

A. The Moonlit Path (low)

Theodorus's Guards (3/2)

Human fighter 3 LN Medium humanoid (human)

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

DEFENSE

AC 18, **touch** 10, flat 18 (+6 armor, +2 shield)

hp 30 each (3d10+9)

fort +5, **Ref** +1, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 25 ft.

Melee mwk longsword +8 (1d8+3/19-20×2) or

heavy shield bash +6 (1d4+3) or

sap +6 (1d6+3 nonlethal) or

wooden stake +6 (1d4+3)

P.A: mwk longsword +6 (1d8+5/19-20×2)

Ranged sling +3 (1d4+3)

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 12, Wis 13, **Cha** 8

BAB +3; **CMB** +6; **CMD** 16

Feats Enforcer, Fleet, Intimidating Prowess, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +2, Handle Animal +5, Intimidate +8, Stealth +6, Survival +7

Languages Common, Varisian

SQ armor training 1

Combat Gear elixir of hiding, potion of cure light wounds;

4-player adjustment

- 2 guards

- All enemies are shaken

Theodorus Ichonvarde

Human inquisitor of Abadar 6 LE Medium humanoid (human)

Init +6; **Senses** see invisibility, scent; Perception +16

DEFENSE

AC 19, **touch** 14, flat 15 (+5 armor, +4 Dex)

hp 42 (6d8+12)

fort +6, **Ref** +6, **Will** +7

OFFENSE

Speed 60 ft.

Melee masterwork wooden stake +6 (1d4+1)

Ranged +1 composite longbow +9 (1d8+2/×3)

or longbow +8 (1d8/×3)

Rapid: +7/+7 (1d8+2/×3)

Rapid+Dead. Aim (-2/+4): +5 (1d8+6/×3)

Rapid+Dead. Aim+P.B: +6 (1d8+7/×3)

Justice(+2 att)+Rapid+Dead. Aim+P.B: +8 (1d8+7/×3)

Bane+ Justice+Rapid+Aim+P.B: +10 (1d8+7/×3 +2d6)

Special Attacks bane (6 rounds/day), judgment 2/day

Domain Spell-Like Abilities (CL 6th; concentration +8)

5/day–touch of law

Inquisitor Spell-Like Abilities (CL 6th; concentration +8)

At Will–detect alignment,

6 rounds/day–discern lies

Inquisitor Spells Known (CL 6th; concentration +8)

2nd (4/day)–bloodhound see invisibility, perceive cues, resist energy

1st (5/day)–bless, command (DC 13), expeditious retreat, protection from evil

0 (at Will)–create water, detect magic, guidance, light, read magic, stabilize

Domain Law

Skills Perception +11, Sense Motive +9.

STATISTICS

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

BAB +4; **CMB** +5; **CMD** 19

Feats Deadly Aim, Lookout, Point-Blank Shot, Precise Shot, Precise Strike, Rapid Shot

Skills Heal +6, Intimidate +11, Knowledge (dungeoneering) +4, Knowledge (nature) +6, Knowledge (planes) +6, Knowledge (religion) +6, **Perception** +16 (+24 on checks involving smell), Sense Motive +14, Spellcraft +4, Stealth +12, Survival +11 (+15 when tracking by scent)

Languages Common

SQ monster lore +2, solo

TACTICS, stern gaze +3, track +3

Notes

Bloodhound: Gives scent.

Perceive cues: +5 perception & sense motive

Bane A bane weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes. To randomly determine a weapon's designated foe, roll on the following table.

Precise Strike: Benefit: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Justice: This judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

DR: Has silver arrows.

Guard Tactics

Before Combat The guards drink their elixirs of hiding to quiet their approach. This bonus is included in their statistics.

During Combat The guards use their longswords to attack the PCs. They do not use Power Attack on the first round, but they use it on subsequent rounds after noticing the PCs' DR. If a PC is proving particularly troublesome to Theodorus, the guards switch to their saps and attempt to scare that PC using their Enforcer feat.

Morale The guards believe in Theodorus. They fight to the death if the inspector is still fighting, but if he goes down, their faith is shaken, and they flee if reduced to 10 hit points or less.

Base Statistics Without their elixirs of hiding, the guards' statistics are Skills Stealth -4.

Theodorus Tactics

Before Combat Theodorus uses his oil of magic weapon on his masterwork longbow. He also casts bloodhound, expeditious retreat, perceive cues, and see invisibility. The bonuses for these spells are included in his statistics.

