**Manticore**

*This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.*

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| **XP 1,600** LE Large [magical beast](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Magical-Beast) **Init** +2; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities" \l "TOC-Darkvision) 60 ft., [low-light vision](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Low-Light-Vision-Ex-), [scent](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Scent-Ex-); [Perception](http://www.d20pfsrd.com/skills/perception) +9  **DEFENSE**  **AC** 17, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 11, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 15 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-), +6 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-), –1 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Size-)) **hp** 57 (6d10+24) **Fort** +9, **Ref** +7, **Will** +3  **OFFENSE**  **Speed** 30 ft., fly 50 ft. (clumsy) **Melee** bite +10 (1d8+5), 2 claws +10 (2d4+5) **Ranged** 4 spikes +8 (1d6+5) **Space** 10 ft.; **Reach** 5 ft.  **STATISTICS**  **Str** 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9 **Base Atk** +6; **CMB** +12; **CMD** 24 (28 vs. trip) **Feats** [Flyby Attack](http://www.d20pfsrd.com/bestiary/rules-for-monsters/monster-feats#TOC-Flyby-Attack), [Hover](http://www.d20pfsrd.com/feats/monster-feats/hover), [Weapon Focus](http://www.d20pfsrd.com/feats/combat-feats/weapon-focus-combat---final) (spikes) **Skills** [Fly](http://www.d20pfsrd.com/skills/fly) –3, [Perception](http://www.d20pfsrd.com/skills/perception) +9, [Survival](http://www.d20pfsrd.com/skills/survival) +4 (+8 tracking); **Racial Modifiers** +4 [Perception](http://www.d20pfsrd.com/skills/perception), +4 [Survival](http://www.d20pfsrd.com/skills/survival) when  tracking **Languages** Common |

**SPECIAL ABILITIES**

**Spikes (Ex)**

With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Flyby Attack

This creature can make an attack before and after it moves while flying.

**Prerequisite**: [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) speed.

**Benefit**: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**Normal**: Without this feat, the creature takes a standard action either before or after its move.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

**Prerequisite**: [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) speed.

**Benefit**: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

**Normal**: Without this feat, a creature must make a [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) skill check to hover and the creature does not create a cloud of debris while hovering.

**Ghoul, Ghast**

*Although these creatures look just like their lesser kin, they are far more deadly and cunning.*

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| **XP 600** CE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead) **Init** +4; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities" \l "TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +9  **DEFENSE**  **AC** 18, touch 14, flat-footed 14 (+4 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-), +4 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus)) **hp** 17 (2d8+8) **Fort** +4, **Ref** +4, **Will** +7 **Defensive Abilities** [channel resistance](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Channel-Resistance-Ex-) +2  **OFFENSE**  **Speed** 30 ft. **Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis) **Special Attacks** paralysis (1d4+1 rounds, DC 15, affects elves normally), stench  **STATISTICS**  **Str** 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18 **Base Atk** +1; **CMB** +4; **CMD** 18 **Feats** [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final) **Skills** [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics) +6, [Climb](http://www.d20pfsrd.com/skills/climb) +8, [Perception](http://www.d20pfsrd.com/skills/perception) +9, [Stealth](http://www.d20pfsrd.com/skills/stealth) +9, [Swim](http://www.d20pfsrd.com/skills/swim) +4 **Languages** Common  **SPECIAL ABILITIES**  **Disease (Su)**  *Ghoul Fever*: Bite—injury; *save* [Fort](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 [Con](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) and 1d3 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-) [damage](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Ability-Damage-and-Drain-Ex-or-Su-);  *cure* 2 consecutive saves. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who dies of ghoul fever rises as a [ghoul](http://www.d20pfsrd.com/bestiary/monster-listings/undead/ghoul) at the next  midnight. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who becomes a [ghoul](http://www.d20pfsrd.com/bestiary/monster-listings/undead/ghoul) in this way retains none of the abilities it possessed in life. It is not under the  control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects.  A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) of 4 Hit Dice or more rises as a ghast.  **Paralysis (Su)**  Creatures damaged by a ghast's natural attacks must make a successful DC 15 [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) save or be [paralyzed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Paralyzed) for  1d4+1 rounds. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot,  frozen and helpless. Unlike ghouls, A ghast's paralysis even affects elves. Unlike [hold person](http://www.d20pfsrd.com/magic/all-spells/h/hold-person) and similar effects, a  paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed  cannot flap its wings and falls. A swimmer can't swim and may drown.  **Stench (Ex)**  Ghast's exude an overwhelming stink of death and corruption in a 10-foot radius.  Those within the stench must succeed  at a DC 15 [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) save, or be [sickened](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Sickened) for 1d6+4 minutes. |

