4-6 PCs



Levels 7–8

Into the Red

Adventure Path



Will Myers



Book Three: Into the

A 3.5 OGL and Pathfinder compatible adventure for four to six PCs of levels 7–8

CABLE OF CONCENCS

Previously in Fallen Leaves1				
	he Scorched Lands			
	The Transgression	3		
	Ashen Death	3		
	Scorched Lands Encounters	4		
	Sand Samiel	5		
	The Fiery Woman	6		
	Day Two Encounter			
	Doc's Apothecary Services			
	Day Four Encounter			
Mek'Madius's Tower				
	1st, 2nd, & 3rd Floor Map			
	4th, 5th, & 6th Floor Map			
	A. First Floor			
	A1. Storage Room # 1			
	A2. Dormitory			
	A2A. Dormitory Room #1			
	A2B. Dormitory Room #2			
	A2C. Dormitory Room #3			
	A3. Dining Room			
	0			

	iv
A4. Kitchen	15
A5. Delegate Guard Quarters	16
A6. Visiting Delegate Quarters	16
A7. Office	16
A8. Storage Room #2	17
B. Second Floor	17
B1. Weaponry	17
B2. Armor	17
B3. Shields	18
B4. Library #1	18
<i>B5. Library #2</i>	19
C. Third Floor	19
C1. Treasure Room	20
D. Fourth Floor	22
E. Fifth Floor	22
F. Sixth Floor	23
G. Observation Tower	25
Epilogue	25
Appendix A: Combat Index	25
Appendix B: Unlabeled Maps	38

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"Fallen Leaves Book Three: Into the Red" is a 3.5 OGL and Pathfinder compatible adventure for four to six PCs of levels 7-8

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at http://www.d20srd.org/ and http://paizo.com/pathfinderRPG/prd/ respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 41 of this product.

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Previously in Fallen Leaves

The PCs and Myhal Melithaltindre made their way from the Three Sisters, down the Klavek Road, and through the town of Divoky, ending their trip, temporarily, in the Silent Forest, also known as Edhellond. There they learned some information about the *Menalpaur*, the Fist of Heaven, and encountered not one but two groups of Drow. One was friendly, one was not. They also were given their next objective: the tower of the Lich of the Sun Shard, Mek'Madius. Finally, they encountered a beast from Elven legend, the Edhelgurth: the Elven Death. Now, they travel through the Scorched Lands to their next destination!

The Scorched Land.

Assuming a walking speed of 3 miles per hour and progressing 8 hours a day, the party will reach the base of Mek'Madius's tower on the morning of day 4. If your party has a faster or slower walking speed, or wishes to continue walking for longer than 8 hours, adjust accordingly.

As the Transgression is incredibly deadly, the party may decide to travel at night, when the Shard of the Sun passes overhead, but deals no damage. If they choose this route, ignore what happens during the Transgression. All other encounters are still valid, even at night.

Days 1 and 3 are similar, as there might be encounters with the creatures, people, and hazards found in the Scorched Lands. Each day, the party will find shelter from the Transgression, whether that's abandoned buildings or a cave with a partially covered opening or something else entirely. The GM is welcome to gloss over these days or play them out as desired. Days 2 and 4 have specific encounters, although the Day 2 encounter can be moved to a different day, if the GM desires. All statistics for Myhal, Mareth, Shirafae, and the Drow rangers and fighters are listed in the appendices.

The trees that make up the southern edge of the Silent Forest's slowly thin out before disappearing entirely, giving way to the ash-covered desert of the Scorched Lands. Remnants of uninhabited buildings dot the horizon, hazy in the distance. Myhal (and Mareth, if she is along) is/are still quite shaken from the encounter with the Edhelgurth. (Shirafae or any of the Drow that are along, if they are, are also quite disturbed, given the nature of that encounter).

As the party moves further into the desert-like Scorched Lands, worries about the Elven Death subside as the heat increases from the balminess of the Silent Forest to the mid-80's of this early afternoon.

"We must be finding some shelter soon, my friends," Myhal says, his keen Elven eyes searching the distance. "The Transgression will be occurring soon and we do not want to be exposed when it does."

The party has approximately one hour until the Shard of the Sun appears on the eastern horizon and half an hour past that until the temperatures in their area start to rise quickly. Half an hour after that, the Shard will be overhead, searing the land and any exposed characters as it passes by.

About a mile away, toward the interior of the Scorched Lands, there lies the remains of a small village, one of the first to try to settle in the Scorched Lands.

and the

Just ahead of you are fourteen buildings, each showing signs of abuse from the Transgression, but also of neglect. If there was a map available, this village would not appear on it, as it lasted only a week before the remaining villagers, one-third of the original population, scattered and attempted to find more permanent residence. As you enter the desolate remains of the village, you are surprised by the apparent stability of the structures, given the daily abuse that they have taken. Most of the roofs are at least partially intact, with only two of the fourteen roofs completely collapsed.

The party can hide in any of these buildings and be protected from the Shard of the Sun as it passes overhead. As the Transgression only lasts 66 seconds, any character can avoid lethal damage by taking shelter; their lungs may ache and they will be short of breath for a few moments, but no permanent harm will come to them.

You can feel the air around you starting to warm rapidly as you sequester yourselves inside an old, weathered house. Breathing becomes harder as the air heats around you and your eyes feel like they are drying out. Canteens, waterskins, and flasks start to bubble and vibrate in your packs as they begin to warm.

If any party member is wearing metal armor, add the following:

The rivets and rings of your armor begin to sear your clothing and skin, creating an unpleasant smell. You know that if you remain in your armor for the duration of the Transgression, you will be burned, charred, or even roasted alive like so much captured game.



CHE CRADSGRESSION

If anyone remains outside during the Transgression, they must make a DC 15 Fortitude save (+1 for any previous saves) or take 10d6 damage per round of exposure. Half of this damage is considered fire damage and the other half is untyped. Any creature killed by exposure to the Shard must make a DC 20 Will save or be affected by Ashen Death and rolls on the following table.

А\$БЕП	DЄАСБ
d %	Effect
1-24	Creature explodes in a burst of ash. Any other creature within 10 feet is affected by Ashen Miasma.
25-36	Creature immediately rises as an Ashen version of itself.
37-49	Creature rises as an Ashen version of itself within 1d4 days.
50-68	Creature explodes in a 5 foot burst of Sun magic dealing its number of HD in d4 fire damage to all creatures in burst.
69-80	Nothing happens.
81-94	Creature is returned to life after 1 minute at 1 hp and suffers a permanent charred appearance as well as a permanent -1 Con and -1 Cha. Roll on the mutation table.
95-100	Creature is returned to life after 1 minute with full hit points and a permanent charred appearance as well as a +1 natural armor bonus and +1 Charisma. Roll on the mutation table.



MUCACIONS

d %	Effect
1-6	Your skin is charred and burnt. Water is physically painful to you and you gain water vulnerability 5 and fire resistance 5.
7-12	You lose all your hair and it will not grow back.
13–15	You stink of fire regardless of how clean you are. Any perfume masks the smell for a small time until it returns.
16-19	Your eyes turn to solid golden orbs. This does not affect your vision.
20-24	You hair becomes waves of magical fire. This fire produces heat and light as per a torch.
25-38	One of your limbs randomly falls off once per day and regrows 5 rounds later.
39-45	Your skin sags and hangs off your body.
46-51	You grow a third arm from your back that is useless. (Could make armor very hard to find)
52-61	You have no feeling in your skin. Gain nonlethal resistance 5. Double any bleed effects you suffer from.
62-68	Over the next 20 years you slowly mutate into an ant.
69–74	Your eyes turn bright blue and you can produce water from your fingertips. Gain <i>create water</i> as a cantrip usable 3/day.
75-81	You gain the ability to grow up to 1 foot larger or smaller at will.
82-86	You gain infravision within 10 feet. This is the ability to see "heat." Your eyes turn into serpent eyes.
87-91	You grow scales on your skin and gain natural armor +1.
92-94	Your hands are made of sandstone but otherwise normal. Gain +1 melee damage.
95-97	Your head is invisible.
98	Your legs are infused with power. Double your movement speed while grounded.
99	You gain another arm and all benefits/penalties associated with it.
100	You become infused with sun magic. You can cast fireball as a 9th level wizard 3/day. You gain fire immunity. You must absorb the power of a full transgression daily to replenish these powers.

ASPED MIASMA

Type curse, disease (contact); Save Fortitude DC 16 Onset immediate; Frequency 1/round until successful or removed from area

Effect 1d6 Con damage and fatigued; Cure Ashen Miasma can only be cured by successfully casting remove curse on the victim while they are fully submerged underwater.

min Same

Mareth (if she is along) will interject and clarify points, helping Myhal tell the story.

Eloari began to use his power to gain a measure of vengeance against those who had wronged him earlier in his life, but Naneth, in her kindness and wisdom, taught him that power and responsibility go hand-in-hand and that she did not give him this power to be petty and spiteful, but to help the Elven race to survive and grow.

Myhal is trying to subtly sway the party into giving the *Menalpaur* to Naneth, as she is "clearly" the best choice. He is afraid that they will choose either Naraneus or Onael as the recipient of the Fist's power. If he is pressed on the issue, he will state that he is simply telling stories to pass the time and asks the PCs to tell stories of their own to pass the time.

SCORCHED LANDS ENCOUNCERS

Roll on the following chart twice per 8 hours of walking for encounters for the first three days. Each encounter, not counting the Fiery Woman, has a 50% chance of being neutral toward the party and 50% chance of being aggressive toward the party. Statistics for all encounters, excepting the Fiery Woman, are in the appendices.

d20	Encounter
1-4	1d6 Survivalists, page 30
5-7	1d8 Minions of Warlord Macha, page 30
8-10	1d4 Lava Striders, page 29
9-12	No encounter
13-16	The Fiery Woman, page 6
17-20	1d6 Formian Warriors, page 29

Starting on Day 2, during the daytime, there is also a 20% chance that the PCs will encounter a party of Elves from the Silent Forest (change "No Encounter" to "Elven Party"). These Elves are determined to stop Myhal and the outsiders. If Shirafae or any of the other Nhilolian Drow are with the party, there is a 20% chance that the PCs will notice a party of Drow after the party's travel period. The Drow party are content to observe the party from a distance until any Drow in the PCs party are vulnerable and then they will attack to capture the accompanying Drow. These Drow will fight to take their prisoner, even going so far as to try to negotiate with the party to allow them to take their target, but if the PCs put up a hard fight, the Drow will retreat until they have another chance to go after their prey.

Those that take shelter during the Transgression take 1d6 points of nonlethal damage per round due to dehydration. A **DC 15 Fortitude save** at the end of the Transgression halves this damage. If anyone is wearing heavy metal armor, the damage changes to lethal damage.

After the Sun Shard has passed, Myhal will point off to the southwest.

"There. Do you see it? The tallest of those earthen towers." That is the tower of the Sun Lich. Only one hundred miles from here, so we are fortunate. If we had to walk the whole way to the far side of the Scorched Lands, it would takes us months! Here, it will only take us a few days. Come, friends. Answers could lie within that stone pillar!"

With that, Myhal leads the way across the sandy wastes toward the tower.

As you walk toward the tower, Myhal begins to sing a song telling stories of Naneth and her greatness, especially extolling her wisdom. He will tell a story concerning her encounter with an Elf named Eloari who gained great power as a cleric sof Naneth.

ENVIRONMENCAL BAZARD:

SAND SAMIEL

Before the Shard of the Sun became a hazard, the people of the Scorched Lands were just like any others, with the own culture, religion, and magic. When the Shard changed and became a menace, the people either died or fled, leaving their things behind. This includes their magical implements.

Magical weapons survived, but just barely, while books and scroll combusted and wands and staves were scorched, leaving them powerless. Only one type of magic remained unchanged: dusts.

The granular agents were absorbed by the Scorched Lands and now pose a possible threat to travelers in the form of a soil samiel. A soil samiel is a roughly circular phenomenon that has a ¼ mile radius. Made up of sand, ash, and dust from the Scorched Lands, these vortexes are often ignored as they appear to be just another shimmering bit of sand blown across the wastes.

