

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF IMMORTAL INFLUENCE

Scenario #6-10

Levels 5-8

Once in Whispers

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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Once in Whispers

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GM Resources

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Player Core*, *Pathfinder Player Core 2*, *Pathfinder Monster Core*, *Pathfinder GM Core*, *Pathfinder Book of the Dead*

Maps: *Pathfinder Flip-Mat: Asylum*

Online Resource: Pathfinder Reference Document at paizo.com/prd

Scenario Tags

Scenario tags provide additional information about an adventure’s contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.

- METAPLOT (IMMORTAL INFLUENCE)**
 - GRAND ARCHIVE**
 - VIGILANT SEAL**
-

Summary

An abandoned Technic League hideout has been discovered on the edge of Numeria. The PCs are tasked by Venture-Captain Lovkiy to investigate the manor known as the Crushed Meteor, clearing out the undead threat and recovering any lost technology found within. Once inside, the PCs discover strange undead creatures enhanced by technology beyond their comprehension along with agents of the Whispering Way engaged in their own foul research. Can the PCs escape with what they sought, or must they make a bargain with the shadowy forces lurking deep beneath the heart of the Crushed Meteor?

Once in Whispers

By Chris Bissette

Adventure Background

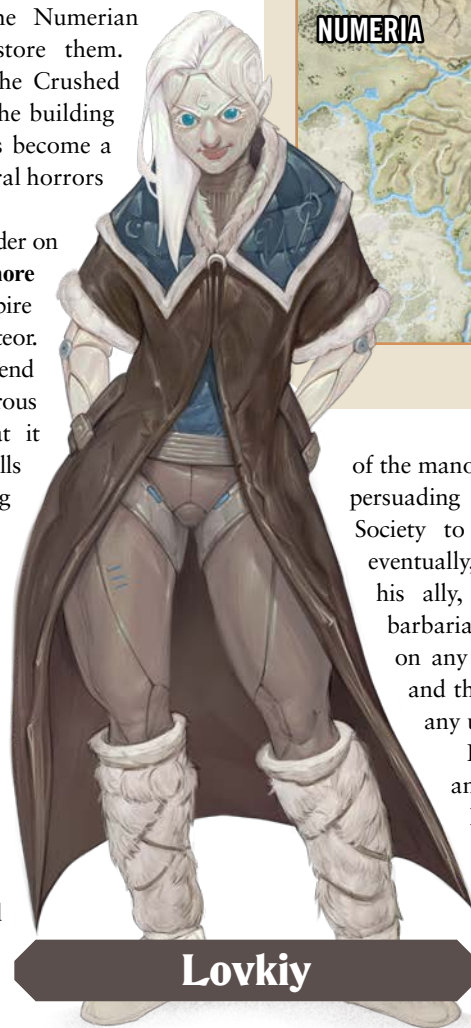
When the Technic League collapsed and lost its grip over Numeria's leader **Kevoth-Kul** (severe male human barbarian), they abandoned many of their hideouts. One such location, a manor known as the Crushed Meteor situated on the border between Numeria and Ustalav, has yet to be reclaimed. Once the estate of a corrupt Ustalavic noble, the Technic League repurposed it as a base to smuggle goods and safeguard their more esoteric research papers. These documents contained important secrets that might need to be moved at a moment's notice, so a location close to the Numerian border was an ideal place to store them. Unfortunately, the majordomo of the Crushed Meteor died unexpectedly, leaving the building and its contents untended. Now it's become a moldering pit of undead and unnatural horrors that infest the borderlands.

While traveling along Ustalav's border on a mission for the Whispering Way, **Lenore Toriasti** (contemptuous female vampire cultist) came across the Crushed Meteor. She passed its location on to her friend and rival, **Luxia Mirsaad** (murderous female human wizard), hinting that it would be easier for Luxia and her thralls to enter the manor and collect anything interesting, given Lenore's aversion to daylight. Luxia agreed and set out for the Crushed Meteor, where she quickly became consumed by the research she discovered therein. Lenore quietly joined her shortly afterward, and the two have been camped out in the complex beneath the manor since.

Meanwhile, **Lovkiy** (adventurous female android Pathfinder) honorary Venture-Captain of Castle Urion, heard rumors of the Crushed Meteor and the technology that might be waiting within. Ignorant

Where on Golarion?

Once In Whispers starts at Castle Urion in the far southwest of Numeria, along the eastern banks of the West Sellen River by the border with Ustalav. The main adventure takes place in a crumbling manor a short journey into Numeria itself. More information about Numeria and its troubled history can be found in *Pathfinder Lost Omens: World Guide* pages 29–30.



Lovkiy

of the manor's new occupants, she spent months persuading Kevoth-Kul to allow the Pathfinder Society to investigate. His permission came eventually, but with two conditions: he and his ally, **Kul-Inkit** (solemn female human barbarian) would have the right of first refusal on any weapons or technology discovered, and the Pathfinders would have to destroy any undead still remaining in the manor.

Lovkiy eagerly accepted these terms and sent word to the Grand Lodge. Little did she know that spies within both Castle Urion and Starfall were already aware of her plans, and unseen forces began moving to claim the manor's dark secrets for themselves.

Once in Whispers

Getting Started

The adventure starts at Castle Urion where the PCs meet with Lovkiy to receive their mission. Read or paraphrase the following to get the adventure underway.

Castle Urion is a hive of activity, the tight streets packed with a steady stream of Mendevian crusaders and Knights of Lastwall arriving from the field or setting out on missions. The air is filled with the sound of smiths' hammers, the whinny of horses, the rattle and clank of tackle and barding. The atmosphere is something between a battlefield and festival, and there doesn't seem to be a moment of stillness to be had anywhere inside the walls.

Venture-Captain Lovkiy stands just inside the gates and, upon spotting the party, quickly leads everyone up a tight, spiraling staircase to a sparsely appointed meeting room inside one of the towers. The walls are bare, the ground hastily swept to make way for a wide table on which lies a large map of the local area. Lovkiy points to a spot on the map near the border of Numeria and Ustalav, not far from where Castle Urion stands.

"You've heard of the Technic League," she says, her voice soft but commanding attention. "We've recently located one of their old hideouts, a manor house known as the Crushed Meteor. We believe it still contains valuable—and useful—technology that was thought lost, and we'd like your help in recovering it.

"The manor has been abandoned for a long time, but there are dangerous creatures dwelling inside. Our information indicates the presence of undead, but knowing the Technic League there could be some other surprises in store."

Lovkiy begins to roll up the map, then pauses. "Do you have any questions for me?"

Lovkiy has been gathering information about the Crushed Meteor for months and is prepared to share what she's learned.

How long will it take us to get to the Crushed Meteor? "No more than a few days. We've arranged for you to accompany some Knights of Lastwall who are heading out on maneuvers inside Numeria. They'll travel with you as far as the Crushed Meteor and leave you to your work. Nobody will bother you on the road with that sort of escort riding alongside you."

What sort of undead activity has been seen within the manor? "Reports claim there's a fairly significant zombie infestation. Scouts have cleared the manor's immediate surroundings, so you need only worry about the interior. Knowing the Technic League's interests, you may find things are a little weird once you get inside, but we don't know for sure."

Will there be any danger in the manor from technology that's still active? "It's possible. None of my scouts have been inside the manor, and we don't know exactly what the Technic League used it for. You should keep your wits about you and recover anything that seems useful."

Will anybody else be trying to recover things from the manor? "The Whispering Way have shown some interest in the location, but we don't believe they're actively investigating it."

Rewards: The PCs are given one vial of *holy water* each (*GM Core* 263). They are also lent a wand of *bind undead*, which Lovkiy tells them they will need to return upon completion of their mission.

OCCULTISM OR UNDEAD LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Undead Lore or DC 20 Occultism check to Recall Knowledge knows more about the Technic League and the area where the manor is located. A failure grants no information, and a critical success grants the additional information in the critical success entry.

Critical Success The Technic League were a group of arcanists focused on uncovering the mysteries of the Silver Mount, the spaceship that crashed near Starfall a little over 200 years ago. Part of their experiments involved grafting alien technologies onto living flesh to create hybrid creatures.

Success Numeria is a broken, blasted landscape plagued by robotic monstrosities that were created from the remnants of a strange alien spaceship that fell from the sky. In addition to technical marvels, the area is home to unusual undead creatures not found anywhere else.

Critical Failure The Technic League was headed by a powerful lich who still rules large swathes of Numeria, an evil creature who thought himself the successor to the Whispering Tyrant. The alien ship that landed there never existed but is instead a cover story for the powerful magics required to unnaturally extend this creature's life.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

A. The Crushed Meteor

The air around the ruined manor is still and carries a damp chill. Choking weeds and blackened vines crawl up the sides of the structure's crumbling stone walls. The crunch of approaching footsteps echoes unnaturally loudly and feels especially ominous since there are no sounds of wildlife to be heard. Large double doors stand atop some marble steps, providing an obvious entry point.



Once in Whispers

A. The Crushed Meteor



Once in Whispers

The main doors to the Crushed Meteor are unlocked. They have slumped slightly on their hinges so they drag on the floor but otherwise can easily be opened. A PC who succeeds as a DC 18 Perception check to Search (DC 21 for levels 7–8) notices fresh scrapes on the ground that indicate somebody has opened the doors recently.

A1. ENTRANCE CHAMBER

The doors open into a wide foyer, where the walls and floor have been stripped of all decoration, leaving only bare stone that harshly reflects the light. Four large metal ventilation panels are set high in the walls, their slats currently closed. A heavy wooden table sits in the middle of the room, thick metal bolts holding it fast to the floor. A pair of thick double doors directly across from the

entrance lead deeper into the manor, while other smaller doors line the walls.

The entrance to the Crushed Meteor is protected by a mechanical trap designed to keep unauthorized personnel out of the facility. In the days when the Crushed Meteor was occupied by the Technic League, it could be bypassed by placing an enchanted amulet into a small depression on the table in the middle of the entrance chamber. A PC who succeeds at a DC 18 Perception check to Search (DC 21 for levels 7–8) notices this depression, but the amulets that deactivate the trap have been lost to time.

A hidden mechanism forces all the doors to close and inflates a rubbery membrane around their edges, sealing off any gaps and attempting to turn the room into an air-locked environment. However, the vents are heavily rusted and refuse to open, and the rubbery membrane cracks further, preventing the original trap from posing a danger.

A2. DINING CHAMBER

LOW

Dim light filters down through cracks in the roof, illuminating a richly appointed dining hall ravaged by time. Thick dust coats every surface, while rugs that must have once been worth a small fortune molder on the floor.

Shuffling figures swarm around a wide dining table in the center of the room, feasting on the ancient bones of a body lying atop the table. An old set of keys is still attached to a rotting belt wrapped around the body. The air is thick with rotting stench and the sounds of snapping bones and tearing flesh. As the door opens further, the chamber's occupants turn, their milky white eyes fixed on the promise of fresh meat.

The dining chamber has crumbled over time but is still put to its original use by the zombies inhabiting this floor, who dine on the remains of former Technic League researchers.

Creatures: A group of zombies gnaws on ancient bones at the table. This meal is well past its best, and the presence of intruders means fresh meat. The zombies converge on the PCs, biting as much as possible. They fight to the death, pursuing their new meal relentlessly.

