

Subtier 5-6: MARKETPLACE BUSHWHACK (CR 8)

CONSORTIUM THUGS (4 or 2 in 4 PC adjustment) CR 3

Human warrior 5

N Medium humanoid (human)

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

DEFENSE

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

hp 37 each (5d10+10)

Fort +5, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee greatsword +8 (2d6+4/19-20)

power attack +6 (2d6+10)

Ranged long bow +5 (1d8/x3)

TACTICS

During Combat The thugs draw their weapons if the PCs do the same, and fight using **flanking** tactics to overwhelm anyone standing between them and Zeeva.

Morale These hired mercenaries have no stake beyond fulfilling their contract. The thugs drop their weapons and surrender if reduced to **9 or fewer** hit points. **If Devane is knocked** unconscious or killed, any remaining thugs flee the market.

STATISTICS

Str 16, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 18

Feats Improved Initiative, Intimidating Prowess, Iron Will,

Power Attack

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

Skills Climb +8, Disguise +4, Intimidate +10, Swim +7

Language Common

Gear +1 chain shirt, greatsword, longbow with 20 arrows

NARRIS DEVANE CR 5

Male human sorcerer 6

N Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 41 (6d6+18)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4-1/19-20)

Bloodline Spell-Like Abilities (CL 6th; concentration +10 [+14 defensive])

7/day-laughing touch (+2, 1 round, can only do move action, mind-affecting)

Sorcerer Spells Known (CL 6th; concentration +10 [+14 defensive])

3rd (4/day)- **hold person** (160', Will 19)

2nd (6/day)- **glitterdust** (160', 10' spread, Will 18 negates blind), **hideous laughter** (40', Will 18), invisibility

1st (7/day)- ~~disguise-self~~, **entangle** (640', 40' spread, Ref 15), **grease** (40', 10' square, Ref 17), ~~hold portal~~, ~~mage armor~~

0 (at will)-detect magic, ghost sound (40', Will 14), mage hand, message, open/close, resistance, touch of fatigue (touch, Fort 14)

Bloodline fey

TACTICS

Before Combat Devane casts **mage armor** and **disguise self** before entering the Green Market.

During Combat The sorcerer uses entangle, glitterdust, grease, hideous laughter, and hold person to harry the PCs' efforts, attempting to give his brutish allies an advantage in cornering Zeeva. Narris uses his lesser selective metamagic rod when necessary to avoid harming his minions, especially when casting entangle. *[Note: This strategy does not work because selective spell is only valid on Area of Effect spells with instantaneous duration. See the scenario GM Discussion, author proposes rod of Spell Focus instead for +2 to DC of one target.]*

Morale If Devane is reduced to **9 or fewer** hit points, or if **all his thugs are killed or surrender**, he surrenders to the PCs and attempts to talk his way out of the situation instead.

STATISTICS

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

Base Atk +3; CMB +2; CMD 15

Feats Dodge, Eschew Materials, Greater Spell Focus (conjuration), Spell Focus (conjuration), Toughness

Skills Bluff +11, Disguise +7, Intimidate +9, Knowledge (arcana) +5, Knowledge (local) +2, Spellcraft +7, Use Magic Device +8

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells),

woodland stride

Combat Gear **wand of grease** (10 charges), dust of tracelessness (3), **lesser selective metamagic rod**^{APG}; Other

Gear masterwork dagger

ZEEVA FOXGLOVE CR 3

Female human witch 4 (Pathfinder RPG Advanced Player's Guide 65)

CG Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 22 (4d6+6)

Fort +2, Ref +3, Will +6

OFFENSE

Speed 30 ft.

Melee unarmed strike +1 (1d3-1)

Special Attacks hexes (fortune [30', 1 round, one reroll take best, once per day and person], healing [touch, cure light once per day and person], misfortune [30', 1 round, one reroll take worst, once per day and person])

Witch Spells Prepared (CL 4th; concentration +7)

2nd-augury, locate object, unnatural lust^{UM} (Will 15)

1st-beguiling gift (Will 14), charm person (Will 14, +5 in combat), ill omen^{APG}, unseen servant

0 (at will)-guidance, mending, spark^{UM} (Fort 13), stabilize

Patron Portents

TACTICS

During Combat Zeeva is unarmed and ill prepared for combat. She tries to stay out of harm's way, using her **fortune** and **healing hexes** to assist the PCs as needed. She **pleads with the Pathfinders not to kill the Aspis attackers**, and withdraws or uses full defense if directly threatened by one of the thugs.

