

#6-06 Hall of the Flesh Eaters

Prep Checklist

Area	Minis	Base Size	# of minis	
			1-2	4-5
A2	Humanoid Barbarians	Medium	6	8
B3	Leeches (giant)	Medium	1	2
B3	Leeches (swarm)	Large	-	1
B4	Ghouls	Medium	4	8
B4	Festrogs	Medium	2	5
B5	Ghoul	Medium	1	1
B7	Ghast	Medium	1	1
B7	Festrogs	Medium	2	2
B7	Ghouls	Medium	-	2

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GA PFS
Any errors [please email me](#).

KURU BARBARIANS

CR ½

Male or female barbarian 1 (Pathfinder Campaign Setting: Isles of the Shackles 51)

CE Medium humanoid (kuru)

Init +0; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 16 (1d12+4)

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

Immune mind-affecting effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee club +4 (1d6+4), bite –1 (1d6+1 plus cannibalistic vitality) or bite +4 (1d6+4 plus cannibalistic vitality)

TACTICS

Before Combat As soon as the kuru are aware of the PCs, they rise and attack.

During Combat The kuru move immediately into melee. Due to overwhelming hunger, if a kuru is able to make only a single attack, he will bite.

Morale Facing slow starvation, the kuru normally fight to the death. However, parleying with the kuru is possible, as detailed in the Development section.

Base Statistics When not affected by the kuru surrogate's blood link ability, a kuru's statistics are **hp** 11; **Fort** +3; **Melee** club +2 (1d6+1), bite –3 (1d6 plus cannibalistic vitality); **Str** 13, **Con** 12; **CMB** +2, **CMD** 11; Climb +2.

STATISTICS

Str 17, **Dex** 8, **Con** 16, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +4; **CMD** 13

Feats Lightning Reflexes

Skills Climb +4, Intimidate +5, Perception +6, Survival +6

Languages Kuru

SQ blood courage, fast movement, starving

Gear club, hide armor

SPECIAL ABILITIES

Blood Courage (Ex) Once per day when a kuru makes a saving throw against a fear effect, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Cannibalistic Vitality (Ex) When a kuru hits a living creature with its bite attack, he gains 1 temporary hit point by ingesting the target's blood. This ability has no effect against creatures that do not have blood.

Starving (Ex) The kuru have gone without food for many days and are starving. Each is fatigued and has taken 5 points of nonlethal damage. While fatigued, a kuru cannot use its barbarian rage ability.

MBAAJ

CR 5

Kuru oracle of the Dark Tapestry 6

CE Medium humanoid (kuru)

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

DEFENSE

AC 16, touch 11, flat-footed 16 (+4 armor, +1 deflection, +1 natural)

hp 60 (6d8+30)

Fort +7, **Ref** +4, **Will** +5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk club +9 (1d6+6), bite +4 (1d6+2 plus cannibalistic vitality)

Oracle Spells Known (CL 6th; concentration +8)

3rd (3/day)—*inflict serious wounds*, *searing light*, *tongues*

2nd (6/day)—*death knell* (DC 14), *dust of twilight*^{APG}, *inflict moderate wounds*, *spiritual weapon*

1st (7/day)—*command* (DC 13), *doom* (DC 13), *entropic shield* (DC 13), *inflict light wounds*, *murderous command*^{UM} (DC 13), *ray of sickening*^{UM} (DC 13)

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *guidance*, *purify food and drink*, *resistance*, *spark*^{APG}

Mystery Dark Tapestry^{UM}

TACTICS

Before Combat Mbaaj casts entropic shield.

During Combat Mbaaj relies on his followers to engage the PCs in melee so he can hang back and use his ranged spells and special abilities on foes. He focuses his attacks on suspected spellcasters first before drawing his club and charging the PCs. If he sees a PC drop to below 0 hit points, he gleefully casts *death knell*.

Morale If Mbaaj is reduced to fewer than 20 hit points, he retreats and drinks his *potions of cure light wounds*. Once out of healing potions, he fights to the death to honor the Blood Queen.

Base Statistics When not affected by the kuru surrogate's blood link ability, Mbaaj's statistics are **hp** 45; **Fort** +5; **Melee** club +7 (1d6+3), bite +2 (1d6+1 plus cannibalistic vitality); **Str** 15, **Con** 16; **CMB** +6, **CMD** 17.