**Sickened**

The character takes a –2 penalty on all attack rolls, weapon damage rolls, [saving throws](http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws), skill checks, and ability checks.

**Ghoul**

*This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.*

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| **XP 400** CE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead) **Init** +2; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities" \l "TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +7  **DEFENSE**  **AC** 14, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 12, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 12 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-), +2 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-)) **hp** 13 (2d8+4) **Fort** +2, **Ref** +2, **Will** +5 **Defensive Abilities** [channel resistance](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Channel-Resistance-Ex-) +2; **Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits)  **OFFENSE**  **Speed** 30 ft. **Melee** bite +3 (1d6+1 plus [disease](http://www.d20pfsrd.com/gamemastering/afflictions/diseases) and [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-)) and 2 claws +3 (1d6+1 plus [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-)) **Special Attacks**[paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-) (1d4+1 rounds, DC 13, elves are immune to this effect)  **STATISTICS**  **Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14 **Base Atk** +1; **CMB** +2; **CMD** 14 **Feats** [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final) **Skills** [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics) +4, [Climb](http://www.d20pfsrd.com/skills/climb) +6, [Perception](http://www.d20pfsrd.com/skills/perception) +7, [Stealth](http://www.d20pfsrd.com/skills/stealth) +7, [Swim](http://www.d20pfsrd.com/skills/swim) +3 **Languages** Common  **SPECIAL ABILITIES**  **Disease (Su)**  *Ghoul Fever*: Bite—injury; *save* [Fort](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 13; *onset* 1 day; *frequency*1/day; *effect* 1d3 [Con](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) and 1d3 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-) [damage](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Ability-Damage-and-Drain-Ex-or-Su-);  *cure* 2 consecutive saves. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.  A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who dies of ghoul fever rises as a ghoul at the next midnight. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who becomes a ghoul  in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it  hungers for the flesh of the living and behaves like a normal ghoul in all respects. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) of 4 [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) or  more rises as a [ghast](http://www.d20pfsrd.com/bestiary/monster-listings/undead/ghoul/ghoul-ghast). |

**Golem, Carrion**

*A lurching mash-up of rotting flesh, jagged bone, and coarse hair, this humanoid monstrosity reeks of death and decay.*

