

Converting Kingmaker: Rivers Run Red (Chapter 2) for 6 People

***Disclaimer:** Encounter balance is not an exact science, but I have attempted to ensure each encounter provides close to 50% more XP than the encounters in this second Kingmaker Chapter- mostly by adding the advanced templates and racial HD's to single foes, adding more minion-style enemies when appropriate (such as Bandits, Kobolds, Mites) and increasing the level of named NPC's; rather than replacing the current encounters with different powerful monsters. I've heard other people simply recommend increasing the hp of all encounters by 50%; however this is an inferior way to add challenge to an encounter; a 6 person party has a greater economy of action, and the enemies are no harder to hit, no more likely to resist spells, and are greatly outnumbered in most encounters. A 50% increase to HP is not a 50% increase in encounter difficulty. Similarly, after producing my first conversion for Chapter 1, some people asked why not simply keep the players a level behind where they should be and run the module as written. My counter-arguments to this viewpoint are available on the first conversion thread [here-http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/adventurePath/kingmaker/convertingKingmakerStolenLandChapter1For6PCs](http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/adventurePath/kingmaker/convertingKingmakerStolenLandChapter1For6PCs) and I don't want to have to defend my conversion against that argument again- if you feel keeping your players a level back is the best solution, then simply do so.*

I am not a professional, merely a avid gamer and DM hoping to go into the RP industry after my University degree, so there are likely mistakes to be found if you look hard enough- I will attempt to correct any I find but I make no guarantees. Also, this entire thread/google doc is FULL of spoiler- so read no further if you are only a player of this fine adventure path, not a GM. Unlike the first conversion, i've proposed additions to the treasure gained in various places, but I have always listed the book's version of the treasure as well. The NPC's have better gear if their level has been raised, and I have added a small section detailing changes to the rewards of sidebar and cover quests, between Part 2 and Part 3.

If I receive positive feedback on this conversion, I am likely to perform similar conversions to the latter chapters of Kingmaker. The positive feedback I got from converting the first chapter was a great motivator to eventually write this one :)

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 Rivers Run Red 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 2400XP instead of the standard 1600XP- a 50% increase yielding 400XP per character.
- I recommend allowing your PC's to have a year of Kingdom building time, developing their fledgling Kingdom in the Northern Greenbelt before springing any events on them. I have not changed the Kingdom building element of the AP in this conversion, but to keep the XP in line award the following XP for kingdom achievements-

Founding a Kingdom- 3,600XP, Establishing a Capital City- 1,800XP, Reaching a Kingdom Size of 5- 2,400XP, Reaching a Kingdom Size of 10- 3,600XP, Reaching a Kingdom Size of 25- 4,800XP, Reaching a Kingdom Size of 50- 7,200XP, Reaching a Kingdom Size of 75- 9,600XP, Reaching a Kingdom Size of 100- 19,200, Reaching a Kingdom Size of 150- 38,400XP, Reaching a Kingdom Size of 200- 115,200XP, Filling a square with four blocks of buildings- 2,400XP, Filling three city squares with buildings- 7,200XP, Filling an entire city grid with buildings- 19,200XP.

Note that these XP awards are one time only, and are per group not per character. For example, each PC should gain 600XP for founding a kingdom.

Part 1- Home Sweet Home

Event 1: The Slain Townsfolk

Calculation and Analysis:

Kundal- 1,200XP (CR4)

Total XP Value= 1,200XP

Divided by 4= 300XP

Divided by 6= 200XP

Target encounter XP- 1,800XP (200 each for a 6 person group), and 2,400XP for the story award if they manage to cure his Lycanthropy.

Changes made:

- Kundal has been upgraded to a 5th Level Barbarian, and his equipment has also been scaled up; his hide armour has been made +1, using 1,000 gold pieces of our 1,050GP budget to account for his increased level. The remaining 50 gold pieces are included in various coinage on his stat block. These changes increase his XP from 1,200XP to 1,600XP- sadly a little short of our target. I will attempt to address the minor XP shortfall in a later event.
- Note that Kundal's attack rolls and damage already include the use of the Power Attack feat, as I believe it's more in-character for Kundal to always power attack in his hybrid form. I gave Kundal the Toughness feat for the precious extra HP a solo enemy always seems to need, plus it fit a 24 Con Lycanthrope nicely.
- The story award has been scaled up by 50%, from 1,600XP to 2,400XP.

Kundal (Hybrid Form) CR 5

XP 1600

Male human afflicted werewolf barbarian 5 (Pathfinder RPG Bestiary 198)

CE Medium humanoid (human,shapechanger)

Init +7; **Senses** low-light vision, scent, Perception +10

Defense

AC 18, touch 11, flat-footed 15 (+5 armor, +3 Dex, +2 Natural, -2 Rage)

hp 77 (5d12+45)

Fort +11, **Ref** +4, **Will** +5

Defensive Abilities trap sense +1, uncanny dodge, improved uncanny dodge; **DR** 5/silver

Offense

Speed 60 ft.

Melee +1 greataxe +10 (1d12+13/3), bite +4 (1d6+7 plus trip)

Ranged javelin +8 (1d6+6)

Special Attacks rage (19 rounds per day), rage powers (renewed vigor [1d8+8HP], superstition +3)

Tactics

During Combat Kundal rages on the first round of combat and then focuses on one foe at a time, attacking that person until she falls unconscious or dead before moving on to the next opponent. He always power attacks, too deep into his frenzy to think tactically, and when surrounded he Cleaves at every opportunity.

Morale If reduced to fewer than 10HP, Kundal tries to change into wolf form to flee into the wilderness. If cornered, he fights to the death.

Base Statistics **AC** 20, touch 13, flat-footed 17; **hp** 67; **Fort** +9, **Will** +3; **Melee** +1 greataxe +8 (1d12+11/ 3), bite +2 (1d6+5 plus trip); **Ranged** javelin +8 (1d6+4); **Str** 19, **Con** 20; **CMB** +9, **CMD** 22

Statistics

Str 23, **Dex** 16, **Con** 24, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 24

Feats Cleave, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +8, Intimidate +7, Perception +10, Survival +10,

Languages Common, Hallit

SQ change shape (human, hybrid, and wolf; *polymorph*), fast movement, lycanthropic empathy (wolves and dire wolves)

Combat Gear *potion of remove fear*;

Other Gear +1 *hide armour*, +1 *greataxe*, javelins (4), 41gp, 151 silver pieces, 490 copper pieces

Event 2: The Rabble-Rouser

Calculation and Analysis:

Grigori- 1,600XP (CR5)

Total XP Value= 1,600XP

Divided by 4= 400XP

Divided by 6= 267XP

Target encounter XP- 2,400XP (400 each for a 6 person group), and 2,400XP for the story award if they defeat him in combat.

Changes made:

- Although I toyed with the idea of giving Grigori a bodyguard, I was loathe to change the concept too much- and an additional level of Bard will add 800XP to the encounter; exactly our target. I added Ventriloquism as his extra 1st Level spell, and Glibness as his 3rd Level spell, going with the talking/trickster spells he has as his

theme thus far. For his feat, I added Mobility to enhance his ability to escape confrontation.

- The extra gold allowance for his higher level amounts to 1,350GP, which I spent on the following- A scroll of *phantom steed* (525GP), a scroll of *invisibility sphere* (which he can use to cause confusion and panic as well as create human shields as a large section of a crowd can disappear with him) (525GP), and a scroll of *misdirection* if he believes the PC's may be using divination to track him down (200GP). The remaining 100GP has been added to his gold pieces in his stat block
- Grigori should not be played as a combat encounter, and the changes i've made serve to reinforce this- his role is as an agitator and self-styled 'voice of the people', and his skills and spell selection are set up beautifully for this. Even if the PC's outlaw his speeches, he can disguise himself as someone else, or my personal favourite- perform shows ridiculing and mocking the PC's in a local theatre with his Perform(Comedy) skill. Grigori should be a persistent handful, a worthy adversary that the PC's should hate and grudgingly respect.

Grigori CR 6

XP 2400

Male human bard 7

CN Medium humanoid

Init +2; **Senses** Perception +9

Defense

AC 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 shield) (+4 vs AOO provoked by movement)

hp 52 (7d8+18)

Fort +3, **Ref** +7, **Will** +4; +4 vs bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.

Melee +1 rapier +8 (1d6+1/18-20)

Ranged shortbow +7 (1d6/3)

Special Attacks bardic performance (20 rounds per day, move action), countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion

Bard Spells Known (CL 7th; concentration +11)

3rd (2/day)-- *Glibness*

2nd (4/day)-- *calm emotions* (DC 16), *detect thoughts* (DC 16), *enthrall* (DC16), *invisibility*

1st (5/day)-- *charm person* (DC15), *expeditious retreat*, *grease* (DC15), *hideous laughter* (DC15),

Ventriloquism (DC15)

0 (at will)-- *dancing lights*, *daze* (DC14), *detect magic*, *ghost sound* (DC14), *lullaby* (DC 14), *read magic*

Tactics

Before Combat Grigori drinks one of his potions of *Undetectable Alignment* before any confrontation with the PC's, and he also casts *Glibness* if time permits.

During Combat If the PCs attack him, Grigori casts *calm emotions* on them while he tries to rally the townsfolk to his aid. In combat, he casts *Grease* on the PC's weapons and *hideous laughter* on his attackers. He is not above using *charm person* to gain allies and bodyguards among the townsfolk.

Morale If reduced to fewer than 20HP or fewer, Grigori flees town (using *invisibility* or *expeditious retreat* if necessary), only to return again later to continue his campaign against the PCs.

