

4-6 PCs

Adventure
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Levels 6-8

Return to the Crypt of the Sun Lord

Jonathan G. Nelson & Stephen Yeardley



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RETURN TO THE CRYPT OF THE SUN LORD

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

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"Return to the Crypt of the Sun Lord" is a 3.5 OGL and Pathfinder compatible adventure for 4–6 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 37 of this product.

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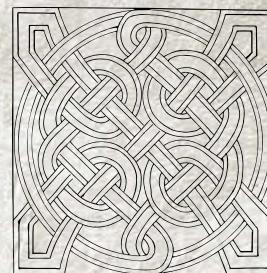
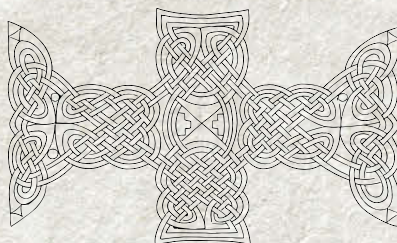
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DEDICATION

This book is dedicated to my dear friend Cliff “CJ” Jones, a good man that passed from this world in 2014—may his spirit be with RA the sun god (his favored deity). As you can tell from the title, CJ would have approved of this adventure. ;)

We miss you CJ and will never forget your maniacal laugh when our PCs got into the most twisted of scenarios (of which only you could dream up!) I’ve never been so challenged as a player; you were one tough DM and an inspiration to us all.

· — Jonathan



INTRODUCTION

The first adventure you write and publish must be meaningful, it must be something which sets a precedent, spiritually moves people, and be an adventure to remember for all time; at least these were my initial thoughts when conceiving Adventureaweek.com and writing my first adventure. Although I knew these thoughts held a strong truth, only a blank sheet of paper with a few scratched out lines of text stared back at me. “How do I begin?” I asked the RPG spirits (imagine Gary Gygax and David C. Sutherland hovering over me in spirit form). “How do I tell this story?” I kept over complicating the process and running into dead ends until one day I just gave up and let it all go (I’ll admit that a certain herbal remedy helped start the process). I stopped trying “to try”, I let go the notion that every story has to be an epic remembered for generations—sometimes a story is just a story, and besides it’s not the writing that makes the adventure and story behind it come to life, it’s the storyteller. So with that I began; I was to write the story of the Sun Lord Ka’Teek and the Ancestor People. Ka’Teek’s name was created by my son Justice Danger who thought it sounded appropriate, thus the Sun Lord and his crypt were born! A1: Crypt of the Sun Lord began to take shape and with Todd Gamble’s help (and his incredible maps) the story’s world began to breathe an air of realism. It’s funny looking back and seeing how basic the adventure was and how much I over thought every little detail, even attempting to draw the PCs into the tomb by having a goblin steal one of their items—as if adventurers needed a reason to investigate an ominous unknown tomb! If there’s one thing I like to think I’ve obtained over the past few years it’s wisdom, that which you only obtain through real world (and fantasy world) experience, and now I have a chance to return to my roots and revisit familiar territory. The exterior ruins have become more overgrown, cobblestones have been cracked and worn by the leather boots of bandits moving in and out of the now open tomb as they raid shipments bound for Rybalka, the world has begun to change, and after the PCs visit this site one last time, the world as they know it could be changed forever. It is time to Return to the Crypt of the Sun Lord.

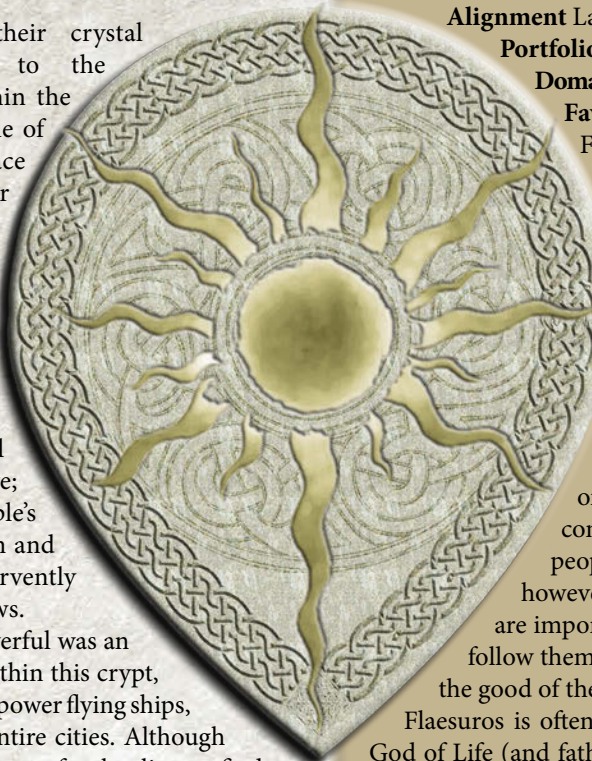
ADVENTURE BACKGROUND

The temple bells rang out, their crystal hollow-overtones calling gently to the dispersed worshippers dwelling within the underground sun temple. The Temple of the Sun was itself an enigma, a place dedicated to the sun but hidden far underground, shielded from the mighty rays of the light of life, forced to do so for both secrecy and protection. Internal holy radiance was the heart of the temple, bathing Flaesuros' children with the light of the holy orb of light, emanations from a *Sliver of the Sun*, an actual piece of the massive orb of life above; this was the logic behind the temple's secrecy, her many levels of protection and traps, the reason why priests who fervently revered light now clung to the shadows.

To say the *Sliver of the Sun* was powerful was an understatement; an artifact resided within this crypt, an artifact pulsating with the energy to power flying ships, transform lakes into steam, or level entire cities. Although many tales attempt to rationalize the reason for the sliver to find itself here, the truth was simply that entropy manifested it in this place and time; the sliver fell from the sky into this forested remote valley until stumbled upon by a simple man of the Ancestor People. Somehow this fellow was able to hold the scorching sliver without being harmed, whether by innate magic or divine gift—this in itself was a blessing from the gods. A small cult sprang up around him and soon a simple man found himself a lord; that man was Ka'Teek.

After consulting an oracle of the sun for 10 days and 10 nights, Ka'Teek was converted to a priest of the sun and following his god's direction, placed the sliver upon a divine pedestal at the center of Serpent Lake. This pedestal combined with the power of the *Sliver of the Sun* brought many years of fine weather, bountiful crops, and social peace to the Ancestor People. Upon Lord Ka'Teek's passing from this world the magic of the pedestal faded and slowly began to sink. Fearing the destruction of their home, the cult—now a full fledged religion—used divine magic to retrieve the sliver and claim it for itself. There were many who began to fear the power now held by this new priesthood, and it wasn't long before members of the clergy were greeted with distrust and disdain. When sun priests began to disappear and turn up murdered by unknown assailants, the decision was made to craft a secret chamber beneath Lord Ka'Teek's burial tomb within which to hide the clergy and protect the sliver. This chamber needed safeguarding with numerous traps and radiant beasts, none too great to protect a power so vast. Sealed in the earth the priests found themselves living in darkness, bathed only in the warm light of the *Sliver of the Sun* and waiting for the day when they could return to the world above, one when men would no longer be driven by greed.

That day never came and all below was forgotten.



FLAESUROS (SUN)

Titles Brightest, Light of Life, Morning Star, The Never Shadowed Home, The Sun

Symbol 5-pointed star with a ring wrapped around the center

Alignment Lawful Good

Portfolio Honesty, Life, Light, Youth

Domains Good, Healing, Knowledge, Law, Sun

Favored Weapon Morningstar

Flaesuros (FLAY sur oss) is blindingly beautiful with very pale skin, shoulder length, curly light brown hair, and eyes the color of jade. He is short and broad-shouldered, and generally has a blissful expression. He usually wears scant clothing, dyed red-orange.

Unlike other deities of the sun, Flaesuros is an easy-going kind of god. He places more emphasis on doing good for others and the community, as opposed to oppressing people with laws. The deity does, however, understand and teach that laws are important, and that all good people should follow them until such time as they interfere with the good of the land.

Flaesuros is often worshipped by women, as he is the God of Life (and father of Nearrru). His large numbers of followers can be primarily distinguished by an ashen star worn on the back of the right hand. There are widespread temples to him on islands, and many myths involving his daring adventures with certain mortals.

BLADE OF THE SUN LORD

If the PCs traveled through the *Crypt of the Sun Lord* (A01) in a previous adventure they most likely found and obtained the *Blade of the Sun Lord* from the skeletal remains of Lord Ka'teek; its statistics are reprinted again here for ease of reference. If you did not play through A01: *Crypt of the Sun Lord* and you feel the PCs need additional help, one of the bandits in the top level of the crypt wields this blade—which one of the PCs can then obtain. If the adventurers are powerful enough without it simply omit the magical weapon from the adventure; the artifact is not required to complete this module.

blade of the sun lord

Aura strong evocation (light); **CL** 16th

Slot none; **Weight** 2 lbs.

DESCRIPTION

This blade is lined with three sun runes which radiate when a detect magic spell is cast upon the sword. The hilt is made from a black stone which seems to absorb sunlight during the day, and becomes warm to the touch at night when the blade is glowing. In the hands of a good-aligned wielder, the *Blade of the Sun Lord* is a +2 *bastard sword* when fully charged (if wielded against an evil target, its enhancement bonus is increased by +2), treated mechanically (in terms of weight and size) as a short sword. This minor artifact bonds with an owner of good alignment after being wielded for one week; once bound, the *Blade of the Sun Lord* always attempt to return to its owner if lost or stolen—it falls off wagons, slips out of sheaths, and finds every possible way to return. If the owner of the blade commits even a single evil act, the *Blade of the Sun Lord* abandons its owner in search of a more suitable candidate. The bond is severed with the owner's death. If the *Blade of the Sun Lord* is used by a neutral or evil character, it functions as a +1 *bastard sword* with no special effects and tries to escape the wielder's grasp at every available opportunity. Wielders of less than 7 hit dice obtain only the +2 enhancement bonus associated with the *Blade of the Sun Lord* and none of the abilities.

ADDITIONAL ABILITIES

The three images of the sun on the blade are the stored power for the special functions; it has a total of 3 available charges.

1. **One use** of the Command Word "sol" produces radiant light like a *daylight* spell and uses one engraved sun.
2. **One use** of the Command Word "dheur" causes the *Blade of the Sun Lord* to inflict double damage against creatures from the Negative Energy Plane or undead creatures; this depletes one engraved sun.
3. One use of the Command Word "ra" manifests a ray of *searing light* (CL 5th) and depletes two engraved suns.
4. Plunging the blade into the ground creates a circle of *protection from undead* in a 10-ft. radius circle for a number of rounds equal to the wielder's hit dice.

Each time an engraved sun is used it disappears. This reduces the bonus against evil creatures by one, so that it is +4 while there are three suns, +3 when there are two suns and the standard +2 when there is one or no sun engraving. Sun inscriptions refresh upon a new owner's acquisition of the blade or once every equinox.

When wielded in darkness the *Blade of the Sun Lord* emanates sunlight in a 30-ft. radius from the pommel. Skeletons and zombies avoid the wielder of this blade unless cornered, and vampires flee from the light that emanates from the blade, attacking the wielder only if no other options are available.

LORE

The *Blade of the Sun Lord* was forged in the year 350 for the great Sun Lord Ka'Teek. Ka'Teek ruled over the "Ancestor People" from 348-356 and brought about the time of land warming through his worship of the sun. The increased regional temperature encouraged both plant and animal life to flourish, which in turn helped the Ancestor People grow and prosper.

Upper Levels of the Crypt

Bandits—either ex-loggers (A4: *Forest for the Trees*) or Wo'Cla Vikmordere (A8: *Search for the Tri-Stone*)—now claim ownership of this level. Roll randomly on the appropriate table below to see what the PCs encounter in each of these rooms.

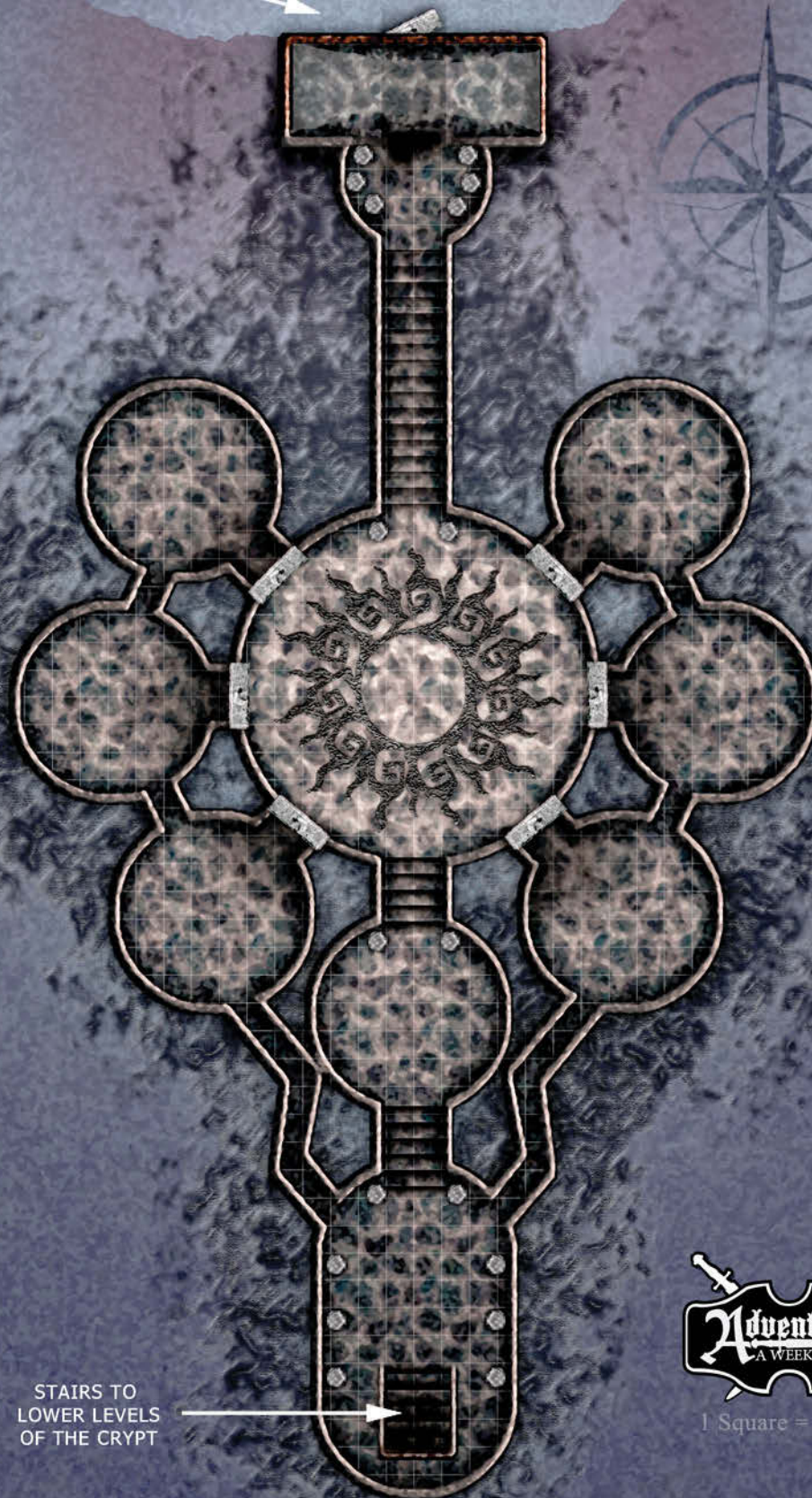
If the party makes too much noise additional enemies appear at the rate of 1d2+1 every 1d4+1 rounds until all enemies in the crypt have been dispatched (up to GM depending upon overall strength of party). If you wish to jump directly to the dungeon crawl in *Return to Crypt of the Sun Lord* simply skip this entire section and get right to the heart of the story starting on page 4.

