

Doom Comes to Dustpawn Info and Encounters

NPC's Name	NPC's Role
Dalviss Crenn, innkeeper & ex-adventurer	Calls players to town, their main point of contact. Eager, excitable, friendly.
Abtaroh Vorenic, Dominion of the Black Cult Leader	Received dreams from the Emissary, prepares for its arrival. Evil Cultist Leader.
Gelviel Zorriah, Space cabal's leader	The elf who went to space with Lirgen's Glory to find new worlds, tricked by Emissary.
Emissary from Beyond	The vespergaunt alien seeking to take over Golarion, arriving to Dustpawn.
Nalan Hossler	Dalviss Crenn's sour-faced stabler and housekeeper.
Leeara Mulvayne	Dalviss' employee gone missing, staying at a hideaway near Grackle River's bank.

Things to especially note

CURSE OF BESTIAL DREAMS	The curse afflicting townspeople and PCs, causing ill temper, obtained from lake water
Each day PCs spend their night in Dustpawn, assume they drink the water of the town unless they specifically state otherwise. Every morning, roll Will DC 20 for each player to see if the curse affects them. The curse can be detected on players as a minor necromantic aura with <i>detect magic</i> , a DC 30 Spellcraft check reveals the aura's properties. Anger, painful headaches.	
Effect: Once cursed, anger and headaches are felt each day upon waking, unless a successful DC 14 Fortitude save is made. failing, victim takes -1 penalty on Dex and Int -based skill checks and on attack rolls. Any amount of magical healing removes this effect for the day.	
Effect in stressful situations (combat[except striking an enemy], disarming a trap, engaging in a risky activity): Sickened for the round. If sickened 3 rounds in a row, becomes confused for 1 round, then the count of consecutive sickened rounds resets.	

Miscellanea, errors in the module notes etc.
There's no such thing as potion of glibness (loot of Dominion of the Black cultists). Alyssia is to meet the players on the second day, but this is only mentioned in the notes about Dustpawn at the end of the module. In these notes, Alyssia's rumour roll is defined wrong. Things you have to prepare for (some that don't have a solution in the campaign notes): How to handle Nalan Hossler if the players find out that he is especially strongly cursed (My solution was to increase the curse DC by 2 for <i>remove curse</i> and <i>break enchantment</i>). How does cursed poison work? How long does it take to travel from each place to another? What to do with cultists that the players might encounter after defeating Abtaroh? What does Abtaroh tell the players when they ask why she's in the Neshes Brothers' mine? And last but not least, how to plot hook the players at the start of the module coming to Dustpawn. (I wrote a letter addressed to each player with a cry of help from Dalviss Crenn, for a sum of money and the magical halberd.)

Part One: Strange Days in Dustpawn
Summary: Party arrives to Dustpawn by Dalviss Crenn's invitation. Townsfolk point to the inn where Dalviss resides, he seems to be the only person that isn't closemouthed towards the adventurers. Players get the mission to check out the crash site, but also suspicion is laid towards the four prospectors who stay at the inn. Players can ask townspeople for rumors with a successful DC20 Diplomacy check or DC12 Intimidate check. DC20 Sense motive check reveals that the townsfolk are presenting animalistic features during the conversation, but the folks deny it when the PCs mention this.

Part Two: Leeara's Hideaway
Summary: Dalviss tells PCs that he hired Leeara, and Leeara might have gone off to look after the suspicious prospectors. He suggests to look in her room for clues. Players can also look into prospectors' room. These clues probably lead to Leeara's hideaway and to the Neshes Mines. When Leeara is captured, she will tell PCs about the prospectors (cultists). If she is killed, Dalviss urges the players to look more into the prospectors and the crash site.
Note: Town priestess Alyssia comes to PCs on the second day, asking if they know what's going on, and reveals rumors. (pg 31)

Part Three: The Neshes Mines
Summary: PCs find their way to the Neshes mines by finding clues, listening to rumors or following the prospectors. Many a battle is fought in the mines. The evil cult's BBEG Abtaroh offers the PCs gold to investigate the crash site, but if denied, attacks the PCs. If the players do bring the Orrery to Abtaroh, she attacks them afterwards. If she manages to escape, she is slain by the Emissary in part 4/5. The players may find her journal in the Neshes mines which gives a lot of details into the happenings of Dustpawn.

Part Four: The Crash Site
Summary: PCs head to the crash site of the Lirgeni spacecraft. They battle against many different kind of enemies, and lastly a mad Captain who guards the Orrery of Distant worlds, a minor artifact, which is linked to the Emissary. When all the missing planet spheres (from Leeara and Abtaroh) are put onto the Orrery's metallic planet-holders, it activates a vision to the players of the Emissary. During this vision, the players get a time limit for the Emissary's arrival. The Orrery can be destroyed to weaken the space ooze monster.