STATISTICS

Str 19, **Dex** 10, **Con** 20, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 19

Feats Combat Casting, Lightning Reflexes, Weapon Focus (bite)

Skills Heal +6, Intimidate +8, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +1, Perception +6, Sense Motive +8, Spellcraft +4, Stealth +4

Languages Common, Kuru

SQ blood courage, oracle's curse (clouded vision), revelations (gift of madness, interstellar void)

Combat Gear *potions of cure light wounds* (3); **Other Gear**, mwk hide armor, mwk club, amulet of natural armor +1, ring of protection +1, wooden unholy symbol (worth 1 gp), 10 gp

SCALING ENCOUNTER

To accommodate a group of four PCs, remove two barbarians from the encounter in Subtier 1-2, and three barbarians in Subtier 4-5.

GIANT LEECH

CR 2

N Medium vermin (aquatic)

Init +1; **Senses** blindsight 30 ft., scent; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d8+6)

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

Immune mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +2 (1d6 plus attach)

Special Attacks blood drain

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +2 (+10 when attached); **CMD** 13 (can't be tripped)

Skills Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

ADVANCED GIANT LEECH

CR 3

N Medium vermin (aquatic)

Init +3; **Senses** blindsight 30 ft., scent; Perception +2

DEFENSE

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

hp 25 (3d8+12)

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

Immune mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +4 (1d6+2 plus attach)

Special Attacks blood drain

STATISTICS

Str 15, **Dex** 16, **Con** 18, **Int** —, **Wis** 14, **Cha** 5

Base Atk +2; **CMB** +4 (+12 when attached); **CMD** 17 (can't be tripped)

Skills Stealth +3 (+11 in swamps), Swim +9; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

SCALING ENCOUNTER

Subtier 1–2: Remove the giant leech's advanced simple template.

Subtier 4–5: Remove one giant leech from the encounter.

LEECH SWARM

CR 4

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 39 (6d8+12)**Fort** +7, **Ref** +6, **Will** +2**Immune** mind-affecting effects, swarm traits, weapon damage**Weaknesses** susceptible to salt (see giant leech)**OFFENSE****Speed** 5 ft., swim 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** blood drain, distraction (DC 15)**STATISTICS****Str** 1, **Dex** 18, **Con** 15, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +4; **CMB** —; **CMD** —**Skills** Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks**SPECIAL ABILITIES****Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.**Poison (Ex)** Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.**GHOUL**

CR 1

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3**Languages** Common**SPECIAL ABILITIES****Disease (Su)** Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.**SCALING ENCOUNTER**

Subtier 1–2: Remove two ghouls from the encounter.

Subtier 4–5: Remove two ghouls and one advanced festrog from the encounter.

FESTROG

Subtier 1-2

CR 1

NE Medium undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +6**DEFENSE****AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)**hp** 9 (2d8)**Fort** +0, **Ref** +1, **Will** +4**Immune** undead traits**OFFENSE****Speed** 30 ft.; four-footed run**Melee** bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)**Special Attacks** charging trip, diseased pustules, feed**STATISTICS****Str** 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11**Base Atk** +1; **CMB** +4; **CMD** 15 (19 vs. trip)**Feats** Weapon Focus (claw)**Skills** Climb +8, Perception +6, Stealth +6, Survival +3**Languages** Common**SPECIAL ABILITIES****Charging Trip (Ex)** A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.**Diseased Pustules (Ex)** When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.**Necrotic Boils:** Disease—contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.**Feed (Su)** Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.**Four-Footed Run (Ex)** A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.**ADVANCED FESTROG**

Subtier 4-5

CR 2

NE Medium undead

Init +3; **Senses** darkvision 60 ft., scent; Perception +6**DEFENSE****AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +3, **Will** +6**Immune** undead traits**OFFENSE****Speed** 30 ft.; four-footed run**Melee** bite +6 (1d6+5 plus feed), 2 claws +7 (1d4+5)**Special Attacks** charging trip, diseased pustules, feed**STATISTICS****Str** 21, **Dex** 17, **Con** —, **Int** 14, **Wis** 16, **Cha** 15**Base Atk** +1; **CMB** +6; **CMD** 19 (23 vs. trip)**Feats** Weapon Focus (claw)**Skills** Climb +10, Perception +86, Stealth +8, Survival +5**Languages** Common**SPECIAL ABILITIES****Charging Trip (Ex)** A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.**Diseased Pustules (Ex)** When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.**Necrotic Boils:** Disease—contact; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.**Feed (Su)** Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.**Four-Footed Run (Ex)** A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