Table 1-1: ENCOUNTERS in
the upper crypt

d10	Type	#	
1	Combat	2	Scouts (p 26)
2	Combat	3	1 Scout, 2 Thieves (p 26)
3	Combat	4	1 Scout, 2 Thieves, 1 Commander (p 26)
4	Combat	6	2 Scouts, 2 Thieves, 1 Commander, 1 Chief * (p 26)
5	Trap	1	Cave-in or Collapse (CR 8)
6	Trap	1	Pit Trap, Camouflaged and Spiked (CR 8)
7	Trap	2	Catapult Snare Trap (CR7) & Rock Deadfall (CR 2)
8	Trap	2	Numbing Needles (CR 7) & Bear Traps (12) (CR 1)
9	Combat & Trap	4/1	2 Thieves, 1 Commander, 1 Chief*, Bear Traps (12) CR 1
10	Combat & Trap	4/2	2 Thieves, 1 Commander, 1 Chief *, Bear Traps & Rock Deadfall)

*Note: The chief only appears once; after this replace her with a commander in all encounters. Also note that #4 is an EL 7 encounter and may be extremely difficult for a party of four 6th level PCs. It is suggested that the six combatants are brought in in waves (first the scouts, then thieves, then commander, and finally the chief) so that party effectiveness can be gauged against a large number of enemies.

ENTRANCE



STAIRS TO
LOWER LEVELS
OF THE CRYPT



1 Square = 5 Feet

Crypt of the Sun Lord

Temple of the Sun

Crypt of the Sun Lord Ka'Teek: Lower Levels

1. TREASURE ROOM AND ACCESS TO LOWER LEVELS

Crypt of the Sun Lord

If you previously played through A1: *Crypt of the Sun Lord*, this was room #9 in which the PCs quite possibly confronted the undead guardians of Sun Lord Ka'Teek in order to obtain his treasure hoard (at least what they thought to be his entire treasure hoard). Regardless of whether the party previously located this room or not, it is still in its present state.

As you descend the cold black stone stairs, an intense stench—sickly sweet and rotting—reaches your nose; you seem to have met the refuse pit of the current occupants. Elaborate hand carved symbols of the sun are etched into every stone in this room and while the work is breathtaking, so is the odor coming from below. The last few steps descend into the muck itself, mostly liquid but part muddy filth; its hard to tell just how deep the garbage goes.

After reaching the bottom of the stairs your feet finally reach the floor and you find yourselves knee deep in the muck.

optional trap

The staircase is trapped. It is actually a mimic suspended in time! A **DC 20 Disable Device check** keeps it suspended. Activating the trap means it bites those using the stairs, trying to swallow someone whole and storing them behind the “visible steps.”

Mimic

CR 4

XP 1,200

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

Fort +5, **Ref** +5, **Will** +6

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

Special Attacks constrict (slam, 1d8+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14;

Racial Modifiers +20 Disguise when mimicking objects

Languages Common

SQ mimic object

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a **DC 17 Reflex save**. A successful **DC 17 Strength check** is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

This chamber is 10 ft. x 40 ft. and although originally disguised as a room in which Lord Ka'Teek's treasure was stored, it is actually the grand entrance to the Sun Temple hidden below. A secret door located on the south wall in the southwestern corner of the room can be discovered with a **DC 20 Perception check**.

Once found the PCs need to determine how to open the door, which has a magical locking mechanism shaped like a sun. It can be disabled with a **DC 35 Disable Device check**; alternatively, a PC that makes a **DC 15 Knowledge (local) check** easily determines that the sun shape on the wall is actually reminiscent of many lanterns and torch sconces in the nearby village of Rybalka. A simple flame from a candle or torch touched to the mechanism grants passage (although it is up to the GM whether they wish to offer this last bit of knowledge to the players or not).

Just as the PCs are about to solve the secret door conundrum roll a **DC 20 Perception check** as a truly repulsive **otyugh** bursts from the filth belching out a *stinking cloud* (CL 6th) that fills the entire room. Success on the Perception check allows a PC to declare that they are holding their breath before everyone rolls initiative thereby protecting themselves from the *stinking cloud* for the time being. The otyugh has experienced this gassy condition for a couple years now and is thus immune to the cloud's effects. Luckily for the PCs, he can only perform this "attack" once per week, though to their misfortune, it just so happens to have occurred just in time for their visit.

After opening the secret passage, the muck flows through the narrow corridor and drips down the flight of stairs, creating a natural trap.

Slippery Stairs Trap

CR 1

Type mechanical; Perception DC 15; Disable Device DC 20

Trigger location; Reset automatic

Effect stairs covered in a very slick oil or liquid which causes victims to fall down the stairs for 1d4 damage per 10 ft. fallen.

Otyugh

CR 4

XP 1,200

N Large aberration

Init +0; Senses darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 39 (6d8+12)

Fort +3, Ref +2, Will +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, Dex 10, Con 13, Int 5, Wis 13, Cha 6

Base Atk +4; CMB +9 (+13 grapple); CMD 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); Racial

Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–4)

Treasure standard



RETURN to the CRYPT of the SUN LORD



1 SQUARE ≈ 5 FEET

RETURN to CRYPT of the SUN LORD



1 SQUARE ≈ 5 FEET

2. MEANDERING CAVES

These caves meander for many miles through the deep earth, with no end in sight and plenty of dangerous pitfalls, cave-ins, and crevasses, eventually becoming impassable without proper spelunking equipment and expert climbing experience. These caves are also home to a family of bulettes, the mother or father of which occasionally make their way into the dungeon itself. Since the doors of the dungeon are magically set to open only when certain combinatorial prerequisites are met, the creatures cannot gain access and thus typically progress into the cave across the room (area 8), down to the water supply, then turn around and head back to area 2. There is a 40% chance the PCs encounter either the mother or father bulette within the caves themselves increasing by a cumulative 10% chance for every half-hour spent spelunking here.

Bulette (1-2)

CR 7

N Huge magical beast

AC 22, touch 10, flat-footed 20, hp 84 (8d10+40) page 27

Baby Bulette, Common

CR 1

N Small magical beast

AC 16, touch 12, flat-footed 15, hp 9 (1d8+5) page 27

Baby Bulette, Runt

CR ½

N Small magical beast

AC 13, touch 10, flat-footed 13, hp 6 (1d8+2) page 28

Baby Bulette, Alpha

CR 2

N Small magical beast

AC 18, touch 12, flat-footed 17, hp 9 (1d8+5) page 28

and exhaust their efforts, have a wandering bandit from the crypt above (one who survived or perhaps hid from combat) find the secret doors to this temple wide open and stumble upon the party, thereby opening the door for them.

The doors are centrally hinged within the doorframe, meaning they can open in either direction. However, when you try to open a door, there is nothing to pull them towards you and you can only push them away from you. Even if an item is driven into the door to act as a handle, the door doesn't respond to pulling; this was one of the reasons they were considered alive. Use the following chart to determine which doors the PCs can or cannot open at any given time.

The key is coded as follows: 3-E means area 3 and the eastern door while 5-S means area 5- the southern door. 12-WN means area 12, the western door to the north of the room. (S) means a secret door.

Table 1-2: Temple of the Sun
Door puzzle

Door Open	Can Open	Cannot Open
3E, 3S, 5S	4E, 5S	9S, 12W, 14W
9S	3E, 12W	14W
12 NW	11E	14W
11E	11N	14W
11N	14W	12NW
14W	15E, 15S	3E, 3S, 5S, 9S, 11E, 12W

DOORS IN THE TEMPLE OF THE SUN

The doors in the temple are interesting items, and at times appear to have a life of their own. This has never been proven, and the historic clergy tended to treat the confusion caused by the intricate system of opening and closing requirements as a humorous diversion—even going so far as to occasionally leave a door open deliberately as a practical joke so someone else had to either walk and shut it to get where they wanted to go or even wait until it closed automatically and they could get out of a room. This behaviour was frowned upon, but allowed to happen in a low-level way to break the routine of guarding the *Sliver of the Sun*.

The doors open in a specific way; they are built as a puzzle so the clergy could delay any attacks on the temple proper in case the need to relocate the *Sliver of the Sun* arose, and this would buy them some time.

This is how it works: depending upon which doors are opened other doors may be opened, but while those same doors are open, some remain held fast and cannot be opened, even by magical means (short of a wish, miracle, or by a natural ability other than a DC 50 Disable Device check). However, if any door is left open for more than 4 hours, it closes automatically, possibly trapping the PCs within the temple. If the adventurers have no way to escape



3. SUN COLUMN ENTRY ROOM

WANDERING BULETTES

There is a 20% chance the PCs encounter the mother or father bulette from area 2 here. This percentage increases by 10% for every half-hour spent here and is cumulative. If the one of the two bulettes is killed the other arrives within 1d4 hours. If that bulette is also killed 1d4+1 bulette babies arrive searching for their parents. They are harmless to the PCs and can even be befriended so long as the PCs properly clean any bulette blood from their gear prior to attempting to handle the baby bulettes.

This room appears to be an entrance of sorts—a beautiful pillar in the center of the chamber demands your attention. The column is made from a bright white stone, engraved with thousands of tiny suns which emit enough of a glow to bathe the room in a gentle pulsating light, the way it demands your attention and calms you down is almost hypnotic. The floor around the pillar is covered in a beautiful mosaic depicting a massive sun with curved rays of light reaching out into the room. Its walls are built of highly reflective polished bricks that reflect the light of the column back to its source. The floor is made up of several highly polished marble tiles that are warm to the touch.

Paralytic Flea Trap

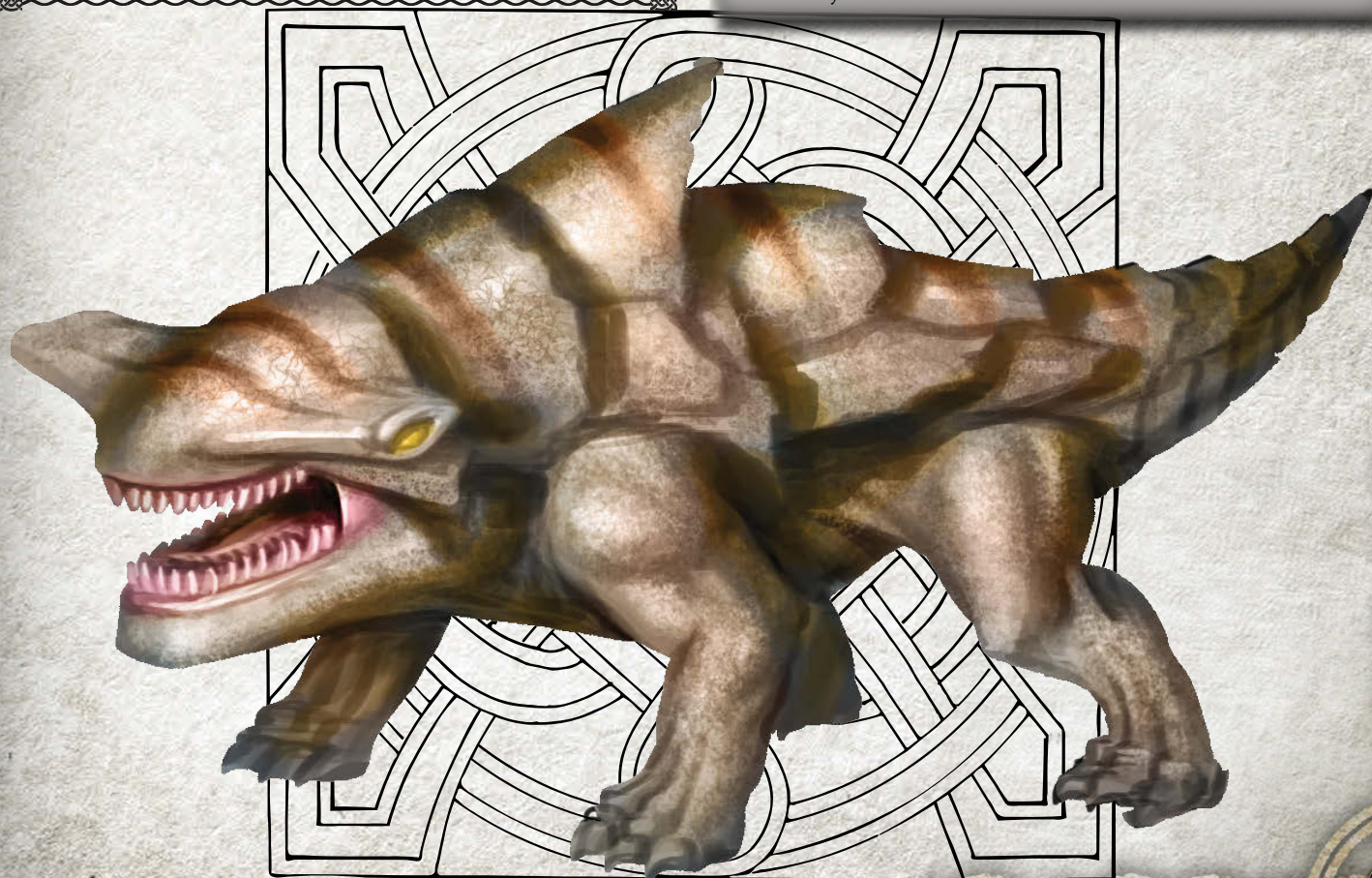
CR 6

XP 2,400

Type magical ; Perception DC 30; Disable Device DC 30
Trigger location; Reset 1d10+10 minutes

Effect Under each tile is a 40 ft. deep pit that tapers down to a width of 3 in. at the bottom. Each tile has been treated with blink dog blood applied via a permanency spell. Every 1d10 + 10 minutes a random tile in the room blinks between the Material Plane and the Ethereal Plane, reappearing after 2 seconds. Any PC on the tile must make a **DC 24 Reflex save** or fall into the pit. Medium creatures take 4d6 damage, while Large or greater creatures take 3d6. Once at the bottom, the PC is wedged in the pit and pinned. A **DC 24 Escape Artist** or **CMD** check is needed to get free. A **DC 25 Climb check** is needed to scale the walls. If a climb check is failed by more than 5, the character falls back down and must make a **DC 24 Reflex save** or become pinned. The marble tile at the top of the pit is 1 ft thick (Break DC 35, Hardness 8, 90 hp). Characters at the top of a pit may attempt to escape in a blinking tile's 2 second window by making a **DC 24 Acrobatics check**, provided they are at the top of the pit. Failure by more than 5 means the PC falls back down, taking the appropriate falling damage and again receiving the pinned condition.

