

ROAD OF THE DEAD: COLLATED STATS

A Pathfinder Roleplaying Game adventure for four 3rd-level PCs by Creighton Broadhurst

Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down, their settlements were sacked, their places of strength broken open and their holy places despoiled. The few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once-great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death-trap, it hides the forgotten treasures and legends of a fallen people.



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To my wife

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ERRATA

We would like to think *Road of the Dead* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email borderland@ragingswan.com with questions and comments about this adventure.

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READING STAT BLOCKS

Road of the Dead includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^Dare domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

HUMANOIDS

ARVOREN

CR 1 (XP 400)

This wiry halfling wears studded leather armour. His dark brown hair hangs raggedly down over his eyes.

Male halfling rogue 2

N Small humanoid

Init +3; **Senses** Perception +7 (trapfinding), Sense Motive +0

Speed 20 ft.

ACP 0; Acrobatics +10 (+6 jumping), Climb +7, Escape Artist +8, Stealth +12 (fast stealth)

AC 18, touch 15, flat-footed 14; **CMD** 15; Dodge (+1 size, +3 Dex, +1 dodge, +3 armour [mwk studded leather])

Fort +2, **Ref** +7 (evasion), **Will** +1; +2 vs. fear

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee mwk short sword +4 (1d4+1/19-20)

Ranged light crossbow (range 80 ft.) +5 (1d6/19-20)
□□□□□□□□□□

Atk Options sneak attack +1d6

Combat Gear *potion of invisibility, potion of cure light wounds*

Abilities Str 13, Dex 16, Con 13, Int 12, Wis 10, Cha 10

Feats Dodge

Skills as above plus Appraise +5, Bluff +5, Disable Device +10, Disguise +4, Linguistics +5, Sleight of Hand +8

Languages Common, Halfling, Orc

Gear as above plus masterwork thieves' tools, traveller's outfit, 12 gp, 27 sp

THUGS (4)

CR 1/2 (XP 200)

Hulking half-orcs clad in fine studded leather armour clutch large falchions and grin menacingly at you.

Male half-orc warrior 1/expert 1

NE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3

Speed 30 ft.

ACPO; Acrobatics +5, Climb +6, Stealth +5, Swim +6

AC 14, touch 11, flat-footed 13; **CMD** 14 (+1 Dex, +3 armour [mwk studded leather])

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

hp 15 (2 HD); ferocity

Ferocity (Ex) Once per day, when a thug is brought below 0 hp, but not killed, he can fight on for one more round as if disabled before falling unconscious (unless healed to 1 or more hit points).

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee falchion +3 (2d4+3/18-20)

Melee unarmed strike +3 (1d3+2, nonlethal)

Ranged dagger (range 10 ft.) +2 (1d4+2/19-20)

Combat Gear *potion of cure light wounds, tanglefoot bag, thunderstone*

Abilities Str 15, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Feats Improved Initiative

Skills as above plus Intimidate +6

Languages Common, Orc

Gear as above plus belt pouch, traveller's outfit, 7 gp, 13 sp

OUTSIDERS

BLOOD OF FELCLUGH

CR 3 (XP 800)

A roiling vaguely humanoid-shaped mass of blood-red fluid rolls forward. Crimson spray splatters the ground about it.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0
Speed 30 ft., swim 20 ft.

ACP 0; Escape Artist +4, Swim +16

AC 16, touch 10, flat-footed 16; **CMD** 15
(+6 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +7, **Ref** -1, **Will** +3

hp 22 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee 2 claws +5 each (1d6+3) and
bite +5 (1d4+3)

Spell-Like Abilities (CL 3rd)

1/day—*doom* (DC 11), *sound burst* (DC 12), *summon* (level 1, 1
blood of Felclugh 35%)

Abilities Str 16, Dex 8, Con 18, Int 5, Wis 11, Cha 11

Feats Toughness

Skills as above

Languages Abyssal, telepathy 100 ft.

IXJAVIS, FIRE MEPHIT

CR 3 (XP 800)

This small red-hued creature has thin, leathery wings, small horns protruding from its head and a demonic grin.