For each hour of travel, the PCs have a cumulative 10% chance of encountering a sand samiel, with a maximum chance of 70% for half an hour prior, half an hour after, and during the Transgression. Once the Transgression has ended, the chance decreases by 10% per hour. The sand samiel is like a dust storm accompanied by strong winds (21-30 mph), obscuring vision (-4 to Spot/Search/Perception checks). The samiel deposits 7-12 (2d6) inches of sand in its wake, causing speed to be reduced to ½ within the area of the samiel. Each PC within the radius of the samiel takes 1d6 nonlethal damage from being buffeted by winds. Roll percentile dice on the following chart for each hour of travel for each PC in the area of effect of the sand samiel and apply the effects listed below. Each effect lasts for 5 minutes. Each PC is only affected by one dust per sand samiel, except the dust of tracelessness (see below). A DC 30 Reflex save negates any dust effect.

1 – 20: *dust of appearance* – This dust causes the affected to glow with a blinding white light that causes anyone viewing them to be dazzled. This also imparts a -30 penalty on Hide and Stealth checks made to hide. A DC 15 Fortitude save negates the dazzled effect.

21 – 40: *dust of disappearance* – This dust causes the affected to become invisible, as per the greater invisibility spell, including darkvision. However, the affected is also invisible to themselves, giving the affected the blinded condition. This gives any opponents total concealment and opponents cannot be targeted by single-target spells, although area of effect spells work normally if the affected can make a successful DC 25 Listen or Perception check or has another sense to detect other creatures.

41 – 60: *dust of dryness* – This dust causes the affected to suffer from 1d6 nonlethal dehydration damage per minute. A DC 21 Fortitude save halves the damage as does drinking one quart of water per minute over the course of the effect.

61 – 80: *dust of illusion* – Each person affected by this dust appears as one of five other creatures, as seen below:

- 1 2: Survivalist
- 3 4: Warlord Minion
- 5 6: The Fiery Woman
- 7 8: Formian Warriors
- 9 10: Lava Strider

Anyone viewing an affected character sees the affected in the randomly rolled form and reacts accordingly. A **DC 16 Will save** disbelieves the illusion and the affected appears normal to that particular character.

81 - 100: *dust of tracelessness* If this dust is rolled, it affects the entire party. For the $\frac{1}{4}$ mile radius of the samiel, all traces of passage are erased. All Survival checks to track by sight across the area are at +20, while Survival checks to track by scent are +10, due to swirling winds.

CHE FIERY WOMAN

The Fiery Woman is a mystery of the Scorched Lands. This woman, whether she is an elemental in human form, a high-level fire sorceress, something in between, or none of these, wanders the Scorched Lands between the sea on the east and the fissures to the west. There is no pattern in her walk and she rarely stops.

If attacked, she does not defend herself or attack in response, but anyone who attacks her with a melee weapon takes 1d6 points of fire damage. When she dies (after five rounds of continuous attack, regardless of the amount of damage), she collapses into a pile of ashes. These ashes will not disperse under any conditions and in five rounds reform into the Fiery Woman. She will continue her walk as if nothing happened. Occasionally, "worshippers" are found following the Fiery Woman along her path. These are usually elementals or creatures who are adapted to the heat of the Scorched Lands. Most if not all of her "followers" need to hide once a day as the Shard of the Sun passes overhead, but the Fiery Woman will stop and face the Shard when it goes by, turning in place as it moves from east to west.

SKILL QHEQK

DC 20 Bardic Knowledge or Knowledge (local) Success Roll 1d8 and read the following rumors

1d8 Rumor

- 1 She is a demi-goddess from the Plane of Fire
- 2 Destroying her will reward her killer with a fire opal the size of a fist, worth a king's ransom in gold
- 3 She is a fire elemental in humanoid form
- 4 She is the living embodiment of fire magic, created by the Shard of the Sun
- 5 Embracing her physically will lead to spiritual enlightenment
- 6 The variations of her path are not random, and, if studied, will lead the watcher to understand her true nature
- 7 She never passes within a mile of Mek'Madius's Tower because either a) she fears the Lich of the Sun Shard or b) she was created by Mek'Madius and owes her creator no allegience
- 8 She used to be a Timean sorceress and was changed by the magic of the Shard of the Sun

Rumors 2 and 5 are completely untrue, however, the GM may wish to use any of the others, or add their own, if the players wish to discover the mystery of the Fiery Woman.

Day Two Encounter

As you reach the top of a rise, you hear a squeaking sound just ahead of you. Shielding your eyes from the sun, you see a rough looking human woman wearing a wide brimmed hat leading a covered wagon that is pulled by a pair of large mules. As you get closer, you can also hear rattling coming from inside the wagon. On the side of the wagon, you can see a faded sign and barely make out the name 'Doc's Concoctions.' The woman you assume to be Doc sees you and gives you a friendly wave.

Dered "Doc" Keaton is an apothecary, currently traversing the Scorched Lands seeking new plants and other materials for her tinctures.

"" "Howdy, folks. Welcome to Doc's," she says, taking off her hat and wiping her forehead with the back of a thick hand. "I'm Doc, in case you haven't guessed. I'm what some folks call an apothecary and other, more learned folks, I guess, call a charlatan. I've been all over, looking for new plants and things I can use to make my tinctures and home brewed medicines for any and all ailments. Except for the ones I haven't heard of yet. Looks like the Sun Shard done run you ragged. Mayhap you should try Doc's Cooling Compound." She pulls a flask from the wagon. "Made from the alaquora flower that grows here in the Scorched Lands, over north of Treeland. Put some of this on and it will keep you nice and cool. Or take a look and see what I got. Only 10 gold or the equivalent. Also, I'm up for trade, if that's what you got in mind."

Doc has numerous flasks and vials scattered throughout her wagon, as well as her tools of trade, such as mortar and pestle tucked into a large copper pot for cooking ingredients. Currently for sale, she has:

DOQ'S APOCHEQARY SERVICES



Mitus /

Doc's Cooling Compound: This greenish blue fluid reduces the nonlethal damage caused by the Transgression to 1d3 per round. One bottle has enough for one dose and one dose lasts through one Transgression.

Doc's Inflammatory Inhibitor: A dose of this ginger scented yellow liquid rubbed on a wound is good for reducing swelling and supporting the body's natural injury fighters and heals 1d6 points of damage per round for five rounds. A bottle holds 10 doses, but only one dose can be used on a single character over the course of an hour.

Doc's Spirit Suppressor: A small leather bag that smells of a mix between apricots and bitter chocolates. Worn around the neck, it provides a +1 alchemical bonus to saving throws against evil extraplanar creatures. This takes up the neck slot.

Doc's Emotion Easer: This bottle of thick pale green syrup smells of spicy licorice and if splashed or sprayed on a creature or another person, it acts as the spell calm emotions for five minutes with a Will save DC of 15. A bottle holds one dose.

Doc's Skin Saver: Giving off a briny smell, this thick, gelatinous juice helps protect the skin. By rubbing is on the affected skin, this potion grants a +2 bonus to saving throws against any poisons or disease that affect the skin. Against supernatural poisons or diseases, the bonus is +1. Doc's Nausea Knockout: Appearing as a thick, deep green goop, Nausea Knockout combines a deep earthy vegetative aroma with the scent of lavender. Drinking this glop removes the nauseated and sickened conditions and provides a +2 alchemical bonus to saving throws against ingested poison. One bottle contains four doses. Doc's Sight Saver: This light blue salve smells of wet stones. When used to rinse the eyes, this liquid removes the blinded condition. If th user is able to see, using this tonic grants a +1 alchemical bonus to ranged attacks for 1 hour.

Doc doesn't carry much in the way of money, but she has a 30% chance of having any mundane item from the *Core Rulebook* and a 10% chance of of having a minor magical weapon or wondrous item from the *Core Rulebook*.

Day Four Encounter

As the party begins the fourth day, they should be roughly four hours from Mek'Madius's tower. When they reach the halfway point to the tower, read the following.

-

On a medium-sized rock in the distance, you see a black-clad figure. It is facing you, but any distinguishing facial features are hidden behind a heavy hood and what appears to be a piece of black lace draped over the opening of the hood. The figure has a staff leaning against the stone seat and a glimmering mace is visible at the hip. This person makes no movement or indication that it has seen you.

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This person, Vuztel, is a former Drow matron who, by means unknown to anyone alive, has removed herself from the Drow matriarchal structure and made a life for herself, on her own. Vuztel is not her true name, as she abandoned that when she left Holoth. She still carries herself as a matron, even if her house is quite a bit larger than anything Holoth has to offer.

Vuztel is not here to fight the PCs, the Elves or other Drow who may be present. She wants the PCs to find the Heavenly Fist and make sure that it enters Naraneus's hands. Should the PCs insist on combat before she has made her point, Vuztel will use *word of recall* to take herself back to her cave, hidden somewhere in the Scorched Lands.

The person in black turns their head to you and you can make out behind what is a now-obvious umbra silk covering is a wizened Drow matron of indeterminate, but great age. She has obviously been waiting for you, as she rises from her seat and stretches slightly. She has the bearing of a queen. She watches you for a moment as if expecting you to bow in her presence. Her garb bears no marking of any kind and only a slight scraping sound tells you that she is wearing armor until her robe. She doesn't seem to be bothered by the heat.

"Peace, travelers," she says, holding up her hands. "I'm sure this one has been telling you pretty stories about Naneth and the wonders she has to offer." She points a gnarled finger at Myhal. "My name is Vuztel and I am here to give you an alternate viewpoint to consider.

"While Naneth would offer warmth and protection, she also defends the status quo above everything else. My mistress, Naraneus, offers you a world where the strongest survive and the weaker exist at the whims of the greater. That is what you do, isn't it," she asks with a barely-seen smirk. "You enter someone else's home, you kill them at your fancy, and move on to do it again. Why? In the name of 'good?' That is simply a justification. In Naraneus's world, you need not explain yourself to anyone. If there's something you want, you take it. If someone crosses you, you kill them. No-one looks twice, as it is another part of life. The world you are being offered is made for people in your vocation."

She turns for a moment and stares off into the distance. "Keep my words in mind as you continue your journey. Do not let this fool's tales of paradise cloud your judgment. Yes, there are good things that happen, but they always have a cost that is hard to see. The world offered by She Who Weaves Darkness has no hidden cost. Everything is laid out in the open, waiting for you to take it. Travel well, my friends."

She walks off to the east without looking back.



Mek Madius's Jower

A soaring tower made of stone and earth reaches toward the sky. The gnarled, windswept exterior reminds you of a bony misshapen finger pointing to the heavens in defiance. You have to wonder if the Lich of the Sun Shard planned this shape on purpose or whether it's all a coincidence.

-

As the party approaches the tower, have them perform the following skill check:

SKILL ¢he¢k



Listen/Perception 15

Success "You can hear running water from the base of the tower."

Following the sound of the water, the PCs will find a small cave entrance, approximately 4 ft. high, on the east side of the pillar. Entering the cave requires Medium creatures to duck and Large creatures must crawl on hands and knees. Any creatures bigger than Large cannot use this entrance. Once inside the cave mouth itself, all creatures can stand upright. The light from outside illuminates this tunnel for approximately 20 ft.

When the party enters the cave, read the following:

The light from outside only shows you a few feet into the cave. Otherwise, it is pitch black inside. The floor has a thin coating of water that is flowing from inside the cave. The sound of flowing water is much louder. Your footsteps echo as you walk through the pooled water.



The water is clear and, aside from a slight taste of sediment, is perfectly healthy. It is also cold, but will not transfer any deleterious effects to those that drink it.

Assuming the party has a light source, once the PCs have entered the cavern, read the following:

The floor of the cave undulates slightly as it travels further into the cave. After about 100 ft., you come to a set of stairs. Water splashes off of the stairs as it cascades down. In the corners of the irregular, naturally-made stairs, there is an oddly shaped red-orange colored moss in thick clusters. Its lobes seem to vibrate as you walk by.