During Combat Theodorus activates a justice judgment on the first round to increase his attack bonus and shoots the PCs with silver arrows alternating with tangle arrows to impede their movement. He activates bane on his weapon on the second round, choosing the creature type or subtype that includes the most PCs (likely the shapechanger subtype, which affects all PCs who accepted Ashava's blessing). If the PCs prevent him from using a bow, he activates the destruction judgment to gain a bonus on damage rolls, casts coordinated effort to give his allies Precise Strike, and attacks with his stake.

Morale Theodorus is fanatical in his self-righteous fury, and he fights to the death.

A. The Moonlit Path (high)

Theodorus's Guards (3/2)

Human fighter 6 LN Medium humanoid (human)

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

DEFENSE

AC 20, **touch** 10, flat 20 (+6 armor, +4 shield)

hp 55 each (6d10+18)

fort +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 25 ft.

Melee mwk longsword +15/+10 (1d8+7/19-20×2) or

heavy shield bash +12/+7 (1d4+6) or

sap +12/+7 (1d6+6) or

wooden stake +12/+7 (1d4+6)

Domain Spell-Like Abilities (CL 9th; concentration +11)

Ranged sling +6 (1d4+6)

Special Attacks weapon training (heavy blades +1)

Base Statistics Without their potions of bull's strength and elixirs of hiding, the guards' statistics are **Melee** mwk longsword +13/+8 (1d8+5/19-20/×2) or heavy shield bash +10/+5 (1d4+4) or sap +10/+5 (1d6+4) or wooden stake +10/+5 (1d4+4); **Ranged** sling +6 (1d4+4); **Str** 18; **CMB** +10, **CMD** 20; **Skills** Stealth -4.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, Wis 13, **Cha** 8

BAB +6; **CMB** +12; **CMD** 22

Feats Enforcer APG , Fleet, Intimidating Prowess, Iron **Will**, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (longsword)

Skills Diplomacy +5, Handle Animal +8, Intimidate +14, Survival +10

Languages Common, Varisian

SQ armor training 1

Combat Gear elixir of hiding, potion of bull's strength, potion of cure moderate wounds

4-player adjustment

- 2 guards

- All enemies are shaken

Theodorus Ichonvarde

Human inquisitor of Abadar 9 LE Medium humanoid (human)

Init +6; **Senses** scent; **Perception** +19

DEFENSE

AC 19, **touch** 14, flat 16 (+5 armor, +4 **Dex**)

hp 80 (9d8+36)

fort +9, **Ref** +8, **Will** +9

OFFENSE

Speed 60 ft.

Melee mwk wooden stake +8/+3 (1d4+1)

Ranged +2 composite longbow +12/+7 (1d8+5/×3) or longbow +10/+5 (1d8/×3)

Special Attacks bane (9 rounds/day), judgment 3/day (2 simultaneous), staff of order (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 9th; concentration +11)

5/day—touch of law

Inquisitor Spell-Like Abilities (CL 9th; concentration +11)

At Will—detect alignment

9 rounds/day—discern lies

Inquisitor Spells Known (CL 9th; concentration +11)

3rd (3/day)—coordinated effort hunter's eye , retribution, greater magic weapon, (DC 15)

2nd (5/day)—bloodhound weapon of awe, perceive cues, resist energy,

1st (6/day)—bless, command (DC 13), expeditious retreat, protection from evil

0 (at Will)—create water, detect magic, guidance, light, read magic, stabilize

Domain Law

Base Statistics Without his spells, Theodorus's statistics are

Speed 30 ft.; **Ranged** mwk composite longbow +11/+6 (1d8+1/×3); **Skills Perception** +14, Sense Motive +10.

STATISTICS

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

BAB +6; **CMB** +7; **CMD** 21

Feats Deadly Aim, Lookout APG , Manyshot, Outflank APG , Point-Blank Shot, Precise Shot, Precise Strike APG , Rapid Shot, Toughness

Skills Acrobatics +11, Heal +6, Intimidate +15, Knowledge (dungeoneering) +4, Knowledge (nature) +8, Knowledge (planes) +8, Knowledge (religion) +8, **Perception** +19 (+27 on checks involving smell), Sense Motive +15, Spellcraft +4, Stealth +15, Survival +14 (+18 when tracking by scent)

Languages Common

SQ monster lore +2, solo

Notes

Bloodhound: Gives scent.

Perceive cues: +5 perception & sense motive

Weapon of Awe: You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw.

Bane A bane weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes. To randomly determine a weapon's designated foe, roll on the following table.

