

# ENCOUNTER A

## Hazards

*Grasping Graves* – 60 ft. area, difficult terrain; grapple check at end of PCs turn, **CMB** +12, 1d6+4 bludgeoning damage, grappled condition; +5 to **CMB** if creature is already grappled, cannot move or pin foes; **CMD** 22, **Hardness** 5, **HP** 5; full damage from channeled positive energy (no save); destroyed hands respawn next round

*Sandstorm* – Visibility reduced to 30 ft.

*Malevolent Forces* – All undead & PCs with ties to undead may move as if under effects of *air walk*

*Honored Acolyte Boon* – PCs with this boon get +1 Perception, -1 Will save

**HORDE OF GHOSTS (CR 7)** (7-8 {4} = 2; 7-8 {5+} = 3; 10-11 {4} = 1; 10-11 {5+} = 2)

CE Medium undead (Troop)

**Init:** +4; **Senses:** Darkvision (60 ft); Perception +9

**Aura:** stench (10 ft., DC 18 Fort, *sickened* for 1d6+4 minutes)

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## DEFENSE

**AC** 17, touch 15, f-f 14 (+4 Dex, +1 dodge, +4 natural)

**HP** 67 (9d8 + 27)

**Fort** +7, **Ref** +9, **Will** +10

**Defensive Abilities** channel resistance +2, troop traits; **Immune** undead traits

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## OFFENSE

**Speed** 30 ft.

**Melee** troop (1d6+4, plus paralysis and disease)

**Space** 20 ft. (malleable, contiguous); **Reach** 5 ft.

**Special Attacks** paralysis (1d4+1 rounds, DC 20 Fort), prey on the helpless

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## TACTICS

**During Combat** The ghosts swarm over the nearest creatures, ravenously biting and clawing.

**Morale** The ghosts are mad with hunger and fight until destroyed.

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## STATISTICS

**Str** 18, **Dex** 19, **Con** ---, **Int** 17, **Wis** 18, **Cha** 18

**BAB** +6; **CMB** +10; **CMD** 25 (can't be tripped)

**Feats** Ability Focus (paralysis), Combat Reflexes, Dodge, Lightning Reflexes, Toughness

**Skills** Acrobatics +6, Climb +9, Disguise +9, Intimidate +9, Perception +9, Stealth +9, Swim +6

**Languages** Ancient Osiriani

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## SPECIAL ABILITIES

**Disease (Su)** Ghoul Fever: Bite-injury; *save* Fort DC 18, *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex; *cure* 2 consecutive saves. The save DC is Charisma-based

**Prey on the Helpless (Ex)** A horde of ghosts deals 4d6+16 points of damage when attacking helpless creatures

**Undead Traits:** Immune to death effects, disease, mind-affecting, paralysis, poison, sleep, stun, any Fort Save effects (unless it works on objects or is harmless). Not subject to ability drain, energy drain, nonlethal damage. Immune to physical ability damage, fatigue, exhaustion.

**Troop Traits:** Can move through enemy squares without impediment and vice versa, but movement provokes AoO. Immune to flank (but not sneak attack damage or critical hits if component creatures are not). Never “staggered” (0 HP) or dying (<0 HP). Immune to bull rush, dirty trick, disarm, drag, grapple, reposition unless it comes from an area effect. Troops can grapple. Immune to any spell/effect that targets a specific number of creatures. +50% damage from spells/effects that effect an area.

## ICON OF UNDEATH

Type magic; **Perception** DC 5; **Disable Device** DC 25 (7-8 {all}, 10-11 {4}) or DC 30 (10-11 {5+})

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### EFFECTS

**Trigger** proximity (*detect undead*); **Duration** instantaneous; **Reset** automatic (2 rounds)

**Effect** The monolith pulses with negative energy (as channel) to harm the living and heal the undead simultaneously

**Targets/Area** all targets in a 60-ft. radius, centered on the monolith

**Damage:** 4d6 negative energy, Will DC 17 half (7-8 {all}, 10-11 {4}); 6d6 negative energy, Will DC 20 half (10-11 {5+})

**Special Rules** Adjacent PC can attempt Average Knowledge (arcana, planes, or religion) as standard action. If successful, delays next energy wave by 1 round. If meets or exceeds Hard DC, instead next energy wave (PCs next turn) is positive energy. This positive energy burst cracks the monolith and disables it.

**Destroy Stats** Hardness 8, HP 150

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## GASHADOKURO (CR 13) (10-11 {all} only!)

