

## Kingmaker Chapter 4 for 6 players

### Converting Kingmaker: Blood for Blood (Chapter 4) for 6 People

by Shane "General Chaos" Majewski

*Disclaimer: This document is based around the excellent 6 player conversions by Alexander from the Paizo forums: Part*

1: <http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/adventurePath/kingmaker/convertingKingmakerStolenLandChapter1For6PCs>

Part

2: <http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/adventurePath/kingmaker/convertingKingmakerRiversRunRedChapter2For6PCs>

Part 3 by me:

<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/adventurePath/kingmaker/convertingKingmakerRiversRunRedChapter3For6PCs>

*To paraphrase and quote; I'm attempting to provide 50% more xp and treasure in all instances that it occurs to make up for increased party size. Either by adding templates, racial HD, levels or more foes.*

**Note:** *When I mention 'our XP target' throughout this conversion, the target is a total XP 50% higher than the original book's XP values; if an encounter in Blood for Blood is ordinarily worth 1,000XP, we want our converted encounter to be worth 1,500XP ideally; so the 6 players advance as fast as the four players would in the standard versions of the encounters.*

### Basic Recommendations

- Give the PC's 150XP per hex explored; this gives the PC's 25XP per hex, the same as if you had run it for 4 players with the default 100XP.
  - For each successful quest, award the PC's 19200XP instead of the standard 12800XP- a 50% increase yielding 3200XP per character.
- See Rivers Run Red mod for kingdom XP bonuses.

### Part One: Trouble in Tatzlford

Due to the way this encounter is meant to be run only two parts require modification:

March of the Trolls (CR 11)

*Adding Advanced template to the Trolls would leave a deficit of 2400XP (just enough for a non-upgraded troll, but I feel that would add to the DM side complexity, so have just increased their number to 9.*

*Original XP Value = 14400XP | Target encounter XP - 21600XP (3600XP per character)*

#### **Trolls CR6 (9)**

Victory or Defeat

Win: Party gains 19200XP instead of 12800XP

Tie: Party gains 9600XP instead of 6400XP

In addition Ameon gains a level, though he's not expected to fight the characters directly (he'll be well and truly outmatched as a CR9) - Unless he's escaped back to Fort Drelev. Also note that Terrion Numesti uses Ameon's stats and will be upgraded the same way!

#### **Ameon Trask CR9**

Male human fighter 7/rogue 3

LE Medium humanoid (human)

Init +4; Senses Perception +9

Defense

AC 23, touch 15, flat-footed 18 (+7 armor, +4 Dex, +1 dodge, +1 shield)

hp 87 (10 HD; 7d10+3d8+36)

Fort +8, Ref +9, Will +3; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee +1 short sword +14/+9 (1d6+6/19–20), +1 short sword +14/+9 (1d6+6/19–20)

Ranged mwk composite longbow +14/+9 (1d8+2/\*3)

Special Attacks sneak attack +2d6, weapon training (light blades +1)

Statistics

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

Base Atk +9; CMB +11; CMD 26

Feats Dazzling Display, Dodge, Double Slice, Improved Two-Weapon Fighting, Shatter Defenses, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Acrobatics +11, Bluff +9, Diplomacy +5, Disable Device +10, Disguise +5, Intimidate +8, Knowledge (local) +7, Perception +9, Ride +8, Sleight of Hand +10, Stealth +12, Survival +5, Swim +5

Languages Common, Skald

SQ armor training 2, rogue talents (finesse rogue), trapfinding +1

Combat Gear fire elemental gems (2), potion of cure moderate wounds; Other Gear +1 chainmail, +1 short swords (2), masterwork composite shortbow with 20 arrows, 250 gp

## Part Two: Into The Slough

A -Flooded Mine

No change

B -Giants' Cave

*Added a level of barbarian to the hill giants. The hill giants of Drelev also have this advancement.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

### **Hill Giant Barbarians CR8 (3)**

XP 4,800

CE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +6

Defense

AC 19, touch 6, flat-footed 19 (+4 armor, -1 Dex, +9 natural, -1 size, -2 Rage)

hp 123 (10d8+1d12+66)

Fort +15, Ref +2, Will +5

Defensive Abilities rock catching

Offense

Speed 50 ft. (40 ft. in armor)

Melee greatclub +17/+12 (2d8+13) or 2 slams +15 (1d8+9)

Ranged rock +7 (1d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (120 ft.)

Statistics

Str 29, Dex 8, Con 23, Int 6, Wis 10, Cha 7

Base Atk +8; CMB +18; CMD 27

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +13, Intimidate +13, Perception +6

SQ Rage (8 rounds/day, included in stats)

Languages Giant

Treasure standard (mwk hide armor, mwk greatclub)

Without rage, -2 to hit in melee, -3 damage with greatclub, -2 will, -22hp, etc.

Treasure: Change the money to 5250sp, 1610gp. Add we're adding 2450gp worth of gear: A brooch of shielding, and a Hand of the Mage, with 50 left over going into the cash.

C -Wyvernstone Bridge

No change

D -Armag's Tomb

See Part Four

E -Cloudberry Field

No change

F -Boggard Ambush CR10

*Giving the boggards a level of ranger (in line with the boggard encampment at area N) will bring them up to CR3, but will leave us with 11200XP, a fairly hard number to bring up to the target. Instead I'm going to drop 1 of them, and include one of the upgraded Boggard Wardens with his animal companion instead. This doesn't interfere with the number of poison blowdarts, and gives them a 'tank' to draw the players attention.*

*Original XP Value = 8400XP | Target encounter 12600XP - XP (2100XP per character)*

**Boggard Warriors CR2 (13)**

**Boggard Warden CR8 (See area N for stats)**

**Frog Companion CR-**

G -Decayed Corpse

Add 2000gp worth of gear. A matching +1 weapon makes sense, customize it for your group or make it a +1 taldan duelling blade.

H -Aurumvorax Den CR11

*They're pretty mean, but fairly simple. Just adding Advanced will bring up their XP value to what it needs to be, and add more than enough danger to their many attacks. I also added more resistance to trip due to their additional legs.*

*Original XP Value = 12800XP | Target encounter XP - 19200XP (3200XP per character)*

**Aurumvoraxes CR10 (2)**

XP 9,600 each

Tome of Horrors Revised 24

N Small magical beast

Init +10; Senses darkvision 60 ft., low-light vision, scent;

Perception +15

Defense

AC 27, touch 17, flat-footed 21 (+6 Dex, +10 natural, +1 size)

hp 138 each (12d10+72)

Fort +16, Ref +14, Will +9

Defensive Abilities ferocity; DR 10/piercing or slashing;

Immune poison; Resist fire 10

Offense

Speed 30 ft., burrow 10 ft.

Melee 4 claws +20 (1d4+7 plus grab), bite +20 (1d6+7 plus grab)

Special Attacks rake (4 claws +20, 1d4+7)

Statistics

Str 25, Dex 22, Con 22, Int 2, Wis 17, Cha 15

Base Atk +12; CMB +18; CMD 34 (42 vs trip)

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Skill Focus

(Perception) Skills Perception +15, Stealth +19

Treasure: Increase the gp to 2520gp, the ivory scepter is studded with opals, and is worth 1,800gp, the gold necklace has a heart shaped trinket increasing its worth to 600gp. In addition to the kukri and ring, there's a small +1 ghost touch shortsword, and 6 small masterwork silver daggers.