These steps are slick from water that overflows from the waterfall, requiring a **DC 15 Climb check** to reach the area of the waterfall. Failing this check means falling down the steps, taking 1d6 points of falling damage and possibly knocking over those behind you. If you fall into another person, that person must make a **DC 20 Climb check** to catch you and not fall. This penalty is cumulative; i.e. if two people fall, the third person must make the **DC 25 Climb check** to catch them both and not fall. Any creature on four legs gains a +4 **bonus** to these Climb checks.

Upon reaching the top of the steps, read the following:



Due to the enclosed cavern, hearing becomes incredibly difficult around the waterfall. All **Listen or Perception checks** made to hear are made at -5. **Move Silently checks** or **Stealth checks** made to move silently are made at +5. The floor of this cavern is covered with six inches of water, requiring creatures moving at full speed to take a -2 penalty on **Dexterity-based skill checks**.

A large pool, 60 ft. across and 40 ft. from the falling water to the edge, sits at the base of the waterfall. While the water is clear, no bottom can be seen. If the pool is examined, there are many large fish swimming past. These fish are the results of the pool's resident, a water naga, using a *baleful polymorph* on various adventurers. The water in the pool is crisp and refreshing, but does not have any special abilities.

Skill ¢fe¢k



Spot/Perception DC 12

Success You find the dead body of a man dressed in adventuring clothes on the wet floor. A bloody dagger with a bent tip in held in his right hand.

Spot/Perception DC 20 OR Heal DC 15

Success You have determined that this man killed himself and that small portions of the body are embedded with crystal. The crystal sections have score marks around them. While the party investigates the body, Iqus'cath the Water Naga will surface from the pool at the base of the waterfall and observe them. Due to her coloration, she is hard to see while she is in the water, requiring a **DC 30 Spot/Perception check**. She will appear and speak to the party. If they initially seem non-confrontational (treat initial attitude as Indifferent), she will warn them about Mek'Madius's power and explain that the dead man had come to her chamber, stabbing at his chest, trying to pry off the "pretty rocks." She tells the party that they should leave now or else they may end up the same as the dead man. She does not know how the dead man ended up with crystals in his skin, but she knows it has happened before. She says that she fought the fallen warrior recently and captured him for Mek'Madius. She is not aware that Mek'Madius has abandoned the tower.

With a successful **DC 21 Diplomacy check** she will also explain that Mek'Madius has been sending people down to question her. The main focus of the questions is the "Duke of Shadows," which Mek'Madius believes Iqus'Cath has information about.

IQUS'CACH, CHE WACER DAGA

A.F.

Slender spines and brightly colored frills stretch back from the human-like face of this massive water snake. Every motion of the serpent's long form sets its brightly patterned scales and glistening fins to flashing like gems in the surf.

CR 7

lqus'cath

XP 3,200 N Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size) hp 76 (8d8+40)

Fort +7, Ref +10, Will +9

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2) Space 10 ft.; Reach 5 ft.

Spells Known (CL 7th; concentration +11)

3rd (5/day)—protection from energy, suggestion (DC 17) 2nd (7/day)—acid arrow, invisibility, mirror image 1st (7/day)—expeditious retreat, magic missile, obscuring

mist, shield, true strike

0 (at will)—*acid splash, daze* (DC 14), *detect magic, light, mage hand, open/close, read magic*

STATISTICS

Str 20, Dex 23, Con 20, Int 11, Wis 17, Cha 18
Base Atk +6; CMB +12; CMD 28 (can't be tripped)
Feats Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)
Skills Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13

Languages Aquan, Common

SQ amphibious

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 2 saves.

Spells A water naga casts spells as a 7th-level sorcerer. ECOLOGY

Environment temperate water **Organization** solitary, pair, or nest (3-4)

Treasure standard

CHE DUKE OF \$HADOWS

The Duke of Shadows has no bearing on this adventure or the adventure path as a whole. The Duke is a higher power that Mek'Madius has been searching for. Iquscath inadvertently discovered the location of the Duke's prison and is keeping this information secret from Mek'Madius. She is secretly afraid that at some point, Mek'Madius will find a way to make her reveal the information. She cannot leave the pool she now lives in due to there being no outflows for the waterfall, other than spilling out onto the floor.

If the party becomes aggressive, she will try to charm an obvious melee combatant with *charm monster*. If this fails, she will retreat further into the pool, using the water as protection. She may move as far back as the waterfall. PCs entering the water must swim because the pool is 80' deep.

After the party has passed Iqus'cath the Water Naga, they find themselves in a cave system that has numerous branches from the main cavern, almost all of which lead nowhere. The air here is humid, as an unseen source of heat warms the air combined with the water from the waterfall. Without guidance, someone could get lost in these caverns for a long, long time, unless they want to go back the way they came. Getting lost isn't the only threat down here, though.

SKILL ØÐEØK



DC 20 Survival or Knowledge (dungeoneering) check Success "You find your way to the next section of the caverns without getting lost. You are headed upward, toward the tower."

On a failed save, the party becomes lost for 1 hour. If the save is failed by more than 10, the party stumbles upon a subterranean foe. Roll 1d6 to determine which creature the party encounters:

CAVERD EDCOUDCERS

1d6 Encounter

- 1 2 1d6 cloakers (full stat block on page 32)
- **3 4** 1d6 driders (full stat block on page 32)
- 5 black pudding (full stat block on page 33)
- **6** ochre jelly (full stat block on page 34)

After 5 consecutive successful saves (or some other number or time limit decided by the GM), read the following:

This path widens and after a dozen steps, you come to a carved set of stairs that lead upward. You can see sunlight at the end of the stairs and fresh air reaches your nose. As you climb the stairs, approximately half way up, you find a wooden door wrapped in steel bands that fits neatly into the wall of the stairway.

SKILL ¢fe¢k

DC 15 Spot/Perception



Success "Next to the door, you see a carved picture of what looks like a bell being struck by a hammer and an arrow pointing further up the path.

The door is stuck, but not locked. Two characters can attempt a DC 28 Strength check to force the door open or a DC 28 Disable Device check to removes the blockage, which consists of small rocks that have tumbled into the space where the door slides.

The party may rest here safely, if they choose to do so. They may not sleep comfortably, but they will be safe. All of the monsters in the caves below know enough about Mek'Madius to not stray toward his tower, even if they do not know that he no longer resides there.

The PCs can open this door now and it would be to their benefit. If they follow the "directions" on the wall and ring the bell, the tower's inhabitants will be warned that someone is entering the tower who isn't allowed. This is playing against the idea that most adventurers to Mek'Madius's tower have had that the door must be opened magically.

If they continue up the path to the bell, read the following:

The stairs increase slightly in steepness and the glare from the sun is particularly harsh, since you've been underground for a few hours now. Soon, you can make out a shape hanging from the ceiling of the stairway. It's a brass bell that is suspended on a brass chain that extends from a hole in the ceiling. Next to the bell, in a wooden rack, a hammer with an amber handle and pointed brass head hangs. The view from this opening is amazing, as you are almost five hundred feet above the ground. Even the sun- and Shard-baked wastes look beautiful from up here.

SKILL ¢fe¢k

DC 15 Knowledge (architecture and engineering) Success "If this bell is rung, the sound will fill the stairway and will travel up into the tower by way of the hole that the bell hangs from."

This is a trap. If the bell is rung with any object, the PCs must make a **DC 15 Fortitude save** or be deafened for 1d6 rounds as the sound reverberates within the stairwell. This also alerts the inhabitants of the tower that there is someone in the caves below.

The handle of the mallet appears to be the stone amber, but is in reality a brittle amber-colored crystal. It will hold up to hefting and swinging, but if it is struck against the bell, the vibrations will cause the handle to crack, releasing a single dose of sovereign glue. Anyone who handles the mallet is entitled to a **DC 25 Spot**/ **Perception check** to see the sticky yellow substance. If someone uses *detect magic*, the hammer radiates strong transmutation.

If this check is failed, whoever picks up the mallet must make a **DC 25 Reflex save** or else the hammer bonds to their hand. During

the one round before the sovereign glue adheres to the character, if dispel magic is successfully cast against a DC 31 caster level, the glue will fail to bond for one round. The character can drop the hammer, at which point the glue will harden.

This hammer has the statistics of a light hammer (1d3 for Small characters, 1d4 for Medium characters, x2 critical multiplier, and deals bludgeoning damage) except that there is no throwing range. Unless the party has *universal solvent*, that character now wields the mallet. That person can still wield other onehanded weapons without penalty, but they are considered to be fighting with two weapons, if the hammer is in their dominant hand. If this is the case, they will take a -6 penalty to attacks with the hammer and a -10 penalty with their secondary weapon and

deal only ½ their Strength bonus on melee attacks with the secondary weapon. The Two-Weapon Fighting feat moderates some of these penalties. If the party rings the bell, the Strength DC to open the door decreases to 23 thanks to the vibrations caused by the noise. However, this allows the defenses of the tower to come into play, starting with a group of magma mephits that entered into a contract with Mek'Madius, who forgot about them when he vacated the tower.

When the door is opened, read the following:

Carved from the dark rock of the tower itself is a steep set of stairs. The heat has definitely risen, which makes it hard to breathe, leading to slow going. There are bright torchlight at the top of the stairs and you can make out movement in the flickering of the flames.

There are four magma mephits at the top of the stairs. If the bell has been rung, they will be waiting for the party. If the bell has been silent, the mephits will be unaware of the party if each party member can make a **DC 15 Move Silently/Stealth check.**

If the mephits are aware of the intruders, they will position one of their number at the base of the stairs who will use its *pyrotechnics* ability once the door has been opened, retreating up the stairs after that is done.

The mephits will rotate members using their breath weapons. If the mephits lose more than half of their hit points, the mephit with the lowest number of hit points will use their *magma form* ability to both grant fast healing to its comrades as well as to present a lava hazard to its foes. Anyone touching this magma form takes 1d6 fire damage each round they are in contact with the magma.

If the party manages to sneak up on the mephits, the party will receive a surprise round, and then the mephits will attack as normal.

MAGMA MEPHICS

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

CR 3

Magma Mephit

XP 800

N Small outsider (fire) Init +6; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) **hp** 19 (3d10+3); fast healing 2 (works only in contact with magma or lava)

Fort +2, Ref +5, Will +3

DR 5/magic; Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day-summon (level 2, 1 mephit of the same type 25%), pyrotechnics

STATISTICS

Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14 Base Atk +3; CMB +3; CMD 15 Feats Dodge, Improved Initiative Skills Bluff +8, Fly +10, Perception +6, Stealth +12 Languages Common, Ignan

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard

action. The DC is Constitution-based and includes a +1 racial bonus.

> The breath weapon of a magma mephit is a cone of fire that deals 1d8 fire damage.

Magma Form (Su) Once per hour,

a magma mephit can assume the form

of a pool of lava, 3 feet in diameter and

6 inches deep. While in this form, its

increases to 20/magic and it cannot

can move at a speed of 10 feet

and can pass through small

cracks. Anything touching this

fire damage. A magma mephit

DR

attack. It per round openings and pool takes 1d6 may remain in minutes.

ECOLOGY

Environment any Organization solitary, (7 - 12)Treasure standard

(elemental planes) pair, gang (3–6), mob

this form for up to 10

The stairs proceed straight up for 50 feet before curving to the right for another 20 feet, ending at a door. The door is unlocked and ever so slightly ajar. Beyond this door, through the crack, you can see another door and a hallway that moves off to your right. 37%

A. First Floor

This floor was used for storage and as a dormitory for Mek'Madius's living allies.

A. Storage Room #1 This room contains mundane adventuring items, such as bedrolls, blankets, and two-person tents.

Az. Dormitory Az A. Dormitory Room #1

This room contains two beds and two small dressers. Inspecting the beds releases a cloud of dust. A DC 10 Fortitude save prevents an inspecting character from a half-minute long sneezing fit. Inspecting the dressers reveals two heavy red cloaks, also dusty. There is nothing else here.

Az B. Dormitory Room #2

This room contains two beds, but no dressers. Under the beds, there are two footlockers. The footlocker under the bed on the north side of the room is unlocked and empty. The footlocker under the bed on the south side of the room is locked (DC 20 Disable Device check). Inside the footlocker, under a heavy red cloak, there is a pair of bracers.