The walls of the pit are also infested with paralytic fleas. Falling into the pit causes fleas to fall onto the PC. The PC must make a **DC 10 Fortitude save** each round or become paralyzed for (cumulative) 1d2+1 rounds. For every 10 failed saves, the PC loses 1 hit point per hour. 10 fleas per round can be removed with a full round action by the PC or an adjacent PC.



4. OUT OF THE SUN AND INTO THE SHADOWS

This plain looking room is about 20 feet across by 15 feet wide. Two ropes are secured to opposing walls on the north and south sides of the room.

A pit trap awaits the PCs 10 feet into the room from the west door; the spikes at the bottom are permanent shafts of searing light, drawing power from the remains of the Sun Lord (through magical conduits running down from the room above), and are thus incorporeal. Two ropes tied to metal securements exist on the north and south walls, each with a large knot on the end wrapped around a heavy wooden sphere. These ropes are animated and attempt to wrap around anyone within 10 feet to pull them into the pit, or knock them back in if climbing out.

This short hallway is mostly barren. Two iron rungs are set, one in each sidewall. A black silken rope is tied to each one in an intricate knot, and is wrapped around a ball at its loose end.

Sun Lord's Soul Spikes CR6 (spikes) CR3 (ropes)

Type magical; **Perception** DC 28 (spikes), 27 (ropes); **Disable Device** 28 (spikes), 27 (ropes)

Trigger location; **Reset** None

Effect 10 ft. inside the hallway is a pit trap. A 5-ft. x 5-ft. section of the tile floor collapses when more than 50 lbs. is applied to the tile. The pit is 20 ft. deep and at the bottom are several spikes made out of pure light.

Soul spikes (DC 19 **Reflex** save or fall, taking 2d6 falling damage plus 2d8 fire damage. For each round spent in the bottom of the pit, the PC must make a DC 19 **Acrobatics** check or take an additional 2d8 damage; DC 20 **Climb** check to escape the pit)

Once the pit has been activated, each rope can make a single attack against any opponent that gets within 10 ft., including anyone climbing out of the pit.

Rope Attack (+18 vs. CMD or be either pulled, tripped or knocked into pit as above)

The crumbled remains of a humanoid rest in a corner of the room, draped in rotting robes.

There is nothing to be found here.

5. FOUNTAIN OF BALANCE

RUNES ON THE DOOR TO ROOM 5

There are a series of three runes inscribed on the inside of the west door of room 5, which if translated with a DC 22 Linguistics check describe the eternal struggle between light and darkness, good and evil, law and chaos. The runes were inscribed by the Ancestor People who preceded the Vikmordere in this region long ago. Any PCs that successfully read the runes obtains a +4 circumstance bonus in room 5 in regards to anything dealing with the Fountain of Balance. This bonus is revealed at the first required roll and the PC is allowed to use it after any roll is made (before the results are revealed), but only one time.

INSIDE THE ROOM

The clergy of Flaesuros recognized that one cannot have light without darkness, good without evil, or law without chaos—such is the eternal balance of life. Thus they built and blessed this fountain to serve both as a clean source of drinking water for believers (filtered off from the source in area 13) and as a constant reminder of the delicate balance of life and how the *Sliver of the Sun*, in the wrong hands, could greatly upset this balance.

When PCs enter this room, the door locks behind them and they ALL need to either go through the alignment confirmation OR drink from the fountain for it to unlock. The two pedestals can be used at the same time by different people, and the former clergy used to queue up and do so to speed the process along.

The fountain has a series of effects that can help and hinder both believers and non-believers alike. Flaesuros is a firm advocate of experiential learning, and is as equitable with this as any deity can be. Some people may suggest that this fountain doesn't adhere to the tenets of law and good that Flaesuros follows, but life can be harsh and nothing should be expected for free.

The fountain consists of a small central bowl that contains clear water which bubbles very gently, any overflow quickly evaporating as it rolls down the outside of the vessel, and a pedestal on either side of the bowl that has a mosaic of Flaesuros' symbol, the five-pointed star with a ring wrapped around the center.

As something approaches the fountain, all sound other than the bubbling of the water is silenced, and everything else becomes blurry and indistinct. When a creature is within 12 inches of the pedestals, each point of the star can be seen to have a symbol that represents one of law, chaos, good, evil, and neutrality. Then a voice can be heard:

For those of you who do not know of me, I trust in honesty and believe in shining light where there is darkness, but also that nothing should be expected for free and that only when you openly give of yourself can you justly expect to receive of others. So, face me, and tell me of yourself—place your hand where I may know something of how you think and what you believe.

This is a test of a creature's honesty. As it looks at the fountain with the bowl at the front, the left-hand pedestal reflects the first part of its alignment, and the right-hand one the second part. For example, something with a Chaotic Neutral alignment needs to touch the chaos symbol on the left-hand pedestal and the neutrality symbol on the right-hand one. They can of course touch any symbol they wish, but may suffer consequences.

As a creature touches any symbol for the first time on either pedestal, there is a sudden flash and the central ring strikes with

lightning-fast speed to grip whatever is touching it; a DC 30 Reflex save gives the creature a chance to evade it.

The **left-hand pedestal** is connected to the first part of the creature's alignment—if they are being honest and touch the correct part of it, the same voice says, "Will you give in order to receive, as is right and proper?" If the creature agrees, they are subjected to *order's wrath*, *chaos hammer*, *holy smite*, or *unholy blight* (whichever reflects the first part of their alignment), but only suffer 2d8 points of damage and no relevant additional effect. A **DC 24 Will save** partially reduces the effect further. If the first part of their alignment is Neutral, they are affected by the spell that reflects the second part of it.

After this the ring casts *dispel law*, *dispel chaos*, *dispel good* or *dispel evil* (whichever reflects the first part of their alignment) at CL 25. Continuing the example above, if the creature is Chaotic Good, they should touch the chaos symbol, and are then struck by the reduced form of chaos hammer, and then receive *dispel law* (which lasts for 25 rounds or until discharged).

If they are being dishonest and touch the incorrect part of their alignment, they suffer the full effects of the appropriate spells (whichever most affects them). A **DC 24 Will save** can

Table 1-3: pedestal of Flaesuros

Align-ment	Left Hand Hon-est	Then Recieve	Left Hand Dis-honest	Right Hand Honest	Then Recieve	Right Hand Dishon-est
LG	<i>order's wrath</i> 2d8	<i>dispel chaos</i>	<i>order's wrath</i> 5d8	<i>holy smite</i> 2d8	<i>dispel evil</i>	<i>holy smite</i> 5d8
LN	<i>order's wrath</i> 2d8	<i>dispel chaos</i>	<i>order's wrath</i> 5d8	<i>order's wrath</i> 2d8	<i>dispel chaos</i>	<i>order's wrath</i> 5d8
CG	<i>chaos hammer</i> 2d8	<i>dispel law</i>	<i>chaos hammer</i> 5d8	<i>holy smite</i> 2d8	<i>dispel evil</i>	<i>holy smite</i> 5d8
CN	<i>chaos hammer</i> 2d8	<i>dispel law</i>	<i>chaos hammer</i> 5d8	<i>chaos hammer</i> 2d8	<i>dispel law</i>	<i>chaos hammer</i> 5d8
CE	<i>chaos hammer</i> 2d8	<i>dispel law</i>	<i>chaos hammer</i> 5d8	<i>unholy blight</i> 2d8	<i>dispel good</i>	<i>unholy blight</i> 5d8
NE	<i>unholy blight</i> 2d8	<i>dispel good</i>	<i>unholy blight</i> 5d8	<i>unholy blight</i> 2d8	<i>dispel good</i>	<i>unholy blight</i> 5d8
LE	<i>order's wrath</i> 2d8	<i>dispel chaos</i>	<i>order's wrath</i> 5d8	<i>unholy blight</i> 2d8	<i>dispel good</i>	<i>unholy blight</i> 5d8
NG	<i>holy smite</i> 2d8	<i>dispel evil</i>	<i>holy smite</i> 2d8	<i>holy smite</i> 2d8	<i>dispel evil</i>	<i>holy smite</i> 5d8
N	ran-dom 2d8	random <i>dispel</i>	random 5d8	random 2d8	random <i>dispel</i>	random 5d8

reduce the effect as per the spell's description. The creature does not then receive the benefit of the appropriate *dispel* spell.

The **right-hand pedestal** is connected to the second part of the creature's alignment. The above process is repeated again. Continuing the example above, if the creature is Chaotic Good, they should touch the good symbol, will be struck by the reduced form of *holy smite*, and will then receive *dispel evil* at CL 25 (which then lasts for 25 rounds or until discharged). If a creature receives the same *dispel* spell twice, the two spells run consecutively. If a creature is True Neutral, they are affected randomly by either *order's wrath*, *chaos hammer*, *holy smite* or *unholy blight* and randomly receive *dispel* spells for each pedestal.

Once per day when this water is consumed by a follower of Flaesuros or another fire/light/sun god, it acts as either a *cure serious wounds potion* (3d8+10 hp) to restore lost hit points or, if the person is already at full hit points, as part of a *death knell* spell, providing 1d8 temporary hit points and +1 caster level to fire/light/sun spells for 10 minutes per HD of the subject receiving the benefit. The *death knell*-type effects have to be replenished each day after sunrise. Remember, the effect that kicks in reflects the recipient's hit point total at the time of drinking.

When the water is drunk by a non-believer, it imbues the *rusting grasp* ability to the person's entire body for 1 round per level of the PC. If the PC is holding a number of iron or iron alloy items, the effects start on the item with the greatest metal content, acting until the item is destroyed or removed, and then works on the next item until the effect ends. Whether a follower of Flaesuros or not, each effect only happens if the water is drunk within 2 rounds of removing it from the bowl.

DESIGNER'S NOTE

All of this may seem rather strange to both PCs and players, but made perfect sense to the lawful good clergy of the temple. If it was under attack, they would approach the fountain, confirm their alignment (or allegiance as they saw it), take the damage, receive the dispel spells, drink the water to receive the cure serious wounds effects, then go to deal with the tomb robbers, who were most likely either chaotic, evil, or both. Of course, some would just drink the water and cast many of their spells at a higher level of ability as well as having a slightly protective hit point barrier.

Inscribed upon the sides of the fountain are runes, the written language of the Ancestor People who populated these lands long before the Vikmordere. If a PC can decode the runes (with a DC 22 Linguistics check) they can begin to understand the key to unlocking the doors of the temple (table 1–2). There are also a set of hints that describe how the doors work—different doors have to be opened or closed (see page 8) for others to open and close.

The runes can be linked to identical runes placed upon each of the doors within the temple. Feel free to use any of the following runes so long as you dedicate a door to each of them. Hand the rune to the player then later when they approach a door with this rune give the party DC 30 Perception checks, with a +10 circumstance bonus to the PC that deciphered the rune on the fountain. Success means the PC understands how to open the door and how it relates to the other door(s) in the temple (table 1–2).

The stairs from the southern door are fragile thanks to the tunnelling of the bulettes. There is a cumulative 5% that the stairs collapse on anyone using them, dumping everyone into the area below.

Spiked Collapsing Stairway

CR 3

Type mechanical; Perception DC 22; Disable Device DC 22

Trigger location; Reset none

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets on stairway)



6. FALSE GOLDEN WARRIOR GUARDS

Four warriors of Flaesuros stand here in permanent reverence to the mighty sun god, petrified and covered in iron pyrite so as to look as if they are made of shining gold. In fact, the iron pyrite has been imbedded in their skin for so long it has become part of them—when they are activated it still provides a measure of protection (much like natural armor). These warriors dedicated their very existence to the preservation of this temple and the protection of the mighty *Sliver of the Sun*, never resting so long as the possibility of the sliver falling into the wrong hands and used for wrongdoing exists, and Flaesuros has rewarded them for their dedication.

The warriors are in fact under the influence of flesh to stone spells and in the middle of the room is a stone to flesh trap which releases them when anyone attempts to pass through. The trigger is magical in nature and virtually undetectable, although the effects of the trap only influence the four warrior guards themselves.

Stone to Flesh Trap

CR 7

Type magic; Perception DC 31; Disable Device DC 31

Trigger location; Reset automatic

Effect spell effect (stone to flesh, permanent); multiple specific targets. The men are charged with killing anyone other than the clergy of Flaesuros. If a member of the party is in fact one of Flaesuros' faithful, they are allowed to pass along with a number of compatriots equal to the sum of their Wisdom and Charisma modifiers (minimum 2).



If a cleric, paladin, or someone using Use Magic Device, presents Flaesuros' holy symbol and succeeds a DC 20 Bluff or Diplomacy check, they are able to trick the false golden warriors for a number of rounds equal to 1d4 + their Charisma modifier (minimum 1); on a failure the guards attack. If the PCs turn on the warriors they don't hesitate to defend themselves against the traitors.

However, tricking the false golden warriors only works once, and if the party comes back through this room, the guards attack.

Each warrior is equipped with 1d4+2 cure moderate wounds potions and a similar number of flesh to stone potions, so they may return to their statue form after dealing with potential invaders, allowing the warriors to live "forever." The stone to flesh trap resets 1 hour after the initial trigger.

False Golden Warriors of Flaesuros

CR 4

XP 1,200

LG Medium humanoid (iron pyrite-clad human)

Init +7; **Senses**; **Perception** -3

DEFENSE

AC 18, touch 14, flat-footed 18 (+4 natural, +4 shield)

hp 25 (3d10+9)

Fort +6, **Ref** +1, **Will** +1

Defensive Abilities light fortification; **Resist fire** 15

Weaknesses vulnerability to electricity, 60% chance vulnerability to rust

OFFENSE

Speed 20 ft.