I -Chimera Pride CR10

*I was tempted to give the chimera's Giant template, but that doesn't fit with their "small cave". Instead I've opted to give them another HD. Because of the slight shortfall of extra damage and HP, I instead added another die damage to their breath weapons.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

**Chimeras CR8 (3)**

XP 3,200

CE Large magical beast

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

Perception +11

Defense

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 94 (10d10+40)

Fort +10, Ref +8, Will +7

Offense

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

Melee bite +13 (2d6+4), bite +13 (1d8+4), gore +13 (1d8+4), 2

claws +13 (1d6+4)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon

Statistics

Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10

Base Atk +10; CMB +15; CMD 26 (30 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus

(Perception), Toughness

Skills Fly +3, Perception +11, Stealth +4 (+8 in scrub land or brush); Racial Modifiers +2 Perception, +4

Stealth in scrubland or brush

Languages Draconic

Special Abilities

**Breath Weapon (Su)** A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 7d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

d10 Head Color Breath Weapon

1-2 Black 40-foot line of acid

3-4 Blue 40-foot line of lightning

5-6 Green 20-foot cone of acid

7-8 Red 20-foot cone of fire

9-10 White 20-foot cone of cold

Treasure: Increase the bracers of armor to +5, and increase the charges to 28.

J -The Sinking Bog

No change

K -Smilodon Den CR11

*Need one more CR to meet the requirements of this level. Speartooth is already advanced and old. The description says "immense" but is only as large as a regular dire tiger - so I'm going to make him huge by adding the Giant template. Con bonus alone is another 40 hitpoints, hehe.*

*Original XP Value = 12800XP | Target encounter XP - 19200XP (3200XP per character)*

**Speartooth** CR12

XP 19,200

Advanced giant old dire tiger (Pathfinder RPG Bestiary 193)

N Huge animal

Init +7; Senses low-light vision, scent; Perception +15

Defense

AC 23, touch 12, flat-footed 18 (+3 Dex, +1 dodge, +11 natural, -2 size)

hp 210 (20d8+120)

Fort +18, Ref +17, Will +12

Offense

Speed 40 ft.

Melee 2 claws +24 (2d6+11 plus grab), bite +24 (3d8+11/19-20 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks pounce, rake (2 claws +24, 2d6+11)

Statistics

Str 32, Dex 16, Con 22, Int 2, Wis 18, Cha 16

Base Atk +15; CMB +25; CMD 40

Feats Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +15 (+19 jump), Perception +15, Stealth +12 (+16 in tall grass)

**Treasure:** three masterwork breastplates 1050, four masterwork heavy steel shields 680, six masterwork longswords 1575, and five masterwork composite longbows (+3 Str) 3500. +1 animal bane composite longbow 8000, efficient quiver 1800, and two remaining arrows of animal slaying 4564 = 21169gp. 10584. I feel this set of loot is meant to be mainly a graveyard, and not really contains much in the way of new useful items for the players. Doubling the masterwork items (6 breastplates, 8 heavy steel shields, 12 longswords, 10 longbows) uses up 6805gp leaving 3779gp. Add on another arrow of animal slaying, and a brooch of shielding puts us over by a very minor 3gp.

L -Haunted Fen CR6

*The Ahuizotl is supposed to be a special encounter, in which it attempts to draw away a single target at a time to ambush. It might be dangerous to upgrade the Ahuizotl in such a case, especially if it grapples and drowns a player. But such a threat could be a great way to keep players on their toes. I could imagine the players reactions to losing a character to a lone CR7 critter. Adding the Advanced Template puts us up to 3200XP, 400 short of expected. We'll make this up later.*

*Original XP Value = 2400XP | Target encounter XP - 3600XP (600XP per character)*

### **Advanced Ahuizotl CR7**

XP 3,200

NE Large magical beast (aquatic)

Init +9; Senses darkvision 60 ft., low-light vision; Perception +4

Defense

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)

hp 82 (8d10+40)

Fort +11, Ref +11, Will +6

Offense

Speed 30 ft., swim 50 ft.

Melee bite +14 (2d6+7), 2 claws +14 (1d6+7), tail claw +14 (1d8+7/19-20 plus blinding strike or grab)

Space 10 ft.; Reach 5 ft. (10 ft. with tail)

Special Attacks blinding strike (Fort DC 18)

Statistics

Str 24, Dex 21, Con 21, Int 13, Wis 18, Cha 20

Base Atk +8; CMB +16 (+18 disarm, +20 grapple); CMD 31 (35

vs. trip)

Feats Blinding CriticalB, Combat Reflexes, Improved Critical (tail claw)B, Improved Disarm, Improved Initiative, Stand Still

Skills Bluff +9, Stealth +10, Swim +13; Racial Modifiers +6 Bluff

Languages Common

SQ amphibious, tenacious grapple, voice mimicry

M -Fort Drelev

See Part Three

N -M'Botuu - Is composed of several sub locations, but is not suitable for it's own chapter

*As a large single location I'm going to total the gain and divide it specially. Adding anything to the regular CR2 boggards won't add much tactically, and there's already quite a few potential enemies at this camp. As such I'll be focusing on the wardens and Spoko. Grand total is 53800XP, requiring an additional 26900.*

*Wardens will be the same in every area, as are their frog companions. The HP bonus for the Wardens seemed to be off. 8x +4 Con, +8 for toughness = 40, with +1 level ranger 9 x +4 Con, +9 for toughness = 45. HP only go up by 5. +1000gp gear... An extra potion each, and we'll add their poison to their gear to be lootable, similar poison is Black adder venom, which is 1 DC save higher... so we'll call Sunray poison 100gp per dose. After upgrading these guys there's only 15700XP to dish out. Sepoko gets another level too, bringing us down to 9300XP. 2 more wardens will only put us over by 300XP. Removal of a single regular Boggard will change that to 300XP free, which we can add to area L's spare 400XP, putting us close enough to adding another CR3 somewhere else.*

### **Boggard Wardens CR8**

XP 4,800 each (1,600 more)

Male boggard ranger 6 (Pathfinder RPG Bestiary 37)

CE Medium humanoid (boggard)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +9

Defense

AC 18, touch 10, flat-footed 18 (+5 armor, +3 natural)

hp 90 each (3d8+6d10+45)

Fort +12, Ref +8, Will +7

Offense

Speed 20 ft., swim 30 ft.

Melee mwk trident +13/+8 (1d8+5), mwk handaxe +12/+7 (1d6+2/×3), tongue +7 (sticky tongue+2)

Ranged blowgun +7 (1d2 plus poison [sunray frog venom; DC 10; 1/rd. for 6 rds.; 1d2 Con, 1 save])

Special Attacks favored enemy (human +4, animal +2), terrifying croak (DC 12)

Ranger Spells Prepared (CL 3rd; concentration +1)

1st—entangle (DC 13), speak with animals

Str 20, Dex 10, Con 18, Int 8, Wis 14, Cha 8

Base Atk +8; CMB +13; CMD 23

Feats Endurance, Iron Will, Lightning Reflexes, Power Attack, Toughness, Two-Weapon Fighting, Vital

Strike, Weapon Focus (trident), Improved Two-Weapon Fighting

Skills Handle Animal +11, Perception +10, Survival +14, Swim +23

Languages Boggard

SQ favored terrain (swamp), hold breath, hunter's bond (animal companion), swamp stride, track +3, wild empathy +5

Combat Gear potions of cure serious wounds (3); Other Gear +1 hide armor, masterwork handaxe, masterwork trident, 8 doses of venom.

