

Converting Kingmaker: Sound of a Thousand Screams (Chapter 6) for 6 players

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 by

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

Part 3 by

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

Part 4 by me:

<https://docs.google.com/document/pub?id=1qPmlaHD9fPkWmoKXEox8iF-EUmoxjexjpJKxj59tuuQ>

Part 5 by Dean Siemsen (The_Minstrel_Wyrm):

<https://docs.google.com/document/pub?id=1GkzjNACAykHYu5PDyPxR1A67ltN7k61DhyMc8litNvc>

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

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

Basic Recommendations

· Give the PC's 150XP per hex explored; this gives the PC's 25XP per hex, the same as if you had run it for 4 players with the default 100XP.

· For each successful quest, award the PC's 153,600XP instead of the standard 102,400XP- a 50% increase yielding 25,600XP per character.

Also See Rivers Run Red (chapter 2) mod for kingdom XP bonuses.

Part One: A Month of Destruction

Day 1: The Whirling Lake (CR 15)

At this point in the game action economy is king. Adding foes will be the way to go in most encounters featuring only a few foes.

Original XP Value = 51200XP | Target encounter XP - 76800XP (12800XP per character)

Elder water elementals CR11 (6)

12,800XP each

Day 8: The Shrieking Children (CR 15)

Same as above, but as this is a special encounter that requires a lighter touch.

Original XP Value = 51200XP | Target encounter XP - 76800XP (12800XP per character)

Mandragora swarm CR13 (3)

25,600XP each

Optional bloom changes: The mandragoras are still eradicated once two of the swarms have been defeated. Some parties may lack suitable energy attacks, even in large parties (as a fine swarm they are immune to weapon damage). Requiring the 3rd swarm be defeated within the 10 rounds may make this bloom impossible for some groups. If your group has a lot of area effect abilities feel free to require the 3 swarm destruction in 10 rounds. If you're unkind, or wish to press the group's requirement to buy some anti-swarm weaponry, also feel free.

Day 9: The Horned Hunters (CR 17)

This battle already features 13 creatures, several of which are advanced. I considered rebuilding the Horned Hunter with an APG archetype - But his ability to confer +6 to hit/+6 to damage to ALL of his ettin buddies is too awesome to do away with. Adding 1 level to the hunter leaves 32000XP to spend. Not enough for another level. The ettins get additional HD to bring them up CRs which will bring us exactly in line with XP requirements.

The horned hunter got the aspect of the falcon spell, replacing his weapon critical feat, which I swapped for Many Shot. Also granted improved iron will for level 13 feat.

Original XP Value = 115200XP | Target encounter XP - 172800XP (28800XP per character)

The Horned hunter CR 17

102,400XP

Male satyr ranger 13 (Pathfinder RPG Bestiary 241)

CN Medium fey

Init +10; **Senses** low-light vision; Perception +26

Defense

AC 31, touch 17, flat-footed 24 (+5 armor, +6 Dex, +1 dodge, +9 natural)

hp 216 (21 HD; 8d6+13d10+117)

Fort +14, **Ref** +20, **Will** +15

Defensive Abilities evasion; DR 5/cold iron

Offense

Speed 40 ft.

Melee +2 horns +24 (1d6+9)

Ranged +3 seeking composite longbow +25/+20/+15/+10 (1d8+1d6+19/19–20/×3) or

Rapid Shot +23/+23/+18/+13/+8 (1d8+1d6+19/19–20/×3)

Special Attacks favored enemy (human +6, elf +4, gnome +2), pipes, quarry

Spell-Like Abilities (CL 8th; concentration +12)

At will—charm person (DC 15), dancing lights, ghost sound (DC 14), sleep (DC 15), suggestion (DC 17)

1/day—fear (DC 18), summon nature's ally III

Spells Known (CL 10th; concentration +14)

3rd—cure moderate wounds, greater magic fang

2nd—barkskin, cat's grace, protection from energy

1st—charm animal (DC 14), entangle (DC 14), pass without trace, aspect of the falcon

Tactics

Before Combat The Horned Hunter casts greater magic fang on his horns every day. Before entering battle, he casts barkskin, cat's grace and aspect of the falcon on himself. If the Horned Hunter has **not** had a chance to track the party the same day, remove the +1d6 damage bonus from huntsman enchantment.

Statistics

Str 20, **Dex** 23, **Con** 18, **Int** 10, **Wis** 16, **Cha** 19

Base Atk +17; **CMB** +22; **CMD** 38

Feats Deadly Aim, Dodge, Endurance, Improved Initiative, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Toughness, Vital Strike, Weapon Focus (composite longbow), Many shot, Improved Iron Will

Skills Acrobatics +29 (+33 jump), Escape Artist +29, Knowledge (nature) +23, Perception +26, Stealth +29, Survival +26

Languages Common, Sylvan

SQ camouflage, favored terrain (forest +6, plains +2, swamps +2), hunter's bond (companions), swift tracker, track +6, wild empathy +16, woodland stride

Gear +3 leather armor, +3 seeking huntsman composite longbow (str +5) with 20 arrows, greater bracers of archery, helm of teleportation

Old: 139,500

Expected: 21000 (or 58500)

New: +51,750

Advanced Ettins CR 9 (12)

6,400XP each

CE Large humanoid (giant)

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 22, touch 10, flat-footed 20; (+2 armor, +1 Dex, +8 natural, –1 size)

hp 93 (11d8+44)

Fort +11, **Ref** +4, **Will** +7

OFFENSE

Speed 40 ft.

Melee 2 flails +14/+9 (2d6+8)

Ranged 2 javelins +7 (1d8+8)

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

Special Attacks superior two-weapon fighting

STATISTICS

Str 27, **Dex** 12, **Con** 19, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +16; **CMD** 27

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +10, Perception +14; **Racial Modifiers** +4 on Perception

Languages pidgin of Giant, Goblin, and Orc

Day 12: Nights of Dread

No change

Day 16: The Frozen Bloom (CR 15)

Again, numbers > actions, but I also didn't want to bog down this encounter with too many units. Added only a two advanced frost giants... but upgraded the CR of three of them by 1 with a class level - barbarian for maximum effect.

Original XP Value = 57600XP | Target encounter XP - 86400XP (14400XP per character)

Advanced frost giants, barbarian 1 CR 11 (3)

12,800XP each

CE Large humanoid (cold, giant)

Init +1; **Senses** low-light vision; Perception +16

Defense

AC 23, touch 10, flat-footed 23 (+4 armor, +1 Dex, +11 natural, -1 size, -2 rage)

hp 180 (14d8+1d12+105) + 30 temporary hp

Fort +18, **Ref** +5, **Will** +10

Defensive Abilities rock catching; Immune cold

Weaknesses vulnerability to fire

Offense

Speed 50 ft.

Melee greataxe +24/+19 (3d6+19) or 2 slams +22 (1d8+13)

Ranged rock +11 (1d8+17)

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

Special Attacks rock throwing (120 ft.), rage (11 rounds per day - included in stats)

Statistics

Str 37, **Dex** 13, **Con** 25, **Int** 14, **Wis** 18, **Cha** 15

Base Atk +11; **CMB** +23; **CMD** 34

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth), Weapon focus (greataxe)

Skills Climb +19, Craft (any one) +9, Intimidate +13, Perception +16, Stealth +7 (+11 in snow);

Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Gear chain shirt and greataxe

Advanced frost giants CR 10 (5)

9,600XP each

CE Large humanoid (cold, giant)

Init +1; **Senses** low-light vision; Perception +12

Defense

AC 25, touch 10, flat-footed 23 (+4 armor, +1 Dex, +11 natural, -1 size)

hp 161 (14d8+98)

Fort +16, **Ref** +5, **Will** +8

Defensive Abilities rock catching; Immune cold

Weaknesses vulnerability to fire

Offense

Speed 40 ft.

Melee greataxe +20/+15 (3d6+15) or 2 slams +20 (1d8+11)

Ranged rock +11 (1d8+15)

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

Special Attacks rock throwing (120 ft.)

Statistics

Str 33, **Dex** 13, **Con** 25, **Int** 14, **Wis** 18, **Cha** 15

Base Atk +10; **CMB** +22; **CMD** 33

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

Skills Climb +15, Craft (any one) +9, Intimidate +9, Perception +12, Stealth +7 (+11 in snow);

Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Gear chain shirt and greataxe

Day 17: The Knurly Briars (CR 15)

Tough one. Too odd a number to simply increase all of them, or increase their number by 2. Closest I could get was giving advanced to all three, and giant to one of them, their "leader" - this gives 89600XP, only 3200XP over target.

Original XP Value = 57600XP | Target encounter XP - 86400XP (14400XP per character)

Advanced giant Athach CR14

38,400XP

CE Gargantuan humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

Defense

AC 27, touch 8, flat-footed 25 (+2 armor, +2 Dex, +17 natural, -4 size)

hp 217 each (14d8+154)

Fort +20, **Ref** +6, **Will** +9

Resist cold 10

Offense

Speed 50 ft.

Melee sickle +23/+18 (3d6+15), claw +21 (2d8+9), bite +21 (3d6+9 plus poison)

Space 20 ft.; **Reach** 20 ft.

Special Attack third claw (swift action +19 (1d10+7))

Statistics

Str 40, **Dex** 15, **Con** 33, **Int** 11, **Wis** 16, **Cha** 10

Base Atk +10; **CMB** +29; **CMD** 41

Feats Cleave, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack, Vital Strike

Skills Climb +20, Perception +13

Gear leather armor, sickle

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves.

Advanced Athachs CR13 (2)

25,600XP each

CE Huge humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

Defense

AC 27, touch 11, flat-footed 24 (+2 armor, +3 Dex, +14 natural, -2 size)

hp 189 each (14d8+126)

Fort +18, **Ref** +7, **Will** +9

Resist cold 10

Offense

Speed 50 ft.

Melee sickle +21/+16 (2d6+13), claw +19 (1d10+7), bite +19 (2d6+7 plus poison)

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

Special Attack third claw (swift action +19 (1d10+7))

Statistics

Str 36, **Dex** 17, **Con** 29, **Int** 11, **Wis** 16, **Cha** 10

Base Atk +10; **CMB** +25; **CMD** 38

Feats Cleave, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack, Vital Strike

Skills Climb +18, Perception +13

Gear leather armor, sickle

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 26; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves.