Melee +1 falchion +8 (2d4+5/18–20) OR slam +6 (1d4+3)

Special Attacks Iron pyrite limbs

TACTICS

Before Combat A false golden warrior activates her shield harness as soon she detects potential foes (already included in the statistics).

During Combat A false golden warrior moves to engage any creatures trying to cross the she is defending.

Morale The false golden warrior fights until destroyed, splitting into iron pyrite-plated rubble as well as limbs and standard body parts when reduced to 0 hit points.

STATISTICS

Str 16, **Dex** 11, **Con** 15, **Int** 11, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +6; **CMD** 16

Feats Improved Initiative, Weapon Focus (falchion)

Skills Bluff +2, Intimidate +6, Perception -3

SQ statue

Gear +1 falchion, shield harness

Base Statistics Without their shield harnesses, the false golden warriors have the following statistics: **AC** 14, touch 10, flat-footed 14

SPECIAL ABILITIES

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against an iron pyrite-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Statue (Ex) Once every 1d4 rounds a false golden warrior can stand perfectly still, emulating a statue for 1 round. An observer must succeed on a DC 20 Perception check to notice the warrior is alive.

IRON PYRITE-CLAD

CR increase +2; **Natural Armor Bonus** Increase +4; **Str** +1, **Dex** -5, **Con** +1, **Int** +1, **Wis** -2, **Cha** +3; **Racial Modifiers** +2 Bluff

DEFENSIVE ABILITIES

Resistance to Fire (Ex) An iron pyrite-clad creature has fire resistance 15

Rust Vulnerability (Ex) There is a 60% chance per relevant attack that an iron pyrite-clad creature counts as ferrous for the purpose of rusting attacks such as rusting grasp.

WEAKNESSES

Vulnerability to Electricity A metal-clad creature takes half again as much damage as normal (+50%) from electricity, regardless of whether a saving throw is allowed, and whether the save is a success or failure.

SPECIAL ATTACKS

Iron Pyrite Limbs (Ex) There is a 60% chance per attack that an iron pyrite-clad creature's natural attacks and grapple deal damage as cold iron weapons, overcoming damage reduction just as a cold iron weapon would.

skill check

The false golden warriors appear to be normal, albeit “golden”, statues showing Flaesuros’ might; a **DC 25 Perception** check will notice the “statues” are actually alive. These false golden warriors were created wearing shield harnesses and are armed with +1 gold-plated falchions. The warriors animate as soon as anyone tries to set cross the room, unless they are shown a specific symbol which is decided upon prior to undertaking the statuesque assignment.



shield harness

Aura overwhelming abjuration; **CL** 30th
Slot vest (but over armor or robes); **Weight** 2 lbs.

DESCRIPTION

This X-shaped harness is made from thinly-beaten steel with deity's holy symbol in the center of the front of the cross. When the symbol is pressed, a shield spell is activated that lasts 30 minutes.

DESTRUCTION

The harness is destroyed if a critical blow is deal to it in 3 successive rounds by an adamantine, mithral, and platinum weapon.

7. STORE ROOM

Four of the five containers in this room hold items required to cast spells within the sun domain: phosphorus for fire shield, acorns and holly berries for fire seeds, and sunstone for sunburst (the number of each item appearing is entirely up to the GM.) The final container is an old wooden chest (roughly 1 ½ feet tall, 3 feet long, and 1 foot wide). This trunk has a small slit in the top large enough to deposit coins and is inscribed with runes (**DC 22 Linguistics check**) which translate to: “donation box.” There is also a small drawer near the bottom of the front of the it inlaid with a golden sun.

The chest is indestructible and firmly planted upon the floor of this room; any attempts to move it fail. If an appropriate amount of gold is donated to the chest and the drawer at the bottom opened, a scroll appears within (**table 1-4**). This action can be performed up to once per week per scroll for non-believers or three times per day for someone who venerates Flaesuros or any deity of the sun domain; in addition, when a cleric of the sun domain donates gold, the cost of each scroll is more than halved (round up). The gold pieces inserted into the donation chest disappear and cannot be retrieved through any means.

**table 1-4: FLAESUROS
DONATION BOX 1**

Cost for non-clerics and non-clergy	Cost for sun-domain clergy	Scroll appearing
777 gp	389 gp	<i>fire shield</i> (CL 7)
1832 gp	916 gp	<i>fire seeds</i> (CL 11)
3330 gp	1665 gp	<i>sunburst</i> (CL 15)

8. BULETTE TRAIL

This area reveals more evidence of the bulette trail. The space is more like a long cavern than a large rat run, more than 10 feet wide in many places thanks to the bulettes. Their tunnelling has weakened the stairs from Room 5. A **DC 22 Strength check** allows a PC to burst upwards through the remaining stone that makes up the middle of the stairway. If anyone spends time searching along this cavernous area, they have a cumulative 5% chance per round of finding an item, with a more perceptive PC finding more interesting items as shown on **table 1-5**.

In addition, this cavern trail houses two **crypt things** (one male and one female). These creatures came to steal from the crypt long ago, but instead of looting and leaving they dealt directly with Flaesuros and found their evil nature dwindling, eventually deciding to stay and help defend these lower levels of the crypt. Each of them sports the symbol of Flaesuros on their robes over where their heart should be.

The pair are playing chess, and a **DC 20 Perception check** reveals that the female has pieces consisting of members of the party (black), while the male has pieces that represent foes within

**table 1-5: SEARCH
FOR TREASURE**

d20	Perception DC 15	Perception DC 20	Perception DC 25
1-6	An empty backpack	A 25 ft. square fishing net	A vial of golden ink
7-11	Purse with 10d10 sp	Tiny box holding a 100 gp pearl	Thin leather tube with 5d20 pp
12-15	Enough bulette armor plates to make a buckler	Enough bulette armor plates to make a heavy shield	Enough bulette armor plates to make a tower shield
16-18	Masterwork punching dagger	Masterwork sap	Masterwork gnomish hammer
19-20	<i>wand of mirror image</i> (CL 7th, 3 charges)	<i>rod of rulership</i> , with just 24 seconds of use left on it	A cursed <i>staff of size alteration</i> that appears to have 10 charges in it, but only has 1 charge left

the crypt (white). The party can recognize some figures that they have defeated, but of course there are some they haven't met yet. If the PCs deal honestly and openly with the creatures (who use Sense Motive against any Diplomacy or Bluff attempts and counter any Intimidate checks of their own), they allow them to look at one chess piece per member of the party. This gives the adventurers a chance to recognize some upcoming enemies—allow the use of any appropriate Knowledge skills and reward innovative suggestions for other ways of identifying pieces.

If the PCs are aggressive towards the crypt things, one uses teleport to transport them to random points in the crypt above while the other touches one or two that manage to resist the teleport and uses dimension door to move them to the room with the false golden warrior guards, before using dimension door to return to the board game.

The idea is to see if they can organize themselves to get back together in a “lawful” way; if the PCs are disorganized and come back for revenge, the crypt things each fight for two rounds, then reverse their previous roles and remove the PCs from the Crypt of the Sun Lord all together.

table 1-6: chess pieces

Piece	Black	White
Queen	crypt thing	Sliver of the Sun
King	barbarian	crypt thing
Q Rook	arcanist	ash beast
K Rook	rogue	ghoul wolf
Q Knight	monk	crystal
K Knight	fighter	golden guard
Q Bishop	bard	fountain
K Bishop	diviner	bulette

9. FAITHFUL SERVANTS

This room was once the home of two dire wolves, originally raised from pups by Lord Ka'Teek—the Sun Lord himself. Upon his death the animals were adopted by the clergy and brought into the temple to serve as guardians and protectors of the priests who lived and worshipped here. Once the last of them passed away from natural causes their friendly servants died of starvation, locked in this room. Both of the creatures rose as undead a few days later, still intent on protecting the temple from invaders.

DESIGNER'S NOTE

Two wolves may be more than the party can handle; if you believe a TPK will come out of siccing two of the wolves on the PCs, reduce the number to one and have the lone wolf roam the temple instead of being locked in this room.

Wolf, Dire Ghoul

CR 6

XP 2,400

LN Large undead

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +15

DEFENSE

AC 19, **touch** 11, **flat-footed** 17 (+2 Dex, +8 natural, –1 size)

hp 67 (9d8+27)

Fort +5, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee bite +14 (2d6+12 plus paralysis and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks paralysis (1d4+1, DC 16)

TACTICS

Morale The dire ghoul wolves fight until destroyed.

STATISTICS

Str 27, **Dex** 15, **Con** —,

Int 2, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +15;

CMD 27 (31 vs. trip)

Feats Improved

Natural Attack

(bite), Run, Skill

Focus (Perception),

Toughness, Weapon

Focus (bite)

Skills Perception

+15, Stealth +8,

Survival +5 (+9 when tracking by scent);

Racial Modifiers +4

Perception, +4 Stealth,

+4 Survival when tracking by scent

10. ASHEN CIRCLE

This is where the sun priests would gather each evening to light a massive fire, cook their meals, and enjoy some socialization. Spending the majority of their time locked in the ground, High Cleric Mishkala found it absolutely necessary that a daily celebration be held to hoist the spirits of his clergy. All that is left of the great celebrations is a circle of ash littered with the bones of animals killed in the surrounding woods above. These bones and the ash have melded over the years and with the unbridled magic energy pouring off the *Sliver of the Sun*, have transformed into a strange and twisted creature.

A conglomeration of bones, sticks, and stones rises from inside the ashen circle, pain etched on its mockery of a human face. It screams in agony and rears up, swinging two stone fists at you.



Skeletal Ash Beast

CR 7

XP 3,200

CE Medium undead

Init +6; **Senses** darkvision 60 ft., tremorsense 100 ft.;

Perception +4

Aura joy (30 ft.; DC 14)

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 75 (6d8+42)

Fort +4; **Ref** +7; **Will** +8

DR 5/-, Resist acid, cold, electricity, fire, sonic 5; **Special Defenses** undead traits

OFFENSE

Speed 30 ft.

Melee 2 fists +8 (1d6+2 bludgeoning plus 1d6 fire)

Special Attacks Agonized Wail (Su), Torturous Touch (Su)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** 8, **Wis** 9, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 19

Feats Diehard^B, Endurance^B, Great Fortitude^B, Improved Initiative, Toughness^B

Skills Disguise +7, Intimidate +17, Perception +5, Stealth +10; **Racial Modifiers** Intimidate +8, Concentration -10

Languages Common (rarely speaks)

SQ undead traits

SPECIAL ABILITIES

Agonized Wail (Su) As a standard action, the skeletal ash beast can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a **DC 14 Will** save or become shaken for as long as they remain within 120 feet of the skeletal ash beast. A successful save renders a creature immune to that beast's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

Joy Aura (Su) A leftover from the celebratory rituals that were performed to raise the spirits of the clergy, the skeletal ash beast is surrounded by an aura of joy, belying its horrifying appearance and terrible screams. This causes all who combat the ash beast to be filled with positive emotions and thus gives them a -4 penalty on attack rolls and any spells or special abilities that would directly harm the ash beast. A successful **DC 14 Will save** negates this penalty and renders the creature immune to the ash beast's joy aura for 24 hours.

Torturous Touch (Su) A skeletal ash beast can extend some of the branches in its form to make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful **DC 14 Fortitude save** negates the Dexterity damage and the convulsive fit.

ECOLOGY

Environment temperate forest

Organization solitary (unique)

Treasure standard

11. THE LIBRARIANS

The desk has a book on it with the verbal and somatic descriptions of the nine spells in the sun domain, plus any others the GM wishes to include that are fire- or light-based. The table has 6 scroll cases on it, containing one each of the sun domain spells not found in Room 7: *endure elements* (1st), *heat metal* (3rd), *searing light* (5th), *flame strike* (9th), *sunbeam* (13th), and *prismatic sphere* (17th). There is also a donation box.

The scrolls and box work in a way similar to the chest in Room 7, in that a donation is required to get the scroll. Until a donation is made, the scroll cases prove to be nothing more than illusions. However, as items of value are deposited in the donation box, the case becomes solid, glows, and can be opened when the appropriate total is reached (**table 1-7**). Depending on how much the PCs put into the donation box, there could be several scroll cases glowing at the same time; as soon as they take one, others stop glowing and are inaccessible until more is donated.

For example, if a non-believing party donates 1,300 gp, the cases for the first 4 spells listed glow, as they have given more than the value of any one of them. If they take the case containing searing light (416 gp) this leaves 884 gp in the donation box, so the case with flame strike stops glowing until more is donated, but the other two stay accessible. However, for the same 1,300 gp, the party could take the flame strike scroll and find that the searing light and heat metal cases stop glowing, and only the endure elements scroll is available until further donations are made.

Table 1-7: FLAECUROS
DONATION BOX 2

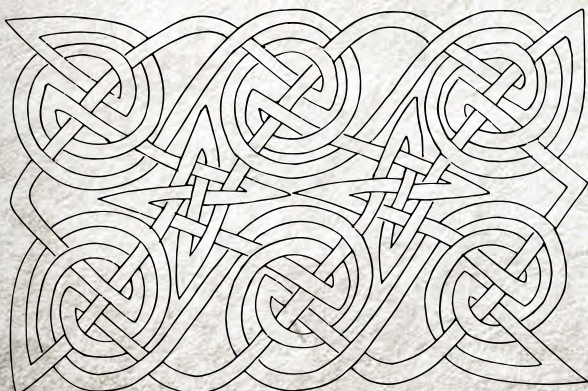
Cost for non-clerics and non-clergy	Cost for sun-domain clergy	Scroll appearing
28 gp	14 gp	<i>endure elements</i> (CL 1st)
173 gp	87 gp	<i>heat metal</i> (CL 3rd)
416 gp	208 gp	<i>searing light</i> (CL 5th)
1249 gp	625 gp	<i>flame strike</i> (CL 9th)
2525 gp	1263 gp	<i>sunbeam</i> (CL 13th)
4246 gp	2123 gp	<i>prismatic sphere</i> (CL 17th)



There are two bookshelves in this room containing a plethora of tomes widely varied in their titles but most relating in one way or another to the sun. The majority of the books (85%) are so old the pages simply crumble if lifted up or opened. If magically repaired the books yield a rich reward if sold to Yuri Statel in the nearby town of Rybalka; he pays between 50-100 gp for most books (95%) and between 500-800 gp for the rarest of tomes (5%).

