

2. West Exhibit Hall - Tier 1-2

OSIRIAN SCARAB SEER

CR 1

Ghoul (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 13 (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

TACTICS

During Combat The Seer attempts to paralyze as many targets as possible, ignoring a PC once she has been rendered immobile.

Morale Animated by the Tik Taan's hatred, the Seer fights until destroyed.

NOTES

The scarab on the Osirian Scarab Seer's chest acts as a *feather token (bird)*, meant to deliver his last will and testament to his ancestors. The token was never activated by the priests that interred him; they were bribed by Taltuma-Mat's family. The scarab's true purpose was lost to history and the hidden compartment wherein lies his papyrus will remains unopened all these centuries (see Mission Notes below). The token functions on the command word "Salm" which means "Legacy" in Ancient Osiriani.

PROTO-KELLID WAR CHIEF

CR 1/3

Human skeleton (*Pathfinder RPG Bestiary* 250)

NE Medium undead

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

DEFENSE

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

hp 4 (1d8)

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

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

OFFENSE

Speed 30 ft.

Melee mwk ivory greatclub +3 (1d10+3)

TACTICS

During Combat An unintelligent undead, the War Chief simply attacks its nearest target.

Morale Animated by the Tik Taan's hatred, the War Chief fights until destroyed.

STATISTICS

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

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

Feats Improved Initiative^a

Gear masterwork ivory greatclub

2. West Exhibit Hall - Tier 1-2 (Page 2)

QADIRAN WARLORD OF OLD

CR 1/3

Human skeleton (*Pathfinder RPG Bestiary* 250)

NE Medium undead

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

DEFENSE

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

hp 4 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk alchemical silver scimitar +3 (1d6+2/18–20)

TACTICS

During Combat An unintelligent undead, the Warlord simply attacks its nearest target.

Morale Animated by the Tik Taan's hatred, the Warlord fights until destroyed.

STATISTICS

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

Base Atk +0; CMB +2; CMD 14

Feats Improved Initiative^B

Gear masterwork alchemical silver scimitar

BRONZE LEGIONNAIRE

CR 1/2

Human zombie (*Pathfinder RPG Bestiary* 288)

NE Medium undead

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20), slam +4 (1d6+3)

TACTICS

During Combat An unintelligent undead, the Bronze Legionnaire simply attacks its nearest target.

Morale The Bronze Legionnaire fights until destroyed.

STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1, CMB +4; CMD 14

Feats Toughness^B

SQ staggered

Gear longsword, bronze half-plate

2. West Exhibit Hall - Tier 4-5

OSIRIAN SCARAB SEER

CR 2

Ghast (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

Aura stench (10 ft., DC 15, 1d6+4 minutes)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks disease, paralysis (1d4+1 rounds, DC 15 and paralysis, elves are immune to this effect)

TACTICS

During Combat The Seer attempts to paralyze as many targets as possible, ignoring a PC once she has been rendered immobile.

Morale Animated by the Tik Taan's hatred, the Seer fights until destroyed.

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Escape Artist +6, Knowledge (history) +5, Perception +9, Stealth +9, Swim +5

Languages Ancient Osiriani

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—Injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

NOTES

The scarab on the Osirian Scarab Seer's chest acts as a *feather token* (*bird*), meant to deliver his last will and testament to his ancestors. The token was never activated by the priests that interred him; they were bribed by Dal-Kalamta's family. The scarab's true purpose was lost to history, and the hidden compartment wherein lies his papyrus will remains unopened all these centuries. The token functions on the command word "Salm" which means "Legacy" in Ancient Osiriani.

PROTO-KELLID WAR CHIEF

CR 2

NE Medium undead

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

DEFENSE

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

hp 22 (5d8)

Fort +1, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee mwk greatclub +7 (1d10+4)

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Improved Initiative^B

Gear mwk ivory greatclub

QADIRAN WARRIOR OF OLD

CR 2

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

NE Medium undead

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

DEFENSE

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

hp 17 (2d8+1d10+3)

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

DR 5/bludgeoning

OFFENSE

Speed 30 ft.

