

SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF IMMORTAL INFLUENCE

Scenario #6-19

Levels 11-14

What Walks Again

By Scott D. Young



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### GM Resources

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Player Core*, *Pathfinder Player Core 2*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder #188: They Watched the Stars*

**Maps:** *Pathfinder Flip-Mat: Village Assault*, *Pathfinder Flip-Mat Classic: Village Square*, *Starfinder Flip-Mat: Desert World*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

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### 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 <http://www.lorespire.paizo.com>.

- METAPLOT (IMMORTAL INFLUENCE)
  - GLYPH
  - VIGILANT SEAL
- 

### Summary

The Pathfinders travel to the village of Pimatsih in the Sarkoris Scar to investigate a series of unusual tremors that have shaken the region. Upon arrival a large tremor strikes, and the PCs must aid the injured and displaced citizens of Pimatsih while preparing for a possible attack by demonic forces. After meeting with their contact, Kishna Meltcaller, the Pathfinders learn that the god-touched exemplar Hesla Embersplitter has plans to destroy Pimatsih as a step along her path to power. After testing the PCs with wave after wave of demonic hordes and fiendish beasts, Hesla unleashes her champion: the animated corpse of the demon lord Deskari! The Pathfinders must battle the demon lord’s parasite-ridden corpse to prevent Hesla from destroying Pimatsih in her misguided plan to rule all of Sarkoris.

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### Content Warning

This scenario contains themes of natural disasters (earthquakes), insect swarms, and parasitic infestations. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

### HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 11-14**



**PLAYERS: 3-6**



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# What Walks Again

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## Adventure Background

The Pathfinder Society has spent much of the past year working to understand the machinations of **Hesla Embersplitter** (female human exemplar), one of those who have been transformed by the Godsrain that resulted from the recent death of Gorum, god of war. She first came to the Society's attention through her support of the Knights of Lastwall in Absalom and her apparent romantic interest in Watcher-Lord **Ulthun II**



**Hesla of the Embers,  
Wielder of Locusts**

## Where on Golarion?

This scenario takes place in the town of Pimatsih within the Sarkoris Scar and in the broken lands immediately adjacent to the town. The Sarkoris Scar is the modern name for the blasted lands surrounding what used to be The Worldwound, a rift linking Golarion with the Outer Rifts. While the Worldwound was closed, the land and its people have yet to fully recover, and demons still rule vast areas of land within the Scar. Further detail on the Sarkoris Scar can be found on pages 32–33 *Lost Omens: World Guide*.



(male human knight). As Hesla's plans began to unfold, though, the Society has realized that she is a force to be reckoned with, a personage that may well shape the face of her nation, Sarkoris, for decades to come.

Hesla's story began as one of thousands of children orphaned by the depredations of the Worldwound, the portal to the Outer Rifts through which demons had invaded and conquered Sarkoris. What few know is that Hesla's family were not slain by demons, but by their neighbors and friends. During the dark times of the Worldwound invasion, many Sarkorians survived by pledging allegiance to the demon lord Deskari, Lord of Locusts, or one of his many cults. Even after Deskari was slain and the Worldwound closed, these cults operated within Sarkorian society, hidden by the chaos left in the

# What Walks Again

wake of victory. The Cult of the Screaming Grub sacrificed Hesla and her parents to the Lord of Locusts, but were surprised when Hesla survived the ordeal. Upon learning the girl's true name, their demeanor changed in an instant. The leader of the Screaming Grubs was a visionary and oracle to whom a prophecy had been revealed: "A split ember will make the locust walk again." For Hesla Embersplitter, this accident of naming saved her life.

Hesla grew to adulthood and leadership in the Cult of the Screaming Grub and used the group's influence to amass both wealth and power, but she never forgave the cult for their murderous actions. She was patient, though, and knew the time would come when there would be a reckoning.

Today Hesla is a wealthy merchant in Absalom, and those few who know her humble origins might be forgiven for thinking she has moved on past the trauma of her youth. She has been slowly advancing within Absalom society, making the right friends and winning influence. Many underestimated her, believing her latest interest in fundraising for the Knights of Lastwall to be merely a pretense to spend time with the order's charismatic leader, Ulthun. Absalom gossip suggested Hesla intended to wed the charismatic bachelor to further cement her social standing in the City at the Center of the World.

Then came the Godsrain.

When Gorum, the god of strength and battle, died in 4724 AR, his divine essence was scattered across Golarion in a divine deluge known as the Godsrain. Hesla was one of those who absorbed a spark of the dead god's power. After coming to terms with her newfound abilities, she set her sights on something much grander than her social standing in Absalom. She could now enact her revenge upon those who had murdered her family and the people who let it happen—the leaders of Sarkoris. She would destroy them in a show of strength that would make her the undisputed ruler of her former homeland.

She spent considerable time and effort tracking down *Riftcarver*, the legendary scythe wielded by the demon lord Deskari during his attempted conquest. Shortly after she managed to acquire this evil weapon, a team of Pathfinder agents found Hesla's Absalom estate staffed by cultists of the Screaming Grub. Another Pathfinder team managed to intercept the delivery of a strange, mangled carcass intended for Hesla's estate, which turned out to be the decayed corpse of the demon Ingalor, the fiend that originally birthed Deskari ages ago.

With this information, the Mistress of the Society's Dark Archive, **Zarta Dralneen** (female human archivist) has uncovered an important clue about *Riftcarver* that may help to explain Hesla's motivations: the scythe can only be destroyed if it's used to slaughter the demon Ingalor. Such an act would remove the last vestiges of

power from the scattered Deskaran cultists, strike fear into the hearts of any remaining demons, and ensure Hesla's future as ruler of Sarkoris.

Had Hesla Embersplitter's plans focused only on wiping out the dangerous Deskari cultists or uniting a recovering Sarkoris under the stability of a single leader, she might have been a useful ally of the Society. However, as she has grown in power, she's shown no qualms about murdering Pathfinders, Knights of Lastwall, or anyone else she views as a threat to her ambitions. The next stage of her plan, set to occur in the Sarkorian village of Pimatsih, will be the first step toward earning her the last part of her epithet, "Hesla of the Embers, Betrayer of Demons, Breaker of Cities."

## Getting Started

This scenario's action begins before the characters receive their regular briefing, and so some elements of the introduction may appear out of order compared to most other scenarios. Begin by telling the players that they are on a journey to the village of Pimatsih, in the Sarkoris Scar, and make the secret rolls for character knowledge while the group is getting settled. You can then give out knowledge when it becomes appropriate, or wait until the formal briefing to reveal it all.

A PC who succeeds at an appropriate skill check to Recall Knowledge might know more about the Sarkoris Scar or Hesla Embersplitter. As the characters are among the most experienced Pathfinder agents, even a failure grants some information, a success grants more, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

A character who has played any of the prior metaplot scenarios—*Pathfinder Society Scenario #6-04: An Enkindled Carnival*, *Pathfinder Society Scenario #6-14: Twice in Steel*, or *Pathfinder Society Scenario #6-16: The Heart of the City*—automatically knows the information revealed by a success on a Recall Knowledge check about Hesla Embersplitter.

## SARKORIS (SOCIETY DC 28 OR RELIGION DC 28)

**Critical Success** As success, and the PC also knows that large earth tremors often presage an invasion by demons using underground tunnels to bypass defenses and undermine city walls.

**Success** As failure, and the PC also knows that, while the demon lord Deskari was slain and the Worldwound closed, there are still large numbers of demons. Many act independently, reveling in chaos, but there are signs that something is once again beginning to coordinate their attacks.



# What Walks Again

**Failure** Sarkoris is the land once occupied by the Worldwound, a direct gate to the Outer Rifts that allowed a demonic invasion led by Deskari, Demon Lord of Locusts, which spanned more than a hundred years.

**Critical Failure** As failure, and the PC also knows that all the demons were slaughtered with their lord Deskari in 4718 AR when the Worldwound was closed. Any remaining demons are a minor threat at best, but as Sarkoris returns to its roots, the people remain slow to trust anyone from outside the area.

## HESLA EMBERSPLITTER (SOCIETY DC 28 OR ABSALOM LORE DC 25)

**Critical Success** As success, and the PC also knows that the Cult of the Screaming Grub, who raised Hesla, did so because they had a prophecy that *"the split ember will make the Lord of Locusts walk again."*

**Success** As failure, and the PC also knows that Hesla's schemes seem to involve various demons and demonic cults throughout Sarkoris. She is one of those who absorbed a fraction of divine essence during the Godsrain, and recently recovered the artifact *Riftcarver*, the scythe that the demon lord Deskari wielded when he led his hordes against Golarion.

**Failure** Hesla Embersplitter is a Sarkorian woman who has risen from an orphan in the Worldwound to international prominence, first as a wealthy Absalomian socialite supporting the Knights of Lastwall, and then as a mysterious power with hidden motives.

**Critical Failure** As failure, and the PC also knows that Hesla Embersplitter has been supporting the crusade against Tar-Baphon, the Whispering Tyrant, but only as a means of attracting the romantic interest of Watcher-Lord Ulthun II, commander of the Knights of Lastwall.

## HERO POINTS

This scenario's action begins before the heroes receive their traditional briefing, and they may be rolling dice before they fully understand what is going on. Before beginning the scenario, remind the players that they each have 1 Hero Point available.

## A. Meeting Interrupted

After the lengthy journey across the still-shattered wastelands of Sarkoris, even the small settlement of Pimatsih is a welcome sight. Houses and shops huddle behind the shelter of a reasonably-sturdy fieldstone wall, and patrolling guards mingle with people going about their lives. Over a decade since the closure of the Worldwound, it seems that life has finally returned to what passes for normal in the Sarkoris Scar. The orders from Venture-Captain

Ambrus Valsin were clear: meet with Kishna Meltcaller, a healer and friend of the Society, to investigate some recent and uncanny tremors that have occurred in the vicinity of the village. Normally this task would be assigned to more junior Pathfinders, but Valsin's concern was obvious. "After our recent experiences with Hesla Embersplitter, everything in Sarkoris has become much more dangerous. The Ten want our best in place, in the all-too-likely event that this is more than it seems."

Walking toward Pimatsih's market square, signs of recent and hurried repairs are evident. Piles of debris have been swept to the edges of buildings and into alleys, several buildings show a slight but perceptible slant in their profile, and a blacksmith's shop near the gate has partially collapsed.

Across the square, a woman garbed in a snow white cassock works with several others to reinforce a building's wall. She turns and waves in greeting.

The woman in white is Kishna Meltcaller, who has been waiting for the Pathfinders' arrival. Before the PCs can reach her, a powerful earthquake tremor rocks the village.

## PART 1: EARTHQUAKE! TRIVIAL

Suddenly, a deep bass rumble from somewhere underground is felt more than heard. The earth begins to heave, making building in sight creaks and groans under the strain. The sounds of breaking glass, cracking wood, and stone on stone ring everywhere. For what seems a lifetime the ground buckles like waves on a stormy sea.

**Hazard:** The earth heaves and buckles as a strong tremor rocks the entire village. Many buildings suffer damage, animals and people alike panic and run into the streets, and another nearby building partially.