It is up to the GM if a PC is able to determine what is what and if the adventurers can even read or tell what's valuable (**Appraise DC 25**). The titles (**DC 22 Linguistics check**) are quite varied: "Orb of Life", "Energies of the Sun Orb and their Influence on the Nature of the World", "Studies on the Life Force in Relation to Radiant Energy", "Travel and Survival on the Plane of Fire", "Radiant Beings", "The Balance of Life and Death", "Ashes to Dust", among others.

The rest of the library may contain whatever the GM wishes. The library itself is maintained by 1d4+3 poltergeists. These creatures gently move the books around as they come up with an ingenious or appropriate way to store them; sometimes they leave the books alone for years at a time, then suddenly make a flurry of changes. Each PC has a 10% chance of seeing a book move, floating from one shelf to another 5d4+5 feet away from them. So long as none of the books are disturbed and none try to take the donation box, the poltergeists don't appear (and the party gets the same experience points as if they defeated them). If anyone moves more books off the shelves than their Charisma modifier (minimum 1), the poltergeists rise up amid a whirling cyclone of quills, parchment, old books, and other loose objects.



Poltergeist

CR 2

XP 600

LE Medium undead (incorporeal)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 16 (3d8+3)

Fort +2, **Ref** +2, **Will** +4

Defensive Abilities incorporeal, natural invisibility, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 20 ft. (perfect)

Special Attacks frightener, telekinesis

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** 3; **CMD** 14

Feats Ability Focus (fear)*, Alertness

Skills Fly +9, **Perception** +9, **Sense Motive** +3

Languages Common

SQ site bound

SPECIAL ABILITIES

Frightener (Su) Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All Creatures within 30 feet when a poltergeist uses this ability must make a DC 14 Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rejuvenation (Su) When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist 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 poltergeist or group of poltergeists by the GM.

Site Bound (Ex) A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Telekinesis (Su) A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell telekinesis, with a CL equal to the poltergeist's Hit Dice (CL 3rd for most poltergeists). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 Will save. The save DC is Charisma-based.



12. RING OF FIRE

The circle of runes on the floor is formed of two separate spells: one is a trap (*flame strike* CR 6) to non-believers, the other a healing circle (*cure serious wounds* CL 8 [3d8+8]) to those who revere the sun domain. The look of each set of runes is almost identical, particularly as they are intertwined. Once the trap has been identified, a **DC 22 Spellcraft check** is required to spot the subtle differences.

When either goes off, a cylinder of fire appears and bathes everyone in its area in super-heated flame. However, the *cure serious wounds* circle brings a vitality back to care-worn bodies, tired limbs, and the minor cuts and scratches that come with the job of following Flaesuros and similar deities. Unfortunately, it can also damage undead if they are followers of Flaesuros (**Will DC 14** for half damage), but undergoing the experience is viewed as a badge of honor.

Flame Strike Trap

CR 6

Type magic; Perception DC 30; Disable Device DC 30

Trigger proximity (alarm); Reset automatic

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 15-ft.-radius cylinder)

Cure Serious Wounds Trap

CR 4

Trap effect against undead followers of Flaesuros

Type magic; Perception DC 30; Disable Device DC 30

Trigger location; Reset automatic

Effect spell effect (*cure serious wounds*, 3d8+8 positive energy damage, DC 14 Will save for half damage); multiple targets (all undead followers of Flaesuros or similar sun deity in a 15-ft.-radius cylinder)

This area is flooded with light from flames that bob and weave at ceiling level and around the chest at the northern end of the room.

To get from floor to ceiling, the flames follow the line of the mortar that is between each stone and brick that make up the north wall, and the zig-zagging effect as they do this is quite hypnotic.

This effect becomes obvious quite quickly and straightforwardly, but is almost impossible to disable as it is an accidental side effect rather than a deliberate intention.

Hypnotic Pattern Trap

CR 3

Type magic; Perception DC 14; Disable Device DC 40

Trigger location; Reset automatic

Effect spell effect (*hypnotic pattern*, 1d4+2 rounds, DC 13 Will negates); multiple targets (all targets within 10 ft. of the northern wall)

The place is also home to a mated pair of crysmals—the one weakness the Sun Lord noticeably had was for these creatures, which sparkled in a way that gave him comfort when he was under stress or pressure, or considering an important action. There are shardlings around as well, but they hide in the flames and wait for the PCs to engage in combat before moving in from behind to attack.

Crysmal (2)

CR 3

N Small outsider (earth, elemental)

AC 17, touch 13, flat-footed 15; hp 26 (4d10+4) page 28

Shardlings (5)

CR 1

N Diminutive outsider (earth, elemental)

AC 22, touch 18, flat-footed 18; hp 6 (1d10+1) page 32

13. STEAMY ENCOUNTER

The ceiling here quickly drops so that the water is forced to escape through a narrowed gap barely an inch above the surface of the flow. The compression of the stream as it tries to escape is severe, and the area is full of mist, evidence of the churning nature of the trapped-but-still-flowing water beneath the surface.

Immediately beyond the narrow gap is a waterfall that drops 20 feet onto jagged rocks. The shaft that contains it is roughly 5 feet in diameter and has many sharp protrusions emerging from its walls. Anyone falling down this waterfall is subjected to the tumbling effect upon those rocks at the base. This hazard is obvious, but difficult to stop from occurring.

Waterfall Drop with Spiked Rocks Hazard CR 4

Type mechanical; **Perception** DC 12; **Disable Device** DC 28

Trigger location; **Reset** automatic

Effect 20-ft.-deep pit (2d6 falling damage) plus bludgeoning against walls by water flow (1d6); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each) for 1d2+1 rounds; DC 20 Reflex for half damage per round; every target that descends the waterfall

Where there isn't water there is steam, and anyone entering the waterfall can feel the intense heat and see the billowing cloud reaching up towards them. A DC 15 Perception check from this position warns any intelligent creature that the heat below is so intense that death is certainly coming to anyone that attempts to descend the waterfall into the area beyond. Anyone entering the area containing the steam cloud takes 6d4 fire damage per round, with a Fortitude save (DC 20 + number of rounds the heat has been endured) for half damage. This can only be sustained for 1d4+4 rounds before the victim begins to cook from the inside outwards and dies in a further 1d2+1 rounds of exposure.

This area is an ideal home for the mob of 7 steam mephits that have decided to live here. There is nothing that doesn't appeal to them in this space, and they take full advantage of the whole environment to live and play together. As such, they have become extremely defensive of their "home" and do all they can to protect it. They all use their "boiling rain" ability as soon as they can in any encounter.



Steam Mephit

CR 3

XP 800

N Small outsider (fire)

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

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (only in boiling water or steam)

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%), 1/hour—*blur*

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

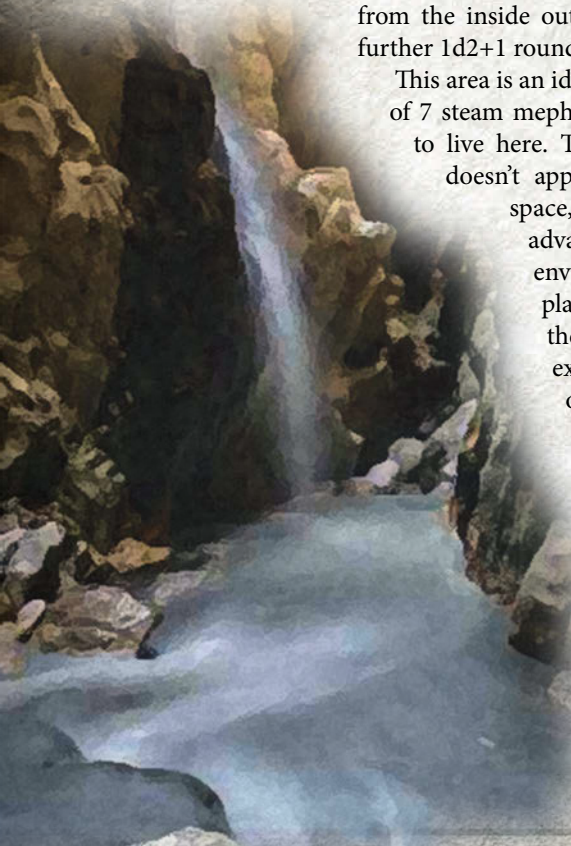
Skills Bluff +8, Fly +10, Perception +6, Stealth +12

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 steam mephit is a cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Boiling Rain (Su) Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell

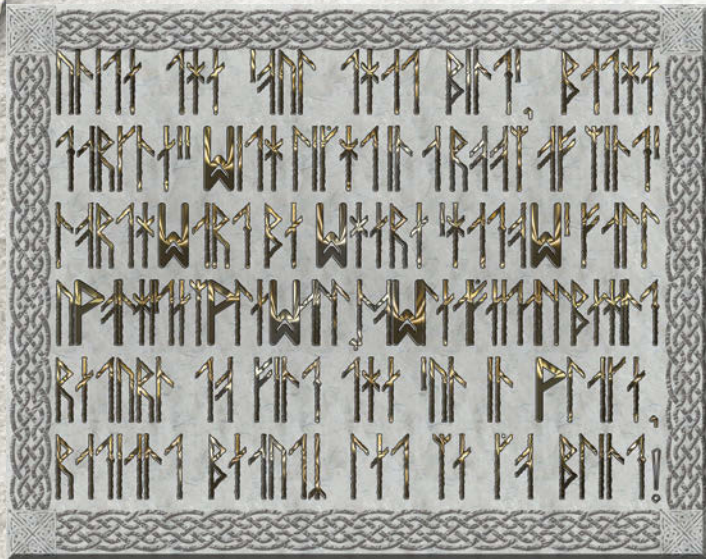


14. SANCTUARY OF THE SUN

If the party has NOT opened the northern door to room 11 read this as the adventurers approach this room:

Double doors made of solid stone bar your path. A series of runes are displayed upon the plain surface.

A DC 22 **Linguistics** check allows a rough translation of the runes as shown below. A PC who has successfully deciphered at least two other sets of runes in the temple gains a +4 circumstance bonus on reading this.



Deciphered Runes #1

Unite the soul that binds, bathe darkness with light in a room of minds

Northward be where shadows fall upon his temple wall, now leave it all behind

Return to find the sun in place, radiant beauty let me go blind!

The poem above, although vague, tells the reader to visit room 11 (a room of minds) and open the northern door thereby allowing shadows from the party's light source (granted they have one) fall upon the wall (as per the poem).

The actual trigger which causes the sun to appear as a puzzle (as described in the next section) is the northern door of room 11 being opened. It causes the golden sun to appear on the door to room 14 and allows the puzzle to be solved (thus unlocking and opening the door into room 14).

If the party HAS opened the northern door of room 11 read this as the party approaches this room:

Double stone doors proudly display a massive sun, somehow bonded with the stone itself and crafted of the smoothest flowing solid gold you have ever seen. It spans nearly the entirety of the doors with actual points of light shooting out in eight directions, all perfectly symmetrical. Above the sun are a long series of runes.

A DC 22 **Linguistics** check reveals the runes to be a riddle. A PC who has successfully deciphered at least two other sets of runes in the temple gains a +4 circumstance bonus on reading this.



Deciphered Runes #2

Through darkness you hath traveled

Your path at first unclear

Now that you hath found these words

The answer burns quite near

Retrace your steps from pillar to swords

Then play the directions with no fear

about the puzzle

This particular symbol of the sun is actually a puzzle and symbolizes not only the great life giving orb but also eight rays which were designed as the directional indicators of a compass: north, northeast, east, southeast, south, southwest, west, and northwest. When one of the rays is pressed, it glows for a moment then disappears into the stone of the door—if the center sun is touched all the rays reset and the puzzle begins again.

solving the puzzle

The puzzle can be solved by the party retracing their entire route through the temple and pressing the ray corresponding to the direction in which they traveled. The only way it works is if they press the correct directions in that order.

When a ray is pressed as a correct answer, it sinks into the wall replaced by stone. If the party answers incorrectly the sun glows and shoots out a blast of fire striking anyone within 10 feet of the doors for 2d6 fire damage as all the rays emerge and they must start over.

Once the correct path is entered and all rays have disappeared the party must press a source of fire against the sun, which appears to burn brightly with all rays emerging and the doors sliding into the walls, revealing the Sanctuary of the Sun—the Temple of the Sun proper.

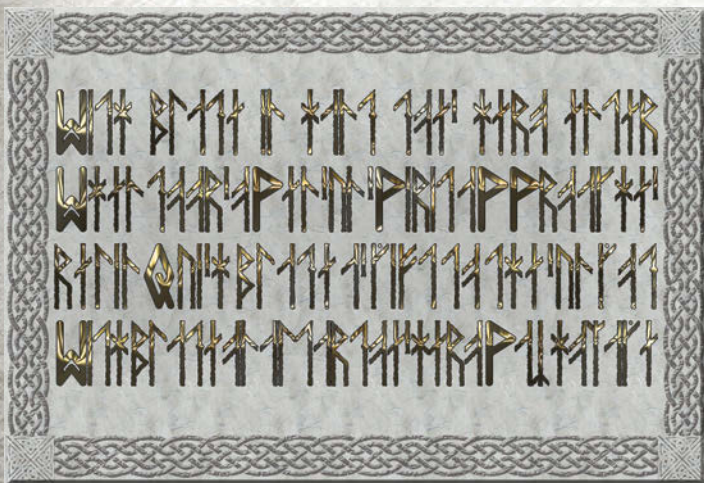
ENTERING THE SANCTUARY

If any beings of Evil alignment set foot into this room they are immediately burned for 1d6 fire damage per round so long as they remain here. This damage cannot be healed so long as they remain in this chamber. Clergy of any sun god regain hit points at the rate of 1 per 10 minutes while in this room.

THE OBSIDIAN FIRE ALTAR

This altar was forged inside the Saatman's Throne volcano many years ago, later chiseled with the symbols of the great Sun God Flauersos. If the altar is touched with bare hands (or otherwise) the entire party goes into a trance and suddenly find themselves chained to the floor of a cave. Try as they might they cannot turn their heads to look around them, and must instead face straight ahead. Behind them a fire burns and their elongated shadows are cast upon the cave wall.

Every so often a twisted humanoid form holds something up, a shape—something triangular. Once someone says “triangle” out loud the creature continues but if no one speaks the object is continually held aloft for what seems like hours and then days until an answer is given. After this the creature holds up something else, a square...or is it a rectangle? The elongated shadow on the wall makes it hard to tell. Again, once someone says “square” the creature sets it down and picks up another object and holds it into the light, casting a large shadow on the wall. The shadow is a circle, but as the PCs stare ahead the dark circle grows brighter and brighter until light and heat envelop the entire room, finally blasting away the chains that hold the PCs (and the spell), melting the humanoid holding the objects away into the ground. Soon the PCs stand, dazed, back in the main chamber staring at a triangular sun ray, a square rune, and a circular sun chiseled into the side of the obsidian fire altar—it was all an illusion, but a powerful one at that (it cannot be triggered again for another 1d6+2 days).