BRACERS OF FALCOD'S AIM



Aura faint transmutation; CL 3rd Slot wrists; Price 4,000 gp; Weight 1 lb. DESCRIPTION

Each of these crimson leather bracers is emblazoned with the image of a soaring golden falcon scanning the ground for easy prey. They continually grant the wearer the benefits of the aspect of the falcon spell, though without the spell's physical transformation. CONSTRUCTION

Requirements Craft Wondrous Item, aspect of the falcon; Cost 2,000 gp.

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There is nothing else of interest in this room.



A.C. Dormitory Room #3

This room has three beds and no dressers. Under the first southernmost bed, there is a footlocker. It is locked (**DC 20 Disable Device** to open). Inside this footlocker is a belt of metallic loops.

BLINKBACK BELC



CR 13

Aura moderate conjuration; CL 7th Slot belt; Price 5,000 gp; Weight 2 lbs. DESCRIPTION

A set of clips is attached to this segmented belt constructed of metallic links.

Up to two one-handed melee weapons or up to four light melee weapons can be hung from the belt in straps or sheaths. When the wearer draws a weapon attached to this belt and throws it before the end of her next turn, the weapon teleports back to its strap or sheath immediately after the attack is resolved.

CONSTRUCTION

Requirements Craft Wondrous Item, *teleport object*; **Cost** 2,500 gp.

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Under the large bed on the northern side of the room, is an extremely wide wooden chest (5 feet wide). If any party members search the bed on the northern side of the room, they set off a weakened floor trap.



Weakened Floor

XP 25,600

Type mechanical; Perception DC 26; Disable Device DC 26 EFFECTS

Trigger location; Reset none

Effect 40-ft.-deep pit (4d6 falling damage, DC 30 Reflex save avoids); falling debris (Atk +20 melee, 4d6 bludgeoning damage); multiple targets (all targets in a 10-foot-square area) *Section 15: Copyright Notice - Pathfinder Adventure Path* #47: Ashes at Dawn

Pathfinder Adventure Path #47: Ashes at Dawn. © 2011, Paizo Publishing, LLC; Author: Neil Spicer.

If the chest, which is closed but unlocked, remains intact, either due to the weaken floor trap from being disabled or if it falls into the pit with a PC, opening the chest activates another trap.

Breath of Despair Trap

XP 1,200

CRAP

Source: Pathfinder Adventure Path #34

Any living creatures entering the area trigger this trap black tendrils of mist appear that sap the strength of any creature they touch. Non-living creatures (such as constructs or undead) do not set off the trap.

CR4

Type magic; Perception DC 28; Disable Device DC 28 EFFECTS

Trigger proximity (deathwatch); **Reset** automatic (1 hour) **Effect** spell effect (*ray of exhaustion*; Atk +5 ranged touch; DC 19 Fortitude partial); multiple targets (four targets)

The chest is empty.

As. Dining Room

This room contains a long table and several chairs. On the table, there are still settings for a dinner, including the almost completely rotted remains of food. A swarm of flies will rise from the table if they are interrupted. This causes no damage, but is distracting enough that the PCs are considered flat-footed until they leave the room. If the party stays in the room for more than 5 minutes, they see a spectral figure enter from the south, bringing out a ghostly platter, set it on the table, react as if struck, and crawl back through the southern door.

Aq. Kitchen

There are numerous counters and cabinets in this room. Pots, pans, and cooking tools such as knives and ladles hang from hooks that descend from the ceiling. A mammoth wood fire oven sits in the southeast corner.

At the south end of the room, the same spectral figure from the dining room stands at a counter, slashing with a ghostly knife at something unseen. Occasionally, it turns and seems to be yelling orders at the empty room.

A large, transparent half-orc in a ghostly white coat seems to be chopping something in the darkened southern end of this room. As you watch, he places whatever he has been chopping onto a phantasmal tray and carry it to the northern door. After a moment, he returns, crawling weakly. As he reaches the halfway point of the room, he vanishes for an instant and then reappears back at his station. In morbid fascination, you watch as this experience repeats itself.

SKILL ¢fe¢k

DC 20 Bardic Knowledge check or a DC 20 Knowledge (local) Success "This is Got-yibo, renowned half-orc chef. He was all the rage in the Klavek Empire for his creative use of... political leftovers. He disappeared 150 years ago."

5

Got-yibo was hired by Mek'Madius to cook resplendent food for the lich's guests. A guest took exception to one of the Got-yibo's dishes and ran him through with a sword. Since then, Got-yibo's ghost has haunted the kitchen, although Mek'Madius barely noticed.

The ghost will replay his delivery of food and death for all eternity. Normally, a ghost in this situation could be put to rest by finding his killer (or their descendent) and having recompense made. However, Got-yibo's killer is long dead, buried in an unmarked grave in Sunglor. The killer was an only child and left behind no offspring of his own.

He will not attack the party or even take notice of them unless they are standing at his station when he reappears. In this case, he will attack with his ghostly chef's knife. His stats are on page 35.

There are many knives in this kitchen (treat as Small-sized daggers) for the taking. The food here is rotten and not worth taking. If the stove is searched (**DC 20 Search/Perception check**), a masterwork set of thieves' tools are found.

As. Delegate Guard Quarters

This room is spartan, with at most four beds and two dressers. Any other guards brought in by a delegate are quartered with Mek'Madius's guards.

The northern door can be locked from the inside, if needed. The southern door can be locked from either side, but can only be unlocked from A6.

There is nothing of interest in this room.

Ab. Visiting Delegate Quarters

Six beds fill this room, each with its own ornate storage chest. There are also two tall dressers for storing dress clothes and the like. Only the chest under the second bed contains anything of value. A **DC 12 Search/Perception check** finds three freshwater pearls worth 10 gp each.

If the two tall dressers are searched, there is a skeleton in the western dresser. A DC 12 Heal check indicates that this is a halfling that had been bound hand and foot and left in the dresser. A DC 25 Search/ Perception check on the body reveals an *adamantine icy burst dagger*.

An. Office

There is a single desk and chair in this room, along with a cabinet for papers and two safes for valuables. Both safes appear to be carved out of solid chunks of adamantine. The walls and door of these safes are three inches thick. The keys for both of these safes, as well as the boxes in safe two can be found on the sixth floor, in Mek'Madius's quarters.

The safe that is closer to the door is a standard locked safe with a Good lock (**DC 30 Disable Device**) and is untrapped. This safe is 4' tall, 2' wide, and 2' deep. Inside this safe are contract and other documents that have no immediate value, but could possibly have worth to a historian (6 sheafs of paper worth 10 gp each).

The second safe is design to have more security and radiates faint transmutation if *detect magic* is used.. It has a Superior lock (**DC 40 Disable Device**), which is trapped with a golden egg trap.



Type magical; **Perception** DC 20; **Disable Device** DC 30 **EFFECTS**

Trigger proximity (15 feet); Reset none

Effect spell effect (*fireball*, 5d6 fire damage, DC 14 Reflex half (all targets in a 20-ft. burst)

The outside of the safe is almost 2 feet on a side, while the inside of this safe is $1 \frac{1}{2} \times 1 \frac{1}{2}$ and there are 64 smaller safes, all shrunk to $1 \frac{1}{2}$ by $1 \frac{1}{2}$ by a permanent *shrink item* spell. Each of these coffers also has a Superior lock, but these locks have a DC of 50 due to their small size and the lock picker takes a -5 penalty to their skill check due to the oversized thieves' tools. While the locks are able to be opened without the keys, the items in the shrunken boxes can only be removed by the owner of that particular item. If any of these smaller lockboxes are removed from the larger one, it immediately returns to its regular size of 2' x 2'. Each smaller safe weighs 200 pounds at full size.

If targeted dispel magic (greater or otherwise; DC 30) is used on the safe, everyone within 20 feet of this safe takes 2d6 piercing damage and 1d6 of force damage as the outer safe explodes as the inner safes regain their regular size of 2' x 2'. A successful DC 20 Reflex save results in half damage.

All of the inner safes appear to hold small bundles of fabric and cloth. This is a function of the *shrink item* spell. Once

removed from the box by the owner, the objects return to their proper form.

Of the 64 small safes, only 6 contain items.

SAFE CONCENCS

Box 1: 38 platinum pieces and a small jade dragon statue (nonmagical) worth 650 gp Box 2: +1 *corrosive burst dagger*

Box 3: +2 rallying small steel shield

Box 4: scroll of shout (CL 7) Box 5: 1 dusty rose ioun stone and 1 pearly white ioun stone Box 6: iron bands of binding

Next to the safe, there is an adjustable rolling cart for lockboxes that come out of the main safe. The desk contains six blank sheets of parchment, a dried inkpen, and a seal for wax.

As. Storage Room #2

Scattered haphazardly around the room are numerous crates. A smell reminiscent of the sea strikes your nose. Toward the back of the room, someone has taken a large amount of salt and drawn a broad circular symbol on the floor with four burned out candles situated equidistantly around it. Atop the salt, someone traced the symbol with a black powder that glints a dull silver in the candlelight.

A DC 26 Spellcraft or Knowledge (arcana) check reveals that this is a combination of *magic circle against law* and *magic circle against evil*. The circle is quartered by the four colored candles. On the eastern edge is a yellow candle, with a red one on the southern edge. A blue candle sits in the salt on the western part of the circle, and a green candle is furthest from the door, on the northern side of the circle. Inside the circle, there is the remnant of a multicolored candle that matches the four colors of the other candle, with purple mixed in.

There is no sign of an inhabitant, although, there is the remains of a fire pit dug into the stone floor. Approximately 15 pounds of salt can be collected by the PCs from the floor.



These stairs open into a hallway that has a smaller hallway leading to the west. There is only one visible door from where you now stand.

B. Second Floor

This floor, paradoxically, houses two small libraries as well as the armory for the tower's previous defenders. All weapons, armor, and shields are sized for Medium humanoids. There is a single door on the eastern side of this hallway, the room inside leading into two other rooms.

Bi. Weaponry

In this room are every sort of mundane weapon found in the *Core Rulebook*. The only magical weapons available here are half a dozen +1 daggers.



This room contains all mundane armors found in the *Core Rulebook.* There is also a small rack for cloaks. No magical armors are hidden here, except that one cloak has a brooch pinned to it that is actually *folding plate.* A **DC 25 Perception check** is required to find this brooch. To *detect magic*, the *folding plate* has an aura of moderate conjuration.

FOLDING PLACE



Aura moderate conjuration (summoning); CL 10th; Slot neck (brooch) or armor (unfolded); Price 12,650 gp; Weight — (brooch), 50 lbs. (armor)

DESCRIPTION

This item normally looks like a heavy steel brooch or cloak clasp, often depicting a heavy helm or sturdy shield.

On command, the brooch transforms in a clatter of metallic plates and panels to instantly cover the wearer in a complete suit of +1 full plate, with the design of the brooch displayed on the armor's breastplate. The same command word causes the armor to transform into the brooch. The brooch only transforms if the wearer's armor slot is unoccupied, thus it won't work if the wearer is already armored. The brooch associated with this armor weighs less than a pound and occupies the neck slot when in this form.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *instant summons*; Cost 7,650 gp.

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B3. Shields

All mundane shields and bucklers from the *Core Rulebook* are available here. There are no magical shields of any kind here.

Ba. Library #1

In this room, on the northern portion of the side hallway, are 2 chairs and an 8-feet tall bookcase that curves along the back wall of the room. Most of the books here have decayed over time and there is some evidence of insect activity, although there are no insects immediately visible. A majority of the books here seems to be ready to crumble into dust at the merest touch. One shelf has what look like pristine books protected by a glass case.

This library holds (or held) approximately half of Mek'Madius's mundane books. Most of the books here were the victims of time and bugs. If more than two books are pulled off of the shelves at the same time, a scarab swarm (full stat block page 36) descends upon the adventurers from the bookshelf.

Inside the glass case on the shelf is a second, invisible, glass case that protects three books. Inside the outer case, highly pressurized air containing a poison gas sits between the two pieces of glass, waiting for the outer case to be broken or cut. If this happens, the poison gas will rush into the room. If the party has more than four members, select the four closest to the bookcase to be affected.