Morale If all the PCs are knocked unconscious or killed, or if she is reduced to fewer than **half her total hit points**, Zeeva surrenders to the Aspis Consortium. She agrees to meet with them in private in her office to talk, but if they attempt to convince her to go to another location, she refuses to leave the market.

STATISTICS

Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 15

Base Atk +2; CMB +1; CMD 14

Feats Alertness, Dodge, Iron Will, Extra Hex

Skills Fly +7, Heal +7, Knowledge (arcana) +8, Knowledge (history) +8, Perception +2, Profession (merchant) +7, Sense Motive +6, **Spellcraft +10**, Use Magic Device +9

Languages Common, Infernal, **Shoanti**, Varisian

SQ witch's familiar (cat named Nimeeta)

Combat Gear wand of reduce person (12 charges)

NIMEETA CR -

Female cat familiar

CG **Tiny** magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 11 (4d8-4)

Fort +1, Ref +4, Will +5

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee claw +6 (1d2-4), bite +6 (1d3-4)

STATISTICS

Str 3, Dex 15, Con 8, Int 7, Wis 12, Cha 7

Base Atk +2; CMB +2; CMD 8 (12 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Fly +11, Perception +5, Sense Motive +5,

Stealth +14; Racial Modifiers +4 Climb, +4 Stealth

SQ deliver touch spells, emphatic link, share spells

Subtier 5-6: THE MARKET'S VENGEANCE (CR 8)

Scarecrow (2 or 1 for 4 PC adjustment) CR 4

N Medium construct

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

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 47 (5d10+20)

Fort +1, Ref +1, Will +1

Immune cold, construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d8+3 plus fear)

Special Attacks fascinating gaze

STATISTICS

Str 16, Dex 10, Con —, Int —, Wis 11, Cha 14

Base Atk +5; CMB +8; CMD 18

SQ freeze

SPECIAL ABILITIES

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC 14 negates. Fascination lasts as long as the scarecrow remains within 300 feet of the fascinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat

and ends the fascination immediately). This is a mind-affecting effect. The save DC is Charisma-based.

Fear (Su) A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save, she cowers and can take no actions other than attempting a new DC 14 Will save at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Construct traits: Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Cannot heal damage on its own (but can be repaired with Craft Construct or the *make whole* spell). A construct with the fast healing special quality still benefits from that quality. Immediately destroyed when reduced to 0 hit points or less. Treat Con as 10 if needed.

Shambling Mound CR 6

N **Large** plant

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

DEFENSE

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

hp 67 (9d8+27)

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

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

OFFENSE

Speed 20 ft., swim 20 ft.

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

power attack +9 (2d6+9 plus **grab**)

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

Special Attacks **constrict** (2d6+7)

STATISTICS

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

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

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

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13;

Racial Modifiers +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ **electric fortitude**

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily **increases its Constitution score by 1d4 points**. The shambling mound loses these temporary points at the rate of 1 per hour. **Plant traits:** **Immunity to all mind-affecting** effects (charms, compulsions, morale effects, patterns, and phantasms), **paralysis**, **poison**, polymorph, **sleep** effects, and **stunning**.

Subtier 5-6: UNEARTHING THE SHRINE (CR 7)

Optional encounter if more than 1.5 h remain (no 4 PC adjustment).

Crysmal (4) CR 3

N **Small** outsider (earth, elemental)

Init +2; **Senses** darkvision 60 ft., **crystal sense**; **Perception** +11

DEFENSE

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

hp 26 (4d10+4)

Fort +7, **Ref** +8, **Will** +2

DR 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

Defensive abilities elemental traits

OFFENSE

Speed 30 ft., **burrow** 20 ft.