On the side of the altar are many symbols and if inspected closer with a **DC 20 Perception check**, it is revealed that the lines making up the symbols are actually comprised of exquisitely tiny runes. They are barely legible, and a tool or spell is needed to properly attempt a Linguistics check. Once the runes are sufficiently visible,

an adventurer can read them (**DC 26 Linguistics check**, with a +4 circumstance bonus for PCs that have been successfully learning the runes) and the following words are revealed:

*With Blade in Hand Does Hero Enter
When Doors Open Sun Spirit Approaches
Relinquish Blade as Gift to the Sun God
With Blade on Altar Does Hero Pay Homage*

The text above refers to Lord Ka'Teek's *Blade of the Sun Lord*, which if placed upon the altar causes something incredible to happen, as described under “Spirit of the Sun Lord (The Test).”

The runes continue with:



*Blood in veins
Blood in sun
Veiled are shadows
Thick as mud*

After this the runes continue but begin to speak in circles with various praises and hymns to the Sun God and Sun Lord Ka'Teek, who was responsible for this temple and the priesthood of the Sun itself.

SPIRIT OF THE SUN LORD

The moment the secret door to room 15 is located the spirit of the Sun Lord Ka'Teek manifests near the Obsidian Fire Altar—the secret door to 15 becomes magically sealed and cannot be opened until the Sun Lord is defeated.

There are two ways to defeat Lord Ka'Teek; one is through basic physical combat, the other is to place the *Blade of the Sun Lord* (from A01: *Crypt of the Sun Lord*) upon the Obsidian Fire Altar, which causes the Ka'Teek's spirit to return to the blade, thereby granting it permanent additional +1 enhancement bonus (and at the GM's discretion, making it into an intelligent weapon).



Ka'Teek the Sun Lord

CR 8



XP 3,200

LG Medium outsider (native) Proxy of Flaesuros

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

Aura sunbright (DC 17)

DEFENSE

AC 22, touch 12, flat-footed 22 (+10 armor, +2 sacred)

hp 69 (8d10+24)

Fort +12, **Ref** +6, **Will** +13

DR 5/magic; **Immune** charm, disease, fear, light-based spells and spell-like abilities

Weakness darkness

OFFENSE

Speed 20 ft.

Melee Spiritual *Blade of the Sun Lord* +12/+7 (1d10+5/19-20)

Special Attacks channel positive energy 3/day (DC 17, 4d6), smite evil

Spell-Like Abilities (CL 8th; concentration +11): At will—*detect evil*

Paladin Spells Prepared (CL 5th; concentration +8): 2nd—*bull's strength*, *eagle's splendor* 1st—*bles*, *protection from evil*

STATISTICS

Str 15, **Dex** 12, **Con** 17, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +10; **CMD** 20

Feats Improved Initiative, Iron Will, Persuasive, Power Attack, Selective Channeling

Skills Diplomacy +16, Handle Animal +9, Heal +13, Intimidate +5, Knowledge (religion) +10, Perception +5, Ride -1, Sense Motive +12, Spellcraft +7

Languages Common, Dwarven

SQ aura of courage, aura of good, aura of resolve, divine bonds (weapon [1/day] 1/day), lay on hands (7/day; 4d6), mercies (mercy [diseased], mercy [sickened])

Gear +2 half-plate, Spiritual *Blade of the Sun Lord*

SPECIAL ABILITIES

Sunbright Aura (Ex) Anyone within 5 feet of Lord Ka'Teek must succeed on a DC 17 Fortitude save or gain the blinded condition for as long as they remain within the aura. The save DC is Constitution-based.

Darkness (Su) If Lord Ka'Teek is placed with the darkness or deeper darkness spells, he is rendered blind, gaining the blinded condition and he loses the sunbright aura for the duration of the spell. If Ka'Teek leaves the area of effect, these penalties are negated.

Tactics Lord Ka'Teek uses a spiritual version of the *Blade of the Sun Lord*. Although it appears to be a bastard sword, Ka'Teek easily wields the Blade in one hand. This spiritual weapon has all of the abilities of the physical copy, but Ka'Teek may use any of the sword's special abilities once every four rounds without reducing the attack bonus of the Blade and the daylight radiance of the sword is active when drawn. This radiance masks the sunbright aura that surrounds Lord Ka'Teek.

If a combatant is wielding the *Blade of the Sun Lord*, Ka'Teek will target that individual and attempt to reclaim his Blade. Both Ka'Teek and the carrier of the *Blade of the Sun Lord* gain a +2 circumstance bonus on both attacks and damage on the other and they overcome and damage reduction that the other possesses, but they deal only half damage with their respective Blades.

Once the Sun Lord has been defeated or has entered the sword, the secret door to Area 15 opens.

15. SECRET PASSAGE AND ENTRY TO THE CHAMBER OF THE SUN

PROTECTIVE SUITS

This room contains six magic suits hanging from metal hooks on the wall—these allow their wearer to safely handle the *Sliver of the Sun*. The suits only function within a ¼ mile radius of the Temple of the Sun and were created that way so they could not be abused by would-be thieves of the *Sliver of the Sun*. If the sliver is carried beyond ¼ mile the suit begins to melt and stick to the wearer, causing 1d6 fire damage the first round and doubling each round thereafter (including the effects listed on **table 1-8**). The PCs may drop the shard and get away before the damage becomes deadly.

If a suit is carried or worn more than ½ mile outside the Temple of the Sun it turns to ash; this is a secondary measure requested by the clergy to punish would-be thieves. The Quasi-elemental Plane of Radiance is the only place a suit can survive intact more than ½ mile away from the Temple of the Sun, and in fact, can exist on that plane indefinitely unless destroyed or damaged through other means.

If the PCs enter room 16 without the protective suits they suffer damage as shown on **table 1-8**.

SUIT OF THE SUN LORD

Aura strong abjuration; **CL** 11th
Slot body; **Price** 66,000 gp; **Weight** 5 lbs.

DESCRIPTION

This green full body suit is made from pressed and woven layers of leaves from a species of alaquora flower found growing near the Scorched Lands. This flower, as opposed to its cousin, produces a cooling sensation that keeps the wearer cool despite being completely covered by this suit.

The oversized gauntlets of the suit are made from numerous layers of leather and are incredibly bulky, giving a -4 penalty to Disable Device, Escape Artist, and Sleight of Hand checks. This suit is the only method of handling the *Sliver of the Sun*. The magic that holds the *Sliver of the Sun* in check extends ¼ of a mile away from its current position and the suit is tied to this magic. If the suit crosses this distance, the magic fades and the armor begins to degrade as described above, dealing increasing fire damage to the wearer and turning to ash at a ½ mile.

CONSTRUCTION

Requirements Craft Wondrous Item, greater energy resistance, alaquora leaves; **Cost** 33,000 gp

16. CHAMBER OF THE SUN

A permanent magical effect holds the *Sliver of the Sun* aloft and gently turning in the air. Disturbing this spell does not cause any harmful effects and the sliver can even be replaced into the hovering position simply by walking toward the center of the room holding the sliver aloft. The *Sliver of the Sun* emanates powerful radiant energy in a 100' radius, unprotected exposure to this radiant heat causes the effects shown on **table 1-8**.

MAGIC MIRRORS

There are six magic mirrors in this room which are actually one way gates designed to absorb the excess energy pouring off the *Sliver of the Sun* and redirect it to the elemental plane of Quasielemental Plane of Radiance. The mirrors are permanently bound to the this place and cannot be removed or tampered with. They are resistant to all forms of magic as most spells are either absorbed or reflect back upon their caster. The frames of each mirror act to pull all radiant energy directly toward them while the mirror's surface is the constantly active gate itself. Anyone stepping into one of these mirrors will be instantly transported to the Quasielemental Plane of Radiance where they cannot return the way they came*. If wearing one of the magic suits from room 15 they can survive but will likely wander aimlessly through this realm of light, floating like a speck of dust on a massive empty sea of endless colors and hues, a beautiful but ultimately empty death, unless of course they locate the floating castle of the long lost Hueydane**, child of the sun, the rainbow gatherer; who may be able to get them home, for the price of a quest upon the surface of Aventyr.

DESIGNER'S NOTE

*GMs looking to expand upon this adventure could have the entire party sucked through the gates and into the Quasi-elemental Plane of Radiance using their own material or perhaps the upside down floating citadel in *A12: When the Ship Goes Down* by Stephen Yeardley placing it as floating through the plane, transported here through the magic of the fragment of the sun on board that vessel.

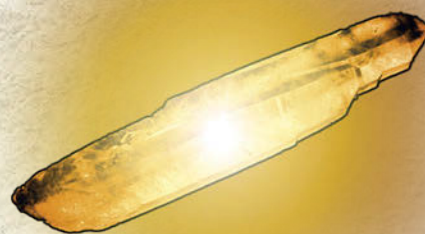
**To be elaborated upon in the future upon the AaWBlog!



Table 1-8: UNPROTECTED
EXPOSURE to the
SLIVER of the SUN



d10	Warning Sign	Internal Effect	Ability Damage	External Effect	Hit point loss
1	Heavy sweating	Discomfort as organs begin to dry out	-1d6 Con, -1d6 Wis	Too hot for sweat to cool you down, skin starts to burn	1d4
2	Paleness	Steam begins to appear from orifices	-1d6 Int, -1d6 Cha	Skin starts to bubble, sweat begins to boil	2d4
3	Muscle cramps	Muscles dry out and become choked with remaining salt	-1d6 Dex, -1d6 Str	Skin starts to crisp as liquid begins to evaporate	3d4
4	Weakness	Internal organs now beginning to overheat	-2d6 Con, -2d6 Cha	Flesh starts to flake away	4d4
5	Dizziness	Brain beginning to overheat. Body breaking down.	-2d6 Int, -2d6 Wis	Coverage begins to be patchy	5d4
6	Headache	Brain too hot to think properly as synapses break; blood boils	-2d6 Dex, -2d6 Str	Splits appear across the whole body	6d4
7	Vomiting	Body rejects superheated organs	-3d6 Con, -3d6 Str	Flesh now falling from bones in a variety of states	7d4
8	Fainting	Bones begin to crack. All internal body parts now boiling	-3d6 Dex, -3d6 Cha	Flesh now a bubbling porridge-like mass on the floor	To 1 hp
9	Death	Bones begin to turn to ash. Muscles and organs boiled away.	-3d6 Int, -3d6 Wis	All skin removed and burnt to a crisp	To below 0 hp
10	Beyond death	Ash blasted away. Effectively disintegrated, body lost.	-12 to all ability scores.	Ash blasted away. Effectively disintegrated; body lost.	Drops to -20 hp.



The sliver of the sun



Slot None; Aura strong evocation; CL 20th; Weight 1 lb.

DESCRIPTION

This shard appears to be a natural crystal, is about a foot in length, and glows with a blinding light. The radiant heat emanating off the sliver causes the effects as listed on table 1-8. There are about two dozen slivers littered about the world of Aventyr, smaller pieces broken off from the Sunshard which orbits the planet. The effects on the climate surrounding a shard exposed to the elements are impacted by an immediate increase in temperature of 10 degrees celsius, shifting weather patterns and changing seasons. In a colder climate this means crops are more plentiful and summers last longer, in a hot climate this could mean drought and famines. Prolonged exposure of the shard to the environment could cause a collapse of the natural ecosystem and thus must be handled with care. This is also why the priest of this temple kept it contained underground. The radiant energy in the shard could be focused and used as a weapon but thus far no one has attempted this.

DESTRUCTION

A *Sliver of the Sun* can only be destroyed by transporting it to the Plane of Shadow. It will go dark then begin to disintegrate, the energy will be absorbed into any beings within 500 feet causing 20d10 radiant damage with no save allowed.

ENTERING FROM AREA 13

STEAM CLOUD (AREAS 13 & 15)



If somehow entering from the waterway the PCs must pass through a powerful steam cloud which begins where the water touches the room containing the *Sliver of the Sun* and expands from this point in 35-40' to the north, to the edge of the waterfall in Area 13. Anyone entering the waterfall can feel the intense heat and see the billowing steam cloud reaching up towards them. A **Perception check DC 15** from this position will warn any intelligent creature that the heat below is so intense that death will certainly come to anyone attempting to descend the waterfall into the area beyond. Anyone entering the area containing the steam cloud will take 6d4 fire damage per round which can only be sustained for 1d4+4 rounds before the victim begins to cook from the inside outwards and dies in a further 1d2+1 rounds.

CONCLUDING the ADVENTURE

What happens next is entirely up to the GM. We encourage you to go with whatever works best in your game and would be most fun for the players. No need to shoehorn our suggestions into your campaign at the expense of your storytelling and campaign advancement.

REMOVING THE SLIVER

If the PCs remove the shard from the temple they may well become global targets to many governments and secret organizations including the Klavek Monarchy (and in turn Rybalkan authorities), The Royally Sanctioned Mohkbavian Wizards and Sorcerers, Katsojat (The Watchers), The Grinning Ragamuffins, among others. There is also the possibility that other beings such as one of the more powerful devils of dark wood or an evil Vikmordere chieftain sees the shard as an opportunity to blast Rybalka off the face of the earth.

POTENTIAL OUTCOME (ANY SEASON)

Since the Klavek Kingdom has spies everywhere the PCs will be spotted removing the shard as soon as they emerge from the temple. This will be passed on through various levels of the monarchy and plans made for Yuri Statel to acquire the item and transport it to Mohkba by whatever means necessary. He is given full access to the village guard in Rybalka and authorized to use deadly force if needed.

POTENTIAL OUTCOME (FALL OR WINTER)

By retrieving the sliver and bringing it to Rybalka the PCs have increased the regional temperature. This melts much of the ice on Serpent Lake making fishing easier and more abundant, thaws out and melts the ice in the farmer's fields allowing crops to grow even at this time of the year, and increasing the well-being, morale, and thus the productivity of the Rybalkan people. Logging, fishing, and mining industries begin to boom and more settlers move to the region. Once the Klavekian Monarchy realizes the positive impact the sliver has on the region they install some of their best royal guardsmen to protect the shard from theft. Yuri Statel is assigned protection and surveillance of the sliver as well as control over these guardsmen.



