

A1 (low)

OGRES (2)

CE Large humanoid (giant)

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

DEFENSE

AC 17, **touch** 8, **flat** 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

BAB +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, **Perception** +5

Languages Giant

Other Gear hide armor, javelins (4), greatclub

A1 (high)

OGRE BRUTES (2)

Ogre barbarian 3

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perc** +13

DEFENSE

AC 17, **touch** 8, **flat** 17 (+4 armor, +1 deflection, +5 natural, -2 rage, -1 size)

hp 88 (7 HD; 4d8+3d12+45)

fort +14, **Ref** +3, **Will** +8

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 50 ft.

Melee +1 greataxe +15/+10 (3d6+14/x3)

PA: +13/+8 (3d6+20 / x3)

Ranged javelin +5/+0 (1d8+9)

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

Special Attacks rage (12 rounds/day), rage powers (scent)

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 6, **Wis** 12, **Cha** 5

BAB +6; **CMB** +16; **CMD** 25

Feats Cleave, Iron Will, Power Attack, Skill Focus (**Perception**)

Skills Climb +12, **Perception** +13, **Survival** +6

Languages Giant

SQ fast movement

Combat Gear pot of cure light wounds (4), potion of cure moderate wounds; **Other Gear** chain shirt, +1 greataxe, javelins (3), cloak of resist +1, ring of protection +1, 77 gp

Base Statistics

When not raging, the ogre brutes' statistics are

AC 19, **touch** 8, **flat** 19; **hp** 74; **fort** +12, **Will** +6; **Melee** +1 greataxe +13/+8 (3d6+11/x3); **Ranged** javelin +5/+0 (1d8+7); **Str** 25, **Con** 19; **CMB** +14; **CMD** 23

4-player adjustments

Subtier 3-4: The spirit of Hearth Keeper resists the ogre's intrusion, granting the ogres the sickened condition.

Subtier 6-7: Replace one of the ogre brutes with a standard ogre from Subtier 3-4.

A3 (low)

The Last Stand

CN persistent haunt (area A3)

Caster Level **5th**

Notice Perception DC 20 (to hear the sounds of battle cries and splashing water)

hp 22; **Weaknesses** tricked by invisibility (Immune to positive energy); **Trigger** proximity; **Reset** 1 day

Effect The room fills with ghostly, faceless soldiers screaming and streaming toward any targets in a repeating cycle, bearing the flag and insignia of Cheliah. The Sklar-Quah heroes are weaponless and desperate, constantly cut down only to rise again. Each round on the haunt's initiative, ghostly **soldiers strike at each PC** in area A3 **as per the spiritual weapon spell (+9 attack bonus)**; on a hit, this deals **1d8+1 force damage**. In addition, the floor feels like sucking mud and boggy undergrowth on the banks of a river, causing PCs to treat area A3 as **difficult terrain**. **Each time the PCs correctly slot at weapon** (see destruction below), the soldiers take a **cumulative -2 penalty on their attack rolls**.

Destruction As a move action, a PC can insert or remove a carving from an indentation in the shrine. When a carving is placed into a correct slot, the weapon manifests in the corresponding Shoanti hero's hands, and they begin shouting battle cries as they fight off the never-ending flow of soldiers. As more of the carvings are slotted into the correct indents, more heroes become armed, fighting back the flow of soldiers until all four heroes manifest and defeat them once and for all. The Sklar-Quah heroes celebrate their victory with warm embraces and jubilant victory song as they fade from existence and the haunt is destroyed.

4 player adjustment

Haunt only attacks 2 PCs.

A3 (high)

The Last Stand

CN persistent haunt (area A3)

Caster Level 8th

Notice Perception DC 20 (to hear the sounds of battle cries and splashing water)

hp 36; **Weaknesses** tricked by invisibility (**Immune** to positive energy); **Trigger** proximity; **Reset** 1 day

Effect The room fills with ghostly, faceless soldiers screaming and streaming toward any targets in a repeating cycle, bearing the flag and insignia of Cheliah. The Sklar-Quah heroes are weaponless and desperate, constantly cut down only to rise again. Each round on the haunt's initiative, ghostly **soldiers strike at each PC** in area A3 **as per the spiritual weapon spell (+13 attack bonus)**; on a hit, this deals **1d8+3 force damage**. In addition, the floor feels like sucking mud and boggy undergrowth on the banks of a river, causing PCs to treat area A3 as **difficult terrain**. **Each time the PCs correctly slot at weapon** (see destruction below), the soldiers take a **cumulative -2 penalty on their attack rolls**.