Melee +1 alchemical silver scimitar +7 (1d6+3/18–20)

TACTICS

During Combat Possessing some intelligence, the Qadiran Warrior of Old tries to focus its attack on less-armored opponents, using Power Attack when it believes it can hit its target.

Morale The Warlord fights until destroyed.

STATISTICS

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

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

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (scimitar)

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

Gear breastplate, heavy steel shield, +1 alchemical silver scimitar

3. The Office - Tier 1-2

KADARNIK AND YANNIS

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, Ref +5, Will +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

TACTICS

Before Combat Kadarnik and Yannis climb the vaulted arches and hide in the mists on the ceiling (+23 Stealth check), ambushing the PCs by dropping on them from above.

During Combat Kadarnik and Yannis attempt to flank and repeatedly slam foes until they stop moving.

Morale The crazed scribes fight to the death. However, if knocked unconscious, they lose the Mist-Tainted Template (see sidebar) and regain their sanity.

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

3. The Office - Tier 4-5

KADARNIK AND YANNIS

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, Ref +5, Will +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

TACTICS

Before Combat Kadarnik and Yanniss climb the vaulted arches and hide in the mists on the ceiling (+23 Stealth check), ambushing the PCs by dropping on them from above.

During Combat Kadarnik and Yanniss attempt to flank and repeatedly slam foes until they stop moving.

Morale The crazed scribes fight to the death. However, if knocked unconscious, they lose the Mist-Tainted Template (see sidebar) and regain their sanity.

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

MADDENED APES (2)

CR 2

Gorilla (*Pathfinder RPG Bestiary* 17)

N Large animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +7, Ref +5, Will +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Base Atk +2; CMB +5; CMD 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14,
Perception +8

ECOLOGY

Environment warm forests

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

Treasure none

TACTICS

Before Combat The apes climb the vaulted arches and hide in the mists on the ceiling (+8 Stealth check), ambushing the PCs by dropping on them from above.

During Combat Driven mad by the Tik Taan's influence, the apes simply attack the nearest target.

Morale The crazed apes fight to the death.

4. East Exhibit Hall - Tier 1-2

VARGOUILLE (2)

CR 2

hp 19 each (*Pathfinder RPG Bestiary* 272)

NE Small outsider (evil, extraplanar)

Init +1; Senses darkvision 60 ft.;

Perception +7

DEFENSE

AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)

hp 19 (3d10+3)

Fort +4, Ref +4, Will +2

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus poison)

Special Attacks kiss, poison, shriek

STATISTICS

Str 10, Dex 13, Con 13, Int 5, Wis 12, Cha 8

Base Atk +3; CMB +2; CMD 13

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, Intimidate +5, Perception +7, Stealth +8

Languages Infernal

ECOLOGY

Environment any

Organization pair, cluster (3–6), or mob (7–12)

Treasure none

SPECIAL ABILITIES

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease

effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—*injury*; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

TACTICS

During Combat The vargouilles fly above the PCs' reach and use their shriek ability to paralyze them. They only descend into melee range once they are convinced that all of their opponents are immobile.

Morale The vargouilles fight to the death.

4. East Exhibit Hall - Tier 4-5

VARGOUILLE (4)

CR 2

hp 19 each (*Pathfinder RPG Bestiary* 272)

NE Small outsider (evil, extraplanar)

Init +1; Senses darkvision 60 ft.;

Perception +7

DEFENSE

AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)

hp 19 (3d10+3)

Fort +4, Ref +4, Will +2

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus poison)

Special Attacks kiss, poison, shriek

STATISTICS

Str 10, Dex 13, Con 13, Int 5, Wis 12, Cha 8

Base Atk +3; CMB +2; CMD 13

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, Intimidate +5, Perception +7, Stealth +8

Languages Infernal

ECOLOGY

Environment any

Organization pair, cluster (3–6), or mob (7–12)

Treasure none

SPECIAL ABILITIES

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease

effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—*injury*; save Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

TACTICS

During Combat The vargouilles fly above the PCs' reach and use their shriek ability to paralyze them. They only descend into melee range once they are convinced that all of their opponents are immobile.