Source: Pathfinder Adventure Path #34

Type magic; Search/Perception DC 28; Disable Device DC 28

CR 4

EFFECTS

Trigger proximity (*deathwatch*); **Reset** automatic (1 hour) **Effect** spell effect (*ray of exhaustion*; Atk +5 ranged touch; DC 19 Fortitude partial); multiple targets (four targets)

Once the trap has been disarmed, saving throws have been made, or the duration of the poison gas (15 minutes) has passed, the three preserved books can be examined, as there are no other traps.

The first book is *The Neverending Prince: A Collection of Fairy Tales For Children.*

The second book is written in Orcish. The title is *The Traitor's Gate: A Guide to War.*

The third book is written in an unknown language and the book itself is rather fragile. It isn't magical or encoded (that the players can tell), just written in a language that no one has seen before. A **DC 40 Decipher Script/Linguistics check** reveals that the language seems to be a dialect of the Yerek language and tells the story of Mother Darkdreamer. Legends tell that at the confluence of the Serpent River and the River Mohkba, Nearru, Goddess of the Moon, and the Klavek hero Jazoh fought with Mother Darkdreamer, a dragon of epic proportions. As they struck the killing blow, the dragon was flying over them westward and sailed into the distance, never to be seen or heard from again.

Some legends also say that it was she who created the Vast Swamp when she plunged into the wet ground to the west. This is debated, as the Vast Swamp was already thought to exist at that point.

In the margin of the page, there is a note that Myhal attempts to translate.

This is a form of Old Elven. This phrase is the same as 'large' city of the dead,' but in this context it does not make

sense. It is as if it reads 'larger than large,' but not in the sense of size of the city,

but in relation to the size of whatever is dead." Myhal wanders away, still reading the note, mumbling that he may have been searching in the wrong place the entire time.

B5. Library #2

This room contains one chair and a sofa. Along the south wall, a bookcase curves around and to the north. The floor in front of the southern part of the bookcase is water stained and many of the books on the bottom shelf are ruined due to water damage.

Many of the books in this room are of topics like negotiation, politics, and business. There is also a shelf of books on various magical practices, such as enchantment, healing magic, black magic, ceremonial and ritual magic. A shelf next to that has only one book, a book of various magicks that are used to find specific individuals.

None of the books here have any intrinsic value.

C. Third Floor

As you reach the top of the curling staircase, there is a slight tingling that crosses your skin, as if there was a wash of energy just out of sight. When you can view the room, you see four cages, each holding a body, suspended from the ceiling. A set of stairs ascends to the next level.

The room is mostly empty except for a door on the eastern wall. On the western wall, there are four cages hanging from the ceiling, each containing a preserved body. These are the bodies of two wizards (outermost cages) and two sorcerers (innermost cages) that Mek'Madius made especially to torment opposing spellcasters that entered his tower.

These spellcasters use Ready actions when the door opens and use *dispel magic* as a counterspell. If using counterspells doesn't work, the wizards will change tactics to casting *fireballs* while the sorcerers use *flaming sphere* in order to cause damage, thus making it harder for the party to cast spells. Each wizard has three *fireballs* to cast and each sorcerer has one *flaming sphere*.

If none of the party attempts to cast a spell while on this floor, the four spellcasters will wait until the party is examining the door on the wall opposite them before attacking. If the spellcasters are examined closely, they will use an unarmed strike (+4 to hit) that deals 1d3 nonlethal damage and results in 1 temporary negative level (Fort DC 15 to remove after 24 hours).

Each caged spellcaster has an AC of 10 and 24 hit points.

Cr. Treasure Room

When the party begins to examine the door, read the following:

This wooden door is banded by 18 strips of mithral, barely any of the wood showing through the gaps. There is a large closed lock hanging just underneath the blackened steel door handle.

This door is not trapped, but this is a Good quality lock, which requires a DC 30 Disable Device check to unlock.

When the door is opened, read the following:

It opens into a small hallway, directly facing another door that looks exactly the same as this one. At the end of the hallway, in both directions, are skeletal statues.

Neither of these statues is a threat to the party. The are simply decorative. The inner door is trapped.



This is a distraction trap, to cause the party to relax. The real trap is inside the treasure room. When the room is entered, read the following:

There are eight large chests in this room, all of them closed. A single torch lights the room. There seems to have been no one in this room for quite some time, if the layer of dust is any indication.

All of the chests are locked (Superior locks; **DC 40 Disable Device**), but only one is trapped. Number the chests 1 – 8 in any pattern that you desire and then roll a d8. Mark that number down and when the party gets to that chest, they spring the room's trap.

As they fiddle with the lock, the door will close, locked with *arcane lock*. This is automatic and cannot be avoided. If the trap is not set off or it is disabled, the door will open again on its own in 12 rounds, as opposed to 12 minutes if the trap is sprung. A **DC 15 Knowledge (engineering) check** will tell the players this. The mithril bands on the door give the door a hardness of 15 and it has 30 hp per band. There are 8 mithril bands on the door. 4 of these bands must be broken before the door can broken with a **DC 10 Break check**.

If the trap is not sprung or successfully disabled, or if the PCs survive the trap, they find the following treasure, arranged randomly throughout the eight chests:

CREASURE

- Darkwood shield
- A divine *scroll of shatter*
- An arcane scroll of lightning bolt
- Elven chain
- A potion of water walk
- 10 masterwork sling bullets
- 94 platinum pieces
- 1420 gold pieces
- 6290 silver pieces
- 15,800 copper pieces

Read the following if the trap is sprung:

As you twist your tools in the lock, the door to the room slams shut. A chill pervades the air and your breath immediate begins to create a fog in the room. A rime of ice begins to spread forth from the chest, climbing up the walls, covering them, and the door, in a thick sheet of ice. The temperature has dropped dramatically. You're beginning to lose feeling in your fingers and toes.

If a party member is standing at the door when it closes, they have a 50% chance of ending up outside the room.



Icebox Trap



Source: Pathfinder Adventure Path #34.

This trap forms a 1-foot-thick wall of ice along every wall (blocking doorways) and reduces the temperature in the room to -30° F for 12 minutes. Once the trap runs its course, the door opens, but the walls of ice blocks remain for 12 minutes.

CR 10

Type magic; Perception DC 30; Disable Device DC 30 EFFECTS

Trigger proximity (alarm); Duration 7 rounds; Reset automatic **Effect** spell effect (*wall of ice* covers every wall of entire room; CL 12th); extreme cold (1d6 cold damage/minute; creatures in contact with exposed metal take an additional 1d6 points of cold damage per round); multiple targets

A DC 24 Knowledge (arcana) check identifies the ice as being the same as *wall of ice*. A DC 19 Knowledge (nature) check determines the damage that the intense cold will cause. This trap is extremely dangerous to anyone wearing any type of metal armor, which counts as exposed metal. In this instance, "metal armor" is defined as: chain shirt, armored coat, scale mail, chainmail, breastplate, and all heavy armors except for stoneplate.

The ice created by this trap is a foot thick along all of the walls and the door of the room. Each 10-foot square has 36 hit points. Even if the ice covering the door is broken, the door will remain shut for a total of 12 minutes. The walls of the room are treated as standard masonry (**Break DC of 35**, 8 hardness, and 90 hit points



per 10' x 10' section). This only applies to the wall containing the door. The wall to the curved outer wall is treated as unworked stone (**Break DC 65**, 8 hardness, and 900 hit points per 10' x 10' section).

A rogue can attempt to pick the lock (**DC 35 Disable Device check**) but takes a -5 penalty starting the first minute, and an additional -5 penalty each minute they remain in the room. If the *knock* spell is used, a **DC 35 caster level check** must be made. The lower DC is because previous victims have tried to pick or damage the lock, reducing its quality, and at least one spellcaster has tried the *break* spell, lowering the DC to 35.

Suddenly melting the ice, such as with fireball, causes an intense cloud of steam that reduces the cold damage by half and acts as the fog cloud spell for five rounds. Everyone within the room must make a Fortitude save equal to the DC of the fire based spell.



D. Fourth Floor

This floor is empty, except for a statue sitting against the eastern wall. It is a skeleton bearing a large and unwieldy looking crown. A plaque at the bottom of the statue simply reads: "Liat."

SKILL ¢fe¢k

-



Bardic Knowledge or DC 30 Knowledge (history) Success "You remember that Liat was a ruler of some kind in the land to the west, the Yerek Steppes."

There are no threats or challenges on this floor of the tower. However, if your party is having an easy time of the tower so far, the **crypt thing** (**full stat block page 36**) can be included here, using its ability to send different party members to one of the six levels of the tower. Be careful while using this, though, as a single party member who winds up on the fifth floor my end up dying at the hands of the shard golem.

The fifth floor is final combat encounter in this tower and should be very difficult for the party. They will probably be low on resources coming into this fight, especially if they did not rest after the icebox trap. The party can secure this floor, if they wish to rest before ascending.

E. Fifth Floor

The stairs that leads up to the fifth floor seems to be covered with some sort of pale amber mineral. You can hear a grinding sound, as if someone is scraping two crystals against each other. The sound stops as you top the stairs to find a room swathed in the same pale yellow mineral as the stairs. There is a set of stairs that leads to a hatch on the other side of the room.

This floor is the home to Mek'Madius's last creation, a shard golem. As Mek'Madius had a fragment of the Sun Shard, he broke off a small piece of the fragment and invested many years and a tremendous amount of magical energy to cause the sliver to grow into a guardian.

The shard golem will be hiding behind the edge of the stairway and will try to gain surprise by camouflaging itself against a wall. All Spot and Perception checks to see the shard golem are made at -5 when it is not moving.

Once the party has entered the room, the shard golem will attack the nearest enemy that is not wearing heavy armor, to get the highest chance of infecting the opponent. After this initial attack, the shard golem will not use any advanced tactics, but will attack and move away to decrease on the number of attacks its opponents receive.

Once the golem is defeated, it leaves behind three medium quality chunks of amber worth 100 gp a piece.

\$FARD GOLEM

CR 10

Shard Golem XP 9,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size) hp 101 (13d10+30)

Fort +4, Ref +3, Will +4

DR 10/bludgeoning; Immune construct traits, magi OFFENSE

Speed 40 ft.

Melee 2 claws +19 (2d10+7 plus implantation) Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 2d10+10) **STATISTICS**

Str 24, Dex 9, Con —, Int —, Wis 11, Cha 1 Base Atk +13; CMB +21; CMD 30 SPECIAL ABILITIES

Immunity to Magic (Ex) A shard golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A sound burst spell drives the golem back 30 feet and deals 1d12 points of damage to it (no save).
- A shatter spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- A greater shout spell cast directly at a shard golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a shard golem that deals fire damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A shard golem gets no saving throw against magical attacks that deal fire damage.

Implantation (Ex) On a melee attack, 1d6 small pieces of the shard golem's crystal form break off and are implanted within the body of its opponent. Unless a DC 17 Fortitude save is made, these crystals will grow once per hour for the next four hours, causing 1d6 points of damage in hour 1, 2d6 hour 2, 3d6 in hour 3, and 4d6 in hour four, when they will be pushed from the body. The crystals can be removed with a small bladed weapon, such as a dagger, but removing each crystal causes 1d6 points of damage. A remove disease spell will negate any further growth of the crystals and cause them to be ejected from the body. A heal spell will function the same as remove disease and will also repair the hit points lost to the implantation, but no other hit points will be recovered this way.

Rend (Ex) If the shard golem hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d10+10 points of damage.

ECOLOGY

Environment any Organization solitary or gang (2–4) Treasure none F. Sixth Floor

As you open the door to the sixth floor, you are struck by bright light coming from somewhere. There is a mixture of white light and a dark purple playing over the walls that you can see. Stepping into the room, you can tell that the bright light is coming from two channels carved into the ceiling, allowing sunlight to pour into the room. The violet glow comes from a small crystal pyramid that sits in the middle of this surprisingly homey room on a well carved wooden stand. There is a well-made, if dusty, rug on the floor and a censer, now dry, next to the purple pyramid. Hanging from the ceiling are flower pots strategically placed to receive sunlight from the ceiling vents. They are now empty except for spiderwebs that crawl up the chains. As with previous floors, a set of stairs leads up to a hatch in the ceiling. Across the room from the door is a laboratory set up, with beakers

and flasks, notes and books, all scrawled in the same hand.

