

Converting Kingmaker: Varnhold Vanishing (Chapter 3) for 6 People

by Shane "General Chaos" Majewski

Disclaimer: This document is based around the excellent 6 player conversions by Alexander from the Paizo forums: Part 1:

<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/adventurePath/kingmaker/convertingKingmakerStolenLandChapter1For6PCs> and part 2:

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

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

Note: *When I mention 'our XP target' throughout this conversion, the target is a total XP 50% higher than the original book's XP values; if an encounter in 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 7200XP instead of the standard 4600XP- a 50% increase yielding 1200XP per character.
- See part 2 mod for kingdom XP bonuses.

Part One: Exploring the Nomen Heights

A -Fort Serenko

No change

B -Nivakta's Crossing

No change

C -Restov

No change

D -Crooked Falls

No change

E -Dead Noble

No change. Item is for a quest so only sentimental value is increased

F -Nomen Burial Mounds (CR 8)

Original XP Value = 4800XP | Target encounter XP - 7200XP (1200XP each for 6 characters)

My first idea was to add two Young Manticores for 1200xp each. Second idea was to add Advanced to two of the Manticores. Both result in "Two adults and (x) young", but I find more targets is a better, to bring up the hostile number of actions - so I'm going with two more Manticores with Young temple.

Young Manticore CR4 (2)

XP 1,200

LE Medium magical beast

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

Perception +9

Defense

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)

hp 45 (6d10+12)

Fort +7, Ref +9, Will +3

Offense

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

Melee bite +8 (1d6+3), 2 claws +8 (1d8+3)

Ranged 4 spikes +10 (1d6+3)

Space 5 ft.; Reach 5 ft.

Statistics

Str 16, Dex 19, Con 14, Int 7, Wis 12, Cha 9

Base Atk +6; CMB +10; CMD 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly -1, Perception +9, Survival +4 (+8 tracking); Racial Modifiers +4 Perception, +4 Survival when tracking

Languages Common

Special Abilities

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

G -Shrike Cascade

No change

H -Ettercap Lair (CR 8)

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

There's a typo in the original description. The CR and body text count 6 ettercaps, but the stat block only says 4. Since 4 is not going to be a challenge for PCs at this level I'm going to err on the side of there being 6. Due to the terrain limiting combat for this encounter (especially if the Ettercaps are on the wrong side of the chasm) I'm going to choose to add Advanced to each of them, bringing the XP value up to exactly 7200.

Advanced Ettercaps CR4 (6)

XP 1200

NE Medium aberration

Init +9; Senses darkvision 60 ft., low-light vision; Perception +11

Defense

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

hp 42 (4d8+24)

Fort +8, Ref +6, Will +8

Offense

Speed 30 ft., climb 30 ft.

Melee bite +7 (1d6+4 plus poison) and 2 claws +7 (1d4+4)

Special Attacks traps, web (+8 ranged, DC 17, hp 4)

Statistics

Str 18, Dex 21, Con 21, Int 6, Wis 19, Cha 12

Base Atk +3; CMB +5; CMD 18

Feats Great Fortitude, Improved Initiative

Skills Climb +16, Craft (trapmaking) +8, Perception +11, Stealth +9; Racial Modifiers +8 on Craft (trapmaking)

Languages Common

SQ spider empathy +9

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Treasure: Replace the coins with 652gp and 1670cp. The 4000gp worth of magic items should be tailored for your group, but still fit with the dead dwarf. Belt of Giant Strength +2 is my choice.

I -Kiravoy Bridge

No change

J -Spider Fields (CR 7)

*Original XP Value = 3600XP | Target encounter XP - 5200XP (900XP per character)
Adding a template would result in 400XP off, or 200XP over with an extra spider. Simply adding 3 more will fit perfectly, but I'd recommend ensure the spiders get flank on the few turns they survive for.*

Giant Trapdoor Spiders CR2 (9)

Treasure: Increase the pit with treasure to 280gp. The elven items are worth 5000gp total. Adding another pit with a wand of Cure Moderate Wounds (CL3, 28 charges) is over by only 20gp, reduced the treasure pit by that amount.

K -Varnhold Pass

No change

L Varnhold

See Part Two.

M -Blood Furrows (CR8)

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

Adding Giant template to the already advanced Bulette will only add 1600XP, which is still short 800XP. I think adding a few more HP should make up the difference for an ad-hoc change. Simply making Kankerata Gargantuan is going to ensure the players are more than a little worried!

Kankerata CR9+

Advanced Giant bulette

N Gargantuan magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

Defense

AC 26, touch 10, flat-footed 23 (+3 Dex, +14 natural, -4 size)

hp 131 (8d10+87)

Fort +15, Ref +9, Will +7

Offense

Speed 40 ft., burrow 20 ft.

Melee bite +15 (2d10+15/19-20) and 2 claws +12 (3d6+10)

Space 20 ft.; Reach 15 ft.

Special Attacks leap, savage bite

Statistics

Str 31, Dex 17, Con 28, Int 2, Wis 17, Cha 10

Base Atk +8; CMB +22; CMD 35 (39 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), Perception +11; Racial Modifiers +4 on Acrobatics checks made to jump

Special Abilities

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

N -Talon Peak (CR9)

To avoid overusing advanced I decided on adding HD to the Roc of Talon Peak

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

Roc CR 10

XP 9,600

N Gargantuan animal

Init +6; Senses low-light vision; Perception +15

Defense

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 135 (18d8+54)

Fort +14, Ref +15, Will +9

Offense

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

Melee 2 talons +19 (2d8+9/19-20)

plus grab), bite +18 (2d8+9)

Space 20 ft.; Reach 15 ft.