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18

Base Atk +5; CMB +5; CMD 18

Feats Skill Focus (Perform: Oratory), Dodge, Toughness, Weapon Finesse, Mobility

Skills Disguise +14, Escape Artist +11, Knowledge (Local) +14, Perception +9, Perform (Comedy) +14, Perform (Oratory) +17, Sense Motive +9, Stealth +10,

Languages Common, Hallit

SQ bardic knowledge +3, lore master 1/day, versatile performance (Comedy, Oratory), well-versed

Combat Gear *potion of cure light wounds, potion of cure moderate wounds, potion of undetectable alignment (3), scroll of scare, scroll of sound burst, scroll of phantom steed, scroll of invisibility sphere, scroll of misdirection* caltrops. **Other Gear** +1 chain shirt, masterwork buckler, +1 rapier, shortbow with 20 arrows, 232gp

Event 3: The Cult of Gyronna

Calculation and Analysis:

Malgorzata Niska- 1,200XP

Gyronna Cultists (6)- 1,200XP (Total)

Total XP Value= 2,400XP

Divided by 4= 600XP

Divided by 6= 400XP

Target encounter XP- 3,600XP (600 each for a 6 person group)

Changes made:

- My initial plan was to increase Malgorzata's level by 1 and add more cultists- but the Cultists really are just worthless meat shields to Malgorzata, unlikely to do much more than park their soon-to-be-corpses in between Malgorzata and the PC's. I then decided to add two levels to Malgorzata, doubling her XP value from 1,200 to 2,400 and meeting our XP target exactly. I'm particularly fond of Malgorzata; she reminds me of how I ran Jarett Nurth from Red Hand of Doom- a vicious and evil woman that terrified my PCs even as they cut her down... This encounter should be a heavy combat encounter, and with Malgorzata's low AC and small number of followers in the base version her entire cult probably wouldn't last two rounds against 6 PC's.
- To make up for the XP short fall in Event 1, i've also added an extra cultist to even it out. This means that this event is worth a total of 3,800XP; 200 over our target but balancing out the deficit from the first event.
- The extra gold allowance for Malgorzata's higher level amounts to 2,550GP, which I spent on the following- An armour upgrade from her leather to a +1 Breastplate (1,340GP), and a +1 Heavy Steel Shield (1,170GP). The remaining 40GP has been added to her gold pieces in her stat block.
- Malgorzata's tactics have been modified by me somewhat; frankly, casting Rage on her physically weak cultists is a poor tactic for a character of her level, even in the book version. I have also removed the section on aura of madness- she is not high enough level in either version to actually have it... Note that her statblock includes the spells listed in her 'Before Combat' tactics section, and her melee damage includes Destructive smite.

Malgorzata Niska CR 6

XP 2400

Female human cleric of Gyronna 7

CE Medium humanoid

Init +3; **Senses** Perception +3

Defense

AC 22, touch 12, flat-footed 22 (+7 armor, +3 shield, +3 deflection, -1 Dex)

Note- 20% miss chance from ranged attacks due to entropic shield

hp 52 (7d8+21)

Fort +7, **Ref** +1, **Will** +8;

Offense

Speed 30 ft.

Melee mwrk dagger +10 (1d4+6/19-20)

Spiritual Weapon +8 *spiritual dagger* (1d8+2 force damage/19-20)

Special Attacks channel negative energy (4d6, DC15, 5/day), destructive smite (+3 6/day)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day--*vision of madness* (+-3)

Cleric Spells Prepared (CL 7th; concentration +10)

4th-- *confusion* (DC17, Domain), *Chaos Hammer* (DC17)

3rd-- *bestow curse* (DC16), *prayer*, *rage* (Domain), *Blindness/Deafness* (DC16)

2nd-- *silence* (DC15), *sound burst* (DC 15), *spiritual weapon*, *touch of idiocy* (Domain), *Death Knell* (DC15)

1st-- *cure light wounds*, *divine favor*, *entropic shield*, *lesser confusion* (DC 14, Domain), *Shield of Faith*, *Command* (DC14)

0 (at will)-- *bleed* (DC13), *guidance*, *resistance*, *virtue*

Tactics

Before Combat If the PC's trigger the alarm on the barn doors, Malgorzata casts *Shield of Faith*, *Entropic Shield* and *Divine Favor* on herself (included in above stats).

During Combat Malgorzata casts *chaos hammer* on the first round of combat, and *prayer* on the second. She then attacks with *spiritual weapon* and uses *confusion* on the most effective melee combatant or *touch of idiocy* against enemy spellcasters. If forced into melee combat, she attacks with destructive smites. If surrounded, Malgorzata channels negative energy, using Selective Channeling to exclude as many of her cultists as possible.

Morale Malgorzata has no wish to die and flees if reduced to 15HP or fewer, abandoning her cult.

Statistics

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 16

Feats Combat Casting, Improved Initiative, Selective Channeling, Weapon Focus (Dagger), Toughness

Skills Bluff +9, Diplomacy +13, Intimidate +0, Knowledge (Religion) +9, Sense Motive +13,

Languages Common

Combat Gear

Other Gear +1 *Breastplate*, +1 *Heavy Steel Shield*, Masterwork Dagger, *Hag's Shabble*, Symbol of Gyronna, 76GP.

Part Two: Into the Wild

A- The Grove of Tiressia (Standard)

Thematically, I was tempted to give Tiressia some Sorcerer levels with the Fey bloodline, but eventually opted to build on her strengths and giving her two extra levels of Druid, increasing her XP from 1,200XP to 2,400XP- matching our total XP target of 3,600 when Falchos the Satyr is taken into account. I also cleared up the potential confusion concerning her domain- her domain abilities and domain spell are

Weather, but the written version had her domain listed as Plant in SQ. I think the author meant the domain to be Weather judging from the spells etc. so I have changed that. Tiressia's combat gear has been improved a little, as it serves as the PC's reward for fulfilling her quest. Her tactics have been changed slightly to account for her better spells prepared, and to go with the Dryad theme I have given her. I used +1 Leaf Armour from the Campaign Setting book just because it fits so well with her theme; but if your not comfortable with that, just treat it as +1 studded leather (her Dex isn't high enough to make any difference to her AC) and give her an extra 325GP (the difference in cost).

Tiressia CR 6

XP 2400

Female dryad druid 4 (*Pathfinder RPG Bestiary* 116)

CG Medium fey

Init +5; **Senses** low-light vision, Perception +16

Defense

AC 22, touch 15, flat-footed 17 (+4 armour, +5 dexterity, +3 natural)

hp 63 (6d6+4d8+24)

Fort +10, **Ref** +11, **Will** +14;

DR 5/cold iron

Weaknesses tree dependant

Offense

Speed 30 ft.

Melee mwrk sickle +12/+7 (1d6-1)

Ranged mwrk longbow +12/+7 (1d8-1 / x3)

Domain Spell-Like Abilities (CL 4th; concentration +9)

8/day--*storm burst*

Spell-Like Abilities (CL 6th; concentration +12)

Constant-- *speak with plants*

At will-- *entangle* (DC17), *tree shape*, *wood shape* (1lb only)

3/day--*charm person* (DC17), *deep slumber* (DC19), *tree stride*

1/day-- *suggestion* (DC19)

Druid Spells Prepared (CL 4th; concentration +9)

2nd-- *flaming sphere* (DC17), *summon swarm*, *warp wood* (DC17), *fog cloud* (Domain)

1st-- *faerie fire*, *goodberry*, *magic fang*, *cure light wounds*, *obscuring mist* (Domain)

0 (at will)-- *purify food and drink*, *guidance*, *stabilise*, *virtue*

Domain- Weather

Tactics

During Combat Tiressia tries to avoid melee combat, using *entangle* to hinder foes and *deep slumber* on any creature attacking her tree. She is fond of using *summon swarm* to summon a swarm of poisonous spiders, centred on any foes that are entangled and will struggle to escape. She uses her scrolls to summon additional creatures to help Falchos in battle, while jumping from tree to tree using *tree stride* and tree meld to attack enemies at a distance with her longbow. If she or Falchos is taking heavy damage from a bow/crossbow user, she uses Warp Wood, taking care to also warp any other visible weapons.

Morale Tiressia retreats into her oak when reduced to 20HP or lower, praying that her attackers get bored and leave.

Statistics

Str 8, **Dex** 20, **Con** 15, **Int** 14, **Wis** 20, **Cha** 22

Base Atk +6; **CMB** +11; **CMD** 24

Feats Agile Maneuvers, Great Fortitude, Stealthy, Weapon Finesse, Defensive Combat Training

Skills Climb +8, Craft (wood sculpture) +17, Diplomacy +15, Escape Artist +18, Handle Animal +15, Heal +16, Knowledge (Nature) +15, Perception +16, Stealth +18, Survival +18,

Languages Common, Elven, Sylvan; *speak with plants*

SQ nature bond (Weather domain), nature sense, tree meld, wild empathy +10, woodland stride, trackless step, Resist Nature's Lure, Wild Shape 1/day

Combat Gear *goodberries (5), potion of cure moderate wounds (3), scroll of summon nature's ally III, wand of cure light wounds (34 charges), 6 feather tokens (tree);*

Other Gear masterwork darkwood longbow with 20 arrows, masterwork sickle, +1 Leaf Armour, 208gp

B- A Delicate Situation (Standard)

Calculation and Analysis:

Corax- 800XP

Corax's Loggers- 810XP

Melianse- 1,200XP

Charmed Loggers- 260XP

Total XP Value (Corax's Force)=1,610

Total XP Value (Melianse's Force)=1,460

Total XP Value (Overall)= 3,070

Divided by 4= 768XP

Divided by 6= 512XP

Target encounter XP- 4,608XP (768XP each for a 6 person group), thus we need to increase the overall XP by 1,538. Corax +400XP, Melianse +400XP, an extra pair of charmed loggers +270XP, an extra three Corax loggers- +405XP. 4545XP total

Revised encounter XP- 4,545XP, only a minor 63XP under our target (negligible). This amounts to 758XP per character.

Changes made:

- Corax has been upgraded to a 5th Level Ranger, and his equipment has also been scaled up; he has been outfitted with a +1 *buckler*.. These changes increase his XP from 800XP to 1,200XP- a change of +400XP. I have also included his favoured terrain bonuses to his stat block, so do not add them in again. Corax is used to firing into melees with so many other warriors in his logging band, so I gave him Precise Shot for his 5th Level feat.
- I did not want Melianse to have access to 3rd Level spells or add racial HD, so i've decided shes simply a particularly powerful Nixie and gave her the advanced template. All relevant modifiers have been added to her statblock below. +400XP
- In this conversion, Melianse has charmed three loggers instead of two (+135XP), and Corax has an extra three loggers at his disposal (+405XP). Like in the original book version, Corax and his men have a slight advantage, but Melianse has a very defensible position.

Corax CR 4

XP 1,200

Male human ranger 5

CN Medium humanoid

Init +5; **Senses Perception** +11

Defense

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)
hp 37 (5d10+10)
Fort +6, **Ref** +7, **Will** +2

Offense

Speed 30 ft.

Melee mwk cold iron handaxe +8 (1d6+2/×3)

Ranged mwk composite longbow +10 (1d8+2/×3), mwk composite longbow (rapid shot) +8/+8 (1d8+2/×3),

Special Attacks favored enemy (fey +4), favored enemy (animal +2) hunter's bond (companions)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*resist energy*, *longstrider*

Tactics

During Combat Corax casts *resist energy (cold)* against Melianse on the first round of combat. He then uses hunter's bond to grant half his favored enemy bonus (+2) to his men against Melianse while he shoots at her with his longbow or hurls alchemist's fire. Against the PCs, Corax orders his men to surround their opponents and quaffs his potion of bull's strength. He focuses his attacks on a lightly armored PC, hoping to gain a hostage to use for negotiation.

Morale Corax is full of swagger, but he has no desire to give up his life for lumber in a forest full of it. If reduced to 15 hit points or fewer, he retreats (surrendering if necessary), vowing to practice his trade "some place where the damned fairies don't run the show!"