Levels 5–6

SHAMBLING PLAGUE ZOMBIES (2)

CREATURE 1

Page 14, art on page 36

SPARKING PLAGUE ZOMBIE

CREATURE 5

Page 14, art on page 36



Plague Zombie

Once in Whispers

Levels 7–8

FESTERING PLAGUE ZOMBIES (2)

CREATURE 3

Page 25, art on page 36

SPARKING ZOMBIE BRUTE

CREATURE 7

Page 25

Development: When the zombies are defeated, a ghostly figure rises from the mutilated corpses on the table. She is translucent and indistinct, but the heroes can easily tell that her cloak matches the rotting clothes of the body on the table. She speaks with an ethereal voice, saying “The woman must be stopped. We cannot rest while the dead walk!” A moment later the form sinks back into her remains. This spectral manifestation appears once per day.

Rewards: The keys attached to the body on the table will open the rest of the doors on this floor. A scroll case tucked into the body’s belt contains sketches of a jar filled with a strange black substance alongside the combination to a safe.



Technic League Ghost

THE SECRETS OF THE MANOR TRIVIAL

With the keys to the manor in hand, the heroes are now free to explore. The entrance to the lower levels has been concealed by Luxia. Finding the safe and the entrance to the lower levels is achieved by completing a research challenge. Refer to the Research system for details of how to run this encounter (*GM Core* pages 190–191). Increase the DCs by 3 for levels 7–8. On a critical failure, PCs lose 1 RP and encounter wandering zombies (see below).

These research locations are not attached to keyed points on the map. Place them as required while the players explore the location.

Ruined Library: Shelves bow under the weight of hundreds of rotting tomes, most crumbling at the touch. Those that remain are at least partly legible, offering up scraps of information; **Maximum RP 5**; **Research Checks** DC 18 Academia Lore or Library Lore to read the tomes, DC 20 Occultism to decipher strange diagrams and charts of bizarre sciences.

Star Pool: A room in the northwest corner contains a deep pool of water with an oily surface that reflects an alien sky; **Maximum RP 5**; **Research Checks** DC

20 Astronomy Lore or DC 23 Religion to identify the alien sky.

Vivisection Chamber: Meticulously clean despite the age. Strange body parts grafted with alien technologies float in jars of cloudy liquid; **Maximum RP 5**; **Research Checks** DC 18 Medicine to identify the alien nature of the body parts or DC 20 Crafting to understand the implications of the strange technology embedded in the flesh.

THE SECRETS OF THE MANOR RESEARCH 5

UNIQUE CONCENTRATION EXPLORATION OCCULT

Research Checks ruined library, star pool, vivisection chamber

3 Research Points The PCs find astrological maps and strange diagrams of electrical circuits. The circuits match the arrangements of stars, and documents chart experiments to implant them into living flesh to create hybrid creatures.

5 Research Points The PCs discover a heavy safe, the combination for which is written on a scroll found on the dead body in the dining chamber.

The safe contains a heavy jar sealed with a lead lid, inside which is a thick black jelly-like substance that seems to move under its own power, slowly climbing the glass walls when unobserved. There is also a smaller metal jar, something like a cosmetics tin, that contains a viscous green-white paste with a strong smell of patchouli.

8 Research Points The PCs find papers containing dry academic writing about the technology of kasatha—secretive, nomadic four-armed humanoids who roam Numeria’s wild and whose mysterious origins are rumored to lie far beyond Golarion’s solar system. The writings contain further information about experiments to embed dead human bodies with cybernetic technology, reanimating them into something akin to zombies.

10 Research Points The PCs locate the hidden entrance to the lower floor of the manor.

12 Research Points A slim journal contains notes on the process that created the paste found in the safe. It identifies it as a poultice, specifically an alchemical paste of undead repellent. PCs reading the notes are able to work out that the small jar contains enough poultice for one application for each PC. Notes later in the journal reveal that the introduction of electrical implants to zombies seems to allow them to ignore the effects of the poultice.

15 Research Points The PCs find a map with the Crushed Meteor marked on it and a fragment of a note from somebody called Lenore accepting an invitation to meet Luxia there.



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Creatures: After the PCs resolve their first critical failure on a Research check, they encounter the wandering zombies in the manor and have to handle them before continuing their research. After this encounter, critical failures do not trigger encounters. This is an optional combat.

Wandering Zombies (Levels 5–6)

FESTERING PLAGUE ZOMBIES (2) CREATURE 3

Page 16, art on page 36

Wandering Zombies (Levels 7–8)

FESTERING PLAGUE ZOMBIES (2) CREATURE 3

Page 27, art on page 36

AGED ZOMBIE CREATURE 5

Page 27

Development: Once the PCs have located the entrance to the lower floor of the manor, they're able to move on to the next section of the Crushed Meteor. PCs who choose to continue researching turn up more information about the challenges they might face below and learn the secrets of the strange poultice they found in the safe alongside the odd black mass.

Rewards: Along with the strange black material that should be returned to Lovkiy, the PCs find enough paste of undead repellent for one application each. Upon applying the paste, PCs become concealed from mindless undead for 1 minute. If they become concealed when their position is still obvious, they can't use this concealment to Hide or Sneak. Undead creatures with the Tech trait ignore the Concealed condition gained from the paste of undead repellent.

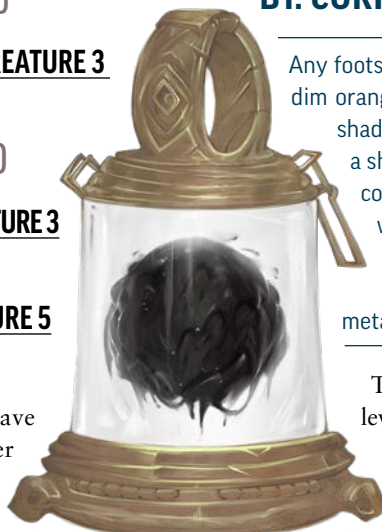
B. The Research Complex

Once the PCs find the hidden entrance and choose to descend to the lower floor, they find themselves on a narrow staircase that leads deep underground. The gothic architecture and air of abandonment of the upper floor gives way to cold metal and cramped, industrial corridors. After following long corridors, they eventually come to a short flight of stairs at the end of another corridor (**B1**). Everything on this level is dimly lit by a deep orange glow that emanates from behind the metal walls. Use the map on page 9 for all encounters. Doors on this level are metal panels that

slide sideways into hollow sections of the walls with a soft hissing noise. They open automatically when they detect live creatures standing in front of them, closing again after a round. Because zombies aren't alive, they're not detected by the doors and are thus unable to move freely around the complex.

B1. CORRIDOR

LOW



Black Mass

Any footsteps echo along the metal corridors, and the dim orange light exuding from the walls renders the shadows into weird, fragmented shapes. There's a short flight of stairs at the northern end of the corridor with a heavy door set into the eastern wall right by the steps. From somewhere further along the corridor, the sound of shuffling feet and the wet slap of flesh on metal echoes.

This corridor is the only way into the lower level from the manor above.

Creatures: The door at the south end of the corridor is stuck in the open position, allowing zombies to enter this corridor. They attack intruders on sight, fighting to the death.

Levels 5–6

ZOMBIE BURSTERS (2)

CREATURE 4

Page 18

Levels 7–8

PESTILENT ZOMBIE BURSTERS (3)

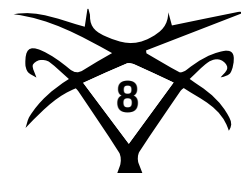
CREATURE 5

Page 28

Rewards: The fluid from the bursting pustules on the zombies can be collected to create alchemical bombs. Enemies hit by a vile fluid bomb take 1d6 poison damage and become sickened 1 or sickened 2 on a critical hit. There is enough fluid in the zombies to create 3 bombs.

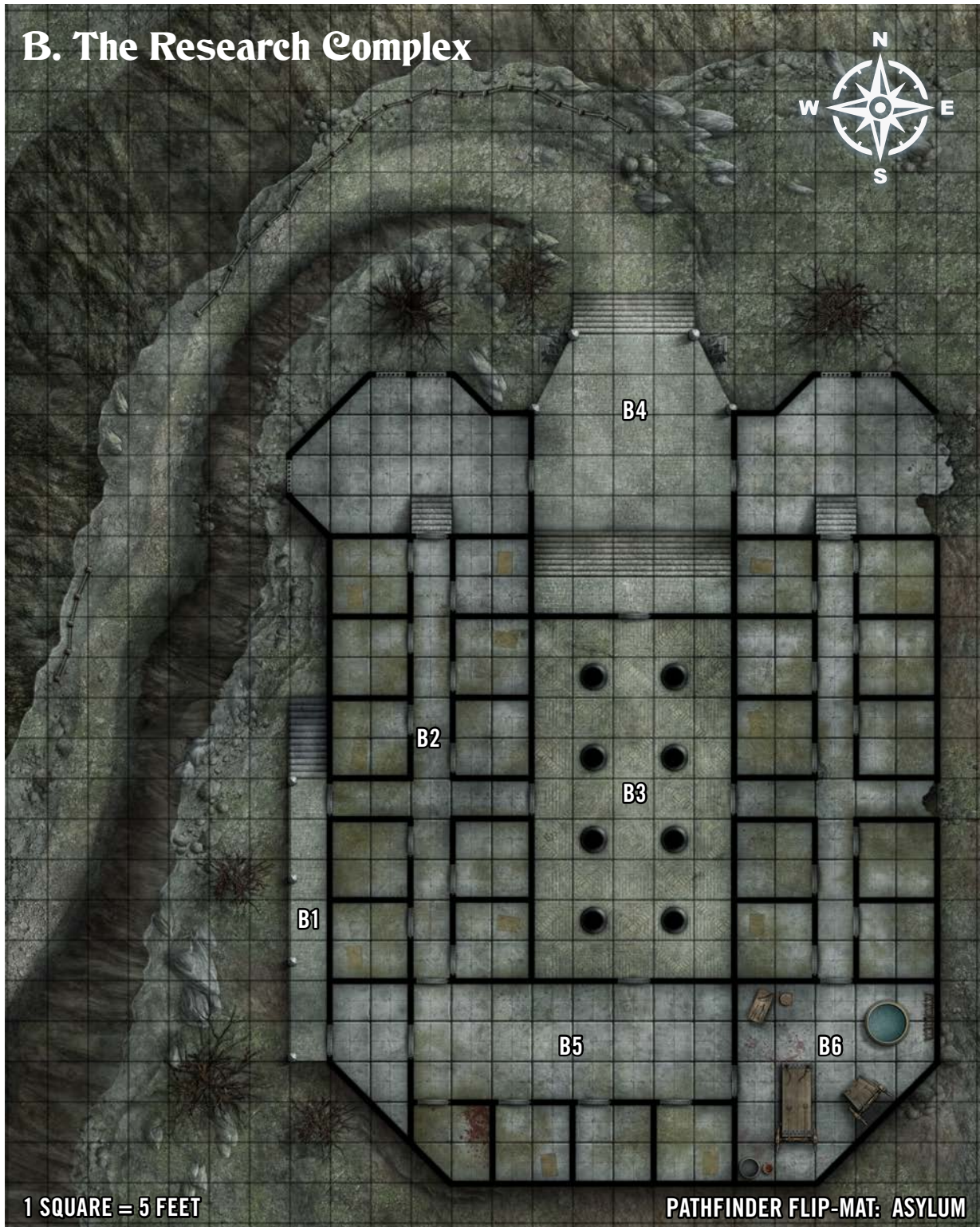
B2. ABANDONED LABS

Small rooms branch off from central corridors, all illuminated by a smooth round crystal embedded in the ceiling that flashes on and off with flat amber light. The doorways to the side rooms are open, with no sign of the sliding panels that should seal off access, and from beyond the entrances there are further sounds of shuffling and shambling. Through the small windows in the walls, the forms of undead creatures



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B. The Research Complex



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sorting through paperwork, creating neat piles on the desks can be seen.