Statistics

Str 28, Dex 15, Con 17, Int 2, Wis 12, Cha 11

Base Atk +13; CMB +26 (+30 grapple); CMD 38

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons), Improved natural attack (talons)

Skills Fly +7, Perception +15

O -Culchek Cave

No change

P Nomen Tribe

See Part Three

.

Q -Mud Flats (CR 9)

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

*Increasing these guys to Advanced brings the total up to 9600, which isn't sufficient, and I don't want to increase their numbers, as this is already a large fight. Getting rid of advanced and adding HD and Giant could make for an interesting encounter, but would mean more organisational work. In the end I'm choosing to go for a "quick-sand" CR4 trap which brings the total perfectly up to 10800XP. The trap should *appear* fatal, but most characters should be able to hold their breath long enough for their friends to rescue them, in the event they can't escape themselves. GMs should make sure common sense attempts at escape should generally work over the quick rules I've written (such as throwing them a rope) - struggling, an average character will have 5-6 rounds before drowning.*

Advanced Mudmen CR3 (12)

XP 800 each

Tome of Horrors Revised 272

N Medium outsider (earth, elemental, extraplanar, water)

Init +2; Senses darkvision 60 ft., tremorsense; Perception +0

Defense

AC 17, touch 12, flat-footed 15 (+5 natural, +2 dex)

hp 23 each (2d10+12)

Fort +6, Ref +2, Will +2

DR 5/magic; Immune elemental traits, mind-affecting effects

Weaknesses magic vulnerability

Offense

Speed 10 ft.

Melee 2 slams +6 (1d4+4)

Ranged mud bomb +4 touch (1d4 Dexterity damage)

Special Attacks engulf

Statistics

Str 19, Dex 14, Con 23, Int —, Wis 14, Cha 14

Base Atk +2; CMB +6 (+10 grapple when engulfing); CMD 18

Skills Stealth +2 (+18 in mud)

SQ mud pool

Quick-mud (trap) CR 4

Type natural; Perception DC 27 or Knowledge (Geography) DC 20; Disable Device NA

Effects

Trigger Location (10x10 area, Either on map, or 25% chance per movement of accidentally wandering into it); Reset Automatic

Effect Affected character gains Grappled condition. The CMD to beat is 27 with either escape grapple CM, or Escape Artist check. Even rogues and warriors should have trouble without assistance. The CMB in regards to casting is only +5, as the mud isn't actively trying to stop the caster from using magic. The affected character also sinks below the mud at the end of their turn on the round after becoming trapped, and is subjected to holding their breath as per swim skill. Note that they don't sink further than just below the surface.

Treasure: Increase the value of the idol to 1,500gp

R -Linnorm's Grave

*Original XP Value = 6400XP | Target encounter XP - 9600XP (1200XP per character)
Advanced seemed a bit much for the Bull, so I'm adding 2HD to increase the CR by 1.*

Bull Mastodon CR10

XP 6,400

N Huge animal

Init +1; Senses low-light vision, scent; Perception +24

Defense

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 152 (16d8+80)

Fort +15, Ref +11, Will +8

Offense

Speed 40 ft.

Melee gore +23 (3d8+12), slam +22 (3d6+12)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (3d8+18, DC 29)

Statistics

Str 34, Dex 12, Con 21, Int 2, Wis 13, Cha 7

Base Atk +10; CMB +24, CMD 35 (39 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), weapon Focus (gore), Cleave

Skills Perception +26

S - Lake Silverstep

No change

T -The Ghost Stone (CR 10)

Zzamas Original XP value = 1600XP | Target XP - 2400XP (400XP per character)

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

There is a typo in the text, saying there's only four Xill. I'd like to err on the side of dangerous and say there's 5.

As written it's intended that the players assist Zzamas, but it won't always be the case. The Xill by default could be a serious problem for players, with the planar shift ability. Adding Advanced to Zzamas makes sense, but adding it to the Xill could cause them to be too hard to hit to save companions from being basically insta-killed and bodies left in the astral plane, as such I'm just going to remove sickened condition to restore them back to CR 6, which hits 12000XP perfectly.

Zzamas CR6

Advanced Phase Spider

XP 2,400

N Large magical beast

Init +9; Senses darkvision 60 ft., low-light vision; Perception +8

Defense

AC 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, -1 size)

hp 63 (6d10+30)

Fort +10, Ref +10, Will +5

Defensive Abilities ethereal jaunt

Offense

Speed 40 ft., climb 20 ft.

Melee bite +12 (2d6+9 plus poison and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks ethereal ambush

Statistics

Str 24, Dex 21, Con 20, Int 11, Wis 17, Cha 14

Base Atk +8; CMB +14 (+18 grapple); CMD 29 (41 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +20, Perception +8, Stealth +9

Languages Aklo

Special Abilities

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL 15th).

Poison (Ex) Bite—injury; save Fort DC 20; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Xills CR6 (5)

Treasure: See quest updates

U Dragonleaf Gulch CR10

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

Adding 1 CR will only bring it up to 12800, leaving a shortfall of 1400, though I feel CR10 is already enough, especially with 150hp. 4800 is also a CR 8 creature, but I'd like something that is symbiotic with the Giant Flytrap. Treant occurs at CR8, but isn't very appropriate. Looking back through previous APs I see the the Moonflower (SD 2) is pretty cool, but doesn't mix very well. Finally I checked the PFSRD and found the Botfly swarm, it makes sense that the botflies would make use of the Flytrap's meals, and the botflies weaken the Flytraps prey. 4 such CR4 swarms will make up the XP difference - and the infestation type disease will throw the party's paladin. The Botflies should only burst forth once the flytrap has moved.