Statistics

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

Base Atk +5; **CMB** +7; **CMD** 20

Feats Endurance, Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow), Precise Shot

Skills Climb +9, Handle Animal +7, Intimidate +7, Knowledge (geography) +10, Knowledge (nature) +8, Perception +11, Stealth +13, Survival + 11

Languages Common

SQ favored terrain (forest +2), track +2, wild empathy +4

Combat Gear alchemist's fire (2), *potion of bull's strength*, *potion of cure light wounds*;

Other Gear +1 *studded leather*, masterwork cold iron woodsman's axe, masterwork composite longbow with 20 cold iron arrows, +1 *buckler*, 17 gp

Melianse CR 5

XP 1,600

Female advanced nixie sorcerer 5 (Pathfinder Bonus Bestiary 15)

N Small fey (aquatic)

Init +7; **Senses** low-light vision; Perception +11

Defense

AC 22, touch 20, flat-footed 14 (+1 deflection, +7 Dex, +1 dodge, +1 size, +2 natural)

hp 57 (7d6+33)

Fort +5, **Ref** +11, **Will** +9

DR 5/cold iron; **Resist cold** 10; **SR** 12

Offense

Speed 20 ft., swim 30 ft.

Melee short sword +11 (1d4+0/19–20)

Ranged light crossbow +11 (1d6/19–20)

Racial Spell-Like Abilities (CL 12th; concentration +21)

3/day—charm person (DC 20)

1/day—water breathing

Sorcerer Spell-Like Abilities (CL 5th; concentration +14)

10/day—elemental ray

Sorcerer Spells Known (CL 5th; concentration +14)

2nd (6)—blur, daze monster (DC 21), scorching ray (cold damage)

1st (8)—burning hands (DC 20, cold damage), hypnotism (DC 20), mage armor, magic missile, obscuring mist

0 (At will)—dancing lights, detect magic, ghost sound (DC 19) message, ray of frost, read magic

Bloodline Elemental (water)

Tactics

Before Combat Melianse casts mage armor every day.

During Combat Melianse casts blur on the first round of combat, and casts grease from her wand on the shore if anyone approaches her pool. She focuses most of her attacks on Corax, hoping that if she removes their leader, the other loggers will run away. Against the PCs, she attacks the obvious leader (if any) or the most dangerous-looking character for the same reason. She targets spellcasters with magic missile to disrupt their spells.

Morale When reduced to 20 hit points or fewer, Melianse uses her last charm person to charm one of her opponents, casts water breathing on that person, and retreats beneath the pool, bringing her new “friend” to use as a hostage for future negotiation.

Statistics

Str 10, **Dex** 24, **Con** 19, **Int** 18, **Wis** 14, **Cha** 28

Base Atk +3; **CMB** +2; **CMD** 21

Feats Alertness, Dodge, Eschew Materials, Weapon Finesse, Weapon Focus (ray)

Skills Bluff +16, Craft (basketweaving) +11, Escape Artist +14, Fly +2, Perception +11, Perform (Sing) +16, Sense Motive +11, Spellcraft +11, Stealth +18, Swim +15

Languages Aquan, Common, Sylvan

SQ amphibious, bloodline arcana, wild empathy +17

Combat Gear wand of grease (29 charges);

Other Gear light crossbow with 10 bolts, short sword, ring of protection +1

C- The Narthropple Expedition (Standard)

Increase the story award of this encounter from 2,400XP to 3,600XP. I don't see this location as a combat encounter but if your party insists on acting like bandits, add another 9 gnome explorers as part of the expedition, increasing the XP of the encounter from 2,415XP to 3,630XP, only 30XP above our target.

D- Stag Lord's Fort (Landmark)

No changes required

E- On the Prowl (Standard)

Howl-Of-The-North-Wind seems to be an ideal name for a winter wolf, and this is how I have changed this encounter. Run Howl-Of-The-North-Wind as a Winter Wolf, and have his 'pack' be a pair of bloodthirsty Worgs. A winter wolf is still a Worg too. This increases the XP for this location from 1,800XP to 2,800XP, a minor 100XP over our target.

F- Lonely Barrow (Hidden)

See Part Three for changes to this section.

G- Abandoned Keep (Standard)

See Part Four for changes to this section.

H- The Blighted Hollow (Standard)

Adding the advanced template to the Scythe tree is preferable to adding the Giant template, as I thought a colossal plant seemed a bit too big and obvious among the other trees. Adding the advanced template brings the XP for the Scythe Tree up from 2,400XP to 3,200XP- still 400XP short of our target of 3,600XP. I have added an extra hp/level to the Scythe Tree in an ad-hoc 'Tough' template to justify raising the XP of the encounter to 3,600XP. I used the Scythe Tree stats from the Bestiary on D20PFSRD before I noticed it differs a little from the book version- I changed the Scythe Tree's feats to match the book version. This version is a little stronger than the book version would have been if given the advanced template- which is fine as it helps us justify the 3,600XP.

Scythe Tree

XP 3,600 (ad-hoc'd up from 3,200)

CE Huge advanced plant (*Tome of Horror Revised* 310)

Init +1; **Senses** blindsight 30 ft., low-light vision; **Perception** +15

Defense

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 75 (6d8+48)

Fort +11, **Ref** +5, **Will** +5

Defensive Abilities plant traits; **DR** 10/slashing

Weaknesses vulnerability to fire

Offense

Speed 20 ft.

Melee 4 scythe-branches +12 (2d4+10/19-20)

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

Tactics

During Combat The scythe tree uses Lunge to increase its reach on the first round on combat. It focuses its attacks on only one or two opponents, slicing them with Power Attacks.

Morale Unused to strong resistance, the scythe tree fights until it is reduced to 13 hit points or fewer, at which point it tries to flee into the forest.

Statistics

Str 31, **Dex** 12, **Con** 23, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +4; **CMB** +16; **CMD** 27

Feats Cleave, Improved Critical (scythe-branches), Lightning Reflexes, Lunge, Power Attack, Skill Focus (Perception)

Skills Stealth +3 (+15 in forested areas), Perception +15; **Racial Modifiers** +12 Stealth in forested areas

Languages Treant, Scythe Tree. Some speak Common or Sylvan as well.

I- **The Mad Hermit**

Making 'Cat' a Dire Lion instead of a Puma fits thematically and adds 1,000XP to the encounter- 100XP short of our target which is acceptable. It also means the Hermit will be able to flank for much longer with a tougher companion and deal some nasty damage. The total XP is now 3,200XP (1,600 Hermit, 1,600 Lion). The Dire Lion is in the Pathfinder Bestiary page 193, but I have posted its stat block here just in case you don't have access to the book.

Lion, Dire

XP 1,600

N Large [Animal](#)

Init +6; **Senses** low-light vision, [scent](#); [Perception](#) +11

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus [grab](#)), 2 claws +13 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks [pounce](#), [rake](#) (2 claws +13, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats [Improved Initiative](#), [Run](#), [Skill Focus](#) ([Perception](#)), [Weapon Focus](#) (claw)

Skills [Acrobatics](#) +11, [Perception](#) +11, [Stealth](#) +7 (+11 in undergrowth); **Racial**

Modifiers +4 [Acrobatics](#), +4 [Stealth](#) (+8 in undergrowth)

J- **The Swamp Witch (Standard)**

Tempting as it was to fully convert the Old Beldame into an APG Witch, I have kept her as a Sorceror. Our target XP gain for this encounter is 1,800. I have added three HD to Scarecrow and increased the

construct's size to large- increasing his CR from 4 to 6, an increase worth 1,200XP. Scarecrow's new stat block is detailed below. The Old Beldame has been given an additional Sorcerer level, increasing her CR to 7 and increasing the XP value by 800- 200XP over our target which is acceptable. Her new stat block is also listed below. I am rather confused as to why she has a Spellbook- clearly someone got mixed up between Sorcerer and Wizard. I gave her black tentacles as her 4th level spell- it seemed appropriate and even with her extra level she will need some kind of controlling spell like black tentacles to have a chance against a 6 person party due to action economy. For her extra 1,800GP value in gear, I gave the Old Beldama a fully charged Brooch of Shielding and added an extra 300GP to her treasure. **A note on treasure- the Old Beldame should offer 150GP instead of 100GP for every black rattlecap to compensate for the additional players.**

Scarecrow CR 6

XP 2,400

N Large construct (Tome of Horrors Revised 309)

Init -1; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 16, touch 8, flat-footed 16 (+8 Natural, -1 Dexterity, -1 Size)

hp 73 (8d10+30)

Fort +2, **Ref** +1, **Will** +3

Immune cold, construct traits

Weaknesses vulnerable to fire

Offense

Speed 20 ft.

Melee 2 slams +14 (1d8+7 plus fear)

Special Attacks fascinating gaze

Tactics

During Combat The scarecrow attacks anyone approaching the hut, focusing its attacks on victims of its fascinating gaze.

Morale The scarecrow fights until destroyed.

Statistics

Str 24, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 14

Base Atk +8; **CMB** +16; **CMD** 26

Special Abilities

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC 16 negates. Fascination lasts as long as the scarecrow is "alive" or remains within 300 feet of the fascinated creature. Note that the approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat and ends the fascination). This is a mind affecting effect. The save DC is Charisma-based.

Fear (Su) The touch of a scarecrow infuses its target with overwhelming waves of fear. If the victim fails a DC 16 Will save, he is cowering and can take no actions other than attempting a new DC 14 Will save at the end of the following round (and each round thereafter) to throw off the effects of this fear. A successful

save leaves the victim shaken for 1 round. This is a mind affecting fear effect. The Save DC is Charisma-based.

The Old Beldame CR 7

XP 3,200

Female old human sorcerer 8

N Medium humanoid (human)

Init +0; **Senses** Perception +1

Defense

AC 18, touch 10, flat-footed 18 (+4 Armor, +0 Dex, +4 Shield)

hp 49 (8d6+20)

Fort +2, **Ref** +4, **Will** +9

Offense

Speed 30 ft.

Melee +1 spell storing quarterstaff +2 (1d6–2 plus hideous laughter)

Bloodline Spell-Like Abilities (CL 8th; concentration +13)

8/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—black tentacles (+13 CMB, 23 CMD to escape.)

3rd (6/day)—beast shape I, deep slumber (DC 18), slow (DC 18)

2nd (7/day)—false life, hideous laughter (DC 17), scare (DC 17), touch of idiocy

1st (8/day)—charm person (DC 16), entangle (DC 16), mage armor, obscuring mist, ray of enfeeblement (DC 16), shield

0 (at will)—acid splash, daze, detect magic, detect poison, light, mending, read magic, touch of fatigue

Bloodline fey

Tactics

Before Combat The Old Beldame casts false life, mage armor, and shield on herself every day.