N Small outsider (fire)

Init +6; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0
Speed 30 ft., fly 40 ft. (average)

ACP 0; Fly +10, Stealth +12

AC 17, touch 14, flat-footed 14; **CMD** 15; Dodge
(+1 size, +2Dex, +1 dodge, +3 natural)

Immune fire; **Weakness** vulnerability to cold

Fort +2, **Ref** +5, **Will** +3

hp 19 (3 HD); fast healing 2 (when in contact with fire); **DR**
magic/5

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee 2 claws +5 each (1d3+1)

Special Actions breath weapon

Breath Weapon Every 4 rounds Ixjavis can unleash a 15-foot
cone of fire (1d8 fire, DC 13 Reflex halves)

Spell-Like Abilities (CL 3rd; concentration +5)

1/day—*heat metal* (DC 14), *summon* (level 2, 1 fire mephit 25%
chance of success)

1/hour—*scorching ray* (+6 ranged touch)

Abilities Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Feats Dodge, Improved Initiative

Skills as above plus Bluff +8

Languages Common, Ignan

MAUGHUXIN'S SPAWN

CR 3 (XP 800)

A small ball of fire floats through the air. Seemingly sentient tendrils of flame writhe upon its surface.

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +7
Speed 30 ft., fly 20 ft. (average)

ACP 0; Escape Artist +7, Fly +9, Stealth +9

Flames (Ex) A Maughuxin's spawn radiates light as a torch. Using
a move action, it can reduce this illumination to that
produced by a candle.

AC 18, touch 13, flat-footed 16; **CMD** 16
(+2 Dex, +1 size, +5 natural)

Immune electricity, fire, poison; **Resist** acid 10; **Vulnerability**
cold

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

hp 19 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee 2 slams +6 each (1d4+3)

Ranged Touch flame bolt (60 ft. range) +5 (2d6 fire)

Spell-Like Abilities (CL 3rd)

1/day—*burning hands* (DC 13), *pyrotechnics* (DC 14), *summon*
(level 1, 1 Maughuxin's spawn 35%)

Abilities Str 16, Dex 14, Con 18, Int 9, Wis 15, Cha 15

Feats Improved Initiative

Skills as above

Languages Abyssal, telepathy 100 ft.

SHARD OF LHAMSKARR

CR 3 (XP 800)

A horribly bloated, muscular and hairless humanoid lumbers forward on squat, incredibly powerful legs. Its face is set in an otherworldly, bestial grimace.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1
Speed 30 ft., fly 60 ft. (good)

ACP 0; Escape Artist +5, Fly +9

AC 14, touch 10, flat-footed 14; **CMD** 17
(+4 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +8, **Ref** +0, **Will** +4

hp 24 (2 HD); **DR** cold iron or good or magic/5

Space 5 ft.; **Base Atk** +2; **CMB** +7

Fearsome Aspect (Su) All creatures within 10 ft. of a shard must
make a DC 13 Will save or be shaken (-2 penalty on attack
rolls, saving throws, skill checks and ability checks) for 2d6
rounds. Whether or not the save is successful, the target
cannot be affected by the same aura for 24 hours. This is a
mind-affecting fear affect. The save DC is Charisma-based.

Melee 2 claws +7 each (1d4+5) and
bite +7 (1d4+5)

Atk Options smite good 1/day (+2 damage)

Spell-Like Abilities (CL 2nd)

3/day—*darkness*

1/day—*summon* (level 1, 1 shard of Lhamskarr 35%)

Abilities Str 20, Dex 10, Con 20, Int 7, Wis 13, Cha 15

Feats Toughness

Skills as above plus Intimidate +7
Languages Abyssal, telepathy 100 ft.

WATER ELEMENTAL GUARDIAN (2) CR 1 (XP 400)

A swirling blood-red wave topped with scarlet foam crashes towards you.

N Small outsider (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 20 ft., swim 90 ft.