Botfly Swarm CR4 (4)

XP 1,200

N Fine vermin (swarm)

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

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size)

hp 40 (9d8)

Fort +6, Ref +3, Will +3

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage Weaknesses swarm traits

OFFENSE

Speed 0 ft., fly 60 ft. (good)

Melee swarm (2d6 plus infestation)

Space 10 ft.; Reach 0 ft.

Special Attacks disease, distraction (DC 14), suffocation

STATISTICS

Str 2, Dex 11, Con 10, Int —, Wis 11, Cha 2

Base Atk +6; CMB —; CMD —

Skills Fly +12

SPECIAL ABILITIES

Infestation (Ex)

A living creature injured by a botfly swarm's attack must make a DC 14 Fortitude save or be infested with the swarm's larvae. The larvae may be cut out of the host with a DC 15 Heal check, though each attempt inflicts 1d8 points of damage whether or not it's successful. A remove disease spell destroys all larvae without further harm to the host.

Botfly larvae: infestation; save Fort DC 14; onset 1 day; frequency 1/day; effect 1d4 Con damage.

Treasure: Increase treasure to 640sp, 690gp, 26pp. And 4350gp worth of gear: A ring of Feather Falling, and a Slaying Arrow (plant)

V Ironstone Gully

No change

W Vordakai's Tomb

See part 4

X Valley of the Dead (CR 6)

Original XP Value = 2400XP | Target encounter XP - 3600XP (600XP per character) | Amount awarded - 6400XP

Adding advanced will take this zombie from 2400 to 3200... for a shortfall of 400XP. For the Cyclops zombies I decided to add them all together to make their changes. There are 9 in total, for a grand total of 21600XP, with a target of 32,400XP. Adding Advanced to all of them, and 1 more total grants 32,000XP, only 400XP (0.3%) off the mark, which I think is quite acceptable. Due to the confinement inside, I believe this additional zombie should be here at location X.

Advanced Dread Zombie Cyclops CR7 (2)

XP 3,200

CE Large undead

Init 0; Senses low-light vision; Perception +21

Defense

AC 23, touch 9, flat-footed 21 (+2 armor, +12 natural, -1 size)

hp 85 (10d8+40)

Fort +6, Ref +3, Will +10

Defensive Abilities channel resistance +2; Immune undead traits

Offense

Speed 30 ft.

Melee mwk battleaxe +16/+11 (2d6+9/×3), slam +13 (1d8+9),

bite +13 (1d6+9)

Space 10 ft.; Reach 10 ft.

Special Attacks brain consumption, command zombies

Statistics

Str 29, Dex 10, Con —, Int 6, Wis 17, Cha 16

Base Atk +7; CMB +17; CMD 27

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Intimidate +11, Perception +21, Sense Motive +13, Survival +8

Languages Common, Cyclops, Giant

SQ flash of insight

Gear leather armor, battleaxe

Special Abilities

Brain Consumption (Ex) If a dread zombie cyclops deals damage with its bite attack against a helpless or pinned living foe, the bitten creature must make a DC 22 Fortitude save or be reduced to a negative hit point total equal to 1 lower than his current Constitution as the zombie begins to consume his brain. If the dread zombie bites a foe who is in negative hit points, he automatically kills the foe by eating his brain. The save DC is Strength-based.

Command Zombies (Su) A dread zombie cyclops can automatically command all normal zombies within 30 feet as a free action. Normal zombies never attack a dread zombie unless compelled.

Y Whispering Grotto

No change

Z Empty Dragon Lair

No change

Part Two: The Vanished Village

L1 -Hogkeeper's Farm (CR 4)

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

Advanced Dire Boar CR5

XP 1,800

N Large animal

Init +6; Senses low-light vision, scent; Perception +14

Defense

AC 19, touch 11, flat-footed 17 (+8 natural, -1 size, +2 dex)

hp 52 (5d8+30)

Fort +9, Ref +6, Will +4

Defensive Abilities ferocity

Offense

Speed 40 ft.

Melee gore +8 melee (2d6+9)

Statistics

Str 27, Dex 14, Con 21, Int 2, Wis 17, Cha 12

Base Atk +3; CMB +12; CMD 24 (28 vs trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

L2-3 -Farmhouses, and Tannery

No change

L4 -Brewery

No change. These goods are expected to be returned to Varnhold as a quest.

L5 -Sellen Ford (CR 7)

It was hard to toss up between advanced and more HP for the Chuul, as I wanted this to be an interesting distraction... with that in mind I picked Giant as the template to apply instead.

Original XP Value = 3200XP | Target encounter XP - 4800XP (800XP per character)

Giant Chuul CR8

XP 3,200

CE Huge aberration (aquatic)

Init +6; Senses darkvision 60 ft.; Perception +19

Defense

AC 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, -2 size)

hp 105 (10d8+60)

Fort +9, Ref +5, Will +9

Immune poison

Offense

Speed 30 ft., swim 20 ft.

Melee 2 claws +16 (2d8+9 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (2d8+9), paralytic tentacles

Statistics

Str 29, Dex 14, Con 22, Int 10, Wis 14, Cha 5

Base Atk +7; CMB +15 (+19 grapple); CMD 28 (32 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +8, Swim +30

Languages Common (sometimes Undercommon for subterranean variants)

SQ amphibious

Special Abilities

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 21 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

L6 -Pit Traps (CR 6)

Just need to increase the CR by 1... chose to do this by adding poison.