During Combat The Old Beldame first casts scare to frighten away intruders. If they remain, she follows with black tentacles, slow, deep slumber, and hideous laughter spells, while her scarecrow attacks as outlined below. She targets fighters with scare, uses touch of idiocy against spellcasters, and targets clustered opponents with her wand. The first person to engage her in melee combat is hit with hideous laughter from her staff.

Morale If reduced to 15 hit points or fewer, the Old Beldame casts beast shape I to change into a raven and flies out the door into the swamp, hoping to return later after her tormentors have departed.

Statistics

Str 5, **Dex** 10, **Con** 11, **Int** 15, **Wis** 12, **Cha** 20

Base Atk +4; **CMB** +1; **CMD** 11

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Materials, Iron Will, Lightning Reflexes, Skill Focus (Craft [alchemy])

Skills Appraise +13, Craft (alchemy) +16, Knowledge (arcana) +13, Knowledge (nature) +14, Spellcraft +14

Languages Aklo, Aquan, Boggard, Common, Draconic, Sylvan

SQ bloodline arcana, woodland stride

Combat Gear wand of burning hands (CL 5th, 10 charges);

Other Gear +1 spell storing quarterstaff (holds hideous laughter), hand of the mage, shawl of resistance +1 (as cloak), spell component pouch, Brooch of Shielding

Treasure

Book Treasure: *A small metal box hidden under the Old Beldame's bed (DC15 Perception check to find) contains 210CP, 313SP, 384GP and 96PP. Under the layer of coins is a scroll of Legend Lore.*

Proposed Change in light of her increased wealth-by-level: *A small metal box hidden under the Old Beldame's bed (DC15 Perception check to find) contains 210CP, 313SP, 384GP and 126PP. Under the layer of coins is a scroll of Legend Lore.*

K- **Old Crackjaw's Den (Standard)**

*Adding two extra HD to Old Crackjaw will result in his CR being increased to 1,600 from 1,200, as will using the advanced template. Using Table 1-2 in the Bestiary and referencing animals, we see that advancing him by one HD puts him somewhere between his original CR of 4 and CR 5. Thus, I have advanced Crackjaw by a single HD **and** given him the advanced template, resulting in an ad hoced advancement we will value at our target-1,800XP. His revised stat block is below.*

Old Crackjaw CR 5

XP 1,800 (ad hoced up from CR 5 1,600)

N Medium advanced animal

Init +3; **Senses** low-light vision; **Perception** +9

Defense

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)

hp 63 (6d8+36)

Fort +13, **Ref** +8, **Will** +6

Offense

Speed 10 ft., swim 20 ft.

Melee bite +10 (1d8+18/×3)

Tactics

During Combat Old Crackjaw is cantankerous and ill-tempered; wild empathy checks suffer a –4 penalty against him. He generally attacks the closest target, but he has developed a particular fondness for gnome flesh and attacks such targets first if possible. He uses power attack on every attack, and this has been included in his attack rolls and damage.

Morale Old Crackjaw fights to the death.

Statistics

Str 26, **Dex** 16, **Con** 22, **Int** 1, **Wis** 19, **Cha** 8

Base Atk +4; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Great Fortitude, Improved Sunder, Power Attack

Skills Perception +9, Stealth +8, Swim +21

L- Gurdin River Ford

No change required.

M- Hodag Den (CR 6: Hidden)

I have a tendency to use the advanced template a little too much, so I have advanced the Hodag's HD to increase its CR to 6- an increase of 800XP from 1,600XP to 2,400XP- which exactly matches our target. When the Hodag uses power attack, it does so on a -3/+6 basis as its BAB is +8 or higher.

Hodag CR 6

XP 2,400

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 20, touch 11, flat-footed 18; (+2 Dex, +9 natural, -1 size)

hp 67 (9d10+18)

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

Defensive Abilities ferocity

Offense

Speed 30 ft.; burrow 15 ft.

Melee bite +12 (2d8+4/19-20), 2 claws +12 (1d6+4), gore +12

(1d8+4; males only), tail slap +10 (1d8+2)

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

Special Attacks spiked tail, toss

Statistics

Str 19, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 26

Feats Improved Critical (bite), Improved Natural Attack (bite) Iron Will, Multiattack, Power Attack

Skills Climb +10, Perception +8, Stealth +2, Swim +8

Languages understands Common

SQ trackless

Ecology

Environment temperate forests and marshes

Organization solitary

Treasure incidental

Special Abilities

Spiked Tail (Ex) A hodag's tail spikes allow the creature's tail slap to deal both bludgeoning and piercing damage.

Toss (Ex) A male hodag charging 20 feet or more that damages a foe with its gore attack can throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the hodag. If the hodag's maneuver succeeds, its opponent is thrown back 10 feet (in a direction chosen by the hodag) and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent straight up into the air. This does not move the opponent but causes it to take an additional 1d6 points of damage from falling.

Trackless (Ex) A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag have their normal DC increased by 10.

N- Lair of the Lizard King (Landmark)

See Part 5 for changes to this section.

O- Candlemere Tower (Landmark)

This is a difficult area to convert, and best left to individual GM discretion IMHO. I would recommend increasing the total numbers of will-o'-wisps to three dozen total and consider having them attack in pairs. Increasing the DC's for the nettle's fort saves is another way to increase the encounter difficulty of this location too.

P- The Mud Bowl (Standard)

*Our XP target for Tendriculos is not easily reached via the CR system- a CR6 encounter is 2,400 so our target is 3,600. A CR7 encounter is worth 3,200XP (400XP short) and a CR8 encounter is worth 4,800XP (1,200XP too much). I have given Tendriculos the advanced template to increase the CR to 7, and I would treat the noxious fumes as a fortitude save DC of 18 as an ad-hoc way to award the extra 400XP- more PC's likely to fail the saves means a tougher encounter. **A note on treasure- the Old Beldame should offer 150GP instead of 100GP for every black rattlecap to compensate for the additional players.***

Tendriculos CR 7.5ish

XP 3,600 (3,200 base, modified for the fumes of the Mud Bowl)

N Huge advanced plant

Init +5; **Senses** low-light vision, Perception +5

Defense

AC 22, touch 8, flat-footed 21; (+1 Dex, +13 natural, –2 size)

hp 94 (9d8+54) regeneration 10 (bludgeoning or fire)

Fort +12, **Ref** +6, **Will** +6

Immune acid, plant traits

Offense

Speed 20 ft

Melee bite +13 (2d6+9 plus grab), 2 tentacles +8 (1d6+4 plus grab)

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

Special Attacks paralysis (3d6 rounds, DC20), swallow whole (2d6 acid damage plus paralysis, AC19, 9hp)

Tactics

During combat The tendriculos attacks anything that approaches within 40 feet, charging in the first round if necessary to reach its victim.

Morale The tendriculos fights to the death but does not pursue foes out of the immediate vicinity of the mud bowl.

Statistics

Str 28, **Dex** 13, **Con** 22, **Int** 3, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +17; **CMD** 28

Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Fly +2, Perception +5, Stealth +7

Languages Sylvan (cannot speak)

Q- A Cry for Help (Standard)

Increasing the Leucrotta's CR from 5 to 6 increases the XP yield from 1,600XP to 2,400XP, a change meeting our target of 800XP. I have advanced the version of the Leucrotta found on D20PFSRD, and included its ecology, habitat and society from that page to help a budding DM to understand this nasty beast. To account for a larger group, I also suggest the following modification to the treasure in the Leucrotta's lair- add a Black Pearl worth 400 gold pieces (the difference in an average treasure for an encounter between 5th and 6th CR.)

Leucrotta

XP 2,400

CE large advanced Magical Beast

Init +7; **Senses** Darkvision 60 ft., Low-Light Vision, scent; Perception +16

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 69 (6d10+36)

Fort +11, **Ref** +8, **Will** +6

Immune disease, poison

OFFENSE

Speed Spd 80 ft., Climb 50 ft.

Melee bite +13 (2d6+10/19–20) and 2 kicks +8 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks lure, powerful bite, voice mimicry

TACTICS

Before Combat A leucrotta prefers to scout and observe its victims before attacking, listening to the names and the voices of its prey for up to several days before it strikes so it knows which of its victims to take in order to maximize the distress and sorrow in not only its chosen victim, but among the victim's friends and family. If it can, it waits until an opportune moment to lure an enemy away from its allies, repeating this tactic as often as it can before the remaining enemies catch on.

During Combat Once engaged in combat, a leucrotta charges its closest opponent with a bite attack. It continues to bite, using its kick attacks against other foes if anyone attempts to get in the way.

Morale A leucrotta is a cruel, hate-filled creature, but it's also highly intelligent. If faced with a foe that it has difficulty hitting or who reduces it to less than 25 Hit Points, a leucrotta flees and hides, hoping to track the foe and then lure him to his doom at a later time.

STATISTICS

Str 25, **Dex** 16, **Con** 22, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +6; **CMB** +14; **CMD** 27 (31 vs. trip)

Feats Improved Initiative, Skill Focus (Bluff), Stealthy

Skills Bluff +14, Diplomacy +11, Sense Motive +10 Perception +16, Stealth +11;

Racial Modifiers +8 Perception

Languages Common

SPECIAL ABILITIES

Lure (Su)

A leucrotta can use its voice to create a powerful compulsion to approach it if the listener isn't aware of the danger. At any point that the target is unaware of the leucrotta (such as if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the target using its voice mimicry. The target must be in line of sight and within 60 feet. When the leucrotta calls out, the target must make a DC 18 Will save or fall under the effects of a *suggestion* to approach the leucrotta. This effect functions identically to a *suggestion* spell with a caster level equal to the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours.

Lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim suffers a –4 penalty on his saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Powerful Bite (Ex)

A leucrotta's bite is powerful indeed, capable of slicing through metal and cutting through bone with terrifying ease. It gains 1.5 times its Strength modifier to all Damage rolls made with its bite attack, and threatens a critical hit with its bite on a roll of 19–20. Against objects, a leucrotta's bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Voice Mimicry (Ex)

A leucrotta can perfectly imitate the voice of any creature it has heard talking. It makes a Bluff check when using voice mimicry—listeners may oppose this Bluff with Perception checks to see through the mimicry, although if the listener isn't familiar with the voice of the person being mimicked, he suffers a –8 penalty on his Perception check to oppose the leucrotta's Bluff. Leucrotta find it difficult to mimic the voices of creatures more than one size category smaller or larger than themselves, and take a –8 penalty on their Bluff checks to mimic the voices of such smaller or larger creatures.

ECOLOGY

Environment temperate or tropical forests and hills

Organization solitary, pair, or pack (3–12)

Treasure standard

The leucrotta is a vile, untrustworthy creature that roams in packs through desolate forests and plains. Though the leucrotta has a fondness for blood and violence, it is not a mindless savage, but rather a a shockingly intelligent beast capable of speech and complex plans.