Part Five: Monsters of the Id
Summary: Before the arrival of the space monster, Nalan Hossler, tavern Mineshaft's employee turns into the cover monster and goes on a rampage in town. Then the Emissary arrives, and right before it activates its <i>wish</i> which turns the sky dark and activates mutations in the townsfolk. Dalviss Crenn also mutates and attacks the players at an appropriate time. After this, the Emissary itself arrives and declares Dustpawn as its vassal. Upon sight of the PCs, it attacks immediately, and favours divine casters. Upon defeat of the Emissary, the town is saved and the players made heroes of Dustpawn.

Part One: Strange Days in Dustpaw

None

Part Two: Leeara's Hideaway**B1. GIANT BULLFROGS x 4, CR 5 = CR 9**

Advanced giant frog (Pathfinder RPG Bestiary135, 294)

N Large animal

Init+2; Senses low-light vision; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

Hp 69 each (6d8+42)

Fort +12, Ref +9, Will +3

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +11 (2d6+12 plus grab) or tongue +11 (grab)

Space 10 ft.; Reach 10 ft. (30 ft. with tongue)

Special Attacks pull (tongue, 5 ft.), swallow whole

(1d6 bludgeoning damage, AC 12, 6 hp)

TACTICS

During Combat A giant bullfrog generally attacks the nearest foe, but focuses on the last creature to damage it before it takes its turn once combat progresses.

Morale If reduced to fewer than 10 hit points, a giant bullfrog attempts to flee by hopping into the Grackle River and swimming downriver.

STATISTICS

Str 27, Dex 15, Con 24, Int 1, Wis 12, Cha 10

Base Atk +4; CMB +13 (+17 grapple); CMD 25 (29 vs. trip)

Feats Improved Natural Attack (bite), Lightning Reflexes, Skill Focus (Stealth)

Skills Acrobatics +10 (+14 when jumping), Perception +6,

Stealth +10, Swim +20

B2. SPIKED LOG TRAP, CR 8

Type mechanical; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger touch; Reset manual

Effect Atk +12 melee (4d8+12); multiple targets (all targets in area B2)

B3. LEEARA MULVAYNE, CR 9

Female human id mutant ranger 4/rogue 5 (see page 29)

CN Medium humanoid (human)

Init +6; Senses low-light vision, scent; Perception +3

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +2 natural, +1 shield)

hp 98 (9 HD; 4d10+5d8+50)

Fort+9, Ref+10, Will+3; +1 vs. traps

Defensive Abilities evasion, trap sense +1, uncanny dodge; DR2/piercing

OFFENSE

Speed 60 ft.

Melee mwk cold iron rapier +8/+3 (1d6+3/18-20), mwk

dagger +8 (1d4+1/19-20), bite +4 (1d6+1)

Special Attacks favored enemy (animals +2), sneak attack +3d6

TACTICS

Before Combat Leeara uses her rust bag of tricks, pulling out two animals and placing them in the room as guardians before she hides behind one of the canvases hanging from the northern wall.

During Combat Leeara makes a sneak attack

from hiding as soon as she can—if she can't make the attack on a surprise round, she takes advantage of her animal minions to flank the PCs, preferring to use Spring Attack to make sneak attacks in this way while preventing enemies the luxury of gaining a full-attack action against her in melee.

Morale Leeara attempts to flee into the wild if reduced to fewer than 15 hit points. She remains in hiding for several days, eventually sneaking back into this area to try to reclaim her cave lair, but by then the grace period for easy removal of her id mutant template has passed.

STATISTICS

Str 16, Dex 14, Con 16, Int 9, Wis 8, Cha 9

Base Atk+7; CMB+10; CMD22

Feats Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Spring Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Craft (trap) +11, Disable

Device +12, Knowledge (nature) +7, Perception +3,

Profession (cook) +9, Sense Motive +9, Stealth +18,

Survival +11, Swim +9

Language Common

SQ favored terrain (urban +2), hunter's bond (companions),

mutations (scent, swift, thick hide), rogue talents (finesse

rogue, surprise attack), track +2, trapfinding +2, wild

empathy +3

Gear +1 studded leather, mwk cold iron rapier, mwk dagger, rust bag of tricks

SPECIAL ABILITIES

Scent (Ex): The id mutant gains the scent ability.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Thick Hide (Ex): The id mutant's thick hide grants it DR 2/piercing. This mutation can be selected multiple times—each time it is selected, the DR increases by 2.