Destruction As a move action, a PC can insert or remove a carving from an indentation in the shrine. When a carving is placed into a correct slot, the weapon manifests in the corresponding Shoanti hero's hands, and they begin shouting battle cries as they fight off the never-ending flow of soldiers. As more of the carvings are slotted into the correct indents, more heroes become armed, fighting back the flow of soldiers until all four heroes manifest and defeat them once and for all. The Sklar-Quah heroes celebrate their victory with warm embraces and jubilant victory song as they fade from existence and the haunt is destroyed.

A10 (low)

Forest of Night

CN persistent haunt (area A8)

Caster Level 5th

Notice Perception DC 20 (to notice the weakening light)

hp 22; **Weakness** see below (Immune to positive energy)

Trigger proximity; **Reset** 5 minutes

Effect Area A10 is plunged into supernatural darkness, and each PC must succeed at a **DC 15 Will** save **or be shaken**; this is a fear effect. All light levels become total darkness, and darkvision cannot see through it. To all affected PCs, the room no longer seems to be the chamber that it was—they feel wind on their faces and hear rustling leaves and running water—and they cannot exit the area. On each round on the haunt's initiative, the PCs hear a bark from the darkness, granting the PCs a vision of their surroundings (including an obstacle) as if by blindsight, after which at least one PC must overcome the obstacle; if all PCs fail to overcome the obstacle, they must repeat it. Once one PC overcomes the obstacle, the scene skips ahead to the next.

First, the bark echoes as if in a cavern, and the PCs see a chasm inside a cave, which they can jump over by succeeding at a **DC 20 Acrobatics check**. Second, the bark rings through the air, and the PCs see a fast-flowing river and a nearby log that is large enough to serve as a bridge across, which a PC can create a bridge with by succeeding at a **DC 18 Knowledge (engineering) or Strength check**. Finally, the bark comes from above, and the PCs see a sheer rock wall and the possible handholds to climb it, which a PC can do by succeeding at a **DC 20 Climb check**. On **each round in which all of the PCs fail to bypass an obstacle, each PC takes 2d6 points of damage**, which appears to come from the features within the haunt. After the PCs accomplish these three things, the haunt is reduced to 0 hit points. On the other hand, if the PCs fail three times, the haunt succumbs to its own despair and retreats.

Destruction If the PCs place the wolf statue in its proper location by the flame pit, they receive a vision of a young Shoanti hunter sitting atop a cliff overlooking a sprawling forest. A massive wolf lies next to him, head on her paws. The hunter and the wolf get up and turn to walk away as the sun rises, bathing the forest in its orange glow. The vision fades and the haunt is destroyed.

4 Player Adjustment

Lower the DCs of all skill and ability checks against the forest of night haunt by 3.

A10 (high)

Forest of Night

CN persistent haunt (area A8)

Caster Level 8th

Notice Perception DC 20 (to notice the weakening light)

hp 36; **Weakness** see below Trigger proximity; **Reset** 5 minutes

Effect Area A10 is plunged into supernatural darkness, and each PC must succeed at a **DC 16 Will** save **or be shaken**; this is a fear effect. All light levels become total darkness, and darkvision cannot see through it. To all affected PCs, the room no longer seems to be the chamber that it was—they feel wind on their faces and hear rustling leaves and running water—and they cannot exit the area. On each round on the haunt's initiative, the PCs hear a bark from the darkness, granting the PCs a vision of their surroundings (including an obstacle) as if by blindsight, after which at least one PC must overcome the obstacle; if all PCs fail to overcome the obstacle, they must repeat it. Once one PC overcomes the obstacle, the scene skips ahead to the next.