**Giant Frog Companions CR-**

N Medium animal

Init +1; Senses low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 natural, +1 Dex)

hp 25 each (3d8+12)

Fort +6, Ref +6, Will +0

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d6+3), tongue +0 touch (grab)

Space 5 ft.; Reach 5 ft. (15 ft. with tongue)

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

STATISTICS

Str 16, Dex 13, Con 16, Int 1, Wis 9, Cha 6

Base Atk +2; CMB +5; CMD 16

Feats Lightning Reflexes, Toughness

Skills Perception +5, Swim +10

SQ link, share spells, tricks (attack, defend, fetch, perform), Evasion

N1 -Bone Island CR9

*Added another warden and companion here. See above for details.*

*Original XP Value = 6400XP | Target encounter XP - 9600XP (1600XP per character)*

**Boggard Wardens CR8 (3)**

**Giant Frog Companions CR- (3)**

N2 -Tree-Frog Sentries CR4

*Original XP Value = 1200XP | Target encounter XP - 1800XP (300XP per character)*

**Boggard Sentries CR2 (2)**

N3 -Fire Pit

No change

N4 -Prisoner Hut CR2

*Original XP Value = 600XP | Target encounter XP - 900XP (150XP per character)*

**Ka-Kekt CR2 (Standard Bog strider)**

N5 -Empty Huts

No change

N6 -Escape Route

No change

N7 -Frog Storage CR6

*Removed one Boggard from this encounter. See area N for details.*

*Original XP Value = 3600XP | Target encounter XP - 5400XP (900XP per character)*

**Boggards CR2 (2)**

**Sunray Frogs CR1/2 (9)**

N8 -Larder

No change

N9 -Feast Hall CR8

*Original XP Value = 4800XP | Target encounter XP - 7200XP (1200XP per character)*

**Boggards CR2 (8)**

N10 -Communal Quarters CR9

*Original XP Value = 7200XP | Target encounter XP - 10800XP (1800XP per character)*

**Boggards CR2 (12)**

N11 -Barracks CR11

*Original XP Value = 10800XP | Target encounter XP - 16200XP (2700XP per character)*

**Boggard Wardens CR8 (3)**

**Giant Frog Companions CR- (3)**

**Boggards CR2 (11)**

N12 -Chieftain's Throne Room

*Added another Warden and companion, in addition to giving another level to Sepoko. He now has Mass Bull's Strength, which should be the second spell he casts in combat, after Insect Plague. I overspent on sepoko's items by about 400gp, but will take that out of the treasure room.*

*Original XP Value = 19200XP | Target encounter XP - 28800XP (4800XP per character)*

**Sepoko CR12**

XP 19,200

Male boggard cleric of Gogunta 11 (Pathfinder RPG Bestiary 37)

CE Medium humanoid (boggard)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +4

Defense

AC 25, touch 13, flat-footed 25 (+6 armor, +3 deflection, +3 natural, +3 shield)

hp 142 (14d8+80)

Fort +14, Ref +6, Will +12

Defensive Abilities death's embrace; Resist cold 10

Offense

Speed 20 ft., swim 30 ft.

Melee +2 icy morningstar +14/+9 (1d8+3 plus 1d6 cold), tongue +6 (sticky tongue)

Special Attacks channel negative energy (6d6, DC 16, 4/day), terrifying croak (DC 14)

Domain Spell-Like Abilities (CL 10th; concentration +14)

7/day—bleeding touch (5 rounds), icicle (1d6+5 cold damage)

Cleric Spells Prepared (CL 10th; concentration +14)

6th—Cone of coldD (DC 20), Mass Bull's Strength

5th—flame strike (DC 19), insect plagueD, slay living (DC 19)

4th—control waterD, cure critical wounds, freedom of movement, greater magic weapon, summon monster IV

3rd—bestow curse (DC 17), blindness/deafness (DC 17), cure serious wounds, dispel magic, magic vestment, water breathingD

2nd—cure moderate wounds (2), death knellD (DC 16), hold person (DC 16), resist energy, sound burst (DC 16)

1st—bane (DC 15), cure light wounds, divine favor, endure elements, obscuring mistD, shield of faith

0 (at will)—create water, detect poison, mending, resistance

D Domain spell; Domains Death, Water

Statistics

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

Base Atk +10; CMB +11; CMD 22

Feats Brew Potion, Channel Smite, Craft Wand, Extra Channel, Lightning Reflexes, Toughness, Weapon Focus (morningstar)

Skills Handle Animal +7, Intimidate +4, Knowledge (religion) +6, Swim +11

Languages Boggard

SQ hold breath, swamp stride

Combat Gear potions of cure moderate wounds (3), potion of sanctuary, wand of cure moderate wounds (24 charges), wand of poison (9 charges); Other Gear +2 hide armor, +1 icy morningstar, +2 light wooden shield, spell component pouch, unholy symbol of Gogunta

### **Boggard Wardens CR8 (3)**

#### **Giant Frog Companions CR- (3)**

N13 -Treasure Room

Treasure: Upgrade to 84 pp, 1,945 gp, 3,033 sp, 1313 cp, five black opals worth 300 gp each, 15 gold bracelets (each is decorated with a different forest animal motif and is worth 25 gp), a box of 18 Taldan-stamped gold ingots worth 250 gp each. Add another dose to the cask: 250gp. A druid's vestment 3750gp. And two feather token, anchors - stolen from raided boats.

O -Lake Hooktongue

No change. You might want to double the number of special creatures here. I'll update this with a Water Orb when Bestiary 2 becomes available, if I remember.

P -Dragonfly Glade CR10

*Increasing the dragonfly CR by 1 leaves us with a deficit of 1600, just enough for one more. In addition, the sudden activity of hot blooded creatures arouses a nearby ochre jelly who often can't reach the nearby flying insects, for an unexpected surprise!*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

#### **Advanced Giant Dragonflies CR5 (8)**

XP 1,600 each

Tome of Horrors Revised 169

N Medium vermin

Init +7; Senses darkvision 60 ft.; Perception +3

Defense

AC 22, touch 17, flat-footed 15 (+7 Dex, +5 natural)

hp 59 each (7d8+28)

Fort +9, Ref +9, Will +5

Immune mind-affecting effects

Offense

Speed 20 ft., fly 80 ft. (perfect)

Melee bite +13 (1d10+11)

Statistics

Str 27, Dex 25, Con 18, Int —, Wis 16, Cha 10

Base Atk +5; CMB +13; CMD 30

Skills Fly +15

#### **Ochre Jelly CR5**

XP 1,600

N Large ooze

Init -5; Senses blindsight 60 ft.; Perception -5

Defense

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

hp 63 (6d8+36)

Fort +8, Ref -3, Will -3

Defensive Abilities split; Immune electricity, mind-affecting effects, ooze traits, slashing and piercing damage

Offense

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (2d4+3 plus 1d4 acid)

Statistics

Str 14, Dex 1, Con 22, Int —, Wis 1, Cha 1

Base Atk +4; CMB +7 (+11 grapple); CMD 12 (can't be tripped)

Skills Climb +10

#### Special Abilities

**Acid (Ex)** An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

**Split (Ex)** Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Q** -The Swamp Scar CR9

*Increasing Ngara's CR by one leaves 3200XP to be filled. A single charmed CR7, or a pair of charmed CR5 seems an obvious choice. In this case I think I'd recommend a single oringal (non upgraded) Boggard warden, to gain additionally another frog companion for free. Ngara's item doesn't really follow the NPC gearing table. As such the boggard's equipment should be enough of an improvement for this battle anyway. Addition of Dominate Person is going to make the players HATE Ngara, but shouldn't end up being a huge problem for a group of 6.*

*Original XP Value = 19200XP | Target encounter XP - 28800XP (4800XP per character)*

#### **Boggard Warden CR7**

#### **Giant Frog Companion CR-**

+1 spell known 2 3 4 and 5, +1/day 4 & 5

#### **Ngara CR13**

XP 19,200

Female spirit naga sorcerer 4 (Pathfinder RPG Bestiary 213)

CE Large aberration

Init +11; Senses darkvision 60 ft.; Perception +19

#### Defense

AC 33, touch 20, flat-footed 25 (+4 armor, +7 Dex, +3 deflection, +1 dodge, +9 natural, -1 size)

hp 145 (13 HD; 10d8+4d6+87)

Fort +10, Ref +13, Will +14

#### Offense

Speed 40 ft., swim 20 ft.