NE Huge undead

**Init** +4; **Senses** darkvision 60ft.; **Perception** +20

**Aura** starvation (60ft., DC 25 Fort, see below)

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### DEFENSE

**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)

**HP** 180 (19d8+95)

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

**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

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### OFFENSE

**Speed** 30 ft.

**Melee** bite +22 (2d8+10 plus grab), 2 claws +23 (2d6+10/19-20) **{Power Attack Mod: -3 to hit, +6 damage}**

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

**Special Attacks** breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, swallow whole (6d6 bludgeoning damage, AC 20, 18 hp)

**Feat: Awesome Blow** standard action, CMB +26, attack damage plus knockback 10ft. and prone

**Feat: Great Cleave** On successful hit, can attack additional foe adjacent within reach (no foe limit; 1 attack/foe)

**Feat: Vital Strike** bite – 4d8+10 plus grab, claw – 4d6+10 (do not multiply vital strike dice on crit)

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### STATISTICS

**Str** 30, **Dex** 11, **Con** ---, **Int** 6, **Wis** 17, **Cha** 21

**BAB** +14, **CMB** +26 (+28 bull rush {does not provoke}, +30 grapple); **CMD** 36 (38 vs. bull rush)

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (claw)

**Skills** Clime +23, Intimidate +32, **Perception** +20

**Languages** Common (can't speak)

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### SPECIAL ABILITIES

**Breath Weapon (Su)** A gashadokuro can breathe bone shards as a standard action

**Corpse Consumption (Su)** A gashadokuro that kills a creature by using its swallow whole special ability automatically consumes its victim's body and regains temp HP = victim's Con score. Consumed creatures cannot be resurrected by any effect short of *miracle* or *wish* spell until the gashadokuro is destroyed

**Starvation Aura (Su)** A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 25 Fort save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food.

**Undead Traits:** Immune to death effects, disease, mind-affecting, paralysis, poison, sleep, stun, any Fort Save effects (unless it works on objects or is harmless). Not subject to ability drain, energy drain, nonlethal damage. Immune to physical ability damage, fatigue, exhaustion.

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## ENCOUNTER B

3 hours until summoned to Encounter C

NPCs can ask Sage for more info, either background info about a room or a +5 insight bonus on one skill check.

If help is asked 5+ times from sage who later leads Encounter C ritual, increase save DC of all spells/effects by that sage by 3. If sage is not ritual leader, Tahari gains control of that sage in addition to ritual leader.

*Honored Acolyte Boon* – PCs with this boon get +1 Perception, -1 Will save

**B1** – When entering air, all PCs exposed to *Fading Light* disease

**B2** – If PC views mirror, *bestow curse* (DC 17 negates {7-8}, DC 20 negates {10-11} or -6 on all saves vs. spell-like/supernatural abilities of divs.

**B3** – Any diseased PC triggers trap:

### CONTAMINATION PROTOCOL

Type magic; Perception DC 15, Disable Device DC 25 {7-8} or DC 30 {10-11}

#### EFFECTS

**Trigger** location (*diagnose disease*); **Duration** 5 rounds; **Reset** automatic (1 minute)

**Effect** magical decontamination sequence (see below); **CL** 10<sup>th</sup> {7-8} or 13<sup>th</sup> {10-11}

**On Trigger** *wall of force* on entrances; **Round 1** *remove sickness* (all creatures); **Round 2** *remove disease* (all creatures)

**Round 3** Fire damage, all diseased targets

7-8 {4} – 48 points, Reflex DC 22 half

7-8 {5+} – 60 points, Reflex DC 22 half

10-11 {4} – 66 points, Reflex DC 25 half

10-11 {5+} – 78 points, Reflex DC 25 half

**Rounds 4 & 5** Room is vented, then *walls of force* are dissipated

**B4** – If vial is opened at random, subject PC to random disease (d8, see table). Vial #14 contains *Fading Light*. There are also 3 doses of crystalline aether in this room.

d8	Name	Save DC (Fort)	Onset	Frequency	Effect (all dmg)
1	Blinding Sickness	16	1d3 days	1/day	1d4 Str; if >2, 2nd save or permanently blinded
2	Bubonic Plague	17	1 day	1/day	1d4 Con, 1 Cha, fatigued
3	Cackle Fever	16	1 day	1/day	1d6 Wis
4	Leprosy	12 (negate) 20 (once infected)	2d4 weeks	1/week	1d2 Cha
5	Mindfire	12	1 day	1/day	1d4 Int
6	Red Ache	15	1d3 days	1/day	1d6 Str
7	Shakes	13	1 day	1/day	1d8 Dex
8	Slimy Doom	14	1 day	1/day	1d4 Con, 2 <sup>nd</sup> save or 1 pt dmg is drain instead

All saves are Fortitude, all **Cure** are 2 consecutive saves

**B5** – Mindscapes, check scenario text

**B7** – Pool of acid rules: 1d6 damage per round of exposure; 10d6 per round of total immersion

**B9** – Trap per below:

### TILTING BRIDGE TRAP

Type mechanical; Perception DC 25 {7-8} or 29 {10-11}; Disable Device DC 15

#### EFFECTS

**Trigger** location; **Duration** instantaneous; **Reset** automatic (1 rnd) **Effect** 40-ft pit (4d6 falling dmg) plus bone spikes {7-8} Attack +12 melee (+18 {10-11}), 1d4 spikes per target, 1d6+5 damage per spike plus disease (Haunting Bonewrack)

**Avoid** Reflex DC 25; **Targets** Multiple (all targets on bridge)

Haunting Bonewrack: **Save** Fort DC 20; **Onset** 10 minutes; **Frequency** 1/day; **Effect** 1d4 Dex and 1d4 Cha; **Cure** 2 saves

**B10** – B10b infected with *Fading Light*, B10c infected with *incurable, magic-resistant Fading Light* (pg. 33)

## ENCOUNTER C

If PCs arrive 1 hour or more early, they have an opportunity to search/loot the room before the final encounter

### Ritual

Two chances to assist, before and during. PCs can each attempt only one check per time period. PCs can also assist.