Swift (Ex): The id mutant's base speed increases by an additional 20 feet.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted. opponents are always considered flat-footed to a rogue

BAG OF TRICKS: WOLVERINE

Init+2; Senses low-light vision, scent; Perception +10

DEFENSE

AC14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp22 (3d8+9)

Fort+5, Ref+5, Will+2

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks rage

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 10

Base Atk+2; CMB+4; CMD16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Part Three: The Neshar Mines

DOMINION OF THE BLACK CULTISTS x 4, CR 4 = CR 8

Human wizard 5

CE Medium humanoid (human)

Init+2; Senses Perception +2

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 40 each (5d6+20)

Fort+4, Ref+3, Will+5

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4/19–20)

Special Attacks hand of the apprentice (5/day)

Wizard Spells Prepared (CL 5th; Concentration +7)

3rd—vampiric touch

2nd—misdirection, scorching ray, summon monster II

1st—charm person (DC 13), grease, mage armor, summon monster I

0 (at will)—detect magic, light, message, touch of fatigue (DC 12)

TACTICS

Before Combat Each cultist casts misdirection on themselves when they wake each evening, targeting their daggers. They cast mage armor soon after they set out for the mine each night, or as soon as they suspect combat is imminent.

During Combat If the cultists get in a fight, one of them attempts to escape while the other three hold the PCs off.

The escaping cultist uses a scroll of invisibility to aid his escape, then a scroll of phantom steed to quickly reach the Neshar Mines to warn Abtaroh—this cultist can be encountered later at that location. The remaining cultists attempt to charm the PCs on the first round, hoping to stop combat before it begins. Failing this, one of the cultists uses summon monster spells while the other two use their scrolls of fireball if there's room. One cultist readies actions each round to launch magic missiles at foes as they cast spells if they are strong spellcasters or healers. A cultist uses vampiric touch as soon as possible after he's wounded, and drinks a potion of cure moderate wounds if brought to fewer than 15 hit points.

Morale The cultists fight to the death.

STATISTICS

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

Base Atk+2; CMB+2; CMD15

Feats Craft Wand, Dodge, Improved Iron Will, Iron Will, Scribe Scroll, Skill Focus (Bluff)

Skills Bluff +9, Knowledge (arcana) +10, Knowledge

(geography) +6, Knowledge (religion) +6, Perception +2,

Spellcraft +10, Stealth +7

Languages Abyssal, Aklo, Common

SQ arcane bond (dagger)

Combat Gear potion of cure moderate wounds, potion of glibness, scroll of disguise self, scroll of invisibility, scroll of fireball, scroll of phantom steed, wand of magic missile (CL 5th, 10 charges); Other Gear mwk dagger, amulet of natural armor +1, spellbook (contains all prepared spells plus arcane lock and 2d4 additional spells of your choice), 11 gp

C1. COLLAPSING LIFT, CR 2

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset repair

Effect 20-ft.-deep pit (2d6 falling damage) plus additional debris from collapsing lift (Atk +10 melee, 1d6+4 damage);

Reflex DC 20 avoids

C2. WEIGHED PENDULUM, CR 7

Type mechanical; Perception DC 24; Disable Device DC 28

EFFECTS

Trigger location; Onset Delay 1 round; Reset manual

Effect Atk +20 melee (6d6 plus bull rush effect to the west toward the hook and mold trap, CMB +20); multiple targets (creatures in trapped square and adjacent squares to east and west)

C2. HOOK AND MOLD TRAP, CR 9

Type mechanical; Perception DC 24; Disable Device DC 24

EFFECTS

Trigger location; Reset repair

Effect Barbed spikes extend up from the floor (Atk +10 melee, 1d6+6 damage); anyone who takes damage is hooked by the spike and cannot move from that square until a successful DC 20 Escape Artist check or a successful DC 18 Strength check is made to free the victim from the barbed spike (using Strength to escape deals 1d6 points of damage); yellow mold (Pathfinder RPG Core Rulebook 416), multiple targets (all creatures in a 10-foot-square area are affected by hooks, while all creatures in this area plus all adjacent squares are affected by the cloud of yellow mold spores).

Yellow Mold (CR 6): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

C3. SONARISA, CR 9

Female middle-aged elf id mutant oracle 9 (Pathfinder RPG Advanced Player's Guide 42, see page 29)

CN Medium humanoid (elf)

Init+2; Senses low-light vision; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 17 (+2 armor, +3 deflection, +2 Dex, +1 dodge, +2 natural)

hp 71 (9d8+27)

Fort+5, Ref+5, Will+6; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+3), claw +8 (1d6+3)

Ranged +1 seeking composite longbow +8/+3 (1d8+3/×3)

Oracle Spells Known (CL 9th; Concentration +11)

4th (4/day)—cure critical wounds, divination, legend lore, sending

3rd (6/day)—create food and water, cure serious wounds, locate object, magic vestment, summon monster III

2nd (7/day)—cure moderate wounds, hold person (DC 14), make whole, sound burst (DC 14), summon monster II, tongues

1st (7/day)—comprehend languages, cure light wounds, endure elements, identify, sanctuary (DC 13), shield of faith, summon monster I

0 (at will)—create water, detect magic, detect poison, light, mending, purify food and drink, read magic, stabilize

Mystery lore

TACTICS

Before Combat Although Sonarisa's intellect is a shadow of what it once was, her religious habits die hard. Her daily prayers still include a casting of magic vestment, and as soon as she fears combat is nearing (as is the case if she notices an approaching light source or hears the traps in area C2 activate), she casts shield of faith on herself.