Precise Strike: Benefit: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Justice: This judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

DR: Has silver arrows.

Guard Tactics

Before Combat The guards drink their elixirs of hiding to quiet their approach. This bonus is included in their statistics.

During Combat The guards use their longswords to attack the PCs. They do not use Power Attack on the first round, but they use it on subsequent rounds after noticing the PCs' DR. If a PC is proving particularly troublesome to Theodorus, the guards switch to their saps and attempt to scare that PC using their Enforcer feat.

Morale The guards believe in Theodorus. They fight to the death if the inspector is still fighting, but if he goes down, their faith is shaken, and they flee if reduced to 10 hit points or less.

Base Statistics Without their elixirs of hiding, the guards' statistics are Skills Stealth -4.

Theodorus Tactics

Before Combat Theodorus casts greater magic weapon and weapon of awe on his longbow. He also casts bloodhound, expeditious retreat, and perceive cues. The bonuses for these spells are included in his statistics.

During Combat Theodorus activates a justice judgment on the first round to increase his attack bonus and shoots the PCs with silver arrows. He activates his bane ability on his weapon on the second round, choosing the creature type or subtype that includes the most PCs (likely the shapechanger subtype, which affects all PCs who accepted Ashava's blessing). If the PCs prevent him from using a bow, he enters Melee with his wooden stake, activates the destruction judgment to gain a bonus on damage rolls, and flanks with an ally to make use of his Precise Strike feat.

Morale Theodorus is fanatical in his self-righteous fury, and he fights to the death.

B. Damp Forest Clearing (both)

Lurkers in Twilight(low: 2)(high:6/4)

Variant lurkers in light NE Small fey (extraplanar)

Init +8; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, **touch** 15, flat 14 (+4 **Dex**, +3 natural, +1 size)

hp 44 each (8d6+16)

fort +4, **Ref** +10, **Will** +9

Defensive Abilities blend with twilight; **DR** 5/cold iron

OFFENSE

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

Melee 2 claws +9 (1d3+1) or

dagger +9 (1d3+1/19-20 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +11)

At Will—ghost sound (DC 13), mage hand

3/day—blindness/deafness (DC 16)

TACTICS

During Combat The lurkers in twilight begin combat by attempting to blind the PCs. They attack with their daggers on the next round to poison the PCs, and then switch to their claws. If the PCs use magical or mundane means of altering the light level, they activate their shadow cloak ability to maintain invisibility. If surrounded, they use twilight door to relocate to a more advantageous position.

Morale Loyal disciples of Tulvatha, they fight to the death.

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 14, **Wis** 16, **Cha** 17

BAB +4; **CMB** +4; **CMD** 18

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Fly +17, Knowledge (arcana) +10, Knowledge (planes) +10, **Perception** +16, Stealth +19, Survival +11

Languages Aklo, Common, Sylvan

SQ twilight door, poison use, shadow cloak

Combat Gear Medium spider venom, Gear dagger

SPECIAL ABILITIES

Blend With Twilight (Su) In areas of dim light, lurkers are invisible. As with greater invisibility, they can attack and still remain invisible. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20% miss chance) rather than total concealment.

Shadow Cloak (Sp) Up to three times per day as a standard action, the lurker in twilight can touch an object to wreath it in a magical aura of shadows. The light level within a 60-foot radius of the object changes to dim light. If this effect is brought into an area of magical light or darkness (or vice versa), it is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. The shadow cloak can be used to counter or dispel any light or darkness spell of 3rd level or lower, such as darkness and daylight. Darkness or daylight can counter or dispel shadow cloak.

Twilight Door (Sp) Once per day, a lurker can cast dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of dim light; if the destination is not in dim light, the effect fails but does not expend the ability for the day.

Poison (Ex) The lurker's daggers are coated in a dose of Medium spider venom/Large scorpion venom.

Medium Spider Venom: injury; save Fortitude DC 14; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save.

Large scorpion venom: injury; save Fortitude DC 17; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save.

4-player adjustment

Subtier 3-4:

- No poison but still use dagger on first attack.
- No twilight door ability
- 1/day shadow cloak
- 1/day blindness/deafness

Subtier 6-7:

- Reduce the number of lurkers in twilight by two.