A typical leucrotta stands just over 5 feet tall at the shoulder and weighs 800 pounds. Its body appears to be an odd combination of lion, stag, and badger. Its light fur is usually covered with dried, foul-smelling muck.

Ecology

It is said that the first leucrotta were born from Lamashtu after she took a particularly virile hyena as a mate long ago. Certainly, most leucrottas venerate the demons Queen as their

mother and maintain small skull mounds in their lairs as personal shrines. A leucrotta is highly intelligent, yet many of its behavior patterns mimic those of a cruel-minded predator—as if the leucrotta uses its intelligence only as a tool to trap foes and to enjoy the pain and torment it inflicts. The creature certainly shows a boundless enthusiasm and creativity in the methods of securing its meals and entertainments.

The leucrotta's jaws are fantastically powerful, capable of shearing through bone and the hardest of scaly hides with ease. A leucrotta's metabolism is equally powerful, and the creature's digestive process is so swift that it is in a constant state of hunger. The leucrotta creates no waste as a by-product of feeding—its stomach and intestines process every ounce of consumed matter. A leucrotta can't digest metals, stone, or other hard, inorganic substances, forcing it to periodically disgorge such materials in foul smelling masses it often picks through to find objects of value to aid in luring foes into its clutches.

Habitat & Society

The leucrotta is a social creature and generally travels in packs that consist of an elder male, a younger male, and several females and pups. The two males often spar in combat, though not to the death. As long as the elder male remains dominant in these battles, it remains the pack leader. Once the younger male starts to win the majority of these fights, it assumes the mantle of pack leader, and the elder male leaves to travel on its own. This almost bestial pack-mentality doesn't seem to mesh with the creature's considerable intellect, but the leucrotta appears not to mind, saving its intelligence for setting ambushes, spying on villages for new victims, coming up with new methods to torment victims, or enjoying the desperate pleading and begging of their food before eating it alive.

A leucrotta pack stays close to rivers and to lakes when possible, since such regions are far more likely to attract prey. A favorite leucrotta ploy is to wait near an abandoned boat or shack along the water and then lure good-natured and foolish souls into their trap. "Having a leucrotta's tongue" is a well-known phrase throughout the realms of Golarion, referring to those rogues who would double-cross an unsuspecting victim.

Leucrottas have been known on occasion to ally themselves with tribes of gnolls. They refuse to be used willingly as beasts of burden, but sometimes allow favored gnoll companions to ride them as steeds into battle. The leucrotta in a gnoll pack often thinks of itself as a leader, and treats the established gnoll leader poorly in an attempt to goad the gnoll into attacking it. Those leucrottas who manage to slay the gnoll leader usually seize control of the tribe. A tribe of gnolls led by a leucrotta is generally much more aggressive than one that is not, since the leucrotta often demands its gnolls spread out and raid for more and more victims as it grows content in its position of power.

R- Hargulka's Stronghold (Hidden)

See Part 6 for changes to this section.

S- King of the Forest (Standard)

I have added a racial HD to the forest Drake and made a few other tweaks which puts him neatly into place for the HP, Damage, Attack Rolls and Saving Throws of a CR6 opponent. Although the damage on his attacks aren't particularly high, Power Attack offsets that. I would recommend boosting the Drakes treasure somewhat- to fit with the Elf scout's equipment I would add a masterwork longsword and 70 gold pieces, making up the difference in treasure share.

Forest Drake CR 6

XP 2,400

LE Large dragon (Pathfinder Adventure Path volume #15)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

Defense

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 68 (8d12+16)

Fort +8, **Ref** +8, **Will** +7

Immune acid, sleep, paralysis

Offense

Speed 30 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +13 (1d8+6), tail slap +10 (1d8+3)

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

Special Attacks acid cloud

Tactics

During Combat The forest drake begins combat with its acidic cloud breath, attempting to catch as many opponents as it can in the cloud. Thereafter it focuses its attacks on any elves or gnomes present.

Morale The forest drake is cowardly and flees back to its lair if reduced to fewer than 20 hit points.

Statistics

Str 22, **Dex** 14, **Con** 14, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +15; **CMD** 27

Feats Hover, Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception)

Skills Fly +11, Intimidate +12, Perception +15, Stealth +9 (+17 in forests), Swim +23

Languages Draconic

SQ aquatic adaptation, speed surge

Special Abilities

Acidic Cloud (Su) A forest drake can, as a standard action, spit a ball of acid that dissipates into a cloud on impact. This attack has a range of 60 feet and deals 4d4 points of acid damage

to all creatures in a 10-foot-radius spread. A DC 16 Reflex save halves this damage. The cloud remains for 1d4 rounds once created, but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex) A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Speed Surge (Ex) Three times per day as a swift action, a forest drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

T- **The Wandering Giant (Standard)**

Munguk has been given two additional racial hit dice to increase the XP yield from this encounter from 3,200XP to 4,800XP, matching our target. His modified stats are detailed below. Note that I have applied Power Attack to his melee attacks, and with the furious focus feat Munguk gained at his 11th HD, he does not take penalties to use Power Attack on his first attack each round. I have pre-applied power attack in case DM's do not have access to the APG. His stat point was spent on Constitution. Obviously with the two extra HD, Munguk is a cut above the average Hill Giant and a bit more experienced, and his hide armour has been enchanted (+1), covering the extra treasure due for the difference between a CR7 and CR8 encounter.

Munguk the Hill Giant

XP 4,800 CR 8

CE Large humanoid (giant)

Init –1; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 22, touch 8, flat-footed 22 (+5 armor, –1 Dex, +9 natural, –1 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +4

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +17/+9 (2d8+19) or 2 slams +13 (1d8+16)

Ranged rock +8 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 20, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +9; **CMB** +17; **CMD** 26

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

Skills Climb +10, Intimidate +12, Perception +8

Languages Giant

ECOLOGY

Environment temperate hills

Organization solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves)

Treasure standard (+1 hide armor, greatclub, other treasure listed in the AP)

U- **Abandoned Ferry Station (Landmark)**

No change required.

V- **Owlbear Lair (Hidden)**

See Part 7 for changes to this section.

Sidebar and Cover Quest Recommended Changes-

Awarding extra XP and tweaking encounters is only half the battle. With a party of 6 players, we also need to account for the greater treasure shares needed for these more difficult encounters they face over a party of four. The NPC's and monsters in this conversion have already been accounted for, this section purely concerns sidebar and cover quests, and the changes are listed in the order the quests appear from front cover to back cover, for your convenience.

Forest Drake Hunt- *The bounty for the drake is 1,800GP instead of 1,200GP.*

Troll Blood- *1,800GP in potions are offered instead of 1,200GP.*

Northern Howls- *The bounty for the winter wolf is 1,800GP instead of 1,200GP.*

Shamblesap- *The alchemist will pay 1000GP for the sap, along with four potions of cure moderate wounds.*

Wrath of the Scythe Tree- *No change required (+2 Stability is good regardless of party size and her combat gear has been boosted during conversion.)*

Replacing Melianse's Trees- *No change required (+2 Stability is good regardless of party size)*

Tomb Treasure- *Recommendations about the weapon found in the tomb can be found in Part 3.*

Black Rattlecaps- *The Old Beldame will pay 150GP for each Rattlecap recovered instead of 100GP.*

Troll Slaying- *The Swordlords award 3,000GP instead of 2,000GP.*

Hunting the Beast- *No change required.*

Wheres Tig?- *No change required.*

That Damn Turtle!- *Arven instead gifts the PC's a Belt of Mighty Constitution. This reward's a little better than 50%, but helps offset shortfalls elsewhere.*

I Swear I'm Sober!- *Stas forgot to mention that his +1 Keen Spear was also made of Adamantine!*

A Lady's Desire- *Instead of a Cloak of Protection +1, Lily offers the Horseshoes of Speed (Cavaliers and Mounted Combatants are well suited to this AP and the AP offers these specialised cavalry warriors little).*

Part Three: The Lonely Barrow

F1- Entryway

Three bat swarms attack the party instead of 2, increasing the XP value of the encounter from 1,200 to 1,800XP, meeting our target.

F2- Central Chamber

In addition to the four elemental statue Breath of Despair trap, the ten feet square triggers a CR2 Burning Hands trap emanating from one of the statues. This increases the hazard's total XP yield to 1,800, matching our target. The cone is directed from the statue's mouth into the ten feet area in the centre.

Burning Hands Trap CR 2

Type magic; **Perception** DC 26; **Disable Device** DC 26

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

F3- Crypts

I did not want to increase the number of skeletons from 12 to 18 to match our target, as the barrow is fairly small and the twelve of them will mostly be fodder as it is. Instead, I recommend each crypt to contain two utterly devoted skeletal champions, increasing the XP from 1,620 to 2,400, only a negligible 30XP from our target of 2,430XP.

Skeletal Champion CR 2

XP 600

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

F4- The Warrior's Tomb

*The first thing that jumped out at me when converting this encounter was the typo on the cairn wight's attack rolls- even with a broken weapon, his attack roll is nowhere near +1... This has been corrected in my conversion. The tactics also mention raging... Except the Lonely Warrior has **Fighter** levels instead of Barbarian, despite being described as a Barbarian Warlord. This encounter was really rushed by the looks of it. Adding another Fighter level to The Lonely Warrior increases him to CR 7 at 3,200XP- 400XP short of our target. To make up the shortfall, have four skeletal warriors (135XP each, 540XP total, a minor 140XP above our total target for this encounter) attending him, using aid another actions to bolster the warrior's defences and attacks. I have upgraded The Lonely Warriors defence with his feat (Dodge) and as the shield has apparently withstood the test of time, I figured it may as well have magic to thank for it ;). The extra attack doesn't make a huge amount of difference to his HP or defences, but the extra attack he gained with it could have deadly implications, as he may potentially deal two negative levels a round rather than one. However, his damage remains low, as does his secondary attack roll.*

*There was another discrepancy with the broken chain mail allowing more Dex bonus to AC than it should allow- **double** what it should allow in fact! I have dealt with this and bolstered the warrior by replacing the broken chainmail with a chain shirt.*

The Lonely Warrior CR 7

XP 3,200

Male cairn wight fighter 3 (Pathfinder RPG Bestiary 276)

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 29, touch 15, flat-footed 23 (+4 armor, +4 Dex, +6 natural, +4 shield, +1 Dodge)

hp 87 (7 HD; 4d8+3d10+52)

Fort +10, **Ref** +6, **Will** +9
Immune undead traits
Weaknesses resurrection vulnerability

Offense

Speed 30 ft.

Melee broken +2 fey bane Dwarven Waraxe +14/+9 (1d10+5 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 18)

Tactics

During Combat The Lonely Warrior attacks any living creature that enters his tomb.

Morale The Lonely Warrior fights until destroyed.