During Combat For the first few rounds of combat, Sonarisa casts summon monster spells to summon creatures to attack her foes in melee. She switches to her bow once the odds are evened, pausing to cast sanctuary if she's brought below 30 hit points so she can heal her wounds in peace.

Morale Sonarisa fights to the death unless the PCs show her one of the planet spheres from the orrery of distant worlds, in which case she stops fighting and reacts as detailed under Development, below.

STATISTICS

Str 15, Dex 15, Con 14, Int 5, Wis 11, Cha 14

Base Atk+6; CMB+8; CMD24

Feats Dodge, Eschew Materials, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)

Skills Knowledge (arcana) +3, Knowledge (geography) +6, Perception +9, Spellcraft +3 (+5 to identify magic item properties), Stealth +6, Survival +4, Use Magic Device +5

Languages Aklo, Common, Draconic, Elven

SQ elven magic, mutations (additional natural attack, blindsense, ferocious), oracle's curse (tongues), revelations (automatic writing, lore keeper, think on it), weapon familiarity

Gear +1 seeking composite longbowwith 16 arrows

C4. DOMINION OF THE BLACK CULTIST, CR 4

Hp 40, see earlier.

C4. DEATHTRAP OOZE, CR 8

N Large ooze (shapechanger)

Init-4; Senses Perception -5

DEFENSE

AC 10, touch 5, flat-footed 10 (-4 Dex, +5 natural, -1 size)

hp 126 (12d8+72)

Fort+10,Ref+0, Will-1

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +13 (2d6+6 plus 2d6 acid and grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (2d6+6 plus 2d6 acid)

STATISTICS

Str 20, Dex 3, Con 22, Int —, Wis 1, Cha 1

Base Atk +9;CMB +15 (+19 grapple);CMD 21 (can't be tripped)

Skills Climb +13

SQ compression, trap form

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the Core Rulebook includes the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

C4. COUNTERWEIGHTED FLOOR, CR 3

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); Reflex DC 20

avoids; multiple targets (all creatures in 10-foot-square area)

C4. SCYTHING AXE, CR —

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Onset Delay1 round; Reset manual

Effect Atk +13 melee (3d6+10/×3); multiple targets (all creatures in pit)

C5. SPECTRES (2), CR 7

LE Medium undead (incorporeal)

Init+7; Senses darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 52 (8d8+16)

Fort+4, Ref+5, Will+9

Defensive Abilities incorporeal, channel resistance+2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 16, Cha 15

Base Atk+6; CMB+6; CMD21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception)

Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10,

Knowledge (religion) +13, Perception +17, Stealth +14,

Survival +11

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or swarm (7–12)

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds.

Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component. Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered. Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

C6. ABTAROH VORENIC, CR 8

Female human sorcerer 9
 CE Medium humanoid (human)
 Init+6; Senses Perception +8

DEFENSE

AC 22, touch 13, flat-footed 19 (+4 armor, +2 Dex, +1 dodge, +1 natural, +4 shield)
 hp 102 (9d6+68)
 Fort+7, Ref+5, Will+7
 Defensive Abilities unusual anatomy (25% change to dodge crit/sneak)

OFFENSE

Speed 30 ft.
 Melee dagger +4 (1d4/19-20)
 Ranged light crossbow (with human bane bolts) +7 (1d8+1/19-20) or light crossbow (with normal bolts) +6 (1d8/19-20 plus dream crystal toxin)
 Special Attacks long limbs (+5 ft.)
 Bloodline Spell-Like Abilities (CL 9th; Concentration +13)
 7/day—acidic ray (1d6+4 acid)
 Sorcerer Spells Known (CL 9th; Concentration +13)
 4th (5/day)—black tentacles (CMB+14/CMD24), dim. door, elem. body I
 3rd (7/day)—beast shape I, dispel magic, fireball (DC 17), tongues
 2nd (7/day)—alter self, false life, misdirection, scorching ray, see invisibility
 1st (7/day)—charm person (DC 15), comprehend languages, endure elements, enlarge person (DC 15), mage armor, shield
 0 (at will)—acid splash, bleed (DC 14), detect magic, light, mage hand, message, prestidigitation, read magic
 Bloodline aberrant