B2. Challenge of Blood (both)

Riverfang (both)

Vukodlak; NE Large undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

Aura unnatural aura

DEFENSE

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

hp 26 (4d8+8)

fort +3, **Ref** +3, **Will** +5

DR 5/silver; **Immune** undead traits; **Resist** cold, electricity 5

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+7 plus grab)

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

Special Attacks blood drain (1d2 Constitution), terrifying gaze

STATISTICS

Str 21, **Dex** 15, **Con** –, **Int** 6, **Wis** 12, **Cha** 14

BAB +3; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Run

Skills Intimidate +8, Perception +10, Stealth +8; Racial Modifiers +4 Perception, +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Terrifying Gaze: Paralyzed with fear for 1 round, 30 feet, Will DC 14 negates. This is a mind-affecting fear effect. A creature that succeeds at its saving throw is Immune to the vukodlak's gaze for 24 hours. The save DC is Charisma-based.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

4-player adjustment

-2 DC on influence checks

-2 pack wolves (noted in parenthesis)

Dire Wolves (6/4) (high)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

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

hp 37 (5d8+15)

fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

BAB +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent.

Wolves (4/2) (low)

N Medium animal

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

DEFENSE

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

hp 13 (2d8+4)

fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

BAB +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (**Perception**)

Skills Perception +8, Stealth +6, Survival +1 (+5 when tracking by scent); Racial Modifiers +4 Survival when tracking by scent

Into the Mist (both)

Frightful Mist (low)

CE haunt (30-ft. radius)

Caster Level 6th

Notice Perception DC 20 (to hear a sound effect related to the target's fear approaching)

hp 12; Weakness see the Defeating Haunts sidebar on page 16;

Trigger end of questions; Reset 1 day

Effect Misty images emerge from the fog, taking on horrifying shapes. A phantasmal image of each PC's greatest fear forms in their mind. The target can first attempt a **DC 15 Will save to recognize the image** as unreal. On a failed save, the phantasm touches the subject, and the subject must succeed at a **DC 15 Fortitude save or take 6d6 points of negative energy damage and be shaken for 1 hour.**

Destruction Killing Tulvathatha or casting a hallow spell to consecrate the land permanently destroys the haunt.

4-player adjustment

- -2 DCs
- 4d6 negative energy.
- CL 5; 10 HP.

Nightmare Fog

CE haunt (45-ft. radius)

Caster Level 9th

Notice **Perception** DC 25 (to hear a sound effect related to the target's fear approaching)

hp 18; Weakness see the Defeating Haunts sidebar on page 16; Trigger end of questions; Reset 1 day

Effect Misty images emerge from the fog, taking on horrifying shapes. A phantasmal image of the PCs greatest fear forms in their mind. The target can first attempt a **DC 18 Will save to recognize the image** as unreal. On a failed save, the phantasm touches the subject, and the subject must succeed on a **DC 18 Fortitude save or take 9d6 points of negative energy damage and be shaken and fatigued for 24 hours.**

Destruction Killing Tulvathatha or casting a hallow spell to consecrate the land permanently destroys the haunt.

4-player adjustment

- -2 DCs
- 6d6 negative energy.
- CL 8; 16 HP.

C. Glade of Silver Sparks (low)

Tulvatha

Unique Will-o'-wisp

CE Small aberration (air)

Init +10; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 23, **touch** 23, flat 16 (+5 def., +6 Dex, +1 dg, +1 sz)

hp 40 (9d8)

fort +3, **Ref** +9, **Will** +9

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

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +13 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 23, **Con** 10, **Int** 19, Wis 16, **Cha** 14

BAB +6; **CMB** +0; **CMD** 21

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +18, Bluff +11, Escape Artist +18, Fly +28, Intimidate +9, Knowledge (religion) +9, Perception +17, Spellcraft +16, Stealth +22

Languages Abyssal, Aklo, Common, Sylvan, Varisian

SQ feed on fear

TACTICS

During Combat Tulvatha becomes invisible right away and attempts shock attacks against PCs trying to put the haunt to rest or characters wearing religious symbols of good-aligned gods. Tulvatha taunts the PCs, bringing up any fears they spoke about in the mists. If she is reduced to fewer than 20 hit points, she tries to stay invisible, using her feed on fear ability on the haunt or any PCs who are shaken or dying.

Morale Believing that she is divine, Tulvatha fights to the death.

SPECIAL ABILITIES

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

Grasp of the Haunted (Sp) Once per day, Tulvatha can cause a swarm of spectral arms to materialize in an area within 60 feet. Spectral arms appear from the ground in **20-foot-radius burst**. Anyone standing on the ground takes **3d6 points of slashing damage (Reflex DC 16 half)**. Creatures that fail the save are **unable to move** from their squares for **1 round**. The spectral arms disappear after 1 round.. Save is DC is Cha-based.