<u>Before Ritual</u>	<u>During Ritual</u>
Clear area of debris and identify damage to be repaired (Hard Perception or Survival)	Help maintain the rite's cadence (Average Linguistics or Perform check)
Provide academic and technical assistance (Average Knowledge [arcana, religion, planes] or Linguistics)	Monitor the ritual and provide support (Average Knowledge [arcana or religion] or Spellcraft)

\*\*\*Any abilities that provide bonuses to performing occult rituals apply to these checks\*\*\*

If the PCs succeed at a number of checks = 2/3 # of PCs (round up), the PCs gain +2 bonus on all skill check in mindscapes during combat below. If PCs succeed at twice this number, Thari is also staggered during first round of combat.

Any non-assist fail by 5+, or if any PC casts a spell, activates a magic item, consumes a potion, or similar, ritual does 3d6 points of damage (5d6 in {10-11}) to all PCs **and sages**.

{7-8} Amenopheous leads the ritual. {10-11} Tahonikepsu leads ritual.

### Creatures / Combat

Tahari controls ritual leader. Check Encounter B intro for additional possible effects.

Any creatures Tahari controls are staggered

**4-PLAYER ADJUSTMENTS** – Remove divs from combat; mindscapes attempts are standard actions instead of full-round

**Well of Evil** – All good-aligned creatures are sickened

*Bonuses to Tahari while sages are trapped in mindscapes*

**Amethyst (Sinuhotep)** – Tahari can cast spells without verbal or somatic components.

**Diamond (Tahonikepsu)** – Tahari gains 50 temporary hit points (100 in {10-11}) at the beginning of each round. These temporary hit points stack with other sources, such as *vampiric touch*.

**Emerald (Grandmaster Torch)** – Save DCs of Tahari's [curse] and [disease] spells are increased by 5.

**Onyx (Padrym)** – Tahari can cast spells with a casting time of 1 standard action as though their casting time were 1 move action.

**Sapphire (Amenopheus) & Spinel (Mnesoset)** – When attempting any saving throw, Tahari can roll twice and take the better result. If Tahari is drawing power from both jewels, she instead automatically succeeds all saving throws.

**Topaz (Dhiara)** – Her spells and abilities affect her targets as though she were neutral or neutral evil, whichever is more advantageous to her.

**Incorporeal:** Can only be harmed by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magic weapons, takes only half damage from a corporeal source. Holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage have a 50% miss chance (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

Can enter or pass through solid objects, but must remain adjacent to object's exterior; thus cannot pass entirely through an object whose space is larger than its own. It can sense presence of creatures or objects within a square adjacent, but enemies have total concealment (50% miss chance) from incorporeal inside an object. Incorporeal creature must emerge to see beyond object and attack normally. Incorporeal creature inside object has total cover.

Incorporeal creature attacks ignore natural armor, armor, and shields. Deflection bonuses and force effects work normally. Cannot grapple or trip. Cannot be grappled or tripped. Cannot be heard with Perception checks if it does not wish to be.

## **ARYANA TAHARI, THE BLACK MOON** (CR 10) – Subtier 7-8

Middle-Aged Human Ghost Necromancer 9

NE Medium Undead (augmented humanoid, human, incorporeal)

**Init** +2; **Senses** darkvision 60 ft., life sight (10 feet, 9 rounds/day); Perception +22

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### **DEFENSE**

**AC** 26, touch 18, flat-footed 23 (+4 armor, +5 deflection, +2 Dex, +1 dodge, +4 shield)

**HP** 97 (9d6+63)

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

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

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### **OFFENSE**

**Speed** fly 30 ft. (perfect)

**Melee** Corrupting touch +6 (10d6)

**Special Attacks** draining touch, magnum opus, malevolence (DC 19)

**Arcane School Spell-Like Abilities** (CL 9<sup>th</sup>; concentration +17)

11/day – grave touch (4 rounds)

**Wizard Spells Prepared** (CL 9<sup>th</sup>; concentration +17)

5<sup>th</sup> – *cloudkill* (DC 23), dazing *flaming sphere* (DC 20), *suffocation* (DC 25)

4<sup>th</sup> – *contagion* (2, DC 24), *dimension door*, *enervation* (2)

3<sup>rd</sup> – persistent *chill touch* (DC 21), *dispel magic*, *howling agony* (DC 23), *slow* (DC 21), *vampiric touch* (2)

2<sup>nd</sup> – *blindness/deafness* (DC 22), *create pit* (2, DC 20), *frigid touch*, *giltterdust* (DC 20), *resist energy*, *see invisibility*

1<sup>st</sup> – *mage armor*, *magic missile* (3), *ray of enfeeblement* (2, DC 21), *shield*

0 – *acid splash*, *dancing lights*, *prestidigitation*, *touch of fatigue* (DC 20)

**Opposition Schools** Enchantment, Illusion

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### **TACTICS**

**Before Combat** Aryana manifests with her *mage armor* and *shield* spells cast. These are already factored into her AC.