Melee sting +7 (2d6+3) [1d6+3 after using shard spike]

Special Attacks **shard spike** +7 (3d6, range increment 60 ft., 1d4 adjacent)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (35', Will 12), *mage hand*, *silent image* (560', Will 13)

3/day—*dimension door*, *sanctuary* (touch, Will 13), ***touch of idiocy*** (touch, 1d6 Int, Wis and Cha penalty, DC 14 no save)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 17 (29 vs. trip)

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

Feats Great Fortitude^B, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

SPECIAL ABILITIES

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Shard Spike (Ex) **Once per day**, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing **3d6 points** of piercing damage to the target and **1d4 points of piercing damage to all creatures in adjacent squares**. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

Elemental traits: Immunity to **bleed**, **paralysis**, **poison**, **sleep** effects, and **stunning**. Not subject to **critical** hits or **flanking**. Does not take additional **damage from precision**-based attacks, such as sneak attack.

Subtier 5-6: THE MARKET SPIRIT (CR 9)

LARGE FIRE ELEMENTALS (2 or 1 for 4 PC adjustment) CR 5

N **Large** outsider (elemental, extraplanar, fire)

Init +9; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, Ref +11, Will +4

DR 5/—; Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

Space 10 ft.; Reach 10 ft.

Special Attacks burn (1d8 fire, 1d4 rd, Ref 16, can attempt extra check as full-round action, a +4 rolling on the floor)

STATISTICS

Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +11; CMD 27

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack,

Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9,

Knowledge (planes) +5, Perception +11

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex (16) save or catch fire, taking the listed damage (1d8) for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or

unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Elemental traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

GALDRON GREEN HEART CR 7

Male human ghost oracle 6 (Pathfinder RPG Advanced Player's Guide 42, Pathfinder RPG Bestiary 144)

CN Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +1 *[Can only see at 60']*

DEFENSE

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex)

hp 63 (6d8+33)

Fort +7, **Ref** +4, **Will** +6 [+4 vs positive energy]

Defensive Abilities channel resistance +4, incorporeal, rejuvenation;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee +1 ghost touch shortspear +7 (1d6+1) or corrupting touch +6 (7d6, For 18 half)

Special Attacks fire breath (6d4 [+1/rd], 2/day, Ref 18 half), telekinesis (1d4 rounds, CL 12th)

Oracle Spells Known (CL 6th; concentration +11)

3rd (4/day)- fireball (640, 20' spread, 6d6 [+3/rd] fire, Ref 19 half), inflict serious wounds (touch, 3d8+6 negative, Will 18 half), searing light (160' touch, +6 [3d8] untyped)

2nd (6/day)-inflict moderate wounds (touch, 2d8+6 negative, Will 17 half), resist energy, sound burst (40', 10' spread, 1d8 plus stunned 1 rd, For 18 negates only stunned), spiritual weapon (160', +5 [1d8+2] force)

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

1St (8/day)- burning hands (15' cone, 5d4 [+1/rd] fire, Ref 17 half), command (40', Will 16, language-dependant, compulsion, mind-affecting), deathwatch, doom (160', Will 16, fear, mind-affecting), inflict light wounds (touch, 1d8+5 negative, Will 16 half), sanctuary (touch, Will 16)

0 (at will)-bleed (40', Will 15), create water, detect magic, detect poison, light, purify food and drink, virtue

Mystery flame

TACTICS

During Combat Galdron is a force of rage, and he lashes out at the PC he sees as most responsible for the conflict with the Aspis Consortium that pushed him over the edge. He initiates combat with ranged attacks such as fire breath, fireball, searing light, sound burst, or telekinesis, then closes on his primary target to engage in melee with his corrupting touch or inflict serious wounds.

Morale Galdron's judgment is clouded by his anger, and he fights until destroyed, healing himself with inflict moderate wounds to prolong the battle. See Development below for his actions when reduced to 0 hp.

