



SUNKEN TEMPLE





SUNKEN TEMPLE

an adventure for the Pathfinder Roleplaying Game

by Lucas Curell and Chance Kemp

Edited by: Rebecca Curell

Cover Art: Russell Jones

Interior Art: Russell Jones, Martin Paz Romero, Stephen Rusk

Cartography: Lucas Curell

Playtesters: Chance Kemp, Chris Erskine, Daniel Kay, Daren "Fist" Willacker, David Willacker, Jasper Curell, Jeremy Erskine, Jillian Powell, Jim St. Onge, Lyssa Niznak, Matt Boettcher, Ray Peters.

Sunken Temple

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Embers Design Studios, LLC

P.O. Box 361

Freeland, MI, 48623

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Additional Writing Credits

Ailise Blackmoore by John McGuire

Bastian "Frostbeard" Grymnsbee by Chris Anderson and Lucas Curell.

Brenar Corvian by Andre Roy and Lucas Curell

Marra Greenhill by Kevin Mack and Lucas Curell

Karkalla by Kevin Mack and Lucas Curell

Tilubetta "Ubetta" Shiradi by Egg Embry

Ziton Fal by Leland Beauchamp

Additional Art Credits

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In memory of Jasper Curell.

I never told you, but you should have stood
in that fire one more round.

I love you dear boy.





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SUNKEN TEMPLE

There are places in the world that have never known the touch of sunlight or heard a whisper of the common tongue. Places where the inky black of dark has not been broken for longer than humankind has drawn breath. In these places dwell horrors of a forgotten age. Scholars speak of these elder things, these *morguul* things, only hesitantly, for to drink too deeply of their lore is to stain one's very soul.

The rumored peaks of Eluade are such a place. Their very existence is only hinted at in the most unholy of tomes, such as the dreaded *Necronomicon* or the *Black Book of B'Nar*. They are said to be a range of colossal peaks so massive they blot out the sun, their upper slopes swallowed by clouds and their base scraping the very foundations of the world.

Sailors talk of these demon-spawned mountains in hushed whispers, warning of a thick fog which precedes a vessel's emergence into still waters. Always on all sides, mile-high peaks pierce the skies and beneath the dark waters lurk horrors no sane person would dare face. Few return to speak these tales, and fewer still manage to hold even the barest shred of sanity if they do.

Sunken Temple is an adventure for five characters of 6th-level. It takes place amidst an ancient and never-before-seen range of mountains filled with horrible creatures. You can use this adventure any time a party embarks on a lengthy sea voyage, and it is suitable for any setting.

Sunken Temple is inspired by the works of H.P. Lovecraft, particularly *The Case of Charles Dexter Ward*, *The Shadow Over Innsmouth*, and *At the Mountains of Madness*.

Adventure Summary

The party departs for a distant port expecting a quiet trip. Fate has other plans for them, however, and they quickly find themselves caught up in a raging storm. After battling the sea, and even a mighty kraken, they awake in still waters, surrounded by cyclopean peaks

that reach into the clouds. Soon enough, the storm breaks again and this time the boat ends up with a hull breach and run aground on those mountain slopes.

The second part opens with the PCs waking up in the Mountains of Eluade. Here they discover the captain and much of the crew has been taken hostage by an underwater race. They must track the kidnappers across the mountains, dealing with many of the dangers of Eluade, before finally descending into the bowels of the earth, where they discover an ancient temple.

Finally, in the temple itself, the PCs are exposed to a parade of horrors as they struggle to rescue the captain and missing sailors. They must face off against both an evil wizard and a nest of deep ones before recovering enough of the crew that, should they choose, they can flee the lightless depths forever. The brave, or foolhardy, may choose to delve deeper still into the temple, piercing the Greater Temple itself where they will come face to face with a fragment of an elder god!

Morguul

Throughout *Sunken Temple* the PCs interact with numerous horrible creatures inspired by the works of H.P. Lovecraft and the Cthulhu Mythos. We refer to these creatures as "morguul".

Using this Adventure

Sunken Temple is written in short episodes, each intended to take a few hours to play through. Part 1 deals with the sea voyage and subsequent shipwreck in the Mountains of Eluade. This leads directly into Part 2, where the PCs track a pack of deep ones across the mountains and discover the entrance to the temple. Part 3 deals with the temple, and is itself splintered into sections, each wing dealing with an independent section of the temple, of which there are four (the Caverns of the Deep Ones, the Abode of Malak, the Greater Temple, and the Oubliette). Parts 1 and 2, and each of the sections of the temple, are meant to be played through in about two hours each.

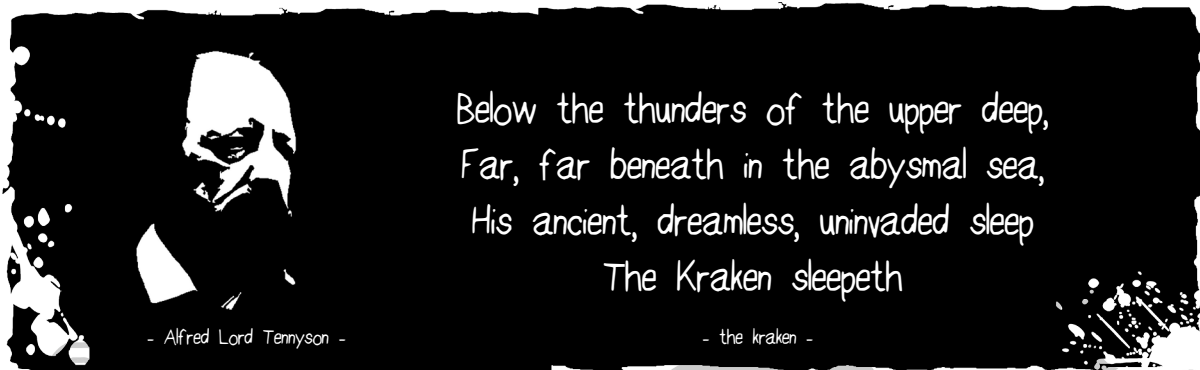
A Sense of Rising Horror

Sunken Temple can be played as a straightforward dungeon crawl easily enough. It is, after all, packed full of monsters just waiting to gobble up your PCs. It can be a lot more than that, however. Consider approaching this adventure as you might a good horror story. Do not try scaring your players - that will never work - but instead let their own imagination work against them. Hint at things lurking in the darkness, just out of sight. If you are familiar with the works of H.P. Lovecraft, draw inspiration from them. Highlight the utterly alien and unknowable nature of the things the party must face and focus on the inhuman aspects of many of the enemies. Actions that we might think of as evil, they simply see as necessary. Finally, let what has come before build to what is coming. Dribble bits and pieces throughout the adventure, and sit back and enjoy the effect as your PCs finally reach the horrors they've been dreaming of for weeks.





PART I: VOYAGE OF THE SEA DARTER



The adventure begins with the PCs aboard the Sea Darter, expecting an easy journey to a far-away port. Several days into their voyage, they get their first glimpse of the cyclopean Mountains of El-uade, whose presence casts a pall over passengers and crew alike. What begins as a dour mood progresses into a creeping madness, perhaps culminating in mutiny and murder!

Scene 1. Shapes in the Storm

Goal: *Survive the deep one attack and save as many sailors as possible.*

Synopsis: *After days of quiet, Sea Darter sails into a storm and is attacked by deep ones.*

You've found your first ten days aboard Sea Darter to be quiet and easy. Frostbeard runs a tight ship, barking orders he expects to be obeyed without hesitation and the crew goes about their tasks without complaint. Only first mate Karkalla is unpleasant and foul, and more than once you've found yourself wondering why Frostbeard keeps her around.

- The ship **left land behind** days ago and is now in the open sea.
- **Marra guides the boat** using maps and charts, jealously **guarding her secrets**.
- A **steady rain and strong wind** kicks up in the early afternoon and by evening **massive swells** begin to cause Sea Darter to roll.

When it becomes clear Sea Darter is heading into rough waters, Frostbeard orders all the passengers below decks, telling them to prepare for a rough, choppy night. He expects the ship will be in the storm shortly after dark.

As expected, a mighty storm swallows Sea Darter less than an hour after dark. Wind and rain assail the ship, and the sounds of sailors rushing to and fro echo from above. Abruptly the cabin doors bang open and Karkalla pokes her head inside, "We do be needing help," she barks, tossing buckets onto the floorboards, "The bilge do need bailing." She stomps away, pulling open the deck hatch, and vanishes into the howling wind and rain.

Before you have a chance to consider Karkalla's orders, the door to the adjoining cabin, where Isabella and her children are staying, bursts open and Isabella rushes out frantically calling, "Aliya! Aliya! Where is she?" Her son, Jurden, is tugging on her dress as he says, "Aliya said she was going onto the deck Mommy." But her in her panic, Isabella ignores him.

Unknown to anyone, including Aliya, the child is part deep one and has heard the call of the deep. Confused, she slips onto the main deck, easy enough in all the wind and rain, and climbs the mast to wait. Isabella discovered her missing and panics. Jurden knows where Aliya has gone. She told him that her "family" was "on their way" and that she had to go meet them. He freely communicates this if asked.


Give the PCs time to react and decide what to do, then proceed to the encounter below.

Deep One Assault

While you consider what to do, Frostbeard's strong voice rings from above, cutting through the din. "Invaders on deck! To arms, ye land-blasted sea dogs! To arms!"

If they are not inclined to help, make it clear to the PCs that without them, Sea Darter will probably not survive. Use Frostbeard for this, his voice continuing to cut through the howling wind, delivering proclamations





that grow increasingly dire. Reaching the main deck is a simple matter; a ladder connects to a hatch which opens near the main mast. When the PCs reach the deck of the ship they find it under a full-blown assault.

Chaos reigns on the deck of Sea Darter. The ship rocks violently in the choppy water and sheeting rain obscures your vision. It's difficult to see, though the frequent flashes of lightning illuminate several humanoid figures doing battle with the crew. The sound of that battle is drowned out by claps of thunder and the almost musical whine of the wind in the rigging.

The attackers are predominately grayish-green in color with white bellies, their skin shiny and slippery and their backs scaly. Though they have a generally anthropoid shape, their prodigious, bulging eyes, steeply sloped foreheads, palpitating gills, and long webbed paws suggest something aquatic.

A shoal of deep ones have boarded Sea Darter and are engaged in battle against the sailors. The combatants are knotted together in groups of two or three scattered across the upper decks. When the PCs emerge, a group of five deep ones converges on them. Although there are more deep ones on Sea Darter, once the PCs have dealt with this group, the encounter ends.

Participants

- 2 deep one brutes
- 3 deep one killers

Green Water

Green Water does not refer to water that is actually green in color. Rather, it is a nautical term referencing swells of water that flow up and over the deck of a ship without breaking into spray. Large swells of green water are a serious hazard, causing ships to take on water and pushing sailors overboard.

Running the Scene

This can be a busy encounter, with deep ones fighting the PCs, deep ones fighting the sailors, and the wind and rain threatening everyone. Familiarize yourself with each aspect of the encounter.

- **Wind and Rain:** The combination of rain and wind render ranged attacks impossible and impose a -8 penalty on Perception checks. Movement is hard, and all squares are considered difficult terrain.
- **Rolling Ship:** Sea Darter is rolling on the waves. On any turn a character moves, the character must **succeed at a DC 14 Acrobatics or Profession (Sailor) check** or fall prone.
- **Complications:** Every round, on initiative count 20, always losing ties, roll 1d8 and consult the table below to determine if the PCs face a complication. Only the green water complication can repeat; treat other duplicates as no complication.

Complications: Deep One Assault

1. Green water washes over the deck, smashing into the PCs. Each character must **succeed on a DC 15 Reflex saving throw** or be knocked prone and washed to the edge of the ship where they are battered against the railing, suffering 2d10 damage.
2. A boom comes free of its rigging, swinging in a wide arc across the deck. PCs in the area are subjected to an attack with a +10 bonus that deals 3d6 bludgeoning damage and knocks the target prone. If not secured with a **successful DC 15 Sleight of Hand or Profession (Sailor) check**, the mast continues to swing free, repeating this attack each round. Characters with the Sailor background have advantage on this check.
3. A blast of lightning strikes the ship, blowing a hole in the deck and lighting a fire below decks. Quick action can put the fire out before it causes any real damage. No check is needed, but a PC must spend a standard action dousing the flame. If the PCs ignore the flame, a sailor eventually rushes to put it out. The flame is doused but the sailor is killed in the process.
4. A shrieking sailor hurtles past the PCs, having been swept from his feet and carried toward the railing by a particularly strong gust of wind. Any PC can use an action to grab the man, but it requires a **successful DC 20 Acrobatics check** to take hold of him and then a **successful DC 10 Strength check** to drag him down onto the deck. A failed Strength check results in the PC being lifted into the air, and both being slammed hard into one of the cabin walls, suffering 2d10 damage.
5. The sound of a child screaming is carried on the wind from somewhere high above. In the bursts of lightning, the PCs spy a small figure in a nightgown (Aliya) on a cross-beam. She clings to the rigging some thirty feet up one of the two tall masts. Howling winds threaten to tear her free of the ship. Anyone can climb up and rescue her with a **successful DC 17 Climb or Profession (Sailor) check**. If a PC does reach Aliya, she resists being brought down, her shrieks turning out to actually be gleeful laughter.
6. Isabella rushes out onto the deck, screaming for Aliya. Instead of finding her daughter, one of the deep ones takes an interest in Isabella. She'll be badly wounded if the PCs don't intervene, but if they do, add one additional deep one killer to the encounter.
- 7-8. No complication





Aftermath

Once the PCs have dealt with five deep ones, the others slip off into the sea, dragging their dead with them. The immediate threat

has passed, but the storm rages on. If the encounter lasted more than three rounds, one sailor died each round beyond the third to a maximum of five dead sailors. In addition, sailors that died as a result of complications are added to the total. If the PCs delayed going above decks, there may be additional casualties as well, at your discretion.

It is possible that Isabella was badly injured during the attack, although she will recover. If not rescued, Aliya clammers down the mast of her own accord, seemingly unfazed by the entire encounter.

If the PCs do not make their own way to the bilge, Karkalla eventually finds them. The ship has begun listing and she tells them to get busy bailing, providing new buckets if needed. Between the deep one attack and a night spent bailing water, each PC must **succeed on a DC 15 Endurance check** or become fatigued, gaining no benefit from the rest.

Sea Darter

Sea Darter is a small, square-sailed, two-mast caravel. Each square sail is proudly adorned with the captain's heraldic flag: a wyvern on a field of orange. The craft is fast, agile, requires a minimal crew, and is capable of long sea voyages.

Crew

Captain Frostbeard (m, human, 64-years-old): Captain Bastian "Frostbeard" Grymnsbee is a bold yet superstitious sea captain who loves the water and his crew. He's been at sea longer than he cares to remember, and every bit of his more than sixty years of age shows on his face. He is rarely seen without his scrimshaw pipe in one hand.

First Mate Karkalla (f, skinwalker, 30-years-old): Karkalla is a short tempered skinwalker with a chip on her shoulders. Her bestial nature makes it difficult to control her temper, and she often lashes out at those around her. Even Frostbeard is not spared the rough side of her tongue, a fact that leaves many wondering aloud why he puts up with it – not in Karkalla's hearing of course!

Navigator Marra Greenhill (f, halfling, 32-years-old): Marra is an easy-going navigator with an eidetic memory, able to navigate almost as easily without charts as with them. To most she is open and friendly, but against "savages," whom she sees as any monstrous humanoid, she nurses an abiding hatred, a fact not lost to Karkalla.

Crew: Twenty additional sailors crew Sea Darter, a mix of grizzled veterans and greenhorns with names such as Ailise, Finathil, Glaktrak, Ingar, Mandir, Maheril, and Tilubetta.

Passengers: In addition to the PCs, there are three other passengers on Sea Darter: a mother (Isabella) and her two children (Aliya and Jurden). They are refugees, fleeing a war-torn homeland. Although they could not afford the price of passage, Frostbeard gave them passage after Karkalla insisted.

Lodging

Frostbeard and Marra each have a small cabin on the main deck. Karkalla keeps a room on the lower deck, though during this voyage it will be let out to Isabella and her children. The PCs are assigned a room adjoining Karkalla's. She generally sleeps on the main deck.



Scene 2. The Mountains

Goal: *Introduce the mountains, dreams, and the growing unrest.*

Synopsis: *After the attack, sleep is difficult and filled with bad dreams, and it is discovered Sea Darter has been blown off course.*

You awake the morning after the attack to a sense of mingled relief and dread. Sea Darter drifts on calm waters, the storm having blown itself out sometime before dawn, after which you stumbled to your beds, bone-weary. A light fog clings to the ocean and the skies above are dark and angry.

Nightmares filled your dreams, difficult to recall, but filled with vast spaces, flickering lights, bone-numbing cold, and faint music. These dreams have left you with a feeling of wrongness, a sense of approaching dread, and a churning stomach.

If PCs discuss the dreams, it quickly becomes clear that they all had similar nightmares, including the crew and passengers. Talking with others reveals that some retained a more detailed memory of the nightmares, including impossibly large structures, pulsing stars, and a dreadful black orb.

Dreams

This is the first of several points where dreams are used in this adventure. These dreams are supernatural and irresistible. Characters that normally do not sleep, that are immune to mind effects, or otherwise would typically be unaffected or immune, experience them as surely as others. The power behind them is ancient, unknowable, and immense.

When you are ready, continue:

"Land ho!" comes a call from the crow's nest, "Off the starboard port."

Frostbeard wastes no time, shouting back angrily, "Don't be a wave-addled fool. There do no be land for a thousand..." His voice trails off suddenly and you follow his gaze starboard where, at the very edge of sight, you see them: mountains. Massive beyond reckoning, their titanic snow-capped upper slopes lost to the clouds. Terror, deep and cold, begins to seep into you as you gaze upon them, and you know instantly that these mountains were in your dreams.

For a long moment the only sound is Sea Darter rocking gently in the water, as all eyes gaze upon the mountains, and all recall a night of troubled sleep spent in the shadow of titanic peaks. Then Frostbeard's voice breaks the silence, "An ill omen," he mutters quietly, "Ill indeed." With that, you are

snapped free of your reverie, and the dream is lost again to faint memory.

- **Frostbeard stomps off, shouting for Marra to join him** in his cabin where they spend hours trying to figure out just where Sea Darter is located.
- The **crew becomes noticeably agitated** and begin to cluster in groups of two and three, muttering quietly to themselves. The PCs catch a word here and there, predominant among them the **"demon-spawned peaks of Eluade."**
- It is clear that **Sea Darter is not only off course, but the mountains should not be there.**

Any of the sailors can relate the story of the demon-spawned peaks of Eluade: mountains older than civilization, where unimaginable horrors dwell. The mountains are much-remarked upon, but never seen, said to appear at random and never closer than a ten-day sail. Those few mariners who claim to have set foot upon them do so in hushed whispers, and only after many a strong drink has loosened their tongues.

Marra spends a great deal of time in the coming days poring over her charts, attempting to discern where the storm has deposited Sea Darter. The mountains do not appear on any of her maps, and she insists they should not be there. The crew have never seen her uncertain, and seeing it now worsens an already darkening mood on Sea Darter.

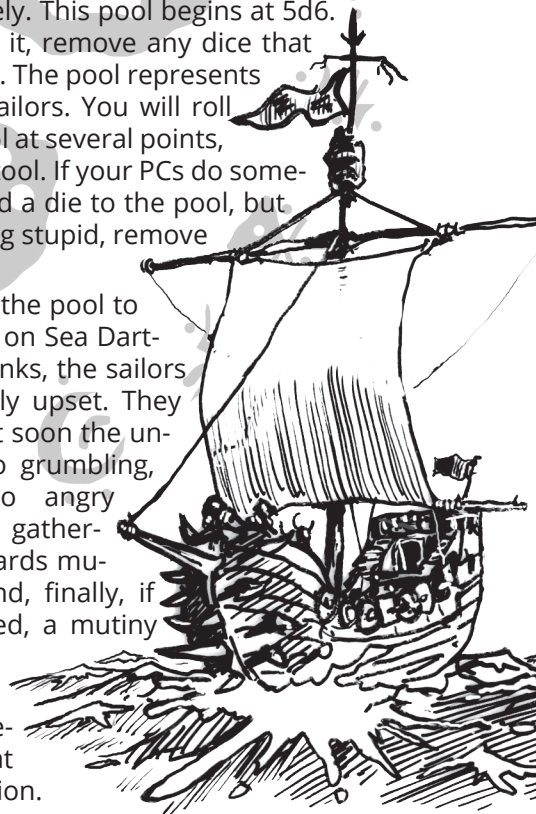
Moving On

At this time, begin a **mutiny countdown pool**, and roll the pool immediately. This pool begins at 5d6.

Every time you roll it, remove any dice that come up showing 6. The pool represents the mood of the sailors. You will roll the countdown pool at several points, and can use it as a tool. If your PCs do something awesome, add a die to the pool, but if they do something stupid, remove one.

Use the size of the pool to describe the mood on Sea Darter. As the pool shrinks, the sailors become increasingly upset. They begin unhappy, but soon the unhappiness shifts to grumbling, and grumbling to angry gatherings. These gatherings then turn towards mutinous whispers and, finally, if the pool is depleted, a mutiny occurs.

If this happens, run the Mutiny Special Event found at the end of this section.





Scene 4. Murder

Goal: Stop Karkalla from murdering Galeran and keep Aliya from going into the sea.

Synopsis: Aliya murders her family and tries to flee into the ocean, while Karkalla blames the attack on Galeran and tries to kill him. If the PCs don't intervene, Aliya vanishes into the sea and Galeran is killed.

The three days and two nights that follow the incident with Finathil are not pleasant. Nightmares fill the sleeping hours and quick tempers the waking. Characters must **succeed on a DC 15 Endurance check** to gain any benefit from rest between this scene and the last.

In the days that follow the incident with Finathil, the crew sinks further into forlorn weariness. Night after night the nightmares come, and, as before, you are left only with a feeling of terror and dread at things almost remembered. Usually, constant drizzle and light fog hide the distant peaks, but always the cyclopean mountains reappear with even the shortest break in the gloom. During this time, Finathil does not return to duty, remaining below deck, his haggard cries an ominous reminder of the situation.

Shortly after midday on the third day, a wail interrupts Sea Darter's uneasy quiet, and you turn in time to see Theram staggering onto the deck cradling the body of young Jurden in his arms. The boy's clothing is soaked red with blood, which coats Theram's arms and chest as well. "He's..." Theram tries to speak but his voice catches "...and Isabella..." He cuts off, unable to form the words, instead dropping to his knees and trailing into sobs.

A glance into Isabella's cabin reveals a gory mess. Blood is sprayed everywhere, and Isabella lies dead on the floor. An unusual odor clings to the place, and a **successful DC 15 Survival or Profession (Sailor) check** identifies it as the smell of seaweed and low tide. Aliya is nowhere to be seen.

Give the PCs just long enough to react, then read:

Captain Frostbeard arrives, barking orders to his sailors. When he realizes Aliya is missing he quickly organizes a search for her, leading a troupe below while Karkalla snarls, "It was Galeran; I'm going to gut him." and strides away in the opposite direction, murder in her eyes.

What happens next depends on the party. Without splitting up, they cannot participate in both encounters. If they follow the first mate, proceed to Scene 4a, and if they opt to join the search for missing Aliya, proceed to Scene 4b.

4a. Karkalla and Galeran

Karkalla clambers up to the poop deck drawing her sabre as she does. "Galeran!" she shouts, drawing the man's attention. "You did kill them, and now I'll be gutting you like the animal you are!" Galeran looks dumbstruck, raising his hands and babbling protestations of innocence. Karkalla only becomes more agitated, stepping forward menacingly while spouting a tirade of accusation and venom. "I saw you looking at her! I know you did it! You killed them!"

Karkalla is convinced Galeran, a half orc, perpetrated the murder and has backed him up against the ship's railing, shouting at him. She is filled with rage and convinced it was Galeran. Her evidence is nothing more incriminating than "Galeran cast unwholesome glances at Isabella." Karkalla ignores Galeran's protestations of innocence and, if not stopped, stabs him and then throws his body into the sea. Reasoning with Karkalla is difficult; she is filled with rage, but a **successful DC 20 Diplomacy check** is sufficient to calm her.

Participants

- Karkalla (expert bodyguard)

4b. The Killer Revealed

Below decks, a frantic search quickly results in Aliya being found. Read:

It doesn't take long to find the missing girl. She is crouched in an open porthole clutching a large chef's knife. Blood stains her clothes and skin, her hair is matted and sticky, her face streaked from where she apparently tried to wipe it with unclean hands. She looks up from her perch when you enter, smiling in a way that is unnerving in its normalcy, and says, "Mother calls me. Don't you hear her?" For the briefest of moments you do fancy you hear a voice through the open porthole beneath the sounds of the sea.

Aliya's calm shatters if anyone approaches, and she lashes out with her knife, betraying unnatural strength for a child her age. She's not actually dangerous, but will demand everyone stay back, attempting to hurl herself into the ocean if anyone insists on approaching. Once in the water, she vanishes quickly beneath the waves.