Morale The vargouilles fight to the death.

6. The Bathrooms - Tier 1-2

MALDROOG

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, Ref +5, Will +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

TACTICS

During Combat Maldroog attacks anyone who enters the bathrooms, pursuing his quarry if it flees.

Morale Driven insane by the mists, Maldroog fights to the death or until knocked unconscious, whereupon the mist visibly leaves his body and he is restored to sanity, losing the mist-tainted template (see sidebar).

SPECKLED VIPER

CR 1/2

Viper (*Pathfinder RPG Bestiary* 133)

N Tiny animal

Init +3; Senses low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8-1)

Fort +1, Ref +5, Will +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2-2 plus poison)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 4, Dex 17, Con 8, Int 1, Wis 13, Cha 2

Base Atk +0; CMB +1; CMD 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; Racial

Modifiers +4 Perception, +4 Stealth

ECOLOGY

Environment any temperate and warm

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; save Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

TACTICS

During Combat The speckled viper simply attacks the nearest target.

Morale Under the influence of the Tik Taan, the viper fights to the death.

6. The Bathrooms - Tier 4-5

MALDROOG

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, Ref +5, Will +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

TACTICS

During Combat Maldroog attacks anyone who enters the bathrooms, pursuing his quarry if it flees.

Morale Driven insane by the mists, Maldroog fights to the death or until knocked unconscious, whereupon the mist visibly leaves his body and he is restored to sanity, losing the mist-tainted template (see sidebar).

GIANT CROCODILE

CR 4

Advanced crocodile (*Pathfinder RPG Bestiary* 51)

N Large animal

Init +1; Senses low-light vision; Perception +9

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 57 (6d8+30)

Fort +10, Ref +6, Will +3

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +9 (1d8+6 plus grab), tail slap +4 (1d12+3)

Space 10 ft.; Reach 5 ft.

Special Attacks death roll (2d6+6 plus trip)

STATISTICS

Str 23, Dex 12, Con 20, Int 1, Wis 12, Cha 3

Base Atk +4; CMB +11 (+15 grapple); CMD 22 (26 vs. trip)

Feats Blind-Fight, Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +9, Stealth +2 (+10 in water), Swim +19; Racial Modifiers +8 Stealth in water

SQ hold breath

SPECIAL ABILITIES

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

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

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

7. North Exhibit Hall - Tier 1-2

DA'TUNGA

CR 2

Gorilla (*Pathfinder RPG Bestiary 17*)

N Large **animal**

Init +2; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +5; **CMD** 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14,
Perception +8

ECOLOGY

Environment warm forests

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

Treasure none

TACTICS

During Combat Da'Tunga wants to show his dominance and attacks the strongest-looking PC first.

Morale Driven mad with rage by the Tik Taan, Da'Tunga fights to the death.

NIGEL

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; **Senses** Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, **Ref** +5, **Will** +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

TACTICS

During Combat Nigel is not himself, but can do little as he is strapped to the altar at the beginning of combat. He is a willing sacrifice, swayed by the mist's evil influence. If anyone climbs up the ziggurat and frees him (DC 12 Climb check, the straps have Hardness 2 and 5 hp), he attacks them viciously, howling in mad fury.

Morale If freed, Nigel fights to the death. However, if knocked unconscious, he loses the mist-tainted template (see sidebar) and regains his sanity.

7. North Exhibit Hall - Tier 1-2 (Page 2)

TIK TAAN

CR 1

Wood idol (*Pathfinder* #27 84)

N Diminutive construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +5

Aura incombustible aura (30 ft.)

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 11 (2d10); regeneration 5 (on natural ground)

Fort +0, Ref +0, Will +1

Immune construct traits, Resist cold 5, electricity 5

Weaknesses fire

OFFENSE

Speed 10 ft.