Day 22: Rise of the Mire Worms (CR 16)

Adding another doesn't make up the XP difference. Adding a CR to each does. Now, they're already gargantuan... Would it be wrong to make any of them colossal? All of them? Nah. It's probably fine. I've include stats for both additional HD and Giant variants. (Alternatively mix and match Giant and improved versions!)

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Grand Mire Worms CR 14 (3)

Advanced giant purple worms

38,400XP

N Colossal magical beast

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +20

Defense

AC 28, touch 1, flat-footed 28 (-1 Dex, +27 natural, -8 size)

hp 264 (16d10+176)

Fort +21, **Ref** +9, **Will** +6

Offense

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +29 (5d8+16/19–20 plus grab), sting +29 (3d8+16 plus poison)

Space 25 ft.; **Reach** 20 ft.

Special Attacks swallow whole (5d8+22 bludgeoning damage, AC 23, 26 hp)

Statistics

Str 43, **Dex** 6, **Con** 33, **Int** 1, **Wis** 12, **Cha** 12

Base Atk +16; **CMB** +40 (+44 grapple); **CMD** 49 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Skills Perception +20, Swim +24

Special Abilities

Poison (Ex) Sting—injury; save Fort DC 29; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. The save DC is Constitution-based.

OR

Mire Worms CR 14 (3)

Advanced extra HD purple worms

N Gargantuan magical beast

38,400XP

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +20

Defense

AC 30, touch 6, flat-footed 28 (+24 natural, -4 size)

hp 246 (17d10+153)

Fort +19, Ref +10, Will +6

Offense

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +28 (4d8+14/19-20 plus grab), sting +28 (2d8+14 plus poison)

Space 20 ft.; Reach 15 ft.

Special Attacks swallow whole (4d8+20 bludgeoning damage, AC 22, 24 hp)

Statistics

Str 39, **Dex** 10, **Con** 29, **Int** 1, **Wis** 12, **Cha** 12

Base Atk +17; **CMB** +35 (+39 grapple); **CMD** 45 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting), Ability focus (Poison)

Skills Perception +20, Swim +22

Special Abilities

Poison (Ex) Sting—injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. The save DC is Constitution-based.

Day 25: The Misbegotten Troll (CR 16)

Adding a level to the troll leaves 32000XP. Upgrading the smilodons with Giant template leaves 14000.

Adding one more cat brings the difference down to 4400XP. Difference made up with the Athaches, and a few extra GP of equipment - The ring of animal friendship makes sense as otherwise the cats pretty much wouldn't work with him (no handle animal, and low low CR)

Original XP Value = 115200XP | Target encounter XP - 172800XP (28800XP per character)

Misbegotten Troll CR17

102,400XP

Male troll fighter 12

CE Large humanoid (giant)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +18

Defense

AC 30, touch 12, flat-footed 27 (+13 armor, +3 Dex, +5 natural, -1 size)

hp 282 (18 HD; 6d8+12d10+190); regeneration 5 (acid or fire)

Fort +22, Ref +9, Will +9; +3 vs. fear

Defensive Abilities bravery +3

Offense

Speed 30 ft.

Melee +3 vicious ranseur +28/+23/+18/+13 (2d6+18/19-20/x3 plus 2d6), bite +21 (1d8+8) or bite +26 (1d8+12), 2 claws +26 (1d6+14/19-20) or Vital Strike with power attack +22 (8d6+32/19-20/x3 plus 2d6)

Space 10 ft.; Reach 10 ft. (15 ft. with ranseur)

Special Attacks rend (2 claws, 1d6+7)

Statistics

Str 26, **Dex** 16, **Con** 28, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +16; **CMB** +25; **CMD** 38

Feats Critical Focus, Improved Critical (ranseur), Improved Critical (claws), Improved Sunder, Improved Vital Strike, Iron Will, Staggering Critical, Toughness, Vital Strike, Weapon Focus (ranseur, bite, claws), Weapon Specialization (ranseur, bite, claws), Greater vital strike

Skills Perception +18

Languages Giant

SQ armor training 3

Gear +4 full plate, +3 vicious ranseur, necklace of lovelies, ring of animal friendship

Advanced giant smilodons CR10 (7)

9,600XP

N Huge animal

Init +7; Senses low-light vision, scent; Perception +14

Defense

AC 22, touch 12, flat-footed 18 (+3 Dex, +11 natural, -2 size)

hp 161 (14d8+98)

Fort +16, Ref +12, Will +7

Offense

Speed 40 ft.

Melee 2 claws +21 (3d4+12 plus grab), bite +21 (3d6+12/19-20 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce, rake (2 claws +20, 3d4+12)

Statistics

Str 35, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +24 (+28 grapple); CMD 36 (39 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +7, Perception +14, Stealth +9 (+15 in tall grass), Swim +13; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

Day 26: The War of the High Folly (CR 11 Mass Combat)

No change.

Day 28: Beware of the Jabberwock (CR 20)

Increasing the power of the Jabberwock could be deadly for players. Adding a single CR increases the XP to 409,600XP, leaving 51200XP, only 1/4 of the required amount for a second CR increase. As such, I believe ad-hoc changes shall make the difference. In addition to the HD increase, I believe I'll be granting a simple HP bonus (of an extra HD) to make up the Ad-Hoc change. Lastly I'll be working from the Bestiary 2 Jabberwock as the official source, as there are a few discrepancies between the Chapter 6 Jabberwock, applying part of Young template (keeping size), and removing HD.

Original XP Value = 307200XP | Target encounter XP - 460800XP (76800XP per character)

Lesser Jabberwock CR21

409,600XP

CE Huge dragon (air, fire)

Init +5; Senses blindsight 120 ft., darkvision 120 ft., low-light vision, scent, true seeing;

Perception +38

Aura frightful presence (120 ft., DC 28)

Defense

AC 39, touch 15, flat-footed 32 (+6 Dex, +1 dodge, +24 natural, -2 size)

hp 429 (25d12+251); fast healing 15

Fort +25, **Ref** +21, **Will** +24

DR 15/vorpal; Immune fire, dragon traits; Resist acid 30, electricity 30, sonic 30; SR 34

Weaknesses fear of vorpal weapons, vulnerable to cold

Offense

Speed 40 ft., fly 80 ft. (poor)

Melee bite +34 (4d8+11/17–20/x3), 2 claws +34 (3d6+11/19–20 plus grab), tail slap +29 (2d8+17), 2 wings +29 (1d8+4)

Ranged 2 eye rays +30 touch (15d6 fire/19–20 plus burn)

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

Special Attacks burble, burn (6d6, DC 32), eye rays, whiffing

Statistics

Str 33, **Dex** 22, **Con** 29, **Int** 12, **Wis** 29, **Cha** 26

Base Atk +25; **CMB** +38 (+42 grapple); **CMD** 55

Feats Awesome Blow, Bleeding Critical, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite, claws, eye rays), Mobility, Power Attack, Spring Attack, Vital Strike

Skills Acrobatics +31 (+35 jump), Escape Artist +31, Fly +26, Intimidate +37, Knowledge (nature) +30, Perception +38, Sense Motive +38

Languages Aklo, Common, Draconic, Gnome, Sylvan

SQ planar acclimation

Special Abilities

Burble (Su) A jabberwock can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot-radius spread—these creatures must make a DC 28 Will save or become confused for 1d4 rounds. Alternatively, the jabberwock can focus its burble attack to create a 60-foot line of sonic energy that deals 19d6 points of sonic damage (DC 28 Reflex save for half). The confusion effect is mind-affecting; both are sonic effects. The save DC is Charisma-based.

Ad-hoc bonus CR15

51,200XP

Part 2: A Thousand Breaths

Note that all of the encounters below are enhances if the heroes have not dealt with the blooms from chapter 1. This document presumes the players have dealt with them, or are sufficiently resourceful to deal with enhanced encounters, however use your judgement.

B -Watchers on the Whirling Shore (CR 15)

Chose to increase the number of watchers, as increasing their HD wouldn't significantly increase the threat.

Original XP Value = 51200XP | Target encounter XP - 76800XP (12800XP per character)

Advanced lightning treants CR11 (6)

12,800XP each

C -The Frozen Boneyard (CR 17)

Couple of changes. Kargstaad gets another level of barbarian. From the APG added Elemental Kin archetype, and possibly rechoosing his rage powers to match.

Original XP Value = 102400XP | Target encounter XP - 153600XP (25600XP per character)

Karstaad CR18

153,600XP

Male frost giant barbarian 9 (Pathfinder RPG Bestiary 149)

CE Large humanoid (cold, giant)

Init +1; **Senses** low-light vision; Perception +26

Defense

AC 28, touch 11, flat-footed 26 (+7 armor, +3 deflection, +1 Dex, +1 dodge, +9 natural, -2 rage, -1 size)

hp 359 (23 HD; 14d8+9d12+238)

Fort +28, **Ref** +16, **Will** +22

Defensive Abilities rock catching; improved uncanny dodge, DR 1/—; Immune cold

Weaknesses vulnerable to fire

Offense

Speed 40 ft.

Melee mwk cold iron handaxe +26/+21/+16/+11 (1d8+23/19–20/×3), 3 mwk cold iron handaxes +25 (1d8+11/19–20/×3)

Space 10 ft.; Reach 10 ft.

Special Attacks rage (26 rounds/day), rage powers (guarded stance [+2 dodge AC for CON rounds], quick reflexes, lesser elemental rage)

Statistics

Str 36, **Dex** 13, **Con** 30, **Int** 10, **Wis** 16, **Cha** 9

Base Atk +19; **CMB** +33; **CMD** 45

Feats Critical Focus, Dodge, Improved Bull Rush, Improved Critical (handaxe), Improved Iron Will, Iron Will, Multiweapon Fighting, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (handaxe)

Skills Climb +35, Intimidate +23, Perception +27

Languages Giant

SQ fast movement, elemental fury

Gear +3 hide armor, masterwork cold iron handaxes (4), amulet of natural armor +3, ring of protection +3, cloak of resistance +3

Special Abilities

Elemental Fury (Ex): At 3rd level, whenever the elemental kin takes an amount of energy damage equal to or greater than her barbarian level while raging, she adds 1 to the total number of rounds that she can rage that day. At 6th level, and every three levels thereafter, the number of extra rounds per energy attack increases by +1, to a maximum of +6 rounds per energy attack at 18th level. This ability replaces trap sense.