TACTICS

Before Combat Abtaroh casts endure elements, false life, mage armor, misdirection (onto her dagger), shield, and unseen servant before combat. These are in the stats above.
 During Combat Abtaroh tries to keep her cultist followers between herself and the enemy, casting black tentacles to prevent the PCs from approaching. She uses her wand of mirror image as soon as it appears that she'll be in melee combat or is otherwise targeted by attacks. Abtaroh would prefer to capture the PCs alive, and uses charm person to help secure their alliance—she hopes to use the PCs to investigate the crash site, and whether they do so as charmed minions or beaten foes who have bargained for their lives matters little to her.
 Morale Abtaroh casts dimension door if reduced to fewer than 20 hit points, fleeing to the surface above. She then casts beast shape 1 to assume the shape of an eagle and flies to Dustpaw—she's never been seen in town, so she can resume her true form once there to go into hiding. When the Emissary arrives, Abtaroh comes out of hiding to present herself to the alien creature. Unfortunately for her, the Emissary has no more use for her at this point and attacks Abtaroh, perhaps giving the PCs a round or two of respite before it turns its attention to them

STATISTICS

Str 10, Dex 14, Con 18, Int 12, Wis 8, Cha 18
 Base Atk+4; CMB+4; CMD17
 Feats Combat Casting, Craft Wondrous Item, Dodge, Eschew Materials, Improved Initiative, Improved Iron Will, Iron Will, Toughness
 Skills Bluff +10, Knowledge (arcana) +13, Knowledge (geography) +7, Perception +8, Spellcraft +13
 Languages Aklo, Common
 SQ bloodline arcana (+50% duration on polymorphs)
 Combat Gear +1 human bane bolts (10), potions of cure moderate wounds (2), wand of mirror image (12 charges), dream crystal toxin (4 doses); Other Gear dagger, light crossbow with 10 normal bolts, amulet of natural armor +1, belt of mighty Constitution +2, efficient quiver, headband of alluring charisma +2, 250 pp, 172 gp

C6. DOMINION OF THE BLACK CULTISTS x 1d6-1, CR varies

Human wizard 5
 CE Medium humanoid (human)
 Init+2; Senses Perception +2

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)
 hp 40 each (5d6+20)
 Fort+4, Ref+3, Will+5

OFFENSE

Speed 30 ft.
 Melee mwk dagger +3 (1d4/19-20)
 Special Attacks hand of the apprentice (5/day)
 Wizard Spells Prepared (CL 5th; Concentration +7)
 3rd—vampiric touch
 2nd—misdirection, scorching ray, summon monster II
 1st—charm person (DC 13), grease, mage armor, summon monster I
 0 (at will)—detect magic, light, message, touch of fatigue (DC 12)

TACTICS

Before Combat Each cultist casts misdirection on themselves when they wake each evening, targeting their daggers. They cast mage armor soon after they set out for the mine each night, or as soon as they suspect combat is imminent.
 During Combat If the cultists get in a fight, one of them attempts to escape while the other three hold the PCs off. The escaping cultist uses a scroll of invisibility to aid his escape, then a scroll of phantom steed to quickly reach the Neshar Mines to warn Abtaroh—this cultist can be encountered later at that location. The remaining cultists attempt to charm the PCs on the first round, hoping to stop combat before it begins. Failing this, one of the cultists uses summon monster spells while the other two use their scrolls of fireball if there's room. One cultist readies actions each round to launch magic missiles at foes as they cast spells if they are strong spellcasters or healers. A cultist uses vampiric touch as soon as possible after he's wounded, and drinks a potion of cure moderate wounds if brought to fewer than 15 hit points.

Morale The cultists fight to the death.

STATISTICS

Str 10, Dex 14, Con 16, Int 15, Wis 8, Cha 12
 Base Atk+2; CMB+2; CMD15
 Feats Craft Wand, Dodge, Improved Iron Will, Iron Will, Scribe Scroll, Skill Focus (Bluff)
 Skills Bluff +9, Knowledge (arcana) +10, Knowledge (geography) +6, Knowledge (religion) +6, Perception +2, Spellcraft +10, Stealth +7
 Languages Abyssal, Aklo, Common
 SQ arcane bond (dagger)
 Combat Gear potion of cure moderate wounds, potion of glibness, scroll of disguise self, scroll of invisibility, scroll of fireball, scroll of phantom steed, wand of magic missile (CL 5th, 10 charges); Other Gear mwk dagger, amulet of natural armor +1, spellbook (contains all prepared spells plus arcane lock and 2d4 additional spells of your choice), 11 gp

Part Four: The Crash Site

D0. GIANT VULTURES x 4, CR 8

N Large animal

Init+2; Senses low-light vision, scent; Perception +13

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort+10, Ref+6, Will+3; +4 vs. disease

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee bite +9 (2d6+9 plus disease)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 22, Dex 15, Con 18, Int 2, Wis 15, Cha 7

Base Atk +3; CMB +10; CMD 22

Feats Great Fortitude, Skill Focus (Perception), Toughness,

Weapon Focus (bite)

Skills Fly +7, Perception +13; Racial Modifiers +4 Perception

SQ diseased

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or flock (3-8)

Treasure none

SPECIAL ABILITIES

Diseased (Ex) Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease—much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (Core Rulebook 557). Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 racial bonus on all saving throws against such ailments.