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

Poisoned Camouflaged Spiked Pit Trap CR7

XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25

Effects

Trigger location; Reset manual

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each, plus poison); DC 20 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area)

Black Adder Venom

Type poison, injury; Save Fortitude DC 11

Frequency 1/round for 6 rounds

Effect 1d2 Con damage; Cure 1 save

L7 -Commons

No change

L8 -Livery and Blacksmith (CR 7)

Typo in the CR of this location? A single swarm won't be much of a threat to a level 7 party, so I'm going to assume there was supposed to be 4 swarms to match the CR of the location, then to make up the XP difference add another 2 swarms. That's enough for every PC, which should be quite interesting.

Original XP Value = 3200XP | Target encounter XP - 4800XP (800XP per character)

Murder of crows CR3 (6)

L9-12 -Tailor, Potter, Gundarson's House and Waterhorse

No change

L13 -Church of Erastil (CR4)

Not sure where the CR 4 is coming from, perhaps the difficulty in finding the treasure? This treasure is the only set a good party should reasonably keep from the town, so is the only set that I've increased.

Existing value of scrolls is 5650, which should net 2825 extra worth of gear.

Treasure: Change scrolls of cure serious wounds to a wand of cure serious wounds (CL5, 11 charges) and 1 more scroll of raise dead.

L14 -Weaver

No change

L15 -Grange (CR7)

Briefly considered adding Giant to the template, but figured that wouldn't really work, I had in my head a huge swarm, but it would be a swarm of smalls instead of tiny. Just add 3 more swarms.

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

Rat swarms CR2 (9)

L16 -Gemcutter

No change

L17 -Stockade and Blockhouse

Because the spriggans can move around this area in response to the players actions, and are likely all alerted at once I've decided to total the XP for all the normal spriggans to work out what increases are required. There are 11, each is a CR3 creature with two forms. Agai, their CR8 leader, and 4 CR1 wolves. The grand total is 16000XP, the single most valuable fight to date. I'd expect a lot of players to bee-line to Varnhold, so they'll probably be still around level 7. While the defenders will have advantage of the fortifications, the players have the option to force the spriggans to fight piecemeal, this is one of the set-piece encounters of the chapter... as such I feel perfectly fine beefing up the encounter as normal. As there are already 16 creatures within the fort I don't believe there should be any more hostiles as it becomes too hard to manage, so everyone is probably getting an upgrade or two. 7600XP to work with. 1600 to put another level on Agai. 1600 to upgrade the wolves to dire wolves. 400 for each spriggan to give them either a level or an extra HD - I've opted to give them a level of Fighter, as they only really benefit from Rogue while in small form, and Fighter benefits both forms. Also the Blockhouse locations refer to the spriggans 'shooting', but they don't have ranged weapons beyond throwing daggers - I've given them masterwork crossbows (to avoid str penalty while in small form). Note that the money on the spriggans is stolen, and expected to be returned to the village, so I have not increased the value carried by regular spriggans at all.

Original XP Value = 15200XP | Target encounter XP - 22800XP (3800XP per character)

Dire Wolf CR3 (4)

Spriggan CR4 (11)

XP 1,200

CE Small humanoid (gnome) Fighter 1

Init +4; Senses low-light vision; Perception +8

Defense

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 42 (4d8+1d10+10)

Fort +7, Ref +5, Will +1

Offense

Speed 20 ft.

Melee mwk halberd +6 (1d8-1/19-20)

Ranged mwk heavy crossbow +9 (1d6/19-20)

Ranged deadly aim mwk heavy crossbow +9 (1d6+2/19-20)

Special Attacks sneak attack +2d6

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

At will—flare (DC 10), scare (DC 12), shatter (DC 12)

Statistics

Str 9, Dex 19, Con 12, Int 10, Wis 10, Cha 9

Base Atk +4; CMB +2; CMD 16

Feats Combat Reflexes, Weapon Focus (halberd), Deadly Aim, Toughness

Skills Climb +1, Disable Device +12, Perception +8, Sleight of Hand +11, Stealth +16

Languages Aklo, Gnome

SQ size alteration, spriggan magic, spriggan skills

Gear chain shirt, masterwork halberd, masterwork heavy crossbow, 20 bolts, a potion of cure light wounds, assorted stolen coins, gems, and jewelry worth 50 gp in all

Special Abilities

Size Alteration (Su) At will, as a standard action, a spriggan can change its size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when it changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, it gains +12 Strength, -2 Dexterity, +6 Constitution, and a -2 size penalty to its AC. While Large, a spriggan cannot use its sneak attack or the spell-like abilities granted by its race (although if it possesses either from

class levels or templates, it retains their use in both sizes).

Spriggan Magic (Ex) A spriggan gains a +1 racial bonus on concentration checks and save DCs for all spell-like abilities.

Large Spriggan

Init +3

Defense

AC 16, touch 12, flat-footed 13 (+4 armor, +3 Dex, -1 size)

hp 57 (4d8+1d10+25)

Fort +10, Ref +4, Will +1

Offense

Melee mwk halberd +9 (2d8+5/×3)

Ranged mwk heavy crossbow +6 (2d8+5/19-20)

Ranged deadly aim mwk heavy crossbow +5 (2d8+7/19-20)

Ranged

Space 10 ft.; Reach 10 ft.

Statistics

Str 21, Dex 17, Con 18, Int 10, Wis 10, Cha 9

Base Atk +4; CMB +10; CMD 23

Skills Climb +0, Disable Device +10, Perception +7, Sleight of Hand +10, Stealth +6

Agai CR 9

XP 6,400

Male spriggan fighter 6 (Tome of Horrors Revised 326)

CE Small humanoid (gnome)

Init +3; Senses low-light vision; Perception +12

Defense

AC 21, touch 14, flat-footed 18 (+7 armor, +3 Dex, +1 size)

hp 95 (10 HD; 4d8+6d10+45)

Fort +12, Ref +6, Will +4; +1 vs. fear

Offense

Speed 20 ft.