- The PCs should try to stop Aliya from going into the sea. They can use any skill or action they deem appropriate. Give them latitude, reward creativity, and **use a DC 20 to adjudicate results**.

If kept from fleeing, Aliya fluctuates between a seemingly possessed child and a terrified little girl who wants nothing more than to be with her "mommy" and "brother."

PCs that try can bring out her darker side, and she





confesses that she was trying to “make Mother happy.” when she murdered her brother Jurden and mother Isabella. She goes on to say “Mother” visits her in her dreams, and has since she met her “family” during the storm. Furthermore, she promises that she will “soon go to live with Mother,” indicating that the mountains are where “Mother” lives. She is, of course, not talking of Isabella.

Roleplaying Aliya

The young girl is literally of two minds. One is a sad child with a loving mother and brother. This child refuses to remember what she did to them, instead asking for them often, sobbing regularly, and occasionally calling out for her father. The other Aliya believes that her mother is a creature that lives in the mountains. She is murderous and evil, enjoys causing pain and looks forward to being united with her “true family” in the mountains.

Aftermath

If the PCs did not stop Karkalla, they discover the first mate gutted Galeran and threw him overboard. There is still time for fast-acting characters to leap to Galeran’s aid. **Use a DC of 25 to resolve this challenge** and allow any reasonable plan to succeed. Regardless of Galeran’s fate, Frostbeard is furious with Karkalla, and

confines her to quarters for the remainder of the journey.

If the PCs did not help search for Aliya, Frostbeard returns to the main deck, clearly disturbed. He tells them Aliya murdered her mother and brother, then jumped into the ocean to be with “her true family.”

If the PCs stopped Aliya from going into the sea, she is kept in the cabin with Finathil, and a sailor is detailed to watch them at all times. For the remainder of the voyage her weeping is added to the troubled cries of Finathil.

Moving On

Remove one die from the countdown pool, or if Karkalla murdered Galeran, remove two instead. Roll the pool, removing any dice that come up showing 6. If this depletes the pool, run the Mutiny Special Event found at the end of this section.

Karkalla is a short tempered skinwalker with a chip on her shoulder.



Scene 5. Kraken Attack

Goal: Drive off the kraken before it tears Sea Darter apart.

Synopsis: A kraken attacks Sea Darter, attempting to rip it in two.

After the murder, the nightmares continue. PCs must **succeed on a DC 15 Endurance check** to gain any benefit from rest between this scene and the last.

It's been three days since Aliya murdered her family. Three days, with each bringing you closer to the mountains and whatever fate they hold. Your dreams remain troubled, making it difficult to find any rest. On Sea Darter, the brooding mood has morphed into a deep quiet, disturbed only by the anguished sounds of Finathil and Aliya from below deck, the churning seas, and the occasional barked order from Frostbeard.

Then comes the cry of alarm. A single word, shouted from the crow's nest, cutting through the quiet and causing the crew to scramble to immediate action: "Kraken!"

Frostbeard curses loudly, and snarls "By all that's holy, no! No!" the protestation becomes something of a wail and then the entire ship shudders as if struck by a great force. Again, a shudder and this time Sea Darter bounces out of the water.

"Kraken!" the lookout howls again, as massive, pulpy tentacles rise on both sides of Sea Darter.

The PCs are not powerful enough to defeat a kraken, but their objective in this scene is only to drive the beast off before it destroys the ship.

Running the Scene

As each round begins, describe the sound the ship makes as the kraken tightens its tentacles around it. Sea Darter's boards creak and groan, wood splinters, and sailors howl in terror. Frostbeard races around, cutlass in hand, organizing his crew to set about hacking away at tentacles. It should be clear, however, that without help they will fail.

The encounter ends either when the ship is destroyed, or the kraken is forced to withdraw after half of its tentacles are defeated. When a tentacle's hit points are depleted, describe it simply as retracting into the ocean, rather than being destroyed. Although the kraken has 10 tentacles wrapped around the ship, it uses only five to attack the PCs and crew.

In addition to actions taken by the PCs or kraken, three things happen each round on initiative count 20:

- the ship might take structural damage
- a complication might occur
- the sailors act

Participants

- 5 kraken tentacles

The Ship

Sea Darter starts with 10 points of structural integrity. As long as the kraken has at least three tentacles around the ship on initiative count 20, it deals 1 structural damage to the ship. If the ship reaches 0 structural integrity, the kraken tears it apart. If the ship falls below 5 structural integrity, it is damaged and must be repaired before it can sail again.

Complications

Each round roll for a complication:

Complications: Kraken Attack

1. The ship is lifted from the water and tilted sideways; sailors scramble for rigging, holding on for dear life. PCs must **succeed on a DC 15 Reflex saving throw** or be tossed into the sea. The kraken continues to shake the ship each round until the PCs force it to withdraw one of its tentacles, at which time Sea Darter drops back into the water. While the ship is being shaken, each PC must repeat the saving throw on the kraken's turn.
2. A sailor is hoisted into the air and tossed overboard by a flailing kraken tentacle. The sailor will die if the PCs don't help. Any reasonable means of assisting works. Use a DC 20 and award a +2 or -2 modifier based on the likelihood of the action being successful.
3. The kraken wraps a sailor in one of its mighty tentacles and begins squeezing. Any PC can free the sailor with a successful attack against a CMD 20. Otherwise, on the kraken's next turn, the sailor's broken, lifeless body is dropped onto Sea Darter's decks.
4. A surge of water washes over the deck, smashing into the PCs. Each character must **succeed at a DC 15 Reflex saving throw** or be knocked prone and washed to the edge of the ship, where they are battered against the railing, suffering 2d10 damage.
5. A flailing tentacles smashes into one of the PCs, sending the character careening over the railing of the ship. The character must **succeed on a DC 20 Reflex saving throw** or be thrown into the water (see Overboard below).
6. A flailing tentacle smashes a hole in the wall of navigator Marra's cabin. Her maps and charts are flung out onto the deck. She screams frantically that they must be recovered. Any PC can spend a full-round action gathering papers, if none do, her charts are lost and the voyage takes nearly twice as long to complete. This complication can occur only once. Treat a second occurrence as no complication.
- 7-8. No complication





The Sailors

The sailors can take one of the following actions. If the sailor leading the effort is no longer with the ship, or has been confined to quarters, that action is unavailable.

- Frostbeard inspires his crew and passengers with shouted commands. Each ally can add 1d8 to any single attack roll, saving throw, or skill check made before the sailors take another action.
- Karkalla leads a sally against the kraken. The kraken is dealt 20 (4d10 damage) split as the PCs decide between one or two targets.
- Brenar (if he has not mutinied) coordinates rescue efforts on Sea Darter. Up to two dying characters are stabilized or one PC or sailor overboard is rescued.
- Sailors effect emergency repairs to the ship, increasing its structural integrity by 1. This action can be taken only twice.

Overboard

If a PC is thrown from the ship, they are immediately plunged into a perilous situation. The waters around the kraken are teeming with deep ones, and 1-2 of them swarm any prey unfortunate enough to hit the water. Getting back on Sea

Darter isn't hard, there are ropes and rigging which can be reached, or someone on deck can use an action to throw a rope off the side. Climbing out of the churning water requires a successful DC 15 Climb check.

Moving On

Where things go from here depends on how the encounter went.

If the kraken was driven off without significant damage to Sea Darter, add one die to the countdown pool and roll the pool. If it is depleted, run the Mutiny Special Event before proceeding to Scene 6. The Final Storm.

If the kraken was driven off after it dealt enough damage to the ship to leave it broken, remove one die from the countdown pool and roll the pool. If it is depleted, run the Mutiny Special Event before proceeding to Scene 6. The Final Storm. This requires you to make minor modifications to the read aloud text as Sea Darter is in no condition to sail, instead drifting slowly towards the mountains.

In the worst-case scenario, the kraken destroyed Sea Darter leaving the PCs stranded in the ocean. How you handle this is up to you. You could declare the game ended, the characters drowned in the stormy seas, devoured by the kraken, or torn to pieces by deep ones. Alternately, if you'd like to go on, they are swallowed up by a storm that rages across the sea. The PCs are tossed about until they lose consciousness, only to awaken, washed up on the mountain slopes. In this case, proceed directly to Part 2: The Peaks of Eluade. You need to make some adjustments to the text to account for Sea Darter being lost. In the temple, replace the crew of Sea Darter with a crew from another unfortunate vessel, and if the PCs rescue the captain and navigator, they can hitch a ride out of the mountains on the new ship.

Marra is an easy-going halfling navigator with an eidetic memory who wants to see the whole world and harbors an abiding hatred of monstrous humanoids.





Scene 6. The Final Storm

Goal: Transition into Part 2.

Synopsis: After a harrowing sea journey, Sea Darter is drawn into a storm and runs aground on a sandy beach in the Mountains of Eluade.

After the kraken attack, Sea Darter becomes becalmed, drifting helplessly on sea currents, drawing ever closer to the mountains. The nightmares increase in intensity as the mountains draw nearer. PCs must **succeed on a DC 20 Endurance check** to gain any benefit from rest between this scene and the last.

It has been five days since the kraken attempted to tear Sea Darter apart. Five days of calm, with no wind filling Sea Darter's sails, and the ship drifting helplessly on ocean currents, currents which draw you ever closer to the distant peaks.

You mistake the first drop of rain for sea spray, wiping it from your eyes without thinking. With the second and third you look up and realize it's raining, just as the sky comes alive with a massive boom and a fork of lightning crawls before your vision. Those first drops of rain become a torrent and wind howls over the deck. Sea Darter pitches and begins to roll on seas suddenly churning violently.

"Batten down the hatches!" calls Frostbeard, "Draw sails! Cast anchor!" His voice carries over the howling wind to send his crew to their tasks and quickly the ship has settled in to wait out the storm. For hours Sea Darter rolls on the waves, while around her the storm rages. Somewhere in the chaos, a thick fog rolls across the ocean, hiding everything.

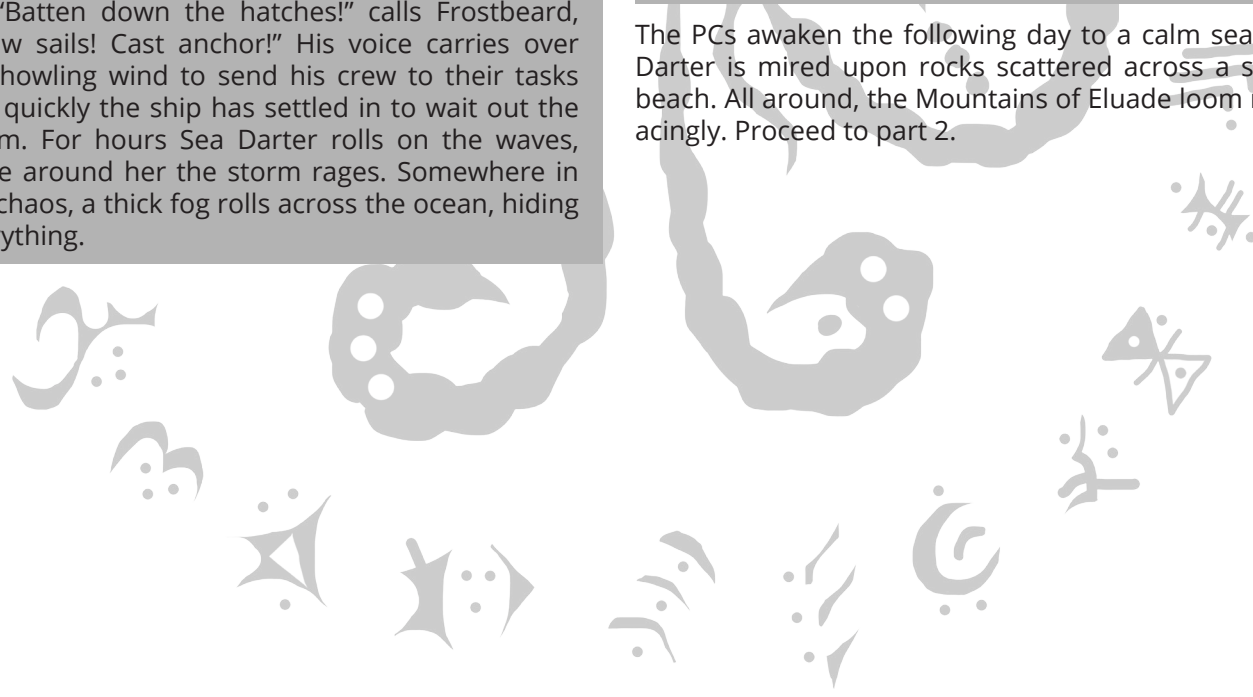
Late in the night, Sea Darter lurches abruptly and a tearing sound fills the air, followed quickly by a sailor's panicked cry, "Ship adrift!" Frostbeard curses as the ship breaks loose of its anchor. Tossed to-and-fro like a child's toy, Sea Darter is at nature's mercy.

You cannot say how long the storm rages, how long Sea Darter bounces from wave to wave, but suddenly a cliff face looms forth from the fog, "Mind the gunwales!" Frostbeard shouts and as he does there goes up an awful crash followed by a jarring collision.

And then Sea Darter sails out of the dense fog into a night sky filled with glittering stars. The many and repeated blasts of lightning illuminate your perilous position among the Mountains of Eluade. In the violent waters, Sea Darter bounces around like a piece of driftwood. Waves cresting dozens of feet crash over the deck and the voices of the sailors are drowned out by the screaming winds wherein you think you can hear a distant metallic fluting sound.

A bolt of lightning striking down brings everything into crystal clear focus for a long moment before the world begins to spin and darkness swallows you. Your eyes grow heavy and all you can see or hear is the damnable fluting that suddenly seems to penetrate everything.

The PCs awaken the following day to a calm sea. Sea Darter is mired upon rocks scattered across a sandy beach. All around, the Mountains of Eluade loom menacingly. Proceed to part 2.



Synopsis: Brenar leads the crew in mutiny.

You cannot shake the dread that wells up in you every time you see the cyclopean mountains with their strange cube-like formations looming in the distance. You are not alone, it seems, for the crew's mood has darkened as well, souring a little more every day. They now mutter angrily, suggesting Frostbeard should turn the ship around and sail away from the mountains as fast as possible.

Running the Scene

If it comes to a fight, the sailors are scared and desperate. They're quick to surrender if it looks like things are turning against them and Brenar has been defeated. In the aftermath, if he's alive, Frostbeard orders the execution of Brenar and locks the others below deck. If they want, the PCs can save Brenar with a **successful DC 25 Diplomacy check**.

If the PCs do not intervene, Frostbeard is killed and then the mutineers turn on the PCs, knowing that any witnesses could result in them all being executed when they make port. In this case, the mutinous sailors fight to the death.

Participants

- Brenar (grizzled mercenary)
- 1 mutinous sailor (per PC)

Brenar is a rough sea dog with a bark more dangerous than his bite. He is the man to see if you need something fixed.

Moving On

Regardless of how it happens, if Frostbeard is killed, the surviving crew turn to Karkalla, and the first mate assumes control of Sea Darter. Karkalla still executes Brenar for mutiny, confines the others below deck, and then installs a new first mate. Adjust future mentions of Frostbeard and Karkalla to indicate Karkalla and the new first mate.

Karkalla and the Crew

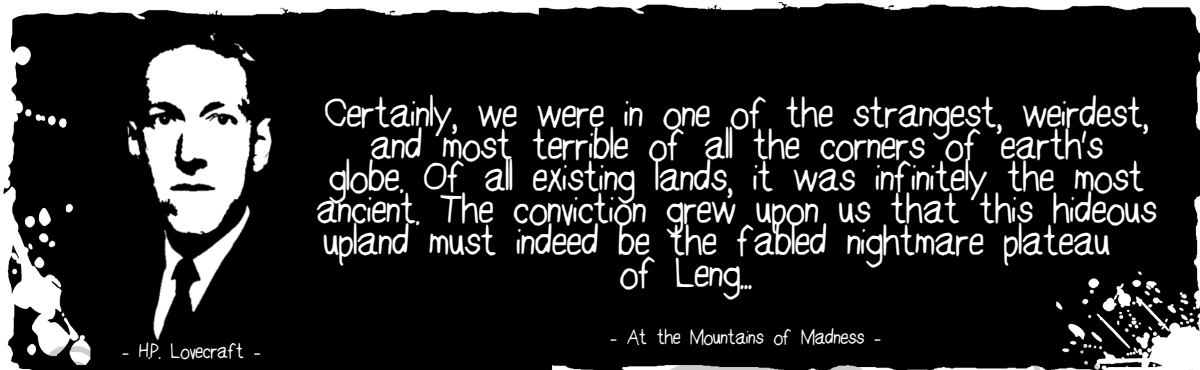
Karkalla is loyal to Frostbeard, and will not partake in the sailor's mutiny. She is below decks or locked in her quarters during this encounter. The remainder of the crew avoids the situation, waiting to see who comes out on top.





PART 2:

THE PEAKS OF ELUADE



Certainly, we were in one of the strangest, weirdest, and most terrible of all the corners of earth's globe. Of all existing lands, it was infinitely the most ancient. The conviction grew upon us that this hideous upland must indeed be the fabled nightmare plateau of Leng...

- H.P. Lovecraft -

- At the Mountains of Madness -

Stranded in the Mountains of Eluade, with most of the crew missing, the PCs must track the monsters through the mountains and rescue their crew. During the journey, they face many of Eluade's dangerous inhabitants, and finally must delve into the bowels of the earth, discovering the entrance to the sunken temple!

Scene 7. After the Storm

Goal: *Survive the spiders and set the PCs on the trail of the deep ones.*

Synopsis: *The PCs awaken on the shores of the mountains to discover most of the crew missing and the survivors under attack.*

Sea Darter has come to rest on the slopes of one of the titanic peaks of Eluade. After the storm, while everyone was sleeping, a shoal of deep ones raided the ship, dragging Frostbeard, Marra, and most of the other sailors back to their lair (see Part 3: The Sunken Temple). Their slimy footprints crisscross Sea Darter and their stink infests it; however, a more immediate threat presents itself. The PCs awaken to the cries of Karkalla and the remaining sailors who are fighting for their survival against a swarm of massive spiders.

You awaken on the deck of Sea Darter under a clear sky. The ship has run aground on a small beach, an intense smell of seaweed and low tide permeating everything. From somewhere nearby you hear the shouts of alarm and cries for help.

A short distance from the ship, the PCs see Karkalla and a few sailors engaged in a struggle with a massive spider.

From the deck of the ship you can see Karkalla and another sailor a short distance down the beach, en-

gaged in a struggle against a massive spider. The creature's bloated orange flesh and long, spindly legs are marked in a several places with wounds oozing a grayish ichor. It seems to be appraising the pair carefully. Beyond the struggle, another of the massive spiders ascends a thick web with several tightly wrapped bundles on its back.

- The **spiders are about the size of elephants**, with bloated, orange bodies and bright green bellies. A **sinister intelligence** seems to gleam in their eyes and they wear jewelry.
- The **second spider, that is rising on webs** towards the top of a high cliff, **carries a pair of humanoids** wound tightly in webbing on its back.
- Several **smaller spiders** – roughly the size of a cow – **are crawling out of a pit** near the bow of the ship. These go unnoticed until they attack unless PCs actively look for them and **succeed at a DC 17 Perception check**.

Running the Scene

The spiders of Eluade have come to collect slaves and food. They prefer their meals alive, but if their prey puts up too much struggle, they will settle for dead. One of them has called out to a colony of more bestial giant spiders that are now issuing from a burrow beneath the prow of the ship. The bestial spiders fight to the death but the two spiders of Eluade flee if they feel endangered.

Terrain Features

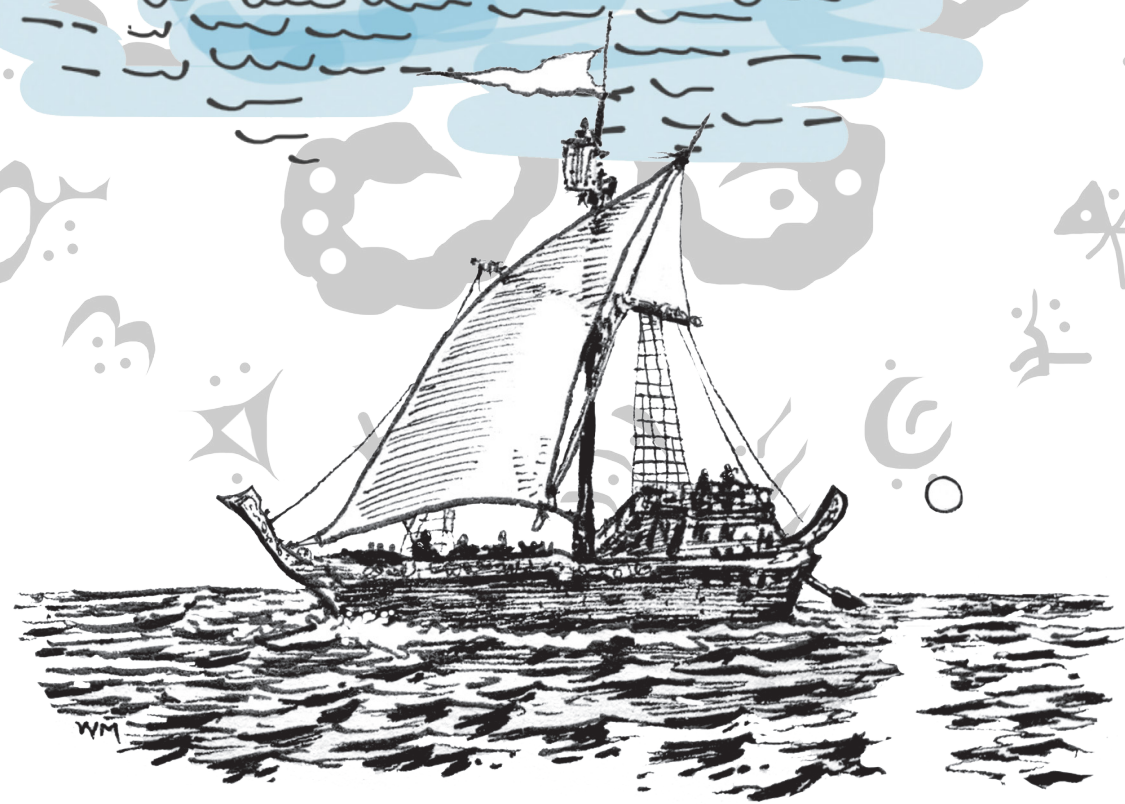
- **Cliff:** A short distance from Sea Darter, a sheer cliff rises about 100 feet. It can be climbed with a **successful DC 15 Climb check**. A steep, natural stone stair also provides access to the top of this cliff, where a caravan of sorts waits (see The Caravan below).





THE PEAKS
OF ELUADE

- A. Scene 7:
- B. Scene 8
- C. Scene 9
- D. Scene 10





- **Pit:** A wide, gently sloped dirt ramp connects with a shallow cave on the beach.
- **Rocks:** The beach is littered with large rocks. These areas are considered difficult terrain, and can be used for cover.

Participants

- 2 hraacknar (spiders of Eluade)
- 4 giant spiders

After the Battle

Once the threat is dealt with, the PCs can take stock of their situation:

Sea Darter has run aground and has a gaping hole in the bow, as well as numerous other smaller damages. Repairs, while possible, will take several days. Aggravating the situation, only Karkalla and a few sailors remain, not enough to sail Sea Darter. Finally, without Marra or her charts, even if the ship were to sail, no one would know where to go. If the PCs don't ascertain this on their own, Karkalla shares it in a sour, downtrodden voice.

All that remains of the crew is Karkalla, Finathil, and two others (less any that did not survive the spiders). They don't remember anything from the storm after the last bolt of lightning and the fluting. They awoke here, finding most of the crew gone and the ship damaged. Karkalla believes she can repair Sea Darter, but without a crew and navigator, it cannot sail.

Finathil seems of sound mind once again. He talks of his experience as a hazy fog. A character who **succeeds at DC 10 Perception check** notices an unusual bulging to his remaining eye (if he still has one), and an odd look to his skin. He doesn't know it, but Finathil has deep one blood and has begun his transformation.

The dreams intensify, becoming more vivid. Now, instead of enormous vistas and wide, empty spaces, they are personal, and involve the dreamer engaged in horrific - and better left unremembered - acts. However, as the characters become inured to the dreams, they find rest comes easier. Characters no longer need to make checks to determine if they gain a benefit from rest, despite the nightmares they suffer.



The Caravan

The spiders of Eluade were traveling home when they happened across the sailors and took advantage of the situation to add more slaves to their stable. Their wagons rest at the top of the cliff, waiting.

When the PCs reach the top of the cliff, read:

An odd sight - a caravan of sorts - awaits you atop the cliff. Three large carts heavily laden with goods wrapped in white cloth wait, each harnessed to a pair of goat-legged humanoids. The creatures have an unsavory look, with too-wide mouths, shaggy manes of coarse black hair, and wickedly curling horns. Under the present circumstances, however, their otherwise intimidating appearance is neutered by an almost lifelessly limp, slack-jawed affect.