D1. ID MUTANTS x 2, CR 8 = CR 9

Id mutant middle-aged elf fighter 8 (see page 29)

CN Medium humanoid (elf)

Init+6; Senses low-light vision; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 20 (+8 armor, +2 Dex, +2 natural)

hp 88 (8d10+40)

Fort+9, Ref+6, Will+5; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2; DR4/piercing; Immune sleep

OFFENSE

Speed 40 ft.

Melee +1 longsword +15/+10 (1d8+8/19-20), gore +6 (1d6+1)

Ranged mwk dagger +11 (1d4+3/19-20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat The id mutants have become quite protective of the galley, and think of it as their territory. They attack anyone who attempts to enter, but do not pursue foes beyond this room unless they are goaded to do so via ranged attacks. They focus their attacks on the same target (preferring to tackle more heavily armored foes first), working together to take down one foe at a time. **Morale** The id mutants fight to the death.

STATISTICS

Str 17, Dex 15, Con 17, Int 7, Wis 13, Cha 5

Base Atk +8; CMB +11; CMD 23

Feats Greater Weapon Focus (longsword), Improved Initiative,

Improved Iron Will, Iron Will, Lightning Reflexes, Power

Attack, Toughness, Vital Strike, Weapon Focus (longsword),

Weapon Specialization (longsword)

Skills Knowledge (geography) +1, Perception +10, Sense

Motive +3, Spellcraft +0 (+2 to identify magic item properties)

Stealth +5, Survival +5; Racial Modifiers +2 Perception,

+2 Spellcraft to identify magic item properties

Languages Common, Elven

SQ armor training 2, elven magic, mutations (thick hide 2), weapon familiarity

Combat Gear potions of cure moderate wounds(2); Other Gear +2 breastplate, +1 longsword, mwk daggers (2)

D2. VROCK, CR 9

CE Large outsider (chaotic, demon, evil, extraplanar)

Init+6; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 112 (9d10+63)

Fort+13, Ref+10, Will+6

DR10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR20

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 18)

1/day—heroism, mirror image, summon (level 3, 1 vrock 35%)

STATISTICS

Str 21, Dex 15, Con 25, Int 14, Wis 16, Cha 16

Base Atk +9; CMB +15; CMD 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning

Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14,

Perception +23, Sense Motive +15, Spellcraft +14,

Stealth +10, Survival +15; Racial Modifiers

+8 Perception

Languages Abyssal, Celestial, Common;

telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-10)

Treasure standard

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

A cloud of spores and a trail of feathers surrounds this twist cross between a man and a gigantic vulture.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *blesson* the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread are stunned for 1 round. The save DC is constitution-based.

D4. ADVANCED ANIMATE DREAM, CR 9

NE Medium outsider (extraplanar, incorporeal)
Init+6; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 22, flat 17 (+5 deflection, +6 Dex, +1 dodge, +2 NA)
hp 114 (12d10+24+24)
Fort+12, Ref+10, Will+14

Defensive Abilities incorporeal; SR19

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +18 (6d8 negative energy plus nightmare curse)

Spell-Like Abilities (CL 12th; Concentration +17)

3/day—deep slumber (DC 18), dimension door, nightmare (DC 20)
1/day—confusion (DC 19), fear (DC 19), phantasmal killer (DC 19)

STATISTICS

Str —, Dex 22, Con 21, Int 14, Wis 19, Cha 25

Base Atk+12; CMB+16; CMD36

Feats Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility

Skills Bluff +22, Fly +14, Intimidate +24, Knowledge (planes) +17

Perception +19, Sense Motive +19, Stealth +21

Languages telepathy 100 ft.

SPECIAL ABILITIES

Nightmare Curse (Ex) An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; save Will DC 23; frequency 1/day; Effect 1d4 Wisdom drain and target is fatigued; cure 3 consecutive saves or dispel evil, dream, or remove curse.

D6. ADVANCED WOOD GOLEMS x 2, CR 8 = CR 9

N Medium Construct

Init+3; Senses darkvision 60 ft., low-light vision; Perception

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)
hp 80 (8d10+20+16)

Fort+4, Ref+7, Will+7

DR5/adamantine; Immune Construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +14 (2d6+6)

Special Attacks splintering

STATISTICS

Str 22, Dex 21, Con —, Int —, Wis 21, Cha 5

Base Atk+8; CMB+14; CMD 29

SPECIAL ABILITIES

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- Warp wood or wood shape slows a wood golem (as the slow spell) for 2d6 rounds (no save).
- Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst.

All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 16 halves). The save DC is Con-based.