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| **XP 1,200** N Medium [construct](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Construct) **Init** +1; **Senses** [blindsense](http://www.d20pfsrd.com/gamemastering/special-abilities" \l "TOC-Blindsight-and-Blindsense) 10 ft., [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities" \l "TOC-Darkvision) 60 ft., [low-light vision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Low-Light-Vision);[Perception](http://www.d20pfsrd.com/skills/perception) +0 **Aura** foul stench (DC 12, 1 round)  **DEFENSE**  **AC** 17, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 11, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+1 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-), +6 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-)) **hp** 42 (4d10+20) **Fort** +1, **Ref** +2, **Will** +1 **DR** 5/bludgeoning or slashing; **Immune** [construct traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Construct-Traits-Ex-), magic  **OFFENSE**  **Speed** 30 ft. **Melee** 2 slams +7 (1d8+3 plus disease) **Special Attacks** plague carrier  **STATISTICS**  **Str** 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1 **Base Atk** +4; **CMB** +7; **CMD** 18  **SPECIAL ABILITIES**  **Foul Stench (Ex)**  This functions as the [stench](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Stench-Ex-) ability, but causes affected creatures to be [nauseated](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Nauseated) rather than [sickened](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Sickened).  **Immune to Magic (Ex)**  A carrion golem is immune to any spell or [spell-like ability](http://www.d20pfsrd.com/magic#TOC-Spell-Like-Abilities-Sp-) that allows spell resistance. In addition, certain  spells and effects function differently against the creature, as noted below.   * [*Gentle repose*](http://www.d20pfsrd.com/magic/all-spells/g/gentle-repose) causes a carrion golem to become stiff and [helpless](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Helpless) for 1d4 rounds if it fails a [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save   against the spell.   * [*Animate dead*](http://www.d20pfsrd.com/magic/all-spells/a/animate-dead) causes the various parts of the golem’s body to shudder and tear, dealing 1d6 points of   damage per caster level to the golem (no save).   * Any magical attack that deals cold or fire damage slows a carrion golem (as the [*slow*](http://www.d20pfsrd.com/magic/all-spells/s/slow) spell) for 2d6   rounds (no save).   * Any magical attack that deals electricity damage hastes a carrion golem (as the [*haste*](http://www.d20pfsrd.com/magic/all-spells/h/haste) spell) for 2d6   rounds.  **Plague Carrier (Ex)**  When a carrion golem is created, its creator infects it with a specific [disease](http://www.d20pfsrd.com/gamemastering/afflictions#TOC-Diseases). The carrion golem can then infect  those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is  [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)-based and includes a +2 [racial bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus).  **Filth Fever**: slam—injury; *save* [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores" \l "TOC-Dexterity-Dex-) damage and  1d3 [Con](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) damage; *cure* 2 consecutive saves. |

**Havestmaster Quint CR 5 Male human cleric of Zyphus 6 NE Medium humanoid**

Init +0; Senses Perception +3

**DEFENSE**

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

hp 61 (6d8+31)

Fort +8, Ref +2, Will +8, +1 vs. fear

**OFFENSE**

Speed 20 ft.

Melee +1 heavy pick +12 (1d6+6/×4) (1D6+7 if using two hands, 1D6+10 if using destructive smite, +3D6 “will save for half” if using channel smite)

**Special Attacks** channel negative energy 4/day (DC 14, 3d6), destructive smite (+3, 6/day)

Domain Spell-Like Abilities (CL 6th; concentration +9) 6/day—bleeding touch (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—blindness/deafness (DC 16), cure serious wounds, dispel magic, rageD

2nd—aid, bear’s endurance, death knellD, hold person (DC 15), lesser restoration

1st—cause fear (DC 14), divine favor, endure elements, shield of faith, true strikeD

0 (at will)—bleed (DC 13), detect magic, guidance, read magic

D Domain spell;

**Domains** Death, Destruction

**TACTICS** Before Combat Prior to confronting the PCs, Harvestmaster Quint casts lesser restoration to remove his altitude fatigue, bear’s endurance, aid, and divine favor (all of which are included in his stats.)

**During Combat** The Harvestmaster directs his ghoul thralls to attack PCs while he casts ranged attack spells. If approached in melee, he uses his destructive smite and channel smite abilities to deal the most damage to his attacker. If he finds himself getting hit often, he sacrifices a round of attacking to cast shield of faith. The Harvestmaster alternates channeling to heal his undead minions and harm the PCs if his other methods of attack prove ineffective.

**Morale** The last of his cult in Taldor, Harvestmaster Quint fights to the death.

**Base Statistics** Without his spells, Harvestmaster Quint’s statistics are hp 39; Fort +6; Melee +1 heavy pick +9 (1d6+4/×4).

