hazard**: Eating or interacting with the mold exposes a creature to fungal rot (see area **C11**).

**Creatures:** Akina’s lover, Hiromasa, haunts this room, tormented by his resurrection as an undead monstrosity, and her desecration at the hands of Tar-Baphon’s foul energies. Akina moved his body into this room and placed him at one of the banquet tables. He can be dissuaded from killing the PCs with a DC 35 Intimidate or Knowledge (religion) check (DC 40 in Subtier 6–7).

**PHANTOM, UNFETTERED***This strange ghostly creature seems to writhe in the throes of some uncontrollable emotion.*  **ADVANCED UNFETTERED PHANTOM CR 5   
(4 player Adjustment = Staggered Condition)***Pathfinder RPG Bestiary 5* 288, 190 N Medium outsider (phantom)  **Init** +5; **Senses** darkvision 60 ft.; Perception +10 **DEFENSE   
AC** 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural) or  
**AC** 22, touch 22, flat-footed 16 (+5 Dex, +6 deflection, +1 dodge) when incorporeal

**hp** 52 (5d10+25)

**Fort** +9, **Ref** +5, **Will** +6

**DR** 5/slashing; **Immune** mind-affecting effects

**OFFENSE**

**Speed** 35 ft.

**Melee** 2 slams +10 (1d8+5)

**Special Attacks** phantasmagoric slam (anger)

**TACTICS**

**During Combat** The phantom attacks the nearest target first.

**Morale** The phantom flees into the floor if reduced to 10 hit points or fewer.

**STATISTICS**

**Str** 20, **Dex** 20, **Con** 21, **Int** 14, **Wis** 15, **Cha** 17

**Base Atk** +5; **CMB** +10; **CMD** 25

**Feats** Dodge, Fleet, Power Attack, Run

**Skills** Acrobatics +13, Fly +13, Intimidate +11, Knowledge (planes and religion) +10, Perception +10, Sense Motive +10, Stealth +13

**Languages** Common

**SQ** incorporeal step

**SPECIAL ABILITIES**

**Incorporeal Step (Su)** When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

**Phantasmagoric Slam (Su)** An unfettered phantom’s attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom’s emotional focus is anger, and is already reflected in the statistics above. An anger unfettered phantom’s slam attack deals damage equal to 1d8 + its Strength modifier instead of the normal amount of damage (1d6 + its Strength modifier).  
 **Treasure:** The physical body of Hiromasa sits at the head of a table in this dining hall, and some of his possessions remain with him. The PCs are able to recover 1 Searing Arrow and an Aegis of Recovery from his body after putting his spirit to rest.

**C14. Hero’s Crypt**

Four large, unadorned stone sarcophagi stand upright in alcoves along the north and south edges of this chamber, while a fifth stands on a small platform to the west. Above the platform, a large inscription reads, “They gave their lives to battle death.”

Soldiers who died in the service of the crusade were interred here until their bodies could be delivered to Vigil or properly cremated. The sarcophagi are all empty. The ceiling is 20 feet high.  
**Creatures:** Akina is hidden in this room, clinging to the ceiling and waiting to ambush the PCs when they enter the crypt. She is accompanied by 3 Skeletal Champions.  
 Akina was the youngest sister. In life, she was full of hope and joy, but her selfless nature and insurmountable spirit have transformed into a determined pursuit of her own self-interest, particularly hedonistic thrills. She now worships Urgathoa.  
 **AKINA (SUBTIER 3–4) CR 5**