D7. GELVIEL ZORRIAH, CR 11

Male id mutant middle-aged elf wizard 11

CN Medium humanoid (elf)

Init+5; Senses blindsense 30 ft., low-light vision;

Perception +13

DEFENSE

AC 24, touch 14, flat-footed 22 (+4 armor, +2 deflection, +1 Dex +1 dodge, +2 natural, +4 shield)

hp 122 (11d6+81)

Fort+9, Ref+6, Will+13; +2 vs. enchantments

DR10/adamantine, 2/piercing; Immune sleep; Resist fire 10

OFFENSE

Speed 40 ft.

Melee mwk dagger +6 (1d4/19–20), bite +0 (1d6 plus infection)

Special Attacks hand of the apprentice (6/day), metamagic mastery (2/day)

Wizard Spells Prepared (CL 11th; Concentration +14)

6th—repulsion (DC 19)

5th—baleful polymorph (DC 18, dispel DC 20), summon monster V

4th—dimension door, ice storm, stonkskin

3rd—dispel magic, displacement, fly, lightning bolt (DC 16), slow (DC 16)

2nd—bear's endurance, false life, mirror image, scorching ray (2)

1st—mage armor, magic missile (3), shield

0 (at will)—light, mage hand, mending, prestidigitation

TACTICS

Before Combat Gelviel casts mage armor and false life every day, extending them with his metamagic mastery ability.

As soon as he hears combat elsewhere in the ship, he casts bear's endurance, stonkskin, and shield to prepare for battle.

During Combat Gelviel's first act in combat is to flee to the bow of the ship and cast repulsion, shrieking for the "treacherous mutineers" to "stay away!"

He follows this up by casting summon monster V to Conjure 1d3 Medium air

elementals, after which he casts displacement. He follows

this up with his ranged attack spells, trusting his elementals

to keep foes from entering melee with him. If he is forced

into melee, he uses his wand of vampiric touch.

Morale Gelviel Zorriah fights to the death.

STATISTICS

Str 11, Dex 13, Con 19, Int 16, Wis 14, Cha 7

Base Atk+5; CMB+5; CMD19

Feats Craft Construct, Craft Magic Arms and Armor, Craft

Wondrous Item, Dodge, Extend Spell, Forge Ring, Improved

Initiative, Iron Will, Scribe Scroll, Toughness

Skills Fly +11, Knowledge (arcana) +17, Knowledge

(engineering) +11, Knowledge (geography) +17, Perception +13,

Spellcraft +17, Stealth +5, Survival +6, Use Magic Device +3

Languages Aklo, Auran, Common, Elven, Osiriani

SQ arcane bond (ring of minor fire resistance), elven magic, mutations

(blindsense, infectious [DC 19], thick hide), weapon familiarity

Combat Gear wand of vampiric touch (9 charges); Other

Gear mwk dagger, cloak of resistance +2, headband of

vast intelligence +2, ring of minor fire resistance, ring of

protection +2, spell component pouch, a pair of canine

statues worth 50 gp, diamond dust worth 500 gp

D7. MEDIUM AIR ELEMENTAL, CR 3

Init+9; Senses darkvision 60 ft.; Perception +7

AC19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp30 (4d10+8)

Fort+6, Ref+9, Will+1

Defensive Abilities air mastery; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 14, Dex 21, Con 14, Int 4, Wis 11, Cha 11

Base Atk+4; CMB+6; CMD22

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Escape Art. +9, Fly +17, Perception +7, Stealth +10

Part Five: Monsters of the Id

EVENT 1. NALAN HOSSLER, CR 10

Male unique giant id mutant old human fighter 5 (see page 29)

CN Large humanoid (human)

Init+4; Senses low-light vision; Perception +15

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 146 (13 HD; 8d8+5d10+83)

Fort+17, Ref+5, Will+7; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+7 plus infection DC 21), 2 slams +17 (1d6+7),

2 tentacles +12 (1d6+3 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+7), weapon training (axes +1)

TACTICS

During Combat Nalan attacks the closest target each round.

Morale Nalan fights to the death.

STATISTICS

Str 24, Dex 10, Con 20, Int 4, Wis 14, Cha 8

Base Atk+11; CMB+19 (+21 bull rush, +23 grapple); CMD29

(31 vs. bull rush)

Feats Cleave, Great Fortitude, Improved Bull Rush, Improved

Initiative, Improved Iron Will, Iron Will, Lightning Reflexes,

Power Attack, Quick Draw, Toughness, Weapon Focus

(battleaxe), Weapon Specialization (battleaxe)

Skills Climb +13, Intimidate +7, Perception +15, Ride +8

Languages Common

SQ armor training 1, mutations (infectious, tentacled, thick hide)

SPECIAL ABILITIES

Infectious (Su) : Whenever an infectious id mutant damages a humanoid with one of its natural attacks, that humanoid must succeed at a Fortitude save (DC = 10 + 1/2 the id mutant's HD + the id mutant's Constitution modifier) or be afflicted by the curse of bestial dreams.