First, the bark echoes as if in a cavern, and the PCs see a chasm inside a cave, which they can jump over by succeeding at a **DC 24 Acrobatics check**. Second, the bark rings through the air, and the PCs see a fast-flowing river and a nearby log that is large enough to serve as a bridge across, which a PC can create a bridge with by succeeding at a **DC 22 Knowledge (engineering) or DC 18 Strength check**. Finally, the bark comes from above, and the PCs see a sheer rock wall and the possible handholds to climb it, which a PC can do by succeeding at a **DC 24 Climb check**. On **each round in which all of the PCs fail to bypass an obstacle, each PC takes 2d6 points of damage**, which appears to come from the features within the haunt. After the PCs accomplish these three things, the haunt is reduced to 0 hit points. On the other hand, if the PCs fail three times, the haunt succumbs to its own despair and retreats.

Destruction If the PCs place the wolf statue in its proper location by the flame pit, they receive a vision of a young Shoanti hunter sitting atop a cliff overlooking a sprawling forest. A massive wolf lies next to him, head on her paws. The hunter and the wolf get up and turn to walk away as the sun rises, bathing the forest in its orange glow. The vision fades and the haunt is destroyed.

A11 (low)

Graven Guardians

Unique tattoo guardian

N Medium construct

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perc** +1

DEFENSE

AC 15, **touch** 13, **flat** 12 (+3 **Dex**, +2 natural)

hp 42 each (4d10+20)

fort +1, **Ref** +6, **Will** +2

Defensive Abilities etched form, fluid form, hyper vigilant;

Immune construct traits

Weaknesses golem-etched

OFFENSE

Speed 30 ft.

Melee 2 force jaws +6 (1d6+2)

STATISTICS

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

BAB +4; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Improved Initiative

SQ bodyguard

SPECIAL ABILITIES

Bodyguard (Su) Whenever the graven guardian's wearer takes damage, half of the damage is transferred to the guardian (as shield other). Additionally, the graven guardian gains a +2 bonus on attack and damage rolls against any creatures that damaged its wearer in the previous round.

Etched Form (Su) While being worn, a graven guardian occupies the same space as its wearer and moves with its wearer. In this state, the wearer and the graven guardian use the higher of the wearer's and the graven guardian's AC and saving throws, but the graven guardian loses access to its fluid form ability.

Fluid Form (Su) A graven guardian does not provoke attacks of opportunity because of movement. It is Immune to critical hits and sneak attacks, and it cannot be knocked prone or grappled.

Force Jaws (Ex) A graven guardian's force jaws attack deals force damage.

Golem-Etched (Su) A graven guardian is a manifestation of the energies etched into the surface of its host, so as a result, when their host dies, they dissipate.

Hypervigilant (Su) init and ref bonus

4-player adjustment

Remove one graven guardian. Sepulcher warden's DR is 5/ adamantine or bludgeoning.

Sepulcher Warden

Unique bone golem

N Large construct

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perc** +0

DEFENSE

AC 18, **touch** 10, **flat** 17 (+1 **Dex**, +8 natural, –1 size)

hp 45 (6d10+12)

fort +2, **Ref** +2, **Will** +5

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +10 (1d8+3), 2 slams +10 (2d6+1)

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

STATISTICS

Str 17, **Dex** 14, **Con** –, **Int** –, **Wis** 10, **Cha** 1

BAB +7; **CMB** +11 (+15 disarm or grapple); **CMD** 23

Feats Improved Initiative

SQ carrion cage, engraved connection

SPECIAL ABILITIES

Carrion Cage (Su) As a standard action, the sepulcher warden can throw some of its bones at a creature within 30 feet—it must make a **Ranged touch** attack to hit, with a **+8** bonus; **CMB** +15. These bones magically form a cage of bone, sinew, and flesh. Each round, the cage attempts a combat maneuver check to grapple the target and deal the golem's bite damage, using the golem's CMB, as animal skulls bite at the trapped creature. If the cage fails the check, the target is still trapped but takes no damage. The target can escape the grapple normally or can break out of the cage by dealing **15 points of damage** to the prison, which has the same AC, DR, and saves as the sepulcher warden itself. Damage to the prison has no effect on the golem. The golem can have up to **two carrion cages active at a time**. If it wishes to create a cage beyond those two, it (or some other creature) must first destroy an existing one.