The floor is covered in shards of broken glass and twisted pieces of metal equipment with undecipherable purposes. The smell of rotting flesh hangs heavy in the air.

These rooms once served as the laboratories and workshops where the Technic League carried out their research. Now they're in ruins and populated by the remnants of those strange experiments.

Attempting to traverse the corridor risks alerting the zombies in the adjoining rooms to the presence of intruders. Any PC trying to cross the corridor must attempt a DC 21 Stealth check to Sneak (DC 24 for levels 7–8). On a failure, they disturb the glass and ruined metal on the ground, creating noise. If two PCs fail this check, or if there's a critical failure, the nearby zombies are alerted and start making noise as they desperately attempt to get to the PCs. However, the mindless undead are chained to their tables, preventing them from being an immediate danger. If the zombies in this corridor are alerted, then the creatures in the next room (**B3**) are aware of the intruders, and the brain guzzler in that room gains a +2 circumstance bonus to rolling initiative.

A PC who succeeds at a DC 20 Perception check to Search (DC 23 for levels 7–8) locates a panel on the wall near the entrance that seems to control the doors. A PC with a thieves' toolkit who succeeds at a DC 23 Stealth check to Disable Device (DC 26 for levels 7–8) causes all of the open doorways to slide closed and lock themselves. While the doors remain locked, zombies within the rooms are unable to gain access to the corridors.

B3. CENTRAL RESEARCH CHAMBER MODERATE

Tall glass pillars line the center of this long chamber, their insides swirling with murky liquid in which strange shapes twist and turn, their edges never settling into a recognizable form. Thick cables of an unfamiliar material wind across the floor, disappearing through the walls and snaking around the bases of the pillars.

From the shadows emerges a hulking creature, a humanoid form studded with rivets and screws, its rotting flesh wrapped with coils of wire.

A large metal plate embedded in the back of its skull crackles with electricity. Its slack jaw drops, and a flickering tongue hisses the word, "Intruders."

This chamber was the Technic League's main laboratory. All that remains of their research now is held within the pillars, inaccessible to anybody without the long-lost access cards required to open them.

Development: Inspecting the glass cylinders makes it clear that the zombies here were trying to find a way to access them and whatever the Technic League kept within. Unfortunately, whatever technology keeps them sealed is beyond the abilities of the undead—or the PCs—to decipher.

Creatures: The room's most dangerous occupant is the brain guzzler, a cybernetically enhanced zombie that has attained some small level of intelligence by devouring the gray matter of other creatures. It's equipped with an experimental weapon, the *ulna bow*, which appears grafted to its arm. It leaps into battle the moment it sees the PCs and attempts to down them so that it can feast on their brains. (Additional brain guzzlers do not wield *ulna bows*.) The other zombies in the room aid it in this endeavor. All of them fight



Cybernetic Zombie

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to the death. The laser pistols used by the cybernetic zombies are fused to their flesh. Attempts to disarm them so PCs can gain their weapons aren't effective, and the pistols are destroyed once the zombie reaches 0 Hit Points.

Levels 5–6

BRAIN GUZZLER **CREATURE 5**

Page 19

CYBERNETIC ZOMBIES (2) **CREATURE 3**

Page 19, art on page 37

Levels 7–8

ENHANCED BRAIN GUZZLER **CREATURE 7**

Page 29

FLARING CYBERNETIC ZOMBIES (2) **CREATURE 5**

Page 29, art on page 37

Development: The discovery of the brain guzzler confirms for the PCs that the Technic League's research has continued even after the group abandoned the facility. The *ulna bow* is still a prototype and not yet complete. Its use by the brain guzzler renders it useless for the PCs, but it can be taken back to Castle Urion as evidence.

This combat is likely to have been very noisy. Should time allow, you may wish to have Lenore arrive to head the group off before they can press deeper into the complex and confront Luxia. Should that be the case, move immediately to encounter **B4**. Otherwise, allow the players to continue exploring.

Rewards: Storage shelves on the walls contain lab-grown glass crystals that can be sold for a total of 60 gp (96 gp for levels 7–8).

B4. LENORE (OPTIONAL) MODERATE

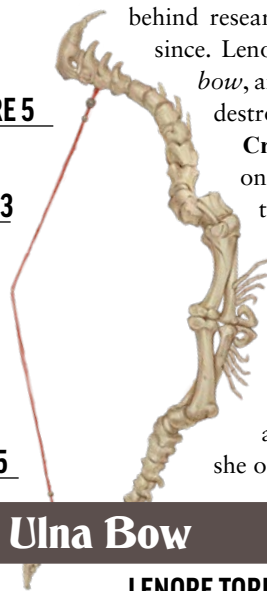
The doors to the north of the room hiss open, and the air fills with the slow, mocking clapping as a woman with sharp features and long, black hair steps into the room, flanked by yet more zombies that crackle with electrical energy.

"Oh, very good, very good," she says. "That creature was extremely valuable, the result of decades of research and experimentation, the product of cutting-edge science you couldn't possibly comprehend. You must feel so very clever to have destroyed it," she sneers, "by hitting it until it fell down."

With a gesture, her zombies spread out into the room. "I assure you that I am much, much harder to hit."

This is **Lenore Toriasti** (contemptuous female vampire cultist) who first learned of the Crushed Meteor and alerted Luxia to its existence. Once Luxia successfully infiltrated the complex, Lenore joined her, and the two have been searching through the Technic League's left-behind research for anything of interest or value ever since. Lenore was particularly interested in the *ulna bow*, and she's furious that it appears to have been destroyed.

Creatures: Lenore is initially hostile and intent on killing the intruders. PCs who attempt to talk her down can attempt a DC 22 Diplomacy check to Make An Impression (DC 25 for levels 7–8). On a success she becomes unfriendly, agreeing to leave the PCs alone as long as they don't interfere any further in her work. She then returns to Luxia in **B6**. If the PCs can successfully adjust her attitude to Indifferent or better, she offers to lead them to Luxia.



Ulna Bow

Levels 5–6

LENORE TORIASTI **CREATURE 6**

Page 20, art on page 37

SHAMBLING PLAGUE ZOMBIES (2) **CREATURE 1**

Page 20, art on page 36

Levels 7–8

LENORE TORIASTI **CREATURE 8**

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CYBERNETIC ZOMBIES (2) **CREATURE 3**

Page 30, art on page 37

Development: If Lenore returns to Luxia without the PCs, she informs Luxia of the presence of the intruders. Both Lenore and Luxia gain a +2 circumstance bonus to rolling initiative if the encounter in **B6** turns to combat.

Rewards: If Lenore is killed, her +1 *chain sword* (*Pathfinder Treasure Vault* 26) can be recovered from her body. For levels 7–8, it's a +1 *striking chain sword*.

B5. IMPLANT ROOM

The air is filled with the sharp tang of ozone and the crackle of discharged energy that makes skin tingle and hairs stand on end. Open doors along the south wall give a view of small booths filled with wires, brass spikes, and strange circuits of

Once in Whispers

glass and metal. Some of the cables run through the room to fasten around the flesh of the shuffling creatures inside.

This room is where the cybernetic implants are attached to the undead creatures found in the complex. The zombies here are fresh, hungry, and angry. They attack intruders on sight, fighting to the death. A PC who succeeds at a DC 20 Perception check to Search (DC 23 for levels 7–8) notices a button on the wall, labeled “Food.” Hitting this button drops a rotting carcass from an invisible chute into the center of the room, drawing the attention of the zombies. PCs can then attempt a DC 20 Stealth check (DC 23 for levels 7–8) to Sneak through the room without drawing attention to themselves. If more than half of the PCs critically fail this check, the zombies let out a howl but otherwise don’t stray from their meal.

Development: If the zombies let out a collective howl, Luxia (B6) becomes aware of the noise and is alerted to the presence of intruders. She gains a +2 circumstance bonus to rolling initiative.

Rewards: The cells at the back of the room contain items used in the creation of cybernetic zombies, which can be returned to Castle Urion as evidence of what has been occurring here. PCs can recover spools of gold wire that can be sold for 35 gp (50 gp for levels 7–8).

B6. LUXIA

SEVERE

The room stinks of blood and viscera, and the air is hot and humid. A tall woman wearing an amulet showing a gagged skull stands behind a metal table bolted to the floor, three skulls floating around her. A body lies atop the table, chest open and ribs spread toward the ceiling. The woman’s black gloves are slick with blood.

She sighs as she turns. “I see you have come to interrupt my work,” she says, dipping her gloves into a vat of water and sluicing off the blood. “Very well. Explain yourselves, quickly, and I will decide whether you should be allowed to see the sun again.”

This woman is **Luxia Mirsaad** (murderous female human wizard). She has become immediately fascinated by the work the Technic League was undertaking here and isn’t happy to have been interrupted. While reading through the work left behind, Luxia came across notes

about the black mass the PCs found in the safe but was unable to locate it for herself. PCs who succeed at a DC 18 Occultism check (DC 21 for levels 7–8) or DC 20 Undead Lore check (DC 23 for levels 7–8) recognize the amulet she wears as the symbol of the Whispering Way.

Luxia is not immediately hostile. She wants the black mass for herself, and she wants to be left in peace to complete her work. If the PCs are willing to talk, she offers them a deal: hand over the jar and leave the Crushed Meteor, and she will tell them everything she and the Whispering Way know about Lady Hesla Embersplitter. Refuse, and she and her minions will kill them all and implant their brains with Technic League technology, so they serve her forever.

Creatures: Luxia is a powerful spellcaster in her own right, but she isn’t alone. As well as her undead minions she’s also potentially accompanied by her partner, Lenore. The exact make-up of this encounter varies depending on whether the PCs have previously dealt with Lenore.

Levels 5–6 (Lenore is Present)

LUXIA MIRSAAD **CREATURE 6**
Page 22, art on page 37

LENORE TORIASTI **CREATURE 6**
Page 22, art on page 37

Levels 5–6 (Without Lenore)

LUXIA MIRSAAD **CREATURE 6**
Page 24, art on page 37

SPARKING CYBERNETIC ZOMBIES (2) **CREATURE 4**
Page 24, art on page 37

Levels 7–8 (Lenore is Present)

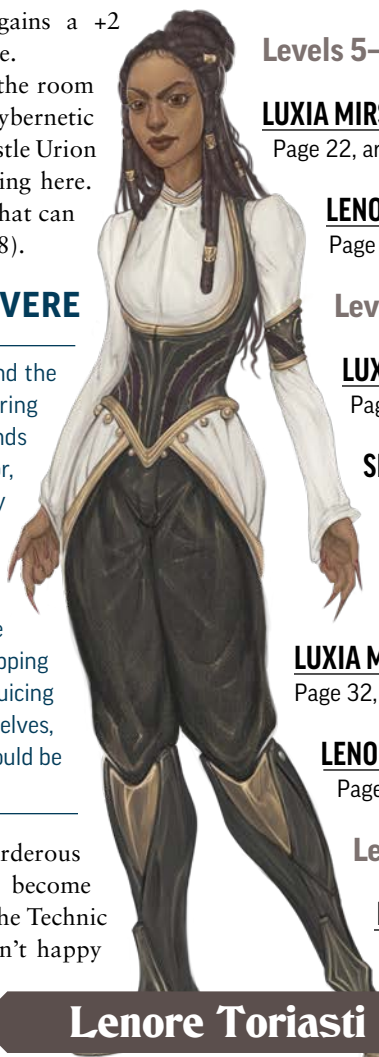
LUXIA MIRSAAD **CREATURE 8**
Page 32, art on page 37

LENORE TORIASTI **CREATURE 8**
Page 32, art on page 37

Levels 7–8 (Without Lenore)

LUXIA MIRSAAD **CREATURE 8**
Page 34, art on page 37

CAKCLING SKULLS (2) **CREATURE 6**
Page 34, art on page 38



Lenore Toriasti

Once in Whispers

Development: The discovery of Luxia confirms the Whispering Way is aware of the Crushed Meteor and attempting to carry on the research the Technic League was undertaking there.