**During Combat** Aryana disables or isolates as many PCs as possible with *cloudkill* and dazing *flaming sphere*. She infects spellcasters with Fading Light using *contagion*. She directs the sage she controls to attack the PC who seems to be the biggest threat to her.

**Morale** Aryana's spirit lacks the power to leave her sanctum and fights until destroyed

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### **STATISTICS**

**Str** ---, **Dex** 14, **Con** ---, **Int** 26, **Wis** 13, **Cha** 21

**BAB** +4; **CMB** +6; **CMD** 22

**Feats** Combat Casting, Command Undead, Dazing Spell, Dodge, Greater Spell Focus (necromancy), Persistent Spell, Scribe Scroll, Spell Focus (necromancy), Toughness

**Skills** Fly +23, Heal +11, Knowledge (arcana, dungeoneering, local, nature, planes) +21, Perception, +22 Profession (herbalist) +14, Sense Motive +14, Spellcraft +21, Stealth +11; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Abyssal, Ancient Osiriani, Celestial, Common, Infernal, Jistka, Tekritanin

**SQ** arcane bond (object, *Anamenesis*), power over undead

**Gear** *Anamenesis* (functions as a *stone of good luck* and *headband of intelligence* +6)

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### **SPECIAL ABILITIES**

**Draining Touch (Su)** Tahari gains a touch attack that drains 1d4 points from any one ability score she selects on a hit. Each time she hits with such an attack, she regains 5 hit points. When she makes a draining touch attack, she cannot use her standards ghostly touch attack.

**Magnum Opus (Su)** Whenever Tahari infects a creature with a disease using a spell, she can infect that creature with an incurable, magic-resistant variant of Fading Light

**Malevolence (Su)** Once per round, Tahari can merge her body with that of a creature on the Material Plane. This ability is similar to a *magic jar* spell (CL 10<sup>th</sup>), except that it does not require a receptacle. To use this ability, she must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to Tahari's malevolence for 24 hours.

## **ARYANA TAHARI, THE BLACK MOON (CR 13) – Subtier 10-11**

Middle-Aged Human Ghost Necromancer 12

NE Medium Undead (augmented humanoid, human, incorporeal)

**Init** +6; **Senses** darkvision 60 ft., life sight (20 feet, 12 rounds/day); **Perception** +25

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### **DEFENSE**

**AC** 27, touch 19, flat-footed 24 (+4 armor, +6 deflection, +2 Dex, +1 dodge, +4 shield)

**HP** 140 (12d6+96)

**Fort** +11, **Ref** +7, **Will** +10

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

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### **OFFENSE**

**Speed** fly 30 ft. (perfect)

**Melee** Corrupting touch +8 (13d6)

**Special Attacks** draining touch, magnum opus, malevolence (DC 19), telekinesis (DC 22)

**Arcane School Spell-Like Abilities** (CL 12<sup>th</sup>; concentration +20)

11/day – grave touch (6 rounds)

**Wizard Spells Prepared** (CL 12<sup>th</sup>; concentration +20)

6<sup>th</sup> – *circle of death* (DC 26), persistent *contagion* (DC 24), quickened *glitterdust* (DC 20), *sirocco* (DC 24)

5<sup>th</sup> – *cloudkill* (DC 23), dazing *flaming sphere* (DC 20), quickened *ray of enfeeblement* (DC 21), *suffocation* (2, DC 25)

4<sup>th</sup> – *bestow curse* (DC 24), *contagion* (2, DC 24), *dimension door*, *enervation* (2)

3<sup>rd</sup> – persistent *chill touch* (DC 21), *dispel magic* (2), *howling agony* (DC 23), *slow* (DC 21), *vampiric touch* (2)

2<sup>nd</sup> – *blindness/deafness* (DC 22), *create pit* (2, DC 20), *frigid touch*, *glitterdust* (DC 20), *resist energy*, *see invisibility*

1<sup>st</sup> – *mage armor*, *magic missile* (3), *ray of enfeeblement* (2, DC 21), *shield*

0 – *acid splash*, *dancing lights*, *prestidigitation*, *touch of fatigue* (DC 20)

**Opposition Schools** Enchantment, Illusion

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### **TACTICS**

**Before Combat** Aryana manifests with her *mage armor* and *shield* spells cast. These are already factored into her AC.