ACP 0; Acrobatics +4, Escape Artist +4, Stealth +8, Swim +14

AC 17, touch 11, flat-footed 17; **CMD** 13

(+1 size, +6 natural)

Immune paralysis, poison, *sleep* effects, stunning, critical hits, flanking and precision-based damage

Fort +4, **Ref** +3, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee slam +5 (1d6+3)

Atk Options Power Attack, drench, vortex (DC 13), water mastery

Drench (Ex) The elemental's touch puts out nonmagical flames of Large or smaller. The creature can dispel magical fire it touches as if it cast *dispel magic* (CL 2).

Water Mastery (Ex) The water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun manoeuvres, whether the elemental is initiating or resisting the attack.

Abilities Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11

Feats Power Attack

Skills as above plus Knowledge (planes) +1

Languages Aquan

TRAPS

FLAMING DEMON HEADS TRAP CR 1 (400 XP)

Writhing flames fill the demon's open maw. Suddenly a bolt of fire bursts forth.

Search DC 25; once activated, the flames in each maw radiate faint evocation (DC 17 Knowledge [arcana]) magic; *continual flame* effect [DC 22 Knowledge [arcana] identifies]; **Type** magic (spell)

Disarm Disable Device DC 25 (4 rounds [1 per head]; head shoots an additional fire bolt at the character attempting to disarm the trap on a DC 20 or less; a disarmed head does not fire any more fire bolts.)

Trigger proximity (*alarm*), when the PCs descend the stairs; **Reset** automatic (1 hour)

Initiative +0

Effect Once activated, the trap functions until all four heads are deactivated, each of the flames has been shrouded or two rounds after Ixjavis is slain. Every round the trap operates, each head shoots a fire bolt (range 25 ft., +0 ranged touch, 1d3 fire damage) at the nearest living creature (except Ixjavis). Treat the fire bolt as a *ray of frost* (CL 1) in all other regards except that it deals fire damage.

SHARPENED STALAGMITES CR 2 (600 XP)

The viciously sharp stalagmites slice your flesh.

Search DC 17 Perception; **Type** mechanical

Disarm DC 17 Disable Device (2d4 rounds; attacks on DC 12 or less) deactivates one square; smashing the stalagmites in a square takes 2 rounds but results in one attack **Bypass** –

Trigger location; when a creature enters a square containing a sharpened stalagmite; **Reset** unless the PCs destroy all stalagmites in a square, this trap is active.

Effect (Attack) The stalagmite makes a melee attack against an opponent's AC (+6 melee) and deals 1d8 damage on a hit. Struck characters must make a DC 15 Climb check or fall.

Effect (Fall) Characters tumbling down the escarpment can attempt a Reflex save to arrest their fall. Refer to the table below to determine the result:

REFLEX SAVE*	RESULT
1**	The character tumbles 30 ft. taking 3d6+3 damage.
2-9	The character tumbles 20 ft. taking 2d6+2 damage.
10-16	The character tumbles 10 ft. taking 1d6+1 damage.
17-19	The character slides 10 ft. and takes no damage.
20+	The character catches himself and does not fall.

*A character using a rope gains a +4 bonus to this saving throw. If the character falls, the sharpened stalagmites attack the rope (AC 6, hp 2 [silk rope hp 4]).

**A character rolling a natural 1 always uses this result.

TERRIFYING DOOMED TRAP CR 3 (800 XP)

A feeling of indescribable terror and the desire to flee course through your body.

Search DC 26 Perception or *detect magic* (faint abjuration and necromancy [DC 17 Knowledge {arcana}]); **Type** magic (magic device)

Disarm DC 27 Disable Device (2d4 rounds; activates on DC 22 or less); **Bypass** DC 25 Perception (depressing two of the skull-headed demons deactivates the trap for one minute.)

Trigger proximity (*alarm*); when a creature passes through the archway or touches the portcullis; **Reset** automatic (1 hour)

Effect This trap comprises two spells – *doom* and *scare* – which it casts in that order on the nearest target.

Doom (DC 16 Will negates): A character failing the saving throw is shaken (-2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) for 6 minutes.