Melee +1 greatclub +14/+9 (1d8+6)

Ranged +1 seeking heavy crossbow +14/+9 (1d8+5/19-20)

Special Attacks sneak attack +2d6

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

At will—flare (DC 10), scare (DC 12), shatter (DC 12)

Tactics

During Combat Agai fights from L36 until the blockhouse is breached. Once the enemy gets into the blockhouse, he leads his kin from L35 and L36 up to the roof at L37. There, he uses the barrel of oil to light the roof of the building on fire while they scramble down the building into the courtyard below. Once there, he assumes Large form and prepares to attack anyone who flees the burning wooden blockhouse. Morale If all of his kin are slain and he is reduced to fewer than 15 hit points, Agai flees into the mountains, though he may stalk the PCs to ambush them later.

Statistics

Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 11

Base Atk +9; CMB +10; CMD 23

Feats Combat Reflexes, Power Attack, Rapid Reload, Vital Strike, Weapon Focus (greatclub), Weapon Focus (heavy crossbow), Weapon Specialization (greatclub), Weapon Specialization (heavy crossbow), toughness

Skills Climb +3, Intimidate +10, Perception +13, Stealth +17

Languages Aklo, Gnome

SQ armor training +1, bravery +1, size alteration, spriggan magic, spriggan skills, weapon training (hammers +1)

Combat Gear potion of cure moderate wounds; Gear +1 mithral agile breastplate, +1 seeking heavy crossbow with 20 bolts, +1 greatclub, bag of holding (type IV)

In his Large form, Agai's stats change as follows.

Enlarged Agai

Init +2; Senses low-light vision;

Perception +12

Defense

AC 18, touch 11, flat-footed 16

(+7 armor, +2 Dex, -1 size)

hp 125 (10 HD; 4d8+6d10+75)

Fort +15, Ref +5, Will +4; +1 vs. fear

Offense

Speed 20 ft.

Melee mwk greatclub +19/+14 (2d8+11)

Ranged +1 seeking heavy crossbow +12/+7 (2d8+11/19-20)

Space 10 ft.; Reach 10 ft.

Statistics

Str 26, Dex 15, Con 22, Int 10, Wis 12, Cha 11

Base Atk +9; CMB +18; CMD 30

Feats Combat Reflexes, Power Attack, Rapid Reload, Vital Strike, Weapon Focus (greatclub), Weapon Focus (heavy crossbow), Weapon Specialization (greatclub), Weapon Specialization (heavy crossbow), toughness

Skills Climb +11, Intimidate +10, Perception +13, Stealth +8

Treasure analysis

While the spriggans seem to be a bit light on magic items it seems to be mostly because of a few high value items. Half of a pair of Friend Shield rings, Skybolt, Bag of Holding IV, and Akai's crossbow. That means there should be a fair bit more cash to compensate for extra party members.

Gear they should turn in as part of the Varnhold Treasure quest:

550gp from the Spriggans general

L30: Armory

Agai: Coins and jewelery, payroll coffer, House Varn longsword, Skybolt (is technically part of a quest reward from the centaurs eventually - maybe)

Gear they get to keep:

Original spriggans (all small) 11 leather armor, 11 mwk helberds, 44 daggers = Approx 3608

L27: 4 potions of water breathing (Increase to 6)

Agai: +1 seeking heavy crossbow, +1 breastplate, mwk greatclub, bag of holding IV = 19550gp

Bag: 500gp, Wand of spectral hand (17 charges), Ring of friend shield = 2030

The ring of shield other is worth effectively 25,000gp, but is worthless until the PCs defeat Vordakai, so we'll count the treasure against Vordakai later.

With 50% increase this should result in: 12594gp more gear.

New spriggans (All small) 11 chain shirts, 11 mwk halberds, 11 mwk heavy crossbows = Approx 9350gp

Leaving 6852gp. Agai should be wearing/using the rest. Mithral Agile Breastplate makes 4150gp

difference. A magical greatclub adds 2000gp (though I'd recommend that he uses a 2-handed weapon the same as someone in the party), leaving 702gp. Trading in his potion of cure moderate wounds will give him enough for a potion of cure critical wounds.

Part Three: Among the Nomen

Approaching the Nomens (CR9)

I believe this encounter is supposed to put the characters on edge, but not actually be a real fight. It's a tough call, would more foes be more likely to prompt the players into a preemptive attack? I was very tempted to just give all the centaurs a level of Barbarian to push up their CR, until I realised they were meant to outnumber the players 2 to 1.

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

Centaurs CR3 (8)

In the Presence of Mother Moon

Stats aren't provided for Aecora. As a level 7 druid, she'd be a CR10. Adding one level isn't enough, but two is too much. If your players insist on fighting the camp give all the centaurs a level of barbarian, Aecora another level of druid, and give her a level 2 bard bodyguard to inspire courage.

Part Four: Vordakai's Tomb

What Comes in Darkness (CR 7)

Simple decision, once I thought about it. If the Soul Eater knocks out a character by Wisdom reduction then soul drains them they die - but if it consumes their soul, and is defeated it restores the character to life immediately (without draining Raise Dead/Restoration resources) which in my opinion is the optimal way to run this encounter - Failing the Soul Drain save means the character is simply dead - Adding advanced will increase the difficulty of this saving throw (hopefully) ensuring both character death and restoration as a learning tool for the players for later when they deal with two of them.