- The humanoids are **ro (denizens of Eluade)**. They **resemble humans** but with crooked, **goat-like legs and cloven hooves**. Their **skin is copper**, almost orange, and each has a **heavy mane of long black hair** bracketed by a pair of **twisted horns**. They have preternaturally **large mouths**.





- The **wagons hold a mixture of mundane items:** ice (packed in spider silk to keep cold); jugs of water and strong liquor; meats (packed in ice); seaweed (dried and baled); various oddly-formed dishes and utensils; coils of rope (made from spider silk); provisions for the slaves; and the like.

The ro are a broken lot, enslaved to the spiders and kept docile through the administration of a powerful hallucinogenic poison. The poison leaves them near-mindless and susceptible to command. Over the course of several weeks, the poison will work itself out of their system. Even then, these have been enslaved so long they can no longer reliably distinguish between real memories and hallucinations.

Moving On

The PCs can remain with Karkalla and Sea Darter until their provisions run out, but without the crew, Sea Darter cannot sail. The only good choice is to follow the deep ones back to their lair and rescue the crew. The tracks are impossible to miss; they lead up the cliff and into the mountains.

Tracking the deep ones is easy. They made no attempt to hide their passing and the trail is apparent without the need for a check. It is a difficult journey, however, involving both climbing and swimming.

- The trail winds through the mountains, up and down cliffs, across escarpments, and through valleys.
- Often, characters must swim short distances where the trail crosses expanses of ocean, before resuming on the far mountain slope.
- The smell of low tide and seaweed always accompanies the footprints.
- There are no signs of life or habitation in these accursed peaks.

The journey through the mountains takes hours and is exhausting. At least as much time is spent climbing as walking, and nearly as much swimming. The water is crystal clear, although the black mountains submerged beneath it cause it to appear dark. Scenes 8, 9, and 10 take place during this journey.



Summary: The DCGs interpret a set

When you are ready, continue:

The results of the study are as follows:

Its skin is a waxy, ruddy brown.

 Small, feral red eyes peer at

you with a malevolent glare



you with a malevolent glare
for a half second, that you

from a bald face that evokes

In addition to the serpentfolk and winged horror

When ready, continue:

The localising firm's reputation is also a critical resource

100

If the PCs attack, Yre/No fights back, but uses his dimer

If the PCs talk, Yre'Ne talks, giving his name, and

- His companion was a **merchant called Iassolinor**

-

If asked about where the deep ones live, Yre'No

As they were returning to their home, the deep ones happened upon

a serpentfolk and its slaves. In the ensuing fight, the serpentfolk, its

denizens of Elvade slaves and several deep ones were killed Yre'Ne

... ..

has come to destroy evidence of the serpentfolk presence.

directions, though the PCs don't need them as the slimy footprints lead directly to this pit.

As things begin to wind down, read:

A pained cough reveals one of the coppery-skinned men is still alive. Its eyes flash around, resting on Yre'Ne for just a second and then it hisses, "Ka nama kaa lajerama!" No sooner has it spoken the last word than the winged horror leaps towards it with clearly violent intent.

As the denizen of Eluade utters the phrase, each human character must **succeed at a DC 15 Will saving throw** or become momentarily overwhelmed by visions. Even on a success, the phrase evokes a familiarity, a memory just out of reach.

The Vision

Your is momentarily filled with visions that you know are as ancient as the world itself. Women and men battling hideous creatures, battling across a planet of unspeakable horrors against a gray, ever-shifting background where strange nightmare forms cavort in unholy rites. Humanity fights to throw off a yoke of slavery. It is a long road, filled with blood and battle while serpentine monstrosities strike from all sides. And across it all the words: "ka nama kaa lajerama."

(See *Serpentfolk* in the *Black Book of B'Nar* supplement for additional information.)

If all the PCs are wracked by visions, Yre'Ne and the winged horror have left by the time the visions pass. Before leaving, however, they killed the surviving ro, read:

When you awaken, the cloaked figure and its winged beast are gone. One of the coppery-skinned humanoids has been eviscerated.

If the PCs do not intervene, the winged horror kills the ro while Yre'Ne continues his conversation. He insists the man was uttering an ancient - and powerful - curse (a true statement from his perspective). Eventually he begs his leave, stating that he must return home to deliver news of Jassolinor's death and wishing the PCs well.

If the PCs attempt to intervene and prevent the death of the ro, the winged horror moves in to stop them. Yre'Ne wants the creature dead, and is willing to risk himself to do so. Consider the denizen at 0 hp and dying at the start of the encounter, allowing him to progress toward death throughout. If Yre'Ne is killed:

Looking at Yre'Ne's now lifeless corpse it becomes clear that he was not as he appeared. His humanoid face is replaced by a dusky green serpent's head

with a wide, patterned hood. The rest of his body appearing as an athletic, olive-skinned human.

Should the PCs stabilize, heal, or otherwise keep the ro alive, he will, when able to talk, identify himself as Kotok and explains the charm against serpentfolk. Kotok is grateful for his liberation and willing to help the PCs.

Kotok

Kotok is a ro who was taken from his home at a young age and has since served under the heel of the serpentfolk. He tells the PCs that serpentfolk are everywhere, living among all races, working towards their own unknown designs in service to their deity Yig. He will aid the PCs, but remember his mind, like all those who have lived long in Eluade, has been twisted by the evil of the place. He is sadistic and delights in tormenting his enemies, actually encouraging the PCs to take prisoners for him to torture.

Participants

- Yre'Ne (serpentfolk wizard)
- 1 winged horror

Treasure

Scattered about the plateau is the treasure of the dead serpentfolk. It consists of:

- 3 potions of cure light wounds
- 350 gp value in gems and other valuables

Moving On

If alive, Yre'Ne refuses any attempt to convince him to accompany the PCs, but can point them in the direction of the entrance to the sunken temple, which he describes as a "festering wound upon the land." Kotok joins the PCs as a henchman, and though he does not know of the place they seek, he has no compunctions against visiting it.





Scene 9. Rockslide

Goal: Survive.

Synopsis: While traversing the mountains, the PC's route brings them into the path of a rockslide.

The journey through the mountains of Eluade is not easy. At a point where the PCs are traversing a ledge between ocean and cliff, they find themselves trapped in a rockslide.

Although the trail is simple to follow, the journey through these cursed mountains is anything but easy. Presently, you find yourself ascending a wide ledge running between the mountains and the sea. To one side, a nearly sheer cliff soars upwards hundreds of feet, to the other an open fall into the cold water of the ocean.

A thunderous crack, punctuated by a violent shudder in the mountain itself draws your attention high above. There, on a distant slope, a piece of the mountain has come dislodged, a sweep of stones and boulders thundering down towards your suddenly precarious position.

Frantically, you glance around. Outrunning the rockslide will be difficult, but not far ahead a shallow cave, more an alcove really, might offer some protection. The sea is an option, though it's a long leap into rocky water. Either way, you must act fast!

Quickly ask for reactions from the characters and immediately begin round 1.

Round 1

A PC that makes no attempt to avoid the falling rocks suffers 10d10 damage as the front of the rockslide dislodges much of the cliff face, smashing them with falling rocks and boulders. The character must then make a **DC 25 Reflex saving throw**, on a failure, the character is pinned under rubble, and cannot move without a **successful DC 20 Strength check**. If the saving throw is successful, the character may choose to stay on the ledge and take cover or leap into the water.

A PC that attempts to leap to safety by jumping into the water must **succeed at a DC 20 Acrobatics check**, suffering 4d10 damage on a failed check and half as much on a successful check from the force of hitting the water from such a height. Regardless of the check result, the character reaches the water.

A PC that takes cover in the alcove must **succeed on a DC 20 Acrobatics check**, suffering

4d10 damage on a failed check and half as much on a successful one from falling stone. The character must then **succeed at a DC 15 Reflex saving throw** or be pinned under rubble, unable to move without a **successful DC 20 Strength check**.

A PC that attempts to outrun the falling stone must **succeed on a DC 25 Acrobatics check**, suffering 8d10 damage on a failed check and half as much on a successful one. The character is automatically pinned under rubble, unable to move without a **successful DC 20 Strength check**.

Round 2

Although the bulk of the debris has fallen, rubble continues to rain down and characters in the water discover an unseen danger.

Any PC still on the ledge and out in the open suffers 4d10 damage as more rock slides down the mountainside. Each must **make a DC 20 Reflex saving throw** to avoid becoming pinned under rubble, requiring a **successful DC 15 Strength check** to break free. If the character was already pinned, they fail this check automatically, and the DC to break free increases by 5.

A PC that took shelter in the alcove suffers 2d10 damage from stone and rubble. The shelter is buried under rock, trapping the character. It requires 1d4 hours of digging by characters with a combined Strength total of 30 to free a PC stuck in this manner.

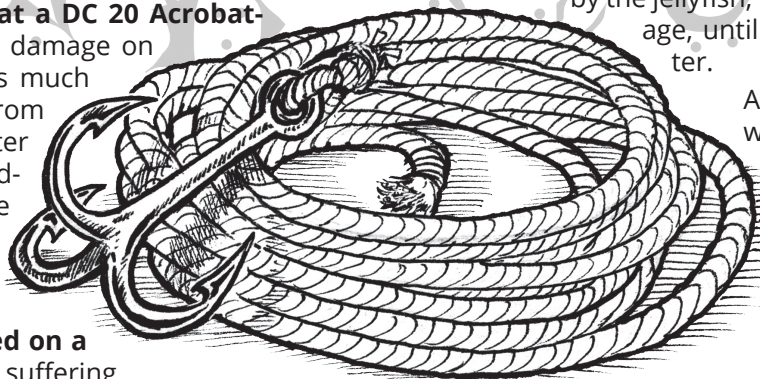
PCs that leapt into the water unknowingly jumped into the middle of a school of stinging jellyfish. Thousands of translucent jellyfish begin stinging them, dealing 2d10 poison damage each round they remain in the water. To escape the jellyfish and the rockslide, a character must swim 100 feet and climb out of the water. The swim and climb can be handled with a **successful DC 15 Swim and DC 15 Climb check**.

Round 3

Any PC still on the ledge and out in the open takes an additional 2d10 damage from the last vestiges of rock and debris tumbling down the mountainside. If the character was already pinned, the DC to escape increases by another 5.

Characters still in the water continue to be stung by the jellyfish, taking 2d10 poison damage, until they get out of the water.

Any character looking who **succeeds at a DC 20 Perception check**, can see vaguely humanoid shapes flying away into the ever-present clouds above.



Scene 10. The Pit

Goal: Get to the bottom.

Synopsis: The PCs must climb down a shaft that is more than 2,000 feet deep and occupied by a slumbering shoggoth.

It takes about eight hours of travel before the PCs arrive at a chute used by the deep ones to travel underground. It descends thousands of feet into blackness.

After hours of clambering across mountains and swimming tumultuous waters, you finally track the creatures back to what you believe to be the entrance to their lair. It is not as inviting as you may have hoped.

Yawning perhaps twenty five-feet across is a great gaping hole in the stony ground. The opening of the pit is ringed by creepers and vines, a stunted tree growing on the far side. A heavy scent of both fresh and rotting vegetation hangs thickly in the air, intermingling with smell of seaweed and low tide.

Though there is nothing distinctly unnatural about the pit, staring into the maw brings a deep sense of dread.

- **Sunlight filters into the pit**, dimly illuminating several hundred feet; the bottom is not visible.
- Rough stone walls, riddled with ledges and heavily overgrown vines, suggest a **long, but easy, climb**.
- The slimy **footprints go right over the edge**; clearly the deep ones climbed down this pit.

Characters can attempt to ascertain the depth by making a **successful DC 20 Knowledge (dungeoneering) check**. Success reveals the pit to be somewhere around 2,000 feet deep.

Descending the pit is not difficult, but it is tiring. To safely descend the chute, a character must **succeed on a DC 10 Climb check** with failure resulting in a short fall. The character tumbles downward, bouncing off the wall and rock outcroppings before crashing onto a ledge or becoming tangled in vines. The bumps and bruises along the way deal 3d6 damage, or, if the check result was a natural 1, 6d6 damage.

As the PCs enter the chute, read:

Cautiously, you lower yourself into the chute, its rough walls, natural rock shelves, and prodigious vine growth making the task easier. The odors first noticed outside are much stronger within, a rich verdant aroma undercut by the smell of rotting compost. Before you've descended more than 100 feet, a distant sound echoes through the chute. Difficult to describe, it sounds as if someone is repeating the words, "Tekeli-li! Tekeli-li!" over and over.

- There is a thin layer of **mucousy slime** coating everything in the pit. It is not slippery, and does not interfere with climbing.
- There are **countless smaller caves and inlets** in the walls making it **impossible to determine the source of the sound**. It issues forth from the many openings, echoing up and down the chute.

If the PCs try moving stealthily, successful or otherwise, the sounds diminish, becoming more distant. If they make no attempt at stealth, the echoing sounds intensify as they descend. When they near the midway point, if they do not take steps to remain unseen, they draw the attention of a shoggoth that lives inside the walls of this chute.





Slipping Past Unnoticed

If they have been moving stealthily, read:

You are perhaps 600 feet below the surface when you first notice the dull greenish light a short distance below you. As you see it, you also realize the voice has gone quiet.

At this point, a **successful DC 20 Perception check** reveals the shoggoth resting below.

Something lurks in the walls of this chute. Something terrible, indescribable, and massive. It is from this shapeless, protoplasmic form that the dull green light originates. As you watch, to your horror, eyes form and collapse upon it, each a tiny pinprick of greenish light. The creature's form slowly pulses as if breathing, though surely no lungs grace this horror of the deep. As it pulses, its shapeless form bulges and recedes from the myriad tunnels around, above, and below you.

To slip past the shoggoth, the party must travel 100 feet without being noticed. How they accomplish this is up to them, but use a DC 15 to adjudicate success or failure.

Fighting the Shoggoth

If the party makes no attempt towards stealth, or if they fail their checks to pass unnoticed, they are surprised by the sudden and ferocious appearance of the shoggoth.

- When the shoggoth attacks, read:

The odd whistling, "Tekeli-li! Tekeli-li!" sound rises to a deafening crescendo, making climbing difficult. Suddenly, the thing is in your midst! It manifests as a mass of black protoplasm bulging from a tunnel opening beneath you, and thrashing pseudopods lashing out from the myriad smaller tunnels and crevices in the chute's walls. Each amorphous tentacle sprouts glistening green eyeballs, jagged claws, and toothy maws which constantly form and dissolve into the undulating mass.

The shoggoth's main body never leaves the tunnels, its colossal form filling them for hundreds of feet all around. Instead, it lashes out at the PCs in the chute

with pseudopods. Forming new pseudopods as old ones are destroyed or when choosing new targets. When the PCs have done enough damage to indicate the creature is defeated, it withdraws into the tunnels.

The shoggoth is massive and it can reach any creature in the chute from the point where combat begins and up or down 100 feet.

Participants

- 1 lurking shoggoth

Complications

Every round, on initiative count 20, always losing ties, roll for a complication.

Complications: Shoggoth Battle

1. A random PC is swatted by a pseudopod. The character must **succeed on a DC 20 Reflex saving throw** or be tossed across the chute, slamming into the far wall and suffering 2d10 damage.
2. A random PC's perch breaks loose in the fight. A chunk of wall crumbles beneath the withering blows of the shoggoth, vines are snapped, pitons are yanked out, etc. The character must **succeed on a DC 20 Reflex saving throw** or fall 30 feet, suffering 3d6 damage.
3. The horrid howling of the shoggoth rises to a crescendo and fills the mind with mad visions. All PCs must **succeed on a DC 20 Will saving throw** or become disoriented and unable to take actions or move. At the end of each of their turns, they may repeat the saving throw, shaking off the effects when they are successful. Once the save is successful, the character is immune to this effect for the next 24 hours.
4. Dirt, rock, and other debris breaks loose from above, raining down through the chute. Everything in the chute must **make a DC 15 Reflex saving throw**, suffering 2d10 damage on a failed save and half as much on a successful save. The shoggoth automatically fails this check.
- 5-6. No complication

Moving On

After the characters defeat the shoggoth, or move beyond its reach, the battle ends and they are free to finish their climb.



Scene 11: Landing

Goal: Get the PCs to the sunken temple.

Synopsis: At the bottom of the chute, the PCs discover a maze of underground tunnels, one leading them to the sunken temple.

The last 20 feet of your descent is done in free air as the pit connects with some cyclopean chamber in the inky blackness.

The verdant aroma closer to the mouth of the pit is replaced entirely by an unnaturally strong scent of rot, so dense and powerful as to make the air feel almost thick with it. As you touch down on the floor, you look upwards to where a pin-prick of light marks the surface world. The single point of light in a sea of blackness flickers in your vision, and you find yourself momentarily unsteady as you recall a similar scene from your nightmares, where idiot creatures fluted mindlessly in the pulsing light of some outer evil.

As you return to yourself, you notice that you are not standing on stone. Instead, you stand upon a heap of broken bodies, bones, rotting clothing, and glinting steel, all intermixed with the reeking ooze of the creature in the chute. Clearly these are victims of that protoplasmic beast, abandoned where they fell.

A search of the pile of rotting detritus turns up some useful items (see Treasure below). The slimy trail of footprints leads away from the chamber in a northerly path, just as easy to follow below ground as it was above. The trail takes a northerly course some 500 feet before connecting with an underground stream and a cliff that climbs steeply upwards 150 feet. Climbing over the cliff deposits the characters at the sunken temple.

Treasure

- flame tongue sword
- 2 potions of cure moderate wounds
- adamantine chain shirt
- 1,000 gp value in assorted gems and coins





PART 3: THE SUNKEN TEMPLE

The third part of the adventure is presented in sections. There are three wings of the temple: the Caverns of the Deep Ones, the Abode of Malak, and the Greater Temple. Each acts as a self-contained dungeon and is accessed via the Outer Temple. Beneath everything lies the Oubliette, a forsaken place even the horrors of the sunken temple avoid.

The **Outer Temple** provides access to each wing of the dungeon. It is a massive hallway thousands of feet tall, hundreds of feet long, but just a scant ten paces wide.

The **Caverns of the Deep Ones**, the first wing the party is likely to visit, is populated almost entirely by deep ones. Here, the horrible creatures have established a nursery. This wing of the dungeon is overseen by High Priest Denthor, who holds one half of the key to the Greater Temple.

3A. OUTER TEMPLE

The mighty hallway 1,000 feet high, 300 feet long, and just 10 feet wide provides access to each wing of the dungeon. It lies atop the cliff at which the PCs arrived at the end of Scene 11.

The darkness around you seems filled with malign intent as you reach the top of the cliff. Silence, interrupted only by the sound of your breathing, suffocates everything. Before you, in the dim light of your torch, stretches a titanic hall of black sandstone. Its height and length are impossible to know, lost to a sea of blackness, but for all its cyclopean grandeur, the hall is oppressively narrow, just ten paces wide.

- The **walls are impossibly high** and seem to bend inward.
- **Huge sandstone blocks**, black as the darkest night and polished to a smooth sheen, **make up the walls**, each easily fifty feet to a side.
- **Slimy footprints lead into the darkness**, ending about 150 feet past the opening. Some are recent, others have been here some time.
- An **oppressive silence** clings to the hallway, giving the impression of long abandonment.
- **Nothing stirs** in the darkness.

In the **Abode of Malak**, the PCs come face to face with the horrific wizard Malak. The thing called Malak is a colony of sentient worms that studies forbidden magic and practices that magic on victims he takes from the deep ones. He holds the second half of the key to the Greater Temple.

In the **Greater Temple**, star spawn of Cthulhu dwell, worshiping their slumbering god while their priest Duasanaras studies a *sphere of annihilation*. Deep in this temple lives a fragment of Great Cthulhu himself.

In the black recesses of the **Oubliette**, there lies a twisted warren of cold, dark caves where lurks a thing so horrid even the deep ones and Malak fear to visit its cursed lair.

Only the Caverns of the Deep One and the Abode of Malak are required before the PCs can make an escape from the Mountains of Eluade.

Resting

The Outer Temple is quiet and generally safe, although it does see traffic by deep ones, Malak, and occasionally worse things such as the star spawn of the Greater Temple. If your PCs need a break, let them rest in the quiet halls of the Outer Temple.

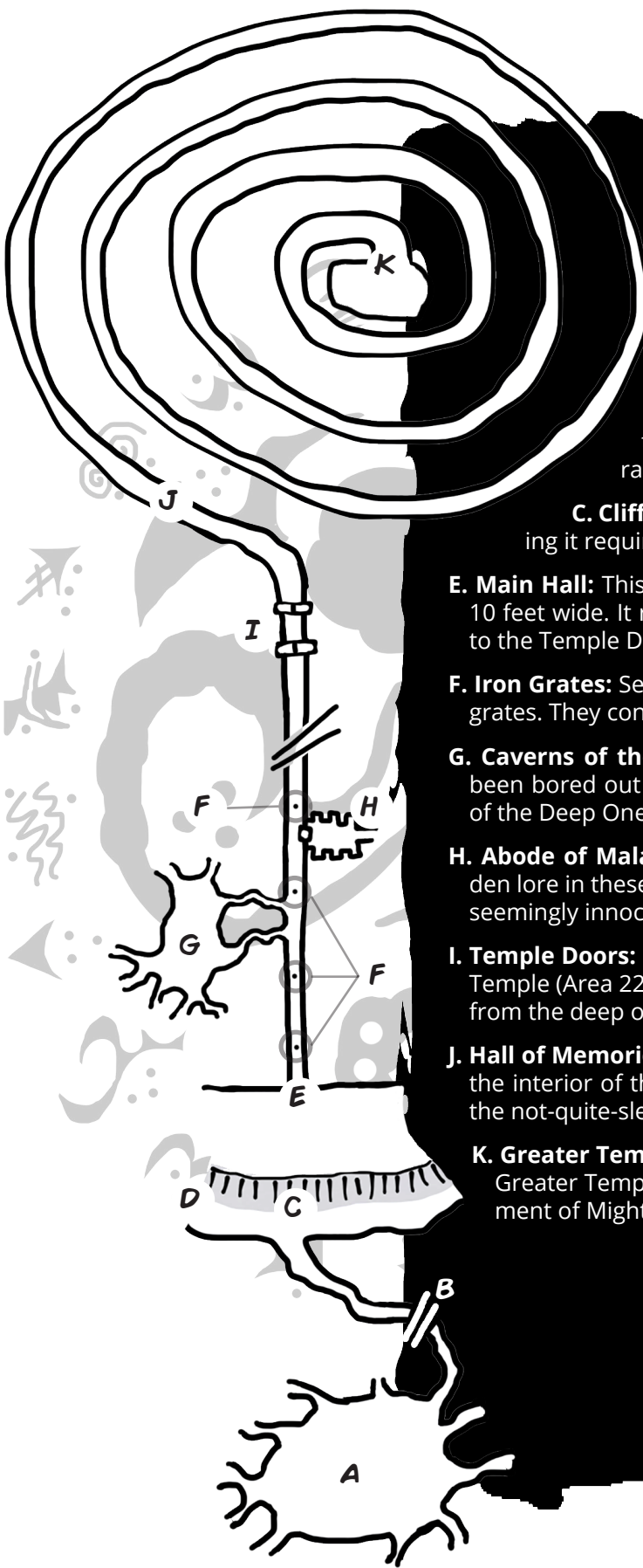
The Body ID

Long ago, a prisoner of the wizard Malak escaped. The unfortunate fellow didn't make it far, only to the cliff where he fell down and died. His body was never found. Among his things is a scrap of paper with the following words scrawled on it in a shaky hand:

C-THARANAK AH N'GHFT AH C-HRII THROD
PH'-MALAK, YE GOF'NN AH FHTAGN

The phrase translates from the ancient language of magic roughly to: "We bring darkness, we followers that tremble before Malak, you creations will wait." It is a charm that can be used to find safe passage through some of Malak's abode.





MAP NOT TO SCALE

THE SUNKEN TEMPLE

A. Landing (Scene 11): The bottom of the chute is a massive chamber deep underground connecting with countless smaller caves.

B. Cave: The path the deep ones took is a natural cave that runs about 500 feet from the Landing where it connects with a subterranean cliff.

C. Cliff: This sheer cliff is about 150 feet tall. Climbing it requires a **successful DC 15 Climb check**.

E. Main Hall: This massive hall is over 1,000 feet tall but just 10 feet wide. It runs for hundreds of feet from the opening to the Temple Doors (Area I).

F. Iron Grates: Set in the floor of the Main Hall are three iron grates. They connect with the Oubliette (Area 16).

G. Caverns of the Deep Ones: These natural caverns have been bored out of the wall. They connect with the Caverns of the Deep Ones (Area 1).

H. Abode of Malak: The worm-wizard Malak studies forbidden lore in these chambers, connected to the Main Hall by a seemingly innocuous door of banded wood (Area 9).

I. Temple Doors: Beyond these mighty doors lies the Greater Temple (Area 22), but to open them requires a key obtained from the deep ones and Malak.

J. Hall of Memories (Area 23): This hall spirals slowly around the interior of the mountain. It is miles long and filled with the not-quite-sleeping dead of the Greater Temple.