STATISTICS

Str -, **Dex** 14, **Con**-, **Int** 10, **Wis** 13, **Cha** 20

Base Atk +4; **CMB** +6; **CMD** 21

Feats Heighten Spell, Improved Initiative, Spell Focus (evocation)

Skills Acrobatics +8, Diplomacy +11, Fly +10, Knowledge (history) +6, Knowledge (planes) +6, Knowledge (religion) +9, Sense Motive +7, Spellcraft +9

Languages Common, Shoanti

SQ oracle's curse (clouded vision, 60'), revelations (burning magic [1 hp damage per spell level for 1d4 rounds] Ref equal to spell DC to end as a movement action, fire breath)

Gear +1 ghost touch shortspear

SPECIAL ABILITIES

Fire breath (Sp) Like burning hands with better damage limit and save.

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage (7d6). This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (18) halves the damage inflicted.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Telekinesis (Su) Can use telekinesis as from the spell with a standard action each 1d4 turns with CL 12. Spell summary: Can perform several options:

- Combat maneuver: +17 bull rush, disarm, grapple or trip.
- Violent push: 12 creatures or objects (10' from each other). A 135 kg object attacks with +9 (12d6). Creature and object thrown can Will DC 19 to avoid.
- Continuous force: Move creature (135 kg) or object 20 ft./round Will DC 19 to avoid.

Incorporeal traits: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the ghost touch special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality (immune to normal weapons, magic weapons and magic only half damage or 50% successful if not damaging. Force, positive energy and holy water have full effect. Melee attacks the incorporeal performs go against touch AC but mage armor and similar force effects are taken into account. Can only use weapons with the ghost touch special quality).

Undead traits: Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to its physical ability scores (Constitution, Dexterity, and Strength), exhaustion, fatigue and any effect that requires a Fortitude save (unless the effect also works on

objects or is harmless). Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score. Not at risk of death from massive damage, but is immediately **destroyed when reduced to 0** hit points.

Subtier 8-9: MARKETPLACE BUSHWHACK (CR 11)

CONSORTIUM ENFORCERS (3 or 2 in 4 PC adjust) CR 7

Human fighter 8

N Medium humanoid (human)

Init +3; Senses Perception +1

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

hp 80 each (8d10+32)

Fort +9, Ref +6, Will +4; +2 vs. **fear**

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee greatsword +13/+8 (2d6+7/19-20)

power attack +10/+5 (2d6+16/19-20)

Ranged longbow +11/+6 (1d8/x3), or

longbow sleep arrow +12/+7 (1d8+1+sleep/x3) non-lethal

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat The enforcers draw their weapons if the PCs do the same, and fight using **flanking** tactics to overwhelm anyone standing between them and Zeeva. If they act before the PCs, the enforcers use **sleep arrows** to remove PCs from the fight. Once engaged in melee, they do not attempt further ranged attacks.

Morale These hired mercenaries have no stake beyond fulfilling

their contract. The enforcers drop their weapons and surrender if reduced to 15 or fewer hit points. If Devane is knocked unconscious or killed, any remaining enforcers flee the market.

STATISTICS

Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Base Atk +8; CMB +11; CMD 25

Feats **Combat Reflexes** (4 AoO/round), **Disruptive** (+4 on threatened enemies casting defensively rolls), **Dodge**, **Lunge** (+5' reach, -2 AC), **Mobility** (+4 AC vs movement AoO), **Power Attack**, **Step Up**, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +5, Climb +10, Disguise +3, Intimidate +10, Swim +9

Languages Common

SQ armor training 2

Combat Gear **sleep arrows** (non lethal damage, Will 11) (5); Other Gear

+1 scale mail, greatsword, longbow with 20 arrows, cloak of resistance +1

NARRIS DEVANE CR 7

Male human sorcerer 8

N Medium humanoid (human)

Init +2; Senses Perception +1

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield)

hp 62 (8d6+32)

Fort +4, Ref +4, Will +7

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4-1/19-20)

Bloodline **Spell-Like Abilities** (CL 8th; concentration +12 [+16 defensive])

7/day-laughing touch (+3, 1 round, can only do move action, mind-affecting)

Sorcerer Spells Known (CL 8th; concentration +12 [+16 defensive])