Melee bite +2 (1d2-4)

Ranged splinter +6 (1d2-4)

Space 1 ft.; Reach 0 ft.

Special Attacks primeval curse

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*detect animals or plants**, *warp wood* (DC 13)

3/day—*create water*, *goodberry*, *tree shape**

1/day—*barkskin*, *entangle* (DC 12)

Save DCs are Wisdom-based.

TACTICS

Before Combat If made aware of the PCs' presence before they enter Area 7, the Tik Taan idol casts *barkskin* on Da'Tunga, increasing his AC by +2; otherwise it does so on the first round of combat.

During Combat The Tik Taan idol is intelligent enough to avoid melee combat if at all possible. Instead, it uses its spell-like and special abilities to support Da'Tunga. As the North Exhibit Hall has flagstone floors, the Tik Taan's regeneration ability does not work in this location.

Morale If reduced to 5 hp or less, the Tik Taan idol reverts to its inanimate state (see below), hoping that its attacker will lose interest. It continues using its spell-like and special abilities in this state. When the Tik Taan is destroyed all of the primates (including Da'Tunga) are stunned for 1 round, casting the room into a momentary, gloomy silence.

STATISTICS

Str 3, Dex 11, Con —, Int 5, Wis 13, Cha 13

Base Atk +2; CMB -2; CMD 4

Feats Skill Focus (Perception)

Skills Perception +5, Stealth +13 (+17 amid wood); Racial Modifiers +4 Stealth amid wood

Languages understands Polyglot (cannot speak)

SQ inanimate, share abilities

SPECIAL ABILITIES

Incombustible Aura (Su) All creatures within 30 feet of a Tik

Taan idol gain fire resistance 10. This effect lasts as long as a creature remains within the idol's aura. Any time a being makes active use of this resistance to any degree, the wood idol takes 1 point of normal damage, appearing more and more charred as it takes damage. This ability ceases to function should a Tik Taan idol have only 1 hit point and does not reactivate until it regains hit points.

Primeval Curse (Su) Once per day, a Tik Taan idol can force a creature within 15 feet to make a DC 12 Will save or be cursed. This curse functions similarly to the spell *bestow curse*, except that it can only either decrease an ability score by -4 or cause a -2 penalty to attack rolls, saves, ability checks, and skill checks. In addition, while affected, the skin of the target takes on a rough, wooden appearance. A Tik Taan idol's curse can only affect one creature at a time, and should it curse another creature, the first target is no longer affected. This effect can be removed by *remove curse* or by eating a goodberry. The save DC is Charisma based.

Regeneration (Ex) A Tik Taan idol's regeneration only functions while it is standing on wood, grass, or earth. Fire deals normal damage to a wood idol.

Inanimate (Ex) An idol is effectively a statuette and does little to suggest otherwise. Spending most of its existence perfectly motionless, a stationary idol is indistinguishable from a normal inanimate object. Unless noted in its description, an idol can make use of the majority of its special abilities without moving, though the round after it does so observers can make a DC 25 Perception check to notice minute hints—magical glimmers, minute contortions, etc.—suggesting that the idol is actually animate. Overt actions, such as an idol moving or attacking, make its nature obvious to witnesses, and to others who make a Perception check (as previously noted) even 1 round after it moves.

Share Abilities (Su) An idol can share any spell-like ability that would normally only affect itself (as the caster) with any ally within 5 feet. The idol's creator or allies familiar with its abilities may request the idol grant them specific powers on its turn. Spell-like abilities usable in this way are marked with an asterisk (*).

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

7. North Exhibit Hall - Tier 4-5

DA'TUNGA

CR 5

N Large animal

Init +7; Senses low-light vision; Perception +10

DEFENSE

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

hp 67 (9d8+27)

Fort +9, Ref +9, Will +6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claw +7 (1d4+8) and bite +7 (1d6+8)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d4+6)

TACTICS

During Combat Da'Tunga wants to prove his dominance and attacks the strongest-looking PC first. Driven insane, he always uses Power Attack; this attack option has therefore already been figured into his stats.