K. Greater Temple: Beyond the Hall of Memories waits the Greater Temple itself where lurks Duasanaras and a fragment of Mighty Cthulhu itself!





Grates (F)

Three stout drainage grates, caked with dirt, grime, and rust are set in the floor. Cool air drifts lazily from them. Each bars access to a narrow, rectangular slot and, if opened, reveals rungs set in the wall leading down to darkness. Careful inspection of the grates or rungs reveals that they are made of cold iron. The ladders connect with Area 16 in the Oubliette.

Crumbling Passageways (G)


Two tunnels have been burrowed out of one of the great sandstone blocks, both connecting to Area 1 in the Caverns of the Deep Ones. The slimy footprints lead into these side tunnels.

Following the footprints, you enter the hall, its oddly contradictory dimensions pressing down upon you. The slimy tracks continue for some 150 feet to a place where a pair of roughly hewn tunnels have been dug out of the western wall. Here, the tracks split, some continuing further into the darkness, and others turning into the western tunnels.

The tunnels are tight, but can accommodate a medium-sized character. Peering into them reveals the sandstone blocks are cubes 50-feet thick. These caves have been tunneled through them.

If characters stop and listen at the northern tunnel, they can hear grunting, screaming, and groaning filtering through the tunnels. The horrible vocalizations are





intermingled with wet slapping and squelching noises, evoking grotesque visions of violence and lust. The same can be heard at the southern tunnel, but requires a **successful DC 20 Perception check**.

Continuing past the tunnels brings the party to the door to Malak's abode, marked "G" on the Sunken Temple map on the previous page.

Wooden Doorway [H]

On the opposite side of the hall from the tunnels, a wooden doorway provides access to Area 9 in the Abode of Malak.

A short distance beyond the tunneled passageways, a wooden door has been set into the opposite wall. The man-sized door seems insignificant given the hall's incredible span. An ancient sigil marks the doorway, a malformed pentacle with a flaming eye set at its center.

The door is reinforced wood bound in black iron bands. Though difficult to see, and noticed only if searched, the black bands are etched with arcane sigils of unknown origin but have a distinctly anneloid aspect to them.

There is no lock apparent on the doorway, but it is trapped (see Whispering Trap below).

A character who inspects the door and **succeeds on a DC 15 Knowledge (Dungeoneering) check**, can ascertain that it is not native to the hallway but is ancient nonetheless. Additionally, a character who **succeeds on a DC 25 Perception check** can hear faint wailing sounds from somewhere on the other side of the door and smell an unwholesome scent, quite different but no less disturbing, than that of the deep ones.

Whispering Trap (CR 4)

Type magic; **Perception** 29; **Disable Device** 29

Trigger touch; **Reset** automatic (after 1 hour); **Bypass** passphrase (throd ph'-malak)

Effect 5d6 sonic damage (30-ft. radius; Fortitude DC 21 half)

This trap is triggered when a creature touches the doorway without uttering the phrase "throd ph'-malak." A thousand tiny mouths manifest on the doorway and begin calling out to the mad god which pulsates at the center of space. The sound is amplified and multiplied into a painful, nauseating cacophony.

Temple Doors III

Continuing past the wooden door brings the PCs to a pair of stone doors dwarfed by the immensity of the place. The shape of the doors seems simultaneously mundane and somehow not, twisting to the eye and wrenching to the stomach. Beyond these doors is Area 22 of the Greater Temple.

The Babbling God

If you are using the madness rules and the trap is triggered, the voices are accompanied by incomprehensible visions that assail the mind and threaten to reveal unknowable truths. Any character that takes damage must also make a DC 15 Wisdom saving throw or gain a madness point.

At the far end of the hallway, a pair of double doors bars passage. Made of black stone, they seem to drink up the light of your torches and shed back something dimmer. To look upon them leaves you feeling dirty. Each has been engraved with a depression, bisecting the doors, such that half of it is on the left door and the other half on the right. The image is an ancient sigil, a sign of some sort: a line with forking branches.

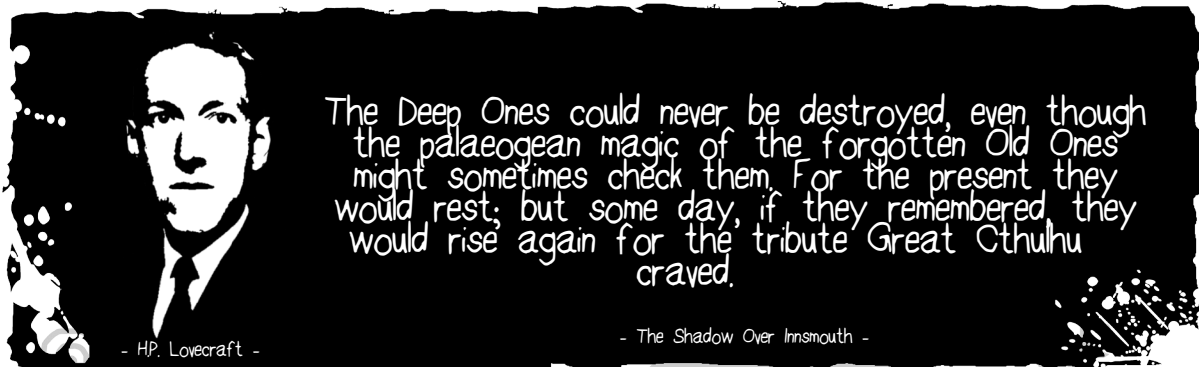
The doors are locked and cannot be opened without the key. Magic and force are equally futile. Teleportation simply fails, as does scrying. Spells to bypass the door, unlock it, or anything similar, also fail. To open them, the PCs must retrieve the two halves of the key, one from Denthor and the other from Malak. When each is placed in the depression on the door that corresponds with that part of the symbol, the doors grind slowly open.





38.

CAVERNS OF THE DEEP ONES



he deep ones live in a series of caves burrowed from the stone walls of the temple. Their home is a place of horror where affronts to nature are commonplace.

Dungeon Features

Unless otherwise noted, the Caverns of the Deep Ones share these features:

- The caves are **naturally formed chambers**. Floors have been cleared of debris, but **stalactites poke down from twelve-foot high ceilings**, and a hidden menace is suggested in the shadows that form in flickering torchlight.
- The sound of a **distant waterfall** permeates the caves, **intermingled with chanting** drifting out

from the northern rooms.

- The **smell of seaweed and low tide** lingers everywhere, overwhelmed by the stench of rotting meat and excrement in areas occupied by the rat things.

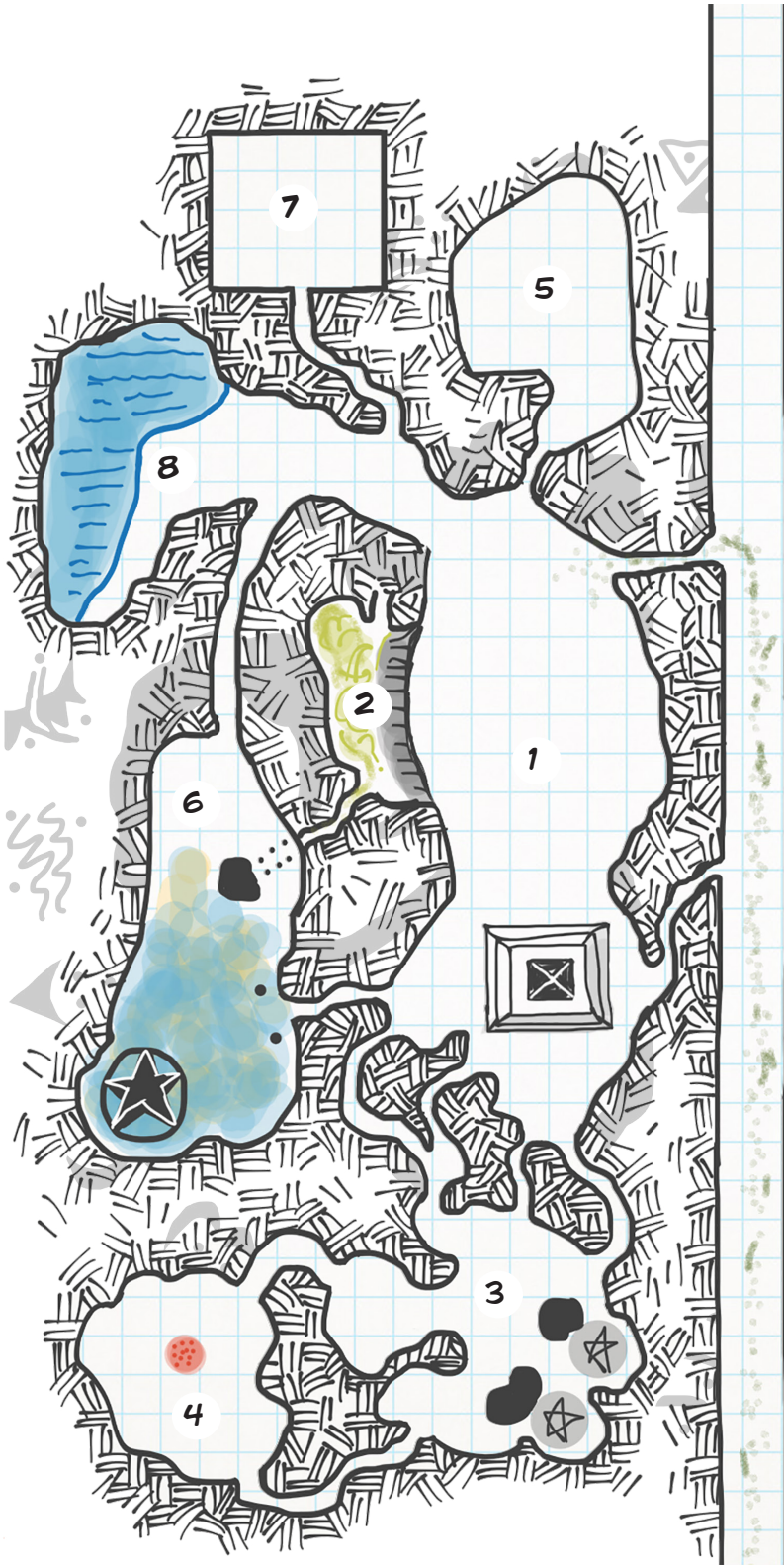
Random Encounters

Deep ones move around the chambers, with new arrivals appearing regularly from Area 8, while others depart into the depths. If the party attempts to rest, in addition to finding a quiet place, at least half of the PCs must **succeed on a DC 25 Stealth check** with failure indicating a random encounter occurs. If an encounter occurs, roll 1d10 and consult the Random Encounter table below.

Random Encounters: Caverns of the Deep Ones

d10	Encounter	Challenge (Low)	Challenge (High)
1-5	1d4+4 deep ones	Average	Challenging
6-7	1d4 deep ones + 1 deep one brute + 1 deep one killer	Easy	Average
8-9	1d4 deep ones + 1 mutated deep one	Easy	Challenging
10	1 deep one priest 3 deep one brutes	Average	Average





CAVERNS OF THE DEEP ONES

- 1. Common Chamber
- 2. Trash Pit
- 3. Slave Pens
- 4. Birthing Room
- 5. Kitchen
- 6. Unholy Temple
- 7. Icon Chamber
- 8. The Deep





Dungeon Areas

1. Home of the Deep Ones

This large chamber is where the deep ones spend their leisure time.

You creep through the tunnels, the unwholesome sounds of groaning, shrieking, and grunting growing ever louder, punctuated now by wet slapping and squelching noises. As horrible as your imaginings, what you see is worse by far. A dozen creatures, like those that attacked your ship, are engaged in an unspeakable rite. Part dance, part feast, and part something worse, they pass the bodies of two sailors between them like sides of beef. They have not noticed you, being wholly engrossed in their carnal revelries.

Almost lost for the horror is a large monolith set upon a platform in the southern part of the room. On its surface are both inscriptions and crude sculptures. The writing, a system of unfamiliar hieroglyphics, consists largely of aquatic symbols such as fishes, eels, octopi, crustaceans, molluscs, whales and several marine characters' unknown to the world.

- The **sailors being passed back and forth are dead**, their bodies partially consumed by the deep ones.
- In addition to the **twelve deep ones**, there are **several fat rats** lurking in the dark, near the edges of the chamber.
- **Two more sailors**, their eyes bulging with terror, lie tied up near the eastern passage to Area 5.

The deep ones occupy the northern part of the chamber, and PCs that enter using the southern passage can easily slip past the pack. It is exceedingly unlikely that the deep ones will notice the party before they act, being focused entirely on their unholy ritual.

Anyone that attempts parley will be disappointed; the deep ones have no interest in talking, and there can be no negotiating with them. This tactic only serves to forfeit the element of surprise.

Several stone shelves near the trash pit hold hunks of uncooked meat. At least two recognizable as infants and several others as parts of adults (arms and legs, predominantly).

Participants

- 12 deep ones

2. Trash Heap

This chamber is where the deep ones throw unwanted garbage - mostly bones and old clothing. There is nothing of value here, however, hidden near the back and noticed only with a **successful DC 25 Perception check**, is a small passage connecting to Area 6 and another connecting with Area 17 in the Oubliette.

Anyone that climbs into the garbage heap notices both passages automatically.

3. Slave Pens

This room holds the deep ones' slaves.

A pair of stone behemoths loom menacingly in the flickering light of your torch. Both are grotesque beyond imagining, with the same webbed hands and feet as the horrible creatures encountered previously. They seem to gaze at you through bulging eyes with wide, flabby lips and other, less pleasant, features. One unmistakably male, the other female, each stands a silent, menacing vigil over an open pit.

Things Best Unseen

Observing the carnal ritual of the deep ones is cause to give any sane person pause. If you are using the madness rules, each PC must succeed at a DC 20 Will saving throw or gain a madness point. Evil characters gain +2 on this saving throw.



A glance into those pits reveals huddled masses shying away from your light. Most of the unfortunate creatures are naked, though a few wear scraps of dirty, torn clothes. All are severely malnourished and abused, their eyes alive with madness and terror. Most horribly, however, are the three males among the mix that appear heavy with child.

- The statues depict **Father Dagon and Mother Hydra**, each over fifteen feet tall.
- A **crude rope ladder** lies coiled up near each pit, rusted metal spikes driven into the ground to provide an anchor point.
- A **total of fourteen people**, most human, though there are a smattering of other races here, huddle inside the pits, including **two of the missing sailors**.

The deep ones keep victims here as slaves, food, and for procreation. A pair of mutated deep ones patrol back and forth between this chamber and Area 4. If the party spends more than a few minutes here, the patrol arrives. PCs that are alert for danger notice them automatically, otherwise the party is surprised as the mutated deep ones attack.

Impossible and Horrible Happenings

Human males cannot become pregnant and cannot carry a child. That they are is an affront to sanity. If you are using the madness rules, each PC must succeed at a DC 15 Wisdom saving throw or gain a madness point.

4. Birthing Room

Recent births and victims that will soon give birth are kept here.

Crimson light bathes this chamber, its source a pit filled with a score of red-hot stones over which an iron cauldron bubbles and boils, a greenish mist spilling from it and filling the air with moisture. Within, two women and a man, all obviously near to giving birth, are within, watched over by a horrible creature that looks part rat and part man.

Two mutated deep ones guard this chamber, patrolling between Area 3 and Area 4. They attack outsiders on sight, fighting mercilessly and to the death. In addition, a rat thing is within, serving as midwife and nursemaid. It does not fight, instead fleeing if a battle erupts here.

The parents-to-be recline on comfortable-looking cots while three babies lie in cradles, woven of what looks to be hardened seaweed, and decorated with horrible motifs like those on the monolith. There are six cradles in total. Swaddling cloth and other birthing implements are laid out on a table.

Participants

- 2 deep one mutants
- 1 rat thing

Aliya

If Aliya survived the journey and vanished during scene 4, she is found in this room where she assists the rat thing in caring for the infants. She shows no signs of her deep one blood, but she has heard the call of the deep and her fate is to become a deep one.

5. Kitchen

Although the deep ones eat most of their food raw, this chamber serves as a kitchen of sorts.

A large table dominates this room, clearly meant to be used for food preparation, although there is no stove or other area for cooking anything. A pair of bodies on the table appear to be the remnants of two of your missing sailors. Both are mutilated and show signs of having been gnawed upon.

Scurrying about the room are what you take at first to be dozens of large rats, but when you look closely you realize they have human-like faces and hands. As they see you, and you recognize them, the creatures let out a series of squeaks and screams wherein you think you can catch a few words.

No one will come investigate sounds of combat in this room as screams, shrieks, squeaks and such are common from this kitchen.

Participants

- 1 rat thing swarm

6. Unholy Temple

This chamber is the deep ones' temple.

A thick, greenish haze cloaks this cavernous chamber, and as your light illumines it, your heart misses a beat. Out of that greenish fog looms a monstrous creature, an unholy merging of octopus, dragon, and human. Only when you realize it is a statue are you able to breathe again. The thing is no less than thirty feet tall, with a pulpy, tentacled-head, grotesquely scaled body, and rudimentary wings on its back. Beside each of two entrances, a pair of massive urns stand upon short pedestals, a viscous black liquid in each and a horrible stench issuing from them.

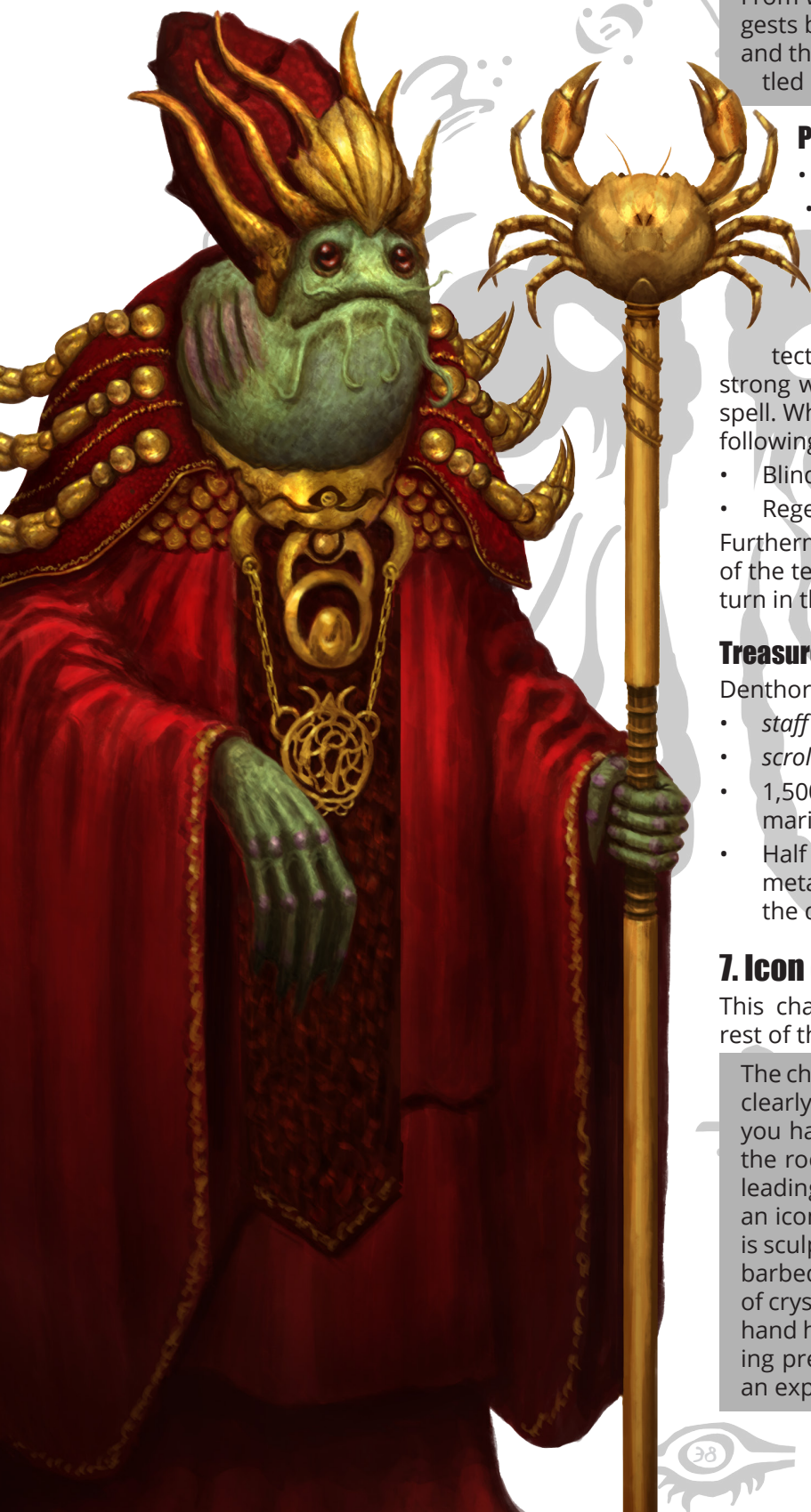
The chamber is damp, most of it hidden in the greenish fog. An inhuman voice can be heard from somewhere within the mist chanting darkly. A phrase, repeated over and over, stands out among the chanting:





*IÄ! IÄ! CTHULHU FHTAGN! PH'NGLUI MGLW'NAFH
CTHULHU R'LYEH WGAH-NAGL FHTAGN.*

High Priest Denthor is doing the chanting, but despite that, he is not easily located. His voice reverberates through the chamber, diffused by the greenish fog. Any attempt to pinpoint his location is done with a -2 penalty.



Running the Scene

Surprising Denthor is difficult, as the fog alerts him to intruders. Like the other deep ones, he has little interest in conversation. As combat begins, the viscous black liquid from two of the urns begins to jabber, as a pair of gibbering mouthers rise from them.

When the PCs first see Denthor, read:

From within the mist, a creature emerges that suggests both the horrible beast pictured in the statue and the monstrous aquatic creatures you have battled here.

Participants

- High Priest Denthor (deep one priest)
- 2 gibbering mouthers

The Fog

The greenish fog is a semi-sentient magical effect that acts as a sort of guardian and protector of this temple. It can be dispersed with a strong wind, such as that generated by a *gust of wind* spell. While Denthor stands within the fog he gains the following powers:

- Blindsight 120 ft.
- Regeneration 10.

Furthermore, when any creature other than a devout of the temple first enters the fog on a turn or starts its turn in the fog, that creature takes 2d6 acid damage.

Treasure

Denthor has several items of value, including:

- *staff of the deep*
- *scroll of spawn of Shub-Niggurath*
- 1,500 gp value in assorted gold jewelry (all with a marine theme)
- Half of the key to the Greater Temple (a piece of metal that perfectly mimics the left engraving on the double-doors from Area I)

7. Icon of Klanaris

This chamber is deliberately constructed, unlike the rest of the deep ones' caverns.

The chiseled cavern ends in a perfectly square room clearly not burrowed out of stone like the caverns you have been traversing. Set towards the back of the room is a platform of stone with several steps leading up to a pedestal. Upon the pedestal rests an icon of platinum perhaps one foot tall. The icon is sculpted into the form of a naked orc, wrapped in barbed wire from head to foot and holding a knife of crystal with which he gouges his lips. In the other hand he holds a pin, also made of crystal, that is being pressed into his eye. His face is contorted into an expression of painful pleasure.





Seven of the creatures you have been battling are on their knees before the pedestal, where they stare, unmoving and unblinking. They take no interest in you and, as you look closer, you realize that three of them are in fact not alive.

The platinum statue is the *Icon of Klanaris*, an ancient and immensely powerful cursed artifact. The best thing the PCs could do is to leave the icon where it lies.

Running the Scene

The deep ones in worship here will not respond in any way to the PCs unless they disturb the icon, at which point the four that are still alive howl and fall over dead. If the PCs lift the icon from the pedestal, even to further investigate it, its curse settles upon them.

The icon, and its curse, is beyond the scope of this adventure. Perhaps the curse is simply folklore, or perhaps it brings misfortune to those who possess it. Legend holds it was the icon that led to the downfall of the

greatest orc empire that ever existed.

A character who **succeeds at a DC 10 Knowledge (Arcana or Religion) check** recognizes the icon from study and knows something of its curse.

8. The Deep

A waterfall spills from a gaping opening in the ceiling, filling a pool in the chamber. This pool connects with an underwater trench deep in the Mountains of Eluade where an ancient city of deep ones rests.

Water cascades through a hole in the ceiling, filling this chamber with a refreshing mist. The sound is deafening. Tracks and other marks on the shores suggest this is where the creatures you have encountered here enter the dungeon.

Icon of Klanaris

The icon of Klanaris came out of the lands of the Gaaltic during the reign of the immortal king Grok the Kurok. In a vision, Grok witnessed the rise of a great city constructed around the tiny shrine of Klanaris, long holy to the lizardfolk priests. Grok built this city, and ruled there for five centuries before, in foolish pride, he raised himself to a position greater than that of the god of Klanaris. Disaster and ruin struck suddenly, and in the passing of only a single generation the city was gone, nothing more than a tiny shrine again. Of Grok's fate, there remains only idle speculation, but one thing came of the curse that destroyed Klanaris, an icon bearing its namesake: the icon of Klanaris.