This is, or was, Mek'Madius's chamber. Any time he had that was not involved with meeting people or handling the day-to-day affairs of the tower were spent here. Being a lich, Mek'Madius had no need to sit or sleep or even rest, so he needed no furniture, other than the table his experimental project required.

SKILL ØHEØK



DC 15 Perception

Success "Under the table, you find a hidden bag."

This is a *bag of holding II*. Mek'Madius used it to store components for spells as he attempted to increase the power of the pyramid. An arcane spellcaster who reaches into the bag can find spell components of the highest quality for 1d6 spells. By using these components, the caster is treated as being 1 caster level higher for those spells.

SKILL ØHEØK

DC 24 Knowledge (arcana)



Success: "You know that the pyramid was used to attempt to locate a particular person, but you don't know who."

On the table, you find many notes made by Mek'Madius, with one name circled, underlined, or both: The Duke of Shadows. There is one section of the notes that reads "I HAVE FOUND HIM!" This explains why Mek'Madius has left his tower. However, also among his notes are the design for the crystal pyramid, that Mek'Madius has named Telescopic Tetrahedron.

SKILL ØHEØK



DC 23 Knowledge (arcana) Success: "With a little work, you may be able to use this machine to try to locate the *Menalpaur*."



If this is attempted, read the following:

With Myhal's help, you change the type of location spell built into the Telescopic Tetrahedron to one that locate specific objects. You stand ready and activate the spell. Myhal concentrates on the Menalpaur, but unfortunately, he doesn't know exactly what it looks like, so he is unable to picture it clearly. Despite this, you get a tugging sensation to the west, as if the Tetrahedron is trying to show you the way.

"I am sorry, my friends," Myhal says. "We do not know where the Menalpaur is, but we at least have a direction. West, in to the land of the Yerek."

G. Observation

You are stunned momentarily as a grandiose view assaults your senses. Instead of solid rock walls, as you would expect, you can see in every direction around you, as if the images outside were being projected on the walls that surround you. From this area, you can see for many miles in each direction.

While the view is visually stunning, there is nothing of interest here.

pilogue

Having conquered the tower of the Sun Lich, you rest up to continue your journey. You climb down the tower, shielding your eyes from the bright morning sun and begin heading west. "Come, friends," Myhal says, shifting his satchel. "Onward to adventure!"

Unfortunately, the PCs didn't find the *Menalpaur*, but they do have a few clues leading in the direction of the Yerek Steppes to the west. The positive side is that they didn't have to face a very powerful lich. They also survived a dangerous trap and managed to gain some new equipment in the process.

The PCs may wish to lay claim to the tower as a base. They can certainly do so, although they will have a hard time maintaining that claim without a way to retain control of it while they are heading west in search of the Heavenly Fist.

The party may have loot they wish to sell, but finding anyone that can pay or trade fairly will be a trick until they meet up with the Yerek, unless they want to travel back to the Silent Forest.

Appendix A: Combat

Myhal Melithaltindre

XP 1,600 N Medium humanoid (Elf) Sorcerer 5 Init +2, Senses low-light vision; Perception —

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, ring of protection +4)

hp 21 (5d6+4)

Fort +2, Ref +3, Will +3

Immune sleep; Resist +2 to saves against echantment OFFENSE

Speed 30 ft. (6 squares)

Melee Sickle +1 (1d6-1)

Space/Reach 5 ft./5 ft.

Special Attacks laughing touch, spells

Spells (spells per day/spells known/DC)

- 2 (3/day) alter self, cause fear (DC 16), scorching ray, web (DC 16)
- 1 (6/day) disguise self, hideous laughter (DC 17), magic missile, shield
- 0 (6/day) dancing lights, daze (DC 14), detect magic, flare (DC 14), mage hand, prestidigitation, read magic

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 13, **Wis** 9, **Cha** 18 **Base Atk** +2; **CMB** +1; **CMD** 13

Feats Combat Casting, Eschew Materials, Persuasive **Skills** Bluff +7, Diplomacy +6, Knowledge (arcana) +8, Spellcraft +8

Special Qualities Fey bloodline, Immune to Sleep, +2 to saves vs. Enchantment, low-light vision, Summon Familiar, woodland stride

SPECIAL ABILITIES

Laughing Touch (Sp) At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.



Mareth Algar

XP 2,400

NG Medium Humanoid (elf) Fighter 5/Ranger 2 Init +7; Senses low-light vision; Perception +7 DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 52 (5d10+10 plus 2d10+4) Fort +9; Will +7; Ref +4

Defensive Abilities +2 to saves vs. enchantment spells and effects, armor training, bravery; **Immune** sleep **OFFENSE**

CR6

CR 6

Speed 30 ft.

 Melee
 +10/+5 longsword (1d8+2/19-20)

 Ranged
 +10/+5 dart (1d4+1); shortbow (1d8/x3)

 Space/Reach
 5 ft./5 ft.

Special Attacks favored enemy (aberrations) STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 12 **Base Atk** +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Point Blank Shot^B, Spring Attack, Weapon Focus (longsword)

Skills Climb +6, Handle Animal +3, Heal +7, Intimidate +7, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (nature) +5, Perception +7, Ride +10, Stealth +7, Survival +8, Swim +6

Special Qualities combat style (archery), track, wild empathy, weapon training (heavy blades)

Languages Common, Elven

Equipment longsword, studded leather armor, dart (x5), shortbow

Shirafae

XP 2,400

Drow Cleric 7

CG Medium humanoid (elf)

Init +3; Senses darkvision 120 ft., low-light vision; Perception +11

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +1 shield, +3 Dex) hp 32 (7d8)

Fort +4, Ref +5, Will +10; +2 vs. enchantments

DR 5/evil; Immune magic sleep; Resist elven immunities; SR 12 Weakness light blindness

OFFENSE

Speed 20 ft.

Melee +2 *anarchic warhammer* +6 (1d8+2/×3+2d6 vs. Lawful)

Special Attacks Channel Energy 3d6, touch of chaos **Spell-Like Abilities**

8/day—touch of chaos

1/day—*dancing lights, darkness, faerie fire* **Cleric Spells Prepared** (CL 6th; concentration +11):

4th (2/day)—chaos hammer (DC 19), freedom of movement, freedom of movement^D
3rd (3/day)—helping hand, prayer, dispel magic, magic circle against law^D

2nd (4/day)—remove paralysis, hold person (DC 17), align weapon^D, shield other, bear's endurance 1st (5/day)—shield of faith, magic weapon, cause fear (DC 16), entropic shield, protection from law^D, sanctuary (DC 16)

0 (at will)—*detect magic, mending, mending, guidance* ^D indicates Domain spells

Domains Chaos, Liberation

STATISTICS

Str 11, **Dex** 17, **Con** 8, **Int** 13, **Wis** 20, **Cha** 16 **Base Atk** +5; **CMB** +5; **CMD** 18

Feats Desperate Battler, Martial Weapon Proficiency (warhammer), Selective Channeling, Stealthy

Skills Diplomacy +9,, Heal +11, Intimidate +6, Knowledge (arcana) +5, Knowledge (history) +10, Perception +12, Sense Motive +12, Stealth +14; **Racial Modifiers** +2 Perception

Languages Common, Elven, Undercommon

SQ anarchic, aura, domains (chaos, liberation), liberation, poison use, spontaneous casting

Combat Gear *potion of pass without trace*; **Other Gear** +1 breastplate, buckler, +2 *anarchic warhammer, mantle of faith, ring of chameleon power*

SPECIAL ABILITES

Liberation (6 rounds/day) (Su) Act as if you had freedom of movement for 6 rounds/day.

Poison Use (Ex) You do not risk poisoning yourself accidentally while poisoning a weapon.

Ring of chameleon power (Sp) As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Stealth checks. As a standard action, she can also use the spell disguise self as often as she wants.

Touch of Chaos (8/day) (Sp) With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.

KOHUF, ERADOR, DOQRE, DAVRI, OKULR

Drow Fighters

XP 2400

Drow fighter 7 CG Medium humanoid (drow, elf)

CG Medium numanola (drow, en)

Init +5; **Senses** darkvision 120 ft., low-light vision; **Perception** +7

CR 6

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 53 (7d10+13)

Fort +8, Ref +3, Will +3 (+2 vs. fear); +2 vs. fear, +2 vs. enchantments

Immune magic sleep; Resist elven immunities; SR 13 Weakness light blindness OFFENSE

Speed 30 ft.

Meleelongsword +12/+7 (1d8+6, Crit 19-20/×2)Rangedlight crossbow +8/+3 (1d8, Crit 19-20/×2)Special Attacksweapon training abilities (heavy blades +1)Spell-LikeAbilities (CL 7th; concentration +7)1/day—dancing lights, darkness, faerie fire

26

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 10, **Wis** 12, **Cha** 11 **Base Atk** +7; **CMB** +10; **CMD** 21

Feats Alertness, Great Fortitude, Improved Initiative, Point-Blank Shot, Rapid Reload (light crossbow), Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +3, Intimidate +6, Perception +7, Sense Motive +5, Stealth +1, Survival +7; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ Armor training 2, bravery 2, poison use, weapon training (heavy blades +1)

Gear light crossbow, longsword, scale mail

ABAUK AND DUXRA

Drow Rangers

XP 2400

Drow ranger 7

CG Medium humanoid (drow, elf)

Init +3; **Senses** darkvision 120 ft., low-light vision; **Perception** +14

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 40 (7d10)

Fort +5, **Ref** +8, **Will** +4; +2 vs. enchantments, +4 vs. hot/ cold environments, +4 vs. suffocation

Immune magic sleep; Resist elven immunities; SR 13 Weakness light blindness

OFFENSE Speed 30 ft.

Melee shortsword +8/+3 (1d6+1, Crit 19-20/×2)

Ranged composite longbow +11/+6 (1d8, Crit ×3)

Special Attacks favored enemies (drow +4, magical beasts +2)

Spell-Like Abilities (CL 7th; concentration +8) 1/day—dancing lights, darkness, faerie fire

Ranger Spells Prepared (CL 4th; concentration +6) 2nd—*cat's grace*

1st—detect snares and pits, summon nature's ally i **STATISTICS**

Str 12, Dex 17, Con 11, Int 13, Wis 14, Cha 12

Base Atk +7; CMB +8; CMD 21

Feats Acrobatic, Endurance, Point-Blank Shot, Precise Shot, Self-sufficient, Stealthy, Weapon Focus (longbow) **Skills** Acrobatics +8, Climb +8, Diplomacy +8, Escape Artist +6, Fly +4, Handle Animal +6, Heal +10, Intimidate +5, Knowledge (geography) +7, Knowledge (nature) +6, Perception +14, Sense Motive +4, Sleight of Hand +4, Spellcraft +5, Stealth +14, Survival +12 (+15 to track), Swim +6 (+10 to resist nonlethal damage from exhaustion); **Racial Modifiers** +2 Perception

Languages Common, Elven, Undercommon

SQ Combat styles (archery), favored terrain (underground +2), hunter's bonds (companions), poison use, track, wild empathy, woodland stride

Other Gear composite longbow (40 arrows), shortsword, studded leather armor



LAVA SCRIDER

The creature in the distance moves with grace and speed, bounding across the blackened earth like a comet through the nights sky. As it draws closer you can see its body is composed of thick magma and hard rock, smoke and flames constantly issuing from its body. It is only now that you realize the beast is not running along the ground at all but is some how darting across flowing lava, like a human sized water-strider moving across the surface of a running river, made of melting stone.