Elemental Rage, Lesser (Su): As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round. A barbarian must be at least 4th level to select this rage power. This power can only be used once per rage.

D -The Nightmare Spire (CR 16)

Increasing the Nightmare Rook's HD to make up 1 CR leaves us with 12800XP to spare. We'll make this up in a later encounter.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Nightmare Rook CR17

XP 102,400

Male awakened advanced nightmare roc (Pathfinder RPG Bestiary 236, Advanced Bestiary 187)

CE Colossal magical beast (augmented animal, evil)

Init +5; **Senses** darkvision 120 ft., low-light vision;

Perception +28

Aura fear aura (60 ft., DC 26)

Defense

AC 31, touch 8, flat-footed 25 (+5 Dex, +1 dodge, +23 natural, -8 size)

hp 275 (26d8+144); regeneration 5 (silver or good)

Fort +20, **Ref** +20, **Will** +12

Defensive Abilities feign death; DR 5/silver or good;

Immune illusions

Offense

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

Melee 2 talons +23 (3d6+13/19–20), bite +23 (3d8+13/19–20)

Space 30 ft.; **Reach** 20 ft.

Special Attacks living nightmares

Spell-Like Abilities (CL 20th; concentration +24)

Constant—protection from good

Statistics

Str 36, **Dex** 20, **Con** 22, **Int** 16, **Wis** 12, **Cha** 18

Base Atk +20; **CMB** +41; **CMD** 57

Feats Dodge, Flyby Attack, Improved Critical (talons, bite), Improved Iron Will, Improved Natural Armor (4), Improved Vital Strike, Iron Will, Snatch, Vital Strike

Skills Fly +32, Intimidate +34, Knowledge (planes) +27, Perception +28, Stealth +22

Languages Aklo, Sylvan

E -The Fruiting Orchard (CR 15)

The Mandragora(s) benefit more from getting Advanced template, than from extra HD. Simple +1 CR for this encounter.

Original XP Value = 51200XP | Target encounter XP - 76800XP (12800XP per character)

Advanced immense Mandragora CR16

76,800XP

Init +7; **Senses** low-light vision; Perception +14

Defense

AC 22, touch 11, flat-footed 17 (+5 Dex, +11 natural, –4 size)

hp 264 (16d8+160); fast healing 10

Fort +22, **Ref** +12, **Will** +8

Immune plant traits; Resist acid 5, cold 5, electricity 10

Weaknesses vulnerable to darkness

Offense

Speed 40 ft., burrow 10 ft., climb 40 ft.

Melee 2 vine whips +27 (2d8+19/19–20 plus poison), bite +27 (2d8+19)

Space 20 ft.; **Reach** 20 ft. (30 ft. with vine whips)

Special Attacks shriek

Statistics

Str 49, **Dex** 21, **Con** 34, **Int** 12, **Wis** 17, **Cha** 14

Base Atk +12; **CMB** +35; **CMD** 48

Feats Awesome Blow, Improved Bull Rush, Improved Critical (vine whips), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +27, Perception +14, Stealth +2 (+10 in heavy plant growth)

Languages Aklo, Common

Special Abilities

Poison (Ex) Vine whip—injury; save Fort DC 30; frequency 1/round for 6 rounds; effect confused for 1 round; cure 2 consecutive saves. The save DC is Constitution-based.

Shriek (Su) Once per day, as a standard action, an immense mandragora can give voice to an unsettling shriek that sounds not unlike the cry of gargantuan baby. All creatures within 30 feet of a shrieking immense mandragora must make a DC 27 Reflex save or take 15d6 points of sonic damage and a DC 27 Will save or become nauseated for 1d4 rounds. A successful Reflex

save halves the sonic damage, while a successful Will save negates the nausea. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

F -The Shunned Falls (CR 16)

Adding a third owlbear isn't totally appealing, but adding a CR with HD leaves a 12800XP deficit. We'll add a young winged owlbear to make up the difference (-2 CR)

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Winged owlbear (2) CR15

51,200XP

CN Gargantuan magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

Defense

AC 29, touch 11, flat-footed 24 (+4 Dex, +1 dodge, +18 natural, -4 size)

hp 299 each (18d10+190)

Fort +21, **Ref** +15, **Will** +9

Offense

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

Melee 2 claws +28 (2d6+14/19-20 plus grab), bite +28 (2d6+14)

Space 20 ft.; **Reach** 15 ft.

Statistics

Str 39, **Dex** 18, **Con** 31, **Int** 6, **Wis** 16, **Cha** 14

Base Atk +18; **CMB** +36; **CMD** 51 (55 vs. trip)

Feats Bleeding Critical, Critical Focus, Dodge, Improved, Critical (claws), Improved Natural Armor (4), Vital Strike

Skills Fly +10, Perception +15

Languages Sylvan (cannot speak)

Young winged owlbear CR12

12,800XP

CN Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

Defense

AC 28, touch 13, flat-footed 21 (+4 Dex, +1 dodge, +15 natural, -4 size)

hp 216 each (16d10+128)

Fort +18, **Ref** +16, **Will** +8

Offense

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

Melee 2 claws +24 (1d8+12/19-20 plus grab), bite +24 (1d8+12)

Space 20 ft.; **Reach** 15 ft.

Statistics

Str 35, **Dex** 22, **Con** 27, **Int** 6, **Wis** 16, **Cha** 14

Base Atk +16; **CMB** +34; **CMD** 49 (53 vs. trip)

Feats Bleeding Critical, Critical Focus, Dodge, Improved Critical (claws), Improved Natural Armor (3), Vital Strike

Skills Fly +11, Perception +14

Languages Sylvan (cannot speak)

G -The Mire (CR 16)

Same encounter as Day 22

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Mire Worms CR 14 (3)

Advanced giant purple worms
38,400XP
See part 1, day 22

H -The Knurly House (CR 16)

Advancing the witch a level leaves 12800XP. As a single caster I decided that her battle will function better if she has a shielding ally - a stone golem fits perfectly with her presented Earth Elemental summoning. Two variants will be presented - cleric and witch (If your players didn't interact heavily with the Old Beldame in chapter 2, perhaps she was infact the Knurly Witch in disguise? In my game Old Beldame betrayed them in Chapter 4, and has posed as a reoccurring villain until now). I chose to leave the stone golem in this battle and instead remove a lightning treant to make up the difference in Ilthuliak's upgrade, as I think a golem makes more of a difference here. Check the end of the doc for Beldame as the Knurly Witch.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

The Knurly Witch CR17

102,400XP

Female Annis Hag Witch 14

CE Large Monstrous Humanoid

Init +2; **Senses** Darkvision (60 feet); Perception +28

DEFENSE

AC 25, touch 11, flat-footed 23. . (+4 armor, +2 Dex, -1 size, +10 natural)

hp 220 (7d10+14d6+126)

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

DR 2/bludgeoning; **SR** 17

OFFENSE

Spd 40 ft.

Melee Bite (Annis Hag) +20 (1d6+7/20/x2) and

.. Claw x2 (Annis Hag) +21 x2 (1d6+7/20/x2) and

.. Nails x2 (Nails) +19 x2 (1d4+3/20/x2) and

.. Rend x2 (Annis Hag) +20 x2 (2d6+10/20/x2)

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

Special Attacks Agony (DC 22), Evil Eye (DC 22), Misfortune (DC 22), Nails, Nightmares (DC 22)

Spell-Like Abilities Alter Self (3/day), Feather Fall (At will), Fly (14 minutes/day), Fog Cloud (3/day), Levitate (1/day), Poison Steep

Witch Spells Known (CL 14, 20 melee touch, 15 ranged touch):

7 (2/day) *Insanity* (DC 22), *Summon Monster VII*

6 (3/day) *Summon Monster VI*, *Transformation*, *Unwilling Shield* (DC 21)

5 (4/day) *Dominate Person* (DC 20), *Summon Monster V*, *Baleful Polymorph* (DC 20), *Curse, Major* (DC 20)

4 (5/day) *Confusion* (DC 19), *Confusion* (DC 19), *Shout* (DC 19), *Cure Serious Wounds* (DC 19), *Curse of Magic Negation* (DC 19)

3 (5/day) *Rage*, *Dispel Magic*, *Dispel Magic*, *Dispel Magic*, *Bestow Curse* (DC 18)

2 (5/day) *Cure Moderate Wounds* (DC 17), *Cure Moderate Wounds* (DC 17), *Touch of Idiocy*, *Hold Person* (DC 17), *Alter Self*

1 (6/day) *Ill Omen, Ill Omen, Ill Omen, Cure Light Wounds (DC 16), Command (DC 16), Command (DC 16)*

0 (at will) *Bleed (DC 15), Read Magic, Detect Magic, Mending*

STATISTICS

Str 25, **Dex** 14, **Con** 22, **Int** 20, **Wis** 11, **Cha** 12

Base Atk +14; **CMB** +22; **CMD** 34

Feats Alertness, Arcane Strike, Blind-Fight, Combat Casting, Great Fortitude, Improved Blind-Fight, Improved Vital Strike, Intimidating Prowess, Multiattack, Vital Strike, Weapon Focus: Claw

Skills Bluff +8, Diplomacy +8, Fly +24, Intimidate +32, Knowledge: Arcana +29, Knowledge: Nature +22, Knowledge: The Planes +29, Perception +28, Sense Motive +2, Spellcraft +29, Stealth +22, Swim +11

Languages Aklo, Boggard, Common, Draconic, Giant, Undercommon

SQ +2 to Initiative, Deliver Touch Spells Through Familiar (Su), Empathic Link with Familiar (Su), Retribution (5 round(s)) (DC 22) (Su), Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex)

Other Gear Bracers of Armor, +4, Scarab of Protection, Strand of Prayer Beads

TRACKED RESOURCES

Alter Self (3/day) (Sp) - 0/3

Bead of Healing (Strand of Prayer Beads) - 0/1

Bead of Karma (Strand of Prayer Beads) - 0/1

Bead of Smiting (Strand of Prayer Beads) - 0/1

Fog Cloud (3/day) (Sp) - 0/3

Levitate (1/day) (Sp) - 0/1

Scry on Familiar (1/day) (Sp) - 0/1

SPECIAL ABILITIES

+2 to Initiative You gain the Alertness feat while your familiar is within arm's reach.