**STATISTICS** Str 16, Dex 10, Con 16, Int 8, Wis 16, Cha 13

Base Atk +4; CMB +7; CMD 17 Feats Armor Proficiency, Heavy, Channel Smite, Command Undead, Weapon Focus (heavy pick) Skills Craft (traps) +8, Knowledge (religion) +5, Spellcraft +8 Languages Common SQ aura

Gear +1 full plate, +1 heavy pick, silver unholy symbol of Zyphus

Death Domain

**Granted Powers**: You can cause the living to bleed at a touch, and find comfort in the presence of the dead.

*Bleeding Touch*[*(Sp)*](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#spell-like-abilities-sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your [Wisdom](http://paizo.com/pathfinderRPG/prd/coreRulebook/gettingStarted.html#wisdom) modifier.

Destruction Domain

**Granted Powers**: You revel in ruin and devastation, and can deliver particularly destructive attacks.

*Destructive Smite*[*(Su)*](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#supernatural-abilities-su): You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your [Wisdom](http://paizo.com/pathfinderRPG/prd/coreRulebook/gettingStarted.html#wisdom) modifier.

Channel Smite (Combat)

You can channel your divine energy through a melee weapon you wield.

**Prerequisite:** Channel energy class feature.

**Benefit:** Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

Mountain Travel

High altitude travel can be extremely fatiguing—and sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

**Acclimated Characters**: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

**Altitude Zones**: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

*Low Pass (lower than 5,000 feet)*: Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers might find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

*Low Peak or High Pass (5,000 to 15,000 feet)*: Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) save each hour (DC 15, +1 per previous check) or be[fatigued](http://paizo.com/pathfinderRPG/prd/glossary.html#fatigued). The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) save.

*High Peak (more than 15,000 feet)*: The highest mountains exceed 15,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes*.*Altitude sickness represents long-term oxygen deprivation, and affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

**To get rid or minimize fatigue:**

Potion of lesser restoration 300 gp

Scroll of lesser restoration 150 gp

Allnight (AA) 75 gp

Potion of invigorate (APG) 50 gp

Scroll of invigorate (APG) 25 gp

Coffee (AA) 1 cp

**Allnight**

**Source** [PC:AA](http://www.amazon.com/gp/product/1601252226/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601252226&linkCode=as2&tag=httpwwwd20pfs-20)

This treated wafer dissolves into a chalky paste when placed under the tongue and then gives the imbiber a jolt of restless energy. It eliminates the effects of [fatigue](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fatigued) for the next 8 hours; when the drug's effect ends, the user is [exhausted](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Exhausted). Allnight makes its users jittery and unable to focus; they suffer a –2 penalty on all skill checks until its effects wear off.

**Invigorate**

|  |  |
| --- | --- |
| **School** [illusion](http://www.d20pfsrd.com/magic#TOC-Illusion) [figment]; **Level** [bard](http://www.d20pfsrd.com/classes/core-classes/bard) 1  **CASTING**  **Casting Time** 1 [standard action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions) **Components** V  **EFFECT**  **Range** touch **Targets** creature touched **Duration** 10 minutes/level (D) **Saving Throw** [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) negates (harmless); **Spell Resistance** yes (harmless) |  |

**DESCRIPTION**

This spell banishes feelings of weariness. For the duration, the subject takes no penalties from the [fatigued](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fatigued) or [exhausted](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Exhausted) conditions. The effect of *invigorate* is merely an [illusion](http://www.d20pfsrd.com/magic#TOC-Illusion), however, not a substitute for actual rest or respite. When the spell ends, the subject takes 1d6 points of [nonlethal damage](http://www.d20pfsrd.com/gamemastering/combat#TOC-Nonlethal-Damage), along with the return of the original condition(s). A creature can be under the effects of only one *invigorate* spell at a time; if it is cast a second time on that creature, the first immediately ends.

**Coffee**

**Source** [PPC:AA](http://www.amazon.com/gp/product/1601252226/ref=as_li_qf_sp_asin_il_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=1601252226&linkCode=as2&tag=httpwwwd20pfs-20)

This drink is brewed by pouring boiling water through crushed, roasted coffee beans. A very strong form is potent enough to reduce the penalties from the [fatigued](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fatigued) condition from –2 to –1 for 1 hour.

The listed prices are for a tavern or restaurant in an average city.