### Levels 11-12

#### EARTHQUAKE

HAZARD 12

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### Levels 13-14

#### EARTHQUAKE

HAZARD 14

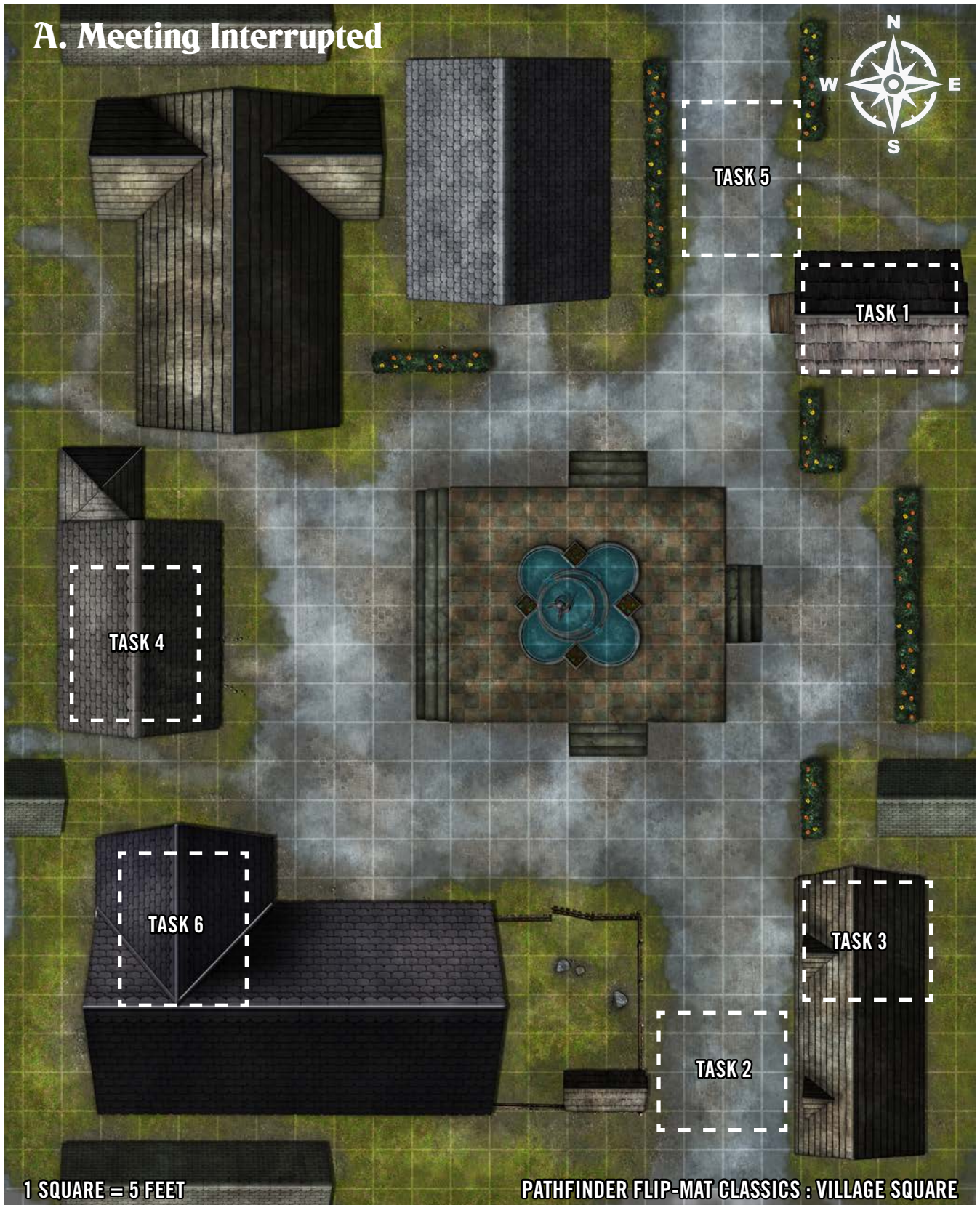
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**Development:** After the first quake strikes, Kishna approaches the heroes with a new, noticeable limp. All around, the citizens of Pimatsih pick themselves up, look to the injured, and work to stabilize damaged buildings.



# What Walks Again

## A. Meeting Interrupted



# What Walks Again

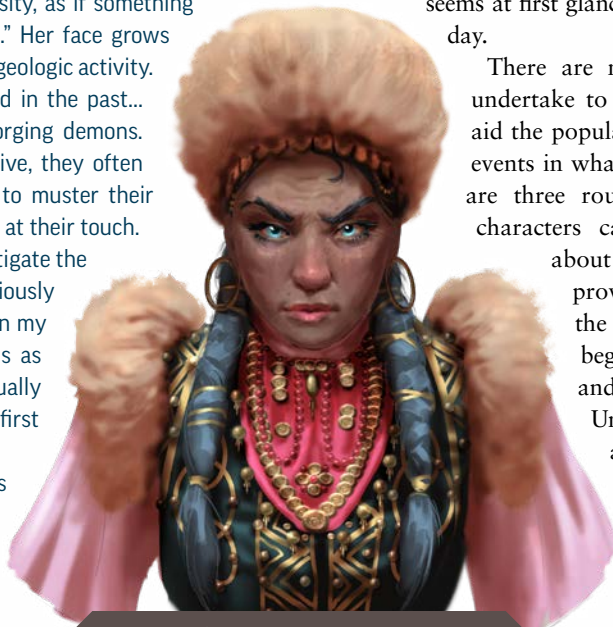
"Pathfinders!" Kishna Meltcaller rushes across the crowded square, a noticeable limp to her movement.

"Welcome to Pimatsih," she begins. "I wish it were under better circumstances." She indicates the damaged buildings and wounded citizens on all sides.

"As I told your leaders, we have been seeing an increase in seismic activity here. Strange tremors from beneath the hills have been growing in intensity, as if something is stirring deep below the earth." Her face grows grim. "Pimatsih is not known for geologic activity. The only time this has happened in the past... the Worldwound was still disgorging demons. When the Wardstones were active, they often used the caves under the land to muster their forces, and even the earth rebels at their touch.

"I had asked you here to investigate the cause of these tremors, but obviously that must wait. If you would earn my gratitude, please aid our citizens as you may. And be wary, there's usually an aftershock soon after the first tremor."

As if on cue, the ground begins to tremble, and Kishna's frown deepens. "Aid my people! And then find me again. Oh, and this letter arrived for you!" She tosses a metal scroll case, then sprints away over the swaying ground to aid the wounded.



**Kishna Meltcaller**

**Hazard:** A second tremor hits roughly two minutes after the first quake. This limits the amount of healing or other activity the PCs can do between the tremors.

## Levels 11-12

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### HAZARD 12

## Levels 13-14

### EARTHQUAKE

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### HAZARD 14

**Development:** The second tremor is as strong as the first, and several more buildings collapse under the strain. After the quake subsides, the scene is one of devastation. Roughly one in five buildings has completely collapsed, and most of the road is covered in debris (treat all squares as difficult terrain). The cries of the injured mingle with shouts of, "Fire! Fire!" Dazed and injured individuals

wander the village, while others desperately dig through piles of rubble for loved ones. Dark gray smoke rises from a nearby building. Across the village, a small parliament of snowy owls have descended and seem to be assisting the citizens in various small ways, such as locating people crushed under ruins, running messages, and leading people through the smoke. This is even more unusual than it seems at first glance, since it's the middle of the day.

There are multiple tasks the PCs can undertake to follow Kishna's entreaty to aid the populace. They may attempt these events in whatever order they wish. There are three rounds of activity the player characters can undertake, each taking about 10 minutes. You should provide your players with all of the options and locations at the beginning for the first round, and let them choose as they will.

Unless they split up or call for aid (see page 8), they may not be able to deal with all of the events, and so they should prioritize which events they handle in what order.

Some party members can choose to instead heal their compatriots or the villagers.

Remember that Treat Wounds takes ten minutes and so would use up one of that hero's turns. Provide players with **Handout: Letter from Eando Kline** from page 36. Eando's letter can be read at any point before a round and does not use a turn.

## Aiding the Populace

The player characters have several ways they can help the citizens of Pimatsih and prepare for the coming attack (revealed in Eando's letter). They can choose any of these events in any order, and can work together or split the party as desired. Each hero will have three "rounds" to act, with each round about 10 minutes long. A PC can choose to refocus or Treat Wounds on themselves or their allies, but this takes one "round" of actions and can't be done while aiding the populace.

The specific skills and DCs are defined in each event, but the scoring system is the same for each. Each hero participating can make a single skill check (or attempt one of the "Other Actions" allowed for that event). They earn Success Points toward that event depending on their result. Some tasks also have other consequences for



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failures or critical failures. References to “the number of PCs” refers to the total number in the party, not just the number attempting that task at that time.

**Critical Success** The PC makes major progress in resolving the event. Add 2 Success Points for that task.

**Success** The PC makes progress in resolving the event. Add 1 Success Point for that task.

**Failure:** The makes no progress. No Success Points are gained.

**Critical Failure** The PC makes things worse instead of better. Deduct 1 Success Point from that task.

## Calling for Aid

The people of Pimatsih are not helpless, and are actively engaged treating wounded, digging through rubble, and working to stabilize buildings. If inspired, they will rally to aid the Pathfinders as they attempt their tasks. Once, before they attempt a task, one of the participating PCs can attempt a free DC 30 Diplomacy check to call for aid (DC 32 for levels 13–14).

**Critical Success** The citizens of Pimatsih rally to the Pathfinders' aid. Add 2 Success Points to that task's total.

**Success** Several citizens aid the Pathfinders in accomplishing the task. Add 1 Success Point to that task's total.

**Failure** No citizens leave their own tasks to help the Pathfinders. No Success Points are gained.



Frosted Owl

## Hard Choices

With only three rounds of actions and six tasks, it is very likely the PCs can not succeed at all of them even if they split up. This scenario focuses on making hard choices: will they use all of their time helping civilians, or will they take time to refocus and heal their own wounds once the demonic attack is imminent? The measure of a hero is found in the hard choices they make.

**Critical Failure** The citizens see the Pathfinders as distracting and causing more harm than good. Deduct 1 Morale Point from the group's total at the end of Part 1.

## Task 1: Fire!

The smell of smoke in the air draws attention to the bakery. Flames caress the building's roof and spill out of the windows, threatening adjacent structures.

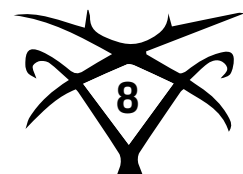
The tremors have started a fire (helped along by some sneaky brimoraks who arrive before the main force of demons) which can be brought under control if addressed quickly. The following skills can be used to earn success points.

**Skill Checks:** DC 30 Diplomacy (DC 32 for levels 13–14) to Call of Aid pulling enough citizens away from their individual tasks to organize a bucket brigade to fight the fire; DC 32 Athletics (DC 34 for levels 13–14) or DC 26 Engineering Lore (DC 28 for levels 13–14) to stabilize the building from collapsing.

**Other actions:** Expending any spell of rank 1 or greater with the Water trait confers the same benefit as a critical success on an Aid Another check. Expending a spell of rank 3 or greater with the Water trait (for example, *aqueous orb*) counts as an automatic success, earning 1 Success Point. Immersing the entire two-story 30-by-30-foot building in water puts the fire out automatically.

**Special:** On any failure, the PC takes 4d8+8 fire damage (DC 30 basic Reflex). If at least two Pathfinders do not attempt this task during the first round of actions, the DC for all skills increases by 2 as the fire spreads.

**Results:** If the PCs earn a number of Success Points equal to the total number of player characters by the end of Part 1, the fire is put out, and they earn 1



# What Walks Again

Morale Point toward their total for Part 2. If they fail to earn enough Success Points the fire remains burning during Part 2.

## Task 2: Stampede!

A low rumble ripples through the ground, but this time it is not an earthquake. A dozen Sarkorian red bison have escaped their pen and stampede through the streets. Panicked citizens leap out of the path of the oncoming animals and scramble to avoid the thundering hooves.

The bison were released by an imp who helpfully opened a nearly-collapsed barn door. The Sarkorian red bison are enormous examples of their species, standing 9 feet tall with a black coat and fiery red mane. They have four short, curved horns that bear a definite demonic resemblance, although most Kellids familiar with the beasts will say that the red bison could have taught even the demons of the Worldwound a lesson in being ornery.

The following skills can be used to earn Success Points.

**Skill Checks:** DC 26 Farming Lore (DC 28 for levels 13–14) or DC 30 Nature or Intimidation (DC 32 for levels 13–14) to direct the creatures away from civilians and structures; DC 32 melee or ranged Strike (DC 34 for levels 13–14) to take down animals and cull the herd; DC 34 Athletics (DC 36 for levels 13–14) to wrestle one of the lead animals, stopping its progress. Any failed check inflicts 4d8+8 bludgeoning damage on the PC who attempted the check; a critical failure inflicts double this damage. Either damage allows for a DC 30 basic Reflex save (DC 32 for levels 13–14).

**Other actions:** Effects that can immobilize at least 3 Large creatures can stop the lead animals of the stampede, earning the results of a critical success. Treat the herd as a Gargantuan swarm with save bonus of +22 to Fortitude, +20 to Reflex, and +18 to Will. Damage-dealing area effects can be used, but remember that area effects may include civilians or damaged structures in their area and cause further damage. For every area damage effect used in this event, deduct 1 Morale Point from the party's total in Part 2.

**Special:** Due to their panicked state, the animals are not affected by Animal Empathy or similar effects. On any critical failure result, the stampede is diverted toward a casualty clearing station and causes additional injuries. Deduct 1 Morale Point from the group's total in Part 2.

**Results:** If the PCs earn a number of Success Points equal to the total number of player characters by the end of Part 1, the Stampede is brought to a halt, and they earn 1 Morale Point for Part 2. If they fail to earn enough Success Points, the stampede causes a number of injuries

and damages several other buildings before finally being brought under control by the populace.

**Treasure:** If the stampede is stopped without using any effects that cause lethal damage to the bison, the rancher offers a new calf to the PCs in partial payment of his debt. This is worth 85 gp (185 gp for levels 13–14).

## Task 3: Digging for Survivors

A group of Pimatsih's citizens frantically remove rubble from a collapsed building. Faint cries can be heard from under the rubble. "A whole family was sheltering in there when it collapsed!" yells one man, blood streaming from his head.

There are multiple people trapped under the rubble of the building. The following skills can be used to earn Success Points.