Original XP Value = 3200XP | Target encounter XP - 4800XP (800XP per character)

Advanced Soul Eater CR8

XP 4,800

NE Medium outsider (evil, extraplanar)

Init +12; Senses darkvision 60 ft., all-around vision; Perception +16

Defense

AC 25, touch 19, flat-footed 16 (+8 Dex, +1 dodge, +6 natural)

hp 104 (11d10+44)

Fort +7, Ref +15, Will +9

DR 10/magic; Immune critical hits, paralysis, poison, sleep, stunning

Offense

Speed fly 100 ft. (perfect)

Melee 2 claws +20 (1d6+3/19–20 plus 1d6 Wisdom)

Special Attacks find target, soul drain

Statistics

Str 17, Dex 26, Con 18, Int 16, Wis 15, Cha 15

Base Atk +11; CMB +14; CMD 33 (cannot be tripped)

Feats Dodge, Flyby Attack, Improved Critical (claws), Improved Initiative, Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +17, Escape Artist +17, Fly +25, Intimidate +11, Knowledge (planes) +15, Perception +14, Stealth +20 (+30 in darkness or smoke)

Languages Daemonic

SQ caster link

Soul Drain (Su) When a soul eater reduces a foe to 0 Wisdom, it can devour that creature's soul as a standard action that provokes an attack of opportunity. The victim can resist having his soul drained by making a DC 19 Fortitude save. If he does, he is slain but can be restored to life normally. If the victim fails, he is immediately slain and his soul is consumed by the soul drinker. A victim slain in this manner cannot be returned to life through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or wish. The victim's soul remains within the essence of the soul eater forever—unless the soul eater is slain while the victim's body is within 30 feet and the victim has been dead for no more than 1 minute. In that case, the victim's soul returns to the body and restores it to life (although at –1 hit point). This is a death effect. The save DC is Constitution-based.

Wisdom Damage (Su) A creature hit by a soul eater's claw must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based.

W1 -River Crossing

No change

W2 -Little Sellen River

No change

W3 -Wyvern Bluffs (CR8)

An extra Wyvern works pretty well here.

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

Wyverns (3) CR6

Treasure: Add 3 more spinels. 9000gp of extra equipment will appear in Vordakai's tomb, as I fear the players might miss the Wyverns treasure. Missing out on the +3 weapon is bad enough.

W4 -Hidden Overlook

No change

W5 -Beach Entrance (CR3)

No change

W6 -Cairn Entrance

Treasure: 1033gp and increase the value of the giant ring to 300gp.

W7 -Sepulcher (CR 8)

As per area X, all cyclops dread zombies in the adventure have Advanced template, and an extra one was added in area X to make up for the deficit in XP.

Original XP Value = 4800XP | Target encounter XP - 7200XP (600XP per character)

Advanced Dread Zombie Cyclopes CR7 (2)

W8 -Pool Stairs (CR 7)

Added a HD to bring the Elasmosaurus up to CR8

Original XP Value = 3200XP | Target encounter XP - 4800XP (600XP per character)

Elasmosaurus CR8

XP 3,200

N Huge animal

Init +2; Senses low-light vision, scent; Perception +14

Defense

AC 21, touch 11, flat-footed 18 (+2 Dex, +1 dodge, +10 natural, -2 size)

hp 114 (11d8+65)

Fort +14, Ref +9, Will +6

Offense

Speed 20 ft., swim 50 ft.

Melee bite +14 (3d8+12)

Space 15 ft.; Reach 20 ft.

Statistics

Str 26, Dex 15, Con 20, Int 2, Wis 13, Cha 9

Base Atk +8; CMB +18; CMD 31 (35 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness, Improved Natural Attack (Bite)

Skills Perception +14, Swim +17

Treasure: Add a +2 medium greyflame longsword. Rest of extra value added to Vordakai's area.

W9 -Pottery Store

No change

W10 -River Trap (CR 9)

This room is already pretty dangerous. I don't want to increase the number of foes because the room is already going to be very difficult to traverse. I tossed up between adding another trap - a slightly reduced power, but expanded area of effect, and beefing up the Eel significantly. A combination of both seems to be the best answer. Water flooding in, arrows flying everywhere, giant zombies and no way out.

Original XP Value = 11200XP | Target encounter XP - 16800XP (2800XP per character)

Advanced Dread Zombie Cyclopes CR7 (2)

Flooding Room CR8

Hail of Arrows Trap CR8

Type mechanical; Perception DC 25; Disable Device DC 25

Effects

Trigger visual (arcane eye); Reset repair

Effect Atk +15 ranged (1d8); multiple targets (all targets in the 50x50 statue room)

20-ft. line). The arrows continue to fire for 5 rounds (until all the holes are covered by water)

Advanced Giant River Eel CR6

XP 2,400

N Large animal (aquatic)

Init +8; Senses low-light vision, scent; Perception +9

Defense

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 66 (7d8+35)

Fort +10, Ref +11, Will +5

Offense

Speed swim 30 ft.

Melee bite +13 (2d6+11 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks gnaw

Statistics

Str 26, Dex 18, Con 20, Int 1, Wis 16, Cha 12

Base Atk +5; CMB +14 (+18 grapple); CMD 28

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +12, Perception +9, Stealth +10, Swim +16; Racial Modifiers +8 Escape Artist

Special Abilities

Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+11 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+13 attack, 1d6+6) against a foe it has already grabbed.