Conclusion

With the knowledge of what the Crushed Meteor was originally used for and the discovery of the Whispering Way's involvement, along with the recovery of the black mass, *ulna bow*, and research materials, the PCs can return to Castle Urion and report back to Lovkiy. Her reaction to the PCs hinges on whether they took Luxia's deal or not, though in all cases she takes the items and research they've recovered and assures the PCs the evidence will be put to good use.

REFUSING THE DEAL

If the PCs refused the deal, Lovkiy is overjoyed at hearing that the mission was a success. She thanks the PCs for their hard work and their resolve in refusing the temptations of the Whispering Way. She invites them to rest for as long as they need to at Castle Urion before heading out on their next mission.

TAKING THE DEAL

If the PCs took Luxia's bargain and handed over the black mass, they return to Castle Urion to find a letter written on dried leather waiting for them. Give the PCs **Handout: Luxia's Letter** on page 39.

Unsurprisingly, Lovkiy is very disappointed in the PCs. She chastises them for helping the Whispering Way, though she's pragmatic and understands they faced a difficult choice. She's still grateful for any of the other research materials they recovered and is especially interested in the information received about Hesla, which she says should be enough to begin seeding doubts about her throughout Absalom. She invites the PCs to rest at Castle Urion, though she doesn't seem happy about their new links to the Whispering Way and is eager to see them gone.

REPORTING NOTES

If the PCs rejected Luxia's offer, check box **A**. If the PCs accepted Luxia's offer, check box **B**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they explored the Crushed Meteor fully and handled Luxia and Lenore, whether through combat or diplomacy. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they bring back the black mass and the *ulna bow* to Lovkiy. Doing so earns each PC 2 Reputation with their chosen faction.

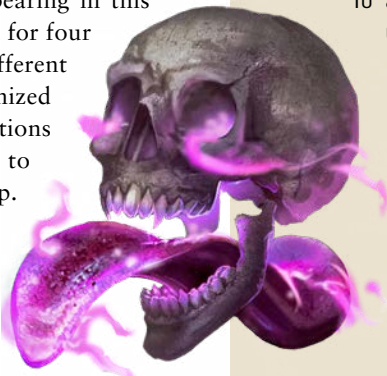


Luxia Mirsaad

Once in Whispers

Appendix 1: Level 5–6 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 40 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).



Crackling Skull

Scaling A2. Dining Chamber

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one ghoul soldier to the encounter.

12–13 Challenge Points: Add two ghoul soldiers to the encounter.

14–15 Challenge Points: Add one sparking plague zombie to the encounter.

16–18 Challenge Points (5+ players): Remove all the plague zombies and add two sparking plague zombies to the encounter.

A2. DINING CHAMBER (LEVELS 5–6)

SHAMBLING PLAGUE ZOMBIES (2) CREATURE 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +3; darkvision

Skills Athletics +9

Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can’t use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 26, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 3, vitality 3

Speed 25 feet

Melee ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can’t heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

SPARKING PLAGUE ZOMBIE CREATURE 5

RARE MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +9; darkvision

Skills Athletics +15

Str +4, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can’t use reactions.

AC 19; **Fort** +12, **Ref** +8, **Will** +9

HP 78, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10, vitality 10

Short Circuit (aura, electricity) The sparking zombie’s broken implanted tech crackles with electricity. A creature that hits the zombie with an unarmed Strike takes 5 electricity damage.

Speed 25 feet

Melee ✦ fist +13, **Damage** 2d6+6 bludgeoning plus Grab and zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +13 that deals 2d12+6 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can’t heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

Once in Whispers

GHOUL SOLDIER (0)

CREATURE 2

MEDIUM

GHOUL

UNDEAD

UNHOLY

Pathfinder Monster Core 163

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +6

Str +3, **Dex** +2, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

Items bastard sword, breastplate

AC 17; **Fort** +8, **Ref** +8, **Will** +6

HP 28, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Reactive Strike ↻

Stench (aura, olfactory) 10 feet, DC 15

Speed 25 feet, burrow 5 feet

Melee ✦ jaws +11, **Damage** 1d10+3 piercing

Melee ✦ bastard sword +11 (two-hand d12), **Damage** 1d8+3 slashing

Melee ✦ claw +11 (agile), **Damage** 1d8+3 slashing plus Grab

Consume Flesh ✦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Whispers ✦ (auditory, linguistic, occult); **Requirements** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

Forbidden Cravings (curse) **Saving Throw** Will, DC 18; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4.

Grave Knowledge (occult) **Frequency** once per hour; **Effect** The ghoul calls upon knowledge it retains from one creature it has consumed in the past 7 days. The ghoul attempts a skill check using a skill in which the consumed creature was trained (if it's unclear whether the creature was trained, the GM decides). The ghoul is treated as trained and uses a +8 skill modifier. This takes the same amount of actions or time as usual for the check.

The ghoul can instead automatically learn something specific known by a creature it consumed in the last 7 days, like the location of a hidden treasure or the name of a loved one. The ghoul can do this only once for a given creature, no matter how much of its flesh the ghoul consumed.

Swift Leap ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

Once in Whispers

WANDERING ZOMBIES (LEVELS 5-6)

FESTERING PLAGUE ZOMBIES (2) CREATURE 3

UNCOMMON MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +5; darkvision

Skills Athletics +12

Str +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 16; **Fort** +8, **Ref** +5, **Will** +6

HP 56, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 6, vitality 6

Speed 25 feet

Melee ✦ fist +12, **Damage** 2d8+6 bludgeoning plus Grab and zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 1d12+6 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

SHAMBLING PLAGUE ZOMBIE (0) CREATURE 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +3; darkvision

Skills Athletics +9

Str +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 26, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 3, vitality 3

Speed 25 feet

Melee ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage

Scaling Wandering Zombies

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one shambling plague zombie to the encounter.

12-13 Challenge Points: Add one festering plague zombie to the encounter.

14-15 Challenge Points: Add one zombie burster to the encounter.

16-18 Challenge Points (5+ players): Add one sparking plague zombie to the encounter.

(1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

ZOMBIE BURSTER (0) CREATURE 4

RARE MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +6; darkvision

Skills Athletics +13

Str +4, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Shambling A zombie bursters is permanently slowed 1.

AC 18; **Fort** +13, **Ref** +6, **Will** +8

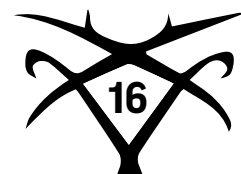
HP 72, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Bursting Pustules ⤴ (disease) **Trigger** The zombie takes piercing damage or damage from a critical hit; **Effect** The pustules covering the zombie's flesh rupture, covering adjacent creatures with vile fluid. Creatures adjacent to the zombie become sickened 1 unless they succeed at a DC 18 Fortitude save.

Speed 25 feet

Melee ✦ fist +12, **Damage** 2d6+6 bludgeoning plus Grab

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 1d10+10 piercing damage.



Once in Whispers

SPARKING PLAGUE ZOMBIE (0)

CREATURE 5

RARE MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +9; darkvision

Skills Athletics +15

Str +4, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 19; **Fort** +12, **Ref** +8, **Will** +9

HP 78, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10, vitality 10

Short Circuit (aura, electricity) The sparking zombie's broken implanted tech crackles with electricity. A creature that hits the zombie with an unarmed Strike takes 5 electricity damage.

Speed 25 feet

Melee ✦ fist +13, **Damage** 2d6+6 bludgeoning plus Grab and zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +13 that deals 2d12+6 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.



Once in Whispers

B1. CORRIDOR (LEVELS 5-6)

ZOMBIE BURSTERS (2)

CREATURE 4

RARE MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +6; darkvision

Skills Athletics +13

Str +4, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Shambling A zombie burster is permanently slowed 1.

AC 18; **Fort** +13, **Ref** +6, **Will** +8

HP 72, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Bursting Pustules (disease) **Trigger** The zombie takes piercing damage or damage from a critical hit; **Effect** The pustules covering the zombie's flesh rupture, covering adjacent creatures with fluid. Creatures adjacent to the zombie become sickened 1 unless they succeed at a DC 18 Fortitude save.

Speed 25 feet

Melee ✦ fist +12, **Damage** 2d6+6 bludgeoning plus Grab

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 1d10+10 piercing damage.

GHOUL SOLDIER (0)

CREATURE 2

MEDIUM GHOUL UNDEAD UNHOLY

Pathfinder Monster Core 163

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +6

Str +3, **Dex** +2, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

Items bastard sword, breastplate

AC 17; **Fort** +8, **Ref** +8, **Will** +6

HP 28, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Reactive Strike (move)

Stench (aura, olfactory) 10 feet, DC 15

Speed 25 feet, burrow 5 feet

Melee ✦ jaws +11, **Damage** 1d10+3 piercing

Melee ✦ bastard sword +11 (two-hand d12), **Damage** 1d8+3 slashing

Melee ✦ claw +11 (agile), **Damage** 1d8+3 slashing plus Grab

Consume Flesh ✦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Whispers ✦ (auditory, linguistic, occult); **Requirements** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

Scaling B1. Corridor

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one ghoul soldier to the encounter.

12-13 Challenge Points: Add one zombie burster to the encounter.

14-15 Challenge Points: Add one ghoul soldier and one zombie burster to the encounter.

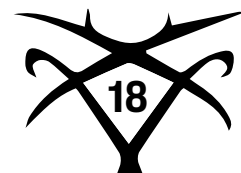
16-18 Challenge Points (5+ players): Add two zombie bursters to the encounter.

Forbidden Cravings (curse) **Saving Throw** Will, DC 18; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4.

Grave Knowledge (occult) **Frequency** once per hour; **Effect** The ghoul calls upon knowledge it retains from one creature it has consumed in the past 7 days. The ghoul attempts a skill check using a skill in which the consumed creature was trained (if it's unclear whether the creature was trained, the GM decides). The ghoul is treated as trained and uses a +8 skill modifier. This takes the same amount of actions or time as usual for the check.

The ghoul can instead automatically learn something specific known by a creature it consumed in the last 7 days, like the location of a hidden treasure or the name of a loved one. The ghoul can do this only once for a given creature, no matter how much of its flesh the ghoul consumed.

Swift Leap ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.



Once in Whispers

B3. CENTRAL RESEARCH CHAMBER (LEVELS 5-6)

BRAIN GUZZLER

CREATURE 5

RARE LARGE UNDEAD UNHOLY ZOMBIE

Perception +12; darkvision

Languages Common, Necril

Skills Athletics +17

Str +3, **Dex** +2, **Con** +0, **Int** +2, **Wis** +0, **Cha** -2

AC 19; **Fort** +9, **Ref** +7, **Will** +12

HP 91, void healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10

Cybernetics The cybernetics of a brain guzzler can be disabled for 1 hour with a successful DC 22 Disable Device check. A brain guzzler's cybernetics are disabled for 1 hour if it takes any electricity damage. A brain guzzler with disabled cybernetics is slowed 1 and can't use reactions.

Guzzle **Trigger** The brain guzzler kills an enemy; **Effect** The brain guzzler breaks open its victim's skull and eats the brain. The brain guzzler gains knowledge of the victim's memories. The victim can no longer be raised from the dead by any method that requires an intact corpse and rises as a zombie shambler the next day at dawn.