**Skill Checks:** DC 28 Athletics or Fortitude (DC 30 for levels 13–14) to quickly remove large pieces of rubble; DC 28 Engineering Lore (DC 30 for levels 13–14) to survey the collapse and find the most efficient path; DC 34 Thievery check to Disable Device (DC 36 for levels 13–14) to help prevent further collapse while the excavation progresses. Any failed check inflicts 4d8+8 bludgeoning damage on the hero who attempted the check; a critical failure inflicts double this damage. Either damage allows for a DC 30 basic Reflex save (DC 32 for levels 13–14).

**Other actions:** Effects that grant a Burrow speed can gain an automatic Critical Success, earning 2 Success Points.

**Results:** There are a number of family members trapped under the rubble equal to the total number of PCs. Each earned Success Point rescues one of them. If the Pathfinders earn Success Points equal to the total number of player characters, award 1 Morale Point for Part 2.

## Task 4: Treating the Injured

A casualty clearing station has been set up in the village square. The walking wounded and those suffering from shock are being treated in one area, while the more gravely wounded lie on blankets or makeshift stretchers in the square.

**Skill Checks:** DC 15 Medicine to Treat Wounds or administer First Aid; DC 24 Performance (DC 26 for levels 13–14) to boost the spirits of the wounded; DC 22 Perception (DC 24 for levels 13–14) to triage incoming cases and direct them to the appropriate healers; DC 26 Survival (DC 28 for levels 13–14) to collect blankets and materials to make bandages and splints. On a critical failure a hero makes a patient's condition worsen dramatically and is encouraged to utilize their skills elsewhere. They can no longer make checks toward this task.



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**Other actions:** Using a three-action *heal* spell of at least rank 3 earns an automatic success; Using a three-action *heal* spell of at least rank 5 earns an automatic critical success.

**Results:** There is no Success Point threshold that completes this task—wounded are being brought into the clearing station continuously. Instead, the PCs earn 1 Morale Point for every 3 Success Points they earn toward this task.

**Treasure:** If the Pathfinders spend time healing citizens during all three rounds, one grateful healer gifts them a *greater potion of flying* that the temple had for emergency use.

## Task 5: Watching for Trouble

The citizens and town guard are working together across the village, moving rubble, carrying the injured to casualty clearing stations, rounding up stray animals and crying children, and fighting fires. The only task that is left undone is the usual task of the town guard: watching for enemies at the gate.

Once the PCs have read Eando's letter they may be concerned about an impending attack by demons and want to keep a watch. However, most of the town guard are fully involved in rescue and recovery operations and don't want to just stand at watch over the walls when their families are in need.

**Skill Checks:** DC 28 Perception check (DC 30 for levels 13–14) to watch for signs of trouble; DC 30 Diplomacy (DC 32 for levels 13–14) or DC 26 Warfare Lore (DC 28 for levels 13–14) to order Pimatsih's town guard to keep watch instead of helping the populace.

**Other actions:** Snares or other effects or spells that can raise an alarm reduce the DC of Perception checks by 5.

**Results:** Convincing Pimatsih's guard to watch for trouble instead of helping the citizens requires a number of Success Points equal to half the number of player characters (rounded down) to be earned using Diplomacy or Warfare Lore. Once these are earned, the watch is kept until Part 2 begins, earning the listed benefit there. If a hero is making Perception checks, they earn a Success Point each round, but they only earn the listed benefit of the watch being kept if they are doing this during the third round of tasks.

## Task 6: Reinforcing Buildings

After the second quake, many of the buildings nearby lean at odd angles, with several teetering on the verge of complete collapse. Quick action could reinforce them so they remain upright.

## Casualty Points

As most of the action in this scenario takes place within the settlement of Pimatsih, there is the possibility of damage to civilian structures as well as collateral damage during combat. To track this, at several points in the scenario the PCs may earn Casualty Points for doing (or more often, not doing) something to protect the civilian populace. These will affect their primary and secondary success conditions.

**Skill Checks:** DC 30 Crafting or Engineering Lore (DC 32 for levels 13–14) to create effective supports. As long as one player character is using Crafting or Engineering Lore, any number of PCs can then attempt a DC 34 Athletics to do heavy lifting (DC 36 for levels 13–14), or a DC 35 Survival to scrounge for appropriate building materials and tools. On a critical failure the hero takes 8d8+16 bludgeoning damage and causes a building to collapse; they can no longer make checks toward this task.

**Other actions:** An animal companion or summoned creature with opposable thumbs and a Strength bonus of at least +3 earns one Success Point as they aid in holding up buildings while supports are added.

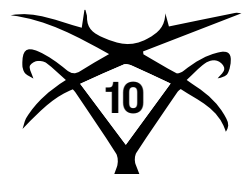
**Results:** After weeks of repeated tremors of increasing severity, nearly every building in Pimatsih needs stabilization to some degree. There is no threshold of Success Points to complete this task; instead, the PCs earn 1 Morale Point for every 3 Success Points they earn.

## Event: Horns

As the Pathfinders begin their third round of tasks (after they have selected their tasks but before they make any rolls), the sound of a horn comes from the western wall. The guards on the towers are pointing west, and shouts of "Demons! Demons are coming!" can be heard. The PCs can choose to continue their chosen tasks for the third round of actions, or abandon it and move to immediately defend the town from the incoming demonic horde. In this case, proceed directly to Part 2 without completing the third round of tasks, but the PCs receive a +2 circumstance bonus to initiative and a full round of actions before combat begins.

## PART 2: THE ATTACK

While the Pathfinders have been working to help Pimatsih's people, Hesla Embersplitter has moved her forces into position. Over the past weeks she has



# What Walks Again

collected and cowed dozens of lesser demons to serve as her foot soldiers, but her most successful ally is King Ormus Hrimgebir, the pitborn nephilim leader of the fire giant clan that lives near the lost city of Dyinglight. The fire giants have lived in the area around Dyinglight since before the Worldwound opened, and their people absorbed much of the taint from the Outer Rifts over the past century. As part of their alliance, King Hrimgebir granted Hesla a group of his Trihorn Cavalry to serve as her vanguard.

In Part 2 of this adventure the Pathfinders fight a long and protracted battle against waves of foes with no time to rest between combats. This is purposefully designed to push the players' resources to the limit, as well as to test their skill at managing those resources. They will have a ten-minute period to refocus before the final battle, but Part 2 can be treated as one encounter with several waves.

- Depending on their actions in Part 1, the party may have earned some rounds before initiative to prepare for combat
- On round 1, the creatures from encounter **B1** (The Slaving Hordes) are placed on the map and enter combat.
- On round 5 the creatures from encounter **B2** (Stampede) are placed on the map and enter combat.
- On round 10 the creatures from encounter **B3** (Pitborn Cavalry) are placed on the map and enter combat.

Regardless of how long it takes for the Pathfinders to defeat all of these foes, they will still have a 10-minute rest period between the end of combat **B3** and the beginning of Part 3.

## Keeping the Watch

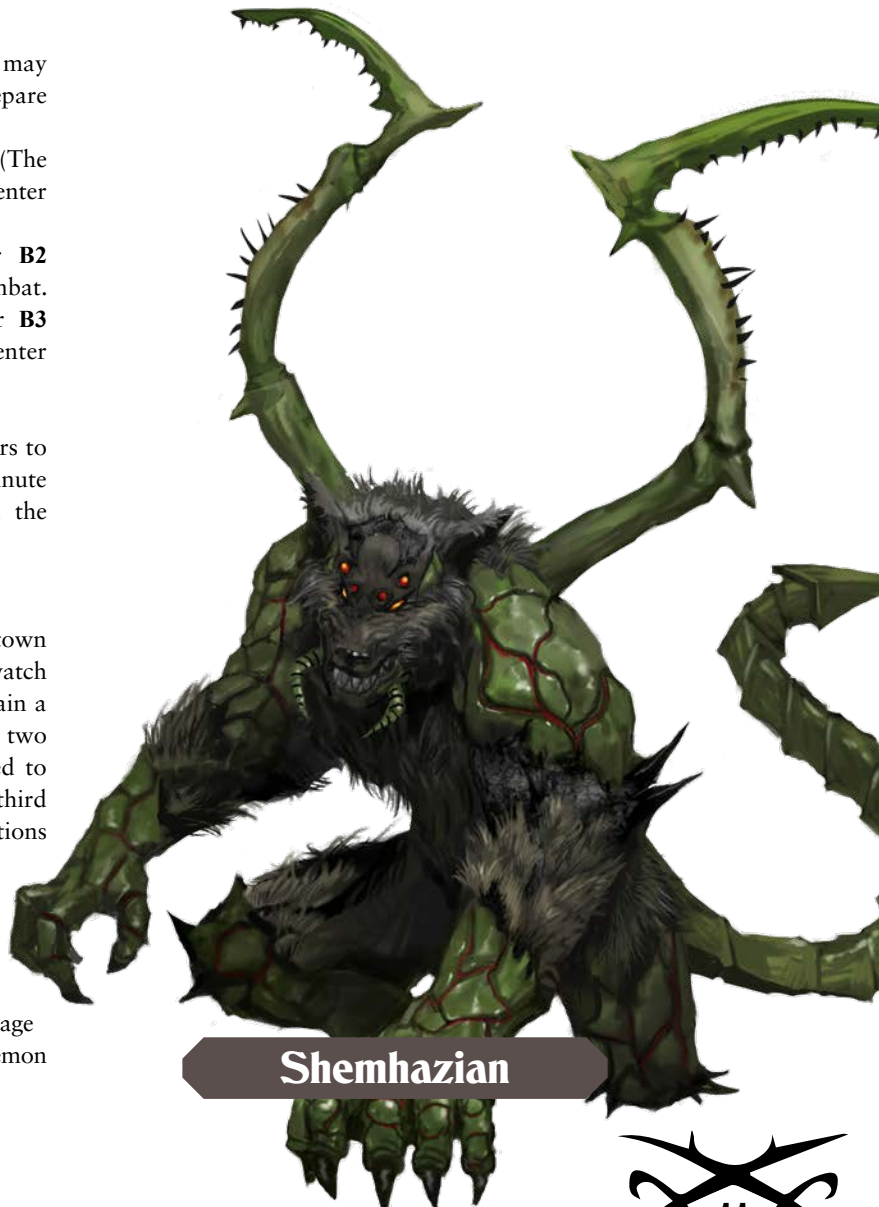
If the PCs kept a watch (either by convincing the town guard to do so in Task 5, or by a PC maintaining a watch themselves during the third round of tasks), they gain a +2 status bonus to Initiative checks and can spend two combat rounds of actions before Initiative is rolled to prepare. If they didn't keep a watch during the third round of tasks, they have only one round of actions before combat and gain no bonus to initiative.

If the PCs abandoned their tasks during the third round of Part 1, they earn a +2 status bonus to Initiative checks and can position themselves anywhere on the map. Otherwise, they must begin on the edge of the map—the east if using the map on page 12, and the west if using the map on page 13 (see Demon Attack, page 14, for direction on which map to use).

## Using Morale Points

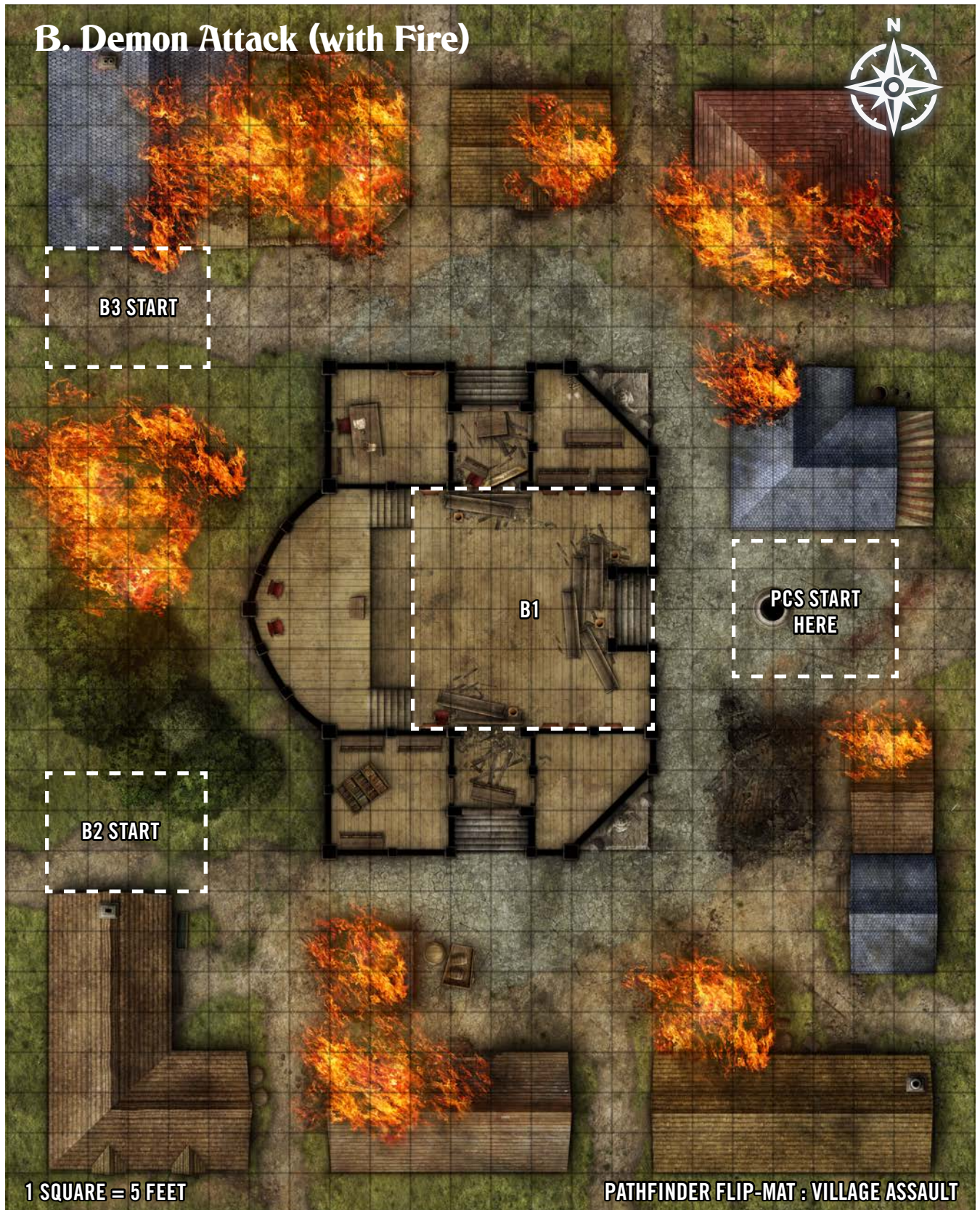
Morale points can be used during any combat encounter to provide one of the following benefits:

- Provide 6d6 healing to the party, as a great snowy owl delivers a healing spell from a priestess devoted to Algenweis, Princess of the Rime (for PCs that have void healing, the appropriate healing is provided)
- Deal 4d12 bludgeoning, slashing, or piercing damage (player's choice) to a single target, as nearby citizens are inspired to join in the fray
- Grant a +2 status bonus to AC for the PCs for 1 round as Pimatsih's citizens act as shield bearers
- Automatically stabilize a dying creature as Pimatsih medics rush into the fray.



**Shemhazian**

# What Walks Again



# What Walks Again

## B. Demon Attack (without Fire)



B2 START

B1

B3 START

1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT : VILLAGE ASSAULT

# What Walks Again

## B. Demon Attack

The choice of which map side to use depends on whether the Pathfinders successfully extinguished the fire in Task 1. If they did, use the map on page 13; if they did not, use the map on page 12. Each square engulfed in flames deals 4d8+4 fire damage to a creature that ends its turn adjacent to the fire, and 8d8+8 fire damage to a creature that passes through the flames (DC 32 basic Reflex save).

## B1. THE SLAVERING HORDES MODERATE

A cacophony of screams and growls rises from the building ahead. The door bursts open, and a misshapen fiend charges out of the building. They're covered in green scales and snarl with their wolflike face as they run through the town. They rampage down the street, tearing apart buildings and hurling debris around them as they go.

Hesla plans to earn her latest epithet, "Breaker of Cities," by employing large number of mutilation demons (also known as shemhazians) as her shock troops. These creatures initially ignore the PCs and instead attack buildings and civilians if they can. They've already caused the building they were summoned into to fully collapse due to their size.



**Kithangian**

**Casualty Points:** If, in any one round, the shemhazian is not engaged in melee by at least two characters or lose at least 20 hit points from ranged attacks, they ignore the PCs and focus on buildings and civilians for their next turn. Add one Casualty Point to the party's total.

### Levels 11-12

#### **HATCHED SHEMHAZIAN**

**CREATURE 13**

Page 20, art on page 34

### Levels 13-14

#### **SHEMHAZIAN**

**CREATURE 16**

Page 26, art on page 34

## B2. STAMPEDE **LOW (OPTIONAL)**

It seems like another group of animals has broken loose and is stampeding through the town, but all is not as it appears. If the PCs successfully corralled the animals in Part 1, they gain a +4 bonus to Perception to see through the DC 32 Deception of the kithangian demon pack. Otherwise, they may choose to ignore it in favor of a "real" battle, which imposes a -2 circumstance penalty to Initiative when the kithangians suddenly shift back into their demonic forms and attack them.

The kithangians enter the map after using Change Shape to disguise themselves as the Sarkorian red bison seen in Part 1. They appear to stampede across the map to the south before looping around to flank still-fighting Pathfinders. Once damaged, a kithangian reverts to its normal form. If there are Sarkorian red bison in the encounter, they are at the front of the "stampede," being driven by the kithangians to trample the Pathfinders. Real bison will flee two rounds after entering combat unless they have been injured or cornered, in which case they will fight to the death.

### Levels 11-12

#### **GREATER KITHANGIANS (2)**

**CREATURE 10**

Page 21, art on page 35

### Levels 13-14

#### **GREATER KITHANGIANS (2)**

**CREATURE 10**

Page 28, art on page 35

#### **OMOX (2)**

**CREATURE 12**

Page 29

# What Walks Again

**Casualty Points:** If there are at least two demons who are either not engaged in melee or damaged by any means for two consecutive rounds, add 1 Casualty Point to the party's total.

## B3. PITBORN CAVALRY **MODERATE**

The cannibalistic giants of the Sarkoris Scar have lived under the rule of their demonic overlords for so long that they have absorbed the energy of the Outer Rifts, making them fearsome opponents. The pitborn fire giants enter the map astride their triceratops, blowing their war horns. They first attempt to Demoralize their foes with Intimidating Charge before each selecting one worthy (preferably armored) combatant as a target.

### Levels 11–12

#### **PITBORN FIRE GIANT CAVALRY** **CREATURE 11**

Page 22, art on page 35

#### **TRAINED TRICERATOPS** **CREATURE 11**

Page 22, art on page 35

### Levels 13–14

#### **ELITE PITBORN FIRE GIANT CAVALRY (2)** **CREATURE 12**

Page 31, art on page 35

#### **ELITE TRAINED TRICERATOPS (2)** **CREATURE 12**

Page 31, art on page 35

**Development:** After the Pathfinders defeat all the creatures from the three waves, the citizens of Pimatsih also succeed in fighting off the rest of the demonic hordes in desperate battles across the town. As the last demon falls, they earn a short reprieve while Hesla prepares her next onslaught. Give the PCs ten minutes to Refocus or Treat Wounds. Player characters who choose not to do this can instead go back to complete an unfinished task from Part 1 if they wish.

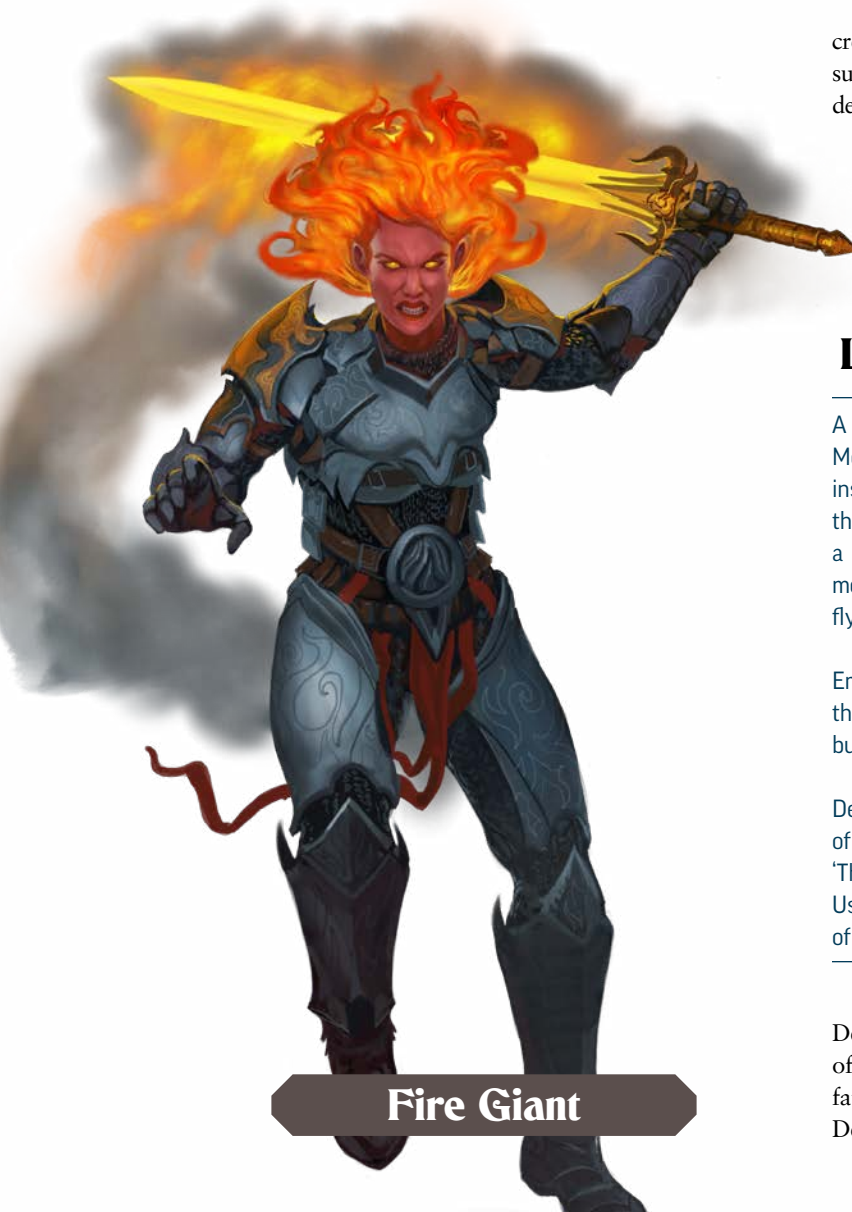
## Part 3: The Lord of Locusts Walks Again **Severe**

A hue and cry is heard from the direction of the town's gate. Men-at-arms and citizens alike flee in horror as a massive insectoid creature lumbers toward Pimatsih. Protruding from the broken exoskeleton are the ribcage and upper torso of a skeletal humanoid with a set of giant mandibles where a mouth should be. The creature is surrounded by a swarm of flying insects and greenish vapor.

From the distance the magically-enhanced voice of Hesla Embersplitter rings across the terrain. Although the source of the sound is not visible, her voice echoes clearly from every building.

"Behold, the power of Hesla of the Embers, Betrayer of Demons, Breaker of Cities! I have raised Deskari, demon lord of locusts, just as I have laid his cult low. As it was foretold, 'The split ember shall make the locust walk again!' Arise now, Usher of the Apocalypse, and feast upon this place, the first of many!"

Hesla is exaggerating for effect: she has not truly raised Deskari, merely animated his rotting carcass. While devoid of any divine power, the corpse still is a powerful creature, fatted with grave worms and infested with locusts and Deskari's own parasitic larvae.



Fire Giant

# What Walks Again

Use the map on page 18 for this encounter, to represent the open ground just outside the city gates. The Husk of Deskari takes to the air and flies north toward the town, intent on causing as much damage to people and property as possible. However, it will stop to engage any attackers, and follow them until they're destroyed, even if this means descending to the ground. This allows the PCs to lead the beast away from the settlement, if they wish.

If the Husk of Deskari enters the village, it inflicts 1 Casualty Point every round. A hero can spend their turn helping villagers or repairing buildings as they did during the earthquake as a three-action activity that has the manipulate trait. This can erase 1 Casualty Point every two rounds during combat.

## LEVELS 11-12

### THE HUSK OF DESKARI

### CREATURE 14

Page 24, art on page 35

## LEVELS 13-14

### THE HUSK OF DESKARI

### CREATURE 17

Page 33, art on page 35

## Conclusion

As the Husk of Deskari is defeated, Hesla's magically enhanced voice echoes across the land, shrieking in anger.