Melee 1 bite +13 (3d6+8)

Space 10 ft.; Reach 5 ft.

Special Attacks charming gaze (DC 22)

Spell-Like Abilities (CL 10th; concentration +18)

At will—fleeting glance (10 rounds/day)

10/day—laughing touch

Sorcerer Spells Known (CL 10th; concentration +18)

5th (5/day)—cone of cold (DC 22), dominate person (DC 22)

4th (7/day)—bestow curse (DC 21) cure critical wounds, dimension door, poison (DC 21)

3rd (8/day)—deep slumber (DC 22), dispel magic, fireball (DC 20), water breathing, heroism

2nd (8/day)—acid arrow, detect thoughts (DC 19), hideous laughter (DC 21), invisibility, whispering wind, scorching ray (3x +16, 4d6 fire)

1st (8/day)—cure light wounds, divine favor, entangle (DC 18), mage armor, magic missile, shield of faith  
0 (at will)—bleed (DC 17), daze (DC 19), detect magic, guidance, mage hand, message, open/close, ray of frost, read magic

#### Bloodline Fey

#### Statistics

Str 20, Dex 24, Con 23, Int 12, Wis 17, Cha 24

Base Atk +9; CMB +15; CMD 36 (can't be tripped)

Feats Arcane Strike, Combat Casting, Dodge, Eschew Materials, Extend Spell, Improved Initiative, Lightning

Reflexes, Quicken Spell

Skills Bluff +24, Knowledge (nature) +10, Perception +20, Spellcraft +11, Stealth +19, Swim +24

Languages Abyssal, Common

SQ woodland stride

Gear headband of mental prowess +2 (Charisma and Wisdom)

**R** -Wild Horses CR10

*This isn't really supposed to be a combat encounter. As such I just increased the number heavy horses by 8 to make up the XP difference. This will mean Windchaser might be more lenient with giving up one or two of his herd to friendly characters as mounts, or to complete Chasing the Wind quest.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

Windchaser CR4

Advanced Heavy Horses CR2 (22)

S -Chuul Lair CR9

*It's tempting to add HD or revisit the giant chuul from Chapter 3, but I think increasing the number by 1 would be preferable, as too few foes can easily be tied up by experienced players.*

*Original XP Value = 6400XP | Target encounter XP - 9600XP (1600XP per character)*

### **Chuul CR7 (3)**

T -Fey Pranksters CR10

*This has the potential of being a highly memorable fight. Merely increasing the number of pixies or worgs wouldn't really have that effect. With 4500 to work with, and 700XP left over from earlier encounters we can chuck in a major CR8 bad guy (or maybe a pair of CR6's) to be the hitter for the pixies who stay at range and pepper the players with sleep arrows. Short list: 2x Ankylosaurus, 2x Girallon, a Treant, or a dire tiger. Treant's and Dire Tigers already appear in the adventure, so I decided on something new, one each of the dino and the girallon. The Dino has long reach, where the pixies can take cover, while the girallon can go off and dish serious damage. If you prefer not having to look after 4 different types of creature feel free to swap the dino for two girallons. You might also consider dropping two Worgs and have the pixies ride the dino and girallon, though that will leave a 900XP debt (added onto the existing, up to 1600XP, instead of reducing it to 400)*

*Original XP Value = 9000XP | Target encounter XP - 13500XP (2250XP per character)*

### **Pixies CR4 (5)**

### **Worgs CR2 (5)**

### **Girallon CR 6**

XP 2,400

N Large magical beast

Init +7; Senses darkvision 60 ft., low-light vision, scent;

Perception +11

Defense

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 73 (7d10+35)

Fort +9, Ref +8, Will +5

Offense

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)

Space 10 ft.; Reach 5 ft.

Special Attacks rend (4 claws, 1d4+6)

Statistics

Str 19, Dex 17, Con 18, Int 2, Wis 12, Cha 7

Base Atk +7; CMB +14; CMD 27

Feats Improved Initiative, Iron Will, Skill Focus

(Perception), Toughness

Skills Climb +14, Perception +11, Stealth +5

### **Ankylosaurus CR 6**

XP 2,400

N Huge animal

Init +0; Senses low-light vision, scent; Perception +14

Defense

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 75 (10d8+30)

Fort +12, Ref +7, Will +4

Offense

Speed 30 ft.

Melee tail +14 (3d6+12 plus stun)

Space 15 ft.; Reach 15 ft.

Statistics

Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Base Atk +7; CMB +17; CMD 27 (31 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +14

Special Abilities

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

U -Lily Patch

No change

V -Tok-Nikrat CR9

*Not supposed to be a combat encounter. However an increase of 6 bogstriders leaves us with only a 200XP shortfall (bringing our total up to 600XP)*

*Original XP Value = 8000XP | Target encounter XP - 12000XP (2000XP per character)*

Tok-Tekt CR3

Bog Striders CR2 (18)

W -Bog of Bones CR8

*It would be simple enough to increase them all to advanced to make up the XP for this encounter...*

*however I'd prefer to increase the number of foes in this battle. We can make the XP by adding another mummy, and making just one of them advanced. This also meets up with the story for the area.*

*Original XP Value = 4800XP | Target encounter XP - 7200XP (1200XP per character)*

**Bog mummies CR5 (3)**

**Advanced Bog Mummy CR6**

XP 2,400

Variant mummy (Pathfinder RPG Bestiary 210)

LE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

Defense

AC 24, touch 12, flat-footed 22 (+12 natural, +2 dex)

hp 76 (8d8+40)

Fort +6, Ref +4, Will +10

DR 5/—; Immune undead traits; Resist fire 10

Weaknesses vulnerability to cold

Offense

Speed 20 ft.