Speed 25 feet

Melee **◆** fist +12, **Damage** 2d6+5 bludgeoning

Ulna Bow **◆** The brain guzzler fires with the *ulna bow*, which rips the ulna out of its own forearm and fires it at one target within 120 feet. The target must succeed at a DC 22 Reflex save or take 2d8+5 piercing damage. The ulna explodes on impact, dealing 3d6 piercing damage to adjacent creatures (DC 22 basic Reflex save). Once the *ulna bow* has been used once it can't be used again.

Scaling B3.

Central Research Chamber

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one cybernetic zombie to the encounter.

12-13 Challenge Points: Add one brain guzzler to the encounter.

14-15 Challenge Points: Add one cybernetic zombie and one brain guzzler to the encounter.

16-18 Challenge Points (5+ players): Add two brain guzzlers to the encounter.

CYBERNETIC ZOMBIES (2)

CREATURE 3

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +5; darkvision

Skills Athletics +8

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

AC 18; **Fort** +8, **Ref** +9, **Will** +5

HP 46, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 6, slashing 6

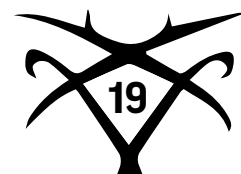
Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 15 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including elf-destruct).

Self-Destruct **◆** A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 2d8+2 electricity damage in a 10-foot radius (DC 15 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee **◆** fist +10, **Damage** 2d6+2 bludgeoning

Ranged **◆** integrated commercial laser pistol +12 (fire, range increment 40 feet), **Damage** 2d6+2 fire



Once in Whispers

B4. LENORE (LEVELS 5-6)

LENORE TORIASTI

CREATURE 6

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Pathfinder Monster Core* 336)

Perception +17; darkvision

Languages Common, Necril, Numerian

Skills Acrobatics +15, Athletics +11, Deception +14, Diplomacy +14, Intimidation +16, Society +14, Stealth +13

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

Items +1 *chain sword*, leather armor

Children of the Night (divine, mental) Lenore's presence brings forth creatures of the night to do their master's bidding. These typically include rat swarms, bat swarms, and wolves but can include other creatures. Lenore can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

AC 24; **Fort** +11, **Ref** +14, **Will** +17

HP 65, coffin restoration, fast healing 7, void healing;

Immunities death effects, disease, paralyzed, poison, sleep;

Resistances physical 7 (except silver)

Vampire Vulnerabilities

Chain Attacks Lenore gains a +1 circumstance bonus to attack rolls with her +1 *chain sword* if she has already attempted to attack a different target this turn using this weapon.

Mist Escape **Trigger** Lenore is reduced to 0 HP; **Effect** The vampire uses Turn to Mist. They can take move actions to move toward their coffin even though they're at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. They automatically return to their corporeal form, unconscious, if they reach their coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet

Melee **◆** *chain sword* +17 (magical, reach 10 feet), **Damage** 1d6+11 slashing

Melee **◆** claw +14 (agile), **Damage** 1d8+8 slashing plus Grab

Change Shape **◆** (concentrate, divine, polymorph) Giant bat with fangs +15 for 1d8+9 piercing.

Dominate **◆◆** (divine, incapacitation, mental, visual) Lenore can cast *dominate* at will as a divine innate spell (DC 22). Casting it requires staring into the target's eyes, giving the spell the visual trait. Fully destroying Lenore ends the domination, but merely reducing her to 0 HP is insufficient to break the spell.

Drink Blood **◆** (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within Lenore's reach; **Effect** Lenore sinks her fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and Lenore regains 10 HP. Drinking Blood from a creature that's already drained doesn't restore

Scaling B4. Lenore

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. The same rule about laser pistols described on page 10 apply to any cybernetic zombies added as a result of these adjustments.

10-11 Challenge Points: Add one cybernetic zombie to the encounter.

12-13 Challenge Points: Add one sparking plague zombie to the encounter.

14-15 Challenge Points: Replace the plague zombies with two sparking plague zombies.

16-18 Challenge Points (5+ players): Replace the shambling plague zombies with one cybernetic zombie and two sparking plague zombies.

any HP to Lenore but increases the victim's drained value by 1, killing the victim when it reaches drained 5. She can also consume blood that's been emptied into a vessel for sustenance but gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Turn to Mist **◆** (air, concentrate, divine, polymorph) Lenore turns into a cloud of vapor, as the *vapor form* spell, or back to her normal form. She loses fast healing while turned to mist. She can remain in this form indefinitely.

SHAMBLING PLAGUE ZOMBIES (2)

CREATURE 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +3; darkvision

Skills Athletics +9

Str +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

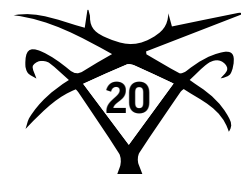
AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 26, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 3, vitality 3

Speed 25 feet

Melee **◆** fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Zombie Bite **◆** **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.



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Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

CYBERNETIC ZOMBIE (0) CREATURE 3

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +5; darkvision


Skills Athletics +8

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

AC 18; **Fort** +8, **Ref** +9, **Will** +5


HP 46, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 6, slashing 6

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 15 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct  A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 2d8+2 electricity damage in a 10-foot radius (DC 15 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee  fist +10, **Damage** 2d6+2 bludgeoning

Ranged  integrated commercial laser pistol +12 (fire, range increment 40 feet), **Damage** 2d6+2 fire

SPARKING PLAGUE ZOMBIE (0) CREATURE 5

RARE MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +9; darkvision

Skills Athletics +15

Str +4, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2


Slow A zombie is permanently slowed 1 and can't use reactions.


AC 19; **Fort** +12, **Ref** +8, **Will** +9

HP 78, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10, vitality 10

Short Circuit (aura, electricity) The sparking zombie's broken implanted tech crackles with electricity. A creature that hits the zombie with an unarmed Strike takes 5 electricity damage.

Speed 25 feet

Melee  fist +13, **Damage** 2d6+6 bludgeoning plus Grab and zombie rot

Zombie Bite  **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +13 that deals 2d12+6 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.



Once in Whispers

B6. LUXIA (LENORE IS PRESENT) (LEVELS 5-6)

LUXIA MIRSAAD

CREATURE 6

UNIQUE MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Necril

Skills Arcana +18, Deception +15, Intimidation +13, Society +11, Stealth +10, Undead Lore +11

Str +0, **Dex** +2, **Con** +2, **Int** +4, **Wis** +1, **Cha** +2

Items spellbook containing her prepared spells, +1 staff

AC 21; **Fort** +13, **Ref** +9, **Will** +18

HP 75

Lover's Devotion **Trigger** Luxia would be hit by a melee attack; **Effect** One of the floating skulls of Luxia's previous lovers interferes with the attack, granting Luxia a +2 circumstance bonus to her AC. The skull is then destroyed. Once all three skulls are destroyed in this way, Luxia can no longer use this reaction.

Speed 25 feet

Melee **◆** staff +13 (two-handed 1d8), **Damage** 2d6+2 bludgeoning

Melee **◆** fist +15 (agile, finesse, nonlethal) **Damage** 2d6 bludgeoning

Arcane Prepared Spells DC 26, attack +16; **3rd** *paralyze, slow, vampiric feast*; **2nd** *blood vendetta, false vitality, stupefy*; **1st** *command, grim tendrils, spider sting*; **Cantrips (3rd)** *daze, electric arc, ignition, shield, void warp*

Drain Bonded Item **◆** **Frequency** once per day; **Requirements** Luxia hasn't acted yet on this turn; **Effect** Luxia expends the power stored in her +1 staff. This gives her the ability to cast one prepared spell she had already previously cast today without spending a spell slot. Luxia must still Cast the Spell and meet the spell's other requirements.

Steady Spellcasting If a reaction would disrupt Luxia's spellcasting action, she attempts a DC 15 flat check. On a success, the action isn't disrupted.

LENORE TORIASTI

CREATURE 6

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Pathfinder Monster Core* 336)

Perception +17; darkvision

Languages Common, Necril, Numerian

Skills Acrobatics +15, Athletics +11, Deception +14, Diplomacy +14, Intimidation +16, Society +14, Stealth +13

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

Items +1 chain sword, leather armor

Children of the Night (divine, mental) Lenore's presence brings forth creatures of the night to do their master's bidding. These typically include rat swarms, bat swarms, and wolves but can include other creatures. Lenore can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

Scaling B6. Luxia and Lenore

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one sparking cybernetic zombie to the encounter.

12-13 Challenge Points: Add two sparking cybernetic zombies to the encounter.

14-15 Challenge Points: Add three sparking cybernetic zombies to the encounter.

16-18 Challenge Points (5+ players): Add two cackling skulls to the encounter.

AC 24; **Fort** +11, **Ref** +14, **Will** +17

HP 65, coffin restoration, fast healing 7, void healing;

Immunities death effects, disease, paralyzed, poison, sleep;

Resistances physical 7 (except silver)

Vampire Vulnerabilities

Chain Attacks Lenore gains a +1 circumstance bonus to attack rolls with her +1 chain sword if she has already attempted to attack a different target this turn using this weapon.

Mist Escape **◆** **Trigger** The vampire is reduced to 0 HP; **Effect** The vampire uses Turn to Mist. They can take move actions to move toward their coffin even though they're at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. They automatically return to their corporeal form, unconscious, if they reach their coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet

Melee **◆** chain sword +17 (magical, reach 10 feet), **Damage** 1d6+11 slashing

Melee **◆** claw +14 (agile), **Damage** 1d8+8 slashing plus Grab **Change Shape** **◆** (concentrate, divine, polymorph) Giant bat with fangs +15 for 1d8+9 piercing.

Dominate **◆◆** (divine, incapacitation, mental, visual) Lenore can cast *dominate* at will as a divine innate spell (DC 22). Casting it requires staring into the target's eyes, giving the spell the visual trait. Fully destroying Lenore ends the domination, but merely reducing her to 0 HP is insufficient to break the spell.

Drink Blood **◆** (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within Lenore's reach; **Effect** Lenore sinks her fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and Lenore regains 10 HP. Drinking Blood from a creature that's already drained doesn't restore any HP to Lenore but increases the victim's drained value

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by 1, killing the victim when it reaches drained 5. She can also consume blood that's been emptied into a vessel for sustenance but gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Turn to Mist ◆ (air, concentrate, divine, polymorph) Lenore turns into a cloud of vapor, as the *vapor form* spell, or back to her normal form. She loses fast healing while turned to mist. She can remain in this form indefinitely.

SPARKING CYBERNETIC ZOMBIE (0) CREATURE 4

UNIQUE MEDIUM MINDLESS UNDEAD ZOMBIE
Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +7; darkvision

Skills Athletics +9

Str +3, **Dex** +5, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

AC 20; **Fort** +10, **Ref** +11, **Will** +7

HP 60, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 7, slashing 7

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 19 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct ↻ A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 3d8+2 electricity damage in a 10-foot radius (DC 19 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee ◆ fist +12, **Damage** 3d6+2 bludgeoning

Ranged ◆ integrated commercial laser pistol +14 (fire, range increment 40 feet), **Damage** 3d6+2 fire

CAKCLING SKULL (0)

CREATURE 6

RARE TINY UNDEAD UNHOLY

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Skills Acrobatics +13 (+15 to Maneuver in Flight), Intimidation +13 (+15 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 90, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Bite Back ↻ **Trigger** The cackling skull is attacked by a creature within their reach; **Effect** The cackling skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ◆ jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading ◆ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is off-guard for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.