3C.

ABODE OF MALAK



- H.P. Lovecraft -

The essential Saltes of Animals may be so prepared and preserved, that an ingenious Man may have the whole Ark of Noah in his own Studie, and raise the fine Shape of an Animal out of its Ashes at his Pleasure.

- The Case of Charles Dexter Ward -

Malak dwells in a series of dark, damp rooms cut at odd, unpleasant angles. It is a place of magic, where even the wall markings enhance the power of Malak's dark power.

Dungeon Features

Unless otherwise noted, the Abode of Malak shares these features:

- There is no light, and outside light brought into the abode is dampened. Light sources have their radius halved, and, unless magical, produce only dim light. Magical light sources produce bright light in a 5-foot radius, with the rest being dim light. Darkvision functions normally.
- The air is heavy and damp, and fog covers the ground as if rising from the surface of a bog. The dampness also inhibits fire-based effects, and any saving throw made to resist a fire-based effect is done so with a +2 bonus.
- Narrow trails, each roughly a centimeter wide, and engraved in a seemingly random pattern, cover every inch of the walls and ceiling. These narrow trails are, in actuality, the left-behind tunnels of millions of worms that dug this part of the dungeon. Floors have been polished to a smooth sheen and lack these impressions.
- Slimy trails of brownish mucus, altogether different than the footprints of the deep ones, criss-cross every part of this wing. Some are fresh, others days, weeks, or months old. A character that **succeeds on a DC 10 Knowledge (Nature) check** can identify these trails as a type of worm casting.
- An odor, impossible to place, but otherworldly and horrible, permeates the wing.
- Distant wailing can be heard in every part of

the wing. The cries fluctuate from pathetic whimpering, to howls of fury, to weeping, and seem to issue from a host of different speakers. No words can be perceived, only sounds.

- Doors are simply slabs of stone marked with a variety of arcane runes, the largest always centered about five-feet from the floor. This central rune can be touched to activate magic which causes the door to vanish for about ten seconds.

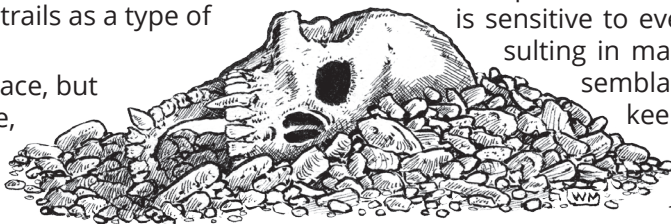
Random Encounters

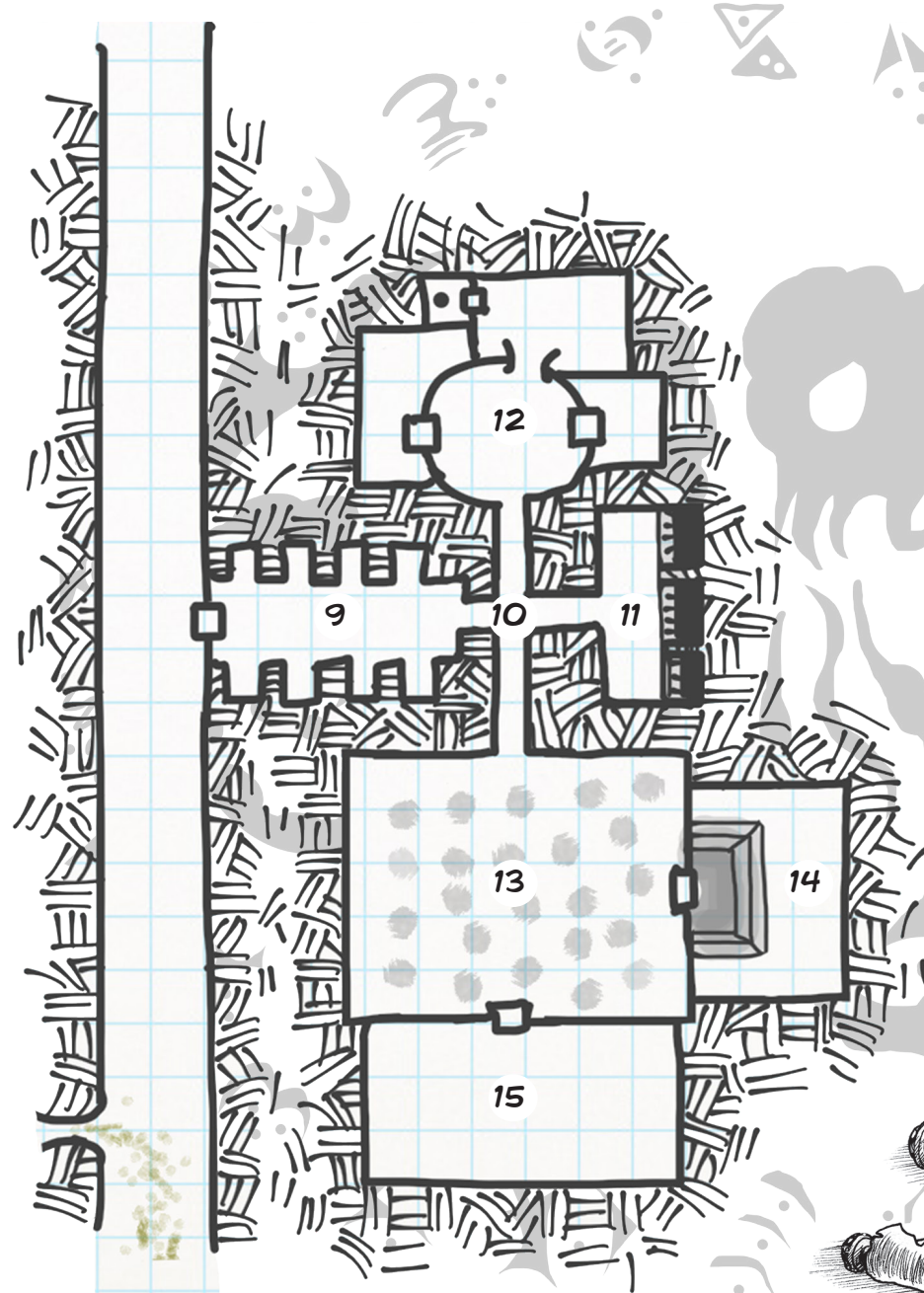
Malak's abode is quiet and still. Malak, rat things, and captives are the only living creatures here. Malak moves around regularly, spending long hours in the library and laboratory. If the PCs attempt to rest, there is a 50% chance that Malak is busy and fails to notice intruders in the abode.

The Nature of Malak's Study

Malak delves into a myriad of forbidden lore, but pre-dominant among the work is the calling back of the dead from their "essential salts." The process is part alchemical and part magical, including an incantation, the invoking of forbidden words of magic, and the application of various dusts and unguents.

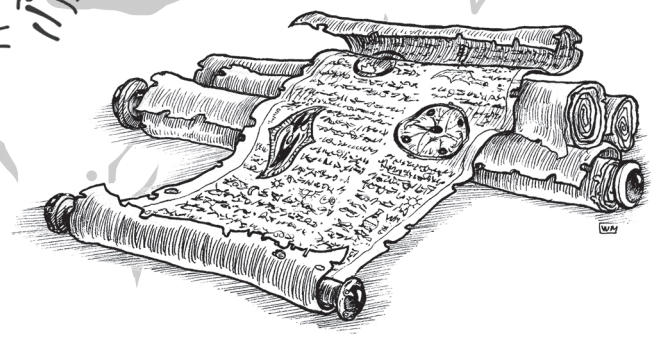
This method of resurrection is imperfect. Animated creatures are restored to life, but often the restored form is incomplete. It may be missing a limb, such as an arm or leg, or perhaps something more extreme such as a part of the torso. Furthermore, the ritual is sensitive to even minor mistakes, often resulting in malformed things with little resemblance to their true form. Malak keeps a number of these things in his prisons, and their pained wails can be heard from anywhere in the abode.





THE ABODE OF MALAK

- 9. Alcoves
- 10. Trapped Hallway
- 11. Prison
- 12. Apartment
- 13. Pits
- 14. Library
- 15. Laboratory





Dungeon Areas

9. Alcoves (m1)

Malak's home is guarded by his victims, slain, reanimated and placed on display. Malak often visits this room to gaze at them, an activity it finds soothing.

The doorway opens to darkness, a deep, unwelcoming darkness that swallows your light. The walls are slick with moisture and fog covers the ground as if rising from the surface of a bog. Somewhere, a distant wail issues forth. What light permeates the heavy darkness and unnatural fog reveals the outlines of some sort of viewing hall or gallery. Within are eight alcoves, each containing a grotesque amalgam of humanoid parts expertly stitched together and crudely secured in their place by large metal spears jutting from their chests and, presumably, into the wall behind. Occasionally, one twitches. A stink, different and more foul than that which clung to the deep ones, permeates the air, conjuring in your mind otherworldly images and worse.

- The **corpses are stitched together from multiple donors**, predominately common races, though more blasphemous body parts adorn some.
- There are **ten zombies**, though only eight are immediately apparent.

Anything that enters Malak's abode without uttering a pass phrase provokes the undead guardians to attack. The pass phrase is:

**C-THARANAK AH N'GHFT AH C-HRII THROD PH'-MAL-
AK, YE GOF'NN AH FHTAGN!**

If they attack, read:

With a terrible sucking sound, the nearest corpse pushes itself free of the spike that held it to the wall, turning eyes filled with malice towards you. As its feet touch the floor, the sound of others pulling free fills your ears.

Participants

- 3 plague zombies
- 7 zombies

The Shape of Things

The worm trails on the walls that appear random at first glance, are actually complex arcane patterns. In fact, even the construction of the walls is part of a pattern, suggesting the entire wing is a complex spell foci.

10. Trapped Hallway

A sinister trap waits in this hall. Just looking into it triggers the trap, which makes the hall appear larger than its actual size.

When the PCs look into the hall read:

A long, wide hallway stretches into darkness as far as you can see. Nothing stirs within this fog-choked passage. The distant wailing seems to issue forth from somewhere on the far side.

The danger of the trap doesn't become apparent until the party enters the hallway. When they do, continue:

As you set foot into the hallway, the distant wailing shifts suddenly into maniacal laughter, which quickly grows labored and devolves into hoarse coughing and wheezing. As this latter sound dies out, a near absolute silence descends, all the ambient sounds you've grown used to going quiet with it. Only the now-audible beating of your own heart interrupts this enveloping quiet.

For a moment, you stand motionless, a feeling of wrongness welling strongly within. Still frozen, you stare into the darkness and, for just a moment, think you catch a stirring of motion in the black. Then it comes again, and this time as you peer at the darkness it seems deepen, resolving into a figure – a humanoid, roughly your size. The amorphous shape slides into your light and horror and revulsion fill you. You look now upon yourself!

Your doppelganger stares through wild eyes that hunger for your blood. It grins a wide, sadistic grin, showing teeth before lunging!

As the encounter begins, make a note of each PC's defenses, hit points, and one or two primary forms of attack. These will be the stats for that character's doppelganger. The doppelgangers fight like blunt instruments, using the most damaging attack over and over. They focus attacks only on their double, ignoring all other combatants.

If a PC is knocked unconscious or killed by the doppelganger, the double "merges" with the fallen character. Their two bodies become one. From that moment on, the character has an aura of wrongness. See The Doppelganger's Touch below for additional details.

Participants

- 1 faux doppelganger per PC

Overcoming the Trap

Combat alone will not overcome this challenge. If the PCs defeat their doppelgangers, and move down the hallway, it stretches on forever. Soon, another wave of doppelgangers emerges from the darkness, and the fight begins anew. If a PC was previously rendered dead or unconscious by their doppelganger, and the



thing successfully merged with them, that PC no longer has doppelgangers emerge. This pattern repeats until one of the following events occur:

- All PCs are defeated by their doppelgangers.
- A character with reason to believe the situation is an illusion, successfully disbelieves the illusion by **succeeding on a DC 20 Will saving throw**. On the second appearance of the doppelgangers, and each time thereafter, this saving throw is made with +2 bonus. Once a character successfully disbelieves, that PC sees things as they truly are. Characters still caught up in the illusion perceive the freed PCs as continuing to struggle against the doppelgangers, regardless of actual actions being taken. To PCs that have been freed, the trapped characters stand in the exact spot where they entered the room, motionless and peering into the darkness ahead.
- Any character with ranks in Knowledge (Arcana) can make a **DC 25 Perception check** to discover the trap. For a PC who has successfully disbelieved the illusion, this check becomes DC 10. After the trap is discovered, it can be suppressed with a **successful DC 20 Spellcraft or Disable Device check**. This check can be made from within the trap or after escaping it, and if successful, ends the effect and frees anyone still caught in the illusion.

When the characters see the hall as it truly is, read:

The hall is actually only about five-feet long before it splits into a cross intersection. Mist and darkness shroud all the corridors, spoiling vision beyond a short distance. The distant wailing comes from the south and something closer to weeping comes from the east.

The Doppelganger's Touch

When a PC is knocked unconscious or killed by their own doppelganger, the doppelganger merges with the PC, leaving a taint of evil and madness behind. This has the following effects:

- The character gains a personality flaw, and now takes pleasure from inflicting pain and harm on others.
- If you are using the madness rules, the PC gains a random

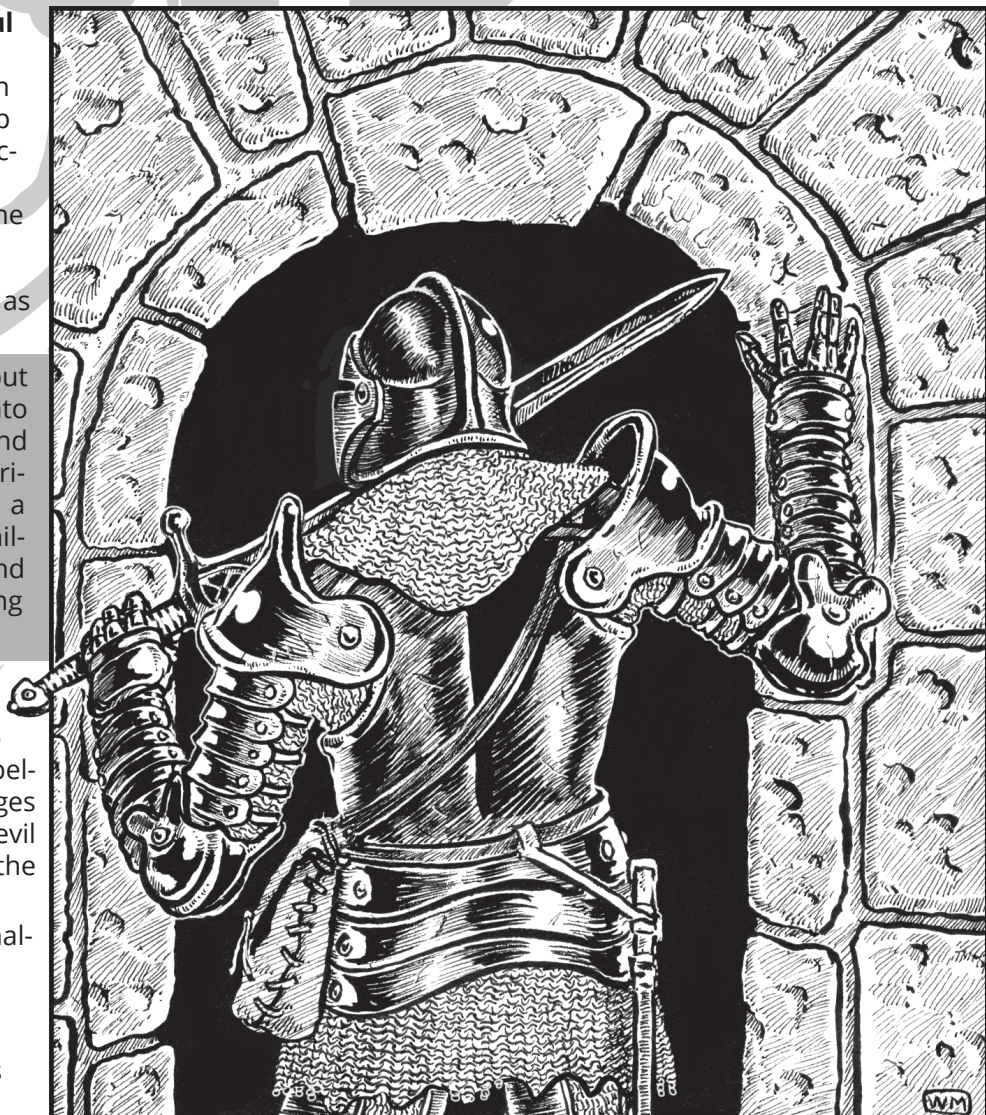
level of madness, or increases an existing long-term malady by one stage.

- Assimilated PCs become vulnerable to compulsions of the master of this wing, as described in the stat block for Malak.

With time and effort, a PC can be cured of the flaw. Doing so requires an expenditure of 6 months. A *wish* or *miracle* can also remove the effect.

I See Me There

Being forced to kill yourself can unhinge even the most hardened adventurer. If you are using the madness rules, the first time a PC defeats their doppelganger, that character must succeed at a DC 20 Will saving throw or gain a madness point. If one of the PCs gets absorbed by their doppelganger, all PCs that witness the event must succeed at a DC 25 Will saving throw or gain a madness point.





11. Prison

Malak keeps victims for his experiments here, bringing them out as needed.

As you near the end of this hall, a stench of refuse, rot, and waste mingles with the scent of damp earth that permeates this place. Eventually, the hall opens into a room where three ledges overlook deep pits into which the swirling mists seem to fall. As you move to peer over the edge of the pits, a cacophony of howls rushes up from a small cluster of mixed peoples. Some you recognize as missing sailors, others you don't recognize. Those who acknowledge your presence share mingled looks of terror and hope.

- Each pit contains between **four to six people**.
- **Most are human**, but there are also a few ro (denizens of Eluade), as well as a smattering of other races mixed in among them.
- **Six of the missing sailors** are among them.
- **Many show signs of surgeries**: shaved heads, stitched up wounds, scars, or missing body parts.
- The victims **shy away from sound**, sending up a cacophony of howls before realizing the PCs are not Malak.

There is no combat here. Aside from the sailors, the other victims are mostly non-communicative, having been subjected to countless horrible experiments.

Talking with the sailors re-

veals what occurred to them: they were taken from the ship by the deep ones, who met with a towering, red-robed man in the hallway. The man selected eight of them and brought them here. The captain and navigator were among those handed over, but they haven't seen either since being tossed in these pits.

One sailor has been horribly disfigured, her left ear missing, and entire muscle groups having been carefully removed from her right calf and thigh, the loose skin cut away and stitched shut neatly, giving that leg an odd and lumpy shape. She is currently in a semi-catatonic state, though the others can relate she babbled of worms and knives before collapsing with convulsions and entering her current state.

Moving On

The sailors gladly help rally the other victims and get them back to Sea Darter. Having tasted of the horrors of the place, they are loathe to abandon others to Malak's not-so-tender mercies.

12. Apartment

This collection of rooms serves as Malak's apartments, although he doesn't use them much. The rooms are:

- A **drawing room** that includes a table and several comfortable chairs. On the rare occasions that Malak entertains guests, he does so here.
- Malak's **bedroom** is unusual. The fog is considerably thicker and the floor, walls, and ceiling are all coated in a slick mucus membrane similar to the trails on the floor. The only thing that might be described as a "bed" is a mound of rich soil. An occasional worm wriggles through the dirt.
- A **small kitchen** serves both as home to the rat things that Malak keeps as servants, and a place to prepare meals for guests. It holds all the expected accouterments of a little-used kitchen.
- A finely appointed **dining room and bathroom**, also for entertaining, complete Malak's quarters. The toilet shaft connects with Area 20 in the Oublette. It is just large enough for a humanoid creature to squirm through lying down.

Six rat things live here, servants to Malak. The creatures attack anyone entering the apartment not accompanied by Malak, and from there will pursue them anywhere within Malak's abode. They do not respond to noises outside the apartment unless Malak calls them.

Participants

- 6 rat things

Treasure

The rat things have hidden some valuables in the kitchen, and Malak keeps some in his bedroom.

- 3 scrolls (*elder sign*, *secret step*, *dark whispers*)



- 2 potions (*invisibility* and *poison*)
- 800 gp value in assorted gems and coins

13. Pits

Malak keeps the incomplete fragments of creatures returned from the salts within this chamber.

As your light spills into this large, rectangular chamber, clearly the source of the pained wails that fill the dungeon, those cries go silent. The floor, polished smooth elsewhere, becomes loosely paved flagstones here and the ever-present fog clings to the cracks and crevices in those floors, drifting lazily on flows of unseen air currents.

- Two dozen **slabs of stone with small holes piercing them** are spaced at irregular intervals in the floor. Occasionally, a **pained wail issues forth** from one of these slabs.
- A **twenty-foot ladder** lies discarded on the floor near the middle of the room.
- Arcane **sigils on the south and east walls** indicate the presence of doorways.
- A **quiet menace seems to watch from the darkness**, though no amount of light or searching reveals anything.

Each of the stone slabs covers a narrow shaft about twenty-feet deep that holds a malformed creature Malak has called forth from its salts. These pitiful things are animate, alive even, but incomplete. They react to light or sound by going quiet, and to the sound of a chute being opened with a somewhat frenzied grunting.

Any character who closely examines a slab (with no check needed), notices a faded arcane rune etched into it. Once discovered, the rune can be identified as a magical trap with a **successful DC 10 Knowledge (Arcana) check**, and disabled with a **successful DC 25 Spellcraft or Disable Device check**. Disturbing a slab without disarming the rune triggers a trap, causing three nightgaunts to materialize and attack.

If the trap is sprung, read:

As you disturb the stone slab, a rune flares brightly on its surface, bathing the chamber in a pale white light. Three figures standing a silent vigil are revealed in this light. As you see them, they turn faces devoid of features towards you, barbed tails twitching, their hostile intent unmistakable.

The nightgaunts are humanoid in shape, but thin to the point of emaciation with rubbery skin as black as the void of space. A pair of inward-facing horns

brackets a face devoid of all features. Membranous wings sprout upon their back and a wickedly barbed tail swishes silently back and forth. They attack immediately, acting in total silence.

The Slabs

Although handling any of the stone slabs triggers the trap, once the trip is sprung, or disarmed, all the pits are safe to open. Several are empty, and the rest hold a half-formed creature of some sort. A human with no head, another with a head but missing most of its torso, another with no arms and half its face gone. Still others are so malformed as to be impossible to place. None of them can speak intelligibly, and all are harmless, despite their hideous appearance and odor. There are fifteen of the miserable creatures.





14. Library

This room is Malak's library and is occupied by his mysterious scribe.

This large, opulently-appointed chamber is obviously a library. Fifteen-feet high walls, lined with shelves, hold books placed in meticulous order. Subjects range from anatomy, to history, to necromancy, and touch on most topics. Near the center of the room sits a reading table, an immense tome open upon it.

In a small, surprisingly brightly lit alcove, a stooped humanoid figure sits at a desk, frantically scribbling on parchment. Prodigious piles of spent parchment are stacked on the right side of the table, while similarly large piles of blank parchment are stacked on the left. He takes no immediate notice of your presence.

The open book is the *Black Book of B'Nar*, a large, thick volume with a simple cover of black vellum embossed with a symbol in the likeness of a stylized squid surrounded by glyphs. The pages are irregularly bound, and, when shut, a bone lock secures it.

The man appears human, though extraordinarily aged, having only wisps of long frail hair, his shriveled, wrinkled, thin skin sagging loosely from his bones. He fills sheet upon sheet of parchment with words, writing furiously in a mysterious language.

Running the Scene

This man is Malak's scribe, and, though he is fully absorbed in his work, he can be roused to speak. The scribe has a fractured memory, and doesn't clearly understand where he is or what he's doing. He is usually frantic in speech, and if asked, claims to be putting down the "lore of Yg'Nargal," but he cannot clearly articulate what that lore is. When pressed on who or what Yg'Nargal is, he grows agitated, adorning the creature with titles such as the "crawling darkness," "writhing doom," "gravelord," "eater of souls," and similar, mostly meaningless, but doom-filled titles.

The scribe considers himself a great scholar of forbidden lore. He can identify Malak by name, and claims the worm-wizard awakened him to the voice of Yg'Nargal, so that he could complete his study. If questioned at length, the scribe occasionally sheds his frantic demeanor, switching to an articulate and indeed scholarly voice; particularly if asked about Eluade directly, as opposed to the abode, Yg'Nargal, Malak, or the morguul.

He knows the following about Eluade:

- The mountains of Eluade are massive and, surprisingly, occupied.
- The primary intelligent inhabitants include the ro, hraacknar, deep ones, and a smattering of other creatures.