Tentacled (Ex) : The id mutant gains a number of tentacle attacks equal to its adjusted CR divided by 5 (minimum 2). Each tentacle also has the grab and Constrict special attack (constrict damage equals the tentacle's damage). This mutation can only be selected by id mutants of CR

Thick Hide (Ex) : The id mutant's thick hide grants it DR 2/piercing. This mutation can be selected multiple times—each time it is selected, the DR increases by 2

EVENT 2. DALVISS CRENN, CR 9

Male id mutant old human fighter 8 (see page 29)

CN Medium humanoid (human)

Init+5; Senses low-light vision; Perception +12

DEFENSE

AC 25, touch 13, flat-footed 24 (+8 armor, +1 deflection, +1 Dex, +1 halberd, +4 natural)

hp 96 (8d10+48) (And 18 hp for ferocity)

Fort+10, Ref+3, Will+5; +2 vs. fear

Defensive Abilities bravery +2, ferocity

OFFENSE

Speed 50 ft.

Melee +1 defending halberd +15/+10 (1d10+10/19 -20/x3), bite +8 (1d6+2)

Special Attacks weapon training (polearms +1)

TACTICS

During Combat Dalviss always allocates his +1 bonus from his halberd to his AC. He focuses on one random PC at a time.

Morale The mutant Dalviss fights to the death.

STATISTICS

Str 20, Dex 13, Con 18, Int 8, Wis 12, Cha 6

Base Atk+8; CMB+13; CMD25

Feats Cleave, Improved Critical (halberd), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Vital Strike, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Knowledge (geography) +3, Perception +12, Profession

(innkeeper) +8, Sense Motive +5, Stealth +4, Survival +5

Languages Common

SQ armor training 2, exceptional gear, mutations (ferocious, swift)

Other Gear +2 breastplate, +1 defending halberd, amulet

of natural armor +2, belt of physical perfection +2, ring of

protection +1, 40 gp

EVENT 3. EMISSARY FROM BEYOND, CR 12

Vespergaunt (Pathfinder Campaign Setting: Inner Sea Bestiary 58)

NE Medium ooze, (Dungeoneering DC 27)

Init+6; Senses all-around vision, blindsight 60 ft., true seein

Perception +22

Aura madness (60 ft., DC 21)

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 195 (17d8+119)

Fort+14, Ref+9, Will+9

Defensive Abilities amorphous; DR10/aligned; Immune ooze traits; SR23

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee 2 slams +21 (2d8+8 plus siphon spirit)

Space 5 ft.; Reach 10 ft.

Spell-Like Abilities (CL 17th; Concentration +20)

Constant—tongues, true seeing

At will—deeper darkness

3/day—contact other plane

1/month—wish

TACTICS

During Combat The vespergaunt has already used its greatest weapon (its monthly wish) to trigger the unnatural twilight and transformations in the Dustpaw environs, but it is still dangerous foe. It begins combat by casting deeper darkness and tries to remain in the spell's area at all times if possible but as it has no ranged options in combat, it can be lured out of the darkness by forcing it to exit the spell's area to make attacks. The monster focuses its attacks on divine spellcaster. Morale After traveling for so long to reach its destination, the alien does not consider flight or surrender to be a viable option. It fights to the death, even if it's been crippled by destruction of the orrery of distant worlds.

STATISTICS

Str 27, Dex 14, Con 24, Int 15, Wis 15, Cha 16

Base Atk+12; CMB+20; CMD32 (can't be tripped)

Feats Alertness, Combat Reflexes, Great Fortitude, Improved

Initiative, Iron Will, Lightning Reflexes, Persuasive, Power

Attack, Weapon Focus (slam)

Skills Diplomacy +10, Fly +15, Intimidate +17, Knowledge

(planes) +19, Perception +22, Sense Motive +12, Stealth +12

Languages tongues; telepathy 100 ft.

SQ no breath

SPECIAL ABILITIES

Aura of Madness (Su) Any creature within a 60-foot radius of the vespergaunt must succeed at a DC 21 Will save or be confused for 1d4 rounds. Once a creature successfully saves, it cannot be affected by the Emissary's aura again for 24 hours. As a free action, the Emissary can suppress its aura. This is mind-affecting effect. The save DC is charisma-based.

Damage Reduction (Su) The vespergaunt's DR is bypassed by any weapons that are chaos-, evil-, good-, or law-aligned.

Siphon Spirit (Su) Any creature touched by the Emissary from Beyond must succeed at a DC 21 Will save or gain 1 negative level as the Emissary rips away a portion of its soul. A divine spellcaster gains an additional negative level with each failed save. The victim must save anew each time it is touched, and a character killed by this attack disintegrates completely except for its eyes and strands of brain matter, which become part of the Emissary. Only powerful magic such as miracle or wish can resurrect a creature slain in this manner.