4th (4/day)-**detonate**^{APG} (8d8 cold, fire, acid or electrical damage at 15' explosion, 4d8 at 30' explosion, Ref 18 half)

3rd (6/day)-**deep slumber** (45', 10' burst, Will 19), hold person (180', Will 19), suggestion (45', 8 h, Will 19)

2nd (7/day)-**create pit**^{APG} (180', 10' square 40' deep, Ref 18 [16 on edges], Climb DC 25), glitterdust (180', 10' spread, DC 18 negates blind), hideous laughter (45', Will 18), invisibility

1st (7/day)-disguise self, **entangle** (680', 40' spread, Ref 15), **grease** (45', 10' square, Ref 17), hold portal, mage armor, vanish^{APG}

0 (at will)-detect magic, ghost sound (DC 14), mage hand, message, open/close, resistance, touch of fatigue (DC 14)

Bloodline fey

TACTICS

Before Combat Narris Devane casts mage armor prior to entering the Green Market and activates his ring of force shield before revealing himself to Zeeva.

During Combat The sorcerer employs battlefield- and crowd-control spells and abilities to confound the PCs so the warriors can focus more easily on reaching Zeeva, their ultimate goal. Narris uses his lesser extend metamagic rod when necessary to exclude one of his allies from an area-of-effect spell. *[Note: This strategy does not work because selective spell is only valid on Area of Effect spells with Instantaneous duration. See the scenario GM Discussion, author proposes rod of Spell Focus instead for +2 to DC of one target. In higher tier it works with detonate]*

Morale If Devane is reduced to 15 or fewer hit points, or if all his enforcers are killed or surrender, he surrenders to the PCs and attempts to talk his way out of the situation instead.

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

STATISTICS

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

Base Atk +4; CMB +3; CMD 16

Feats **Combat Casting**, Dodge, Eschew Materials, Greater Spell Focus (conjuration), **Mobility**, Spell Focus (conjuration), Toughness

Skills Acrobatics +4, Bluff +13, Intimidate +12, Knowledge (arcana) +7, Spellcraft +9, Use Magic Device +8

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells), woodland stride

Combat Gear dust of tracelessness (3), lesser selective meta magic rod^{APG}, wand of grease (10 charges); **Other Gear** masterwork dagger, ring of force shield, *[Note: add "miniature shovel" 10 gp required focus and unfortunate omission not covered by Eschew Materials]*

ZEEVA FOXGLOVE CR 3

Female human witch 4 (Pathfinder RPG Advanced Player's Guide 65)

CG Medium humanoid (human)

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

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 22 (4d6+6)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +1 (1d3-1)

Special Attacks hexes (fortune [30', 1 round, one reroll take best, once per day and person], healing [touch, cure light once per day and person], misfortune [30', 1 round, one reroll take worst, once per day and person])

Witch Spells Prepared (CL 4th; concentration +7)

2nd-augury, locate object, unnatural lust^{UM} (Will 15)

1st-beguiling gift (Will 14), charm person (Will 14, +5 in combat), ill omen^{APG}, unseen servant

0 (at will)-guidance, mending, spark^{UM} (Fort 13), stabilize

Patron Portents

TACTICS

During Combat Zeeva is unarmed and ill prepared for combat. She tries to stay out of harm's way, using her **fortune** and **healing hexes** to assist the PCs as needed. She **pleads with the Pathfinders not to kill the Aspiss attackers**, and withdraws or uses full defense if directly threatened by one of the thugs.

Morale If all the PCs are knocked unconscious or killed, or if she is reduced to fewer than **half her total hit points**, Zeeva surrenders to the

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

Aspis Consortium. She agrees to meet with them in private in her office to talk, but if they attempt to convince her to go to another location, she refuses to leave the market.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 16, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +1; **CMD** 14

Feats Alertness, Dodge, Iron Will, Extra Hex

Skills Fly +7, Heal +7, Knowledge (arcana) +8, Knowledge (history) +8, Perception +2, Profession (merchant) +7, Sense Motive +6, **Spellcraft** +10, Use Magic Device +9

Languages Common, Infernal, **Shoanti**, Varisian

SQ witch's familiar (cat named Nimeeta)