- He describes the ro as bestial, tribal creatures constantly at war with one another, the spiders, and the deep ones. They worship morguul deities, and are often led by significantly more advanced members of their race.
- The hraacknar, he indicates, are slavers living primarily in the twisted forests of the southernmost mountains, but with homes in deep caverns. They trade with creatures from the underground.
- He knows only little of the deep ones, though he claims to have visited a vast underwater city in secret, and that their society is consumed with the capture of other creatures to use for purposes he would rather not describe.
- He also talks about a run-in with star spawn, human-faced rat creatures, and several different tribes or settlements of degenerate monstrous humanoids, dwarves, elves, and even humans.
- The entire range seems a hotbed of morguul activity, and he postulates that there is a rift somewhere within the mountains to the vast unknowable places from whence they spring.

Should the PCs attempt to persuade the scribe to leave with them, or even to leave the room, he grows agitated and reverts quickly back to the previous state of insane incoherence. He is obsessed with hearing the voice of Yg'Nargal and completing his work. If the PCs attempt to force him out, he defends himself violently.

Participants

- Scribe (mage sniper)

Treasure

The books of the library can be collected and sold for 5,000 gp to the right buyer, or used to stock a library of their own. The true treasure here, however, is the heavy-bound *Black Book of B'Nar* (see Appendix 2).

Who is the Scribe?

The scribe is, in truth, the scholar Ennald Dunsany, who used to be a foremost authority on morguul lore in addition to being a wizard of some renown. Some hundred years ago, Dunsany returned to follow up on his book "Eluade," being acutely aware the accursed range had many secrets left to divest. He was betrayed by locals, however, who sent word ahead of his coming and powerful serpentfolk laid a trap for him that rendered him unconscious and temporarily unable to use his magic. They sold him to Malak, who used dark rites to remove some of his essence from this body, and now uses him as a scribe and conduit for learning secrets which might drive a whole creature insane.



15. Laboratory

Malak is typically found in this laboratory, working on some horrible experiment. As the PCs enter, the worm-wizard has just finished breaking Marra down to her "essential salts," and is about to do the same to Frostbeard.

This vast chamber is clearly a laboratory. A large table has been placed near the door, covered in bowls, bottles, beakers, dusts, and other obscure arcane paraphernalia. A pair of stone slabs flank the table, equipped with straps, chains, and clamps that are obviously intended to hold a victim in place.

A tall man in a red robe stands between those two tables, his back toward you. A hand rests on Captain Frostbeard, who is strapped to one of the tables. The other slab is empty save for a small pile of rose-colored sand. As you enter, Frostbeard twists his head towards you, eyes bulging with surprise, he begins to scream and howl, begging for help.

The red-robed figure responds to Frostbeard's outburst, turning towards you, and you are horrified to realize it is not a man at all, but rather a host of tiny, squirming worms formed into the rough shape of a human. A sort of mouth opens in an appropriate space on the writhing mass of worms and a disconnected voice issues forth, seemingly oblivious to Frostbeard's cries. "Welcome."

- **In the floor**, next to the table, is an **unusually shaped arcane circle**, carved as a stylized eye seemingly dripping blood.
- The **north and south walls have been polished smooth**, and contain writing in an unknown language, each etched with a different phrase that repeats over and over.
- The **western wall is headed by a plaque that**

The Worm-Wizard

Adventurers see some weird things, but a swarm of worms that talks and turns people into salt is a whole new level. If you are using the madness rules, each PC must succeed at a DC 20 Will saving throw or gain a madness point.

reads, "WARDS" and covered with shelves, each holding dozens of unremarkable, but identical, vials.

- The **eastern wall has a sign reading, "MATERIA"** and holds a similar count of vials on shelves.

Malak will not allow any of the PCs to leave, or to approach within melee range, but the worm-wizard will talk for a time if they attempt parley. The wizard speaks freely of its studies, discussing how, using rituals found within the *Black Book of B'Nar*, common creatures can be reduced to, or returned from, their "essential salts."

Wards and Materia

The vials of powder on the western wall, labeled wards, include creatures Malak has reduced to salts that are loyal to him. The eastern wall contains creatures Malak considers useful. The worm-wizard has assembled a small host of experts on a variety of different subjects. History, astrology, mathematics, politics, various sciences, and more. He has 115 such "materia," their names and skill recorded in his journal. Both the wards and materia represent creatures of various races, from different points in time.

Frostbeard and Marra

Captain Frostbeard narrowly avoided being reduced to his "essential salts" by the PCs' timely arrival.

Navigator Marra was not so lucky. All that remains of her is the small pile of rose-colored sand. She can be restored using a ritual contained in the *Black Book of B'Nar*.

The Materia

Characters who learn the ritual in the *Black Book of B'Nar* for returning creatures from their salts, can use the "materia" to access a wealth of information. On most mundane subjects, they should be considered to have access to a subject matter expert. Exactly how this plays out is left to you to decide.





Participants

- Malak

Treasure

Malak's personal treasure includes:

- *mage's vestment* +4 (see Appendix 2)
- 5 small rubies (100 gp value each)
- Half of the key to the Greater Temple (a piece of metal that perfectly mimics the right engraving on the double-doors from Area I)

In addition, the following items can be found in the room:

- 3 *potions of cure serious wounds*
- 1 *potion of flying*
- A journal listing the names, birth dates, and notable skills of each "materia" victim, as well as a name and race of each "ward."

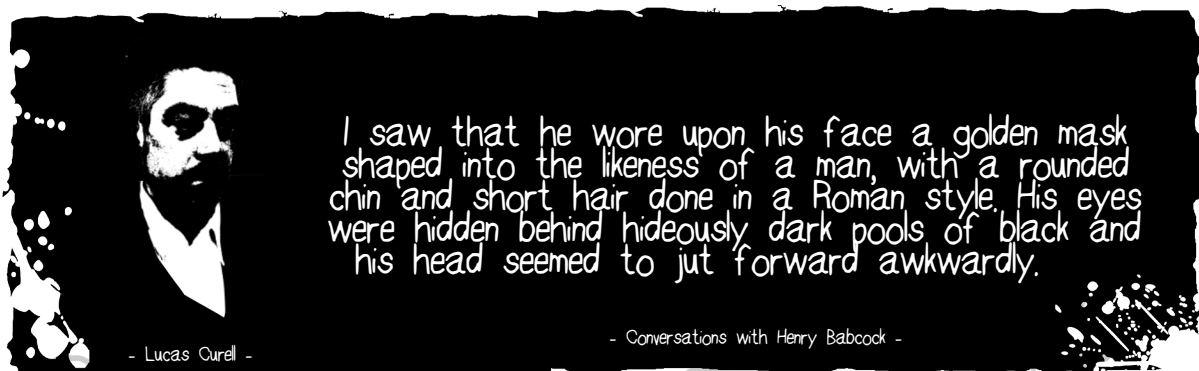






3D.

THE OUBLIETTE



- Lucas Ourell -

- Conversations with Henry Babcock -

Beneath the Abode of Malak and the Caverns of the Deep Ones, there lies a twisted warren of caves: a cold, dark, accursed place. In that darkness lurks a thing so horrid that even the denizens of the temple fear to visit its cursed prison. The ignorant sometimes refer to it as a harvester, or a mask monster, but it is, in truth, a shabotahn, a servitor of the outer god Garohle.

Dungeon Features

Unless otherwise noted, the Oubliette shares the following features:

- There is no light and no sound beyond that which is brought into the Oubliette.
- It is cold, the temperature hovers consistently around 33 degrees Fahrenheit.
- Bodies litter the ground. These consist of mostly preserved whole corpses and the discarded skins of creatures consumed by the shabotahn.
- Dark, impenetrable fog clings to the floors and walls, pooling in the shadows and giving them physical substance. This fog resists all attempts to dispel it with light or pierce it with darkvision. See "The Fog" below for additional details.

The Fog

A miasma of black fog flows like water through the Oubliette. This fog is a cast off of the shabotahn, like the castings of worms. It seeps from the corpses the shabotahn leaves behind. Some small remnant of the sentience and soul of the creatures remains within the fog, giving it a sort of insane sentience, and an unquenchable hunger.

This need to feed manifests when a character in the Oubliette begins dying. Tendrils of darkness seep to the character, seemingly attaching to the body, where they begin to pulse. Each round the shadows deepen, swirl-

ing around the body as if it were caught up in a whirlpool. The pulsing also intensifies, manifesting now with flashes of light, as if bursts of energy were being drawn from the body. Dying characters automatically lose 1 hit point each round, and any attempt to stabilize the character is made with a -2 penalty. Once stabilized, the shadows recede. Characters that die in the Oubliette can only be returned to life through a *wish* or *miracle* spell.

Random Encounters

Encounters within the Oubliette are handled differently than elsewhere. For each hour the PCs spend here, at least half must **succeed at a DC 25 Survival or Stealth check**. On a failure, make note if half exceeded a DC of 10.

- If the check result is a success, the PCs avoid random encounters for the hour.
- If the check result is a failure, but exceeded a DC of 10, they encounter scattered skin zombies, but easily defeat them. Each PC must **make a DC 20 saving throw (of their choice)** or suffer 2d12 points of damage from the encounter.
- If the check result was a failure, and the result was below 10, the PCs stumble into a nest of skin zombies. They become embroiled in a battle with 10-60 (1d6 x 10) skin zombies.

Collapsed

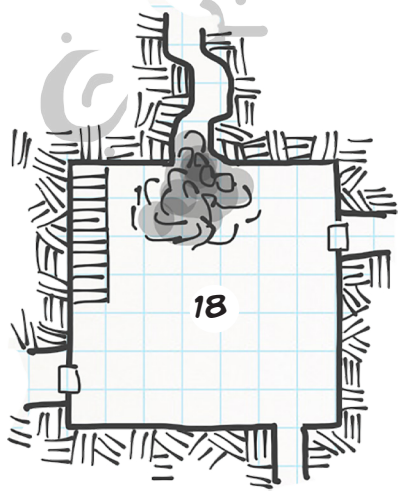
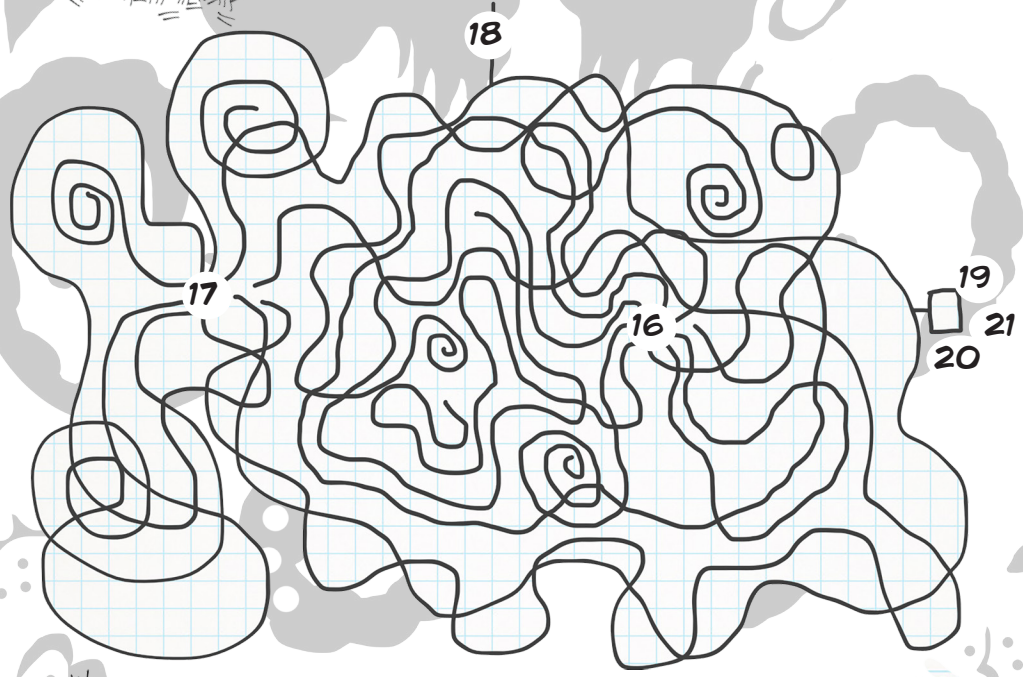
If the PCs explore the Oubliette after the collapse of the Greater Temple, there are some minor differences. First, if the exploration happens within 24 hours of the collapse, though it remains opaque, an inner glow occasionally pulsates through the black fog. Second, water pools in lower parts of the warren, making it impossible to access the mine entrance (Area 18) without swimming. Finally, the sky is visible high above the pit (Area 19).





THE OUBLIETTE

- 16. The Grates
- 17. Trash Heap
- 18. Mining Shaft
- 19. The Pit
- 20. Waste Chute
- 21. The Room





PCs that do not stay on the move, perhaps trying to rest, make the check with a -2 penalty, as do PCs traversing the skin zombie warrens. PCs that have dealt with the encounter in one of the points of interest can safely take a rest in that chamber as long as they do not leave. Once they leave the skin zombies reclaim the point of interest.

Accessing the Oubliette

There are five routes of entry into the Oubliette.

- A. Grates.** Three grates, each set low in the walls of the Main Hall, connect with Area 16 in the Oubliette. These grates are unremarkable, rectangular slots about four-feet-wide and two-feet-long with heavy iron bars set in them. They appear to be drainage grates, and in fact serve that function as well as being entrances to the Oubliette.
- B. Trash Heap.** In the deep ones' trash pile (Area 2), a cramped path, just barely large enough for a single humanoid-sized creature to crawl through, connects to Area 17 of the Oubliette.
- C. Waste Chute.** A similarly cramped chute, originating in the toilets of Malak's Abode (Area 12), opens on the wall of the Pit at Area 20.
- D. Abyss.** The Greater Temple's Abyss (Area 24) looms tens of thousands of feet above the Pit (Area 19), through a widely spaced iron grate. However, the only means of access between these two areas is a miles-long climb (or fall).
- E. Mining Shaft.** A largely collapsed tunnel connects the underworld of Eluade with Area 18 in the Oubliette. This tunnel was created long ago when a group of ro slaves, working at the behest of the hraacknar, tunneled directly into the Oubliette. Several hundred of them attempted to escape their masters within. When the hraacknar discovered the twisted tunnels, they knew they must be some part of the accursed temple to Cthulhu and collapsed the entrance, counting the slaves as an acceptable loss.

The Grates (A), Abyss (D), and Mining Shaft (E) entrances have been warded by denizens of the temple to prevent egress by the shabotahn. The other entrances are, by comparison, new, and unknown to the shabotahn, who has long labored in a shape unsuited to easily passing through many of the gates and doorways of the cramped warrens.

Traversing the Oubliette

The Oubliette consists of an incoherent tangle of hallways, rooms, and tunnels that have no internal order and are impossible to map. The architecture is wildly random, with floors of adjacent rooms sometimes lying

at odd angles to one another, long hallways that end abruptly, doors opening onto solid walls, clusters of rooms with dozens of branching exits, and so on. The area conforms to real, if exceptionally uncomfortable, geometry. Scattered throughout them are thousands of corpses, mostly ro and deep ones, though a smattering of star spawn and other creatures can be found among the litter as well. Many of the corpses lie mostly preserved in the chill air, though a great number are instead deflated and shriveled skins discarded by the shabotahn over the millennia.

Getting Lost

Traversing the twisting maze of the Oubliette requires as much luck as skill. Due to its chaotic and illogical design, attempts at mapping and navigating the Oubliette through conventional means is essentially impossible. There are thousands of individual rooms, as well as twisting, overlapping, and crisscrossing hallways, stairways, trapdoors, and ladders. At the outset, it may be useful to describe a few rooms, noting several exits and entrances. Quickly, however, even the most careful of groups become lost in the maze.

When this happens, read:

Before long, you realize that you are lost in the maze of tunnels, rooms, and passages. The swirling darkness of the place seems to work in concert with its mad architect to reveal previously hidden passages and doors, confounding any attempts to retrace your steps.

Even groups with characters that would otherwise be unable to get lost are foiled by the place.

Understanding the Oubliette

Although it is not immediately obvious, there are three distinct regions in the Oubliette, each offering a point of interest for the PCs. Any character that tries can learn about the nature of the Oubliette through observation. By spending an hour traversing the twisting caverns, and **succeeding on a DC 20 Perception or Survival check**, the PCs learn the following:

- There is no internal logic in the design of the Oubliette.
- There are regions of the Oubliette that appear completely free of the skin zombies.
- There are three distinct regions to the Oubliette: an area thick with the corpses of deep ones, another filled with the bodies of the ro, and third area heavily inundated with skin zombies.

Navigating the Oubliette

Once they understand the nature of the Oubliette, the PCs can attempt to navigate to points of interest within it. Although they won't know the specific points, their actions should make it clear they are seeking one of



four goals:

1. **Grates.** If they entered through the grates, or guess that they are a way out, they may seek to find the grates at Area 16. Reaching them takes the PCs through parts of all three areas of the Oubliette.
2. **Trash Heap.** Seeking the point of interest within the deep ones area of the Oubliette eventually brings the PCs to Area 17, where the Caverns of the Deep Ones connects with the Oubliette.
3. **Mining Tunnel.** Hunting through the ro area of the Oubliette brings the PCs to the tunnel collapsed long ago by the hraacknar, marked at Area 18. Here they can, with some effort, escape the Oubliette into the underdark.
4. **Pit.** Parties that hack their way through the tunnels thick with skin zombies eventually find themselves at Area 19. Here, at the base of the massive pillar that reaches all the way up to the Greater Temple, the shabotahn waits in a small chamber.

Locating any point of interest requires three **successful DC 20 Survival checks**. Each check represents an hour of time, wherein the PCs pass through countless chambers and halls. During this time, they must also make checks to avoid encounters in the cursed prison.

Dungeon Areas

16. Grates

The most obvious and likely means of entry into the Oubliette is via the metal drainage grates set in the floor of the Main Hall. These grates are made of cold iron, an effective ward against the shabotahn. Cool air drifts lazily from the grates, beyond which iron rungs lead down narrow rectangular slots into darkness.

As you descend, the air grows noticeably colder, the temperature continuing to drop until the rungs become uncomfortable to hold and your breath comes out in visible puffs. After some indeterminate time, the shaft opens into a wider room. Within the room, the darkness moves like a physical substance on the floor, flowing softly on unseen currents of air and pooling liquidly in the corners of the room.

Lowering yourself carefully to the floor, you find it to be slightly yielding and a bit springy. Before you can consider this further, the darkness begins to move and swirl as shapes upon the floor undulate, writhe, and squirm. The movement is somehow grotesque, and what you took at first to be a single mass slowly resolves into individual forms, strangely limp humanoid figures that appear to be empty sacks of skin and hair flopping and slithering toward you.

This encounter is intended to set the tone for the Ou-

What Am I Standing On?

Some things are hard for the mind to process, such as walking on a carpet of deflated skins, amidst darkness as solid as water. If you are using the madness rules, each PC must succeed at a DC 20 Will saving throw or gain a madness point.

bliette. The creatures are skin zombies, and they attack immediately, attempting to pull the PC lowest on the ladder down. The skin zombies climb over one another to reach further victims.

Participants

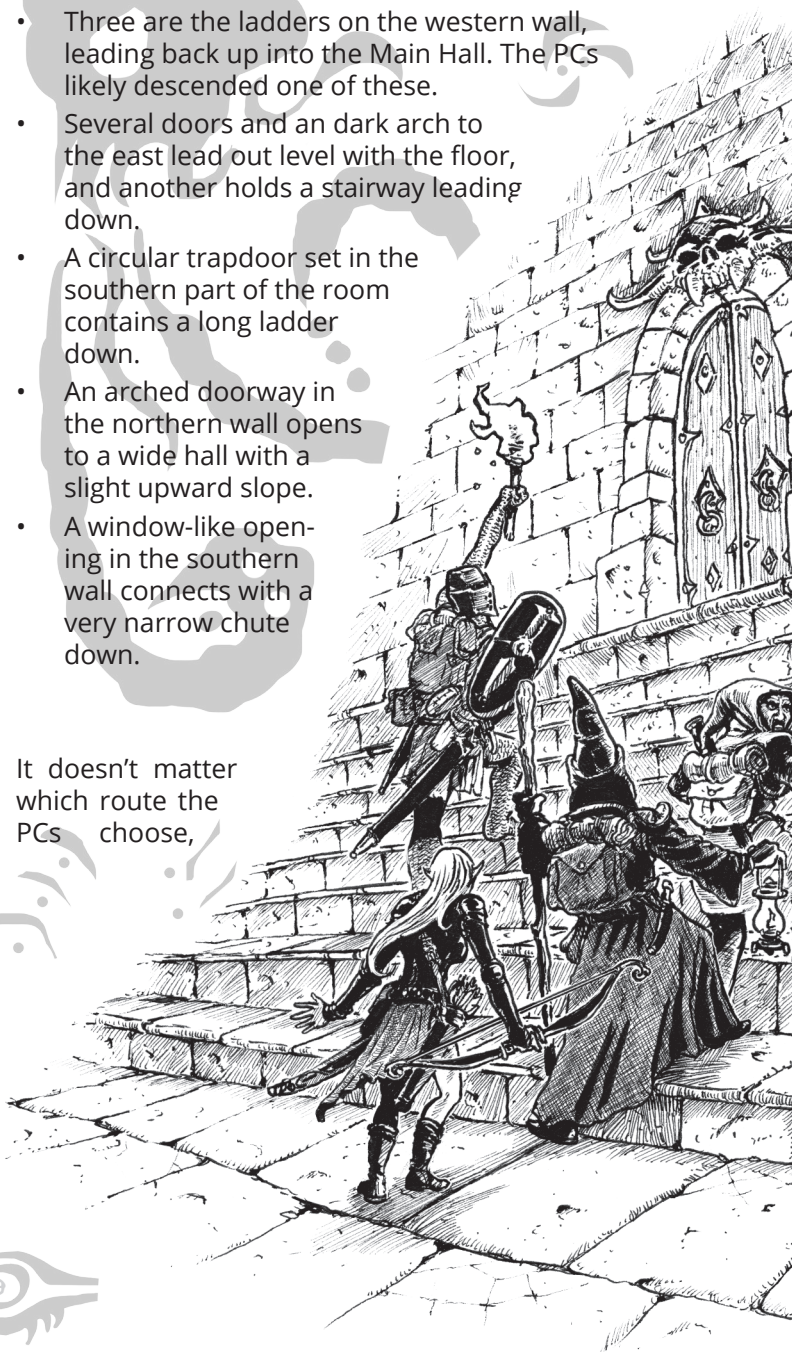
- 20 skin zombies

Moving On

There are ten exits from the room, though the PCs may only be able to see five or six of them due to the swirling, shadowy fog.

- Three are the ladders on the western wall, leading back up into the Main Hall. The PCs likely descended one of these.
- Several doors and an dark arch to the east lead out level with the floor, and another holds a stairway leading down.
- A circular trapdoor set in the southern part of the room contains a long ladder down.
- An arched doorway in the northern wall opens to a wide hall with a slight upward slope.
- A window-like opening in the southern wall connects with a very narrow chute down.

It doesn't matter which route the PCs choose,





unless they go back up and out. All the passages connect with the twisting maze that is the Oubliette. Once the PCs traverse just a few chambers, they become lost (see Getting Lost above).

17. Trash Heap

The Trash Pit (Area 2) in the Caverns of the Deep One connects with a tunnel only large enough for a humanoid to crawl through, and it is uncomfortably tight. The tunnel has a downward slope, and a slow trickle of waste flows down that slope into a small, circular room. The room is home to an otyugh that feeds on the waste.

You traverse a long, narrow hall with a strong odor of filth and the unmistakable smell of low tide. As you move further down the hall, it grows slick and drips with ichor, ending in a small circular room. A mound of refuse lies within, below a rough, narrow opening about six feet above floor level. The ever-present shadowy fog hangs heavy on the far side of the room.

The otyugh attacks anything that enters its lair. Once defeated, the PCs can escape the Oubliette after an uncomfortable crawl through sewage and waste, emerging in Area 2 of the Caverns of the Deep Ones.

Participants

- 1 otyugh

18. Mining Tunnel

The shaft tunneled long ago by the ro into the Oubliette connects with a chamber sitting at an odd angle. This makes movement difficult and PCs without a Climb speed are reduced to half speed in this room.

This large, cubic room slopes strangely up at an odd angle. There are several exits from the room, including a stairway along the southern wall. However, there is also a tumble of stone mostly blocking a tunnel on the far wall. A heap of preserved corpses is piled in the lowest corner of the room, covered by several skin zombies which begin to amble at your approach.

A mixture of skin zombies and ro zombies linger in this room. The normal zombies are all that remains of the slaves who long ago attempted to use this tunnel as a means of escape.

Participants

- 12 zombies
- 10 skin zombies

Moving On

PCs that want to, can clear the rubble from the tunnel and escape into the underdark. This requires 1d4 hours of work by characters with a combined Strength score

of at least 40. With the rubble clear, they find themselves at a rusted grate of cold iron that requires a **successful DC 24 Strength check** to break down. Doing so allows the PCs to escape, but also gives the shabotahn a way out of the Oubliette.