Statistics

Str 21, **Dex** 19, **Con** —, **Int** 12, **Wis** 18, **Cha** 22

Base Atk +6; **CMB** +11; **CMD** 26

Feats Blind-Fight, Exotic Weapon Proficiency (Dwarven Waraxe), Skill Focus (Perception), Toughness, Weapon Focus (Dwarven Waraxe), Dodge, Shield Focus

Skills Climb +2, Intimidate +16, Knowledge (religion) +7, Perception +17, Stealth +1

Languages Common, Hallit

SQ bravery +1, Armour Training

Other Gear chain shirt, +1 *heavy wooden shield*, broken +2 fey bane Dwarven Waraxe

Treasure: Although the Lonely Warrior is listed as possessing a broken +2 fey bane bastard sword, you should alter the exact type of weapon to match a type used by one of your PCs (see the Quest: Tomb Treasure sidebar on page 23).

Note from AK- I sincerely recommend you do not use a bastard sword, especially considering the magical bastard sword that crops up in the final chapter of Kingmaker!

I have statted the Lonely Warrior out with an Dwarven Waraxe, but it is a simple matter to change the weapon to another (just change the damage dice, the weapon is broken so it only threatens on a natural 20 and only crits for x2- I wouldn't recommend a two handed weapon though as this complicates matters further).

Medium Skeleton CR 1/3

XP 135

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Gear broken chain shirt, broken scimitar

Part Four: The Forgotten Keep

G1- Main Gate

Using the CR Modifiers for Mechanical Traps table, I have upgraded the portcullis trap's damage so that it becomes a CR5 trap. This falls 200XP of our target XP of 1,800, so we'll keep that in mind for later encounters in the keep. Here's the nastier portcullis (deals an extra 10 points of damage on average.)

(Upgraded) Falling Portcullis Trap CR 5

XP 1,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger location; **Reset** manual; **Bypass** hidden switch (Perception DC 25)

Effect falling portcullis (9d6 damage); DC 20 Reflex avoids

Special

Note: Once the trap has been sprung, a DC 25 Strength check can lift the portcullis.

G2- Courtyard

No change required

G3- Northeast Tower

Use four rat swarms instead of two (compensates for the XP shortfall of G1 and G4).

G4- Southeast Tower

Adding the advanced template to Rigg increases his CR to 7, making up 3,200 of our 3600XP target. I did not have access to Tome of Horrors so I was reluctant to add racial HD. Total XP shortfall thus far- 600XP. Update 28/04/2011; I had completely missed how far off Rigg's attack rolls were off, having failed to spot the initial error in the book version. This is now fixed.

Rigg Gargadilly CR 7

XP 3,200

Male advanced quickling rogue 3 (Tome of Horrors Revised 301)

NE Small fey

Init +15; **Senses** low-light vision; **Perception** +17

Defense

AC 25, touch 23, flat-footed 13 (+11 Dex, +1 dodge, +1 size, +2 natural)

hp 65 (4d6+3d8+38)

Fort +7, **Ref** +18, **Will** +10

Defensive Abilities evasion, natural invisibility, supernatural speed, trap sense +1; DR 5/cold iron

Weaknesses slow susceptibility

Offense

Speed 120 ft.

Melee +1 short sword +17 (1d4+2/19–20 plus poison)

Special Attacks sneak attack +2d6 plus 2 bleed

Spell-Like Abilities (CL 6th; concentration +9)

1/day—dancing lights, flare (DC 13), levitate, shatter (DC 15), ventriloquism (DC 14)

Tactics

During Combat Fond of misdirection, Rigg tries to trick the PCs into splitting up; he uses dancing lights and ventriloquism to lure them in multiple directions. Once they're spread out, he rushes in to stab one of them and then Spring Attacks away to find a hiding spot where he can wait a round to become invisible again before repeating his dangerous, annoying tactic.

Morale If brought below 15 hp, Rigg abandons the keep and flees, perhaps becoming an annoying recurring villain set on revenge against the PCs for chasing him out of his home.

Statistics

Str 12, **Dex** 32, **Con** 21, **Int** 21, **Wis** 21, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** 26

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +21 (+57 jump), Bluff +13, Climb + 8, Craft (trapmaking) +15, Diplomacy +10, Escape Artist +21, Fly +20, Knowledge (nature) +15, Perception +17, Sleight of Hand +20, Stealth +25, Survival +12, Use Magic Device +13

Languages Aklo, Common

SQ poison use, rogue talent (bleeding attack), trapfinding

Combat Gear blue whinnis (5 doses); **Other Gear** +1 short sword

Special Abilities

Natural Invisibility (Su) A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes any action other than a free action.

Poison Use (Ex) A quickling is never at risk of poisoning itself when handling poison. They usually use blue whinnis on their daggers.

Supernatural Speed (Su) A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), a quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same name).

Slow Susceptibility (Ex) A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened.

Treasure Recommendation- Increase the value of the quickling's gem collection to 2,800GP.

G5- Ruined Tower

No change required (the quest reward has been modified).

G6- Northwest Tower

For similar reasons to the quickling, I have given the Grimstalker the advanced template. The assassin vine has been given extra HD to increase its CR by 1. These two changes change the encounters XP from 2,400 to 3,600

Grimstalker CR 6

XP 2,400

NE Advanced Medium fey (Tome of Horrors II 89)

Init +11; **Senses** low-light vision; Perception +14

Defense

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

hp 68 (8d6+40)

Fort +7, **Ref** +13, **Will** +9

DR 5/cold iron

Offense

Speed 40 ft., climb 20 ft.

Melee 2 claws +11 (1d4+3 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +13)

3/day—control plants (DC 23), tree shape

Tactics

During Combat The grimstalker directs the assassin vine's attacks with control plants while using the plant to flank foes.

Morale When reduced to fewer than 15 hit points, the grimstalker flees, climbing up the walls to escape through a hole in the tower's roof to join the Dancing Lady in area G8.

Statistics

Str 16, **Dex** 25, **Con** 21, **Int** 18, **Wis** 17, **Cha** 20

Base Atk +4; **CMB** +7; **CMD** 24

Feats Combat Reflexes, Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +18 (+22 jump), Bluff +16, Climb +22, Escape Artist +20, Intimidate +13, Knowledge (nature) +15, Knowledge (dungeoneering) +15, Perception +14, Stealth +20 (+28 in forests), Survival +11

Languages Aklo, Common, Elven

Special Abilities

Poison (Ex) Claw—Injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 2 saves.

Assassin Vine CR 4

XP 1,200

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

Defense

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 35 (5d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10 and fire 10

Offense

Speed 5 ft.

Melee slam +8 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9), entangle

Statistics

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)

SQ camouflage

Special Abilities

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 5th, DC 13). The save DC is Wisdom-based.

Treasure Recommendation- Add a solid gold idol (weighs 10lbs) of a noble elven warrior peering into the distance (value 900GP)

G7- Grand Hall

To meet our XP target I have increased the Perception DC of the Insanity Mist Trap from 15 to 20.

(Upgraded) Insanity Mist Trap CR 6

XP 2,400

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

Effects

Trigger location; **Reset** repair;

Effect poison gas (insanity mist; *Pathfinder RPG Core Rulebook* 560); never miss; onset delay (1 round); multiple targets (all targets in **G7**, persists for 1 round).

G8- The Dancing Lady

As the XP per encounter has been made to fit our target of +50% via different encounters, we can afford to let this encounter fall a little short of our target. I am unfamiliar with the Baobhan Sith and do not have access to the Tome of Horrors so I have given her the advanced template, increasing her XP value by 800XP, 400XP short of our target. Increasing her CR any higher will instead give 1,200XP too much, and any creature or trap that grants 400XP is mostly negligible at this level. If you wish to award the extra 400XP, i'd suggest a simple arrow trap or the like, hitting the PC's as they enter (it seems logical considering the Sith's high craft trap modifier). Alternatively, ad hoc an extra 400XP by adding a HP/Level or some other small change to The Dancing Lady.

The Dancing Lady CR 7

XP 3,200

Female advanced baobhan sith (Tome of Horrors III 17)

CE Medium advanced fey

Init +6; **Senses** low-light vision; **Perception** +19

Defense

AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)

hp 85 (9d6+54)

Fort +11, Ref +12, Will +11
DR 5/cold iron; SR 17

Offense

Speed 30 ft.

Melee 2 claws +9 (1d6+5), bite +9 (1d6+5)

Special Attacks blood drain, captivating dance, dying words

Spell-Like Abilities (CL 10th; concentration +16)

At Will—detect thoughts (DC 18)

1/day—entangle (DC 17), suggestion (DC 19)

Tactics

During Combat The Dancing Lady begins combat with her captivating dance, hoping to entrance all of her attackers. She follows this with entangle to ensnare anyone resisting her dance. Once she has captivated at least one victim (preferable a male elf or human), she grapples and drains his blood. If necessary, she casts suggestion to convince an opponent to defend her or force an attacker to leave combat. If forced into melee combat, she focuses her attacks on female opponents, attempting to tear them limb from limb with teeth and claws.

Morale The Dancing Lady fights to the death.

Statistics

Str 21, Dex 23, Con 22, Int 20, Wis 20, Cha 23

Base Atk +4; CMB +9; CMD 26

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Mobility

Skills Acrobatics +18, Bluff +18, Climb +16, Craft (trapmaking) +17, Diplomacy +18, Escape

Artist +18, Knowledge (nature) +19, Perception +19, Perform (Dance) +18, Sense Motive +19, Stealth +18

Languages Aklo, Common, Elven

Special Abilities

Blood Drain (Ex) A baobhan sith can suck blood from a grappled or helpless opponent; if she establishes or maintains a pin, she deals bite damage and drains blood, dealing 1d4 points of Strength damage and 1d4 points of Constitution damage each round.

Captivating Dance (Su) When a baobhan sith dances, all living creatures within 30 feet that view the rhythmic swaying and movements of her body must succeed on a DC 21 Will save or become utterly enthralled and captivated. Creatures that are sexually attracted to females who view this dance suffer a –2 penalty on their saving throw. A creature that makes its save cannot be affected again by the same baobhan sith's captivating dance for one day. A captivated creature is dazed (it cannot attack, but can defend normally). This

continues for as long as the baobhan sith dances. A baobhan sith can move and act normally (including using her spell-like abilities) while maintaining her dance. The save DC is Charisma-based.

Dying Words (Sp) When a baobhan sith is slain, she utters a curse as a free action (whether it's her turn or not) that affects her killer as if it were a bestow curse spell (caster level 10th). The target can resist the curse with a successful DC 21 Will save. If the save fails, the target suffers a –6 decrease to its highest ability score. The save DC is Charisma-based.

Treasure Recommendation- Increase the value of the coins in the chest to 820GP and 1,133SP.