Agony (14 rounds) (DC 22) (Su) Target is Nauseated.

Arcane Strike As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Blind-Fight Re-roll misses because of concealment, other benefits.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Damage Reduction (2/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Evil Eye -4 (8 round(s)) (DC 22) (Su) Inflict penalties with a glance.

Feather Fall (At will) (Sp) Feather Fall at will.

Fly (14 minutes/day) (Sp) Fly for 14 minutes/day.

Improved Blind-Fight Melee attacks ignore the miss chance for less than total concealment and can still reroll for total concealment. Invisible attackers within 30' you have pinpointed gain no advantages to hit you with ranged attacks.

Improved Vital Strike Standard action: x3 weapon damage dice.

Levitate (1/day) (Sp) Levitate 1/day

Misfortune (2 round(s)) (DC 22) (Su) Target must take the lower of 2d20 for rolls.

Nails (Ex) The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

Nightmares (DC 22) (Su) Target suffers the Nightmare spell.

Poison Steep (Sp) The witch can use her cauldron to brew a foul toxin in which she can steep fruits and other delicious edibles, transforming them so that when eaten, they have the same effect as a poison spell. Brewing the toxin and then steeping the food take

Retribution (5 round(s)) (DC 22) (Su) Target suffers half the melee damage it inflicts

Scry on Familiar (1/day) (Sp) You can scry on your familiar once per day.

Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals (Ex) Your familiar can communicate with similar animals to itself.

Speak With Familiar (Ex) You can communicate verbally with your familiar.

Spell Resistance (17) You have Spell Resistance.

Vital Strike Standard action: x2 weapon damage dice.

Stone Golem CR11

12,800XP

I -The Baleful Lantern (CR 14)

Same giant smilodons as day 25. There's 1 less as we don't have to make up the difference for the Misbegotten Troll's XP.

Original XP Value = 38400XP | Target encounter XP - 57600XP (9600XP per character)

Advanced giant smilodons CR10 (6)

9,600XP

J -The High Folly (CR 17)

Ilthuliak is already a wyrm, but we can't afford to directly raise her to Great Wyrms, unless we make a few changes to other encounters. Presented here are two versions of Ilthuliak. One with extra HD only, one with increase to great wyrm. We use the spare XP from Approaching the House and the Wriggling Man to make up the difference.

Original XP Value = 102400XP | Target encounter XP - 153600XP (25600XP per character)

Great wyrm Ilthuliak CR19

204,800XP

Female wyrm black dragon (Pathfinder RPG Bestiary 92)

CE Gargantuan dragon (water)

Init -1; Senses blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +32

Aura frightful presence (360 ft., DC 34)

Defense

AC 49, touch 5, flat-footed 49 (+4 armor, -1 Dex, +36 natural armor, +4 shield, -4 size)

hp 377 (26d12+208)

Fort +23, **Ref** +15, **Will** +23

Defensive Abilities evasion; DR 20/magic; Immune acid, magic paralysis and sleep, dragon traits; SR 28

Offense

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +37 (4d6+18), 2 claws +37 (2d8+12), 2 wings +35 (2d6+6), tail slap +35 (2d8+18)

Melee greater vital strike bite +37 (16d6+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks acid pool, acidic bite, breath weapon (120-ft. line of acid, 24d6 damage, DC 34), crush (4d6+18, DC 34), charm reptiles (DC34)

Spell-Like Abilities (CL 26th; concentration +29)

At will—darkness (110-foot radius), insect plague, plant growth

1/day—corrupt water

Spells Known (CL 15th; concentration +20)

6th (4)—acid fog, flesh to stone (DC 20)

5th (6)—teleport, transmute rock to mud, wall of force

4th (7)—dimension door, enervation, hallucinatory terrain, mass reduce person (DC 18)

3rd (7)—clairaudience/clairvoyance, dispel magic, haste, suggestion (DC 17)

2nd (7)—acid arrow, detect thoughts (DC 16), invisibility, resist energy, scorching ray

1st (7)—charm person (DC 15), grease (DC 15), mage armor, ray of enfeeblement (DC 15), shield

0 (at will)—acid splash, bleed (DC 14), dancing lights, detect magic, mage hand, message, prestidigitation, read magic, resistance

Str 37, **Dex** 8, **Con** 27, **Int** 20, **Wis** 23, **Cha** 20

Base Atk +26; **CMB** +43; **CMD** 52 (56 vs. trip)

Feats Awesome Blow, Bleeding Critical, Critical Focus, Eschew Materials, Improved Bull Rush, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Vital Strike, Greater vital strike

Skills Bluff +31, Fly +22, Intimidate +31, Knowledge (arcana) +31, Knowledge (history) +31, Knowledge (planes) +31, Perception +32, Sense Motive +32, Stealth +18, Swim +39

Languages Aklo, Common, Draconic, Skald, Sylvan

SQ speak with reptiles, swamp stride, water breathing

Gear ring of evasion

Treasure: Ilthuliak's treasure, already considerable before Nyrissa gave her more to help seal their alliance, lies atop the High Folly in an impressive mound at the center of the observation platform. This hoard consists of 855600 cp, 72300 sp, 17925 gp, 1,860 pp, and several dozen gemstones and minor trinkets worth a total of 36,000 gp. In addition, her lair contains several potent magic items: a suit of +4 elven chainmail, a +2 wild buckler, a +1 darkwood heavy shield of reflecting, a small +1 dagger of speed, an adamantine falchion +2 of flaming burst, a sylvan scimitar, a +3 returning icy starknife, 10 potions of cure serious wounds, a ring of wizardry (III), a rod of greater selective metamagic, a rod of the python, a staff of defense, a staff of stealth, a cloak of the bat, bracers of armor +8, a gem of seeing, and a mantle of faith.

Uprooting Thousandbreaths

Increase the story award to 153,600XP (25,600 each)

Part 3: House at the Edge of Time

Approaching the House (CR 18)

We'll be using a Young Tarn Linnorm from the bestiary to replace the Runt variant presented in chapter 6, which increases his CR to 19, leaving 25600 for Ilthuliak's upgrade.

Original XP Value = 153600XP | Target encounter XP - 230400XP (38400XP per character)

Tarlaxian CR19

204,800XP

CE Colossal dragon (aquatic)

Init +12; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, true seeing; Perception +40

Defense

AC 36, touch 12, flat-footed 26 (+10 Dex, +24 natural, –8 size)

hp 385 (22d12+242); regeneration 15 (cold iron)

Fort +24, **Ref** +23, **Will** +20

Defensive Abilities freedom of movement; DR 20/cold iron; Immune acid, curse effects, flanking mind-affecting effects, paralysis, poison, sleep; SR 31

Offense

Speed 40 ft., fly 100 ft. (average), swim 80 ft.

Melee 2 bites +28 (2d8+14/19–20 plus poison), 2 claws +28 (1d6+14), tail +23 (2d6+7 plus grab)

Space 20 ft.; Reach 20 ft.

Special Attacks breath weapon, constrict (tail, 2d6+22), death curse

Statistics

Str 38, **Dex** 30, **Con** 28, **Int** 7, **Wis** 25, **Cha** 27

Base Atk +22; **CMB** +44 (+48 grapple); **CMD** 64 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Fly +27, Perception +40, Stealth +19, Swim +49; Racial Modifier +8 Perception

Special Abilities

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 20d8 points of acid damage to all creatures struck (Reflex DC 30 halves). This acid creates toxic fumes when it consumes organic material—on the round after a creature takes acid damage from this attack, it must make a DC 30 Fortitude save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-foot-long cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

Poison (Su) Bite—injury; save Fort DC 30; frequency 1/round for 10 rounds; effect 6d6 acid damage and 1d8 Con drain; cure 3 consecutive saves. The save DC is Constitution-based.

K1 -Gatehouse (CR 16)

All of our ghostly guards gain another level of rogue. Their armor gets another +1, but each leaves 1500gp spare, which we'll make up later (including the other ghosts from the servant's quarters, is 36000gp)

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Ghostly guards CR11 (12)

12,800XP each

Male elf ghost rogue 11

CE Medium undead (augmented, elf, incorporeal)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +25

Defense

AC 24, touch 19, flat-footed 20 (+5 armor, +5 deflection, +3 Dex, +1 dodge)

hp 126 (11d8+77)

Fort +8, **Ref** +12, **Will** +4; +2 vs. enchantment **Defensive Abilities** channel resistance +4, improved evasion, improved uncanny dodge, incorporeal rejuvenation, trap sense +3; Immune undead traits

Offense

Speed fly 30 ft. (perfect)

Melee +1 ghost touch rapier +13/+8 (1d6+3/18–20), corrupting touch +6 (11d6 [Fort DC 20 halves])

Special Attacks frightful moan (DC 20), sneak attack +6d6 plus 6 bleed, telekinesis (DC 20)

Statistics

Str —, **Dex** 17, **Con** —, **Int** 14, **Wis** 13, **Cha** 20

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

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Toughness, Weapon Finesse, Weapon Focus (rapier), Improved lightning reflexes

Skills Acrobatics +17 (+21 jump), Bluff +19, Disable Device +17, Fly +12, Intimidate +19, Knowledge (local) +16, Knowledge (planes) +13, Perception +25, Sense Motive +15, Sleight of Hand +17, Stealth +25

SQ rogue talents (bleeding attack +6, combat trick, improved evasion, surprise attack, weapon training), trapfinding +5

Gear +3 ghost touch leather armor, +1 ghost touch rapier

K2 -The Great Courtyard (CR 20 or 16)

These creatures area may be encountered elsewhere

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Lesser Jabberwock or Zomok

See day 28 or area M2 for stats

K3 -Stables

No change

K4 -Lower Hall (CR 18)

This room is already going to be a tight fit for 4 large creatures, but increasing their number by 2 is a good XP fit. My recommendation is twofold: Loosen their bound-ness, so they can leave the room, and each turn after round 1 and 2 of combat have the 5th and 6th ankous arrive from an unseen direction (from one of the doors, or a shadowy corner of the courtyard. Keep in mind that if the Stolen Lands or the Briar have been captured by Nyrisa these guys have departed already.