19. The Pit

If the PCs push through the area of the warren teeming with skin zombies, or enter the Oubliette from Malak's toilet, they reach the Pit. Here a large stone room lies at the base of the mighty pillar rising all the way to the Greater Temple's Abyss (Area 24). It is protected by a massive grate forged of wide cold iron bands that prevents the shabotahn from climbing to freedom.

Great mounds of indistinguishable flesh fill the room, both the result of millennia of creatures falling to their death from above and the only slightly younger cast-off of the shabotahn. A pathway between the heaping mounds of flesh and ichor leads to a tall, somewhat narrow, rectangular doorway carved crudely into the base of the pillar. Beyond this door the shabotahn waits.

As the PCs near this chamber, describe the darkness growing heavier, while the concentration of skin zombies grows noticeably lighter. A clear current to the darkness becomes obvious, seeming to flow outward from a central source. The PCs' route follows this flow "upstream" to a stairway connecting with a circular doorway.

A nightmare awaits beyond the threshold of the strange circular door. For the briefest of moments, you believe you have escaped this oubliette entirely, as the walls and ceiling drop away. However, you are quickly disabused of this notion and begin to truly take in your surroundings.

To your left and right rise great mounds of what appears to be loose, wet, organic tissue. Dark fog seeps from the grotesque heaps, pooling in rivulets before running out down the stairs from which you entered. These mounds, at least thirty feet tall, are bisected by a mostly clear walkway some ten or fifteen feet wide and leading directly to the base of a titanic column of stone, its upper limits disappearing into the darkness above.

At the base of the pillar, an oddly formed rectangular cut stands open, beyond which a flickering pinpoint of light dances, like some lonely star in the night sky.

Assuming the PCs move forward, when the lead character gets about half way to the room, continue:

You wait with trepidation for something to happen and, as if in answer to your fears, wet sucking and sloshing sounds suddenly begin to fill the room. The sounds precede dozens of roughly humanoid





shapes pulling themselves free of the indistinct mounds of flesh.

The creatures pulling themselves free are fleshpiles and their objective is to herd the PCs into the room at the base of the pillar. PCs that stand and fight will certainly die. There are, effectively, an infinite number of fleshpiles. In time, they will overwhelm even the most stalwart of groups. PCs have two choices to survive: go forward or go backwards.

Running the Scene

The encounter begins with four fleshpiles for each PC. If possible, at least half of them should be placed between the PCs and the chamber's entrance. A much smaller number pull free in the open space between the PCs and the shabotahn's room. The last few attack from the sides. Regardless of where the fleshpiles emerge, they are aggressive.

Every round after the first, on initiative count 20, always losing ties, additional fleshpiles emerge. Roll 1d6 and add the result in fleshpiles to the encounter. On the following round, roll 2d6 and add them. Then 3d6, and so on. Always crowd the exit, and leave a path forward to the pillar and the waiting shabotahn.

When the PCs reach the cut at the base of the pillar they find an open archway where a candle flickers upon an oak table. The fleshpiles will not enter the room.

20. Waste Chute

In addition to the entrance from the warren, a very small hole opens into the Pit some forty feet up in the southwestern wall, connecting with Malak's toilets.

21. The Room

Beyond the rectangular archway which is just slightly taller than normal is a room. When the PCs enter, all they can see is an oak table set about five feet inside upon which rests a single, flickering candle.

Beyond the rectangular doorway is a room mostly enveloped in darkness. A single candle flickers on a plain oaken table sitting just beyond the threshold.

Any light the PCs bring into the room brightens the area around the doorway and the area already illuminated by the candle, but does nothing to the remaining darkness. As the last PC enters, continue:

Beyond the archway, the fleshy creatures pile up, until they wall off the passage entirely, closing you in this tiny room with its lone, flicking candle. When the sloshing and sucking sounds fall silent, your eyes are drawn unnaturally back to the candlelight where a pair of ancient looking hands slide from the darkness onto the table as though a person sitting on the other side has moved forward. A deep, sonorous voice issues from just beyond the can-

dle's light. "Welcome to my home."

The room, though lost to impenetrable darkness, is hexagonal in shape and approximately 30 feet across and a similar height. It is barren aside from the single table and the shabotahn looming in the back of the room. Nothing the PCs do can pierce the darkness around the shabotahn before it reveals itself.

After a moment, continue:

You stare at the hands for a heartbeat, and then the speaker leans in. Candlelight flickers and reflects off what you at first take for smooth, coppery skin framed by short, tight curly hair. However, it takes only a moment to realize that what you are actually looking at is a face hidden behind a golden mask sculpted in the likeness of a human face. It speaks again, its powerful voice somehow at odds with its frail-looking arms and hands.

"It has been long since I have spoken..."

Conversations with the Shabotahn

Shabotahn love to talk and they are master manipulators. Fully aware of their hideous natures, the creatures adopt different methods to accomplish their ends. In this shabotahn's case, its goal is to escape the Oubliette. It is extremely intelligent, often capable of seeing ends those it speaks with cannot hope to imagine. Choose an approach for the shabotahn from those below, or create your own. Your goal is to convince the PCs to leave the Oubliette with the mask.

Regardless of its chosen method of discussion, the shabotahn eventually attacks the PCs. It talks because it loves to talk, not because it intends to allow the PCs to leave untested. While it seeks freedom, the shabotahn knows that the things which entombed it here are powerful. It has been recaptured on numerous occasions and the star spawn always make the experience unpleasant.

Conversation Approaches

- **The Truth:** The shabotahn is confident it can use the truth to persuade the PCs to remove it from the dungeon. It is a scion of an ancient god, and came to challenge the twisted spawn of Cthulhu for dominance millennia ago. Through subterfuge, the creatures trapped it in this place where it has waited for someone with the mettle necessary to take it away. The only way the PCs can escape the shabotahn alive is to best it in combat and take the mask away with them. They merely need carry the mask out, though untold power awaits one brave enough to don it. If asked directly, it will tell the truth of the creatures in the dungeon: the skin zombies are its servants, created when it kills; the heaps of flesh are its physical leavings after victim's life force and soul have been devoured; and the darkness is a simple side effect of its existence.







can pierce that blackness. Meanwhile, wave upon wave of skin zombies attack. At any point during an escape attempt, the PCs can move back toward the mask without being harassed.

If the PCs escape the Oubliette with the mask, but with nobody having put it on, read the following.

Indescribable relief fills you as you leave the twisting passages of that dark oubliette. As you turn your mind back on the perilous flight from the dizzying maze of tunnels and blackness it feels almost like a dream, the details indistinct. Of one thing, however, you are certain: your decision to leave the golden mask behind was the right one.

At this point the players will likely be confused, but express to them that their characters indeed recall leaving the mask behind. Though the actual memory of their escape is now just a hazy memory, each character has a clear memory of the mask lying in the room when they left. You might take each PC aside and give each a slightly different version of the memory privately: one may remember the mask falling onto the table, another remembers it falling into the swirling shadows, etc. These memories do not feel hazy or dreamlike, but very real and solid to everyone.

The truth is that the shabotahn has escaped, and does not want the PCs ruminating on it or its mask. Should they remain aware of it, and believe they have the mask, they might try to throw it into the ocean, drop it in a volcano, or take some other action that would be inconvenient.

The actual fate of the mask is up to you, and depends largely on what role you want the shabotahn to play in your ongoing campaign. Presently, it has found its way into the pack of a random PC. Despite being a rather large and heavy thing, the PC does not notice its presence, even when rummaging through the pack, unpacking or packing for camp, etc. Possible

scenarios for what happens next include:

- After making camp or going to a town, the mask falls free of the pack unnoticed by the PCs. Perhaps it doesn't surface again in their lifetime.
- The mask is found in a bag. Though it appears familiar, the PCs are unable to recall where they know it from.
- The mask is found in a bag. The memory of it being left behind remains clear, with the minor addition that the owner of the bag lingered behind briefly in the room.
- The mask is found in a bag. The PCs recall the truth of what happened in the Oubliette upon seeing the mask again.



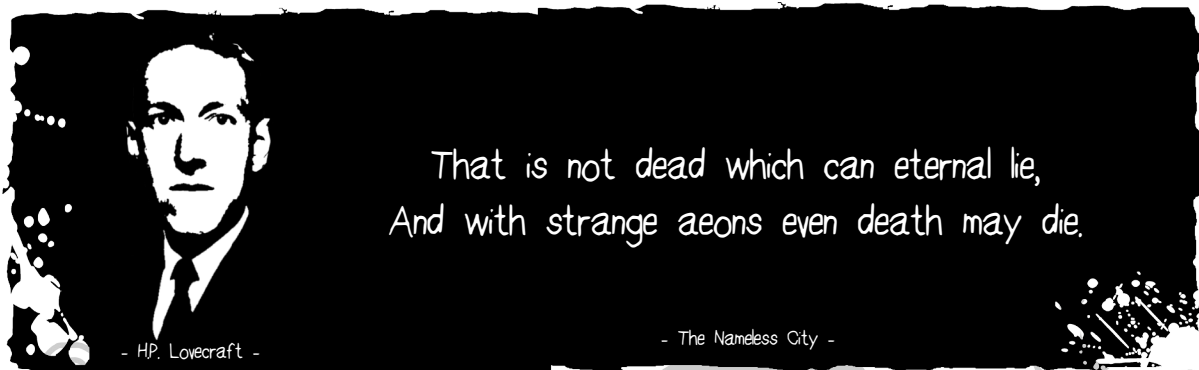
Wearing the Mask

If a PC dons the mask, they are subject to both its benefits and its curse. The curse has two immediate impacts. First, it cannot be removed. Second, the PC experiences nausea and mild pain when in contact with cold iron. This includes the framing and bars of the grates in the main hall, the rungs of the ladders to the Main Hall, the bands and frame of the massive grate above the Pit, and the metal grate and frame beyond the rubble that leads to the mines of the hraackmar.



3D.

THE GREATER TEMPLE



With both key fragments in hand, the PCs can open the doors to the greater temple. Built at the very top of one of the great peaks of Eluade, the greater temple can be reached only after traversing a miles-long hallway filled with sleeping dead. It is home to the nihilist Duasanaras and horrible star spawn of Cthulhu.

Dungeon Features

Unless otherwise noted, the greater temple shares these features:

- Beginning in Area 24, the nature of the temple's architecture changes. Ceilings dip and turn asymmetrically; walls seemingly loom inward oppressively, or bulge strangely outward, or do both simultaneously; corners are joined at impossible-to-describe angles that jar the eye.
- There is an ever-present feeling of being watched by eyes hidden in darkness, just beyond sight. That the watcher wishes ill is unmistakable. The feeling grows more noticeable the longer the PCs stay in the Greater Temple.
- The walls in Area 22 are sandstone, but once the PCs enter Area 23, corridors and rooms are cut from the mountain.

Random Encounters

Excepting Area 22, the Greater Temple is not a static dungeon, with creatures waiting in rooms to be discovered and killed. The denizens of the temple roam from place to place and although most are often encountered in a specific locale, they can be encountered elsewhere. Each area of the temple has a section detailing possible encounters in the room. Unless otherwise noted, check when the PCs enter and again if they attempt to rest.

Dungeon Areas

22. Fungoid Hall

A creature called a pecki guards the Greater Temple, inspecting entrants and discerning who is worthy to enter.

As you place the key fragments into the door, its heavy slabs sink slowly into the floor, revealing a world of color. Reds, greens, browns, pinks, whites, violets - every color imaginable adorns the spores, shoots, molds, and fungi which cover the hall beyond. Many shiver and shake, kicking off little puffs of spores that drift lazily through the hall.

- The hall is **ten feet wide and eighty feet long**, with **ceilings lost to the darkness** above (they are the same height as the outer hall).
- About a **dozen alcoves line the hallway**, carpeted with mold and fungus like the rest of the chamber.
- The **floor and walls are made of sandstone** block, although a foot of rich, dark soil carpets the floor and several inches of mold coats the walls.
- **Bloated bodies**, overgrown by vines and sprouting mushrooms from every orifice, **lie in the dirt** just inside the doorway. They include deep ones, ro, humans, and others. Some wear tattered cultist robes, others adventuring gear, and others nothing at all.

The Crew

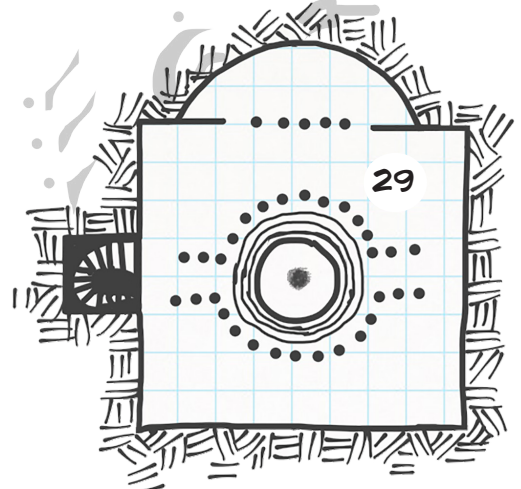
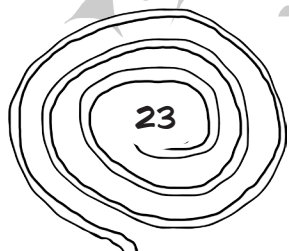
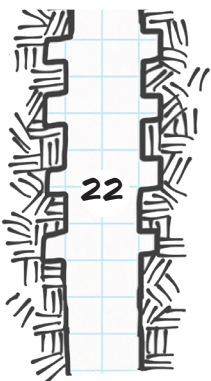
The crew of Sea Darter, presumably freed of their captivity, don't want to delve deeper into the dungeon. Captain Frostbeard volunteers to begin evacuating survivors back to Sea Darter.





GREATER TEMPLE

- 22. Fungoid Hall
- 23. Hall of Memories
- 24. The Abyss
- 25. Star Spawn
- 26. Duasanaras' Rooms
- 27. Great Hall
- 28. Guest Quarters
- 29. Sphere Chamber
- 30. Inner Sanctum





Once the PCs enter the hall, continue:

With your first step, the nature of the fungus changes. There is a shift, a joining together of vines, mushrooms, shoots, and mold. Then a monstrous thing composed of fungus and mold bars your passage. Its form hints at humanoid, but it is something altogether different.

The creature is a pecki, and it is not immediately hostile.

Running the Scene

The pecki is charged with discerning those worthy of entering the temple. Anyone judged worthy is allowed to pass, while those judged unworthy are not granted entry.

The pecki defends itself, if attacked, otherwise, it inspects each PC in turn, stalking around them, sniffing, and puffing spores at them. The creature considers any interruption to this inspection an act of hostility, and responds accordingly.

To be considered worthy, a PC must meet one of the following criteria:

- Have the deep one heritage.
- Have an active corruption.
- Have a madness score of greater than 1.
- Be a member of a secret morguul cult.

Additionally, choose one unworthy PC at random, and judge that character worthy. If an unworthy PC attempts to enter, the pecki attacks. Worthy PCs who join in the fight are considered interlopers, and the pecki treats them accordingly.

Participants

- 1 pecki
- 2 violet fungus

Moving On

At the end of the hallway, there is another set of mighty doors, identical to those that prohibited entry to this chamber. These doors open automatically when characters approach.

23. Hall of Memories

This hallway slowly winds up the interior of the mountain and contains the not-quite-dead servants of the greater temple who lie in eternal slumber.

Beyond a second set of mighty doors, the hallway stretches into darkness. A dozen paces inside, your light glints off the glass face of an upright coffin and, as your eyes adjust to the darkness, you realize both sides of the hall are lined with similar coffins as far as you can see.

- The **ceiling begins far, far above**, but after several hundred feet it **reaches a height of ten feet**. It is difficult to discern whether the ceiling sloped down, the floor up, or both, and careful inspection suggests both are level.





- Each **coffin is eight feet tall**, made of **worked black basalt** with a **glass face** and **affixed with a disc of gold** six inches in diameter. A **bas relief** upon the face of each disc is worked in the **likeness of a stylized squid** surrounded by glyphs.
- **Within each coffin rests a body.** The creatures are alien, with faces that evoke a squid or octopus and arms folded across their chests.
- The **coffins are packed tightly**, one to the next without a space between them and **no apparent means of opening.**
- **A foot above the coffins**, on either side of the hall, is a **band of sunken-relief sculptures.** The bands continue as far as the coffins and record the history of the creatures in the coffins.

The hallway, and its contents, continue unabated for miles. Within 200 paces, the only apparent change is the occupants of the coffins and the pictographs in the sunken-relief sculpture. However, a PC that **succeeds on a DC 25 Perception or Knowledge (dungeoneering) check** notices both an incline and curvature to the hall. These deviations are introduced gradually, and are nearly imperceptible. Dwarves, and others familiar with stonework, gain a +2 bonus on this check.

The hallway is twisting in a slow spiral, winding upwards to the top of the mountain. By the time the party reaches Area 24, they will be in one of the cube-like formations first observed from Sea Darter.

History of the Star Spawn

The slumbering creatures in the coffins are star spawn, and PCs that study the pictographs can discern their general history, as told on the walls. It begins with the star spawn flying through a great void of cold darkness. After an indeterminate time, they arrive on this planet, where they set about building exotic cities. Over the course of centuries, they spread out, touching nearly every part of the world. Then there comes a war with other bizarre and unknowable creatures, followed by a retreat further and further into darkness. Finally,

The Danger of Knowing

Some things are not meant to be known. Some knowledge is best kept secret. The implications of the history recorded by the star spawn is among those things. If you are using the madness rules and your PCs begin studying the wall, before you give too many details, describe how the secrets tug at horrible truths best left hidden. If they insist on going on, learning the full story, each PC gains a point of madness.

they shut themselves up in the desolate reaches of the abyss, far from civilization, while other creatures, such as deep ones, move into their cities. The star spawn worship beings of immense power, to which they attribute creation. Like themselves, these beings have passed into a sort of slumber.

After a time, it becomes clear that the pictographs shift away from history, towards a time in the future. In these images, the slumbering gods have awoken and cast their terrible influence across the world. Unimaginable suffering follows their awakening, and the star spawn serve at the feet of their gods. The event that awakens them is unclear.

Disturbing the Coffins

If the PCs disturb the coffins, they become afflicted by a terrible curse. While cursed, dying characters automatically lose 1 hit point each round. This curse can be removed only with a *wish* or *miracle* spell, or by restoring the coffin, and its occupant, to the state in which they found it.

Moving On

When the hall finally ends, the PCs find themselves at a doorway, its curves and lines difficult to follow with the eye. Even its shape, first perceived as rectangular, tugs at the brain, seeming to suggest some impossible angles at play. This doorway leads into Area 24, where the PCs enter the temple proper.

Hall of Memories (Area 23) Encounters

d100	Encounter	Notes
1-50	No encounter	
51-75	2 rat things & 1 lesser star spawn	The rat things toil away, cleaning the coffins under the watchful eye of the lesser star spawn.
76-95	1 star spawn	A lone star spawn walks towards the lower levels carrying a sack containing manacles and collars.
96-00	2 star spawn	A pair of star spawn walk along the corridor visiting their ancestors who lie in eternal sleep.





24: The Abyss

Beyond the doors is a circular chamber with no floor. Four narrow stone bridges connect at a central platform, which is actually the top of a great pillar rising from a mist-filled abyss. A tapered stalactite hangs from the ceiling above, its tip brushing the center of the platform.

The abyss drops over four miles to the base of the mountain, depositing anything that survives the fall into Area 19 in the Oubliette. Numerous smaller passages connect with the shaft, and countless horrors lurk in that darkness.

Encounters

This chamber is a crossroads of the Greater Temple and gets a lot of traffic. Each time the PCs enter the room, check for encounters. Star spawn are always hostile, but the ro (denizens of Eluade), who are guests of the temple, feel no obligation to protect it, and present roleplaying opportunities for those parties that choose to take them.

The stalactite is actually a roper, which joins any fight that erupts here, but does not initiate a battle. If PCs poke or prod it, the creature opens one large eye and emits a low growl, while flicking their poking instrument away with a tentacle. If they persist, it becomes hostile, otherwise, it returns to its slumber.

The Abyss (Area 24) Encounters

d100	Encounter	Notes
1-25	No encounter	
26-75	1 decrepit roper and 4 ro veterans	The ro are moving between Duasanaras' rooms and their chambers.
76-85	1 decrepit roper, Maldruth (ro priest), and 2 ro veterans	Maldruth and a pair of ro are just entering from the northern passage on their way to Duasanaras' chambers.
86-95	1 decrepit roper and 2 lesser star spawn	The star spawn are returning to their chambers from the temple's inner sanctum.
96-00	1 decrepit roper and 1 star spawn	A star spawn is just emerging from its chambers on its way to the temple's inner sanctum.

25. Star Spawn

This chamber serves the temple's star spawn as a gathering place. Connected to the main chamber are eight smaller rooms used as private quarters.

Beyond the hall is a broad chamber, worked into the form of a semi-circle. Eight dark archways are set in a pattern equidistant from one another on the far wall. There are a scattering of stone benches, raised platforms, and what you take to be chairs arranged about the room. It is difficult to pin down the shapes of the furniture, which might appear rectangular at one glance, but jarringly and uncomfortably angled at another or from a different position in the room.

- **Cupboards and shelves**, equally malformed, **line the walls** holding an assortment of objects used by the star spawn. Predominant among the supplies are books and instruments for writing (ink, quills, paper, papyrus, etc.).
- A **massive motif** of the same design as that on the coffins from Area 23, a sunken relief in the likeness of a stylized squid surrounded by glyphs, **is worked into the floor**.

- **Six pits flank the entry hall**, three to a side, connecting with the slave pits (not shown on map). **Posts driven into the floor** next to each hold **rope ladders** that can be dropped into the pits.

Encounters

This room is always occupied by at least one star spawn. The creatures are alien and hostile, and attack as soon as they realize outsiders have penetrated their home. Slaves are also always encountered here, typically assisting the star spawn in some fashion. They are noncombatants and not listed in the encounter chart.

The Form of Things

Star Spawn occupy dimensions beyond the ability of others to comprehend. Even the gruesome, tentacle-faced creatures that the PCs see are just the brain's attempt at forcing the star spawn into a three dimensional schema. If you are using the madness rules, the first time the PCs encounter a living star spawn, each PC must succeed at a DC 20 Will saving throw or gain a madness point.



Slaves of the Star Spawn

The star spawn keep a stable of twenty slaves in a large open chamber beneath this room. The slaves have all been horrifically maltreated and are broken creatures. They offer no resistance no matter the act perpetuated against them. With time, and care, some can find their way back to a semblance of normality.

Attached Rooms

- **Private Chambers.** Each of these rooms is identical, containing an etched stone pedestal, a small recess where the star spawn rest standing up, and an oddly-shaped shelf with books, strange writing implements, and various personal effects of mostly indiscernible function. Three of the rooms are not in use. A secret trapdoor in the floor of one connects with Area 31 and can be located with a **successful DC 25 Perception check**.
- **Slave Pit (not shown on the map).** Slaves are housed in a pit accessible from one of six chutes that drops forty feet and connects with a large open chamber with a river cutting through it. The slaves live in squalor, remaining in this room until they are summoned. What food they get is thrown raw from above. Bones litter the floor of the chamber. If the PCs need a place to rest, this area is safe. The slaves will not betray their presence.

Treasure

Most of the star spawn's possessions are bizarre and unusable, but among them is a golden key made in the same likeness of the stylized squid that marks the floor of this chamber and the coffins of Area 23. This key opens the doors to Area 30 and is worth 2,000 gp.

Running Star-Spawn

Remember, star spawn are an alien and unknowable species. They originate from beyond the normal bounds of reality, and perceive more than three spatial dimensions. Their actions often appear malevolent, but they are simply unknown. They never negotiate with lesser races, even when faced with their own demise, and all attempts to communicate with them fail.



Star Spawn (Area 25) Encounters

d100	Encounter	Notes
1-25	1 star spawn	The star spawn stands before a table, dissecting a living slave whose cries can be heard long before the scene comes into view. Several additional slaves stand nearby, meekly assisting the creature in its grisly work.
26-75	1 star spawn and 2 lesser star spawn	The star spawn and one of the lesser star spawn toil away at a table, in deep study of some sort, while the second lesser star spawn herds a line of slaves towards the hall connecting with Area 18.
76-95	2 star spawn	One star spawn sits alone at a table writing in an oddly shaped book, while another stands at rest in its chamber, emerging on its turn on the second round of combat.
96-00	2 star spawn and 2 lesser star spawn	The star spawn are bent over a table dissecting a living slave, while the lesser star spawn collect additional slaves from the pits. The PCs can hear the slave's agonized cries long before the scene comes into view.



26. Duasanaras' Rooms

These chambers belong to Duasanaras, the high priest of the temple. He is typically elsewhere, but can be found here on occasion. The three rat things that serve him roam about the rooms of this area.

A large chamber formed into a semicircle opens beyond the doors. The sound of bubbling water fills the room, and the pleasant smell of foodstuffs wafts from an open archway in the west.