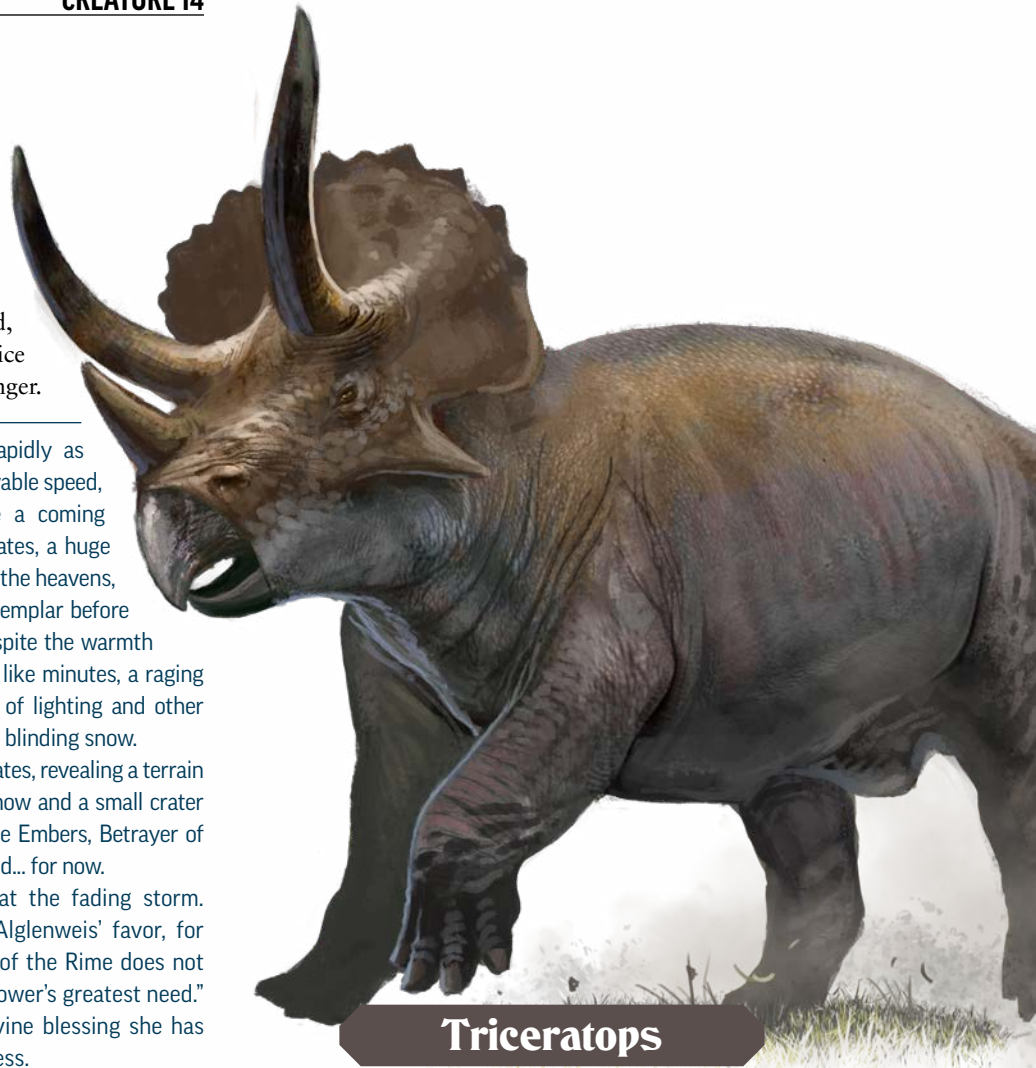
A small dot near the horizon grows rapidly as Hesla flies toward Pimatsih at an unbelievable speed, divine power building around her like a coming hurricane. Just before she reaches the gates, a huge flock of owls suddenly descend as if from the heavens, forming a swirling wall in front of the exemplar before transforming into an intense blizzard despite the warmth of the day. For a few seconds that seem like minutes, a raging snowstorm blocks all sight, and flashes of lighting and other energies erupt, barely visible through the blinding snow.

As quickly as it began, the storm dissipates, revealing a terrain empty save for rapidly-melting piles of snow and a small crater surrounded by scorch marks. Hesla of the Embers, Betrayer of Demons, Breaker of Cities, has disappeared... for now.

Kishna arrives and stands in awe at the fading storm. "Truly you have gained the goddess Alglenweis' favor, for her owls to intervene so. The Princess of the Rime does not often intervene directly, even in her follower's greatest need." She bows her head in honor of the divine blessing she has witnessed, but quickly returns to business.

"Now, I must help my people rebuild and also work to ensure that no one can use the Locust Lord's corpse as a banner for war ever again. You, on the other hand, I judge to have the greater task. You have gained the enmity of a godling, one who seeks to extend her power over the land of Sarkoris. I fear you will not be free of this threat until she is confronted with her plans directly."

After the battle, grateful villagers shower the Pathfinders with gifts of food, art, and local fineries while celebrating their names and achievements, each boastful song growing wilder and wilder with each replay at a new fireside.



Triceratops

# What Walks Again

## REPORTING CONDITIONS

There are no special reporting conditions for this scenario.

## PRIMARY SUCCESS CONDITIONS

The goal of the scenario was to help the people of Pimatsih, at the request of Kishna Meltcaller. While this effectively requires the defeat of Deskari and the demonic armies, the primary success condition is to minimize Casualty Points.

If the Pathfinders have a total of 8 or fewer Casualty Points, each PC earns 1 Reputation with their chosen faction. If the Casualty Point total is 4 or less, they earn a second Reputation with their chosen faction.

## SECONDARY SUCCESS CONDITIONS

PCs earn their secondary success conditions by defeating the Husk of Deskari. If the Husk of Deskari is defeated, each PC earns 2 Reputation toward their chosen faction. This goal can be achieved even if the Primary Success condition is not earned.

## FACTION NOTES

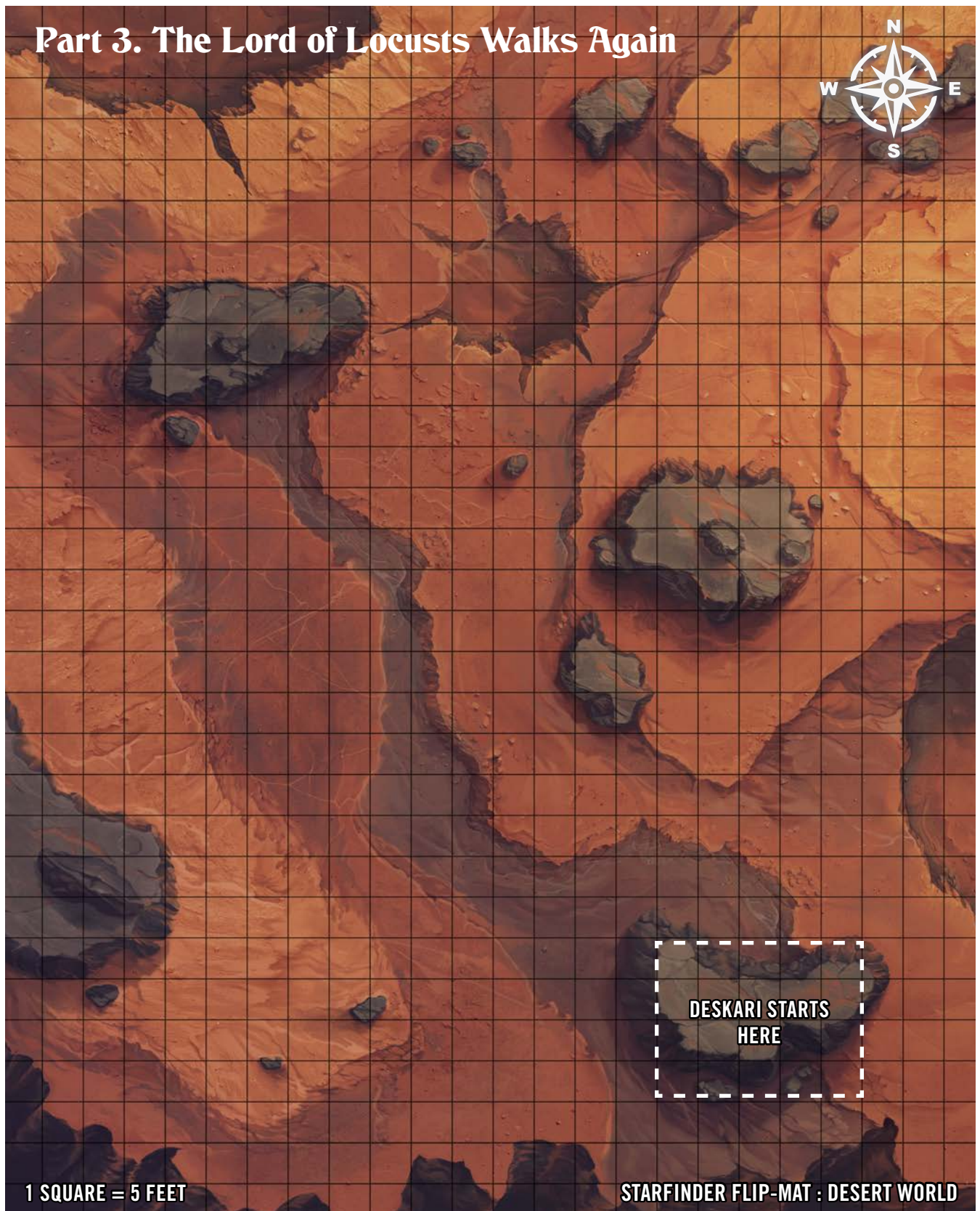
This mission is of particular interest to the Vigilant Seal faction. If the PCs defeat the Husk of Deskari regardless of Casualty Points suffered, they earn 2 Reputation with the Vigilant Seal faction.



**The Husk of Deskari**

# What Walks Again

## Part 3. The Lord of Locusts Walks Again



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT : DESERT WORLD

# What Walks Again

## Appendix 1: Level 11–12 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 11th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 37 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).

### ENCOUNTER 1 (LEVELS 11–12)

#### EARTHQUAKE


#### HAZARD 12

UNCOMMON

ENVIRONMENTAL

**Stealth** DC 10

**Description** The earth shakes violently side to side, opening a fissure in the ground, partially collapsing builds, and scattering debris in all directions.

**Quake**  The ground shakes violently. All creatures in the area take 6d10 bludgeoning damage with a basic DC 30 Reflex save. On a critical failure, the creature falls into a 40-foot-deep fissure opened by the tremor. They can attempt to Grab an Edge (DC 30 to prevent the fall, with a -2 circumstance penalty due to the moving ground. A creature that falls takes an additional 20 falling damage, is knocked prone, and must be rescued from their predicament by another PC taking one action to pull them free. If any creatures are still in fissures due to previous tremors, they automatically get a Failure on this save.

# What Walks Again

## ENCOUNTER B1 (LEVELS 11-12)

### HATCHED SHEMHAZIAN

### CREATURE 13

GARGANTUAN

DEMON

FIEND

UNHOLY

Variant shemhazian (*Pathfinder Monster Core* 81)

**Perception** +26; darkvision, scent (imprecise) 60 feet, *truesight*

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet

**Skills** Athletics +27, Deception +21, Intimidation +23, Medicine +24, Religion +26


**Str** +8, **Dex** +4, **Con** +6, **Int** -1, **Wis** +5, **Cha** +2

**AC** 34; **Fort** +28, **Reflex** +21, **Will** +22; +1 status to all saves vs. magic


**HP** 240; **Weaknesses** cold iron 10, holy 10


**Paralyzing Gaze** (aura, divine, unholy, visual) 30 feet. A non-demon creature that ends its turn in the aura must attempt a DC 31 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is paralyzed for 1 round.


**Succor Vulnerability** A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.


**Tail Whip**  **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using; **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

**Speed** 35 feet, climb 20 feet, fly 35 feet

**Melee**  jaws +28 (magical, reach 20 feet, unholy), **Damage** 3d12+13 piercing plus enfeebling bite

**Melee**  claw +28 (agile, magical, reach 20 feet, unholy), **Damage** 3d8+13 slashing


**Melee**  pincer +28 (magical, reach 20 feet, unholy), **Damage** 3d8+13 bludgeoning plus Improved Grab

**Melee**  tail +28 (magical, reach 30 feet, unholy), **Damage** 3d8+13 slashing

**Divine Innate Spells** DC 33; **5th** *scouting eye* (×3), *translocate*; **4th** *clairvoyance* (×3), *translocate* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *truesight*

**Rituals** DC 33; **1st** *demonic pact*

**Enfeebling Bite** (divine) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3 for 24 hours. The target can attempt a DC 33 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).

**Focused Gaze**  (concentrate, divine, incapacitation, visual) The shemhazian focuses their gaze on a non-demon creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing gaze. If that creature is slowed, it must succeed at a DC 31 Fortitude save or be paralyzed for 1 round. A shemhazian

## Scaling Encounter B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10-11 Challenge Points:** Add one deinosuchus to the encounter.

**12-13 Challenge Points:** Add two deinosuchuses to the encounter.

**14-15 Challenge Points:** Add three deinosuchuses to the encounter.

**16-18+ (5+ players):** Add one hatched shemhazian to the encounter.

can't use this ability against the same creature more than once per round.