Engraved (Su) Once per day as a standard action, a sepulcher warden can restore 2d8 hit points to all of its graven guardians within 30 feet.

Immunity to Magic (Ex) Immune to any spell or spell-like ability that allows spell resistance. Healing slows the warden for 14d rnds (no save). Neg energy breaks slow & heals 1HP/3 dam. raise dead, resurrection, or true resurrection neghate DR / immunity to magic for 1 min.

A11 (high)

Graven Guardians (2)

Unique tattoo guardian

N Medium construct

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perc** +1

DEFENSE

AC 19, **touch** 14, **flat** 15 (+4 Dex, +5 natural)

hp 77 each (8d10+33)

fort +1, **Ref** +6, **Will** +2

Defensive Abilities etched form, fluid form, hyper vigilant;

Immune construct traits

Weaknesses golem-etched

OFFENSE

Speed 30 ft.

Melee 2 force jaws +10 (1d6+6)

STATISTICS

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

BAB +8; **CMB** +10; **CMD** 24

Feats Improved Initiative

SQ bodyguard

SPECIAL ABILITIES

Bodyguard (Su) Whenever the graven guardian's wearer takes damage, half of the damage is transferred to the guardian (as shield other). Additionally, the graven guardian gains a +2 bonus on attack and damage rolls against any creatures that damaged its wearer in the previous round.

Etched Form (Su) While being worn, a graven guardian occupies the same Space as its wearer and moves with its wearer. In this state, the wearer and the graven guardian use the higher of the wearer's and the graven guardian's AC and saving throws, but the graven guardian loses access to its fluid form ability.

Fluid Form (Su) A graven guardian does not provoke attacks of opportunity because of movement. It is Immune to critical hits and sneak attacks, and it cannot be knocked prone or grappled.

Force Jaws (Ex) A graven guardian's force jaws attack deals force damage.

Golem-Etched (Su) A graven guardian is a manifestation of the energies etched into the surface of its host, so as a result, when their host dies, they dissipate.

Hypervigilant (Su) init and ref bonus

4-player adjustment

Remove one graven guardian. Sepulcher warden's DR is 5/ adamantine or bludgeoning.

Sepulcher Warden

Unique bone golem

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perc** +0

DEFENSE

AC 21, **touch** 11, **flat** 19 (+2 **Dex**, +10 natural, -1 size)

hp 90 (11d10+30)

fort +3, **Ref** +3, **Will** +5

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +14 (1d8+4), 2 slams +14 (2d6+4)

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

STATISTICS

Str 18, **Dex** 15, **Con** –, **Int** –, **Wis** 10, **Cha** 1

BAB +11; **CMB** +16 (+20 disarm or grapple); **CMD** 28

Feats Improved Initiative

SQ carrion cage, engraved connection

SPECIAL ABILITIES

Carrion Cage (Su) As a standard action, the sepulcher warden can throw some of its bones at a creature within 30 feet—it must make a **Ranged touch** attack to hit, with a **+12** bonus; **CMB** +20. These bones magically form a cage of bone, sinew, and flesh. Each round, the cage attempts a combat maneuver check to grapple the target and deal the golem's bite damage, using the golem's CMB, as animal skulls bite at the trapped creature. If the cage fails the check, the target is still trapped but takes no damage. The target can escape the grapple normally or can break out of the cage by dealing **15 points of damage** to the prison, which has the same AC, DR, and saves as the sepulcher warden itself. Damage to the prison has no effect on the golem. The golem can have up to **two carrion cages active at a time**. If it wishes to create a cage beyond those two, it (or some other creature) must first destroy an existing one.

Engraved (Su) Once per day as a standard action, a sepulcher warden can restore 2d8 hit points to all of its graven guardians within 30 feet.

Immunity to Magic (Ex) The sepulcher warden is Immune to any spell or spell-like ability that allows spell resistance. Healing slows the warden for 14d rnds (no save). Neg energy breaks slow & heals 1HP/3 dam. raise dead, resurrection, or true resurrection negates DR / immunity to magic for 1 min.