Melee slam +16 (1d8+12 plus mummy rot)

Statistics

Str 28, Dex 14, Con —, Int 10, Wis 19, Cha 19

Base Atk +6; CMB +15; CMD 27

Feats Improved Initiative, Power Attack, Toughness, Weapon

Focus (slam)

Skills Perception +18, Stealth +13

X -Desperate Refugees

No change

Y -Hydra Den CR11

*Just a quick note on tactics - this guy is nasty, with potential to do over 100 damage per round before changes. Just need to increase his CR by 1. I wanted to upgrade it to Gargantuan, but that would allow it to snatch **and squeeze** medium creatures, which could mess up the whole group really quickly (instead of just the small ones). Normally adding HD would require 2, but since in this case it will add a head, which adds fast healing, and another attack - we're only adding one. Keep in mind that snatch allows the hydra to fling aside grappled opponents, while maybe not tactically sound is pretty cool.*

*Original XP Value = 12800XP | Target encounter XP - 19200XP (3200XP per character)*

**13-Headed Hydra CR12**

XP 12,800

N Huge magical beast (Pathfinder RPG Bestiary 178)

Init +1; Senses darkvision 60 ft., low-light vision, scent;  
 Perception +12  
 Defense  
 AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)  
 hp 149 (13d10+83); fast healing 13  
 Fort +13, Ref +11, Will +6  
 Offense  
 Speed 20 ft., swim 20 ft.  
 Melee 13 bites +14 (1d10+3/19-20)  
 Space 15 ft.; Reach 10 ft.  
 Special Attacks pounce  
 Statistics  
 Str 17, Dex 12, Con 20, Int 2, Wis 11, Cha 9  
 Base Atk +13; CMB +18; CMD 29  
 Feats Combat Reflexes, Improved Critical (bite), Iron Will, Lightning Reflexes, Snatch, Toughness,  
 Improved Natural Attack (bite)  
 Skills Perception +12, Stealth +2, Swim +12  
 Z -Slug Bog CR10  
*Just add another slug to make up the XP.*  
*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*  
 Giant Slugs CR8 (3)

## Part Three: Fort Drelev

For all locations Drelev Guards are potentially present. Being CR3 another level will bring their XP value up to the exact amount required, meaning no further book keeping on their behalf is required. The guards already seem to have appropriate gear for a 4th level NPC, so only changes upgrade them to potion of cure serious wounds. As the new feat I granted them the teamwork feat Shield Wall which grants +2 shield AC when they're adjacent to an ally who also has a shield. If you don't use the APG, you could instead go for cleave.

### **Drelev Guard CR4**

XP 1200 each  
 Human fighter 5  
 NE Medium humanoid (human)  
 Init +2; Senses Perception +5  
 Defense  
 AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 shield)  
 hp 42 each (5d10+15)  
 Fort +6, Ref +3, Will +2; +1 vs. fear  
 Defensive Abilities bravery +1  
 Offense  
 Speed 30 ft.  
 Melee mwk longsword +11 (1d8+6/19-20)  
 Ranged mwk composite longbow +8 (1d8+3/x3)  
 Statistics  
 Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8  
 Base Atk +5; CMB +8; CMD 20  
 Feats Alertness, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword), Shield Wall  
 Skills Intimidate +7, Perception +6, Ride +4, Sense Motive +7, Survival +6, Swim +5  
 Languages Common  
 SQ armor training 1, weapon training 1 (heavy blades)  
 Combat Gear potion of cure serious wounds, potion of shield of faith +3; Other Gear masterwork breastplate, masterwork heavy steel shield, masterwork composite longbow with 20 arrows, masterwork longsword, 50 gp  
 +4.5hp +bab +all saves +2nd level +3rd level

**Satinder Morne CR6**

XP 2,400

Female human cleric of Calistria 6/rogue 1

CN Medium humanoid (human)

Init +5; Senses Perception +3

Defense

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 35 (7d8+5)

Fort +4, Ref +4, Will +7

Offense

Speed 30 ft.

Melee +1 dagger +6 (1d4+1/19–20)

Ranged mwk dagger +6 (1d4/19–20)

Special Attacks channel positive energy (3d6, DC 14, 5/day), sneak attack +1d6

Domain Spell-Like Abilities (CL 5th; concentration +8)

At will—copycat (5 rounds/day)

6/day—dazing touch

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—bestow curse (DC 16), inflict serious wounds (2), suggestionD (DC 16)

2nd—bull's strength, eagle's splendor, inflict moderate wounds, invisibilityD, undetectable alignment

1st—bane (DC 14), command (DC 14), disguise selfD, entropic shield, inflict light wounds

0 (at will)—detect poison, light, purify food and drink, resistance

D Domain spell; Domains Charm, Trickery

Statistics

Str 10, Dex 13, Con 10, Int 12, Wis 16, Cha 14

Base Atk +4; CMB +4; CMD 15

Feats Brew Potion, Improved Initiative, Persuasive, Weapon Finesse

Skills Bluff +10, Diplomacy +14, Intimidate +14, Knowledge (local) +7, Knowledge (nobility) +7, Profession (madam) +8, Sense Motive +10, Stealth +6

Languages Common, Elven

SQ trapfinding +1

Combat Gear elixir of love, potion of aid, potions of cure light wounds (2), potion of delay poison, wand of charm person (17 charges); Other Gear +1 leather armor, +1 dagger, masterwork daggers (5), holy symbol, ruby ring worth 300 gp, spell component pouch, 99 gp

M3 -Courtyard CR12

*See area B for stats. Just added a level of barbarian.**Original XP Value = 19200XP | Target encounter XP - 28800XP (4800XP per character)***Hill Giant Barbarian CR8 (6)**

M25 -Banquet Room CR12

*With the guards upgraded this encounter still needs 5800 filled out, the baron needing 6400XP for another level. Luckily we have exactly 600XP shortfall left over from earlier encounters, making a perfect fit right here. I chose to go for another level of rogue to bring his sneak attack up even further. Note for his feat I chose combat reflexes, which he will always use to disarm his foes, if he doesn't get a sneak attack out of it! With mithral breastplate he will also benefit from his new potion of cat's grace for another 2AC, bringing him up to a nice total of 34. There is also an extra guard, whom he sends to guard Pavetta if the alarm is raised.**Original XP Value = 28400XP | Target encounter XP - 42600XP (7100XP per character)***Baron Hannis Drelev CR13**

XP 25,600

Male human fighter 6/rogue 7

NE Medium humanoid (human)

Init +7; Senses Perception +7

Defense

AC 32, touch 18, flat-footed 28 (+9 armor, +2 defending sword, +2 deflection, +3 Dex, +1 dodge, +3 shield, +1 natural)

hp 142 (13 HD; 6d10+7d8+78)

Fort +13, Ref +12, Will +5; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +2, uncanny dodge

Offense

Speed 30 ft.

Melee +2 defending longsword +18/+13 (1d8+10/17–20)

Ranged mwk throwing axe +15 (1d6+5)

Special Attacks sneak attack +4d6, weapon training (heavy blades +1)

Statistics

Str 20, Dex 16, Con 18, Int 13, Wis 8, Cha 14

Base Atk +11; CMB +16 (+20 disarm); CMD 32 (34 vs. disarm)

Feats Combat Expertise, Dodge, Greater Disarm, Improved Critical (longsword), Improved Disarm, Improved Initiative, Mobility, Spring Attack, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack, Combat Reflexes

Skills Acrobatics +17, Bluff +18, Diplomacy +18, Knowledge (local) +9, Knowledge (nobility) +6,

Perception +7, Sense Motive +15, Sleight of Hand +19, Stealth +17

Languages Common, Skald

SQ armor training 1, exceptional resources, rogue talents (combat trick, surprise attack, weapon training), trapfinding +3

Combat Gear potions of cure serious wounds (3) potions of protection from energy (fire & electricity), potion of cat's grace; Other Gear +4 mithral agile breastplate, +2 defending longsword, masterwork throwing axes (3), belt of physical might +4 (Constitution and Strength), cloak of resistance +2, ring of protection +2, rod of splendor, key ring (contains keys to all locks in the keep)

Special Abilities

Exceptional Resources (Ex) Drelev has the gear of a PC rather than an NPC to account for his greater resources as the leader of a small kingdom. This equipment increases his CR by 1.