Scare (DC 18 Will negates): Affects the two characters nearest the archway. Characters failing the saving throw are frightened (-2 penalty on attack rolls, saving throws, skill checks and ability checks) and flee for 6 rounds. Characters making the saving throw flee for 1 round. Fleeing characters either run down a causeway (DC 12 Acrobatics check) or hurl themselves into the Blood Lake (DC 15 Swim check) in their frenzy to escape.

UNDEAD

SKELETAL CHAMPION (2)

CR 2 (XP 600)

Dressed in an archaic breastplate this skeleton carries a double-pointed spear.

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0
Speed 20 ft., base speed 30 ft.

ACP -4; Acrobatics -3 (-7 jumping), Stealth -1

AC 20, touch 12, flat-footed 18; **CMD** 16

(+1 Dex, +6 armour [breastplate], +1 shield [Two-Weapon Defence], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

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

hp 17 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +6

Melee mwk double spear (reach 10 ft.) +7 (1d8+4/x3) or

Melee mwk double spear (reach 10 ft.) +5 (1d8+3/x3) and
mwk double spear (reach 10 ft.) +5 (1d8+3/x3)

Abilities Str 17, Dex 13, Con –, Int 9, Wis 10, Cha 12

SQ undead traits

Feats Exotic Weapon Proficiency (double spear), Improved Initiative^B, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (double spear)

Skills as above plus Intimidate +7

Gear as above

WRAITH

CR 5 (XP 1,600)

A dark mass of shadow glides silently toward you. Two blazing pinpoints of light somehow seem to suggest a malign intelligence lurks within the form.

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10, Sense Motive +10

Lifesense (Su) A wraith notices and locates living creatures within 60 ft. as if it had blindsight

Speed fly 60 ft. (good)

ACP 0; Fly+7, Stealth +11,

AC 18, touch 18, flat-footed 14; **CMD** 16

(+3 Dex, +5 deflection)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks; **Weakness** sunlight powerlessness

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Fort +6, **Ref** +4, **Will** +6 (channel resistance +2)

hp 47 (5 HD); half damage from corporeal spells or weapons

Space 5 ft. (aura 30 ft.); **Base Atk** +3; **CMB** +6

Unnatural Aura (Su) Animals will not approach within 30 ft. of a wraith, unless its master makes a DC 25 Handle Animal, Ride or wild empathy check.

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain [DC 17 negates Con drain; with a successful attack, the wraith gains 6 temporary hit points])

Create Spawn (Su) A slain humanoid becomes a wraith in 1d4 rounds. Wraith spawn are weaker than wraiths; they suffer -2 on all d20 rolls, receive -2 hp per HD and only drain 1d2 points of Constitution on a touch. Spawn are under the control of their creator and possess none of the abilities they had in life.

Atk Options Blind-Fight, Combat Reflexes, create spawn

Abilities Str –, Dex 16, Con –, Int 14, Wis 14, Cha 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills as above plus Diplomacy +10, Intimidate +13, Knowledge (planes) +7

Languages Common, Infernal

VERMIN

BAT SWARM

CR 2 (XP 600)

A multitude of small, black, furry bats hurtle from the darkness.

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15, Sense Motive +2

Speed 5 ft., fly 40 ft. (good)

ACP 0; Fly +12

AC16, touch 16, flat-footed 14; **CMD**–
(+4 size, +2 Dex)

Immune weapon damage, critical hits, flanking, any spell that targets a specific number of creatures (except mind-affecting effects); **Weakness** area of affect attacks or spells deal an extra 50% damage.

Fort +3, **Ref** +7, **Will** +3

hp13 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB**–

Melee swarm (reach 0 ft.) (1d6 plus distraction)

Atk Options distraction (DC 11), wounding

Distraction (Ex) Any living creature damaged by a swarm must make a DC 11 Fortitude saving throw or be nauseated (affected creatures are unable to take any action requiring attention; they may only take a single move action per round) for 1 round.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped with a DC 10 Heal check or the application of any cure spells or some other healing magic.

Abilities Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

SQ swarm traits

Feats Lightning Reflexes, Skill Focus (Perception)

Skills as above