Magna Graphia (Lava Strider)

CR4

XP 1200

CN Medium outsider (earth, elemental, fire, native) Init +7; Senses Thermalsight (60 ft.), Perception +9 DEFENSE

AC 17 (+3 dex, +4 natural armor) hp 30 (5d10+5)

Fort + 8, Ref +10, Will +4 Immune Elemental traits, fire Weakness Vulnerable to cold

OFFENSE

Speed 50 ft.; lava walk

Melee slam +7 (1d8+2 plus burn)

Special Attacks Powerful charge (slam, 2d6+4 plus burn); burn (1d4, DC 13)

STATISTICS

Str 14, Dex 16, Con 12, Int 4, Wis 12, Cha 11 Base Atk +5; CMB +7; CMD 20 Feats Improved Initiative, Improved Natural Attack (slam), Run Skills Acrobatics +11 Jump +15, Perception +9

Languages Ignan

SPECIAL ABILITIES

Thermalsight (Ex) This ability functions like Blindsight but is based on the Lava Striders ability to sense minute differences in temperature and air pressure. While it is possible to effectively "blind" a Lava Strider using spells or abilities that generate heat and cold only those that have a duration longer than 1 round are sufficient to disorient a Lava Walker and must completely obscure any heat signatures (such as a Wall of Ice surrounding the entire party).

Burn (Ex) A lava strider deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Lava Walk (Ex) Lava striders are able to move across lava as if it were solid ground, so long as they make at least one move action per round. Otherwise they begin to drown as normal and must pull themselves free of the lava before they may use this ability again.

ECOLOGY

Environment Temperate desert, plains Organization Solitary, pair, pack (3-12) Treasure Standard

Magna Graphia (Lava Strider) by Jordan Kirk Ferguson (Mr.DTwenty)

ID6 FORMIAD WARRIOR\$

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; this one is the size of a donkey.

CR4

, Formian Warrior

XP 1,200

LN Medium outsider (extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., hive mind 50 mi.; **Perception** +8

DEFENSE

AC 17, touch 14, flat-footed - (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

OFFENSE

Speed 40 ft.

Melee sting +7 (2d4+3 plus poison), 2 claws +7 (1d6+3) STATISTICS

Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11

Base Atk +4; CMB +7; CMD 21 (25 vs. trip) Feats Capture Alive, Dodge

Skills Acrobatics +10, Climb +10, Craft (weapons) +7, Perception +8, Sense Motive +8, Stealth +10

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.

Organization solitary, team (2-5), troop (6-12)

Treasure none

The outer planes can be a dangerous place and the formian race has risen to the challenge. Warriors stand 4½ feet tall and are about 5 feet long. They have clawed hands with which to grab opponents and poisoned stingers to weaken foes. Warriors are intelligent combatants who will use tactics to weaken foes and capture them. Unless opposed by creatures of pure chaos, the warriors will always seek to capture opponents alive.

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ΙD8 ΜΙΠΙΟΩ\$ OF ΜΑΦΕΑ

Fighter Minion

XP 1,200 Human fighter 5 NE Medium humanoid (human) Init +3; Senses —; Perception +3 DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex) hp 40 (5d10+10) Fort +7, Ref +0, Will +4 (+1 vs. fear) Defensive Abilities bravery +1 OFFENSE

Speed 30 ft.

 Melee masterwork scimitar +9 (1d6+4/18-20)

 Ranged longbow +4 (1d8/×3)

 Special Attacks weapon training (heavy blades +1)

 STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 11, **Wis** 16, **Cha** 11 **Base Atk** +5; **CMB** +6; **CMD** 15

Feats Endurance, Great Fortitude, Improved Initiative, Power Attack, Stealthy, Weapon Focus (scimitar), Weapon Specialization (scimitar) Skills Intimidate +8, Stealth +6, Survival +11 Languages Common SQ armor training 1

Other Gear studded leather, longbow, masterwork scimitar



ID6 SURVIVALISCS

Survivalist

CR4

XP 800 Human commoner 5 N Medium humanoid (human) Init +2; Senses —, Perception +8 DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 30 (5d6+15) Fort +5, Ref +3, Will +1

OFFENSE

Speed 30 ft.

Melee heavy mace +2 (1d8)

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 11, **Cha** 8 **Base Atk** +2; **CMB** +2; **CMD** 14

Feats Desert Dweller, Great Fortitude, Simple Weapon Proficiency (heavy mace), Skill Focus (Survival), Toughness **Skills** Diplomacy +2, Knowledge (geography) +3, Knowledge (local) +3, Perception +8, Ride +8, Stealth +7, Survival +8

Languages Common, Dwarven Other Gear heavy mace

Vuztel XP 9,600

Drow cleric of Naraneus 11

LE Medium humanoid (elf)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +11

CR 10

DEFENSE

AC 23, touch 15, flat-footed 21 (+8 armor, +2 Dex, +3 deflection)

hp 64 (11d8+16)

Fort +8, Ref +5, Will +13; +2 vs. enchantments Immune sleep; Resist fire 20; SR 17 Weakness light blindness

OFFENSE

Speed 20 ft.

Melee +2 *icy burst adamantine heavy mace* +11/+6 (1d8+3 plus 1d6 cold/+1d10 cold on a critical hit)

Special Attacks destructive aura (+5, 11 rounds/day), channel negative energy 5/day (DC 17, 6d6), destructive smite (+5, 7/day)

Domain Spell-Like Abilities (CL 11th; concentration +15) At will—*lore keeper*

11 rounds/day—remote viewing

Drow Spell-Like Abilities (CL 11th; concentration +13) 1/day—*dancing lights, darkness, faerie fire*

Cleric Spells Prepared (CL 11th; concentration +15): 6th—*harm*^D (DC 20), *word of recall*

5th—flame strike (DC 19), slay living (DC 19), true seeing^D

4th—cure critical wounds, divine power, greater magic weapon, inflict critical wounds^D (DC 18), inflict critical wounds (DC 18)

3rd—animate dead, deeper darkness, magic circle against good, magic vestment, prayer, rage^D

9

2nd—align weapon, bull's strength, detect thoughts^D (DC 16), hold person (DC 16), inflict moderate wounds (DC 16), spiritual weapon 1st—bane (DC 15), comprehend languages^D, divine favor, magic weapon, protection from good, shield of faith 0 (at will)—bleed (DC 14), detect magic, guidance, resistance

Domains Destruction, Knowledge **STATISTICS**

Str 13, **Dex** 15, **Con** 12, **Int** 14, **Wis** 18, **Cha** 15 **Base Atk** +8; **CMB** +9; **CMD** 24

Feats Combat Casting, Extra Channel, Forge Ring, Improved Initiative, Iron Will, Persuasive

Skills Bluff +7, Diplomacy +12, Intimidate +7, Knowledge (arcana) +11, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (planes) +7, Knowledge (religion) +9, Perception +11, Sense Motive +10, Spellcraft +11, Survival +5; **Racial Modifiers** +2 Perception

Languages Common, Drow Sign Language, Elven, Undercommon

SQ aura, poison use

Combat Gear robe of the archmagi (black); **Other Gear** +2 improved fire resistance breastplate, +2 **shocking burst adamantine heavy mace, ring of protection** +3

IQUS'CACH, CHE WACER DAGA

Slender spines and brightly colored frills stretch back from the human-like face of this massive water snake. Every motion of the serpent's long form sets its brightly patterned scales and glistening fins to flashing like gems in the surf.

lqu	s'cath	١
XP	3,200	

CR 7

N Large aberration (aquatic) Init +6; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size) hp 76 (8d8+40) Fort +7, Ref +10, Will +9 OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2)Space 10 ft.; Reach 5 ft.

Spells Known (CL 7th; concentration +11)

3rd (5/day)—protection from energy, suggestion (DC 17) 2nd (7/day)—acid arrow, invisibility, mirror image 1st (7/day)—expeditious retreat, magic missile, obscuring

mist, shield, true strike

0 (at will)—*acid splash, daze* (DC 14), *detect magic, light, mage hand, open/close, read magic*

STATISTICS

Str 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 17, **Cha** 18 **Base Atk** +6; **CMB** +12; **CMD** 28 (can't be tripped) **Feats** Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth) Skills Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13 **Languages** Aquan, Common

SQ amphibious SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 2 saves.

Spells A water naga casts spells as a 7th-level sorcerer.

ECOLOGY

Environment temperate water **Organization** solitary, pair, or nest (3-4) **Treasure** standard

With mottled scales of blue and green, water nagas' serpentine beauty belies their deadliness. Although doubtlessly intelligent, these nagas have more in common with normal snakes than most of their kind, preferring to be left to their own devices and lashing out at any creatures that would disturb them. A typical water naga measures 10 feet long and weighs 250 pounds.

Where many nagas claim particular lairs as their homes, water nagas typically have a number of retreats, migrating from one to the next with the changing of the seasons. These nagas keep elaborate summer and winter lairs, with several favored shelters positioned between these so they can make a circuit of familiar rivers and coasts throughout the year. Fiercely territorial when it comes to their lairs, water nagas typically attack any that intrude upon their sanctuaries, only bothering to question interlopers once such creatures have been weakened by poison, if at all.

As their yearly treks make many water nagas especially well traveled, those who live near the serpents' lairsusually lizardfolk, fey, and human tribes-often court the snake creatures' good graces with offerings of rich local delicacies, hoping to learn of nearby lands and pass on their own stories to distant neighbors. Enjoying flattery, exciting tales, and the adoration of those they see as lesser creatures, most water nagas take pride in their roles as travelers. However, while rarely malicious, they quickly grow bored of repetitive, mundane anecdotes and often embellish the stories they've heard with their own fictions—caring little for the repercussions such misleading tales might cause for their listeners. The congeniality of some water nagas does not extend to the entire race, and many unwary souls, even those with only the best intentions, face these serpentine creatures' deadly bite.

Section 15: Copyright Notice - Pathfinder Roleplaying Game Bestiary 3

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ID6 @LOAKER\$

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

CR 5

Cloaker

XP 1,600

CN Large aberration

Init +7; Senses darkvision 60 ft.; Perception +14 DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size) hp 51 (6d8+24)

Fort +6, Ref +5, Will +7

Defensive Abilities shadow shift **OFFENSE**

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d6+5), tail slap +3 (1d8+2) Space 10 ft.; Reach 10 ft. (5 ft. with bite) Special Attacks engulf, moan

STATISTICS

Str 21, Dex 16, Con 19, Int 14, Wis 15, Cha 14

Base Atk +4; CMB +10; CMD 23 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; Racial Modifiers +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature Languages Undercommon

SPECIAL ABILITIES

Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects:

- Fear All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.
- Nausea All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.
- Stupor A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).
- Unnerve Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th),

or silent image (DC 15, CL 6th, save DC is Charisma-based).

JEB 2007 **ID6 DRIDER\$**

Drider

XP 3,200 CE Large aberration

Init +2; Senses darkvision 120 ft., detect good, detect law, detect magic; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 76 (9d8+36) Fort +7, Ref +5, Will +9 Immune sleep; SR 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee masterwork heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged masterwork composite longbow +8/+3 (1d8 $+2/\times3$) Space 10 ft.; Reach 5 ft.

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good, detect law, detect magic* At will—*dancing lights, darkness, faerie fire* 1/day—clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion (DC 16)

Sorcerer Spells Known (CL 6th)

3rd (4/day)—lightning bolt (DC 16)

2nd (6/day)—invisibility, web (DC 15)

1st (7/day)-mage armor, magic missile, ray of enfeeblement (DC 14), silent image (DC 14)

0 (at will)-bleed (DC 13), daze (DC 13), ghost sound, mage hand, ray of frost, read magic, resistance

STATISTICS

Str 15, Dex 15, Con 18, Int 15, Wis 16, Cha 16 Base Atk +6; CMB +9; CMD 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; Racial Modifiers +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Lore Characters with ranks in Knowledge

(Dungeoneerning) can learn more about a drider. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (dungeoneering)

- DC Result
- DC 17 This arachnoid creature is a drider. This result reveals all aberration traits.
- **DC 22** Driders have a weak bite attack that can poison creatures, but they also wield manufactured weapons in combat.
- DC 27 Driders are resistant to magic and possess several innate magical abilities, such as darkness and suggestion. In addition, they can cast spells as clerics, wizards, or sorcerers.

ECOLOGY

Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.

Driders are sexually dimorphic. A female drider's lower spider body is sleek and graceful, often similar to a black widow's body, while its upper drow torso retains its alluring curves and beautiful face (with the exception of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and bears a hideous face more spider than drow, complete with fanged mandibles.