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B6. LUXIA (WITHOUT LENORE) (LEVELS 5-6)

LUXIA MIRSAAD

CREATURE 6

UNIQUE MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Necril

Skills Arcana +18, Deception +15, Intimidation +13, Society +11, Stealth +10, Undead Lore +11

Str +0, **Dex** +2, **Con** +2, **Int** +4, **Wis** +1, **Cha** +2

Items spellbook containing her prepared spells, +1 staff

AC 21; **Fort** +13, **Ref** +9, **Will** +18

HP 75

Lover's Devotion **Trigger** Luxia would be hit by a melee attack;

Effect One of the skulls of Luxia's previous lovers interferes with the attack, granting Luxia a +2 circumstance bonus to her AC. The skull is then destroyed. Once all three skulls are destroyed in this way, Luxia can no longer use this reaction.

Speed 25 feet

Melee **◆** staff +13 (two-handed 1d8), **Damage** 2d6+2 bludgeoning

Melee **◆** fist +15 (agile, finesse, nonlethal) **Damage** 2d6 bludgeoning

Arcane Prepared Spells DC 26, attack +16; **3rd** *paralyze, slow, vampiric feast*; **2nd** *blood vendetta, false vitality, stupefy*; **1st** *command, grim tendrils, spider sting*; **Cantrips (3rd)** *daze, electric arc, ignition, shield, void warp*

Drain Bonded Item **◆** **Frequency** once per day; **Requirements**

Luxia hasn't acted yet on this turn; **Effect** Luxia expends the power stored in her +1 staff. This gives her the ability to cast one prepared spell she had already previously cast today without spending a spell slot. Luxia must still Cast the Spell and meet the spell's other requirements.

Steady Spellcasting If a reaction would disrupt Luxia's spellcasting action, she attempts a DC 15 flat check. On a success, the action isn't disrupted.

SPARKING CYBERNETIC ZOMBIES (2) CREATURE 4

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder: Second Contact* 15)

Perception +7; darkvision

Skills Athletics +9

Str +3, **Dex** +5, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

AC 20; **Fort** +10, **Ref** +11, **Will** +7

HP 60, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 7, slashing 7

Cybernetics The zombie's cybernetics can be disabled for 1 hour with a successful DC 19 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct **◆** A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's

Scaling B6. Luxia

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one sparking cybernetic zombie to the encounter.

12-13 Challenge Points: Add two sparking cybernetic zombies to the encounter.

14-15 Challenge Points: Add three sparking cybernetic zombies to the encounter.

16-18 Challenge Points (5+ players): Add two cackling skulls to the encounter.

cybernetics explode, dealing 3d8+2 electricity damage in a 10-foot radius (DC 19 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee **◆** fist +12, **Damage** 3d6+2 bludgeoning

Ranged **◆** integrated commercial laser pistol +14 (fire, range increment 40 feet), **Damage** 3d6+2 fire

CAKCLING SKULL (0)

CREATURE 6

RARE TINY UNDEAD UNHOLY

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Skills Acrobatics +13 (+15 to Maneuver in Flight), Intimidation +13 (+15 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 90, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Bite Back **◆** **Trigger** The cackling skull is attacked by a creature within their reach; **Effect** The cackling skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee **◆** jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading **◆** (auditory, emotion, incapacitation, mental)

The skull chooses one creature within 60 feet and antagonizes it. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is off-guard for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this doesn't take any actions.



Once in Whispers

Appendix 2: Level 7–8 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 40 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A2. DINING CHAMBER (LEVELS 7–8)

FESTERING PLAGUE ZOMBIES (2) CREATURE 3

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +5; darkvision

Skills Athletics +12

Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** +2

Slow A zombie is permanently slowed 1 and can’t use reactions.

AC 16; **Fort** +8, **Ref** +5, **Will** +6

HP 56, void healing; **Immunities** bleed, death effects, disease,

mental, paralyzed, poison, unconscious; **Weaknesses**

slashing 6, vitality 6

Speed 25 feet

Melee ✦ fist +12, **Damage** 2d8+6 bludgeoning plus Grab and

zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature

grabbed or restrained; **Effect** The zombie makes a jaws

unarmed melee Strike against that creature with an attack

modifier of +12 that deals 1d12+6 piercing damage and

exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can’t

heal damage it takes from zombie rot until it has been cured

of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier

with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day);

Stage 3 1d6 void damage (1 day); **Stage 4** 1d6 void damage

(1 day); **Stage 5** dead, rising as a plague zombie immediately.

Scaling A2. Dining Chamber

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. The same rule about laser pistols described on page 10 apply to any cybernetic zombies added as a result of these adjustments.

19–22 Challenge Points: Add one sparking cybernetic zombie to the encounter.

23–27 Challenge Points: Add two sparking cybernetic zombies to the encounter.

28–32 Challenge Points: Remove one festering plague zombie and add one sparking zombie brute and one sparking cybernetic zombie to the encounter.

33+ Challenge Points: Replace both festering plague zombies with two sparking zombie brutes.

SPARKING ZOMBIE BRUTE CREATURE 7

Variant zombie brute (*Pathfinder Monster Core* 357)

Perception +11; darkvision

Skills Athletics +20

Str +7, **Dex** –2, **Con** +6, **Int** –4, **Wis** +1, **Cha** +2

Slow A zombie is permanently slowed 1 and can’t use reactions.

AC 22; **Fort** +17, **Ref** +10, **Will** +13

HP 150, void healing; **Immunities** bleed, death effects, disease,

mental, paralyzed, poison, unconscious; **Weaknesses**

electricity 10, slashing 10, vitality 10

Short Circuit (aura, electricity) The sparking zombie brute

has been implanted with tech components that have

malfunctioned and are crackling with electricity. A creature

that hits the sparking zombie brute with an unarmed Strike

takes 5 electricity damage.

Speed 25 feet

Melee ✦ fist +18 (reach 10 feet), **Damage** 2d12+9 bludgeoning

plus Improved Push 5 feet



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SPARKING CYBERNETIC ZOMBIE (0) CREATURE 4

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +7; darkvision

Skills Athletics +9

Str +3, **Dex** +5, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

AC 20; **Fort** +10, **Ref** +11, **Will** +7

HP 60, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 7, slashing 7

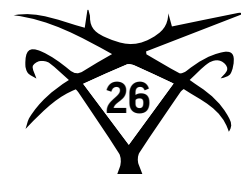
Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 19 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct ➤ A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 3d8+2 electricity damage in a 10-foot radius (DC 19 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee ➤ fist +12, **Damage** 3d6+2 bludgeoning

Ranged ➤ integrated commercial laser pistol +14 (fire, range increment 40 feet), **Damage** 3d6+2 fire



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WANDERING ZOMBIES (LEVELS 7-8)

FESTERING PLAGUE ZOMBIES (2) CREATURE 3

UNCOMMON MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Pathfinder Monster Core* 356)

Perception +5; darkvision

Skills Athletics +12

Str +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 16; **Fort** +8, **Ref** +5, **Will** +6

HP 56, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 6, vitality 6

Speed 25 feet

Melee ✦ fist +12, **Damage** 2d8+6 bludgeoning plus Grab and zombie rot

Zombie Bite ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 1d12+6 piercing damage and exposes the creature to zombie rot.

Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

Scaling Wandering Zombies

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one festering plague zombie to the encounter.

23-27 Challenge Points: Add one aged zombie to the encounter.

28-32 Challenge Points: Remove one festering plague zombie and add two aged zombies to the encounter.

33+ Challenge Points: Add two aged zombies to the encounter.

AGED ZOMBIE CREATURE 5

RARE MEDIUM UNDEAD UNHOLY ZOMBIE

Variant withered (*Pathfinder Book of the Dead* 172)

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +14, Deception +9, Intimidation +9, Stealth +13

Str +5, **Dex** +4, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

Slow An aged zombie is permanently slowed 1 and can't use reactions.

Items dagger (6), leather armor, shortsword

AC 22; **Fort** +11, **Ref** +13, **Will** +9

HP 80, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Speed 35 feet

Melee ✦ shortsword +14 (agile, versatile S), **Damage** 1d6+9 piercing

Melee ✦ dagger +14 (agile, versatile S), **Damage** 1d4+9 piercing

Melee ✦ fist +14, **Damage** 1d8+7 bludgeoning

Ranged ✦ dagger +13 (thrown 10 feet), **Damage** 1d4+9 piercing

Sneak Attack The aged zombie deals an additional 2d6 precision damage to off-guard creatures.

Sudden Surge ✦ **Trigger** The aged zombie's turn begins;

Effect The withered zombie has a sudden burst of speed.

They are quickened this turn and can use the extra action only to Stride or Strike. If the withered zombie's first action this turn is a melee Strike, the target is off-guard against the attack. The withered zombie can't use Sudden Surge again for 1d4 rounds.



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B1. CORRIDOR (LEVELS 7-8)

PESTILENT ZOMBIE BURSTERS (3) CREATURE 5

RARE MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +7; darkvision

Skills Athletics +14

Str +5, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** +2

Shambling Zombie bursters are permanently slowed 1.

AC 19; **Fort** +14, **Ref** +9, **Will** +9

HP 78, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 8, vitality 8

Bursting Pustules ⤵ (disease) **Trigger** The zombie takes piercing damage or damage from a critical hit; **Effect** The pustules covering the zombie's flesh rupture, covering adjacent creatures with vile fluid. Creatures adjacent to the zombie become sickened 1 unless they succeed at a DC 19 Fortitude save.

Speed 25 feet

Melee ⤵ fist +13, **Damage** 2d6+7 bludgeoning plus Grab

Zombie Bite ⤵ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmored melee Strike against that creature with an attack modifier of +13 that deals 2d10+10 piercing damage.

SPARKING CYBERNETIC ZOMBIE (0) CREATURE 4

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +7; darkvision

Skills Athletics +9

Str +3, **Dex** +5, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

AC 20; **Fort** +10, **Ref** +11, **Will** +7

HP 60, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 7, slashing 7

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 19 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct ⤵ A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 3d8+2 electricity damage in a 10-foot radius (DC 19 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee ⤵ fist +12, **Damage** 3d6+2 bludgeoning

Ranged ⤵ integrated commercial laser pistol +14 (fire, range increment 40 feet), **Damage** 3d6+2 fire

Scaling B1. Corridor

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. The same rule about laser pistols described on page 10 apply to any cybernetic zombies added as a result of these adjustments.

19-22 Challenge Points: Add one sparking cybernetic zombie to the encounter.

23-27 Challenge Points: Add one cackling skull to the encounter.

28-32 Challenge Points: Add one sparking cybernetic zombie and one cackling skull to the encounter.

33+ Challenge Points: Add two cackling skulls to the encounter.

CAKCLING SKULL (0) CREATURE 6

RARE MEDIUM UNDEAD UNHOLY

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Skills Acrobatics +13 (+15 to Maneuver in Flight), Intimidation +13 (+15 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 90, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Bite Back ⤵ **Trigger** The cackling skull is attacked by a creature within their reach; **Effect** The cackling skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ⤵ jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading ⤵ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is off-guard for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.



Once in Whispers

B3. CENTRAL RESEARCH CHAMBER (LEVELS 7-8)

ENHANCED BRAIN GUZZLER

CREATURE 7

RARE LARGE UNDEAD UNHOLY ZOMBIE

Perception +15; darkvision

Languages Common, Necril

Skills Athletics +18

Str +3, **Dex** +2, **Con** +0, **Int** +3, **Wis** +0, **Cha** -2

AC 22; **Fort** +12, **Ref** +10, **Will** +15

HP 140 (fast healing 7), void healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10

Cybernetics The cybernetics of a brain guzzler can be disabled for 1 hour with a successful DC 22 Disable Device check. A brain guzzler's cybernetics are disabled for 1 hour if it takes any electricity damage. A brain guzzler with disabled cybernetics is slowed 1, can't use reactions, and its repair nanites no longer function, causing it to lose its fast healing.