**Rend**  claw

### DEINOSUCHUS (0)

### CREATURE 9

HUGE

ANIMAL

*Pathfinder Monster Core* 69

**Perception** +17; low-light vision

**Skills** Athletics +20, Stealth +16 (+20 in water)


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


**Deep Breath** A deinosuchus can hold its breath for about 2 hours.


**AC** 26; **Fort** +20, **Reflex** +16, **Will** +15


**HP** 175

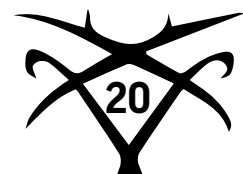
**Speed** 30 feet, swim 40 feet

**Melee**  jaws +22 (reach 15 feet), **Damage** 2d10+13 piercing plus Grab

**Melee**  tail +20 (agile, reach 15 feet), **Damage** 1d10+11 bludgeoning

**Aquatic Ambush**  50 feet.

**Swallow Whole**  (attack) Large, 2d8+7 bludgeoning, Rupture 18



# What Walks Again

## ENCOUNTER B2 (LEVELS 11-12)

### GREATER KITHANGIAN (2)

CREATURE 10

**UNCOMMON** **LARGE** **DEMON** **FIEND** **UNHOLY**  
Variant kithangian (*Pathfinder Adventure Path #188: They Watched the Stars* 85)

**Perception** +21; darkvision

**Languages** Chthonian, Draconic, Empyrean; *speak with animals*, telepathy 100 feet

**Skills** Athletics +22, Intimidation +22, Nature +23, Stealth +18

**Str** +6, **Dex** +3, **Con** +5, **Int** -2, **Wis** +4, **Cha** +3

**AC** 30; **Fort** +22, **Reflex** +17, **Will** +21; +1 status to all saves vs. magic

**HP** 225; **Weaknesses** cold iron 10, holy 10

#### All-Around Vision

**Animal Kindness Vulnerability** Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

**Speed** 30 feet

**Melee** **◆** pincer +23 (magical, reach 10 feet) **Damage** 2d12+11 slashing plus Grab

**Melee** **◆** stinger +23 (agile, magical, reach 10 feet) **Damage** 2d8+11 piercing plus kithangian venom

**Divine Innate Spells** DC 27; **4th** *air walk*, *translocate*; **3rd** *paralyze* (×2); **1st** *command* (at will; animals only); **Constant (4th)** *speak with animals*

**Divine Rituals** DC 27; **1st** *demonic pact*

**Animal Killer** A kithangian's melee Strike deals an additional 2d6 damage to animals.

**Change Shape** **◆** (concentrate, divine, polymorph) The kithangian can take on the appearance of any Medium or Large animal. This doesn't change its Speed or their attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal.

**Kithangian Venom** (poison) **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)

**Rasping Tongues** **◆** (attack) **Frequency** once per round; **Requirements** The kithangian has a creature grabbed in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 27 basic Will save.

## Scaling Encounter B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10-11 Challenge Points:** Add one Sarkorian red bison to the encounter.

**12-13 Challenge Points:** Add one greater kithangian to the combat.

**14-15 Challenge Points:** Add one greater kithangian and one Sarkorian red bison to the combat.

**16-18+ (5+ players):** Add two greater kithangians to the encounter.

### SARKORIAN RED BISON (0)

CREATURE 8

**UNCOMMON** **LARGE** **ANIMAL**

**Perception** +16

**Skills** Athletics +18

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

**AC** 24; **Fort** +16, **Reflex** +12, **Will** +12

**HP** 135

**Speed** 25 feet

**Melee** **◆** horn +16 **Damage** 2d8+9 piercing

**Melee** **◆** hoof +16 **Damage** 2d6+9 bludgeoning

**Thundering Hooves** **◆◆** A Sarkorian red bison's charge shakes the earth. The bison Strides twice and can move through the spaces of creatures at least one size smaller. Each creature whose square the bison enters must take 2d6+9 bludgeoning damage (DC 24 basic Reflex save). A creature that critically fails this save takes double damage and is knocked prone.



# What Walks Again

## ENCOUNTER B3 (LEVELS 11-12)

### PITBORN FIRE GIANT CAVALRY

### CREATURE 11

UNCOMMON LARGE FIEND FIRE GIANT HUMANOID

Variant fire giant (*Pathfinder Monster Core* 166)

**Perception** +20; low-light vision

**Languages** Common, Chthonian, Jotun, Pyric

**Skills** Athletics +26, Intimidation +25, Nature +20


**Str** +7, **Dex** +0, **Con** +6, **Int** +2, **Wis** +2, **Cha** +1

**Items** +1 half-plate, +1 striking flaming greataxe

**AC** 32; **Fort** +24, **Reflex** +18, **Will** +21

**HP** 200; **Immunities** fire; **Weaknesses** cold iron 10, cold 10


**Mounted Combat** A pitborn fire giant cavalry automatically succeeds at attempts to Command their mounts. They can wield their greataxes one-handed while mounted. While doing so they cannot use their fist or flame Strikes.


**Reactive Strike** 



**Speed** 25 feet

**Melee**  greataxe +25 (magical, reach 10 feet, sweep)

**Damage** 2d12+15 slashing plus 1d6 fire

**Melee**  fist +24 (agile, reach 10 feet) **Damage** 2d12+15 slashing plus 1d6 fire

**Ranged**  flame +22 (fire, primal, range 120 feet) **Damage** 4d6 fire plus 2d4 persistent fire

**Intimidating Charge** (emotion, fear)   The pitborn cavalry commands his mount to Stride twice directly toward a creature. The creature must attempt a DC 27 Will save. Regardless of the results of the save, the pitborn cavalry makes an axe Strike at the creature.

**Critical Success** The creature is unaffected.

**Success** The creature is unaffected.

**Failure** The creature is frightened 1 and off-guard to you until the start of your next turn.

**Critical Failure** The creature is frightened 2 for 1 minute and off-guard to you until the start of your next turn.

## Scaling Encounter B3

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

**10-11 Challenge Points:** Add one deinosuchus to the encounter.

**12-13 Challenge Points:** Add one trained triceratops to the encounter.

**14-15 Challenge Points:** Add one deinosuchus and one trained triceratops to the encounter.

**16-18 Challenge Points (5+ players):** Add one trained triceratops and one pitborn fire giant cavalry to the encounter.

### TRAINED TRICERATOPS

### CREATURE 11

UNCOMMON HUGE ANIMAL DINOSAUR

Variant triceratops (*Pathfinder Monster Core* 99)


**Perception** +18; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +23

**Str** +8, **Dex** +1, **Con** +5, **Int** -4, **Wis** +2, **Cha** +1

**AC** 29; **Fort** +22, **Reflex** +16, **Will** +18


**HP** 220




**Frill Defense**  **Trigger** The rider is targeted with an attack; **Requirements** A creature must be mounted on the triceratops; **Effect** The triceratops intercepts the attack with its bony frill. The rider gains a +2 circumstance bonus to its AC against the triggering attack.

**Speed** 30 feet

**Melee**  horns +22 (reach 15 feet) **Damage** 2d10+12 piercing

**Melee**  foot +22 (reach 10 feet) **Damage** 2d10+12 bludgeoning

**Lumbering Charge**  The triceratops Strides up to 10 feet and then makes a Strike.

**Trample**    Large or smaller, foot, DC 30

**Vicious Gore** A triceratops does 2d6 extra persistent bleed damage to prone targets it hits with its horns.



# What Walks Again

## DEINOSUCHUS (0)

## CREATURE 9

HUGE

ANIMAL

*Pathfinder Monster Core* 69

**Perception** +17; low-light vision

**Skills** Athletics +20, Stealth +16 (+20 in water)

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

**Deep Breath** A deinosuchus can hold its breath for about 2 hours.

**AC** 26; **Fort** +20, **Reflex** +16, **Will** +15

**HP** 175

**Speed** 30 feet, swim 40 feet

**Melee** ♦ jaws +22 (reach 15 feet), **Damage** 2d10+13 piercing  
plus Grab

**Melee** ♦ tail +20 (agile, reach 15 feet), **Damage** 1d10+11  
bludgeoning

**Aquatic Ambush** ♦ 50 feet.

**Swallow Whole** ♦ (attack) Large, 2d8+7 bludgeoning,  
Rupture 18

# What Walks Again

## ENCOUNTER C (LEVELS 11-12)

### THE HUSK OF DESKARI

### CREATURE 14

**UNIQUE** **GARGANTUAN** **ABERRATION** **UNHOLY**

**Perception** +22; darkvision; swarmsense 120 feet

**Skills** Acrobatics +22, Athletics +25, Intimidation +25

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

**Items** +3 greater striking scythe

**Locust Horde** Once the Husk of Deskari has been reduced to 160 hp the surviving locusts retreat inside the Husk rather than surrounding it. At this point the Disgorge Swarm aura ceases to function, the Husk loses its weakness to splash effects and area of effect attacks, and any creature still taking persistent damage from this effect automatically succeeds on their next flat check to remove it.

**Swarmsense** The Husk of Deskari can see through the eyes of each insect in the swarms infesting its body or those created by its breath weapon. This grants the Husk of Deskari All-Around Vision.

**AC** 33; **Fort** +25, **Reflex** +20, **Will** +22

**HP** 280; **Immunities** acid, death effects, disease, fear effects, mental, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area of effect 8, holy 8, splash 8; **Resistances** piercing 8

**Cacophony** (aura, auditory, mental) The droning buzz of locusts fills the air and mingles with the rasping, screeching sounds of the Husk's carapace plates grinding as it moves. Any creature that begins its turn or moves within 60 feet of the Husk of Deskari must attempt a DC 33 Fortitude save or be sickened 1. After attempting the save a creature is immune to the effects of cacophony for 1 minute. On a critical failure, a creature is only immune for 1 round.

**Reactive Strike** ⤴ (stinger only)

**Speed** 60 feet, climb 60 feet, fly 60 feet

**Melee** ⤴ scythe +26 (deadly d10, magical, reach 20 feet, trip)

**Damage** 3d10+7 slashing plus Knockdown

**Melee** ⤴ bite +26 (reach 10 feet) **Damage** 3d8+7 piercing plus 4d6 persistent acid

**Melee** ⤴ stinger +26 (agile, reach 20 feet) **Damage** 3d10+7 piercing plus 4d6 persistent acid

**Disgorge Swarm** ⤴⤴ Millions of fiendish locusts swarm out of the Husk of Deskari, surrounding it in a 30-foot emanation. The emanation moves with the Husk and remains until removed by Locust Horde. Any creature that enters or begins its turn in the emanation must attempt a DC 36 Reflex save, with effects based on the results of the save.

**Critical Success** The creature takes 2d8 piercing damage and is clumsy 1 for 1 round.

**Success** The creature takes 4d8 piercing damage and is clumsy 1.

**Failure** The creature takes 8d8 piercing damage and is clumsy 2.

## Scaling Encounter C

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

**10+ Challenge Points:** For every two Challenge Points above 10, add two Deskari locust swarms to the encounter.

**Critical Failure** The creature takes 12d8 piercing damage and is clumsy 3.

**Knockdown** ⤴

### DESKARI LOCUST SWARM (0)

### CREATURE 8

**RARE** **LARGE** **FIEND** **SWARM**

**Perception** +16; darkvision

**Skills** Acrobatics +18, Stealth +18

**Str** +0, **Dex** +4, **Con** +6, **Int** -3, **Wis** +2, **Cha** -2

**AC** 24; **Fort** +18, **Reflex** +16, **Will** +14

**HP** 100; **Immunities** acid, precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, piercing 10, slashing 5

**Speed** 20 feet, fly 40 feet

**Acidic Swarm** ⤴ (acid) Each enemy in the swarm's space takes 2d8 piercing and 2d8 acid damage (DC 26 basic Reflex save). Any creature that fails its saving throw also takes 1d6 persistent acid damage.



# What Walks Again

## Appendix 2: Level 13–14 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 13th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 37 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).

### EARTHQUAKE

### HAZARD 14

UNCOMMON

ENVIRONMENTAL

**Stealth** DC 10

**Description** The earth shakes violently side to side, opening a fissure in the ground, partially collapsing builds, and scattering debris in all directions.

**Quake** ☞ The ground shakes violently. All creatures in the area take 8d10 bludgeoning damage with a basic DC 30 Reflex save. On a critical failure, the creature falls into a 60-foot-deep fissure opened by the tremor. They can attempt to Grab an Edge (DC 30 to prevent the fall, with a -2 circumstance penalty due to the moving ground. A creature that falls takes an additional 30 falling damage, is knocked prone, and must be rescued from their predicament by another PC taking one action to pull them free. If any creatures are still in fissures due to previous tremors, they automatically get a Failure on this save.



# What Walks Again

## ENCOUNTER B1 (LEVELS 13-14)

### SHEMHAZIAN

### CREATURE 16

GARGANTUAN

DEMON

FIEND

UNHOLY

*Pathfinder Monster Core 81*

**Perception** +30; darkvision, scent (imprecise) 60 feet, *truesight*

**Languages** Chthonian, Draconic, Emyrean; telepathy 100 feet

**Skills** Athletics +31, Deception +25, Intimidation +27, Medicine +28, Religion +30


**Str** +9, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +3

**AC** 39; **Fort** +32, **Reflex** +26, **Will** +27; +1 status to all saves vs. magic


**HP** 350; **Weaknesses** cold iron 15, holy 15


**Paralyzing Gaze** (aura, divine, unholy, visual) 30 feet. A non-demon creature that ends its turn in the aura must attempt a DC 35 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is paralyzed for 1 round.