GHA**CR 2**

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9**Aura** stench (DC 15, 1d6+4 minutes)**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 17 (2d8+8)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 15)**STATISTICS****Str** 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +1; **CMB** +4; **CMD** 18**Feats** Weapon Finesse**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5**Languages** Common**SPECIAL ABILITIES**

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) 10 foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes)**RAJHAN-VOL****CR 5**

Ghast rogue 4

CE Medium undead

Init +11; **Senses** darkvision 60 ft.; Perception +12**Aura** stench (DC 16, 1d6+4 minutes)**DEFENSE****AC** 22, touch 18, flat-footed 14 (+7 Dex, +1 dodge, +4 natural)**hp** 57 (6d8+30)**Fort** +6, **Ref** +11, **Will** +7**Defensive Abilities** evasion, trap sense +1, uncanny dodge;**Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** bite +11 (1d6+5 plus disease and paralysis), 2 claws +11 (1d6+5 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 16), sneak attack +2d6**STATISTICS****Str** 21, **Dex** 24, **Con** —, **Int** 17, **Wis** 16, **Cha** 20**Base Atk** +4; **CMB** +9; **CMD** 27**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse**Skills** Acrobatics +16, Bluff +14, Climb +14, Diplomacy +14, Disable Device +18, Escape Artist +16, Intimidate +14, Knowledge (history) +4, Perception +12, Sense Motive +12, Stealth +16, Swim +13**Languages** Aklo, Common, Necril, Vudrani**SQ** rogue talents (bleeding attack +2, finesse rogue), trapfinding +2**Gear** *aquatic cummerbund*, *belt of incredible dexterity* +2**SCALING ENCOUNTER**

Subtier 1–2: Remove one festrog from the encounter.

Subtier 4–5: Remove the two ghouls from the encounter.

End of the scenario:

Reporting Notes

Event	Check box
The PCs successfully parleyed with the kuru in area A2 (and the kuru survived until the end of the scenario)	A
The PCs destroyed the Necrotic Polyp	B
The PCs destroyed Rajhan-Vol	C
The PCs did not destroy Rajhan-Vol but negotiated safe passage for future expeditions	D

Primary Success Condition

The PCs complete their primary success condition if they retrieve the *Orb of Stars* and bring it to Venture-Captain Calisro Bennary. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs complete their secondary success condition if they successfully document their findings and ensure that future expeditions to the site can easily access the second level of the tomb. Doing so requires the PCs accomplish at least three of the following goals, many of which depend on the players' actions, not those of the PCs.

Of course, the players might not be accomplished cartographers or practiced writers, so the GM is encouraged to judge whether or not the group fulfilled these goals based more on the players' having made a legitimate effort rather than for having created an artistic or literary masterpiece.

1 - the PCs should provide a map of the Hall of the Flesh Eaters, which they fulfill so long as at least one player draws a representative map of the site. One PC can also attempt a DC 15 Knowledge (engineering) or relevant Craft or Profession check to have created an especially accurate map, treating it as having fulfilled two objectives rather than just one; if the PCs made clever use of equipment to ensure precise measurements, reduce the DC of this check by 5.

2 – the players should have written notes (or, at the GM's discretion, give the venture-captain a spoken report) that describe at least five important features of Sevenfingers's tomb. These might include a description of a trap, the means to bypass a hazard, or even a note about the skylights.

3 – the PCs should discover the secret door that leads to the second level of the tomb.

4 – the PCs should either destroy Rajhan-Vol or successfully negotiate safe passage for future expeditions (any report should include notes on the terms of such an arrangement, if made).

5 - the GM can award one additional success at her discretion if the PCs or players went above and beyond in creating an excellent account of their exploration or performed an exceptionally clever task that could assist future expeditions.

Factions and Boons

All Players

Requisite: Complete four or more of the "Secondary Success Conditions" tasks.

Reward: The Gloomspire Explorer boon on their Chronicle sheet