Guzzle **Trigger** The brain guzzler kills an enemy; **Effect** The brain guzzler breaks open its victim's skull and eats the brain. The brain guzzler gains knowledge of the victim's memories, and its Intelligence increases by +1. The victim can no longer be raised from the dead by any method that requires an intact corpse and rises as a zombie shambler the next day at dawn.

Repair Nanites The brain guzzler has integrated nanites that swarm over damage, healing it.

Speed 25 feet

Melee **◆** fist +14, **Damage** 3d6+5 bludgeoning

Ulna Bow **◆** The brain guzzler fires with the *ulna bow*, which rips the ulna out of its own forearm and fires it at one target within 120 feet. The target must succeed at a DC 25 Reflex save or take 3d8+5 piercing damage. The ulna explodes on impact, dealing 4d8 piercing damage to adjacent creatures (DC 25 basic Reflex save). Once the *ulna bow* has been used once it can't be used again.

Scaling B3.

Central Research Chamber

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one flaring cybernetic zombie to the encounter.

23-27 Challenge Points: Add one enhanced brain guzzler to the encounter.

28-32 Challenge Points: Add one flaring cybernetic zombie and one enhanced brain guzzler to the encounter.

33+ Challenge Points: Add two enhanced brain guzzlers to the encounter.

FLARING CYBERNETIC ZOMBIES (2)

CREATURE 5

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +7; darkvision

Skills Athletics +12

Str +3, **Dex** +5, **Con** +4, **Int** -4, **Wis** +1, **Cha** +2

AC 19; **Fort** +12, **Ref** +11, **Will** +7

HP 90, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 8, slashing 8

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 22 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct **◆** A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 3d8+2 electricity damage in a 10-foot radius (DC 19 basic Reflex save). This ability destroys any technological items on the zombie.

Short Circuit (aura, electricity) The sparking zombie has been implanted with tech components that have malfunctioned and are crackling with electricity. A creature that hits the zombie with an unarmed Strike takes 5 electricity damage.

Speed 25 feet

Melee **◆** fist +12, **Damage** 2d6+6 bludgeoning

Ranged **◆** integrated commercial laser pistol +14 (fire, range increment 40 feet), **Damage** 2d6+4 fire



Once in Whispers

B4. LENORE (LEVELS 7-8)

LENORE TORIASTI

CREATURE 8

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Pathfinder Monster Core* 336)

Perception +18; darkvision

Languages Common, Necril, Numerian

Skills Acrobatics +18, Athletics +14, Deception +17, Diplomacy +17, Intimidation +19, Society +17, Stealth +16

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

Items leather armor, +1 *chain sword*

Children of the Night (divine, mental) Lenore's presence brings forth creatures of the night to do their master's bidding. These typically include rat swarms, bat swarms, and wolves but can include other creatures. Lenore can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

AC 27; **Fort** +13, **Ref** +16, **Will** +19

HP 130, coffin restoration, fast healing 8, void healing;

Immunities death effects, disease, paralyzed, poison, sleep;

Resistances physical 8 (except silver)

Vampire Vulnerabilities

Chain Attacks Lenore gains a +1 circumstance bonus to attack rolls with her +1 *chain sword* if she has already attempted to attack a different target this turn using this weapon.

Mist Escape **◆ Trigger** Lenore is reduced to 0 HP; **Effect** Lenore uses Turn to Mist. She can take move actions to move toward her coffin even though she's at 0 HP. While at 0 HP in this form, Lenore is unaffected by further damage. She automatically returns to her corporeal form, unconscious, if she reaches her coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet

Melee **◆** *chain sword* +20 (magical, reach 10 feet), **Damage** 2d6+11 slashing

Melee **◆** claw +17 (agile), **Damage** 2d8+6 slashing plus Grab

Change Shape **◆** (concentrate, divine, polymorph) Giant bat with fangs +18 for 2d8+7 piercing.

Dominate **◆◆** (divine, incapacitation, mental, visual) Lenore can cast *dominate* at will as a divine innate spell (DC 24). Casting it requires staring into the target's eyes, giving the spell the visual trait. Fully destroying her ends the domination, but merely reducing her to 0 HP is insufficient to break the spell.

Drink Blood **◆** (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within Lenore's reach; **Effect** Lenore sinks her fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and Lenore regains 10 HP. Drinking Blood from a creature that's already

Scaling B4. Lenore

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. The same rule about laser pistols described on page 10 apply to any cybernetic zombies added as a result of these adjustments.

19-22 Challenge Points: Add one flaring cybernetic zombie to the encounter.

23-27 Challenge Points: Add two flaring cybernetic zombies to the encounter.

28-32 Challenge Points: Replace the cybernetic zombies with two enhanced brain guzzlers.

33+ Challenge Points: Replace the cybernetic zombies with two enhanced brain guzzlers and one flaring cybernetic zombie.

drained doesn't restore any HP to her but increases the victim's drained value by 1, killing the victim when it reaches drained 5. Lenore can also consume blood that's been emptied into a vessel for sustenance, but she gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Turn to Mist **◆** (air, concentrate, divine, polymorph) Lenore turns into a cloud of vapor, as the *vapor form* spell, or back to her normal form. She loses fast healing while turned to mist. She can remain in this form indefinitely.

CYBERNETIC ZOMBIES (2)

CREATURE 3

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +5; darkvision

Skills Athletics +8

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

AC 18; **Fort** +8, **Ref** +9, **Will** +5

HP 46, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 6, slashing 6

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 15 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).



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Self-Destruct \curvearrowright A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 2d8+2 electricity damage in a 10-foot radius (DC 15 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee \blacklozenge fist +10, **Damage** 2d6+2 bludgeoning

Ranged \blacklozenge integrated commercial laser pistol +12 (fire, range increment 40 feet), **Damage** 2d6+2 fire

FLARING CYBERNETIC ZOMBIE (0) CREATURE 5

RARE MEDIUM MINDLESS UNDEAD ZOMBIE

Variant cybernetic zombie (*Starfinder Free RPG Day: Second Contact* 15)

Perception +7; darkvision

Skills Athletics +12

Str +3, **Dex** +5, **Con** +4, **Int** -4, **Wis** +1, **Cha** +2

AC 19; **Fort** +12, **Ref** +11, **Will** +7

HP 90, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 8, slashing 8

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 22 Disable Device check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self-Destruct).

Self-Destruct \curvearrowright A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 3d8+2 electricity damage in a 10-foot radius (DC 19 basic Reflex save). This ability destroys any technological items on the zombie.

Short Circuit (aura, electricity) The sparking zombie has been implanted with tech components that have malfunctioned and are crackling with electricity. A creature that hits the zombie with an unarmed Strike takes 5 electricity damage.

Speed 25 feet

Melee \blacklozenge fist +12, **Damage** 2d6+6 bludgeoning

Ranged \blacklozenge integrated commercial laser pistol +14 (fire, range increment 40 feet), **Damage** 2d6+4 fire

ENHANCED BRAIN GUZZLER (0) CREATURE 7

RARE LARGE UNDEAD UNHOLY ZOMBIE

Perception +15; darkvision

Languages Common, Necril

Skills Athletics +18

Str +3, **Dex** +2, **Con** +0, **Int** +3, **Wis** +0, **Cha** -2

AC 22; **Fort** +12, **Ref** +10, **Will** +15

HP 140 (fast healing 7), void healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10

Cybernetics The cybernetics of a brain guzzler can be disabled for 1 hour with a successful DC 22 Disable Device check. A brain guzzler's cybernetics are disabled for 1 hour if it takes any electricity damage. A brain guzzler with disabled cybernetics is slowed 1, can't use reactions, and its repair nanites no longer function, causing it to lose its fast healing.

Guzzle \curvearrowright **Trigger** The brain guzzler kills an enemy; **Effect** The brain guzzler breaks open its victim's skull and eats the brain. The brain guzzler gains knowledge of the victim's memories, and its Intelligence increases by +1. The victim can no longer be raised from the dead by any method that requires an intact corpse and rises as a zombie shambler the next day at dawn.

Repair Nanites The brain guzzler has integrated nanites that swarm over damage, healing it.

Speed 25 feet

Melee \blacklozenge fist +14, **Damage** 3d6+5 bludgeoning



Once in Whispers

B6. LUXIA (LENORE IS PRESENT) (LEVELS 7-8)

LUXIA MIRSAAD

CREATURE 8

UNIQUE MEDIUM HUMAN HUMANOID

Perception +16

Languages Common, Necril

Skills Arcana +21, Deception +18, Intimidation +16, Society +14, Stealth +13, Undead Lore +14

Str +1, **Dex** +3, **Con** +3, **Int** +4, **Wis** +2, **Cha** +2

Items spellbook containing her prepared spells, +1 striking staff

AC 24; **Fort** +15, **Ref** +12, **Will** +21

HP 75

Lover's Devotion **Trigger** Luxia would be hit by a melee attack; **Effect** One of the floating skulls of Luxia's previous lovers interferes with the attack, granting Luxia a +2 circumstance bonus to her AC. The skull is then destroyed. Once all three skulls are destroyed in this way, Luxia can no longer use this reaction.

Speed 25 feet

Melee **◆** staff +16 (magical, two-handed 1d8), **Damage** 3d6+2 bludgeoning

Melee **◆** fist +18 (agile, finesse, nonlethal) **Damage** 2d6+3 bludgeoning

Arcane Prepared Spells DC 28, attack +18; **4th** *confusion, flicker, vision of death*; **3rd** *paralyze, slow, vampiric feast*; **2nd** *blood vendetta, false vitality, stupefy*; **1st** *command, grim tendrils, spider sting*; **Cantrips (4th)** *daze, electric arc, ignition, shield, void warp*

Drain Bonded Item **◆** **Frequency** once per day; **Requirements** Luxia hasn't acted yet on this turn; **Effect** Luxia expends the power stored in her +1 staff. This gives her the ability to cast one prepared spell she had already previously cast today without spending a spell slot. Luxia must still Cast the Spell and meet the spell's other requirements.

Steady Spellcasting If a reaction would disrupt Luxia's spellcasting action, she attempts a DC 15 flat check. On a success, the action isn't disrupted.

LENORE TORIASTI

CREATURE 8

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Pathfinder Monster Core* 336)

Perception +18; darkvision

Languages Common, Necril, Numerian

Skills Acrobatics +18, Athletics +14, Deception +17, Diplomacy +17, Intimidation +19, Society +17, Stealth +16

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

Items +1 striking chain sword, leather armor

Children of the Night (divine, mental) Lenore's presence brings forth creatures of the night to do their master's bidding. These typically include rat swarms, bat swarms, and wolves

Scaling B6. Luxia and Lenore

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one cackling skull to the encounter.

23-27 Challenge Points: Add two cackling skulls to the encounter.

28-32 Challenge Points: Add three cackling skulls to the encounter.

33+ Challenge Points: Add one graveknight to the encounter.

but can include other creatures. Lenore can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

AC 27; **Fort** +13, **Ref** +16, **Will** +19

HP 130, coffin restoration, fast healing 8, void healing;

Immunities death effects, disease, paralyzed, poison, sleep;

Resistances physical 8 (except silver)

Vampire Vulnerabilities

Chain Attacks Lenore gains a +1 circumstance bonus to attack rolls with her +1 striking chain sword if she has already attempted to attack a different target this turn using this weapon.