**Succor Vulnerability** A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.


**Tail Whip**  **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using; **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

**Speed** 35 feet, climb 20 feet, fly 35 feet

**Melee**  jaws +33 (magical, reach 20 feet, unholy), **Damage** 3d12+17 piercing plus enfeebling bite

**Melee**  claw +33 (agile, magical, reach 20 feet, unholy), **Damage** 3d8+17 slashing


**Melee**  pincer +33 (magical, reach 20 feet, unholy), **Damage** 3d8+17 bludgeoning plus Improved Grab

**Melee**  tail +33 (magical, reach 30 feet, unholy), **Damage** 3d8+17 slashing

**Divine Innate Spells** DC 37; **8th** *divine decree*; **5th** *scouting eye* (×3), *translocate*; **4th** *clairvoyance* (×3), *translocate* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *truesight*

**Rituals** DC 37; **1st** *demonic pact*

**Enfeebling Bite** (divine) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3 for 24 hours. The target can attempt a DC 37 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).

**Focused Gaze**  (concentrate, divine, incapacitation, visual) The shemhazian focuses their gaze on a non-demon creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing

## Scaling Encounter B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**19-22 Challenge Points:** Add one omoz to the encounter.

**23-27 Challenge Points:** Add two omozes to the encounter.

**28-32 Challenge Points:** Add three omozes to the encounter.

**33+ Challenge Points:** Add one shemhazian to the encounter.

gaze. If that creature is slowed, it must succeed at a DC 35 Fortitude save or be paralyzed for 1 round. A shemhazian can't use this ability against the same creature more than once per round.

**Rend**  claw



# What Walks Again

## OMOX (O)

## CREATURE 12

MEDIUM	DEMON	FIEND	OOZE	UNHOLY
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*Pathfinder Monster Core 79*

**Perception** +22; darkvision

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet


**Skills** Acrobatics +21, Athletics +23, Religion +20, Stealth +24

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


**Cleanly Vulnerability** An omox embodies filth, and they find the concept of cleanliness abhorrent. An omox subjected to an effect that cleans them, such as the tidy command of prestidigitation, takes 2d6 mental damage. They also take this damage the first time each round a creature hit by one of the omox's attacks spends actions cleaning off the filth.


**AC** 25; **Fort** +23, **Reflex** +21, **Will** +20

**HP** 395; **Immunities** acid, critical hits, disease, poison, precision; **Weaknesses** cold iron 10, holy 10

**Absorb Weapon**  (concentrate) **Trigger** A creature hits the omox with a melee weapon; **Effect** The omox attempts to Disarm the creature. On a critical success, the weapon becomes subsumed within the omox's body rather than falling to the ground. Retrieving the weapon requires Disarming the omox of it.



**Speed** 40 feet, climb 20 feet, swim 80 feet

**Melee**  sludge tendril +25 (acid, unholy) **Damage** 2d6+13 bludgeoning plus 2d6 acid and Grab


**Ranged**  slime ball +23 (acid, brutal, range increment 30 feet, unholy) **Damage** 2d4+11 bludgeoning plus 2d6 acid plus slime trap

**Divine Innate Spells** DC 32; **5th** *control water, create water* (at will), *toxic cloud, translocate*; **4th** *translocate* (at will)

**Rituals** DC 32; **1st** *demonic pact*

**Liquid Leap**   (concentrate, teleportation) **Requirements** The omox is in a space of liquid; **Effect** The omox teleports from its current space to any unoccupied space of liquid within 120 feet.

**Slime Trap** A creature hit by an omox's slime ball must succeed at a DC 32 Reflex save or take a -10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 35). On a critical failure, the creature is also clumsy 1 for the same duration.

**Smother**  **Requirements** The omox has a creature grabbed or restrained; **Effect** The demon flows over the creature, covering it in oozing acidic slime. The creature must succeed at a DC 32 Fortitude save or it becomes blinded and must hold its breath or begin suffocating. These effects lasts as long as the omox has the creature grabbed or restrained.

# What Walks Again

## ENCOUNTER B2 (LEVELS 13–14)

### GREATER KITHANGIANS (2) CREATURE 10

UNCOMMON LARGE DEMON FIEND UNHOLY

Variant kithangian (*Pathfinder Adventure Path #188: They Watched the Stars* 85)

**Perception** +21; darkvision

**Languages** Chthonian, Draconic, Empyrean; *speak with animals*, telepathy 100 feet

**Skills** Athletics +22, Intimidation +22, Nature +23, Stealth +18

**Str** +6, **Dex** +3, **Con** +5, **Int** -2, **Wis** +4, **Cha** +3

**AC** 30; **Fort** +22, **Reflex** +17, **Will** +21; +1 status to all saves vs. magic

**HP** 225; **Weaknesses** cold iron 10, holy 10

All-Around Vision

**Animal Kindness Vulnerability** Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

**Speed** 30 feet

**Melee** **◆** pincer +23 (magical, reach 10 feet) **Damage** 2d12+11 slashing plus Grab

**Melee** **◆** stinger +23 (agile, magical, reach 10 feet) **Damage** 2d8+11 piercing plus kithangian venom

**Divine Innate Spells** DC 27; **4th** *air walk*, *translocate*; **3rd** *paralyze* (×2); **1st** *command* (at will; animals only); **Constant (4th)** *speak with animals*

**Divine Rituals** DC 27; **1st** *demonic pact*

**Animal Killer** A kithangian's melee Strike deals an additional 2d6 damage to animals.

**Change Shape** **◆** (concentrate, divine, polymorph) The kithangian can take on the appearance of any Medium or Large animal. This doesn't change its Speed or their attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal.

**Kithangian Venom** (poison) **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)

**Rasping Tongues** **◆** (attack) **Frequency** once per round; **Requirements** The kithangian has a creature grabbed in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 27 basic Will save.

## Scaling Encounter B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**19–22 Challenge Points:** Add one pitborn fire giant cavalry to the encounter.

**23–27 Challenge Points:** Add one hatched shemhazian to the encounter.

**28–32 Challenge Points:** Add one pitborn fire giant cavalry and one hatched shemhazian to the encounter.

**33+ Challenge Points:** Add two greater kithangians and two omoxes to the encounter.



# What Walks Again

## OMOX (2)

## CREATURE 12

MEDIUM DEMON FIEND OOZE UNHOLY

*Pathfinder Monster Core 79*

**Perception** +22; darkvision

**Languages** Chthonian, Draconic, Emphyrean; telepathy 100 feet

**Skills** Acrobatics +21, Athletics +23, Religion +20, Stealth +24

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

**Cleanly Vulnerability** An omox embodies filth, and they find the concept of cleanliness abhorrent. An omox subjected to an effect that cleans them, such as the tidy command of prestidigitation, takes 2d6 mental damage. They also take this damage the first time each round a creature hit by one of the omox's attacks spends actions cleaning off the filth.

**AC** 25; **Fort** +23, **Reflex** +21, **Will** +20

**HP** 395; **Immunities** acid, critical hits, disease, poison, precision; **Weaknesses** cold iron 10, holy 10

**Absorb Weapon** (concentrate) **Trigger** A creature hits the omox with a melee weapon; **Effect** The omox attempts to Disarm the creature. On a critical success, the weapon becomes subsumed within the omox's body rather than falling to the ground. Retrieving the weapon requires Disarming the omox of it.

**Speed** 40 feet, climb 20 feet, swim 80 feet

**Melee** (diamond) sludge tendril +25 (acid, unholy) **Damage** 2d6+13 bludgeoning plus 2d6 acid and Grab

**Ranged** (diamond) slime ball +23 (acid, brutal, range increment 30 feet, unholy) **Damage** 2d4+11 bludgeoning plus 2d6 acid plus slime trap

**Divine Innate Spells** DC 32; **5th** *control water, create water* (at will), *toxic cloud, translocate*; **4th** *translocate* (at will)

**Rituals** DC 32; **1st** *demonic pact*

**Liquid Leap** (diamond) (concentrate, teleportation) **Requirements** The omox is in a space of liquid; **Effect** The omox teleports from its current space to any unoccupied space of liquid within 120 feet.

**Slime Trap** A creature hit by an omox's slime ball must succeed at a DC 32 Reflex save or take a -10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 35). On a critical failure, the creature is also clumsy 1 for the same duration.

**Smother** (diamond) **Requirements** The omox has a creature grabbed or restrained; **Effect** The demon flows over the creature, covering it in oozing acidic slime. The creature must succeed at a DC 32 Fortitude save or it becomes blinded and must hold its breath or begin suffocating. These effects lasts as long as the omox has the creature grabbed or restrained.

## PITBORN FIRE GIANT CAVALRY (0)

## CREATURE 11

UNCOMMON LARGE FIEND FIRE GIANT HUMANOID

*Variant fire giant (Pathfinder Monster Core 166)*

**Perception** +20; low-light vision

**Languages** Common, Chthonian, Jotun, Pyric

**Skills** Athletics +26, Intimidation +25, Nature +20

**Str** +7, **Dex** +0, **Con** +6, **Int** +2, **Wis** +2, **Cha** +1

**Items** +1 *half-plate*, +1 *striking flaming greataxe*

**AC** 32; **Fort** +24, **Reflex** +18, **Will** +21

**HP** 200; **Immunities** fire; **Weaknesses** cold iron 10, cold 10

**Mounted Combat** A pitborn fire giant cavalry automatically succeeds at attempts to Command their mounts. They can wield their greataxes one-handed while mounted. While doing so they cannot use their fist or flame Strikes.

**Reactive Strike** (diamond)

**Speed** 25 feet

**Melee** (diamond) *greataxe* +25 (magical, reach 10 feet, sweep) **Damage** 2d12+15 slashing plus 1d6 fire

**Melee** (diamond) fist +24 (agile, reach 10 feet) **Damage** 2d12+15 slashing plus 1d6 fire

**Ranged** (diamond) flame +22 (fire, primal, range 120 feet) **Damage** 4d6 fire plus 2d4 persistent fire

**Intimidating Charge** (emotion, fear) (diamond) (diamond) The pitborn fire giant cavalry commands his mount to Stride twice directly toward a creature. The creature must attempt a DC 27 Will save. Regardless of the results of the save, the pitborn cavalry makes an axe Strike at the creature.

**Critical Success** The creature is unaffected.

**Success** The creature is unaffected.

**Failure** The creature is frightened 1 and off-guard to you until the start of your next turn.

**Critical Failure** The creature is frightened 2 for 1 minute and off-guard to you until the start of your next turn.



# What Walks Again

## HATCHED SHEMHAZIAN (O)

## CREATURE 13

GARGANTUAN

DEMON

FIEND

UNHOLY

Variant shemhazian (*Pathfinder Monster Core* 81)

**Perception** +26; darkvision, scent (imprecise) 60 feet, *truesight*

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet

**Skills** Athletics +27, Deception +21, Intimidation +23, Medicine +24, Religion +26


**Str** +8, **Dex** +4, **Con** +6, **Int** -1, **Wis** +5, **Cha** +2

**AC** 34; **Fort** +28, **Reflex** +21, **Will** +22; +1 status to all saves vs. magic


**HP** 240; **Weaknesses** cold iron 10, holy 10


**Paralyzing Gaze** (aura, divine, unholy, visual) 30 feet. A non-demon creature that ends its turn in the aura must attempt a DC 31 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is paralyzed for 1 round.


**Succor Vulnerability** A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.


**Tail Whip**  **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using; **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

**Speed** 35 feet, climb 20 feet, fly 35 feet

**Melee**  jaws +28 (magical, reach 20 feet, unholy), **Damage** 3d12+13 piercing plus enfeebling bite

**Melee**  claw +28 (agile, magical, reach 20 feet, unholy), **Damage** 3d8+13 slashing


**Melee**  pincer +28 (magical, reach 20 feet, unholy), **Damage** 3d8+13 bludgeoning plus Improved Grab

**Melee**  tail +28 (magical, reach 30 feet, unholy), **Damage** 3d8+13 slashing

**Divine Innate Spells** DC 33; **5th** *scouting eye* (×3), *translocate*; **4th** *clairvoyance* (×3), *translocate* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *truesight*

**Rituals** DC 33; **1st** *demonic pact*

**Enfeebling Bite** (divine) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3 for 24 hours. The target can attempt a DC 33 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).

**Focused Gaze**  (concentrate, divine, incapacitation, visual) The shemhazian focuses their gaze on a non-demon creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing gaze. If that creature is slowed, it must succeed at a DC 31 Fortitude save or be paralyzed for 1 round. A shemhazian can't use this ability against the same creature more than once per round.