Original XP Value = 153600XP | Target encounter XP - 230400XP (38400XP per character)

Ankous CR14 (6)

K5 -Dining Room

No change

K6 -Dancing Bear (CR 10)

No change

K7 -Observatory

Treasure: Telescore is worth 5250gp

K8 -Doomed Storeroom

No change

K9 -The Swill Feast

Treasure: Is worth 1950gp

K10 -Poisoned Well

No change

K11 -Teleporter Entrance

Treasure: Each candlestick is worth 750gp

K12 -Stairwell

No change

K13 -Salon of Confusing Sounds

No change

K14 -Hall of Weeping Demons

No change

K15 -Servants' Wing (CR 16)

Same change as the gatehouse.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Ghostly guards CR10 (12)

12,800XP each

K16 -Cellar (CR 16)

If the Knurly witch has retreated here she does not bring her stone golem - that remains at her house.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

The Knurly Witch (See area H)

K17 -Throne Room (CR 18)

Increasing the Wriggling Man's CR by 1 leaves us with 25800XP spare, added with the leftovers from the Linnorm runt we have enough to upgrade Ithuliak to great wyrm!

Original XP Value = 153600XP | Target encounter XP - 230400XP (38400XP per character)

The Wriggling Man CR19

204,800XP

Male worm that walks transmuter 18

NE Medium vermin (augmented human)

Init +10; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +29

Defense

AC 34, touch 22, flat-footed 27 (+6 armor, +2 deflection, +6 Dex, +1 dodge, +3 insight, +2 natural, +4 shield)

hp 170 (18d6+90); fast healing 18

Fort +10, **Ref** +13, **Will** +17 (+25 vs. mind-affecting)

Defensive Abilities worm that walks traits; DR 15/—; Immune disease, paralysis, poison, and sleep effects; Resist cold 30, fire 10

Offense

Speed 30 ft., fly 60 ft.

Melee swarm slam +14 (5d6 plus grab)

Special Attacks disincorporate, engulf

Arcane School Spell-Like Abilities (CL 18th; concentration +24)

At will—change shape (beast shape III/elemental body II, 18 rounds/day)

9/day—telekinetic fist +14 touch (1d4+8)

Transmuter Spells Prepared (CL 18th; concentration +24)

9th—summon monster IX, time stop, power word kill

8th—quickened greater invisibility, mind blank, polymorph any object (DC 28), Stormbolts (DC26)

7th—quickened fireball (DC 21), mass hold person (DC 25), mage's sword, reverse gravity

6th—chain lightning (DC 24), disintegrate (DC 26), flesh to stone (DC 26), mage's lucubration, quickened resist energy, quickened scorching ray

5th—feeblemind (2; DC 23), overland flight, quickened shield, telekinesis (DC 25), telepathic bond

4th—black tentacles, confusion (DC 22), dimension door, mass reduce person (DC 24), mnemonic enhancer, phantasmal killer (DC 22)

3rd—dispel magic (2), fireball (DC 21), protection from energy, slow (DC 23), stinking cloud (DC 21)

2nd—invisibility, pyrotechnics (DC 22), resist energy, scorching ray (3), web (DC 20)

1st—grease (DC 19), expeditious retreat, feather fall, magic missile (3), reduce person (DC 21)

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

Opposition Schools Divination, Necromancy

Statistics

Str 10, **Dex** 22, **Con** 20, **Int** 26, **Wis** 20, **Cha** 8

Base Atk +8; **CMB** +8 (+16 grapple); **CMD** 31

Feats Arcane Armor Training, Combat Casting, Combat Expertise, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Greater Spell Focus, Improved Initiative, Light Armor Proficiency, Quicken Spell, Scribe Scroll, Spell Focus (transmutation), Toughness, Weapon Finesse

Skills Acrobatics +24, Bluff +17, Disguise +17, Fly +27, Knowledge (arcana) +29, Knowledge (local) +29, Knowledge (nobility) +29, Perception +29, Sense Motive +31, Spellcraft +29, Stealth +31

Languages Abyssal, Aklo, Common, Draconic, Sylvan, Terran, Undercommon

SQ arcane bond (staff), contingency, physical enhancement (Dex +4), tenacious

Combat Gear staff of transmutation; Other Gear +4 fire

resistant leather armor, cloak of resistance +2, amulet of natural armor +2, belt of mighty constitution +4, headband of mental prowess +6 (Int [fly, acrobatics, disguise], Wis), ring of invisibility, ring of protection +2, portable hole (contains a small library, a reading desk, and all of his spellbooks—these books contain all of the wizard spells in the Pathfinder RPG Core Rulebook save for Divination and Necromancy spells)

Engulf (Ex) If the Wriggling Man successfully grapples a foe, he can engulf that foe as soon as the attempt to grapple succeeds. He then sends a large number of the worms that comprise his body to swarm over the grappled creature. He can only engulf one target per round. These worms inflict 5d6 points of damage per round. The damage caused by an engulf attack is treated as swarm damage for the purposes of what creatures it can affect. Any creature damaged by this engulf attack is also subjected to distraction, and must make a DC 23 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Summoned Astral Deva CR-
-XP

K18 -Dressing Chamber

Treasure: Platinum ring is worth 2250gp

K19 -Ruined Washroom (CR 16)

*Due to the high domed roof multiple elementals can fit in this room, though this severely restricts their movement - the additional CR will have to come from HD, and will leave 12800XP to spare
Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)*

Advanced improved elder air elementals CR13 (4)

25,600XP each

N Huge outsider (air, elemental, extraplanar)

Init +15; Senses darkvision 60 ft.; Perception +22

Defense

AC 33, touch 22, flat-footed 20 (+13 Dex, +1 dodge, +11 natural, -2 size)

hp 195 (17d10+102)

Fort +16, **Ref** +23, **Will** +9

Defensive Abilities air mastery; DR 10/—; Immune elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee 2 slams +28 (2d8+11)

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

Special Attacks whirlwind (DC 29)

Statistics

Str 32, **Dex** 37, **Con** 22, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +17; **CMB** +30; **CMD** 54

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Weapon FinesseB, Improved natural armor

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22

K20 -The Dripping Clock (CR 3)

No change

L1 -Great Hall (CR 17)

Adding HD will allow these wyverns another CR and meet our XP exactly

Original XP Value = 102400XP | Target encounter XP - 153600XP (25600XP per character)

advanced variant wyvern (Barbtongue) CR16 (2)

76,800XP each

NE Huge dragon

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +28

Defense

AC 28, touch 11, flat-footed 25 (+2 Dex, +1 dodge, +17 natural, -2 size)

hp 262 (21d12+126)

Fort +18, Ref +14, Will +13

Immune paralysis, sleep

Offense

Speed 20 ft., fly 60 ft. (poor)

Melee sting +27 (2d6+8 plus poison), bite +27 (4d6+8/19-20), 2 wings +22 (2d6+4), tongue +22 (1d4+4 plus grab)

Space 15 ft.; **Reach** 15 ft.; 30 ft. with tongue

Special Attacks pull (tongue, 30 ft.), rake (2 talons +27, 1d8+8)

Statistics

Str 27, **Dex** 14, **Con** 22, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +21; **CMB** +31; **CMD** 44

Feats Critical Focus, Dodge, Improved Critical (bite), Greater Vital Strike, Improved Natural Attack (bite), Improved Vital Strike, Improved Natural Attack (sting), Improved Natural Attack (wing), Power Attack, Staggering Critical, Vital Strike

Skills Fly +18, Perception +29, Sense Motive +25, Stealth +18

Languages Draconic

L2 -Stairwell

No change

L3 -Guest Rooms

No change

L4&L5 -Stairwells

No changes

L6 -Servants' Wing

No change

L7 -Throne Room Bridge

No change/Wriggling Man may be encountered here

L8 -Nyrrissa's Chambers (CR 16)

I'm loath to increase the number of nymphs, despite that this would make scaling the fight easier. Adding HD to increase CR brings us up to 102400 (leaving 12800XP) - then add another improved nymph to hit our target exactly.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Broken soul advanced nymphs CR11 (9)

12,800XP each

Female broken soul advanced nymph (Pathfinder RPG Bestiary 217, 294, Advanced Bestiary 34)

CN Medium fey

Init +5; Senses low-light vision; Perception +15

Aura baleful gaze (DC 20), blinding beauty (30 ft., DC 20)

Defense

AC 30, touch 25, flat-footed 24 (+9 deflection, +5 Dex, +1 dodge, +5 natural)

hp 115 each (10d6+90)

Fort +12, **Ref** +12, **Will** +11

DR 10/cold iron, 5/—; Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Offense

Speed 20 ft., swim 10 ft.

Melee torturous touch +10 touch (2d6 plus 1d6 Dexterity plus convulsions)

Special Attacks agonized wail, baleful gaze, torturous touch, stunning glance (DC 20)

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

1/day—dimension door

Druid Spells Prepared (CL 9th; concentration +15)

5th—Wall of fire

4th—air walk, flame strike (DC 18), thorn body

3rd—call lightning (DC 17), poison (DC 17), spike growth, heatstroke

2nd—barkskin, flame blade, resist energy, tree shape, cat's grace

1st—charm animal (DC 15), endure elements, entangle (DC 15), obscuring mist, produce flame

0—detect magic, guidance, light, stabilize

Statistics

Str 16, **Dex** 21, **Con** 28, **Int** 20, **Wis** 19, **Cha** 23

Base Atk +5; **CMB** +8; **CMD** 33

Feats Combat Casting, DiehardB, Dodge, EnduranceB, Mobility, ToughnessB, Weapon Finesse

Skills Acrobatics +16 (+28 jump), Bluff +17, Escape Artist +16, Intimidate +22, Knowledge (nature) +16, Knowledge (planes) +13, Perception +15, Perform (string) +17, Sense Motive +15, Stealth +16, Swim +22

Languages Aklo, Aquan, Common, Draconic, Giant, Sylvan

Treasure: 11x150gp mwk instruments, 42x200gp dresses, horn of blasting, robe of stars

M1 -Attic (CR 15)

Tough change. Adding CR or numbers will not match total exactly. Increasing the CR of two of them by 1, and one of them by 2 gives us 89600, only 3200XP over.