**During Combat** Aryana disables or isolates as many PCs as possible with *cloudkill*, quickened *glitterdust*, and dazing *flaming sphere*. She infects spellcasters with Fading Light using persistent *contagion*. She directs the sage she controls to attack the PC who seems to be the biggest threat to her.

**Morale** Aryana's spirit lacks the power to leave her sanctum and fights until destroyed

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### **STATISTICS**

**Str** ---, **Dex** 14, **Con** ---, **Int** 26, **Wis** 13, **Cha** 22

**BAB** +6; **CMB** +8; **CMD** 25

**Feats** Combat Casting, Command Undead, Dazing Spell, Dodge, Greater Spell Focus (necromancy), Improved Initiative, Persistent Spell, Quicken Spell, Scribe Scroll, Spell Focus (necromancy), Toughness

**Skills** Fly +26, Heal +14, Knowledge (arcana, dungeoneering, local, nature, planes) +24, Perception +25, Profession (herbalist) +17, Sense Motive +17, Spellcraft +24, Stealth +11; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Abyssal, Ancient Osiriani, Celestial, Common, Infernal, Jistka, Tekritanin

**SQ** arcane bond (object, *Anamnesis*), power over undead

**Gear** *Anamnesis* (functions as a *stone of good luck* and *headband of intelligence* +6)

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### **SPECIAL ABILITIES**

**Draining Touch (Su)** Tahari gains a touch attack that drains 1d4 points from any one ability score she selects on a hit. Each time she hits with such an attack, she regains 5 hit points. When she makes a draining touch attack, she cannot use her standards ghostly touch attack.

**Magnum Opus (Su)** Whenever Tahari infects a creature with a disease using a spell, she can infect that creature with an incurable, magic-resistant variant of Fading Light

**Malevolence (Su)** Once per round, Tahari can merge her body with that of a creature on the Material Plane. This ability is similar to a *magic jar* spell (CL 10<sup>th</sup>), except that it does not require a receptacle. To use this ability, she must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to Tahari's malevolence for 24 hours.

**Telekinesis (Sp)** Aryana Tahari can use *telekinesis* as a standard action once every 1d4 rounds (CL 13<sup>th</sup>).

## **ERMIA'S DALLA (CR 8) – Subtier 7-8**

Human graveknight antipaladin 7

CE Medium Undead (augmented humanoid, human)

**Init** +4; **Senses** darkvision 60 ft.; Perception +12

**Auras** cowardice (10 ft.), sacrilegious aura (30 ft., DC 17)

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### **DEFENSE**

**AC** 23, touch 10, flat-footed 23 (+7 armor, +4 natural, +2 shield)

**HP** 99 (7d10+56)

**Fort** +15, **Ref** +8, **Will** +15

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 19

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### **OFFENSE**

**Speed** 20 ft.

**Melee** +1 *light flail* +16/+11 (1d8+8 plus 1d6 acid) or slam +15 (1d4+9)

**Feat:** **Lunge** Increase reach by 5 ft. before attack; -2 AC until next turn

**Special Attacks** channel destruction, channel negative energy 3/day (DC 17, 4d6), cruelties (shaken, staggered), devastating blast 3/day (4d6 acid, DC 17), smite good 3/day (+4 attack and AC, +7 damage), touch of corruption 7/day (3d6, DC 17 cruelty), undead mastery (35 HD, DC 17)

**Antipaladin Spell-Like Abilities** (CL 7<sup>th</sup>; concentration +11)

At will – *detect good*

**Antipaladin Spells Prepared** (CL 4<sup>th</sup>; concentration +8)

2<sup>nd</sup> – *bull's strength*

1<sup>st</sup> – *command* (DC 15), *doom* (DC 15)

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### **TACTICS**

**During Combat** Ermias closes with a nearby threat, using his flail to disarm, smite, and destroy his foe. He prefers to fight foes wearing the iconography of a good-aligned deity, especially paladins. While in combat with such characters, he tries to identify himself as a former paladin in need of assistance, though he's powerless to resist Tahari's orders to attack and kill.

**Morale** Ermias fights until destroyed.

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### **STATISTICS**

**Str** 21, **Dex** 10, **Con** ---, **Int** 15, **Wis** 18, **Cha** 19

**BAB** +7; **CMB** +14 (+16 disarm); **CMD** 22 (24 vs. disarm)

**Feats** Blind-fight, Combat Expertise, Improved Disarm, Improved Initiative, Lunge, Mounted Combat, Ride-by Attack, Toughness, Weapon Focus (light flail)

**Skills** Heal +11, Intimidate +12, Knowledge (religion) +12, Perception +12, Profession (embalmer) +14, Ride +14, Sense Motive +14; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

**Languages** Ancient Osiriani, Celestial, Common, Tekritanin

**SQ** fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruinous revivification (acid)

**Gear** +1 *dragonhide chainmail*, +1 *light steel shield*, +1 *light flail*

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### **SPECIAL ABILITIES**

**Aura of Cowardice (Su)** Creatures take a -4 penalty on saving throws vs. fear. Creatures normally immune lose immunity.