### **Drelev Guards CR4 (9)**

M34 -Imeckus' Bedchamber CR10

*Imeckus wouldn't greatly benefit from another level. Our options are having 4 guards present, which doesn't make sense as they would disturb Imeckus. A bound elemental or construct would be much more effective, except for size constraints. In the end I couldn't find anything of appropriate... anything! So in the end I've chosen to go for another level. Forcecage can knock up to two characters out of the fight (though the barred version is too big for inside the castle, so no fireballs into it). Grasping hand can be used to pin down the biggest threats that evade the Forcecage.*

*Original XP Value = 12800XP | Target encounter XP - 19200XP (3200XP per character)*

### **Imeckus Stroon CR12**

XP 19,200

Male human evoker 13

LE Medium humanoid (human)

Init +6; Senses Perception +1

Defense

AC 22, touch 14, flat-footed 20 (+4 armor, +2 deflection, +2 Dex, +4 shield)

hp 111 (13d6+66)

Fort +9, Ref +9, Will +14

Offense

Speed 30 ft.

Melee mwk dagger +7/+2 (1d4/19–20)

Special Attacks intense spells (+6 damage)

Arcane School Spell-Like Abilities (CL 12th; concentration +16)

At will—elemental wall (12 rounds/day)

7/day—force missile (1d4+6)

Wizard Spells Prepared (CL 13th; concentration +17)

7th—Forcecage (DC 22), Grasping Hand (+23CMB/33CMD)

6th—chain lightning (DC 21), disintegrate (DC 20), greater dispel magic

5th—empowered lightning bolt (DC 18), sending, teleport, wall of force

4th—enervation, fire shield, ice storm, resilient sphere (DC 19), scrying (DC 18), empowered scorching ray

3rd—extended false life, fly, gaseous form, lightning bolt (DC 18), protection from energy, slow (DC 17)

2nd—alter self, detect thoughts (DC 16), extended mage armor, levitate, pyrotechnics (DC 16), scorching ray

1st—burning hands (DC 16), magic missile (3), ray of enfeeblement (DC 15), shield

0 (at will)—arcane mark, dancing lights, detect magic, mage hand, read magic

Opposition Schools Enchantment, Illusion

Statistics

Str 10, Dex 14, Con 15, Int 18, Wis 12, Cha 8

Base Atk +6; CMB +6; CMD 20

Feats Combat Casting, Craft Staff, Empower Spell, Extend Spell, Improved Familiar, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (evocation), Toughness, spell penetration

Skills Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (geography) +20,

Knowledge (history) +20, Knowledge (local) +20, Knowledge (nobility) +20, Spellcraft +20

Languages Auran, Common, Giant, Hallit, Skald

SQ arcane bond (dust mephit), contingency (dispel magic on himself if he ever fails a Will save)

Combat Gear Staff of fire (10 charges); Other Gear masterwork dagger, cloak of resistance +3, ring of protection +2, spellbooks (contain all spells prepared plus an additional 6 spells of each level from 1st to 6th)

M37 -Pavetta's Room CR6

*No change. 1 more guard with the baron, which he'll send to protect Pavetta if the alarm is sounded.*

*Original XP Value = 2400XP | Target encounter XP - 3600XP (600XP per character)*

Baroness Pavetta Stroon-Drelev CR6

M40 -Lady Quintessa's Room CR6

*Typo in the CR of this room? Quintessa gets another level, but she only tries to fight with heavy backup - otherwise she tries to surrender, perhaps to become a false ally... I've given her APG spell Timely Inspiration which gives +1 to a roll after it's failed (skill or attack), in case you miss by just one, and slow - an often overlooked spell.*

*Original XP Value = 6400XP | Target encounter XP - 9600XP (1600XP per character)*

**"Lady" Quintessa Maray CR10**

XP 9,600

Female human bard 11

CN Medium humanoid (human)

Init +2; Senses Perception +13

Defense

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +1 dodge)

hp 82 (11d8+32)

Fort +6, Ref +10, Will +8; +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 35 ft.

Melee mwk silver dagger +10/+5 (1d4-1/19-20)

Special Attacks bardic performance 29 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion)

Bard Spells Known (CL 11th; concentration +15)

4th (3/day)—dimension door, modify memory (DC 18)

3rd (5/day)—confusion (DC 17), cure serious wounds, gaseous form, glibness, slow (DC 17)

2nd (5/day)—animal messenger, blindness/deafness (DC 16), detect thoughts (DC 16), invisibility, tongues

1st (6/day)—charm person (DC 15), cure light wounds, disguise self (DC 15), grease (DC 15), obscure object, Timely Inspiration

0 (at will)—dancing lights, detect magic, mage hand, mending, prestidigitation, summon instrument

Statistics

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

Base Atk +7; CMB +6; CMD 20

Feats Arcane Strike, Combat Casting, Deceitful, Dodge, Fleet, Weapon Finesse, Spell focus (enchantment)

Skills Disguise +22, Escape Artist +14, Knowledge (local) +20, Perception +13, Perform (dance) +18,

Perform (sing) +18, Perform (wind) +18, Stealth +14

Languages Common, Elven

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (dance, sing, wind)

Combat Gear deck of illusions (contains both jokers and all hearts and spades), scroll of dispel magic, scroll of locate creature, scroll of neutralize poison, scroll of speak with animals; Other Gear +1 glimmered chain shirt, masterwork silver dagger, cloak of resistance +1, ring of protection +1, gold and mithral necklace worth 1,500 gp

M46 -Dungeon CR6

*CR of Terrion is reduced due to lack of equipment and existing damage, but otherwise he is upgraded like Ameen from part 1.*

*Original XP Value = 2400XP | Target encounter XP - 3600XP (XP per character)*

### **Lord Terrion Numesti CR9**

See Ameen's stats in part One

M48 -Secret Vault

**Treasure:** Upgrades to monetary treasures... a golden yellow topaz worth 750 gp, a deep blue spinel worth 600 gp, an amethyst worth 450 gp, a chrysoberyl worth 150 gp, five freshwater pearls worth 150 gp each, and nine moonstones worth 75 gp each. The display table also holds a golden circlet worth 1125 gp, which the baron no longer wears since acquiring his rod of splendor.

There is 14967gp worth of gear from Numesti, which should mean 7483gp new gear: A shortsword +1 for offhand use (2310gp), a belt of great dexterity +2 (4000gp) and an elixir of fire breath (1100) leaves 73g - which appears as another moonstone.

Upgrade Tiger Lords' barrow mounds artifacts to a total of 3,750 gp.

M51 -Underground Pool CR10

*These guys are already Advanced, we'll simply add another.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

### **Advanced Black Puddings CR8 (3)**

## **Part Four: The Twice-Born Warlord**

The Barbarian Camp CR10

*The barbarians get another level to bring the XP up exactly.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2000XP per character)*

### **Tiger Lord Barbarians CR4 (12)**

XP 1200 each

Human barbarian 5

CN Medium humanoid (human)

Init +2; Senses Perception +7

Defense

AC 19, touch 11, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 natural, -2 rage, +2 shield)

hp 63 each (4d12+30)

Fort +8, Ref +3, Will +4

Defensive Abilities trap sense +1, uncanny dodge, improved uncanny dodge

Offense

Speed 40 ft.