Original XP Value = 57600XP | Target encounter XP - 86400XP (14400XP per character)

Improved advanced devourers CR13 (2)

25,600XP

NE Large undead (extraplanar)

Init +9; Senses darkvision 60 ft.; Perception +22

Defense

AC 29, touch 14, flat-footed 24 (+5 Dex, +15 natural, -1 size)

hp 187 (15d8+120)

Fort +12, **Ref** +10, **Will** +14

Defensive Abilities spell deflection, undead traits; SR 22

Offense

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +21 (1d8+11 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 22)

Spell-Like Abilities (CL 18th)

At will—animate dead4th, bestow curse4th (DC 21), confusion4th (DC 21), control undead7th (DC 24), death knell2nd (DC 19), ghoul touch2nd (DC 19), inflict serious wounds3rd (DC 20), lesser planar ally4th, ray of enfeeblement1st, spectral hand2nd, suggestion3rd (DC 20), true seeing6th, vampiric touch3rd (DC 20)

Statistics

Str 32, **Dex** 20, **Con** —, **Int** 23, **Wis** 20, **Cha** 25

Base Atk +11; **CMB** +23; **CMD** 38

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack, Toughness

Skills Bluff +21, Diplomacy +16, Fly +21, Intimidate +21, Knowledge (arcana) +23, Knowledge (planes) +20, Perception +22, Sense Motive +19, Spellcraft +23, Stealth +15

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

Greater advanced devourer CR14 (1)

38,400XP

NE Large undead (extraplanar)

Init +9; Senses darkvision 60 ft.; Perception +23

Defense

AC 29, touch 14, flat-footed 24 (+5 Dex, +15 natural, -1 size)

hp 199 (16d8+128)

Fort +12, Ref +10, Will +15

Defensive Abilities spell deflection, undead traits; SR 22

Offense

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +22 (1d8+11 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 22)

Spell-Like Abilities (CL 18th)

At will—animate dead4th, bestow curse4th (DC 21), confusion4th (DC 21), control undead7th (DC 24), death knell2nd (DC 19), ghoul touch2nd (DC 19), inflict serious wounds3rd (DC 20), lesser planar ally4th, ray of enfeeblement1st, spectral hand2nd, suggestion3rd (DC 20), true seeing6th, vampiric touch3rd (DC 20)

Statistics

Str 32, **Dex** 20, **Con** —, **Int** 23, **Wis** 20, **Cha** 25

Base Atk +12; **CMB** +24; **CMD** 39

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack, Toughness

Skills Bluff +22, Diplomacy +16, Fly +22, Intimidate +22, Knowledge (arcana) +23, Knowledge (planes) +20, Perception +23, Sense Motive +19, Spellcraft +24, Stealth +15

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

M2 -Ivy Tower (CR 16)

Increasing the CR by HD of the Zomok leaves 12800XP spare.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Zomok CR17

76,800XP

N Gargantuan plant (extraplanar)

Init +4; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +27

Defense

AC 33, touch 6, flat-footed 33 (+27 natural, -4 size)

hp 313 (19d8+228)

Fort +23, **Ref** +8, **Will** +14

Immune sonic, plant traits

Weaknesses vulnerability to fire

Offense

Speed 40 ft., fly 100 ft. (poor)

Melee 2 claws +22 (2d6+12), bite +22 (2d8+12), 2 wings +17 (2d6+6), tail slap +17 (2d8+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail)

Special Attacks entombing breath (60-ft. cone, 18d6 bludgeoning plus entangled, Reflex DC 31), swallow whole (6d6 bludgeoning damage, AC 23, 29 hp), trample (2d8+18, DC 31)

Spell-Like Abilities (CL 16th; concentration +19)

Constant—pass without trace

At will—command plants (DC 22), plant growth, quench (DC 21)

3/day—entangle (DC 19), liveoak, transmute mud to rock, transmute rock to mud, wall of thorns

1/day—shambler

Statistics

Str 35, **Dex** 11, **Con** 34, **Int** 16, **Wis** 22, **Cha** 26

Base Atk +14; **CMB** +30; **CMD** 40 (44 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Snatch, Feat, Vital Strike

Skills Fly +8, Knowledge (nature) +21, Perception +27, Stealth +9, Survival +24

Languages Common, Sylvan, Terran

SQ tree step

M3 -The Ruined Halls (CR 16)

Giving Phomandala another level leaves 12800XP spare. Note that I gave her Dismissal, which will send players back to the real world, unless ThousandBreaths has been returned to the prime plane. Should be quite delightful to use.

Original XP Value = 76800XP | Target encounter XP - 115200XP (19200XP per character)

Phomandala CR17

102,400XP

Female saurian medusa sorcerer 13 (Pathfinder RPG Bestiary

201, Advanced Bestiary 213)

LE Medium monstrous humanoid

Init +5; Senses darkvision 60 ft., low-light vision, scent, allaround vision; Perception +27

Defense

AC 32, touch 19, flat-footed 26 (+4 armor, +3 deflection, +5 Dex, +1 dodge, +5 natural, +4 shield)

hp 239 (21 HD; 8d10+13d6+147)

Fort +12, **Ref** +15, **Will** +17

DR 10/adamantine

Offense

Speed 30 ft.

Melee 3 bites +20 (1d8+7 plus poison), 2 claws +20 (1d4+7)

Special Attacks laughing touch 8/day, leaping pounce, petrifying gaze (DC 21), poison (DC 20)

Sorcerer Spells Known (CL 13th; concentration +18)

6th (4/day)—chain lightning (DC 21), mislead (DC 21), globe of invulnerability

5th (7/day)—cone of cold (DC 20), nightmare (DC 20), tree stride, dismissal (DC21)

4th (7/day)—bestow curse (DC 19), dimension door, poison (DC 19), stoneskin, resilient sphere (DC 20)

3rd (7/day)—deep slumber (DC 18), displacement, lightning bolt (DC 18), major image, vampiric touch

2nd (7/day)—bull's strength, cat's grace, glitterdust (DC 17), hideous laughter (DC 17), scorching ray, spectral hand

1st (8/day)—charm person (DC 16), disguise self (DC 16), entangle (DC 16), mage armor, magic missile, shield

0 (at will)—acid splash, detect magic, ghost sound (DC 15), mage hand, message, prestidigitation, read magic, resistance, touch of fatigue (DC 15)

Bloodline Fey

Tactics

During Combat On the first round of combat, Phomandala activates Fleeting Glance, then uses spectral hand to make attacks with bestow curse, poison, and vampiric touch while attempting to stay at range—her woodland stride ability should make it easy for her to remain more mobile than the PCs in these tangled rooms, allowing her to make hit-and-run attacks while remaining invisible.

Statistics

Str 18, **Dex** 20, **Con** 22, **Int** 10, **Wis** 16, **Cha** 20

Base Atk +14; **CMB** +18; **CMD** 37

Feats Ability Focus (petrifying gaze), Arcane Strike, Dodge, Empower Spell, Eschew Materials, Improved Natural Attack (bite), Quickened Spell, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claws), Silent spell

Skills Acrobatics +22 (+30 jumping), Perception +27, Spellcraft +24, Survival +12

Languages Common

SQ bloodline arcana, fleeting glance 12 rounds/day, woodland stride

Gear amulet of natural armor +3, ring of protection +3, 1,500 gp in diamond dust

M4 -Nyrissa's Library

No change of the value of the books, but the Manual of Gainful Exercise is worth 82,500 Upgrade the manual to +5. Which is 15,000gp over, which we'll take from M5's increase

M5 -The Abandoned Treasury

There is a total of approx 40715gp (not sure about the exact value of the helm of brilliance) which gives us 20357gp to work with. Minus 15000 from M4, only 5357gp. Let's just add that as gold coins.

M6 -Nyrissa's Garden (CR 14)

Increasing the flytrap's CR by 1 using HD brings us up to the right amount

Original XP Value = 38400XP | Target encounter XP - 57600XP (9600XP per character)

Advanced greater giant flytraps CR12 (3)

19,200XP

N Huge plant

Init +12; **Senses** low-light vision, tremorsense 60 ft.; Perception +12

Defense

AC 26, touch 14, flat-footed 20 (+6 Dex, +12 natural, -2 size)

hp 189 (14d8+126)

Fort +20, **Ref** +10, **Will** +7

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stun; Resist acid 20

Offense

Speed 10 ft.

Melee 4 bites +18 (1d8+9 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks engulf

Statistics

Str 29, **Dex** 22, **Con** 29, **Int** 1, **Wis** 16, **Cha** 10

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 37 (can't be tripped)

Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Perception +12, Stealth +11 (+19 in undergrowth); Racial Modifiers +10 Stealth in undergrowth

M7 -The Fable (CR 20)

Giving Nyrrissa another level of sorcerer leaves us with 51200XP to spare. Combined with leftovers from M2 and M3 this gives us 76800. As Nyrrissa is the final character in the AP, I think it wouldn't be too bad to give her a second extra level, in an attempt to deal with the heroes - even though the XP for this area would be exceeded by over 120000XP. Might not be wise, especially considering the possible confusion, along with shaken and fatigued conditions - but again: It's the finale as far as the AP goes.

Only after adding levels did I notice she has enough gear to classify as +1 CR. Total CR should be 18 levels, +7 CR of Dryad, -3 CR for reduced HD performance, +1 CR for player class gear = 23. So that's what we're going to have.