**Devastating Blast (Su)** Three times per day, Ermias can unleash a 30-ft. cone of energy as a standard action. This blast deals 4d6 points of acid damage (Reflex DC 17 half)

**Fiendish Boon (Sp)** Add to weapon: flaming, keen, or vicious

**Phantom Mount (Su)** Once per hour, Ermias can summon a skeletal camel similar to a *phantom steed* (CL 7<sup>th</sup>). This mount is more real than a typical *phantom steed* and can carry one additional rider.

**Sacrilegious Aura (Su)** Ermias constantly radiates aura of negative energy and of strong evil in a 30-ft. radius. This aura functions as *desecrate* with 2x effectiveness. Ermias constantly gains the benefits of this effect (including the bonus HP). This aura hinders the channeling of positive energy. Any creature that tries to summon positive energy in this area must make a DC 17 concentration check; if the character fails, the effect is expended but doesn't function.

**Undead Mastery (Su)** As a standard action, Ermias can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a DC 17 Will save or fall under his control for 1 day. Ermias can control 35 Hit Dice of undead creatures. If he exceeds this number, the excess creatures from earlier uses of the ability become uncontrolled.

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## **ERMIAS DALLA (CR 11) – Subtier 10-11**

Human graveknight antipaladin 10

CE Medium Undead (augmented humanoid, human)

Init +4; Senses darkvision 60 ft.; Perception +12

Auras cowardice (10 ft.), despair (10 ft.) sacrilegious aura (30 ft., DC 19)

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### **DEFENSE**

AC 25, touch 10, flat-footed 25 (+8 armor, +4 natural, +3 shield)

HP 139 (10d10+80)

Fort +17, Ref +9, Will +17

Defensive Abilities channel resistance +4, rejuvenation; DR 10/magic; Immune acid, cold, electricity, undead traits; SR 22

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### **OFFENSE**

Speed 20 ft.

Melee +1 *light flail* +20/+15 (1d8+9/19-20 plus 2d6 acid) or slam +16 (1d4+11)

Feat: Lunge Increase reach by 5 ft. before attack; -2 AC until next turn

Special Attacks channel destruction, channel negative energy 4/day (DC 19, 5d6), cruelties (poisoned (1d3 Con; 6 rds), shaken, staggered), devastating blast 3/day (6d6 acid, DC 19), smite good 4/day (+4 attack and AC, +10 damage), touch of corruption 9/day (5d6, DC 19 cruelty), undead mastery (50 HD, DC 19)

Antipaladin Spell-Like Abilities (CL 10<sup>th</sup>; concentration +14)

At will – *detect good*

Antipaladin Spells Prepared (CL 7<sup>th</sup>; concentration +11)

3<sup>rd</sup> – *magic circle against good*

2<sup>nd</sup> – *bull's strength, invisibility*

1<sup>st</sup> – *bane* (DC 15), *command* (DC 15), *doom* (DC 15)

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### **TACTICS**

During Combat Ermias closes with a nearby threat, using his flail to disarm, smite, and destroy his foe. He prefers to fight foes wearing the iconography of a good-aligned deity, especially paladins. While in combat with such characters, he tries to identify himself as a former paladin in need of assistance, though he's powerless to resist Tahari's orders to attack and kill.

Morale Ermias fights until destroyed.

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### **STATISTICS**

Str 22, Dex 10, Con ---, Int 15, Wis 18, Cha 19

BAB +10; CMB +18 (+20 disarm); CMD 26 (28 vs. disarm)

Feats Blind-fight, Combat Expertise, Improved Critical (light flail), Improved Disarm, Improved Initiative, Lunge, Mounted Combat, Ride-by Attack, Toughness, Weapon Focus (light flail)

Skills Heal +14, Intimidate +12, Knowledge (religion) +15, Perception +12, Profession (embalmer) +17, Ride +18, Sense Motive +17; Racial Modifiers +8 Intimidate, +8 Perception, +8 Ride

Languages Ancient Osiriani, Celestial, Common, Tekritanin

SQ fiendish boon (weapon +2, 1/day), graveknight armor, phantom mount, ruinous revivification (acid)

Gear +2 *dragonhide chainmail*, +2 *light steel shield*, +1 *light flail*

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### **SPECIAL ABILITIES**

Aura of Cowardice (Su) Creatures take a -4 penalty on saving throws vs. fear. Creatures normally immune lose immunity.

Aura of Despair (Su) Creatures take a -2 penalty on all saving throws (does not stack with Aura of Cowardice)

Devastating Blast (Su) Three times per day, Ermias can unleash a 30-ft. cone of energy as a standard action. This blast deals 4d6 points of acid damage (Reflex DC 17 half)

Fiendish Boon (Sp) Add to weapon: anarchic, flaming burst, unholy, wounding

Phantom Mount (Su) Once per hour, Ermias can summon a skeletal camel similar to a *phantom steed* (CL 7<sup>th</sup>). This mount is more real than a typical *phantom steed* and can carry one additional rider.