(4 player adjustment = Akina’s dominate ability is 1/day and the DC to resist her energy drain is 14.)  
*This heavily armored, deathly pale woman with long, pointed ears brandishes a katana in her right hand.*    
Female vampire spawn fighter 1 (*Pathfinder RPG Bestiary* 270)   
 CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +8 **DEFENSE**   
**AC** 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)   
**hp** 48 (4d8+1d10+20); fast healing 2   
**Fort** +5, **Ref** +3, **Will** +4   
**Defensive Abilities** channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10   
**Weaknesses** resurrection vulnerability, vampire weaknesses   
 **OFFENSE**   
**Speed** 20 ft.   
**Melee** *+1 katana* +8 (1d8+5/18–20) and slam +2 (1d4+1 plus energy drain) or *+1 katana* +8 (1d8+4/18–20) or slam +7 (1d4+3 plus energy drain) **Special Attacks** blood drain, energy drain (1 level, DC 16), dominate (DC 16)   
 **TACTICS**   
**Before Combat** Akina attempts to hide, preferring to wait on the ceiling before dropping down on her enemies below.   
**During Combat** Akina uses Spring Attack to move around the battlefield. She uses her vampiric abilities such as dominate only against major threats.   
**Morale** Overconfident in her vampiric abilities, Akina fights until destroyed.   
 **STATISTICS**   
**Str** 16, **Dex** 14, **Con** —, **Int** 13, **Wis** 11, **Cha** 19   
**Base Atk** +4; **CMB** +5; **CMD** 17   
**Feats** Blind-Fight, Dodge, Mobility, Spring Attack **Skills** Intimidate +12, Knowledge (religion) +9, Perception +8, Ride +4, Stealth +14; **Racial Modifier** +8 Stealth   
**Languages** Common, Tien   
**SQ** gaseous form, shadowless, spider climb   
**Gear** mwk lamellar (steel) armorUE, *+1 katana*UE, mwk naginataUE, mwk wakizashiUE, 130 gp   
 **SPECIAL ABILITIES**   
**Blood Drain (Su)** A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage.  
 The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.   
**Dominate (Su)** A vampire can crush a humanoid opponent’s will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire’s influence, as per *dominate person* (caster level 12th). The ability has a range of 30 feet.   
**Energy Drain (Su)** A creature hit by a vampire spawn’s slam gains 1 negative level. This ability triggers only once per round, regardless of the number of attacks the vampire spawn makes. **Gaseous Form (Su)** As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. **Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.   
**Shadowless (Ex)** A vampire casts no shadows and shows no reflection in a mirror.   
**Spider Climb (Ex)** A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.   
**Vampire Weaknesses** Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don’t harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.   
 Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.   
 Reducing a vampire’s hit points to 0 or lower incapacitates it but doesn’t always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire’s heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.  
  
**SKELETAL CHAMPION (x3 – Reduce to 2 for 4 players)***This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.*

**SKELETAL CHAMPION CR 2**

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Human skeletal champion warrior 1

NE Medium undead

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

**DEFENSE**

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

**hp** 17 (3 HD; 2d8+1d10+3)

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

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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

**TACTICS**

**During Combat** The skeletal champion attempts to flank with its allies before attacking.

**Morale** The skeletal champion fights until destroyed.

**STATISTICS**

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

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

**Feats** Cleave, Improved InitiativeB, Power Attack, Weapon Focus (longsword)

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

**Gear** breastplate, heavy steel shield, mwk longsword

**Development:** Once the PCs have defeated Akina, they can examine her remains. A DC 15 Heal check (DC 20 in Subtier 6–7) allows them to determine that she has scarring indicating that when she died as a mortal, she died in a burst of Holy energy. This counts towards the Primary and Secondary success conditions of the mission, helping them identify aspects of the ritual that had been performed to create the wards here.  
 Defeating Akina is also a requirement of their success to restore the wards; as long as she lives, the PCs will be unable to repair the damaged wards.

**CONCLUSION**

Once the PCs return to Uscalin Lodge, Venture-Captain Shevar Besnik asks them about their adventure. After the PCs recount the events, he remarks what a wonderful chronicle this will make once he’s heard back from his other teams, who are also investigating passages from the tome.

If the PCs were successful, he congratulates them saying, *“I knew you would triumph! Just goes to show I picked the right Pathfinders to seek out adventure while unknown dangers lurked. There could have been almost anything there! Go and rest while I put our report together for the Ten. Surely, this addition to the Chronicles will put Uscalin Lodge on the map.”*

The venture-captain also comments on the PCs’ specific mission, praising them for their successes. If the PCs achieved the secondary success condition, he adds*, “Though I may joke about the crusaders, they play a vital part in the service of good. You, too, have done important work today. You have removed a pressing danger and helped the spirit of an ancient hero find rest. Well done, Pathfinders. I hope you are as proud of yourselves as I am of you.”*

**Primary Success Condition:** The PCs determined that a holy ritual happened at the site.

**Secondary Success Condition:** The PCs repaired the damage to the holy ritual, and put Akina to rest.