BLACK PUDDING

** This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.

CR 7

Black Pudding

XP 3,200 N Huge ooze

Init –5; Senses blindsight 60 ft.; Perception –5 DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex) hp 105 (10d8+60) Fort +9, Ref -2, Will -2

Defensive Abilities split, ooze traits

OFFENSE Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion STATISTICS

Str 16, Dex 1, Con 22, Int -, Wis 1, Cha 1

Base Atk +7; CMB +12 (+16 grapple); CMD 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

Ъ́К,

SQ ooze traits, suction

SPECIAL ABILITIES

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based. **Corrosion (Ex)** An opponent that is being constricted by a black pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points. **Suction (Ex)** The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location. **ECOLOGY**

Environment any underground **Organization** solitary **Treasure** none

Black puddings are the scavengers of the underworld, constantly on the lookout for a meal. They can sense organic or metallic objects within 60 feet and mindlessly

attack such items or beings until they are dissolved or the ooze is killed. A black pudding reproduces by breaking off a piece of its body and forming a new, smaller black pudding, which grows to full size in 1 month's time. Some of the more intelligent creatures in the underworld use black puddings as natural garbage disposals, creating stone pits to house the pudding and throwing organic refuse or foes in as needed. Larger specimens of black puddings have been encountered in the deepest parts of the world, with Gargantuan individuals having up to 30 HD. Other colored puddings are rumored to exist, with white ones living in the arctic, brown ones living in swamps, and tan ones living in deserts.

OQFRE JELLY

This yellow-orange amoeboid creature slithers across the ground, pseudopods grasping ahead of its slow approach.

Ochre Jelly

CR 5

XP 1,600

N Large ooze Init –5; Senses blindsight 60 ft.; Perception –5 DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size) hp 63 (6d8+36)

Fort +8, Ref -3, Will -3

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage **OFFENSE**

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (2d4+3 plus 1d4 acid) STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** –, **Wis** 1, **Cha** 1

Base Atk +4; CMB +7 (+11 grapple); CMD 12 (can't be tripped)

Skills Climb +10

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

ECOLOGY

Environment temperate underground or marshes **Organization** solitary

Treasure none

Ochre jellies are animate masses of protoplasm hued a sickly combination of yellow, orange, and brown. At rest, their flat, pulsing bodies stand roughly 6 inches tall and can stretch out to a wide diameter—in motion, they often ball

up into quivering spherical shapes and almost seem to roll as they move. Their malleable bodies allow them to seep through cracks and holes far smaller than the space they fill. Creatures dwelling below ground often attempt to seal up any such cracks to fortify their lairs against ochre jellies. An ochre jelly's highly specialized acid only dissolves flesh. This discovery has led many poisoners and hack alchemists to search out specimens for their tinkering. Some specialized weapons have resulted from these experiments that target the living body in wicked ways. Rumors of a slow-release poison that breaks down the cellular walls in living creatures surfaced a few years ago, but its creator guards the secret with his life.

Notes in a long-forgotten tome mention a burial practice used in faraway places that resembles cremation. Instead of burning the corpse to ashes, the practitioners seal the body into a stone sarcophagus with an ochre jelly so it can dissolve the body. Afterward, the morticians place the ochre jelly into a large canopic jar, complete with a bronze plaque naming the deceased. This practice protects items entombed with the body (which is quickly reduced to nothing but a polished skeleton), and the creature's essence, it is believed, still rides along with the living jelly.

Ochre jellies stand about 6 inches tall, spread out to a little over 10 feet in diameter, and weigh upward of 2,600 pounds. When in combat, they tend to pile up upon themselves and exude long, dripping pseudopods to slam and grapple anything that moves. Although the typical ochre jelly has stats as presented here, in the deepest reaches of the underground world these mindless predators can grow to enormous sizes. Perhaps more disturbing, though, are rumors of ochre jellies that have developed additional methods of capturing prey. Adventurers speak of jellies capable of poisoning foes with a touch or exuding clouds of noxious gas that burns the eyes and throat, leaving those who draw too near helpless as the immense protoplasmic beast slithers over their bodies and begins to feed.



4 MAGMA MEPHICS

This small humanoid creature has thin, leathery wings, small humanoid creature has the has t

Magma Mephit

XP 800

N Small outsider (fire) Init +6; Senses darkvision 60 ft.; Perception +6 DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) hp 19 (3d10+3); fast healing 2 (works only in contact with magma or lava)

Fort +2, Ref +5, Will +3

DR 5/magic; **Immune** fire **Weaknesses** vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), pyrotechnics

STATISTICS

Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14 Base Atk +3; CMB +3; CMD 15 Feats Dodge, Improved Initiative Skills Bluff +8, Fly +10, Perception +6, Stealth +12 Languages Common, Ignan

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

The breath weapon of a magma mephit is a cone of fire that deals 1d8 fire damage.

Magma Form (Su) Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/ magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12) **Treasure** standard

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

Got-yibo

XP 3,200

LN Medium undead (incorporeal) Male half-orc Expert 7 Init +7; Senses darkvision 60 ft.; Perception +10

CR

DEFENSE

CR 3

AC 16, touch 16, flat-footed 13 (+3 deflection, +3 Dex) **hp** 52 (7d8+21)

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

Defensive Abilities channel resistance +4, orc ferocity; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee +2 ghost touch dagger +8 (1d4+3/19-20)

Special Attacks corrupting gaze (2d10 damage +1d4 Cha damage; DC 16 Fort negates Cha damage), corrupting touch (7d6; DC 16 Fort)

STATISTICS

Str — (11), **Dex** 16, **Con** —, **Int** 17, **Wis** 11, **Cha** 17 **Base Atk** +5; **CMB** +6; **CMD** 19

Feats Improved Initiative, Master Craftsman, Skill Focus (Craft [food]), Skill Focus (Profession [chef])

Skills Appraise +13, Bluff +5, Craft (food) +16, Diplomacy +11, Intimidate +13, Knowledge (local) +13, Knowledge (nature) +13, Linguistics +9, Perception +10, Profession (chef) +13, Sense Motive +10; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Common, Dwarven, Elven, Giant, Gnoll, Goblin, Orc

SQ incorporeal, orc blood, rejuvenation, telekinesis

Other Gear +2 ghost touch dagger

SPECIAL ABILITIES

Corrupting Gaze (Su) The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Telekinesis (Su) The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

SCARAB SWARM

This mass of iridescent blue-black insects emits a foul stench, and a faint chorus of thousands of clicking and clacking jaws can be heard from all sides.

CR 3

Scarab Swarm

XP 800

N Fine vermin (swarm) Init +0; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size) hp 22 (4d8+4)

Fort +5, **Ref** +1, **Will** +1

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 10 ft., fly 20 ft. (clumsy) Melee swarm (1d6 plus disease and distraction) Space 10 ft., Reach 0 ft. Special Attacks distraction (DC 13) STATISTICS

Str 1, Dex 10, Con 13, Int —, Wis 11, Cha 2 Base Atk +3; CMB —; CMD — Skills Climb +8, Fly +0, Perception +4; Racial Modifiers +4 Perception

SPECIAL ABILITIES

Disease (Ex) Filth fever: Swarm—injury; save Fort DC 13; onset 1d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

ECOLOGY

Environment warm deserts

Organization solitary, pair, or infestation (3–6) **Treasure** none

The scarab beetle is indigenous to warm deserts. Scarabs are small, six-legged insects with sharp protrusions on their front legs that they use to aid in burrowing. They are primarily coprophagous, eating dung for sustenance. An individual scarab often spends days rolling a single ball of detritus across the desert until it can find the perfect place to bury and deposit eggs in the dung. Because of this practice of burrowing underground to create new life, scarab beetles have long been associated with burial rites.

A scarab swarm comprises thousands of scarab beetles, each filthy from its constant contact with dung. Normally inattentive toward other creatures, scarab swarms subject those that get in their way to thousands of sharp bites as well as a highly infectious disease. Indeed, the bites of a scarab swarm are the least of their victims' worries, as the disease they carry claims far more lives than their hunger. Some religious scholars theorize that scarabs are prone to swarm because they're drawn to the same malign energy that

causes some undead to rise, though most people regard this explanation as purely superstition. Some see the arrival of a scarab swarm as a portent for ill fortune and upon encountering such a sight utter quick prayers to the Lady of Graves. *Section 15: Copyright Notice*

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<i>RYPC CFIDG

A skeletal humanoid wearing a dark hooded robe sits in a high-backed chair before you. Its eyes appear as small pinpoints of reddish light. As you approach it, the creature we raises a bony hand and points at you.

CR 5

Crypt Thing

XP 1,600

N Medium undead

Init +6; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) **hp** 56 (7d8+21)

Fort +5, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +4; **DR** 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+1)

Special Attacks teleport other (DC 20) STATISTICS

Str 12, Dex 14, Con —, Int 12, Wis 14, Cha 16 Base Atk +5; CMB +6; CMD 18

Feats Alertness, Improved Initiative^B, Skill Focus (Perception), Skill Focus (Sense Motive), Weapon Finesse Skills Bluff +10, Intimidate +13, Knowledge (history) +8, Perception +17, Sense Motive +17

Languages Common

SPECIAL ABILITIES

Claws (Ex) A crypt thing's claws are treated as magic for the purpose of overcoming damage reduction.

Teleport Other (Su) Once per day as a standard action, a crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 20 Will save to negate the effects. The save DC is Charisma-based and includes a +2 racial bonus.

An affected creature is teleported to a random floor in the tower (roll 1d10: 1–2, first floor; 3–4, second floor; 5–6, third floor; 7–8, fifth floor, 9–10, lookout tower). Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination. **ECOLOGY**

Environment underground

Organization solitary

Treasure standard

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They are created by spellcasters to guard such areas and they never leave their assigned area.

A crypt thing never initiates combat. It is content to sit (or stand) in its assigned area so long as intruders do not disturb it or anything in the assigned area. At the first sign of disturbance however, a crypt thing springs to life. Its first order of business is to attempt to remove the interlopers from its assigned area by using its teleport other attack. Opponents that successfully resist are attacked by the crypt thing that uses its claws to rake and slash its foes.

A crypt thing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.



SHARD GOLEM

This lithe figure is carved from an amber colored stone. Its face is only vaguely humanoid, but its roughly hewn hands , end in sharp, jagged spikes.

Shard Golem

XP 9,600

CR 10

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size) hp 101 (13d10+30)

Fort +4, Ref +3, Will +4

DR 10/bludgeoning; Immune construct traits, magi OFFENSE

Speed 40 ft.

Melee 2 claws +19 (2d10+7 plus implantation) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 2d10+10)

STATISTICS

Str 24, Dex 9, Con —, Int —, Wis 11, Cha 1 Base Atk +13; CMB +21; CMD 30 SPECIAL ABILITIES

Immunity to Magic (Ex) A shard golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A sound burst spell drives the golem back 30 feet and deals 1d12 points of damage to it (no save).
- A shatter spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- A greater shout spell cast directly at a shard golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a shard golem that deals fire damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A shard golem gets no saving throw against magical attacks that deal fire damage.

Implantation (Ex) On a melee attack, 1d6 small pieces of the shard golem's crystal form break off and are implanted within the body of its opponent. Unless a DC 17 Fortitude save is made, these crystals will grow once per hour for the next four hours, causing 1d6 points of damage in hour 1, 2d6 hour 2, 3d6 in hour 3, and 4d6 in hour four, when they will be pushed from the body. The crystals can be removed with a small bladed weapon, such as a dagger, but removing each crystal causes 1d6 points of damage. A remove disease spell will negate any further growth of the crystals and cause them to be ejected from the body. A heal spell will function the same as remove disease and will also repair the hit points lost to the implantation, but no other hit points will be recovered this way.

Rend (Ex) If the shard golem hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This

attack automatically deals an additional 2d10+10 points of damage.

CONSTRUCTION

A shard golem's body must be carved from a crystal grown from a single fragment of the Shard of the Sun, weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp.

CL 11th; Price 41,500 gp

Requirements Craft Construct, *animate objects, bless, commune, prayer, resurrection,* creator must be caster level 11th; **Skill** Craft (sculptures) DC 16; **Cost** 21,500 gp

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

A shard golem wears no clothing. It stands 7 feet tall and weighs 500 pounds.











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