Sacrilegious Aura (Su) Ermias constantly radiates aura of negative energy and strong evil in a 30-ft. radius. This aura functions as *desecrate* with 2x effectiveness. Ermias constantly gains the benefits of this effect (including the bonus HP). This aura hinders the channeling of positive energy. Any creature that tries to summon positive energy in this area must make a DC 17 concentration check; if the character fails, the effect is expended but doesn't function.

Undead Mastery (Su) As a standard action, Ermias can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a DC 17 Will save or fall under his control for 1 day. Ermias can control 35 Hit Dice of undead creatures. If he exceeds this number, the excess creatures from earlier uses of the ability become uncontrolled.

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**PAIRAKA DIV – (CR 7) (7-8 {5+} = 2)**

NE Medium Outsider (div, evil, extraplanar, shapechanger)

**Init** +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +16

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**DEFENSE**

**AC** 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

**HP** 76 (9d10+27)

**Fort** +6, **Ref** +11, **Will** +10

**DR** 10/cold iron or good; **Immune** fire, poison, disease; **Resist** acid 10, electricity 10; **SR** 22

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**OFFENSE**

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

**Melee** 2 claws +14 (1d6+3 plus disease)

**Special Attacks** lustful dreams

**Spell-Like Abilities** (CL 12<sup>th</sup>; concentration +19)

Constant – *detect good*, *detect magic*

At will – *charm monster* (DC 21), *dimension door* (self plus 50 lbs. of objects only), *misdirection* (DC 19)

1/day – *insect plague*, *summon* (level 3, 1d4 dorus 50%) {*Bestiary* 3, Pg. 86}

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**TACTICS**

**During Combat** The pairakas use *charm monster* and *insect plague* to harass foes before flanking one target to attack in melee

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**STATISTICS**

**Str** 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 24

**BAB** +9; **CMB** +12; **CMD** 27

**Feats** Deceitful, Flyby Attack, Hover, Improved Initiative, Weapon Finesse

**Skills** Bluff +20, Diplomacy +18, Disguise +18, Fly +16, Intimidate +16, Knowledge (local, planes) +13, Perception +16, Sense Motive +13, Stealth +17

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

**SQ** change shape (any Small or Medium animal or humanoid; *polymorph*)

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**SPECIAL ABILITIES**

**Disease (Su)** Carries two diseases. Its claws infect with bubonic plague, and any willing contact with skin exposes to shakes

*Bubonic Plague*: Claw-injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Str damage, 1d4 Cha damage, target is fatigued; *cure* 2 consecutive saves

*Shakes*: Contact; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive days

**Lustful Dreams (Su)** Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 ft. If the victim fails a DC 21 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. Even if the victim is a depraved soul, the victim rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The save DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

**SHIRA DIV – (CR 12) (10-11 {5+})**

NE Large Outsider (div, evil, extraplanar)

**Init** +11, **Senses** darkvision 60 ft., see in darkness, *true seeing*; **Perception** +21

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**DEFENSE**

**AC** 27, touch 16, flat-footed 20 (+7 Dex, +11 natural, -1 size)

**HP** 150 (12d10+84)

**Fort** +11, **Ref** +15, **Will** +14

**DR** 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10, **SR** 23

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**OFFENSE**

**Speed** 50 ft.

**Melee** bite +21 (1d8+9/19-20), 2 claws +21 (1d8+9 plus grab) **{Power Attack Mod: -3 to hit, +6 damage}**

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

**Special Attacks** consume essence, dusty pelt, rake (2 claws +21, 1d8+9) *{free attacks vs. grappled foe}*

**Spell-Like Abilities** (CL 13<sup>th</sup>; concentration +18)

Constant – *true seeing*

At will – *greater teleport* (self plus 50 lbs. of objects only)

3/day – *magic circle against good*, *waves of fatigue*

1/day – summon (level 5, 1d2 pairakas or 1 shira 35%)

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**TACTICS**

**During Combat** The shira uses *waves of fatigue* and attacks the most obviously powerful foe

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**STATISTICS**

**Str** 28, **Dex** 25, **Con** 25, **Int** 13, **Wis** 22, **Cha** 20

**BAB** +12; **CMB** +22 (+26 grapple); **CMD** 39

**Feats** Improved Critical (bite), Improved Initiative, Power Attack, Run, Weapon Focus (claw), Weapon Focus (bite)

**Skill** Acrobatics +22 (+30 when jumping), Bluff +20, Climb +24, Intimidate +20, Perception +21, Stealth +18, Survival +21

**Languages** Abyssal, Celestial, Infernal, telepathy 100 ft.

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**SPECIAL ABILITIES**

**Consume Essence (Su)** A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits with a coup de grace attack using its bite or confirms a critical hit with its claws or bite, the target must succeed at a DC 23 Fort save or take 1d4 points of Con drain. The save is Constitution-based.