Part Five: Isle of the Lizard King

As a tribe of lizardfolk, most of the changes here are merely numerical, with the exception of the chief and the will o' wisp.

N1- Gate

Three lizardmen stand guard here instead of two.

N2- Family Huts

Have the northernmost hut contain four lizardfolk, and the southernmost hut contain five.

N3- Kennels

As a larger tribe, the lizardfolk keep three Narlmarch Muggers here in these kennels.

N4- Brave's Hut

The tribe has six braves inside arguing instead of four. In case you don't want the legwork of adding the advanced template to Lizardfolk, here it is done for you.

Lizardfolk (Advanced)

CR 2

XP 600

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +3

DEFENSE

AC 23, **touch** 12, **flat-footed** 21 (+7 natural, +2 shield, +2 Dex, +2 Armour)

hp 15 (2d8+6)

Fort +6, **Ref** +2, **Will** +2;

OFFENSE

Speed 30 ft., swim 15 ft.

Melee masterwork morningstar +5 (1d8+3), bite +2 (1d4+2)

Ranged javelin +3 (1d6+1)

Space 5 ft. **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 13, **Wis** 14, **Cha** 14;

Base Atk +1; **CMB** 4; **CMD** 16

Feats Multiattack

Skills Acrobatics +4, Perception +3, Swim +12; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ hold breath

N5- Lizard Kings Hut

The total XP for this are is currently 3,600XP, thus our target is 5,400XP- an increase of 1,800. Giving Vesket another Fighter level and upgrading his leather armour to +2 (as well as increasing the treasure found in his hut- see below) increases his CR to 7, worth an extra 800XP. The remaining 1,000XP can be made up by having an additional Blood Caiman present (600XP) and giving the existing two Blood Caimans the advanced template (+400XP), simulating a mated pair of specially bred Blood Caiman and their young. While I favoured the Giant template for them, the implication of two huge sized crocodiles inside the hut made me shudder. The stats for the Blood Caiman and the two advanced Blood Caimans follow, as does Vesket's revised stat block- note that the advanced template was applied to Vesket incorrectly- his natural armour has not been increased. Other differences emerge between an advanced lizardfolk and Vesket which I am hoping are the result of a point buy on his stats, not more errors (although this does not seem likely- remove the advanced template and Vesket apparently had 4 Intelligence and 4 Wisdom...). Vesket's Level 8 stat point was spent on Strength. It is logical to assume that Vesket throws large Javelins rather than medium javelins, so I suspect this was yet another oversight. Thus Vesket's javelin damage has been upgraded to a base of 2d6. Finally, Vesket doesn't qualify for Vital Strike yet, so I have removed it and replaced it with Dazzling Display- his tactics mention 'intimidating opponentS' so I believe he was originally intended to have Dazzling Display. This entire basic stat block for this encounter seems to be a complete mess of mistakes.

Blood Caiman

XP 600

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, **touch** 10, **flat-footed** 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2;

OFFENSE

Speed 20 ft., swim 30 ft. sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

Space 10 ft. **Reach** 5 ft.

Special Attacks death roll (1d8+4 plus trip)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2;

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial Modifiers** +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3-12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a blood caiman can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The blood caiman inflicts its bite damage and knocks the creature prone. If successful, the blood caiman maintains its grapple.

Hold Breath (Ex) A blood caiman can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a blood caiman may sprint, increasing its land speed to 40 feet for 1 round.

Blood Caiman (advanced)

XP 800

N Large advanced animal

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 28 (3d8+15)

Fort +8, Ref +6, Will +4;

OFFENSE

Speed 20 ft., swim 30 ft. sprint

Melee bite +7 (1d8+6 plus grab) and tail slap +2 (1d12+3)

Space 10 ft. **Reach** 5 ft.

Special Attacks death roll (1d8+9 plus trip)

STATISTICS

Str 23, **Dex** 16, **Con** 23, **Int** 1, **Wis** 16, **Cha** 6;

Base Atk +2; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +10, Stealth +7 (+15 in water), Swim +14; **Racial Modifiers** +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3-12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a blood caiman can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The blood caiman inflicts its bite damage and knocks the creature prone. If successful, the blood caiman maintains its grapple.

Hold Breath (Ex) A blood caiman can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a blood caiman may sprint, increasing its land speed to 40 feet for 1 round.

Vesket the Lizard King CR 7
XP 3,200

Male advanced lizardfolk fighter 3 (Pathfinder RPG Bestiary 195, 294)
N Large humanoid (reptilian)
Init +2; **Senses** Perception +1

Defense

AC 22, touch 11, flat-footed 20 (+4 armor, +2 Dex, +7 natural, -1 size)
hp 90 (5d8+3d10+52)
Fort +9, **Ref** +4, **Will** +3; +1 vs. fear

Offense

Speed 30 ft., swim 15 ft.
Melee +1 keen trident +14/+9 (2d6+11/19-20), bite +12 (1d6+7)
Ranged javelin +7 (2d6+7)
Space 10 ft.; **Reach** 10 ft.

Tactics

During Combat Vesket attempts to demoralize opponents on the first round of combat using Intimidate. He then attacks the largest opponent with his trident in the hope that defeating the enemy's champion will cause them to lose the taste for battle.
Morale The Lizard King fights to the death.

Statistics

Str 24, **Dex** 14, **Con** 20, **Int** 8, **Wis** 8, **Cha** 12
Base Atk +6; **CMB** +14; **CMD** 26
Feats Intimidating Prowess, Iron Will, Multiattack, Toughness, Dazzling Display, Weapon Focus (trident)
Skills Handle Animal +5, Intimidate +14, Perception +1, Stealth +0, Survival +4, Swim +18
Languages Draconic
SQ hold breath, bravery +1
Combat Gear *potion of cure serious wounds*; **Other Gear** +2 leather armor, +1 keen trident, 5 javelins, 2 gold armbands worth 100 gp each
Treasure Recommendation- In addition to the upgrade on the Lizard Kings armour, add a ceremonial, ruby encrusted dagger worth 800GP to his treasures.

N6- Harem

Only paragon females of the tribe who have proved themselves in battle are permitted to mate with The Lizard King. All three of the females here are advanced lizardfolk, and each wears 1,500GP of jewellery (+50% from the book's treasure).

N7- Spirit Hut

My favourite encounter boosting tool has already been used for the Spirit of Stisshak (the advanced template). Adding four racial HD to the will o' wisp increases its size to medium and its CR to 8, matching our XP target of 4,800 exactly- the will o' wisp has grown strong on the fears of the tribe's victims, especially Tig. Defensively the will o' wisp is now extremely strong, but its offense is still limited so if the party truly have trouble with it they should easily be able to flee.

Will-o'-Wisp (+4HD Advanced)
XP 4800

CR 8

CE Medium aberration (air)

Init +15; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 28, **touch** 25, **flat-footed** 18 (+5 deflection, +10 Dex, +0 size, +3 natural)

hp 103 (13d8+45)

Fort +8, **Ref** +15, **Will** +12;

Defensive Abilities natural invisibility; **Immune** magic;

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +20 touch (4d6+4 electricity)

Space 5 ft. **Reach** 5 ft.

STATISTICS

Str 10, **Dex** 32, **Con** 16, **Int** 19, **Wis** 4, **Cha** 4;

Base Atk 7; **CMB** +4; **CMD** 34

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse, Defensive Combat Training, Mobility

Skills Acrobatics +27, Bluff +21, Escape Artist +28, Fly +38, Perception +21, Stealth +30

Languages Aklo, Common

SQ feed on fear

ECOLOGY

Environment any swamp

Organization solitary, pair, or string (3-4)

Treasure incidental

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Treasure Recommendation- *Make the masterwork cold iron longspear offered to the spirit +1, and increase the value of the animal skins to 600GP.*

Part Six: Troll Trouble

Most of the changes in this area merely consist of a larger troll gathering within the lair, to provide a sufficient challenge for a larger group of players. The named enemies in this area have been modified and their stat blocks have been changed to encompass the changes. I have added several trollhounds to the lair as well- i'm a big fan of these nasty creatures.

R1- The Approach

No change required.

R2- Barbican

The pair of Trolls also keep two Trollhounds here as part of the initial defence.

Treasure Recommendation- Increase the total value of the coins found in the Troll's sacks to 351SP and 884GP.

R3- Watchtower

The troll in the watchtower has a trollhound up with him.

R4- Main Hall

Two trolls are here with the Trollhound rather than just one. Although this puts us 800XP over our target, this allows us to keep the Kennels as written, balancing out the XP gain.

R5- Kennel

No change required (see above)

R6- Storeroom

No change required (BP reward)

R7-Nagrundi's Room

Although initially I wanted to give Nagrundi extra racial HD, I was unsure if the extra racial HD would be sufficient to increase his size as once again I do not have access to Tome of Horrors. Instead, I opted to give the brute the giant template, increasing his size to huge so that his head touches the ceiling of the thirty foot high room. As a reward for his brutishness, Nagrundi has also been given a Ring of Protection. This change increases his CR to 9, increasing his XP value from 4,800 to 6,400- only 800XP from our target. Adding a trollhound that Nagrundi frequently bullies to this room matches our XP target of 7,200XP exactly. Nagrundi's modified stat block is listed below. I would be interested in how this encounter compares with the final encounter with Hargulka if you would care to comment on the thread on the Paizo forums.

While I understand that people may wonder why Nagrundi wouldn't see Hargulka as his inferior due to his massive size over the troll, I personally would like to think that Nagrundi fears the smaller troll's battle prowess, and especially his legendary necklace of fireballs.

The giant template makes Nagrundi's damage output while using power attack impressive- you may wish to spread out his attacks among different opponents somewhat in Rounds 2 and 3 so that he doesn't simply eviscerate one PC before they can take him down

Nagrundi CR 9

XP 6,400

Male giant two-headed troll (Tome of Horrors Revised 353)

CE Huge humanoid (giant)

Init -1; **Senses** darkvision 90 ft., low-light vision, scent; Perception +14

Defense

AC 23, touch 8, flat-footed 24 (+15 natural, -2 size, +1 deflection, -1 dexterity)

hp 121 (9d8+81); **regeneration** 5 (acid or fire)

Fort +12, **Ref** +2, **Will** +5

Offense

Speed 30 ft.

Melee 2 claws +16 (1d8+12), 2 bites +16 (2d6+12)

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

Special Attacks rend (2 claws, 1d8+12)

Tactics

During Combat Nagrundi tries to frighten and demoralize opponents on the first round of combat using Intimidate. He then moves to engage the largest looking foe in melee.

Morale Dim to the point of foolishness (and knowing the price of failure at Nyrissa's hands), Nagrundi fights to the death, roaring defiance with both heads.