Combat Gear wand of reduce person (12 charges)

NIMEETA CR -

Female cat familiar

CG **Tiny** magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 11 (4d8-4)

Fort +1, **Ref** +4, **Will** +5

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee claw +6 (1d2-4), bite +6 (1d3-4)

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 7, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 8 (12 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Fly +11, Perception +5, Sense Motive +5,

Stealth +14; Racial Modifiers +4 Climb, +4 Stealth

SQ deliver touch spells, emphatic link, share spells

Subtier 8-9: THE MARKET'S VENGEANCE (CR 11)

Advanced Quickwood CR 8

N **Huge** plant

Init +5; **Senses** darkvision 120 ft., low-light vision, **oaksight**; Perception +23

Aura fear **aura** (DC 22, see spell absorption and fear aura)

DEFENSE

AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)

hp 115 (10d8+70)

Fort +14, **Ref** +4, **Will** +7

Defensive Abilities **spell absorption**; **Immune** **electricity**, **fire**, plant **traits**; **SR 19 (or 14)** (see spell absorption)

OFFENSE

Speed 10 ft.

Melee bite +16 (2d6+11), 3 **roots** +14 (1d6+5 plus **pull**)

power attack +14 (2d6+15), 3 **roots** +12 (1d6+7 plus **pull**)

Space **5 ft.**; **Reach** **15 ft.** (**60 ft. with root**) [+5' with Lunge]

Special Attacks **pull** (root, **10 ft.**)

STATISTICS

Str 25, **Dex** 12, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

Base Atk +7; **CMB** +20; **CMD** 31 (can't be tripped)

Feats Improved Initiative, **Lunge** (+5' reach -2 AC), Multiattack, **Power Attack**, Skill Focus (Perception)

Skills Knowledge (nature) +13, Perception +23, Stealth +6 (+8 in forests);

Racial Modifiers +4 Stealth in forests

Languages Common, Sylvan

SPECIAL ABILITIES

Fear Aura (Su) A quickwood **with stored magical energy** can activate its fear aura as a **standard action**. The aura has a radius of **10 feet per spell level** of the effect and lasts for **1 round** (Will DC 22 negates). Creatures that fail their saving throws become **panicked for 1 minute**. The DC is Charisma-based and includes a +4 racial bonus.

Oaksight (Su) A quickwood may observe the area surrounding any oak tree within 360 feet as if using *clairaudience/clairvoyance*. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.

Roots (Ex) A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a **free bite attack with a +4** bonus on its attack roll against that target. *[Note the attack does not happen if the 10 ft. pull is not enough to place the target under bite reach]*

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a

creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability **only works on creatures of a size equal to or smaller** than the pulling creature (Huge). Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Spell Absorption (Su) If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura ability. While the plant is storing a spell, its **SR decreases by 5**. It can only store one spell at a time.

Plant traits: **Immunity to all mind-affecting** effects (charms, compulsions, morale effects, patterns, and phantasms), **paralysis**, **poison**, polymorph, **sleep** effects, and **stunning**.

Adv. Shambling Mound (2 or 1 for 4 PC adjustment) CR 6

N **Large** plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 23 (+2 Dex, +12 natural, -1 size)

hp 85 (9d8+45)

Fort +11, **Ref** +7, **Will** +7

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

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +13 (2d6+7 plus **grab**)

power attack +11 (2d6+11 plus **grab**)

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

Special Attacks **constrict** (2d6+10)

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26

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

Skills Perception +13, Stealth +10 (+16 in swamps or forest), Swim +15;

Racial Modifiers +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ **electric fortitude**

SPECIAL ABILITIES

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

Plant traits: **Immunity to all mind-affecting** effects (charms, compulsions, morale effects, patterns, and phantasms), **paralysis**, **poison**, polymorph, **sleep** effects, and **stunning**.

Subtier 8-9: UNEARTHING THE SHRINE (CR 10)

Optional encounter if more than 1.5 h remain (no 4 PC adjustment).