**Rend**  claw

# What Walks Again

## ENCOUNTER B3 (LEVELS 13–14)

### ELITE PITBORN FIRE GIANT CAVALRY (2) CREATURE 12

UNCOMMON LARGE FIEND FIRE GIANT HUMANOID

Variant fire giant (*Pathfinder Monster Core* 166)

**Perception** +20; low-light vision

**Languages** Common, Chthonian, Jotun, Pyric

**Skills** Athletics +28, Intimidation +26, Nature +22


**Str** +7, **Dex** +0, **Con** +6, **Int** +2, **Wis** +2, **Cha** +1

**Items** +1 half-plate, +1 striking flaming greataxe

**AC** 34; **Fort** +26, **Reflex** +20, **Will** +23

**HP** 220; **Immunities** fire; **Weaknesses** cold iron 10, cold 10


**Mounted Combat** A pitborn fire giant cavalry automatically succeeds at attempts to Command their mounts. They can wield their greataxes one-handed while mounted. While doing so they cannot use their fist or flame Strikes.


**Reactive Strike** 



**Speed** 25 feet

**Melee**  greataxe +27 (magical, reach 10 feet, sweep)

**Damage** 2d12+17 slashing plus 1d6 fire

**Melee**  fist +26 (agile, reach 10 feet) **Damage** 2d12+17 slashing plus 1d6 fire

**Ranged**  flame +24 (fire, primal, range 120 feet) **Damage** 4d6+2 fire plus 2d4 persistent fire

**Intimidating Charge** (emotion, fear)   The pitborn cavalry commands his mount to Stride twice and designates a target creature that the mount will pass within 10 feet of. The creature must attempt a DC 29 Will save. Regardless of the results of the save, the pitborn cavalry makes an axe Strike at the creature as it comes within range.

**Success** The creature is unaffected.

**Failure** The creature is frightened 1 and off-guard to you until the start of your next turn.

**Critical Failure** The creature is frightened 2 for 1 minute and off-guard to you until the start of your next turn.

## Scaling Encounter B3

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

**19–22 Challenge Points:** Add one elite trained triceratops to the encounter.

**23–27 Challenge Points:** Add one elite triceratops and one elite pitborn cavalry to the encounter.

**28–32 Challenge Points:** Add two elite triceratops and one elite pitborn cavalry to the encounter.

**33+ Challenge Points:** Add one shemhazian to the encounter.

### ELITE TRAINED TRICERATOPS (2) CREATURE 12

UNCOMMON HUGE ANIMAL DINOSAUR

Variant triceratops (*Pathfinder Monster Core* 99)

**Perception** +20; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +25

**Str** +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +2, **Cha** +1


**AC** 31; **Fort** +24, **Reflex** +18, **Will** +20


**HP** 240


**Frill Defense**  **Trigger** The rider is targeted with an attack;




**Requirements** A creature must be mounted on the triceratops; **Effect** The triceratops intercepts the attack with its bony frill. The rider gains a +2 circumstance bonus to its AC against the triggering attack.

**Speed** 30 feet

**Melee**  horns +24 (reach 15 feet) **Damage** 2d10+14 piercing

**Melee**  foot +24 (reach 10 feet) **Damage** 2d10+14 bludgeoning

**Lumbering Charge**  The triceratops Strides up to 10 feet and then makes a Strike.

**Trample**    Large or smaller, foot, DC 32

**Vicious Gore** A triceratops does 2d6 extra persistent bleed damage to prone targets it hits with its horns.



# What Walks Again

## SHEMHAZIAN (O)

## CREATURE 16

GARGANTUAN

DEMON

FIEND

UNHOLY

Pathfinder Monster Core 81

**Perception** +30; darkvision, scent (imprecise) 60 feet, *truesight*

**Languages** Chthonian, Draconic, Emyrean; telepathy 100 feet

**Skills** Athletics +31, Deception +25, Intimidation +27, Medicine +28, Religion +30


**Str** +9, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +3

**AC** 39; **Fort** +32, **Reflex** +26, **Will** +27; +1 status to all saves vs. magic


**HP** 350; **Weaknesses** cold iron 15, holy 15


**Paralyzing Gaze** (aura, divine, unholy, visual) 30 feet. A non-demon creature that ends its turn in the aura must attempt a DC 35 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is paralyzed for 1 round.


**Succor Vulnerability** A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.


**Tail Whip**  **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using; **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

**Speed** 35 feet, climb 20 feet, fly 35 feet

**Melee**  jaws +33 (magical, reach 20 feet, unholy), **Damage** 3d12+17 piercing plus enfeebling bite

**Melee**  claw +33 (agile, magical, reach 20 feet, unholy), **Damage** 3d8+17 slashing


**Melee**  pincer +33 (magical, reach 20 feet, unholy), **Damage** 3d8+17 bludgeoning plus Improved Grab

**Melee**  tail +33 (magical, reach 30 feet, unholy), **Damage** 3d8+17 slashing

**Divine Innate Spells** DC 37; **8th** *divine decree*; **5th** *scouting eye* (×3), *translocate*; **4th** *clairvoyance* (×3), *translocate* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *truesight*

**Rituals** DC 37; **1st** *demonic pact*

**Enfeebling Bite** (divine) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3 for 24 hours. The target can attempt a DC 37 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).

**Focused Gaze**  (concentrate, divine, incapacitation, visual)

The shemhazian focuses their gaze on a non-demon creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing gaze. If that creature is slowed, it must succeed at a DC 35 Fortitude save or be paralyzed for 1 round. A shemhazian can't use this ability against the same creature more than once per round.

**Rend**  claw



# What Walks Again

## ENCOUNTER C (LEVELS 13-14)

### THE HUSK OF DESKARI

### CREATURE 17

**UNIQUE** **GARGANTUAN** **ABERRATION** **UNHOLY**

**Perception** +26; darkvision; swarmsense 120 feet

**Skills** Acrobatics +26, Athletics +30, Intimidation +30

**Str** +7, **Dex** +5, **Con** +8, **Int** -5, **Wis** +5, **Cha** +5

**Items** +3 greater striking decaying scythe

**Locust Horde** Once the Husk of Deskari has been reduced to 200 HP the surviving locusts retreat inside the Husk rather than surrounding it. At this point the Locust Infestation aura ceases to function, the Husk loses its weakness to splash effects and area of effect attacks, and any creature still taking persistent damage from this effect automatically succeeds on their next flat check to remove it.

**Swarmsense** The Husk of Deskari can see through the eyes of each insect in the swarms infesting its body or those created by its breath weapon. This grants the Husk of Deskari All-Around Vision.


**AC** 37; **Fort** +29, **Reflex** +23, **Will** +26

**HP** 395 (negative healing); **Immunities** acid, death effects, disease, fear effects, mental, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area of effect 10, holy 10, splash 10; **Resistances** piercing 10


**Cacophony** (aura, auditory, mental) The droning buzz of locusts fills the air and mingles with the rasping, screeching sounds of the Husk's carapace plates grinding as it moves. Any creature that begins its turn or moves within 60 feet of the Husk of Deskari must attempt a DC 37 Fortitude save or be sickened 1. After attempting the save a creature is immune to the effects of cacophony for 1 minute. On a critical failure, a creature is only immune for 1 round.


**Reactive Strike**  (stinger only)


**Speed** 60 feet, climb 60 feet, fly 60 feet

**Melee**  scythe +31 (deadly d10, magical, reach 20 feet, trip)

**Damage** 3d10+7 piercing plus 3d6 void plus Knockdown

**Melee**  bite +31 (reach 10 feet) **Damage** 3d10+7 piercing plus 6d6 persistent acid

**Melee**  sting +31 (agile, reach 20 feet) **Damage** 3d10+7 piercing plus 6d6 persistent acid

**Disgorge Swarm**  Millions of fiendish locusts swarm out of the Husk of Deskari, surrounding it in a 30-foot emanation. The swarm moves with the Husk and remains until removed by Locust Horde. Any creature that enters or begins its turn in the emanation must attempt a DC 37 Reflex save, with effects based on the results of the save.

**Critical Success** The creature takes 2d8 piercing damage and is clumsy 1 for 1 round.

**Success** The creature takes 4d8 piercing damage and is clumsy 1.

**Failure** The creature takes 8d8 piercing damage and is clumsy 2.

## Scaling Encounter C

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

**19-22 Challenge Points:** Add two greater Deskari locust swarms to the encounter.

**23-27 Challenge Points:** Add four greater Deskari locust swarms to the encounter.

**28-32 Challenge Points:** Add six greater Deskari locust swarms to the encounter.

**33+ Challenge Points:** Add eight greater Deskari locust swarms to the encounter.

**Critical Failure** The creature takes 12d8 piercing damage and is clumsy 3.

**Knockdown** 

### GREATER DESKARI LOCUST SWARM (0) CREATURE 11

**RARE** **LARGE** **FIEND** **SWARM**

**Perception** +22; darkvision


**Skills** Acrobatics +24, Stealth +22

**Str** +0, **Dex** +5, **Con** +6, **Int** -3, **Wis** +2, **Cha** -2

**AC** 30; **Fort** +24, **Reflex** +22, **Will** +20

**HP** 160; **Immunities** acid, precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, piercing 10, slashing 5

**Speed** 20 feet, fly 40 feet

**Acidic Swarm**  (acid) Each enemy in the swarm's space takes 3d8 piercing and 3d8 acid damage (DC 28 basic Reflex save). Any creature that fails its saving throw also takes 2d6 persistent acid damage.

# What Walks Again

## Appendix 3: Game Aids



**Hesla of the Embers,  
Wielder of Locusts**



**Kishna Melcaller**

**Frosted Owl**



**Shemhazian**



# What Walks Again

## Appendix 3: Game Aids



**Kithangian**



**Fire Giant**

**Triceratops**



**The Husk of Deskari**



# What Walks Again

## Appendix 3: Game Aids

### Handout: Letter from Eando Kline

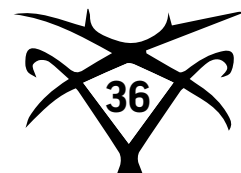
Pathfinders,

As you may have heard, Hesla Embersplitter's plans have become much more world-shaking even as they become more mysterious. Hesla was one of those affected by the Godsrain, and since her increase in power her actions have become much more concerning. She managed to seize *Riftcarver*, the scythe wielded by the demon lord Deskari when he attempted to invade Golarion. She tried to kill the Pathfinder team who witnessed the theft to cover her tracks. Luckily, survivors' accounts reached us. Just last month a shipment to the Embersplitter estate was intercepted and found to contain the remains of the demon Ingalor, the fiend that originally birthed Deskari and a necessary component to destroy *Riftcarver*.

Zarta Draldeen believes these artifacts are part of Hesla's plan to seize the rulership of Sarkoris by destroying any last vestiges of the demonic incursion. I'm more concerned with what other damage she will do while focusing on that goal. Hesla seems to be less concerned about anyone who ends up in her way.

By the way, most of Old Sarkoris is riddled with subterranean tunnels the demons used to use to amass their forces in the old days. The ground above would shake as they dug their way under walls or past defenses like the Wardstones. Be wary.

Eando Kline



# What Walks Again

## Organized Play

### Treasure Table

LEVEL	TREASURE BUNDLE
11	86 gp
12	124 gp
13	188 gp
14	274 gp

### Treasure Bundles

- □ □ □ □ **Aiding the Populace**, page 8: 1 Treasure Bundle for each task completed, up to 6 Treasure Bundles.
- **B1**, page 14: 1 Treasure Bundle for holding off the destructive demons.
- **B3**, page 15: 1 Treasure Bundle for handling the fire giant cavalry.
- □ **Part 3**, page 16: 2 Treasure Bundles for defeating the Husk of Deskari.

CP Total	Level Range
8-14	11-12
16-18 (5+ players)	11-12
16-18 (4 players)	13-14
19+	13-14

### 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.

- 11th-level PCs = 2 points each
- 12th-level PCs = 3 points each
- 13th-level PCs = 4 points each
- 14th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 11–12 encounters appear in Appendix 1, and level 13–14 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 to the right).

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 changed quite a bit of our terminology and rules information. Here's a small selection 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.



# What Walks Again



## 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"/>



# What Walks Again

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# Pathfinder Society Scenario #6-19: What Walks Again

Character Chronicle #

		2
Character Name	Organized Play #	Character #

### Adventure Summary

You traveled to the Sarkorian village of Pimatsih to help Kishna Meltcaller understand some strange earth tremors that have rocked the town. Soon after your arrival a major quake struck and you helped the citizens with disaster relief. The earthquake was prelude to an attack by swarms of demons and pitborn fire giants riding triceratops, allies of Hesla Embersplitter who planned to raze Pimatsih as the first step in her conquest of Sarkoris. You eventually confronted Hesla's secret weapon, the animated corpse of Deskari, demon lord of locusts!

### Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at [paizo.com](http://paizo.com) for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to [paizo.com/organizedPlay/myAccount](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique Achievement Boon: **Wielder of Locusts**.

### Rewards

Starting XP

XP Gained

Total XP

Experience

### Items

### Notes

*potion of flying, greater* (level 15; 1,000 gp; *Pathfinder GM Core 259*)

Starting GP

GP Gained

GP Spent

Total GP

Gold

### Reputation/Infamy

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## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 1Q09

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)