COMBAT INDEX

Bandit Scout

CR 1

XP 400

NE Medium humanoid (human) ranger 2

Init +2; **Senses; Perception** +5

DEFENSE

AC 16, touch 13, flat-footed 13 (armor +4, **Dex** +2)

hp 11 (1d10+1)

Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.

Melee handaxe +3 (1d6+1/x3), dagger +3 (1d4+1/19-20)

Ranged composite longbow +4 (1d8/x3), throwing axe +4 (1d6+3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Point Blank Shot^B, Precise Shot

Skills Climb +5, Handle Animal +4, Heal +5 (+7 with healer's kit), Intimidate +5, Knowledge (geography) +4, Knowledge (nature) +4, Perception +5, Stealth +6, Survival +5 (+6 to track)

Languages Common

SQ track +1, wild empathy +0 (magical beasts -4)

Combat Gear 20 arrows, studded leather armor, healer's kit (10 uses), backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 11 gp, 9 sp

Note: For Vikmordere rangers, change the Favored Enemy to Animals and exchange the dagger for a seax. For Loggers, change the Favored Enemy to Fey.

Bandit Thief

CR 2

XP 800

CN Medium humanoid (human) rogue 3

Init +3; **Senses; Perception** +6

DEFENSE

AC 16, touch 13, flat-footed 13 (armor +4, **Dex** +2)

hp 16 (3d8+3)

Fort +2, **Ref** +5 (+1 vs. traps), **Will** +1

OFFENSE

Speed 30 ft.

Melee short sword +5 (1d6+1/19-20), dagger +5 (1d4+1/19-20)

Ranged shortbow +5 (1d6/x3)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 16

Feats Agile Maneuvers, Deft Hands, Stealthy, Weapon Finesse^B

Skills Acrobatics +8, Bluff +7, Climb +6, Disable Device +11, Escape Artist +10, Intimidate +7, Knowledge (geography) +4, Knowledge (local) +7, Linguistics +7, Sense Motive +6, Sleight of Hand +10, Stealth +10

Languages Common, Dwarven, Goblin, Halfling, Orc

SQ trapfinding, evasion, Finesse Rogue talent, trap sense +1

Combat Gear 20 arrows, thieves' tools, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 11 gp, 9 sp

Note: For Vikmordere rogues, replace dagger with seax.

Bandit Commander

CR 2

XP 600

N Medium humanoid (human) cleric of neutrality 3

Init +3; **Senses; Perception** +3

DEFENSE

AC 14, touch 9, flat-footed 14 (+4 armor, +1 shield, -1 **Dex**)

hp 18 (3d8+5)

Fort +4, **Ref** +0, **Will** +6

OFFENSE

Speed 30 ft.

Melee heavy mace +5 (1d8+2), dagger +4 (1d4+2/19-20)

Ranged sling +1 (1d4+2)

Special Attacks channel positive energy 5/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +6):

At will—*lore keeper*, 6/day—*acid dart* (1d6+1 acid)

Cleric Spells Prepared (CL 3rd; concentration +6): 2nd—*calm emotions* (DC 15), *cure moderate wounds*, *detect thoughts*^D (DC 15) 1st—*comprehend languages*^D, *cure light wounds*, *magic weapon*, *sanctuary* (DC 14) 0 (at will)—*create water*, *detect magic*, *light*, *read magic*

Domains earth, knowledge

STATISTICS

Str 15, **Dex** 9, **Con** 12, **Int** 13, **Wis** 16, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Extra Channel, Improved Initiative, Weapon Focus (heavy mace)

Skills Diplomacy +6, Heal +9, Knowledge (planes) +6, Knowledge (religion) +6, Spellcraft +7

Languages Common, Dwarven

SQ aura, channel positive energy (2d6; 5/day; DC 11), *lore keeper*

Combat Gear chain shirt, light wooden shield

Note: For Vikmordere shaman, exchange dagger for seax.

Bandit Chief

CR 4

XP 1,200

Human fighter 4

LE Medium humanoid (human)

Init +1; **Senses; Perception** +4

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 **Dex**, +1 dodge)

hp 33 (4d10+11)

Fort +6, **Ref** +2, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee spiked chain +8 (2d4+6), dagger +7 (1d4+3/19-20)

Ranged composite shortbow +5 (1d6+3/x3)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 13, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 19

Feats Dodge, Exotic Weapon Proficiency (spiked chain)

^B, Mobility, Spring Attack, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B

Skills Intimidate +7, Knowledge (geography) +2, Knowledge (local) +2, Perception +4, Stealth +2, Survival +7

Languages Common, Dwarven

SQ armor training 1

Combat Gear hide armor, 20 arrows

Note: For Vikmordere chief, exchange dagger for seax.

bulette

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

Bulette

CR 7

XP 3,200

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), **Perception** +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark." Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety. Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

Bulettes are perfect eating machines, consuming bones, armor, and even magical items with their powerful jaws and churning stomach acid. Lacking other food, the bulette might gnaw on inanimate objects, yet for unknown reasons no bulette voluntarily consumes elf flesh—a peccadillo many point to as evidence that elven wizardry was involved

in its creation. Dwarves are also rarely eaten by the beasts, though the bulette still slaughters members of either race on sight. Halflings, on the other hand, are among the beast's favorite meals, and no halfling with any sense ventures into bulette country casually.

The bulette is a cunning fighter, surprising foes with its impressive agility. One of its favorite tactics is to charge forward and launch itself into the air in order to drop on its prey with all four razor-sharp claws extended. Folklore claims that the flesh behind the beast's dorsal crest is particularly tender, and that those willing and able to wait until the fin is raised in the excitement of combat or mating can target it for a killing blow—yet most who have faced the landshark agree that the best way to win a fight with a bulette is to avoid it entirely.

bulette, common baby

One of numerous baby bulettes in the litter, this small creature appears more cute than dangerous, though the sharp-beaked bill and gleaming claws on its disproportionately large feet warns otherwise. With features that mimic an adult bulette, this youngling has a back covered in tough hide plating and a notable dorsal plate that extends from the back of its beady-eyed head.

Bulette, Common Baby

CR 1

XP 400

N Small magical beast

Init +2; **Senses** darkvision 30 ft., low light vision, scent, tremorsense 30 ft.; **Perception** +6

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +5 natural)

hp 9 (1d8+5)

Fort +6, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite (1d6/19-20) or 2 claws (1d4)

Special Attacks leap, lesser

STATISTICS

Str 12, **Dex** 14, **Con** 20, **Int** 2, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 12 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +3 (+7 jumping), **Perception** +3; **Racial Modifiers** +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization litter (6-12)

Treasure none

SPECIAL ABILITIES

Leap, Lesser (Ex) A baby bulette can perform a special kind of pounce attack by jumping into combat. When a baby bulette charges, it can make a DC 15 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with two claw attacks against foe in reach, but cannot make a bite attack.

bulette, baby runt

Half the size of any of the other baby bulettes in the litter, this little one is noticeably underdeveloped and slightly malnourished. Its dorsal plate barely covers its head, and its feet are so proportionately large and unwieldy that it seems more likely to tumble along than to charge or burrow.

Bulette, Baby Runt

CR ½

XP 200

N Small magical beast

Init +1; **Senses** darkvision 20 ft., low light vision, scent, tremorsense 20 ft.; **Perception** +5

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 6 (1d8+2)

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

OFFENSE

Speed 20 ft., burrow 5 ft.

Melee bite (1d4/19-20) or 2 claws (1-2)

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 2, **Wis** 10, **Cha** 10

Base Atk 0; **CMB** 0; **CMD** 0 (10 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +2 (+6 jumping), **Perception** +2; **Racial**

Modifiers +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization 1/litter of baby bulettes

Treasure none

bulette, baby alpha

Largest of the group, this baby bulette seems slightly more developed than its siblings. Its dorsal plate extends well across its back, and its feet, though over-sized, seem more proportionate than the others of its litter.

Bulette, Baby Alpha

CR 2

XP 600

N Small magical beast

Init +11; **Senses** darkvision 60 ft., low light vision, scent, tremorsense 40 ft.; **Perception** +6

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +7 natural)

hp 9 (1d8+5)

Fort +6, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite (1d8/19-20) or 2 claws (1d4)

Special Attacks leap, lesser

STATISTICS

Str 16, **Dex** 20, **Con** 24, **Int** 2, **Wis** 14, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 15 (22 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +5 (+9 jumping), **Perception** +5; **Racial**

Modifiers +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization 1/litter of baby bulettes (if aged an alpha baby bulette will become an bulette with the advanced template)

Treasure none

SPECIAL ABILITIES

Leap, Lesser (Ex) A baby bulette can perform a special kind of pounce attack by jumping into combat. When a baby bulette charges, it can make a DC 15 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with two claw attacks against foe in reach, but cannot make a bite attack.

crysmal

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

Crysmal

CR 3

XP 800

N Small outsider (earth, elemental)

Init +2; **Senses** darkvision 60 ft., crystal sense; **Perception** +11

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 26 (4d10+4)

Fort +7, **Ref** +8, **Will** +2

DR 5/bludgeoning; Immune cold, fire; Resist electricity 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee sting +7 (2d6+3)

Special Attacks shard spike +7 (3d6, range increment 60 ft.)

Spell-Like Abilities (CL 4th; concentration +6) At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13) 3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 17 (29 vs. trip)

Feats Great Fortitude, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9, Climb +9, **Perception** +11, **Stealth** +13 (+15 in rocky areas); **Racial Modifiers** +2 **Stealth** in rocky areas

Languages Terran

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary or cluster (2–5)

Treasure standard (gems and magic gemstones only)

SPECIAL ABILITIES

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.
Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

Scorpion-like crysmals originate in the deepest caverns of the Plane of Earth. On rare occasions, these strange creatures wind up on the Material Plane, usually in subterranean areas rich with natural gem and crystal

formations. The crystalline planes of their bodies absorb and refract natural light, which some claim is the source of their supernatural powers.

Singular in purpose, a crysmal seeks only to reproduce. It does so by gathering stone crystals and gemstones, fashioning them into a Tiny facsimile of its own body, and jolting the new creature to life with a burst of the crysmal's own life energy. These newly created crysmals are known as shardlings (treat as a crysmal with the young creature simple template), and grow to adulthood after a few months of gorging on crystals and gemstones.

To make a single shardling, a crysmal requires 1,000 gp worth of crystals. Until it has enough material to reproduce, it stores these gems inside its body, and if slain, the gems are visible among the shards of the creature's corpse. Because of this reproductive need for gemstones, crysmals are relentless in their pursuit of the treasures, valuing them much as other living creatures value infants of their own race. Crysmals do not recognize that other creatures treat gems as wealth, and attempt to seize gems carried by others whenever the opportunity arises. A crysmal normally uses its spell-like abilities to befuddle opponents, grabbing at pouches with gems when the bearer is distracted, and normally only resorts to physical violence once all other tactics fail.

False Golden Warriors of Flaesuros

CR 4

XP 1,200

LG Medium humanoid (iron pyrite-clad human)

Init +7; Senses; Perception -3

DEFENSE

AC 18, touch 14, flat-footed 18 (+4 natural, +4 shield)

hp 25 (3d10+9)

Fort +6, Ref +1, Will +1

Defensive Abilities light fortification; Resist fire 15

Weaknesses vulnerability to electricity, 60% chance vulnerability to rust

OFFENSE

Speed 20 ft.

Melee +1 falchion +8 (2d4+5/18-20) OR slam +6 (1d4+3)

Special Attacks Iron pyrite limbs

TACTICS

Before Combat A false golden warrior activates her shield harness as soon she detects potential foes (already included in the statistics).

During Combat A false golden warrior moves to engage any creatures trying to cross the she is defending..

Morale The false golden warrior fights until destroyed, splitting into iron pyrite-plated rubble as well as limbs and standard body parts when reduced to 0 hit points.

STATISTICS

Str 16, Dex 11, Con 15, Int 11, Wis 10, Cha 11

Base Atk +3; CMB +6; CMD 16

Feats Improved Initiative, Weapon Focus (falchion)

Skills Bluff +2, Intimidate +6, Perception -3

SQ statue

Gear +1 falchion, shield harness

Base Statistics

Without their shield harnesses, the false golden warriors have the following statistics: AC 14, touch 10, flat-footed 14.

SPECIAL ABILITIES

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against an iron pyrite-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Statue (Ex) Once every 1d4 rounds a false golden warrior can stand perfectly still, emulating a statue for 1 round. An observer must succeed on a DC 20 Perception check to notice the warrior is alive.

IRON PYRITE-CLAD

CR increase +2; Natural Armor Bonus Increase +4; Str +1, Dex -5, Con +1, Int +1, Wis -2, Cha +3; **Racial Modifiers** +2 Bluff;

DEFENSIVE ABILITIES

Resistance to Fire (Ex) An iron pyrite-clad creature has fire resistance 15

Rust Vulnerability (Ex) There is a 60% chance per relevant attack that an iron pyrite-clad creature counts as ferrous for the purpose of rusting attacks such as rusting grasp.

WEAKNESSES

Vulnerability to Electricity A metal-clad creature takes half again as much damage as normal (+50%) from electricity, regardless of whether a saving throw is allowed, and whether the save is a success or failure.

SPECIAL ATTACKS

Iron Pyrite Limbs (Ex) There is a 60% chance per attack that an iron pyrite-clad creature's natural attacks and grapple deal damage as cold iron weapons, overcoming damage reduction just as a cold iron weapon would.

Ka'Teek the Sun Lord

CR 8

XP 3,200

LG Medium outsider (native) Proxy of Flaesuros

Init +6; Senses darkvision 60 ft.; Perception +5

Aura sunbright (DC 17)

DEFENSE

AC 22, touch 12, flat-footed 22 (+10 armor, +2 sacred)

hp 69 (8d10+24)

Fort +12, Ref +6, Will +13

DR 5/magic; Immune charm, disease, fear, light-based spells and spell-like abilities

Weakness darkness

OFFENSE

Speed 20 ft.

Melee Spiritual *Blade of the Sun Lord* +12/+7 (1d10+5/19-20)

Special Attacks channel positive energy 3/day (DC 17, 4d6), smite evil

Spell-Like Abilities (CL 8th; concentration +11) At will—*detect evil*

Paladin Spells Prepared (CL 5th; concentration +8) 2nd—*bull's strength*, *eagle's splendor* 1st—*bless*, *protection from evil*

STATISTICS

Str 15, Dex 12, Con 17, Int 13, Wis 15, Cha 16

Base Atk +8; CMB +10; CMD 20

Feats Improved Initiative, Iron Will, Persuasive, Power Attack, Selective Channeling

Skills Diplomacy +16, Handle Animal +9, Heal +13, Intimidate +5, Knowledge (religion) +10, Perception +5, Ride -1, Sense Motive +12, Spellcraft +7

Languages Common, Dwarven

SQ aura of courage, aura of good, aura of resolve, divine bonds (weapon [1/day] 1/day), lay on hands (7/day; 4d6), mercies (mercy [diseased], mercy [sickened])

Gear +2 half-plate, *Spiritual Blade of the Sun Lord*

SPECIAL ABILITIES

Sunbright Aura (Ex) Anyone within 5 feet of Lord Ka'Teek must succeed on a DC 17 Fortitude save or gain the blinded condition for as long as they remain within the aura. The save DC is Constitution-based.