Melee mwk battleaxe +12 (1d8+5/x3)

Ranged throwing axe +7 (1d6+5)

Special Attacks rage (16 rounds per day), rage powers (powerful blow +2, surprise accuracy +2)

Statistics

Str 21, Dex 14, Con 18, Int 8, Wis 12, Cha 10

Base Atk +5; CMB +10; CMD 23

Feats Dodge, Toughness, Weapon Focus (battleaxe)

Skills Acrobatics +7, Climb +7, Intimidate +5, Perception +7, Ride +4, Survival +7, Swim +7

Languages Hallit

Combat Gear potions of cure moderate wounds (2), potion of barkskin +2; Other Gear masterwork hide armor, masterwork heavy wooden shield, masterwork battleaxe, throwing axes (6)

D1 -The Way of the Warriors Three CR11

*Thought about upgrading these girls, but eventually decided adding another will be stronger - otherwise it'll be too easy for a group of 6 to disable them from counterattacking.*

*Original XP Value = 12800XP | Target encounter XP - 19200XP (3200XP per character)*

### **The Black Sisters CR9 (3)**

D2 -The Test of Strength CR10

*I'm electing to not change this trap, as it has inbuilt protection against a large group. The XP will be made up later.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

No change

D3 -Test of Endurance CR10

*I'm electing to not change this trap, again, the wheel requires 7 rounds of turning to unlock, and anyone standing on the metal plate takes 1d6 cold damage per turn, in addition to the 1d6 cold damage per minute*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

No change

D4 -Tactician's Way

No change

D5 -Test of Tactics CR12

*Was going to give the Derghodaemon 2 more CR to make up for the above lack of XP, but eventually decided against it. Adding another would work, as it can teleport at will, and can thus surround the party.*

*Original XP Value = 19200XP | Target encounter XP - 28800XP (4800XP per character)*

### **Derghodaemon CR12 (2)**

D6 -Tilting Floor CR8

*Due to the odd amount of XP we'd get by upgrading the CR of this encounter we'll leave it alone and add another skeletal champion later.*

*Original XP Value = 4800XP | Target encounter XP - 7200XP (1600XP per character)*

**Treasure:** 18000gp axe + 3150gp scrolls. Add a +2 arrow catching light steel shield, and a scroll of restoration (negative level removal)

D7 -Test of Agility CR10

*There are already enough Army Ants. We'll add another 2 skeletal champions later to make up for not changing this test.*

*Original XP Value = 9600XP | Target encounter XP - 14400XP (2400XP per character)*

Army Ant Swarms CR5 (4)

D8 -Empty Chambers

Each of these rooms contains 3d8 x 100gp worth of valuable but forgotten treasures.

D9 -Test of Prowess CR13

*The Iron Golem is already a horribly powerful creature. I'll save the XP from this fight to improve Armag further, as one of the big bads of this chapter - he shouldn't be overshadowed by a test!*

*Original XP Value = 25600XP | Target encounter XP - 38400XP (6400XP per character)*

Iron Golem CR13

D10 -Cavern of the Slain CR11

*I think these guys were calculated wrong. Human skel, no levels = CR1/3. Bloody human skel = CR1/2. Bloody Skel champion = CR1 (Or EL+2) - a fighter 6 one would be CR7 by this count, reduced EL by 1 to a minimum of 1 as per section Monsters as PCs - CR6. As such I'm not upgrading these guys, just increasing their CR by 1, which correctly increases the XP.*

*Original XP Value = 12800XP | Target encounter XP - 19200XP (3200XP per character)*

### **Bloody Skeletal Champions CR6 (10)**

D11 -Temple of Gorum CR12

*Adding a level to Zorek brings his XP value up to 25600, leaving 3200XP, adding 7200XP from Armag's increase (including the Iron golem) we have 10400XP, enough for 4 Skel champions - leaving 800XP over, which I think is OK at this level. Also note that originally Zorek was listed incorrectly as 12,800XP, where he should have been worth 19,200XP.*

*Original XP Value = 19200XP | Target encounter XP - 28800XP (4800XP per character)*

### **Zorek CR13**

XP 25,600

Male human divine guardian cleric of Gorum 13 (Advanced Bestiary 60)

CN Medium humanoid (chaotic, human)

Init +8; Senses Perception +16

Defense

AC 21, touch 12, flat-footed 21 (+7 armor, +4 deflection, -1 Dex, +2 natural, -1 size)

hp 162 (13d8+103); fast healing 5

Fort +16, Ref +3, Will +13

Defensive Abilities ability healing; DR 5/evil; Immune disease, mind-affecting effects, poison

Weaknesses bound to the faith

Offense

Speed 60 ft.

Melee +3 anarchic spear +19/+14 (2d6+13/19-20/x3)

Special Attacks channel positive energy (7d6, DC 19, 6/day), might of the gods (+13, 13 rounds/day), weapon master (12 rounds/day)

Divine Guardian Spell-Like Abilities (CL 12th; concentration +15)

At will—dimension door (to any location in Armag's Tomb)

3/day—alarm, knock 1/day—arcane lock, augury, clairaudience/clairvoyance, commune, dismissal (DC 18), guards and wards, hold portal Domain Spell-Like Abilities (CL 12th; concentration +17)

8/day—battle rage (+7 damage), strength surge (+7)

Cleric Spells Prepared (CL 13th; concentration +17)

7th—Word of Chaos (DC 22), grasping hand (+23CMB, 33CMD)

6th—antilife shell, blade barrierD (DC 21), heal

5th—flame strike (2; DC 20), greater command (DC 20), righteous mightD, wall of stone

4th—air walk, chaos hammer (DC 19), divine powerD, freedom of movement, greater magic weapon, spell immunity

3rd—dispel magic (2), invisibility purge, magic vestmentD, searing light, wind wall

2nd—bear's endurance, bull's strengthD, hold person (DC 17), resist energy, sound burst (DC 17), spiritual weapon

1st—command (DC 16), divine favor, enlarge personD, obscuring mist, protection from law, sanctuary, shield of faith

0 (at will)—bleed (DC 15), light, mending, stabilize

D Domain spell; Domains Strength, War

Statistics

Str 24, Dex 8, Con 23, Int 8, Wis 20, Cha 16

Base Atk +9; CMB +17; CMD 30

Feats Combat Casting, Great Fortitude, Improved Critical (spear), Power Attack, Toughness, Vital Strike, Weapon Focus (spear), Improved Initiative

Skills Knowledge (religion) +15, Perception +16, Sense Motive +0, Survival +11

Languages Hallit

SQ blessed life, sacred site

Gear +1 light fortification hide armor, +1 anarchic spear

Special Abilities

Ability Healing (Ex) As a divine guardian, Zorek heals 1 point of ability damage per round in each damaged ability score.

Blessed Life (Ex) Zorek does not age or breathe, and he doesn't need to eat, drink, or sleep.

Bound to the Faith (Ex) A worshiper of Gorum with the Command Undead or Turn Undead feat can use the effects of these feats on Zorek as if he were an undead creature. Zorek suffers a -4 penalty on his Will save

to negate the effect.

Sacred Site (Ex) Zorek is bound to guard Armag's Tomb by Gorum himself, and he cannot leave the tomb complex. Should Zorek ever leave the tomb, he immediately takes 6d6 points of Constitution drain as the years of lost food, drink, and sleep return tenfold.

**OR Zorek, the Battle Oracle of Gorum CR13**

XP 25,600

Male human divine guardian cleric of Gorum 13 (Advanced Bestiary 60)

CN Medium humanoid (chaotic, human)

Init +8; Senses Perception +16

Defense

AC 21, touch 12, flat-footed 21 (+7 armor, +4 deflection, -1 Dex, +2 natural, -1 size)

hp 192 (13d8+133); fast healing 5

Fort +12, Ref +3, Will +13

Defensive Abilities ability healing; DR 5/evil; Immune disease, mind-affecting effects, poison

Weaknesses bound to the faith

Offense

Speed 60 ft.