Statistics

Str 35, **Dex** 9, **Con** 29, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +20; **CMD** 29

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

Skills Intimidate +6, Perception +14

Languages Giant

Gear *amulet of natural armor* +2, *ring of protection* +1

Treasure Recommendation- In addition the the extra ring of protection the two-headed monstrosity wears, increase the value of the coins found to 2,631SP and 1,274GP.

R8- Troll Barracks

Three trolls reside here instead of two, currently off-duty- this meets our XP target.

R9- Larder

Although the cave creature template fit beautifully with Kargadd's description, he does not fulfill the criteria of normally being active on the surface. Instead I have opted to give Kargadd the advanced template, increasing his XP value to 3,200XP, falling 400XP short of our target. Kargadd's modified stats are given below.

Kargadd CR 7

XP 3,200

Rock troll (Tome of Horrors Revised 351)

CE Large humanoid (earth, giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

Defense

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 94 (7d8+63); **regeneration** 5 (acid or sonic)

Fort +11, **Ref** +5, **Will** +5

Weaknesses sunlight petrification

Offense

Speed 30 ft.

Melee 2 claws +12 (1d6+8), bite +12 (1d10+8)

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

Special Attacks rend (2 claws, 1d6+8)

Tactics

During Combat Kargadd has no grasp of tactics; he flails at and rends the nearest foe.

Morale Kargadd relies on his fast healing to keep him in the fight and it is utterly surprised if he is slain.

Statistics

Str 27, **Dex** 17, **Con** 29, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +14; **CMD** 27

Feats Cleave, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +14, **Perception** +8, **Intimidate** +8

Languages Giant

Special Abilities

Sunlight Petrification (Ex) A rock troll exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A stone to flesh

spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight it must immediately start making new Fortitude saves to avoid petrification. Spells like sunray or sunburst that create powerful natural sunlight cannot petrify a rock troll, but they do become staggered for 1d4 rounds after being exposed to such an effect.

R9- Hargulka's Room

Hargulka's damage output actually seemed fairly low for his CR, so my changes included an extra fighter level (taking Weapon Specialisation) and increasing the potency of the magic on his weapon to +2. This increases his CR to 9 and his XP yield to 6,400- 800XP short of our 7,200XP target. Thus, Hargulka's room also includes his own personal trollhound pet, and he attacks the hound's killer in a fury should it be killed. Hargulka's modified stats are listed below- he has also been given a small armour upgrade (+1 to +2). Note that with this increase Hargulka's BAB increases to +8, thus his power attack changes at this new threshold.

Hargulka CR 9

XP 6,400

Male troll fighter 4 (Pathfinder RPG Bestiary 268)

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

Defense

AC 21, touch 10, flat-footed 20 (+6 armor, +1 Dex, +5 natural, -1 size)

hp 123 (6d8+4d10+74); **regeneration** 5 (acid or fire)

Fort +13, **Ref** +4, **Will** +4; +1 vs. fear

Offense

Speed 30 ft.

Melee +2 darkwood thundering morningstar +19/+14 (2d6+12), claw

+15 (1d6+4), bite +15 (1d8+4)

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

Special Attacks rend (2 claws, 1d6+8)

Tactics

During Combat Hargulka uses Power Attack and Vital Strike tactically, adjusting when he uses them to strike foes with lower armor classes or to remain mobile and prevent powerful foes from getting full attacks on him in the unlikely event that he's outmatched. His necklace of fireballs is somewhat legendary among his minions—he uses it against foes that try to hang back and avoid melee combat against him (starting with the most powerful first) or against a large number of foes that seem to be teetering on the brink of death. If Hargulka is disarmed, he has two claw attacks that deal 1d6+8 each, and rends whenever possible.

Morale Hargulka fights to the death.

Statistics

Str 26, **Dex** 12, **Con** 24, **Int** 9, **Wis** 8, **Cha** 10

Base Atk +8; **CMB** +17; **CMD** 28

Feats Cleave, Intimidating Prowess, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (morningstar), Weapon Specialisation (morningstar)

Skills Intimidate +16, Perception +7

Languages Giant

SQ armor training +1, bravery +1

Combat Gear *necklace of fireballs* (1 8d6 fireball, 2 4d6 fireballs, 3 2d6 fireballs);

Other Gear +2 *hide armor*, +2 *darkwood thundering morningstar*, rusty key to treasure chest (wedged inside a skull on his bracelet; Perception DC 20 to locate)

Treasure Recommendation- Increase the value of the five gems from 100GP to 300GP, and the value of the Jade Pendant from 500GP to 1,200GP.

Part Seven: Hunting The Beast

V1- Bloody Feathers

No change required.

V2- Midden

Giving all three of the violet fungi the advanced template preserves the theme of the area (my initial idea was to replace the fungi with three gray oozes) while matching our XP target of 3,600XP. The violet fungi are listed here with the advanced template applied.

Violet Fungus (Advanced)

CR 4

XP 1200

N Medium plant

Init +1; **Senses** low-light vision; Perception +2

DEFENSE

AC 19, **touch** 11, **flat-footed** 17 (+1 Dex, +8 natural)

hp 38 (4d8+20)

Fort +9, **Ref** +2, **Will** +3;

Immune plant traits;

OFFENSE

Speed 10 ft.

Melee 4 tentacles +6 (1d4+3 plus rot)
Space 5 ft.**Reach** 10 ft.

STATISTICS

Str 16, **Dex** 12, **Con** 20, **Int** 4, **Wis** 15, **Cha** 13;
Base Atk +3; **CMB** 6; **CMD** 17

ECOLOGY

Environment any underground
Organization solitary, pair, or grove (3-12)
Treasure incidental

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 17 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

Treasure Recommendation- Increase the value of the coins found to 321GP

V3- Cave of the Shambler

As the shambling mound's CR is increased to 7 due to the centipede swarm, applying the advanced template to both would logically increase the CR of the encounter to CR8- matching our XP target of 4,800 (the combined XP of the two beasts also make this amount perfectly). The advanced shambling mound and advanced centipede swarm's statistics are listed below.

Shambling Mound (Advanced)

CR 7

XP 3200

N Large plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 23, **touch** 11, **flat-footed** 21 (+12 natural, -1 size, +2 Dex)

hp 85 (9d8+45)

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

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10;

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +13 (2d6+7 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 25, **Dex** 14, **Con** 21, **Int** 11, **Wis** 14, **Cha** 13;

Base Atk +6; **CMB** 14; **CMD** 26

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +13, Stealth +10, Swim +15; **Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

ECOLOGY

Environment temperate forest or marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Centipede Swarm (Advanced)

CR 5

XP 1600

N Diminutive vermin (swarm)

Init +6; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +6

DEFENSE

AC 22, **touch** 20, **flat-footed** 16 (+6 Dex, +4 size, +2 natural)

hp 49 (9d8+9)

Fort +7, **Ref** +9, **Will** +5;

Defensive Abilities swarm traits; **Immune** weapon damage;

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus poison)

Space 10 ft. **Reach** 0 ft.

Special Attacks distraction (DC 15), poison

STATISTICS

Str 5, **Dex** 23, **Con** 12, **Int** 4, **Wis** 14, **Cha** 6;

Base Atk +6; **CMB** 2; **CMD** 4

Feats Weapon Finesse

Skills Climb +14, Perception +6; **Racial Modifiers** +4 Perception

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or tangle (3-6 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite-injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

V4- Twisting Tunnel

A minor upgrade of the damage the trap deals increases the CR of this area to 8, yielding our target of 4,800XP. The trap is listed at 1,200XP, so I can only assume the CR of the trap was changed to 7 to include the Green Slime, but someone forgot to increase the XP.

Weakened Floor CR 8 (includes Green Slime)

XP 4,800

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Effects

Trigger location; **Reset** none

Effect 40-ft.-deep pit (8d6 falling damage plus green slime); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft. line)

V5- Spider Nest

The spiders in this nest are a particularly large group- increase the number of spiders here from 6 to 9.

V6- Lair of the Beast

Increasing the Cr of the Owlbear from CR9 to CR10 is an obvious way to increase the XP by +50% exactly, but I spent a lot of time pondering how best to gain the CR increase. In the end I opted for racial HD advancement, using table 1-1: Monster Statistics by CR to make tweaks and make the Owlbear fit CR10. Using this table, a single HD advancement let the Enraged Giant Owlbear fall unto CR10 comfortably, with attack rolls and damage a little higher than expected, saves a little lower than expected, AC significantly lower than expected but HP significantly higher than expected.

I had originally intended to upgrade the Owlbear's barding but in light of reviewing this table I am happy to leave the Owlbear's AC low as almost everything else is above par. For the Owlbear's 11HD feat, I gave it Improved Natural Attack (Claw) which boosts its average damage by 6 points or so per round. I also increased the Owlbear's natural armour by a single point to keep the same pace trailing behind CR.

Remember to use power attack on every attack with the Owlbear- an enraged, insane Owlbear of huge size isn't going to mind trading accuracy for damage. If the party get lucky on the initiative rolls and the Owlbear looks like its going to be easily defeated, don't hesitate to grant it extra HP- This should be a

hard-fought battle with the beast that was able to devastate an entire town or city, and should feel suitably epic.

Enraged Giant Owlbear CR 10

XP 9,600

Advanced owlbear (Pathfinder RPG Bestiary 224, 294)

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

Defense

AC 20, touch 8, flat-footed 18 (+3 armor, +2 Dex, +9 natural, –2 rage, –2 size)

hp 148 (11d10+88)

Fort +15, **Ref** +9, **Will** +9

Offense

Speed 30 ft.

Melee 2 claws +20 (2d6+11 plus grab), bite +20 (1d8+11)

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

Tactics

During Combat The Owlbear lashes out at the nearest opponent, attempting to grapple and rend its chosen victim until dead. If it takes more than 15 points of damage from a single attack, the Owlbear sends that attacker flying with an Awesome Blow.

Morale Enraged beyond all reason, the Owlbear fights to the death.

Statistics

Str 32, **Dex** 14, **Con** 26, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +11; **CMB** +24; **CMD** 36 (40 vs. trip)

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Improved Natural Attack (Claws)

Skills Perception +17

SQ curse of rage

Gear masterwork studded leather barding

Special Abilities

Curse of Rage The huge owlbear is still under the after-effects of the cursed ring of bestial friendship. This curse effect is persistent until it is dispelled or removed, and functions at CL 5th. Full details of how the owlbear came to be cursed and how the curse manipulates its mind are given in Treasure below.

Treasure Recommendations- Increase the potency of the longsword from +1 to +2.

V7- Tomb of the Fallen

No change required.

V8- Troll Barracks

Have three ettercaps here instead of two, and six caveweaver spiders instead of four.

Treasure Recommendation- Replace the 100GP Amethyst with a blue sapphire worth 1,000GP.

**Thankyou for reading my conversion, and I hope it helps you to run Kingmaker
Chapter 2 for 6 players.
Alexander Kilcoyne**