Darkness (Su) If Lord Ka'Teek is placed with the darkness or deeper darkness spells, he is rendered blind, gaining the blinded condition and he loses the sunbright aura for the duration of the spell. If Ka'Teek leaves the area of effect, these penalties are negated.

mephit, steam

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

Mephit, Steam

CR 3

XP 800

N Small outsider (fire)

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

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (works only in boiling water or steam)

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%), 1/hour—*blur*

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, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

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 steam mephit is a cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Boiling Rain (Su) Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell

Mimic

CR 4

XP 1,200

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

Fort +5, **Ref** +5, **Will** +6

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

Special Attacks constrict (slam, 1d8+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14;

Racial Modifiers +20 Disguise when mimicking objects

Languages Common

SQ mimic object

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

otyugh

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

Otyugh

CR 4

XP 1,200

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 39 (6d8+12)

Fort +3, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); **Racial**

Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–4)

Treasure standard

Otyughs are particularly vile and horrid creatures that lurk in places most sane creatures avoid. Their lairs are middens, cesspools, offal pits, toxic swamps, and sewers—the greater a lair's filth, the greater the draw to the refuse-eating otyugh. They glory in the role of scavenger, wandering through vast underground caverns in search of the choicest cuts of garbage and waste. Upon finding such refuse, they gorge upon it, gathering what cannot be consumed in one debauch to bring back to their foul-smelling lairs. Otyughs spend most of their time in these filthy dens, which they keep constantly filled with carrion, dung, and worse sorts of stinking effluvia. Intelligent creatures dwelling in subterranean areas near an otyugh often form a partnership of convenience with the disgusting beast. These creatures gladly provide their refuse and piles of raw meat to the otyugh, transforming the creature into an effective form of trash disposal. In return, the otyugh leaves its benefactors alone, and does not attack them, possibly even acting as a guardian.

The most horrifying thing to most races about the notorious otyugh is not the nature of its diet or its choice of lairs, but rather that a creature with an otyugh's tastes can be anything other than a mindless scavenger. In fact, otyughs are surprisingly intelligent, and often quite eager to form alliances with those who offer them a steady supply of delicious diversions in the form of offal and waste. Most otyughs understand the fact that other creatures find them unpleasant and hideous, but few really care.

poltergeist librarians

When disturbed, these creatures suddenly rise up amid a whirling cyclone of quills, parchment, old books, and other loose objects.

Poltergeist

CR 2

XP 600

LE Medium undead (incorporeal)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 16 (3d8+3)

Fort +2, **Ref** +2, **Will** +4

Defensive Abilities incorporeal, natural invisibility, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 20 ft. (perfect)

Special Attacks frightener, telekinesis

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** 3; **CMD** 14

Feats Ability Focus (fear)*, Alertness

Skills Fly +9, Perception +9, Sense Motive +3

Languages Common

SQ site bound

SPECIAL ABILITIES

Frightener (Su) Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All Creatures within 30 feet when a poltergeist uses this ability must make a DC 14 **Will** save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rejuvenation (Su) When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist 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 poltergeist or group of poltergeists by the GM.

Site Bound (Ex) A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Telekinesis (Su) A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell telekinesis, with a CL equal to the poltergeist's Hit Dice (CL 3rd for most poltergeists). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 **Will** save. The save DC is Charisma-based.

shardling

A diminutive collection of crystalline shards rather like a common spider skitters in and out of your vision. You realize there's more than one creature as several gather together for "safety in numbers." There is the hint of a tail stinger in certain lights.

Shardling

CR 1

XP 400

N Diminutive outsider (earth, elemental)

Init +4; **Senses** darkvision 60 ft., crystal sense; **Perception** +8

DEFENSE

AC 22, touch 18, flat-footed 18 (+4 Dex, +4 natural, +4 size)
hp 6 (1d10+1)

Fort +5, **Ref** +6, **Will** +1

DR 2/bludgeoning; Immune cold, fire; Resist electricity 5

OFFENSE

Speed 15 ft., burrow 5 ft.

Melee sting +4 (1d6-2)

Special Attacks shard spike +9 (1d8, range increment 20 ft.)

Spell-Like Abilities (CL 1st; concentration +3) At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13) 3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)

STATISTICS

Str 9, **Dex** 18, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +1; **CMB** -4; **CMD** 10 (22 vs. trip)

Feats Great Fortitude^B, Skill Focus (Perception)

Skills Acrobatics +8, Climb +3, Perception +8, Stealth +8 (+10 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

ECOLOGY

Environment any underground (Plane of Earth)

Organization twinkle (1-2), sparkle (3-5), glitter (6-10)

Treasure one-tenth standard (gems and magic gemstones only)

SPECIAL ABILITIES

Crystal Sense (Sp) Shardlings can sense the presence of any crystals or gems within 10 feet as if using the scent ability.

Shard Spike (Ex) Once per day, a shardling can launch its tail spike as a ranged attack that shatters when it hits, dealing 1d8 points of piercing damage to the target and 1d2 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d3 damage.

Spider-like shardlings are the offspring of crysmals and usually originate in the deepest caverns of the Plane of Earth. On rare occasions, these strange creatures are born on the Material Plane, usually in subterranean areas rich with natural gem and crystal formations. The crystalline planes of their bodies absorb and refract natural light, which some claim is the source of their supernatural powers.

Singular in purpose, a shardling seeks only to rapidly grow to adult crysmal status. It does so by gathering stone crystals and gemstones, attaching them around its own body, and binding the new skin to its body with a burst of its own life energy. A shardling grows to adulthood after a few months of gorging on crystals and gemstones.

Because of this need for gemstones to grow, shardlings are relentless in their pursuit of the treasures, valuing them much as other living creatures value infants of their own race. Shardlings do not recognize that other creatures treat jewels as wealth, and attempt to seize gems carried by others whenever the opportunity arises. A shardling normally uses its spell-like abilities to befuddle opponents, grabbing at pouches with gems when the bearer is distracted, and very rarely resorts to physical violence even if all other tactics fail due to its diminutive size.

skeletal ash beast

A conglomeration of bones, sticks, and stones rises from inside the ashen circle, pain etched on its mockery of a human face. It screams in agony and rears up, swinging two stone fists at you.

Skeletal Ash Beast

CR 7

XP 3,200

CE Medium undead

Init +6; **Senses** darkvision 60 ft., tremorsense 100 ft.; **Perception** +4

Aura joy (30 ft.; DC 14)

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 75 (6d8+42)

Fort +4; **Ref** +7; **Will** +8

DR 5/-, Resist acid, cold, electricity, fire, sonic 5; **Special Defenses** undead traits

OFFENSE

Speed 30 ft.

Melee 2 fists +8 (1d6+2 bludgeoning plus 1d6 fire)

Special Attacks Agonized Wail (Su), Torturous Touch (Su)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** 8, **Wis** 9, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 19

Feats Diehard^B, Endurance^B, Great Fortitude^B, Improved Initiative, Toughness^B

Skills Disguise +7, Intimidate +17, Perception +5, Stealth +10; **Racial Modifiers** Intimidate +8, Concentration -10

Languages Common (rarely speaks)

SQ undead traits

SPECIAL ABILITIES

Agonized Wail (Su) As a standard action, the skeletal ash beast can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a **DC 14 Will** save or become shaken for as long as they remain within 120 feet of the skeletal ash beast. A successful save renders a creature immune to that beast's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

Joy Aura (Su) A leftover from the celebratory rituals that were performed to raise the spirits of the clergy, the skeletal ash beast is surrounded by an aura of joy, belying its horrifying appearance and terrible screams. This causes all who combat the ash beast to be filled with positive emotions and thus gives them a -4 penalty on attack rolls and any spells or special abilities that would directly harm the ash beast. A successful **DC 14 Will save** negates this

penalty and renders the creature immune to the ash beast's joy aura for 24 hours.

Torturous Touch (Su) A skeletal ash beast can extend some of the branches in its form to make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful **DC 14 Fortitude save** negates the Dexterity damage and the convulsive fit.

ECOLOGY

Environment temperate forest

Organization solitary (unique)

Treasure standard

This poor, tortured soul is what remains of a long dead Klavek priest whose name has been lost to memory. Even he, she, or it, doesn't remember who it once was, but it knows that its soul has been bound to this place and it can never venture more than 100 feet outside the ashen circle. This imprisonment has driven it mad.

The skeletal ash beast often appears as random piles of bones, stones, ash, and branches. It uses this form to surprise its foes, rising up when they are near, or if it is extremely patient, they have entered the circle. The beast does not reason nor ask questions, it merely attacks, attempting to defend the home it despises.

Wolf, Dire Ghoul

CR 6



XP 2,400

LN Large undead

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +15

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 67 (9d8+27)

Fort +5, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee bite +14 (2d6+12 plus paralysis and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks paralysis (1d4+1, DC 16)

TACTICS

Morale The dire ghoul wolves fight until destroyed.

STATISTICS

Str 27, **Dex** 15, **Con** —, **Int** 2, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +15; **CMD** 27 (31 vs. trip)

Feats Improved Natural Attack (bite), Run, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +15, Stealth +8, Survival +5 (+9 when tracking by scent); **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival when tracking by scent

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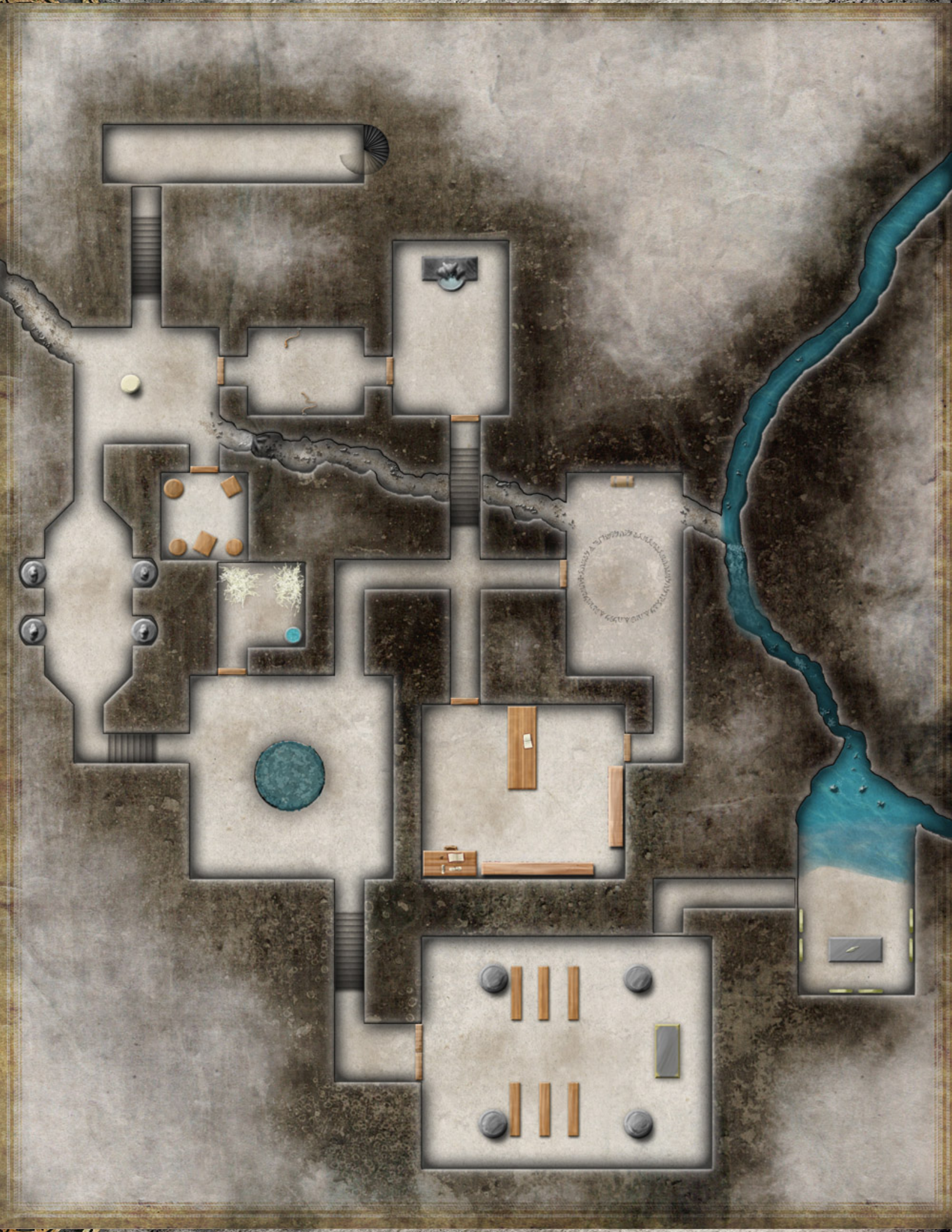
1 Square = 5 Feet

Crypt of the Sun Lord

RETURN TO CRYPT of the SUN LORD



1 SQUARE = 5 FEET



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Return to the Crypt of the Sun Lord

Jonathan G. Nelson & Stephen Yeardley

The temple bells rang out, their crystal hollow-overtones calling gently to the dispersed worshippers dwelling within the underground sun temple. The Temple of the Sun was itself an enigma, a place dedicated to the sun but hidden far underground, shielded from the mighty rays of the light of life, forced to do so for both secrecy and protection. Internal holy radiance was the heart of the temple, bathing Flaesuros' children with the light of the holy orb of light, emanations from a Sliver of the Sun, an actual piece of the massive orb of life above; this was the logic behind the temple's secrecy, her many levels of protection and traps, the reason why priests who fervently revered light now clung to the shadows.

Return to Crypt of the Sun Lord is a Pathfinder Roleplaying Game compatible adventure for four to six PCs of levels 6-8 and includes:

- Puzzles to keep your players engaged and inspired
- New monsters including the Skeletal Ash Beast
- Ancient runes which can be used to solve puzzles and advance in the crypt
- A new magic item which may be donned by a single PC to great effect
- An artifact which has the potential to either change the world or destroy it