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

Leech Life (Su) Shouldn't come into play unless TPK.

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

Endless Anguish

CE persistent haunt (15-ft. radius centered around the Soul Spark)

Caster Level 3rd

Notice Perception DC 20 to hear the wailing of tormented souls

hp 13; **Weakness** see the Defeating Haunts sidebar on page 16; Trigger proximity; **Reset** 1 day

Effect A whirling miasma of spirits moans and lashes out with grasping, spectral hands. The tormented souls bite, claw, and infest any creature that comes near them. All living creatures in the haunt's area take **2d6 points of negative energy damage** and are shaken for 1 round. A target can attempt a **DC 13 Will** save to reduce the damage by **half** and **negate the shaken effect**.

Destruction The tormented souls are chained to Tulvatha and are put to rest when the **Will-o'-wisp** is defeated.

4-player adjustment

-2 attacks and saves

-2 all effect DCs

- Grasp damage = 2d6

C. Glade of Silver Sparks (high)

Tulvatha

Unique Will-o'-wisp (Pathfinder RPG Bestiary 277)

CE Small aberration (air)

Init +15; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, **touch** 28, flat 16 (+5 def, +11 **Dex**, +1 dg, +1 size)

hp 67 (10d8+20)

fort +6, **Ref** +14, **Will** +12

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

OFFENSE

Speed fly 50 ft. (perfect)

Melee necromantic shock +19 **touch** (2d6 electricity and 2d6 negative energy plus frightful zap)

Special Attacks frightful zap, leech life

TACTICS

During Combat Tulvatha uses her grasp of the haunted power to spread out attackers. She then makes liberal use of her invisibility and attempts shock attacks against anyone trying to put the haunt to rest or characters wearing religious symbols of good-aligned gods. Tulvatha alternatively taunts and tries to get the PC to join her by bringing up any fears they spoke about in the mists. If reduced to fewer than 20 hit points, she tries to stay invisible, using her feed on fear ability on the haunt or any PCs who are shaken or dying.

Morale Believing that she is divine, Tulvatha fights to the death.

STATISTICS

Str 1, **Dex** 32, **Con** 14, **Int** 19, **Wis** 20, **Cha** 16

BAB +6; **CMB** +3; **CMD** 30

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +23, Bluff +12, Escape Artist +23, Fly +33, Intimidate +15, Knowledge (religion) +12, **Perception** +19, Sense Motive +7, Spellcraft +16, Stealth +47 (+67 immobile)

Languages Abyssal, Aklo, Common, Sylvan, Varisian

SQ feed on fear, grasp of the haunted

SPECIAL ABILITIES

Feed on Fear (Su) Any time within 15 feet of a dying creature or *creature subject to a fear effect*, gains fast healing 5.

Frightful Zap (Su) A creature that takes damage from Tulvatha's shock attack experiences a surge of primal terror and is **frightened** for **1 round (Will DC 17 negates)**. The save DC is Charisma-based.

Grasp of the Haunted (Sp) Once per day, Tulvatha can cause a swarm of spectral arms to materialize in an area **within 60 feet** to attack her foes. The spectral arms appear from the ground in a **20-foot-radius burst**. Anyone standing on the ground in this area takes **7d6 points of slashing damage (Reflex DC 18 half)**. Those who fail the save are **unable to move** from their squares for **1 round**. The spectral arms disappear after 1 round. This is a fear effect, and the save DC is Charisma-based.

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

Leech Life (Su) Shouldn't come into play unless TPK.

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

Endless Torment

CE persistent haunt (25-foot radius centered around the Soul Spark)

Caster Level 7th

Notice Perception DC 20 to hear the wailing of souls

hp 31; **Weakness** see the Defeating Haunts sidebar on page 16; Trigger proximity; Reset 1 day

Effect A whirling miasma of spirits moans and lashes out with grasping, spectral hands. The tormented souls bite, claw, and infest any who come near them. All living creatures in the haunt's area take **4d6 points of negative energy damage** and are **frightened for 1 round**. A target can attempt a **DC 16 Will** save to **reduce the damage by half** and be **shaken for one round instead of frightened**.

Destruction The tormented souls are chained to Tulvatha and are put to rest when the **Will-o'-wisp** is defeated.

4-player adjustment

-2 attacks and saves

-2 all effect DCs

-2 AC (deflection)

- Grasp damage = 5d6

- Fail on save vs haunt are shaken only; save 1/2 damage only