**Dusty Pelt (Ex)** A shira produces and collects copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before DR) automatically activates this ability. The dust cloud lasts for 1 round. A light wind disperses this cloud immediately.

# Encounter C - Mindscapes

Two ways to get sages out of mindscapes:

- Enter mindscape (free action); skill checks to free the sage (full-round action; standard action with {4+}), up to three skill checks and must succeed on at least two
  - PCs can work together, successes are cumulative
- Break the sage jewel (hardness 20, 40 hp, break DC 40)

PCs may have gained a +2 bonus on all skill check in mindscapes during the ritual

Up to +4 bonus for good roleplaying

+2 bonus if the PCs warded the sage against mind control before encounter

## **Ameopheous, the Sapphire Sage**

Hard – Diplomacy, Knowledge (history or nobility), Perform (comedy or oratory)

*Sage Bonus* - +1 for each Scarab Sage faction boon the PC has earned

## **Dhiara, the Topaz Sage**

Hard – combat maneuver check, Knowledge (history or religion), Perform (oratory)

In place of a single combat maneuver check or skill check, a PC can deal 20 points of damage with an attack or spell to one of the monsters in her vision.

*Sage Bonus* - +1 for each Mendevian Commendation boon and each combat feat earned from class levels.

## **Grandmaster Torch, the Emerald Sage**

Hard – Diplomacy, Heal, Sense Motive, Survival

*Sage Bonus* - +1 for each 750 gp or 2 PP the PC has spent to heal another Pathfinder

*Boon Notes* – Freeing Torch from the mindscape grants **Torch's Respect** boon

## **Mnesoset, "the Spinel Sage"**

Hard – Knowledge (arcana or planes), Perception, Use Magic Device

*Sage Bonus* - +1 for each language the PC knows beyond their racial starting languages

## **Padrym, "the Onyx Sage"**

Hard – Diplomacy, Knowledge (history or religion), or Perform (oratory)

*Sage Bonus* - +1 if lawful, +1 for each feat, trait, class feature that imposes a code of conduct

## **Sinuhotep, the Amethyst Sage**

Hard – Diplomacy, Knowledge (arcana or religion), Perform (oratory), Sense Motive

*Sage Bonus* - +1 for each mutually exclusive boon the PC has earned

## **Tahonikepsu, the Diamond Sage**

Hard – Diplomacy, Fly, Knowledge (nobility), Linguistics, Perform (any), Profession (librarian or teacher)

*Sage Bonus* - +1 if PC speaks Draconic, +1 for every dragon-themed feat, trait, class feature, draconic bloodline power

<b>SKILL CHECK DCs</b>			
<b>Subtier</b>	<b>Easy</b>	<b>Average</b>	<b>Hard</b>
7-8 (4 PCs)	16	21	26
7-8 (5+ PCs)	18	23	28
10-11 (4 PCs)	19	25	31
10-11 (5+ PCs)	21	27	33

### **FADING LIGHT**

**Type** disease, contact, inhaled, or injury; **Save** Fort DC 21 negates (+2 on {10-11})

\*\*\***Save** DC increases by 4 for any creature with strong genie/elementals ties (race, bloodline, mystery, wizard school, etc.)

**Onset** instantaneous; **Frequency** special

**Effect** Gain 1d2 negative levels (Fort save negates) whenever the creature casts a spell, uses a spell-like ability, or consumes a potion or extract; **Cure** 2 consecutive saves

### **Curing Fading Light**

1. Collect crystalline aether (**B4**, **B7**, and **B10**)
2. Collect Thari's notes on refinement (**B6**)
3. Collect disease sample from victim (**B10**) or canister (**B4**)
  - Easy Profession (herbalist), Average Heal, Hard Knowledge (nature) check, or *poison use* can examine and safely handle without risk of exposure
4. Use area **B4** to manufacture cure
  - 5 minutes to produce per dose
  - Consuming cure gives +10 alchemical bonus vs. Fading Light for 24 hours

A PC who reads Thari's notes and succeeds at an Average Craft (alchemy) or Hard Spellcraft can create Blood of Nethys from 2 doses of crystalline aether.

### **BLOOD OF NETHYS**

**Aura:** overwhelming universal; **CL** 21<sup>st</sup>; **Weight:** ---; **Slot:** None

- If consumed, any spells effecting the imbiber are treated as 5 levels higher for the purpose of being dispelled, and such spells function even while in an *antimagic field* or area with the dead magic planar trait; this effect lasts for 1 minute
- If poured on the ground as a standard action, the fluid covers a 5-foot-radius area and suppresses any *antimagic field* in that area for 1d4+1 rounds
- The flask can be thrown as a splash weapon against the caster of an *antimagic field*, and on a direct hit, the fluid suppresses the *antimagic field* for 1d4+1 rounds.
- A spellcaster can use Blood of Nethys as an additional spell component to increase the caster level of that spell by 2.

During this adventure, consuming Blood of Nethys also grants immunity to the disease Fading Light for 24 hours and cures that disease if the imbiber already has it.