Morale Driven mad with rage by the Tik Taan, Da'Tunga fights to the death.

STATISTICS

Str 19, Dex 16, Con 16, Int 2, Wis 12, Cha 7

Base Atk +6; CMB +11; CMD 24

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

Skills Acrobatics +9, Climb +16, Perception +10, Stealth +4

NIGEL

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, Ref +5, Will +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

TACTICS

During Combat Nigel is not himself, but can do little as he is strapped to the altar at the beginning of combat. He is a willing sacrifice, swayed by the mist's evil influence. If anyone climbs up the ziggurat and frees him (DC 12 Climb check, the straps have Hardness 2 and 5 hp), he attacks them viciously, howling in mad fury.

Morale If freed, Nigel fights to the death. However, if knocked unconscious, he loses the mist-tainted template (see sidebar) and regains his sanity.

7. North Exhibit Hall - Tier 4-5 (Page 2)

TIK TAAN (3)

CR 2

Bone idol (*Pathfinder* #27 82)

N Diminutive construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +3

Aura feverish fortitude (30 ft.).

DEFENSE

AC 16, touch 15, flat-footed 15 (+1 armor, +1 Dex, +4 size)

hp 16 each (3d10)

Fort +1, Ref +2, Will +2

DR 5/bludgeoning; Immune construct traits, Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 10 ft.

Melee bite +3 (1d2–4 plus mad rage)

Space 1 ft.; Reach 0 ft.

Special Attacks mad rage

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*bane* (DC 12), *cause fear* (DC 12), *deathwatch**, *hide from undead* (DC 12)

1/day—*animate dead*, *death knell** (DC 13)

Save DCs are Wisdom-based.

TACTICS

During Combat The Tik Taan idols are intelligent enough to avoid melee combat if at all possible. Instead, they use their spell-like and special abilities to support Da'Tunga. Any person slain during combat is immediately animated as a fast zombie (see ability description below).

Morale If reduced to 5 hp or less, a Tik Taan idol reverts to its inanimate state (see below), hoping that its attacker will lose interest. It continues using its spell-like and special abilities in this state. Every time one of the Tik Taan is destroyed all of the primates (including Da'Tunga) are stunned for 1 round, casting the room into a momentary, gloomy silence.

STATISTICS

Str 3, Dex 12, Con —, Int 7, Wis 12, Cha 12

Base Atk +3; CMB +0; CMD 6

Feats Run, Step Up

Skills Perception +3, Stealth +14 (+18 amid bones); Racial

Modifiers +4 Stealth amid bones

Languages understands Polyglot (cannot speak)

SQ inanimate, share abilities, zombie fetish

SPECIAL ABILITIES

Feverish Fortitude (Su) All creatures within 30 feet of a Tik Taan idol gain a +2 bonus on saving throws against disease and poison. The effect lasts as long as a creature remains within the idol's aura.

Mad Rage (Su) Any creature bitten by a Tik Taan idol must make a DC 16 Will save or fly into an uncontrollable, violent rage. Those affected by this rage are treated as being under the effects of both the spells *rage* and *confusion* for 1 minute. However, whenever the affected creature rolls a confusion result that would lead it to flee or attack the bone idol, the idol instead chooses a target for it to attack. This is a mind-affecting effect. The save DC is Charisma-based.

Zombie Fetish (Su) Any zombie created within 30 feet of a Tik Taan idol rises as a fast zombie (*Pathfinder RPG Bestiary* 289).

Inanimate (Ex) See ability description in Tier 1–2 stat block above.

Share Abilities (Su) An idol can share any spell-like ability that would normally only affect itself (as the caster) with any ally within 5 feet. The idol's creator or allies familiar with its abilities may request the idol grant them specific powers on its turn. Spell-like abilities usable in this way are marked with an asterisk (*).

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.