W11 -Winding Stair

No change

W12 -Daemon Shrine (CR9)

Analysis: Trap CR1 for magical + ~3 for plain ice damage spell + 3 for average damage + 1 for automatic reset and +2 each for high perception and disable device for a total of CR12. I felt OK with simply increasing the XP of this trap to CR9, keeping in mind trap making is an art not a science, I felt the numbers are stacked against a party in this case, especially considering additional resources they'll lose if it hits (+50% total damage with 6 targets instead of 4)

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

Stygian fires CR9

XP 9,600

W13 -False Stair

No change

W14 -Guard Chamber (CR10)

Increasing the CR of the Piscodaemon at all will result in an XP deficit of 1,600XP. I feel that adding another CR8 will add more value to this encounter. Another Soul Eater fits reasonably well. The Soul Eater only attacks if the Piscodaemon does however.

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

Advanced Soul Eater CR8

W15 -Prison

No change

W16 -Central Crypt (CR9)

Original XP Value = 6400XP | Target encounter XP - 9200XP (1600XP per character)

Advanced Soul Eaters (2) CR8

W17 -Vestibule

No change

W18 -Sacristy

No change

W19 -Oculus Focus

No change

W20 -Hell Pool (CR8)

Giving Cephal another level would bring the value up to 6400XP - 800XP short of our target. I strained to think of an appropriate creature to add to the mix when I gazed upon his command zombie ability, idea for the trap was born. Note that I thought it was unusual that a wizard with item crafting feats would have no Spellcraft skill, so changed Survival to Spellcraft.

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

Cephal Lorentus CR9

XP 6,400

Male dread zombie human wizard 8 (Advanced Bestiary 105)

NE Medium undead (human)

Init +4; Senses darkvision 60 ft.; Perception +1

Defense

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

hp 73 (8d6+46)

Fort +6, Ref +2, Will +9

Defensive Abilities channel resistance +2; Immune undead traits

Offense

Speed 30 ft.

Melee +1 dagger +6 (1d4+3/19–20), bite +0 (1d6+1)

Special Attacks brain consumption, command zombies, hand of the apprentice (5/day)

Wizard Spells Prepared (CL 7th; concentration +9)

4th—fire shield, lesser globe of invulnerability

3rd—fireball (DC 15), fly, Wind wall

2nd—acid arrow, glitterdust (DC 14), mirror image, scorching ray

1st—burning hands (DC 13), mage armor, magic missile (2), shield

0 (at will)—bleed (DC 12), dancing lights, message, touch of fatigue (DC 12)

Statistics

Str 14, Dex 11, Con —, Int 14, Wis 12, Cha 18

Base Atk +4; CMB +6; CMD 18

Feats Arcane Strike, Combat Casting, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Toughness

Skills Handle Animal +11, Knowledge (arcana) +13, Knowledge (geography) +13, Knowledge (nature) +13, Spellcraft +13

Languages Common, Draconic, Giant, Hallit, Sylvan

SQ arcane bond (dagger)

Gear +1 dagger, ring of protection +2, spell component pouch, spellbook (contains all cantrips and currently prepared spells), rod of lesser selective magic, amulet of natural armor +1

Grasping Hands (Trap) CR3

Type magical; Perception DC 20; Disable Device DC Special

Effects

Trigger location; Reset automatic

Effect Undead hands poke up free of the thick tar, grasping at their master's foes. Each round a character is in the tar, or within 5' of the tar, these grasping hands attempt to grapple them. They're relatively weak with a CMB of +6. A positive channel dealing at least 20 damage will destroy all of the hands, otherwise they will remain unaffected.

W21 -Secondary Entrance

No change

W22 -Secondary Crypts (CR7)

Went for additional HD for Willas to avoid increasing his AC too much

Original XP Value = 3200XP | Target encounter XP - 4800XP (800XP per character)

Willas Gundarson CR8

XP 3,200

LE Medium undead (incorporeal)

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

Aura unnatural aura (30 ft.)

Defense

AC 16, touch 16, flat-footed 13 (+3 deflection, +3 Dex)

hp 75 (10d8+30)

Fort +4, Ref +5, Will +10

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

Offense

Speed fly 80 ft. (perfect)

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

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

Statistics

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

Base Atk +7; CMB +7; CMD 22

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

Weapon Finesse

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

W23 -Feasthall (CR10)

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

Advanced Dread Zombie Cyclopes CR7 (4)

W24 -Balcony

No change

W25 -Oculus Chamber

No change

W26 -Pool Guardian (CR9)

Adding Advanced or HD to a greater element scales it funny against the eldar water elemental. To get the target XP I chose to add a Huge water elemental. Hopefully there's still room to actually fit into the room.

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

Greater Water Elemental CR9

Huge Water Elemental CR7

(No, they don't fit. I recommend either having the Huge emerge after the Greater - or have the Greater reform after its death)

W27 -Throne of Bones (CR13)

Big fight getting bigger, with 9600 new XP to spend. I decided that Vordakai would either be deadly or not even a threat at all knowing my monk will be able to trip a storm at this level, so gave him a meatshield. I looted the Julian Neale's Vordakai's Champion from the Kingmaker forums because I thought it was so very cool, a Cyclops Anti-paladin.

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

Vordakai CR12

Vordakai is using the new rod of lesser metamagic, bouncing, bracers of AC+4, and a Dark blue ioun stone. (These are listed again below, don't award them twice)

Vordakai's Champion CR 10

XP 9,400

Male graveknight cyclops antipaladin5 (Pathfinder RPG Bestiary 52, Pathfinder #27 84, Advanced Player's Guide 105)

CE Large undead (giant)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +22

Aura aura of cowardice, sacrilegious aura 30 ft. (DC 24)

Defense

AC 30, touch 9, flat-footed 30 (+10 armor, +0 Dex, +11 natural, -1 size)

hp 131 (10d8+5d10+59)

Fort +14, Ref +7, Will +14

Defensive Abilities channel resistance +4, ferocity, rejuvenation; DR 10/magic; Immune cold, electricity, fire, undead traits; SR 20

Offense

Speed 30 ft.