Original XP Value = 307200XP | Target encounter XP - 460800XP (76800XP per character)

Nyrrissa CR23

819,200XP

Female nymph sorcerer 8/mystic theurge 10 (Pathfinder RPG Bestiary 217)

CE Medium fey

Init +14; **Senses** low-light vision; Perception +39

Aura blinding beauty (DC 29)

Defense

AC 51, touch 34, flat-footed 40 (+8 armor, +13 deflection, +10 Dex, +1 dodge, +5 natural, +4 shield)

hp 403 (26 HD; 8d6+8d6+10d6+312)

Fort +33, **Ref** +36, **Will** +42

Defensive Abilities evasion, protection from decapitation; DR 10/cold iron; SR 20

Offense

Speed 30 ft., climb 20 ft., fly 60 ft. (average)

Melee flame blade +23/+18/+13 (1d8+8)

Special Attacks laughing touch 16/day, stunning glance (DC 29)

Spell-Like Abilities (CL 9th; concentration +20)

1/day—dimension door

Druid Spells Prepared (CL 18th; concentration +31)

9th—quicken cure critical wounds, quicken death ward

8th—quicken cure serious wounds, finger of death (DC 29), reverse gravity

7th—quicken cure moderate wounds, fire storm (DC 28), heal (2), summon nature's ally VII

6th—antilife shell, greater dispel magic (2), summon nature's ally VI, wall of stone (2)

5th—cure critical wounds (4), quicken cure light wounds, wall of thorns

4th—cure serious wounds (4), flame strike (DC 25), rusting grasp

3rd—cure moderate wounds (5), poison (DC 24), speak with plants

2nd—barkskin, flame blade, gust of wind, lesser restoration (4)

1st—cure light wounds (5), produce flame, speak with animals

0—create water, guidance, light, stabilize

Sorcerer Spells Known (CL 19th; concentration +32)

9th (4/day)—dominate monster (DC 32), summon monster IX

8th (8/day)—maze, form of the dragon III, stormbolts
7th (8/day)—greater teleport, prismatic spray (DC 30), waves of ecstasy (DC 30)
6th (8/day)—chain lightning (DC 29), geas/quest (DC 29), greater dispel magic
5th (9/day)—dismissal (DC 28), dominate person (DC 28), sending, telekinesis (DC 28)
4th (9/day)—bestow curse (DC 27), charm monster (DC 27), dimension door, greater invisibility
3rd (9/day)—displacement, haste, lightning bolt (DC 26), suggestion (DC 26)
2nd (9/day)—detect thoughts (DC 25), glitterdust (DC 25), resist energy, scorching ray, spectral hand
1st (10/day)—charm person (DC 24), entangle (DC 24), magic missile, ray of enfeeblement (DC 24), shield
0 (at will)—acid splash, detect magic, dancing lights, ghost sound (DC 23), mage hand, mending, message, prestidigitation, read magic

Bloodline Fey

Statistics

Str 14, **Dex** 30, **Con** 32, **Int** 22, **Wis** 32, **Cha** 36

Base Atk +12; **CMB** +22; **CMD** 48

Feats Ability Focus (blinding beauty, stunning glance), Agile Maneuvers, Combat Casting, Craft Wondrous Item, Defensive Combat Training, Dodge, Eschew Materials, Extend Spell, Improved Initiative, Quicken Spell, Silent Spell, Spell penetration, Toughness, Weapon Finesse

Skills Acrobatics +40, Bluff +43, Climb +11, Diplomacy +43, Fly +45, Knowledge (nature) +36, Knowledge (planes) +33, Perception +41, Sense Motive +25, Stealth +40, Swim +32

Languages Aklo, Common, Draconic, Elven, Giant, Gnome, Hallit, Skald, Sylvan

SQ bloodline arcana, contingency, inherent bonuses, inspiration, unearthly grace, wild empathy +21, woodland stride

Combat Gear rod of maximize metamagic; Other Gear belt of physical perfection +6, bracers of armor +8, headband of mental superiority +6 (Acrobatics, Fly, Swim), ioun stones (orange prism, pale green prism), ring of evasion, ring of freedom of movement, scarab of protection (fully charged), wings of flying, fancy anklet worth 10,000 gp, 500 gp

With 832500gp worth of gear, including used manuals

New treasures:

Even though she used her copy, we'll read her used manuals: Manual of Gainful Exercise +4 and Tome of Understanding +4. Mantle of spell resistance (21) which is less effective than her built in SR. And lastly a staff of enchantment, which she'd find less useful than the rod of maximize, which puts her trove slightly over by 4000gp.

Quest updates

Chasing Lightning: Give the wand 30 charges (wand of barkskin CL12 20ch)

Bottled Essence: (Scarab of protection with 9 charges)

Stop the Ettins!: No change

A "Little" Linnorm: 6,000pp

A Heroic Challenge: No change

The Pixie's Sisters: 7,500gp per rescued sister

The Houten Legacy: No change

A Flying Owlbear: (Crystal ball)

And For Laughs:

Nyrrisa CR23

819,200XP

Female nymph summoner 18 (CL 15 druid)

NYRISSA CR 24

Female Nymph Summoner 18

CG Medium Fey

Init +10; Senses Bond Senses (18 rounds/day), Low-Light Vision; Perception +38

Aura Blinding Beauty (DC 34)

DEFENSE

AC 38, touch 30, flat-footed 27 (+8 armor, +10 Dex, +9 deflection, +1 dodge)

hp 413 (18d8+8d6+286)

Fort +33, Ref +37, Will +42

Defensive Abilities Greater Shield Ally (+4 AC/Saves, +2 for allies), Life Bond; DR 10/cold iron;

Immune cold, fire; Resist Greater Shield Ally (+4 AC/Saves, +2 for allies)

OFFENSE

Spd 30 ft., Flight (30 feet, Good), Swimming (20 feet)

Melee Unarmed Strike +28/+23/+18/+13 (1d3+3/20/x2)

Spell-Like Abilities Dimension Door (1/day), Summon Monster IX (12/day)

Summoner Spells Known (CL 18, +21 melee touch, +28 ranged touch):

6 (4/day) Maze, Dominate Monster (DC 25), Planar Binding, Greater (DC 25), Incendiary Cloud (DC 25)

5 (6/day) Spell Turning, True Seeing, Rejuvenate Eidolon, Greater, Repulsion (DC 24)

4 (7/day) Baleful Polymorph (DC 23), Dismissal (DC 23), Hold Monster (DC 23), Evolution Surge, Greater, Purified Calling (DC 23)

3 (7/day) Protection from Energy, Invisibility, Greater, Dimension Door, Wall of Fire, Dispel Magic, Magic Fang, Greater

2 (7/day) Resist Energy, Wind Wall (DC 21), Slow (DC 21), Haste (DC 21), Blur (DC 21), Restore Eidolon, Lesser (DC 21)

1 (8/day) Alarm, Reduce Person (DC 20), Shield, Grease (DC 20), Rejuvenate Eidolon, Lesser, Unfetter

0 (at will) Read Magic, Light, Detect Magic, Mage Hand, Mending, Arcane Mark

Druid Spells Known (CL 7, 21 melee touch, 28 ranged touch):

4 (3/day) Cure Serious Wounds (DC 22), Cure Serious Wounds (DC 22), Dispel Magic

3 (4/day) Poison (DC 21), Cure Moderate Wounds (DC 21), Cure Moderate Wounds (DC 21), Cure Moderate Wounds (DC 21)

2 (5/day) Barkskin, Restoration, Lesser, Bull's Strength (DC 20), Gust of Wind (DC 20), Flame Blade

1 (6/day) Produce Flame, Cure Light Wounds (DC 19), Cure Light Wounds (DC 19), Cure Light Wounds (DC 19), Cure Light Wounds (DC 19), Speak with Animals

0 (at will) Create Water, Detect Poison, Know Direction, Guidance

STATISTICS

Str 10/16, Dex 25/31, Con 24/30, Int 30/36, Wis 20/26, Cha 23/29

Base Atk +17; CMB +28; CMD 50

Feats Ability Focus: Blinding Beauty, Ability Focus: Stunning Glance, Agile Maneuvers, Combat Casting, Dodge, Extra Evolution, Extra Evolution, Improved Iron Will (1/day), Iron Will, Resilient Eidolon, Silent Spell, Toughness +26, Weapon Finesse

Skills Acrobatics +40, Appraise +14, Bluff +10, Climb +31, Diplomacy +39, Disguise +10, Escape Artist +40, Fly +44, Handle Animal +39, Heal +35, Intimidate +10, Knowledge: Arcana +43, Knowledge: Nature +25, Knowledge: The Planes +43, Perception +38, Ride +11, Sense Motive +38, Sleight of Hand +40, Spellcraft +43, Stealth +40, Survival +9, Swim +41, Use Magic Device +39

Languages Aklo, Common, Draconic, Druidic, Elven, Giant, Gnome, Hallit, Sylvan, Terran, Worg
SQ Eidolon Link (Ex), Greater Aspect (Su), Hero Points (1), Inspiration (Su), Life Link (Su), Maker's Call/Transposition (4/day) (Su), Merge Form (18 rounds/day) (Su), Metamagic Rod, Quicken, Ring of Evasion, Ring of Freedom of Movement, Share Spells with Eidolon (Ex), Stunning Glance (DC 34) (Su), Unearthly Grace (Su), Wild Empathy +23 (Ex)
Other Gear Belt of Physical Perfection, +6, Bracers of Armor, +8, Cloak of Resistance, +5, Headband of Mental Superiority, +6: Acrobatics, Fly, Ioun Stone, Orange Prism, Ioun Stone, Pale Green Prism, Manual of Bodily Health, +4, Metamagic Rod, Quicken, Ring of Evasion, Ring of Freedom of Movement, Scarab of Protection, Tome of Clear Thought, +5

SPECIAL ABILITIES

Agile Maneuvers Use DEX instead of STR for CMB

Blinding Beauty (DC 34) (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-b

Bond Senses (18 rounds/day) (Ex) Share your Eidolon's senses.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Damage Reduction (10/cold iron) You have Damage Reduction against all except Cold Iron attacks.

Eidolon Link (Ex) You have a link with your Eidolon, but share magic item slots.

Flight (30 feet, Good) You can fly!

Greater Aspect (Su) You may take some of your Eidolon's evolution points to add evolutions to yourself.

Greater Shield Ally (+4 AC/Saves, +2 for allies) (Ex) +4 AC and save when within Eidolon's reach. Allies gain +2.

Immunity to Cold You are immune to cold damage.

Immunity to Fire You are immune to fire damage.

Improved Iron Will (1/day) 1/day, re-roll a Will save.

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair).

As long as the nymph retains her favor for this creature and as long as the creature

Life Bond (Su) Damage that would kill you is transferred to the Eidolon.

Life Link (Su) Sacrifice HP to prevent that much damage to your Eidolon.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Maker's Call/Transposition (4/day) (Su) Dimension Door your Eidolon to you or swap places with your Eidolon.

Merge Form (18 rounds/day) (Su) Merge into your Eidolon's body.

Metamagic Rod, Quicken The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 75,500 gp.