Mist Escape **◆** **Trigger** Lenore is reduced to 0 HP; **Effect** Lenore uses Turn to Mist. She can take move actions to move toward her coffin even though she's at 0 HP. While at 0 HP in this form, Lenore is unaffected by further damage. She automatically returns to her corporeal form, unconscious, if she reaches her coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet

Melee **◆** chain sword +20 (magical, reach 10 feet), **Damage** 2d6+11 slashing

Melee **◆** claw +17 (agile), **Damage** 2d8+6 slashing plus Grab **Change Shape** **◆** (concentrate, divine, polymorph) Giant bat with fangs +18 for 2d8+7 piercing.

Dominate **◆◆** (divine, incapacitation, mental, visual) Lenore can cast *dominate* at will as a divine innate spell (DC 24). Casting it requires staring into the target's eyes, giving the spell the visual trait. Fully destroying her ends the domination, but merely reducing her to 0 HP is insufficient to break the spell.

Drink Blood **◆** (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within Lenore's reach; **Effect** Lenore sinks her fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the



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victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and Lenore regains 10 HP. Drinking Blood from a creature that's already drained doesn't restore any HP to her but increases the victim's drained value by 1, killing the victim when it reaches drained 5. Lenore can also consume blood that's been emptied into a vessel for sustenance, but she gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Turn to Mist ◆ (air, concentrate, divine, polymorph) Lenore turns into a cloud of vapor, as the *vapor form* spell, or back to her normal form. She loses fast healing while turned to mist. She can remain in this form indefinitely.

CAKTLING SKULL (0) CREATURE 6

RARE LARGE UNDEAD UNHOLY

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Skills Acrobatics +13 (+15 to Maneuver in Flight), Intimidation +13 (+15 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 90, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Bite Back ↻ **Trigger** The cackling skull is attacked by a creature within their reach; **Effect** The cackling skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ◆ jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading ◆ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is off-guard for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

GRAVEKNIGHT (0)

CREATURE 10

MEDIUM GRAVEKNIGHT UNDEAD UNHOLY

Pathfinder Monster Core 179

Perception +19; darkvision

Languages Common, Necril

Skills Athletics +23, Intimidation +22, Religion +19, Warfare Lore +20

Str +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5

Items composite longbow (20 arrows), greatsword, +1 resilient full plate

AC 31; **Fort** +21, **Ref** +19, **Will** +18

HP 175, rejuvenation, void healing; **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious

Sacriligious Aura 30 feet. Counteract modifier +17

Reactive Strike ↻

Speed 25 feet

Melee ◆ *frost greatsword* +24 (cold, magical, versatile P), **Damage** 2d12+10 slashing plus 1d6 cold

Melee ◆ fist +23 (agile, cold), **Damage** 2d6+10 bludgeoning plus 1d6 cold

Ranged ◆ *frost composite longbow* +21 (cold, deadly d10, magical, range increment 100 feet, propulsive, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold

Devastating Blast ◆◆ (arcane, cold) 11d6 cold, DC 29

Graveknight's Curse DC 33

Phantom Mount ◆◆◆ (arcane) **HP** 58; **AC** 27; **Fort** +17, **Ref** +15, **Will** +14

Weapon Master



Once in Whispers

B6. LUXIA (WITHOUT LENORE) (LEVELS 7-8)

LUXIA MIRSAAD

CREATURE 8

UNIQUE MEDIUM HUMAN HUMANOID

Perception +16

Languages Common, Necril

Skills Arcana +21, Deception +18, Intimidation +16, Society +14, Stealth +13, Undead Lore +14

Str +1, **Dex** +3, **Con** +3, **Int** +4, **Wis** +2, **Cha** +2

Items spellbook containing her prepared spells, +1 striking staff

AC 24; **Fort** +15, **Ref** +12, **Will** +21

HP 75

Lover's Devotion **Trigger** Luxia would be hit by a melee attack; **Effect** One of the floating skulls of Luxia's previous lovers interferes with the attack, granting Luxia a +2 circumstance bonus to her AC. The skull is then destroyed. Once all three skulls are destroyed in this way, Luxia can no longer use this reaction.

Speed 25 feet

Melee **Staff** +16 (magical, two-handed 1d8), **Damage** 3d6+2 bludgeoning

Melee **Fist** +18 (agile, finesse, nonlethal) **Damage** 2d6+3 bludgeoning

Arcane Prepared Spells DC 28, attack +18; **4th** *confusion, flicker, vision of death*; **3rd** *paralyze, slow, vampiric feast*; **2nd** *blood vendetta, false vitality, stupefy*; **1st** *command, grim tendrils, spider sting*; **Cantrips (4th)** *daze, electric arc, ignition, shield, void warp*

Drain Bonded Item **Frequency** once per day; **Requirements** Luxia hasn't acted yet on this turn; **Effect** Luxia expends the power stored in her +1 staff. This gives her the ability to cast one prepared spell she had already previously cast today without spending a spell slot. Luxia must still Cast the Spell and meet the spell's other requirements.

Steady Spellcasting If a reaction would disrupt Luxia's spellcasting action, she attempts a DC 15 flat check. On a success, the action isn't disrupted.

CAKTLING SKULLS (2)

CREATURE 6

UNIQUE TINY UNDEAD UNHOLY

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Skills Acrobatics +13 (+15 to Maneuver in Flight), Intimidation +13 (+15 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 90, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Scaling B6. Luxia

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one cackling skull to the encounter.

23-27 Challenge Points: Add two cackling skulls to the encounter.

28-32 Challenge Points: Add one cackling skull and one phantom beast to the encounter.

33+ Challenge Points: Add one graveknight to the encounter.

Bite Back **Trigger** The cackling skull is attacked by a creature within their reach; **Effect** The cackling skull makes a *jaws Strike* against that creature.

Speed 15 feet, fly 40 feet

Melee **Jaws** +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is off-guard for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a *Strike* against itself; this *Strike* doesn't take any actions.

PHANTOM BEAST (0)

CREATURE 8

UNCOMMON MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Pathfinder Monster Core 263

Perception +18; darkvision

Languages telepathy 100 feet

Skills Diplomacy +16, Intimidation +18, Occultism +14, Thievery +18

Str -5, **Dex** +6, **Con** +1, **Int** +0, **Wis** +4, **Cha** +6

Walk the Ethereal Line **Effect** The phantom walks the thin line between the Ethereal Plane and the Universe in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

AC 26; **Fort** +13, **Ref** +18, **Will** +16; -1 status penalty to all saves vs. death effects

HP 120; **Immunities** bleed, disease, paralyzed, poison,

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precision; **Resistances** all damage 8 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

Susceptible to Death Though phantoms aren't alive, neither are they undead, and they're uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *execute*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

Speed fly 35 feet

Melee ✦ phantom horn +18 (agile, finesse, magical), **Damage** 2d8+8 piercing

Occult Innate Spells DC 28, attack +20; **4th** *phantom pain*, *sleep*, *spiritual armament*; **Cantrips** (4th) *daze*, *telekinetic projectile*

Grab Item ✦ The phantom beast attempts to Steal one item of up to 1 Bulk from a creature, even if the creature is in combat, though the object still must not be one that is actively in use. If they succeed, they carry the object along with them telekinetically.

Phantom Touch (spirit) Each time they make a Strike, a phantom can choose to deal spirit damage instead of the normal physical damage type.

GRAVEKNIGHT (0)

CREATURE 10

MEDIUM GRAVEKNIGHT UNDEAD UNHOLY

Pathfinder Monster Core 179

Perception +19; darkvision

Languages Common, Necril

Skills Athletics +23, Intimidation +22, Religion +19, Warfare Lore +20

Str +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5

Items composite longbow (20 arrows), greatsword, +1 *resilient full plate*

AC 31; **Fort** +21, **Ref** +19, **Will** +18

HP 175, rejuvenation, void healing; **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious

Sacrilegious Aura 30 feet. Counteract modifier +17

Reactive Strike ↻

Speed 25 feet

Melee ✦ *frost greatsword* +24 (cold, magical, versatile P), **Damage** 2d12+10 slashing plus 1d6 cold

Melee ✦ fist +23 (agile, cold), **Damage** 2d6+10 bludgeoning plus 1d6 cold

Ranged ✦ *frost composite longbow* +21 (cold, deadly d10, magical, range increment 100 feet, propulsive, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold

Devastating Blast ✦✦ (arcane, cold) 11d6 cold, DC 29

Graveknight's Curse DC 33

Phantom Mount ✦✦✦ (arcane) **HP** 58; **AC** 27; **Fort** +17, **Ref** +15, **Will** +14

Weapon Master



Once in Whispers

Appendix 3: Game Aids



Lovkiy



Plague Zombie

Technic League Ghost



Black Mass

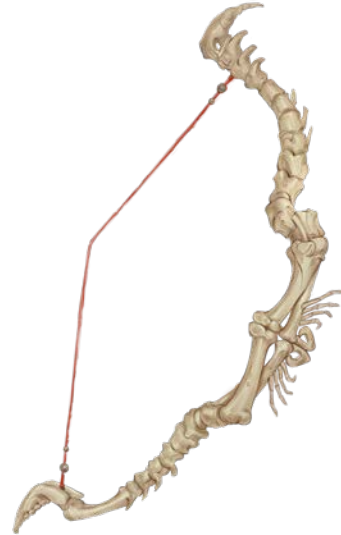


Once in Whispers

Appendix 3: Game Aids



Cybernetic Zombie



Ulna Bow

Lenore Toriasti



Luxia Mirsaad



Once in Whispers

Appendix 3: Game Aids



Cackling Skull

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Handout: Letter from Luxia

Pathfinder Agents,

I'm grateful you allowed me to finish my research. This will help my fellow scholars.

As you have broken your oaths to my benefit, I shall break one of my own for yours. Thus, the information on Hesla of the Embers:

The Embersplitter Clan was a grouping in the Sarkoris Scar. They were all slaughtered by demons, except for Hesla, who instead was taken by a Deskaran cult and groomed to become their leader.

Her home in the Eastgate district of Absalom is fully staffed by her followers, and they seem willing to die for her. Similarly, the cult funds her lifestyle through a mixture of mundane jobs and random banditry across Avistan.

Hesla's most recent letters seem to be inquiries about the remains of Riftcarver, Deskari's lost scythe. According to our research, this weapon seems to be beyond the Universe.

Pleasure doing business,

Luxia Mirsaad, Twice-Murdered, of Virlych

Once in Whispers

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Treasure Bundles

- Secrets of the Manor, page 7: 1 Treasure Bundle for each research threshold the PCs reach, up to 6 Treasure Bundles.
- Secrets of the Manor, page 7: 2 Treasure Bundles for collecting the black mass and the undead repellent.
- **Encounter B3**, page 10: 1 Treasure Bundle for collecting the *ulna bow*.
- **Encounter B6**, page 12: 1 Treasure Bundle for answering Luxia's deal.

CP Total	Level Range
8-14	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 5th-level PCs = 2 points each
- 6th-level PCs = 3 points each
- 7th-level PCs = 4 points each
- 8th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 5–6 encounters appear in Appendix 1, and level 7–8 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

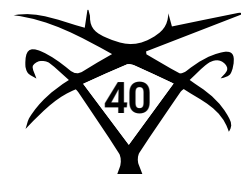
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

Remaster Changes

With our shift to the new ORC license, we've updated quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference *Pathfinder Player Core*, *Pathfinder Player Core 2*, and *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now off-guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



Once in Whispers



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
				<input type="checkbox"/> C	<input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>



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