Melee +1 greataxe +22/+17/+12 (3d6+17/x3 plus 3d6 fire); using Power Attack +22/+14/+9 (3d6+26/x3 plus 3d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks channel destruction, channel negative energy (2d6, DC 15), cruelty (fatigued; DC 15), devastating blast 3/day (8d6 fire, 30-ft. cone, DC 20), smite good 2/day (+3 attack, +4 damage, +3

deflection bonus to AC while smiting), touch of corruption 7/day (2d6 negative energy+fatigued Fort DC 15), undead mastery (DC 20)

Spell-Like Ability (CL 4th)

At will- detect good

Spells (CL 1st)

1st- protection from good,

Tactics

Morale Vordakai's champion fights until destroyed, fully expecting to rejuvenate.

Statistics

Str 32, Dex 10, Con —, Int 12, Wis 19, Cha 16

Base Atk +12; CMB +24; CMD 34

Feats Alertness, Cleave, Dreadful Carnage, Furious Focus, Great Cleave, Improved Bull Rush, Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Toughness

Skills Handle Animal +8, Intimidate +24, Knowledge (religion) +6, Perception +22, Profession (soothsayer) +13, Ride +10, Sense Motive +11, Survival +9

Languages Common, Cyclops, Giant

SQ aura of evil, flash of insight, phantom mount, plaguebringer, ruinous revivification, unholy resilience

Gear standard (Large +1 full plate mail, Large +1 greataxe)

Special Abilities

Channel Destruction (Su) Any weapon this graveknight wields is shrouded in destructive energy, and deals an additional 3d6 fire damage.

Devastating Blast (Su) Three times per day this graveknight may unleash a 30-foot cone of destructive force, dealing 8d6 fire damage. Creatures within the area may make a Reflex save for half damage (DC 20).

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a phantom steed (but it is large enough to carry the cyclops). This mount is more real than a typical phantom steed, and can carry one additional rider. The phantom steed's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead warrior's body. This process takes 1d10 days – if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed. (See PF #27, page 85 for more about a graveknight's armor, which acts like a phylactery, but is tougher than a typical phylactery.)

Ruinous Revivification (Su) Fire was relevant to this graveknight's life or death, and influences several of its special abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell desecrate, which the graveknight constantly gains the benefits of. In addition, this miasma of fell energies hinders the channelling of positive energy in this area – such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing descriptor – must make a concentration check with a DC of 24. If the character fails, the effect is blocked, its number of uses of that ability being reduced by 1 or the spell being lost. The relevant bonuses have not been included above.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must make a successful Will save or fall under the graveknight's control. This control is permanent for unintelligent undead, while undead with Intelligence scores are allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. This graveknight can control 70 Hit Dice worth of undead creatures. If the graveknight exceeds this number, it loses control over some of its minions, as per the spell animate dead.

Fiendish Boon (Sp) The first type of bond allows the antipaladin to enhance his weapon as a standard action by calling upon the aid of a fiendish spirit for 1 minute per antipaladin level. When called, the spirit

causes the weapon to shed unholy light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: anarchic, flaming, flaming burst, keen, speed, unholy, vicious, vorpal, and wounding.

Treasure: Change coins to 1,710pp, 19,500gp, 15,450sp. Art objects & jewelery to 29250

Add: All Tools Vest (1800gp), Rod of lesser metamagic bouncing (9000gp), Ki Mat (10,000gp), Sheath of Bladestealth (5000gp), bracers of armor +4, Belt of mighty constitution +4, a Lyre of building, and a 4th level wizard scroll

Treasure analysis

Cloak 9000 + headband 10000 + oculus! + ring of prot2 8000 + soul jar 5000 + phylactery 3500 + Other friend ring 50000 + ring of prot 2 8000 + cloak 1000 + gloves 6250 + 3xDust of Dry 2550 + +2 flail 8000 = 111300gp

Half total, + 9000gp leftover from Wyverns + 3900 left over from Elasmosaurus == 68550 new magic items. The champion's items are not counted against this value, but take into account for 6P group so are not increased. I've added items from the APG, but feel free to customise the new rewards for your group - though note that Vordakai is not likely to stock any medium or small armor or weapons..

Coins and misc valuables == 64200, for 32100gp more cash

W28 -Dungeon of Souls

Treasure: I'm not counting the soul jars as treasure the PCs can take and sell, though they certainly can, as such I'm only increasing the treasure for this room based on the portable hole. 10,000gp. I chose to add a Dark blue rhomboid loun stone, which Vordakai is using.

Quest updates:

The Nomen Problem. Increase reward to 6,000gp

Wanted: Manticores. Increase reward value to 4,500gp

Mmmmm... Eels! Either mithral falchion or greatsword, a matching heirloom.

Wanted: Spidersilk. I assume this is meant to be a cloak of resistance +2. Adding Handy Haversack, another cloth-like object, raises the value by 50%

The Ghost Stone War. The total value is Chest 5000 + wand 9,240 + spellbook 2,475gp. I think only the wand is a reasonable to measure the value against. +50% is 4620gp. A headband of vast intellect +2 (Spellcraft) and a scroll of haste, blink, and a scroll of Magic Missile CL3 seems about right.

Varnhold Treasure. No change.

Skybolt. No change.

Rescuing Xamanthe. Add 3 more of each potion type. Skybolt is as written in Part 2.

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