Resilient Eidolon When you are knocked unconscious, fall asleep, or are killed, your eidolon remains with you

Ring of Evasion This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Forge Ring, jump; Price 25,000 gp.

Ring of Freedom of Movement This gold ring allows the wearer to act as if continually under the effect of a freedom of movement spell.

Moderate abjuration; CL 7th; Forge Ring, freedom of movement; Price 40,000 gp.

Share Spells with Eidolon (Ex) Personal spells can be cast on your Eidolon instead.

Silent Spell Cast a spell with no verbal components. +1 Level.

Stunning Glance (DC 34) (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds.

The save DC is Charisma-based.

Summon Monster IX (12/day) (Sp) Use summon monster spells as spell-like abilities, with durations measured in minutes instead of rounds.

Swimming (20 feet) You have a Swim speed.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy +23 (Ex) Improve the attitude of an animal, as if using Diplomacy.

EIDOLON CR 14

Male Bipod (Claws)

CG Large Outsider

Init +4; Senses Darkvision (60 feet); Perception +17

DEFENSE

AC 31, touch 13, flat-footed 27 (+4 Dex, -1 size, +18 natural)

hp 161 (+84)

Fort +14, Ref +8, Will +9

Immune electricity, fire

OFFENSE

Spd 30 ft.

Melee Bite (Bite) +25 (2d6+12/20/x2) and

Claw x2 (Claws) +25 x2 (1d8+12/19-20/x2) and

Sting (Sting) +25 (1d6+12/20/x2) and

Unarmed Strike +25/+20/+15 (1d4+12/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Poison - STR Damage (DC 22)

STATISTICS

Str 34, Dex 18, Con 20, Int 7, Wis 10, Cha 11

Base Atk +14; CMB +27; CMD 41

Feats Combat Reflexes (5 AoO/round), Improved Critical: Claw, Improved Natural Attack: Bite (Bite), Multiattack (Multiattack / Extra Attack), Power Attack -4/+8, Rending Claws, Toughness +14, Vital Strike

Skills Acrobatics +18, Climb +26, Fly +2, Perception +17, Stealth +0, Swim +26 Modifiers Tail Languages Common

SQ Devotion +4 (Ex), Evasion (Ex), Hero Points (1), Improved Evasion (Ex), Multiattack / Extra Attack

SPECIAL ABILITIES

Combat Reflexes (5 AoO/round) You may make up to 5 attacks of opportunity per round, and may make them while flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Devotion +4 (Ex) +4 Morale bonus on Will Saves vs. Enchantments.

Evasion (Ex) No damage on successful reflex save.

Immunity to Electricity You are immune to electricity damage.

Immunity to Fire You are immune to fire damage.

Improved Evasion (Ex) No damage on successful reflex save; half on failed save.

Multiattack / Extra Attack Multiattack or second attack with primary weapon at a -5 penalty.

Poison - STR Damage (Poison (STR): Sting (Sting)) (DC 22) (Ex) Poison deals 1d4 STR damage, 1/round for 4 rounds, cure 1 save.

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Rending Claws If you hit an opponent with 2 claw attacks in a turn, add 1d6 precision damage to the second hit.

Tail (Ex) Tail grants +2 Acrobatics checks for balance.

Vital Strike Standard action: x2 weapon damage dice.

The Old Beldame CR 17 (note, I forgot to do skills. She should have 180 points)

Female Human Witch 18

CN Medium Humanoid (Human)

Init +4; Senses Perception +4

DEFENSE

AC 23, touch 12, flat-footed 23 (+4 armor, +4 shield, +3 natural, +2 deflection)

hp 137 (18d6+54)

Fort +12, Ref +10, Will +21

OFFENSE

Spd 30 ft.

Melee Hair (Prehensile Hair) +1 (1d3-3/20/x2) and

Nails x2 (Nails) +1 x2 (1d3-3/20/x2) and

Shield, Light Steel +2/-3 (1d3-3/20/x2) and

Unarmed Strike +6/+1 (1d3-3/20/x2)

Special Attacks Eternal Slumber (DC 29), Evil Eye (DC 29), Misfortune (DC 29), Nails, Prehensile Hair, Slumber (DC 29)

Spell-Like Abilities Feather Fall (At will), Fly (18 minutes/day), Levitate (1/day)

Witch Spells Known (CL 18, 6 melee touch, 9 ranged touch):

9 (3/day) Time Stop, Summon Monster IX, Symbol of Vulnerability

8 (4/day) Irresistible Dance (x2) (DC 29), Scintillating Pattern, Mind Blank

7 (4/day) Invisibility, Mass, Heal, Ice Body (DC 27), Waves of Ecstasy (DC 28)

6 (6/day) True Seeing, Heroism, Greater, Legend Lore, Dispel Magic, Greater (x3)

5 (6/day) Dominate Person (x2) (DC 26), Feeblemind (x2) (DC 26), Hold Monster (DC 26),

Waves of Fatigue

4 (6/day) Threefold Aspect (DC 24), Scrying (DC 24), Dimension Door, Enervation, Phantasmal Killer (DC 24), False Life, Greater

3 (6/day) Screech (DC 23), Stinking Cloud (DC 23), Blink, Dispel Magic, Ray of Exhaustion (DC 23), Strangling Hair

2 (7/day) Burning Gaze (DC 22), Blindness/Deafness (DC 22), Invisibility, Hold Person (x2) (DC 23), Severed Fate (DC 23), Unnatural Lust (DC 23)
1 (7/day) Reduce Person (DC 21), Mage Armor, Burning Hands (DC 21), Charm Person (x2) (DC 22), Obscuring Mist, Detect Secret Doors
0 (at will) Read Magic, Light, Detect Magic, Arcane Mark

----- STATISTICS

Str 7/5, Dex 13/11, Con 14, Int 24/30, Wis 14/18, Cha 9
Base Atk +9; CMB +6; CMD 18
Feats Combat Casting, Greater Spell Penetration, Improved Familiar, Improved Initiative, Improved Iron Will (1/day), Iron Will, Spell Focus: Enchantment, Spell Penetration, Toughness +18, Uncanny Concentration
Skills Appraise +28, Bluff +17, Climb +15, Swim +1
Languages Common
SQ Arcane Familiar Nearby, Cackle, Deliver Touch Spells Through Familiar (Su), Disguise (18 hours/day) (Ex), Empathic Link with Familiar (Su), Fortune (3 round(s)) (Su), Hero Points (1), Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex)
Combat Gear +3 Mithral Shield, Light Steel; Other Gear Amulet of Natural Armor +3, Cloak of Resistance, +4, Headband of Vast Intelligence, +6: Appraise, Bluff, Ring of Protection, +2, Wand of Fireball (CL 10, 17ch)

----- SPECIAL ABILITIES

Arcane Familiar Nearby You gain the Alertness feat while your familiar is within arm's reach.
Cackle Extend the duration of other hexes.
Combat Casting +4 to Concentration checks to cast while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
Disguise (18 hours/day) (Ex) Disguise Self for 18 hours/day.
Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.
Eternal Slumber (DC 29) (Su) Target sleeps forever.
Evil Eye -4 (13 round(s)) (DC 29) (Su) Inflict penalties with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Fly (18 minutes/day) (Sp) Fly for 18 minutes/day.
Fortune (3 round(s)) (Su) Target may reroll 1d20/round.
Greater Spell Penetration +2 to caster level checks to overcome spell resistance.
Hero Points (1) Hero Points can be spent at any time to grant a variety of bonuses.
Improved Iron Will (1/day) 1/day, re-roll a Will save.
Levitate (1/day) (Sp) Levitate 1/day
Misfortune (3 round(s)) (DC 29) (Su) Target must take the lower of 2d20 for rolls.
Nails (Ex) The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.
Prehensile Hair (Su) The witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10
Scry on Familiar (1/day) (Sp) You can scry on your familiar once per day.
Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Slumber (18 rounds) (DC 29) (Su) Target falls asleep.
Speak with Animals (Ex) Your familiar can communicate with similar animals to itself.
Speak With Familiar (Ex) You can communicate verbally with your familiar.
Spell Focus: Enchantment Spells from one school of magic have +1 to their save DC.
Spell Penetration +2 to caster levels checks to overcome spell resistance.
Uncanny Concentration Don't make concentration checks for violent movement, gain a +2 bonus on all other concentration checks
ARCANE FAMILIAR CR 2
Male Dragon, Faerie
CG Tiny Dragon
Init +3; Senses Darkvision (60 feet), Low-Light Vision; Perception +23

DEFENSE

AC 27, touch 16, flat-footed 23 (+3 Dex, +2 size, +11 natural, +1 dodge)
hp 68 (3d12+3)
Fort +7, Ref +9, Will +13
Immune paralysis, sleep; SR 23

OFFENSE

Spd 10 ft., Flight (60 feet, Perfect), Swimming (30 feet)
Melee Bite (Dragon, Faerie) +10 (1d3-1/20/x2) and
Unarmed Strike +10/+5 (1-1/20/x2)
Space 2 ft.; Reach 0 ft.
Spell-Like Abilities Invisibility, Greater (self only) (3/day)
Sorcerer Spells Known (CL 3, +10 melee touch, +14 ranged touch):

STATISTICS

Str 9, Dex 17, Con 13, Int 20, Wis 14, Cha 16
Base Atk +9; CMB +10; CMD 20
Feats Acrobatic, Dodge
Skills Acrobatics +8, Bluff +9, Climb +5, Diplomacy +9, Escape Artist +6, Fly +38, Perception +23, Sense Motive +8, Spellcraft +26, Stealth +17, Survival +8, Swim +13, Use Magic Device +24
Languages Common, Draconic, Elven, Sylvan; Telepathy (100 feet)
SQ Breath Weapon (DC 12) (Su), Hero Points (1), Improved Evasion (Ex)

SPECIAL ABILITIES

Breath Weapon (DC 12) (Su) 5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is C
Darkvision (60 feet) You can see in the dark (black and white vision only).
Flight (60 feet, Perfect) You can fly!
Immunity to Paralysis You are immune to paralysis.
Immunity to Sleep You are immune to sleep effects.
Improved Evasion (Ex) No damage on successful reflex save; half on failed save.
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Spell Resistance (23) You have Spell Resistance.

Swimming (30 feet) You have a Swim speed.

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

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