Crysmal (8) CR 4

N **Medium** outsider (earth, elemental)

Init +1; **Senses** darkvision 60 ft., **crystal sense**; **Perception** +11

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 34 (4d10+12)

Fort +9, **Ref** +7, **Will** +2

DR 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

Defensive abilities elemental traits

OFFENSE

Speed 30 ft., **burrow** 20 ft.

Melee sting +8 (2d8+5) [1d8+5 after using shard spike]

Special Attacks **shard spike** +5 (3d8, range increment 60 ft., 1d6 adjacent)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (35', Will 12), *mage hand*, *silent image* (560', Will 13)

3/day—*dimension door*, *sanctuary* (touch, Will 13), ***touch of idiocy*** (touch, 1d6 Int, Wis and Cha penalty, DC 14 no save)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 19 (31 vs. trip)

#4-06: The Green Market – Statblocks by GM Rutseg (2017)

Feats Great Fortitude^B, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +8, Climb +11, Perception +11, Stealth +8 (+10 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

SPECIAL ABILITIES

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Shard Spike (Ex) **Once per day**, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing **3d8 points** of piercing damage to the target and **1d6 points of piercing damage to all creatures in adjacent squares**. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d8+5 damage.

Elemental traits: Immunity to **bleed**, **paralysis**, **poison**, **sleep** effects, and **stunning**. Not subject to **critical** hits or **flanking**. Does not take additional **damage from precision**-based attacks, such as sneak attack.

Subtier 8-9: THE MARKET SPIRIT (CR 11)

HUGE FIRE ELEMENTALS (3 or 2 for 4 PC adjustment) CR 7

N **Huge** outsider (elemental, extraplanar, fire)

Init +11; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 85 (10d10+30)

Fort +10, Ref +14, Will +5

DR 5/—; Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d6 fire, 1d4 rd, Ref 18, can attempt extra check as full-round action, a +4 rolling on the floor)

STATISTICS

Str 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +16; CMD 34

Feats Combat Reflexes (8), Dodge, Improved Initiative^B, Iron Will,

Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9,

Knowledge (planes) +5, Perception +11

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex (18) save or catch fire, taking the listed damage (2d6) for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or

unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Elemental traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

GALDRON GREEN HEART CR 10

Male human ghost oracle 9 (Pathfinder RPG Advanced Player's Guide 42, Pathfinder RPG Bestiary 144)

CN Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +2 *[Can only see at 60']*

DEFENSE

AC 22, touch 17, flat-footed 20 (+5 armor, +5 deflection, +2 Dex)

hp 92 (9d8+48)

Fort +8, **Ref** +5, **Will** +8 [+4 vs positive energy]

Defensive Abilities channel resistance +4, incorporeal, rejuvenation;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee +1 ghost touch shortspear +9/+4 (1d6+1) or corrupting touch +8 (10d6, Fort 19 half)

Special Attacks corrupting gaze (30 ft., 2d10 damage plus 1d4 Cha damage, Fort 19 negates only Cha), fire breath (9d4 [+1/rd], 2/day, Ref 19 half), heat aura (2/day, 4d4 [+1/rd], Ref 19 half, 1 round concealment 20%), telekinesis (1d4 rounds, CL 12th)

Oracle Spells Known (CL 9th; concentration +14 [+18 defensively])
4th (5/day)-dismissal (45', Will 19 *[Note it does not work in transition planes like the Ethereal Plane]*), holy smite (190', 20' spread, 4d8/2 untyped to neutral creatures, Will 20 half), inflict critical wounds (touch, 4d8+9 negative, Will 19 half), wall of fire (190', 180' long or 20' radius x

20' high, 2d4 [+4/rd] fire at 10', 1d4 [+4/rd] fire at 20', 2d6+9 [+4/rd] to go through)

3rd (7/day)-bestow curse (touch, Will 18), daylight, fireball (760', 20' spread, 9d6 [+3/rd] fire, Ref 19 half), inflict serious wounds (touch, Will 18 half), searing light (190' touch, +6 [3d8] untyped)