Melee +3 anarchic spear +20/+15 (2d6+15/19-20/x3)

Divine Guardian Spell-Like Abilities (CL 13th; concentration +17)

At will—dimension door (to any location in Armag's Tomb)

3/day—alarm, knock 1/day—arcane lock, augury, clairaudience/clairvoyance, commune, dismissal (DC 18), guards and wards, hold portal

Oracle Abilities (CL 13th; concentration +17)

Mystery of Battle

Wasting (Immune to disease, -4 to communication skills except intimidate)

Iron Skin 1/day (As per stonemaster - DR10/adamantine for 130 points)

Maneuver mastery (Disarm)

Weapon Mastery (Spear)

Resilience (Not staggered due to lack of HP. Gain Diehard feat)

Oracle Spells Prepared (CL 13th; concentration +17)

6th 4/day—antilife shell, heal, mass cure moderate wounds, mass bull's strength

5th 6/day—flame strike (DC 20), greater command (DC 20), mass cure light wounds, righteous might, wall of stone

4th 7/day—chaos hammer (DC 19), cure critical wounds, divine power, freedom of movement, greater magic weapon, wall of fire

3rd 7/day—cure serious wounds, dispel magic, invisibility purge, magic vestment, searing light, wind wall

2nd 7/day—bear's endurance, cure moderate wounds, fog cloud, hold person (DC 17), resist energy, make whole, weapon of awe

1st—bless, cure light wounds, deathwatch, command (DC 16), enlarge person, entropic shield, protection from law, shield of faith

0 (at will)—Create water, detect magic, light, mending, purify food and drink, read magic, resistance, stabilize, virtue

Statistics

Str 24, Dex 8, Con 27, Int 8, Wis 20, Cha 16

Base Atk +9; CMB +16; CMD 25

Feats Combat Casting, Combat Reflexes, Diehard, Greater Disarm, Great Fortitude, Greater Weapon Focus (spear), Improved Critical (spear), Improved Disarm, Improved Initiative, Power Attack, Toughness, Vital Strike, Weapon Focus (spear)

Skills Knowledge (religion) +15, Perception +21, Sense Motive +21, Survival +18

Languages Hallit

SQ blessed life, sacred site

Gear +1 light fortification hide armor, +1 anarchic spear

Special Abilities

Ability Healing (Ex) As a divine guardian, Zorek heals 1 point of ability damage per round in each damaged ability score.

Blessed Life (Ex) Zorek does not age or breathe, and he doesn't need to eat, drink, or sleep.

Bound to the Faith (Ex) A worshiper of Gorum with the Command Undead or Turn Undead feat can use the effects of these feats on Zorek as if he were an undead creature. Zorek suffers a -4 penalty on his Will save

to negate the effect.

Sacred Site (Ex) Zorek is bound to guard Armag's Tomb by Gorum himself, and he cannot leave the tomb complex. Should Zorek ever leave the tomb, he immediately takes 6d6 points of Constitution drain as the years of lost food, drink, and sleep return tenfold.

Tactics: Before combat Zorek casts the following spells in this order: freedom of movement, bear's endurance, mass bull's strength, bear's endurance, shield of faith, righteous might, weapon of awe, and divine favor.

During combat Zorek immediately engaged in melee. Once brought under 100 hitpoints he withdraws and casts Antilife shell, then heal.

#### **Bloody Skeletal Champions CR6 (4)**

+2 to hit, +2 damage and +2 CMB/CMD from mass bull's strength

D12 -Armag's Armory CR14

*With the bonus XP left over from the Iron Golem we can give Armag two more levels, bringing him up to level 16, and this still leaves 7200xp left over, which we'll donate back to Zorek. Armag gets 2 more skeletons from earlier deficits. Looking at his gear he has a weird amount, probably due to the artifact he carries, but he has 46215g.. Should be 27,000 according to NPC gear table, or 140,000 for a PC (and +1 CR for equipment of a player character as demonstrated by Baron Drelev). So the choice is 2 levels and 18,000 equipment or 1 level and 100,000 equipment. Since I really want to give him the levels, that's my choice. His new equipment boosts his savings throws and I've upgraded him from breastplate to full plate to make use of his Armor Training (though loses barb fast movement). As for his levels I've gone for both barbarian, as he doesn't benefit much from any more levels of fighter.*

*Original XP Value = 38400XP | Target encounter XP - 57600XP (6400XP per character)*

+2 BAB, + rage power

#### **Armag the Twice Born CR13+2**

XP 25,600

Male human barbarian 7/fighter 9

CN Medium humanoid (human)

Init +2; Senses Perception +11

Defense

AC 27, touch 13, flat-footed 24 (+12 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural, -2 rage)

hp 230 (16 HD; 7d12+9d10+131)

Fort +21, Ref +11, Will +14; +2 vs. fear

Defensive Abilities bravery +2, trap sense +2, improved uncanny dodge, DR 1/-

Offense

Speed 20 ft.

Melee Ovinrbaane +26/+21/+16/+11 (2d6+21/17-20 plus 1 bleed)

Special Attacks rage (22 rounds per day), rage powers (no escape, rolling dodge +2, clear mind)

Statistics

Str 22, Dex 14, Con 22, Int 8, Wis 10, Cha 13

Base Atk +16; CMB +22; CMD 37

Feats Cleave, Dodge, Great Cleave, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +20, Perception +11, Survival +15, Swim +17

Languages Hallit

SQ armor training 2, weapon training (axes +2, heavy blades +1)

Combat Gear potions of cure serious wounds (3);; Other Gear +3 full plate with masterwork armor spikes,

+2 keen battleaxe, Ovinrbaane (see sidebar), amulet of natural armor +2, belt of physical might +2

(Strength and Constitution), ring of protection +2, cloak of resistance +4, headband of inspired wisdom +2

#### **Bloody Skeletal Champion CR6 (10)**

D13 -Armag's Tomb

**Treasure:** 13,000gp increase: Give the armor light fortification, and the shield arrow catching for 14,000gp. We'll take the extra 1,000 of this value out of the next area.

D14 -Holy Sepulcher

Treasure: Upgrade the money to: 898pp, 17,847gp, 35425sp, 73,253cp. Add to the jewelery 2 1,000gp diamonds, 3 more 500gp violet garnets, increase the value of the crown to 4,500gp, the silver armband is paired and worth 1850gp, and the necklace is worth 1350gp.

Existing magic items total: 35450, new gear value: 17725 - 1000 for armor in D13

Keeping with the low cost items, I'm going to add:

Belt of incredible dexterity +2, Headband of vast intelligence +2, Bracers of armor +2, 2 Salves of the Second Chance (Worth 2000gp each\*), And upgrade the bag of holding to type II.

\*Salves are listed as costing 800gp, but actually casting reincarnation costs 1000, so I've modified the cost slightly - From Guide to the River Kingdoms. If you don't want to use non-core equipment, replace them with a pile of 50 each +1 arrows and +1 bolts.

## Quest updates

Dragonfly Cloak: +4500gp value

Wanted: Slug Spit: Upgrade to 18 potions of the player's desire

Li'l Hooktongue: Upgrade to 12,000gp

Wanted: Speartooth: Upgrade to 12,000gp

Tripartite Quest, Kisandra's Plea: XP change up to 57600. (Note, I plan on giving out the XP after each of the 3 sections)

Saving the Bog Strider: No change

Road to Wyvernstone: No change

Bog Mummy Terror: No change

Chasing the Wind: Upgrade to 12,000gp

Garuum's Revenge: +5000gp value

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