2nd (7/day)-inflict moderate wounds (touch, Will 17 half), resist energy, shatter (45', Will 18), silence (760', 20' emanation, DC 17), sound burst (45', 10' spread, 1d8 + stunned 1 rd, For 18 negates stunned), spiritual weapon (190', +7 [1d8+3] force)

1st (8/day)- burning hands (15' cone, 5d4 [+1/rd] fire, Ref 17 half), command (45', Will 16, language-dependant, compulsion, mind-affecting), deathwatch, divine favor (+3), doom (190', Will 16, fear, mind-affecting), inflict light wounds (touch, Will 16 half), sanctuary (touch, Will 16)

0 (at will)-bleed (45', Will 15), create water, detect magic, detect poison, light, purify food and drink, virtue

Mystery flame

TACTICS

During Combat Galdron is a force of rage, and he lashes out at the PC he sees as most responsible for the conflict with the Aspis Consortium that pushed him over the edge. He isolates that PC from allies with a wall of fire. Galdron then fights using ranged attacks such as fire breath, fireball, searing light, sound burst, or telekinesis, then closes on his primary target to engage in melee with his corrupting touch.

Morale Galdron's judgment is clouded by his anger, and he fights until destroyed, healing himself with **inflict critical wounds** to prolong the battle. See Development below for his actions when reduced to 0 hit points.

STATISTICS

Str -, **Dex 14**, **Con-**, **Int 10**, **Wis 14**, **Cha 20**

Base Atk +6; **CMB +8**; **CMD 23**

Feats **Combat Casting**, **Heighten Spell**, Improved Initiative, Spell Focus (evocation)

Skills Acrobatics +6, Diplomacy +11, Fly +12, Knowledge (history) +9, Knowledge (planes) +8, Knowledge (religion) +12, Sense Motive +11, Spellcraft +12

Languages Common, **Shoanti**

SQ oracle's curse (**clouded vision**, 60'), revelations (**burning magic** [1 hp damage per spell level for 1d4 rounds] Ref equal to spell DC to end as a movement action, fire breath, heat aura)

Gear +1 ghost touch hide armor, +1 ghost touch shortspear

SPECIAL ABILITIES

Fire breath (Sp) Like burning hands with better damage limit and save.

Corrupting Touch (Su): All ghosts gain this **incorporeal touch attack**. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in **damage (10d6)**. This damage **is not negative energy**—it manifests in the form of physical wounds and aches from supernatural aging. **Creatures immune to magical aging are immune to this damage**, but otherwise the damage

bypasses all forms of damage reduction. A **Fortitude save (19)** halves the damage inflicted.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the **"destroyed" spirit restores itself in 2d4 days**. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Telekinesis (Su) Can use telekinesis as from the spell with a standard action each 1d4 turns with CL 12. Spell summary: Can perform several options:

- Combat maneuver: +17 bull rush, disarm, grapple or trip.
- Violent push: 12 creatures or objects (10' from each other). A 135 kg object attacks with +9 (12d6). Creature and object thrown can Will DC 19 to avoid.
- Continuous force: Move creature (135 kg) or object 20 ft./round Will DC 19 to avoid.

Incorporeal traits: An incorporeal creature has no physical body. An incorporeal creature is immune to **critical hits** and **precision-based damage** (such as sneak attack damage) unless the attacks are made using a weapon with the **ghost touch** special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality (immune to normal weapons, magic weapons and magic only **half**

damage or 50% successful if not damaging. Force, positive energy and holy water have full effect. Melee attacks the incorporeal performs go against touch AC but mage armor and similar force effects are taken into account. Can only use weapons with the *ghost touch* special quality).

Undead traits: Immunity to all **mind-affecting** effects (charms, compulsions, morale effects, patterns, and phantasms), **bleed**, **death** effects, **disease**, **paralysis**, **poison**, **sleep** effects, **stunning**, **nonlethal damage**, **ability drain**, **energy drain**, damage **to its physical ability** scores

(Constitution, Dexterity, and Strength), **exhaustion**, **fatigue** and any effect that requires a **Fortitude** save (unless the effect also works on objects or is harmless). Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score. Not at risk of death from massive damage, but is immediately **destroyed when reduced to 0** hit points.