- Near the chamber's center, stands a **fountain in the likeness of a deformed, bloated star spawn**. Fresh water gurgles forth from numerous opening in the statue's surface.
- Several **open archways in the curved outer wall** lead into deeper chambers. It is from one of these that the smells of food originate.
- **Tables and chairs** are arranged in small pods on either side of the fountain.
- **On the back wall**, flanking the doors, hang a **pair of unicorn pelts**. Mounted above each pelt, the **head of the unicorn** from which the pelt was taken, **including its horn**. The pair were a mated couple, slain by Duasanaras and displayed here for his pleasure.

Encounters

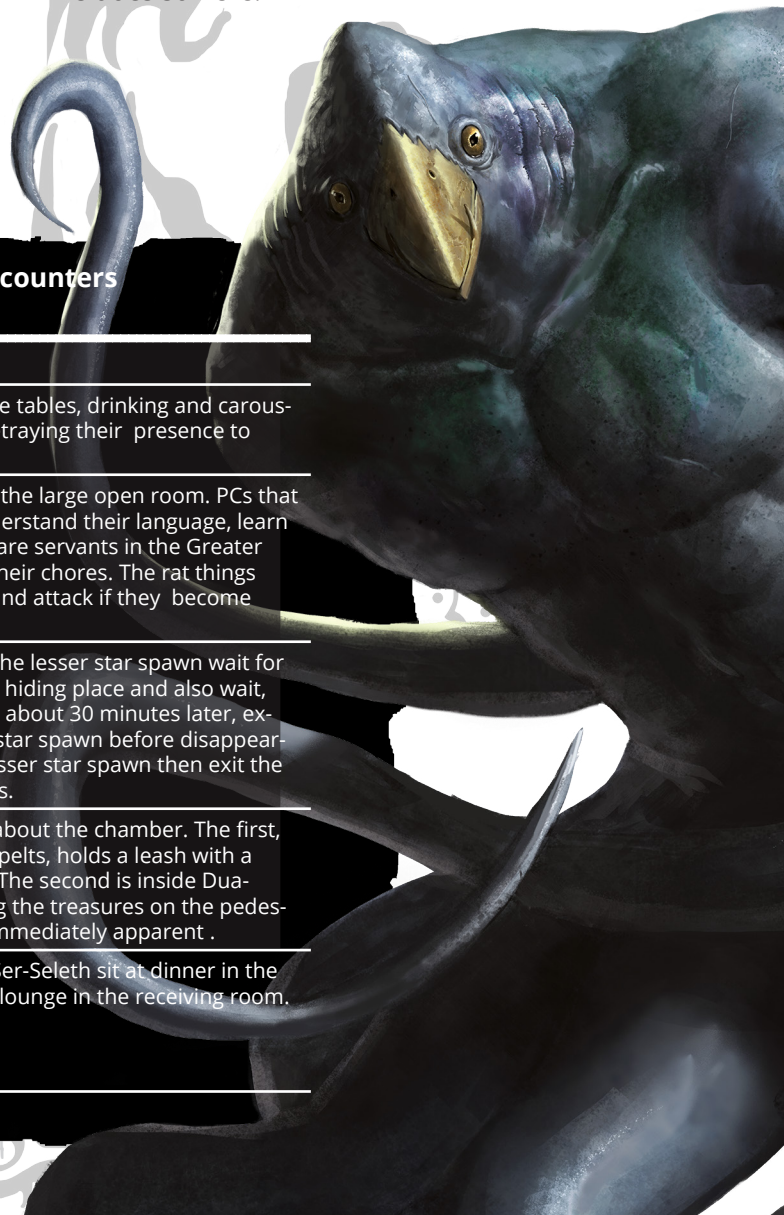
In addition to any encounter noted, there are always three rat things in these chambers, typically working in the kitchens. They are noncombatants, fleeing into small holes burrowed into the walls if attacked. They fight only if the PCs invade their warren or attack Duasanaras here.

Attached Rooms

- Receiving Room.** This large semi-circular chamber serves guests as a sitting room.
- Bedroom.** Duasanaras' bedroom is behind a curtain of moldy fronds that acts as a doorway. The interior is covered with mosses and fungi like Area 22. There is no furniture, only a series of pedestals holding items Duasanaras considers valuable. Each is suspended in the air a few inches above the top of the pedestal (see Duasanaras' Collection below).
- Dining Hall.** This chamber is a dining room including a circular table of black stone, several comfortable chairs, and one black marble stool. On the rare occasions Duasanaras entertains guests for dinner, he does so here.

Duasanaras's Rooms (Area 26) Encounters

d100	Encounter	Notes
1-50	No encounter	
51-75	4 ro veterans	The ro lounge near one of the tables, drinking and carousing. Their drunken revelry betraying their presence to anyone approaching.
76-85	1 swarm of rat things	Dozens of rat things meet in the large open room. PCs that eavesdrop, and who can understand their language, learn only that all these creatures are servants in the Greater Temple who are discussing their chores. The rat things know the PCs are intruders and attack if they become aware of the characters.
86-95	3 lesser star spawn	Standing near the fountain, the lesser star spawn wait for Duasanaras. If the PCs find a hiding place and also wait, Duasanaras enters the room about 30 minutes later, exchanging greetings with the star spawn before disappearing into the bedroom. The lesser star spawn then exit the room for their own chambers.
96-99	2 star spawn	A pair of star spawn lounge about the chamber. The first, standing before the unicorn pelts, holds a leash with a malnourished human slave. The second is inside Duasanaras' bedroom, inspecting the treasures on the pedestals and its presence is not immediately apparent.
00	Duasanaras (star spawn), Maldruth (ro priest), Ser-Seleth (serpentfolk wizard), and 4 ro veterans	Duasanaras, Maldruth, and Ser-Seleth sit at dinner in the dining hall while the guards lounge in the receiving room.



- d. **Kitchen.** The source of the pleasant aroma, this kitchen is where rat things prepare meals for Duasanaras and his guests. It is sized for the rat things, with a low ceiling only four feet high. The aroma comes from hunks of a spider of Eluade the rat things are cooking. A secret trapdoor in the floor that connects with Area 31 can be located with a **successful DC 25 Perception check**.
- e. **Warren.** The rat things live in a cramped warren with a ceiling lower than the adjoining kitchen. Within are three nests, consisting of various scraps of fabric and other detritus the rat things have collected. A terrible stink clings to the place. Scattered among the mess are a few valuables they have collected.
- f. **Bathroom.** This chamber is a bathroom for guests of Duasanaras.

Duasanaras' Collection

Duasanaras has collected several unusual items, which he keeps displayed in his bedroom. Each item is protected by a disintegration trap (see below), which is visible as hazy waves of energy surrounding the pedestal, as if they were behind a sheen of heat. The treasure includes:

- A small clear sphere apparently filled with smoke.
- A dagger that can cut through the fabric of reality (see the *angled knife* in Appendix 2).
- A gold key, worth 2,000 gp, and made in the same likeness of the stylized squid that marks the coffins of Area 23. The key opens the door to Area 30.
- A white cube that betrays strong abjuration properties if magically inspected.
- A jar of salts.
- A piece of metal, warm to the touch, with no apparent magical properties. The metal is twisted into a shape impossible to follow with the eye and impossible to trace with the hand.
- A small spade, such as one might use to dig in a garden.
- A severed, desiccated head, with an unmistakable resemblance to a randomly determined PC.

Is That Me in There?

Finding your own head on display can be somewhat traumatic. If you are using the madness rules, the PC with a marked likeness to the head must succeed at a DC 20 Will saving throw or gain a madness point.

Disintegration Trap (CR 6)

Type magic; **Perception** 20; **Disable Device** 31

Trigger touch; **Reset** automatic (after 1 hour)

Effect 10d6 damage; Fortitude DC 24 half)

This trap is triggered when a creature other than Duasanaras touches the visible curtain of energy. No check is needed to spot the energy sheen, but a **successful DC 20 Perception check** is required to identify it definitively as a magical trap, and a **successful DC 31 Spellcraft or Disable Device check** disables the trap for one hour.

When the trap activates, a thin green halo surrounds the creature that activated it. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *wish* or *miracle* spell.

Treasure

In addition to the items of value found in Duasanaras' bedroom, the rooms contain the following valuables:

- 2 unicorn horns (see Appendix 2)
- 2 unicorn pelts (1,600 gp value each)
- Assorted gaudy baubles collected by the rat things (50 gp value total)

27. Great Hall

This hall connects various parts of the temple.

- a. A stone stairwell descends hundreds of feet, connecting with a large natural cavern, itself connecting with innumerable chambers and passages that honeycomb the mountain. A well-travelled track leads to a subterranean dock several miles below. This area is beyond the scope of this adventure.
- b. A winding stone staircase twists upwards, ascending thirty feet where it connects with Area 29. A cool breeze blows down the stairwell, carrying on it a light mist.
- c. A pair of mighty basalt doors, standing open, would otherwise bar entry to a broad stairwell that descends to Area 30. A depression of the same design as that on the coffins - a sunken relief in the likeness of a stylized squid surrounded by glyphs - adorns the doors. If closed, these doors cannot be opened without a key.

If you want to ensure your PCs encounter Duasanaras before going to the inner sanctum at Area 30, simply remove the keys to door 27c that can be recovered from Areas 25 and 26, and instead locate a key in Area 29 with Duasanaras.





28. Guest Quarters

Guests of the temple use this suite, which is currently occupied by a troupe of visiting ro.

This large circular room is clearly meant to be a sitting room, containing a wooden table and chairs, tapestries depicting scenes of the Mountains of El-uade, and a rich purple rug, with considerable wear. A half-dozen or so heavy oaken doors bar entry into numerous attached chambers, and an eastern hallway connects with another chamber. The walls and surfaces of this room are the first you've visited in this part of the temple that feel solidly grounded in reality.

Maldruth and Ser-Seleth

A pair of priests, Maldruth and Ser-Seleth, came with a troupe of ro to worship in the temple. Maldruth does exactly that, but Ser-Seleth spends most of his time with Duasanaras in Area 29, studying the *sphere of annihilation*. This annoys Maldruth, who fails to understand the sphere's draw.

Ser-Seleth, secretly a serpentfolk who has infiltrated the ro, is far more interested in what the sphere might hold than wasting time in the temple feigning obeisance to the god-thing therein. At any point, if Ser-Seleth's secret is revealed, his companions turn against him in horror, as they witness legends whispered among their people come to life before them.

Encounters

The ro who have come to the temple occupy these quarters and some can always be found here. None of the ro feel any obligation to protect the temple, and

how they respond to the party depends largely on how the party acts towards them. Remember, however, that ro are evil and confident, and unlikely to tolerate obnoxious or degrading comments from others.

Attached Rooms

- Sitting Room.** This large sitting room is a shared space and includes a table, chairs, and such.
- Large Bedroom.** Each of these two large bedrooms is currently occupied by one of the priests (Maldruth and Ser-Seleth) and includes a bed, small table and chair, washstand, mirror, and chest.
- Small Bedroom.** A total of five smaller bedrooms, complete with bunk beds and small chests for personal effects, are shared by the ro soldiers and servants that came with Maldruth and Ser-Seleth.
- Washroom.** A small washroom for temple visitors.
- Library.** This large room is lined floor-to-ceiling with books on an assortment of subjects and includes several comfortable sitting chairs.
- Storage.** A small storage room off the library holds extra furniture, candles, lamps, oil, and an assortment of other mundane items. A secret trapdoor in the floor connecting with Area 31 can be located with a **successful DC 25 Perception check**.
- Private Sitting Room.** This small room has a desk and chair and is closed off from the library by a curtain of beads. It is intended to be used as a place of quiet study.

Guest Quarters (Area 28) Encounters

d100	Encounter	Notes
1-10	2 ro veterans	The ro play at cards and dice in the sitting room (a).
11-25	Maldruth (ro priest) and 1 ro acolyte	Maldruth, assisted by an acolyte, studies in the library (e). The outer rooms are empty.
26-75	Maldruth (ro priest), 1 ro acolyte, and 4 ro veterans	Maldruth, assisted by an acolyte, studies in the library (e), while the guards lounge in the sitting room (a).
76-00	Maldruth (ro priest), Ser-Seleth (serpentfolk wizard), ro acolyte, and 4 ro veterans	Maldruth, assisted by an acolyte, studies in the library (e), while the guards lounge in the sitting room (a), and Ser-Seleth rests in one of the large bedrooms (b).

29. Sphere Chamber

When not genuflecting within the temple, Duasanaras can usually be found in this chamber, studying a sphere of annihilation.

Ascending the stone stairs brings you to a wide, square chamber with a raised dais at its center, surrounded by stone columns. Floating above the dais is an inky black sphere of impenetrable darkness, about a foot in diameter. A second set of columns to the north separates the large room from a balcony that looks out upon fluffy white clouds. The mighty spires of Eluade pierce these clouds in places, some with similar construction to the temple wherein you now stand.

A thing of tentacles and muscle, with a beak-like mouth and unblinking eyes, that evokes an image somewhere between a bird and a squid stands near the sphere, its tentacles encircling it, almost caressing it. The creature seems to be conversing with a ro dressed in opulent robes.

This room is located above the clouds, near the peak of one of the great Mountains of Eluade. Surrounding this mountain, the spires of nearby mountains pierce the clouds like immense spears.

The columns, and a band of wall reaching about four feet in height, are covered in ancient hieroglyphics and pictographs that tell a story similar to that on the walls of Area 23.

Duasanaras, the “thing of tentacles and muscle,” is alien, but easier to relate to than the temple’s star spawn. While the star spawn’s goals are unknowable, Duasanaras labors to unlock the mysteries of the sphere and, so armed, bring about the complete annihilation of all things. The high priest enjoys discussing these goals with others, speaking of them without hesitation.

Ser-Seleth has also come to study the sphere, though the

serpentfolk hopes to harness its destructive force for personal gain. Like the other visitors, he feels no loyalty to the temple, and is open to diplomacy.

Sphere Chamber (Area 29) Encounters

Unless they have already been encountered elsewhere, Duasanaras and Ser-Seleth are always encountered in this chamber, along with 4 ro veterans. If both have been previously dealt with, this chamber is empty save for the sphere.

If the scene dissolves into combat, Duasanaras does not fight; instead, the high priest leaps into the sphere of annihilation. Read, or paraphrase:

Suddenly, the creature called Duasanaras clucks something indecipherable and lunges into the sphere of annihilation where it is consumed in a crackle of black energy!

What happens with Duasanaras from here is left to your devices. Perhaps this is the last the party ever sees of the high priest, or perhaps the villain returns later to haunt them, seeking revenge. Have fun with it, and if the PCs raided his bedroom, and found one of their own desiccated heads, use that to instill further fear into them.





30. Inner Sanctum

As you make your way down the stairway, here and there the strangely curved and angled walls give way to natural stone, as though the mountain has reasserted itself. This shift continues the further you go, with fewer patches of worked stone visible, and the stairs becoming rough and treacherous.

Long before you reach the bottom, a bizarre sound rises to your ears. At first it seems to be no more than a chaotic chatter, akin to insect noises and burbling liquid punctuated by harsh broken syllables and shrieking. However, as you near that sound, the rhythm and cadence calls to mind speech, and you somehow know you now hear the blasphemous voices of the star spawn.

As when you look upon them, hearing their voices jars your mind, making it difficult to focus and calling visions and thoughts into your mind. Great vistas erupt in your mind, impossible shapes, unknowable truths.

Pause and allow the PCs a moment to react. If they continue down the stairs, into the temple's inner sanctum, they will be drawn into a vision of the past, where they witness the temple as it was long ago. Then, continuing further, brings them into the unholy inner sanctum where star spawn are at worship to Great Cthulhu.

When they continue forward, read or paraphrase:

Moving nearer to the sound, it intensifies, and abruptly you find yourself transported...

You stand now upon a staircase descending between rows of a massive semicircular amphitheater, open to the churning seas. Star spawn stand in rapt attention, thousands or perhaps tens of thousands of them, on the semicircular platforms which rise around you. At the bottom of the stands, the smooth arena is peppered with hundreds of massive statues whose details you cannot clearly make out. A concentric semicircle is cut into the far edge of the arena, allowing the ocean to flow in, a long pier jutting out over the water where a long figure stands.

Dissonant Voices

The alien and unknowable voices of the star spawn assail the mind as surely as do their bodies. If you are using the madness rules, each PC must succeed at a DC 20 Will saving throw or gain a madness point when they first hear the sound of the star spawn speaking. Furthermore, while they can hear the star spawn, to cast a spell, a PC must succeed on a DC 20 Concentration check.



Beyond the pier, the ocean roils in the throes of a massive storm, heavy mist rolling from that storm to obscure the arena floor. In the mist, you can make out a form standing hundreds of feet tall, its outline vaguely reminiscent of the star spawn themselves, yet immeasurably more horrific. Peering at it fills you with terror.

Blessedly, an unexpected clamor tears you from the abomination. The star spawn around you emit a sudden cry, and you notice the figure on the pier beginning to convulse. The convulsions continue and then the figure changes...

Abruptly the scene shatters, and you are back in the cavern, though much about it now feels familiar. You know there was much in the vision that you have already forgotten, but the cyclopean shadow-thing in the ocean haunts your memory.

- The **stairs continue for about 100 feet**, ending at a large chamber bathed in red light.
- **Four mighty statues**, each over 50 feet tall, stand in alcoves to the left and right of the landing, **before pits of burning coals**, the source of the red light that illumines the room. These statues have an ancient appearance, and the plinths they stand upon are lost in the mountain beneath their feet.
- A **series of columns, reaching from floor to ceiling, flanks a pathway** that leads away from the landing, to a rise overlooking a sea of green fog. They are **vaguely familiar to the PCs**, remembered from the vision.
- A **fifth great statue**, the most horrible by far, stands at the end of the stone rise.
- A **lone spire of rock rises from the sea of fog**, adorned with a smaller pillar where a set of manacles has been attached.
- A **dozen star spawn are within**: two at each statue, chanting in worship, and four upon the cliffs to the left of the pathway. The placement of the four star spawn evoke hazy memories for the PCs.
- The **cavern appears mostly natural**, though in **places smooth stone is visible** beneath or behind what should be the firmament of the mountain.
- **Dull light from the open sky** can be seen through a **crack in the southern corner of the ceiling**.
- The **pool is crystal clear**, and even with only a modest amount of light, it is apparent that **much of the pool is shallow**, no more than ten feet in depth. It drops off to unknown depths just beyond the pier and stone altar.

The sounds are the voices of star spawn gathered to worship in the temple's inner sanctum. This room is all that remains of the massive amphitheater the

PCs witnessed in their vision. Over the eons, the mountains rose up to reclaim the space which the star spawn now toil to rebuild.

Statues

At the end of each of the side-chambers are statues of the gods of this temple and before each offerings have been piled. Although each statue represents a different deity, it is difficult for the PCs to distinguish differences between those in alcoves A, B, C, and D. Each of these is a representation of a deep one of great age, with B being a statue of Dagon and D that of Mother Hydra. These two are slightly larger than the others.

The final statue, at position E, is that of Cthulhu and is the largest and most fearsome. It is also clearly the newest. This statue looks similar to that of Area 6.

Any PC who actively looks notices that only the statue of Cthulhu is standing on a manufactured plinth, rather than stone formed from the mountain itself.

Running the Scene

In this temple, the star spawn seek to awaken Great Cthulhu. Already they have succeeded in drawing forth a fragment of their unholy deity, a thing the PCs witnessed in their vision. This fragment of Cthulhu rises from the depths every night, visible in the pale moonlight that enters from the cracked ceiling.

The star spawn here are not intended to be fought. They are rapt in their worship, completely caught up and, though aware of the PCs, take no hostile actions unless provoked. Even after combat begins with the fragment of Cthulhu, they ignore the PCs except as noted below. Only if a PC attacks one of them, disturbs a statue, or desecrates the offerings will they respond aggressively, and then only the two closest to the event. They always begin battle here with a psychic scream.

What occurs in this chamber depends on what time of day it is when the PCs arrive, with everything building towards the arrival of the fragment of Cthulhu. Unless they intentionally entered at a specific time of day, randomly determine the time.



PC Arrival Time

Evening. The star spawn have only recently arrived for the night's ritual worship. The PCs can move about the room freely for hours unless they disturb the star spawn.

51-95: Late Night. The moon draws near the crevice and the chants of the star spawn are clearly building to some sort of crescendo, particularly the four worshipping at the pool. Begin a **fragment arrival countdown pool**, and roll the pool immediately. This pool begins at 3d6. Every time you roll it, remove any dice that come up showing 5 or 6. Roll the pool every minute of real-life time that passes, or on initiative count 20 of any turn. When the pool is depleted, proceed to The Arrival below.

96-00: Ritual Time. The moon shines through the crevice, and a dull purplish light is visible from somewhere deep within the pool, whose waters are surprisingly clear. Proceed to The Arrival below.

The Arrival

The fragment of Cthulhu begins its arrival when indicated in the text above, or if any of the following occurs:

- One of the star spawn emits a psychic scream (most likely in response to the PCs attacking, or disturbing the treasures of the temple).
- A PC enters the pool, or throws something into the pool.
- A PC walks to the end of the pier and looks down into the pool.

Regardless of the reason, once the fragment of Cthulhu begins its arrival, it takes three rounds to fully emerge, progressing in these stages:

Round 1

A dull glow rises from somewhere deep within the pool, illuminating the surprisingly clear water and the sides of a large tunnel that disappears down and out of it.

Round 2

A murky black cloud billows up through the water, a glow clearly emanating from somewhere near its center as it rises. As this happens, the chanting of the star spawn intensifies, and those by the pool begin to flicker and shimmer granting brief, unnerving glances at their true forms.

Great Cthulhu

No mere mortal mind is meant to witness Great Cthulhu or even a fragment of the Great Old One. It overwhelms the mind more so than any horrors previously witnessed. If you are using the madness rules, each PC immediately gains 1 madness point and must succeed on a DC 25 Will saving throw or gain 2 additional madness points.

Round 3

The surface of the water is suddenly broken as a great, slimy claw bursts out, clinging to the stone outcropping. Then a lean arm pulls forth an immense creature, its massive form towering nearly forty feet above the surface of the shallow pool.

As you look upon it you know that this is a thing which should not exist. The creature's bloated form is reminiscent of both the grotesque statue and the horrid star spawn, though it is somehow more degenerate than either. It is squat and massively bulky for its size, with almost vestigial legs and long, lean arms ending in wicked claws. The cephalopod head is framed by a pair of tubular protrusions which drip foul ichor, and its glossy flesh seems to have a sort of inner glow, bathing the room in a sickly violet luminance. The flickering firelight and its own glow reflect off of cruel orange eyes.

When the arrival begins, a pair of star spawn move to block the exit, aware of their deity's desire to kill and consume the PCs. If the PCs attempt to flee, and they are able to bypass or defeat this pair of star spawn, they can escape.

In battle, the fragment of Cthulhu fights until death or defeat seems inevitable and then withdraws into the water, vanishing into the deep after a round. If it is killed, or driven away, proceed to Part 4: The Escape! below.

Treasure

The PCs can collect the valuable items from the offerings before the statues, however, doing so provokes the star spawn to action as noted above. The treasure, split as you please between the four statues, includes 11,000 gp value in assorted coins, gems, jewelry, and art objects, most with a distinctly marine theme.

31. Hidden Tunnel

Not shown on map.

This underground tunnel is damp, wet, slimy, dark, and cramped. It connects via a 10-foot drop to a tunnel about five-feet high that runs between the guest rooms (Area 28), Duasanaras' rooms (Area 26), and the star spawn's chambers (Area 25).







PART 4: THE ESCAPE!



- H.P. Lovecraft -

Who knows the end? What has risen may sink, and
what has sunk may rise. Loathsomeness waits and
dreams in the deep, and decay spreads over the
tottering cities of men.

- The Call of Cthulhu -

Goal: Escape the collapsing temple.

Synopsis: With the fragment of Cthulhu destroyed, the temple collapses into the sea, taking the PCs with it if they do not flee.

The death, or defeat, of the fragment of Cthulhu invokes an ancient curse that results in the obliteration of the Greater Temple, which lies within one of the massive structures near the mountain's peaks, in the wrath of a supernatural storm. The earth heaves and trembles and lightning blasts away at the temple, destroying it bit by bit. If the PCs do not flee, they will die.

As the body of the grotesque beast sinks beneath the waters of the pool, a thunderous boom reverberates through the cavern and a bolt of lightning flashes through the cracked ceiling sending up a spray of tiny rocks. The first bolt is followed almost immediately by a second, then a third, and then again, and again. Thunder echoes deafeningly around you and bits of stone and debris begin to rain down on your head. Spider-web cracks spring up across the ceiling under the onslaught and a massive chunk of rock tumbles down into the pool. More chunks follow it as torrential rain and wind rush in to swallow the chamber. It seems as if the very mountain itself might collapse under the violent onslaught.

Familiarize yourself with both the **Countdown to Collapse** and **Escaping the Sunken Temple** sections below before beginning this scene. Countdown to Collapse details the progressive collapse of the temple, and the dangers it presents. Escaping the Sunken Temple goes through the PC's most likely escape route, discussing events occurring in the temple as it slides into the sea.

Countdown to Collapse

As soon as the PCs start Part 4: The Escape!, begin a **temple collapse countdown pool**. This pool begins at 6d6 and when you roll it, remove any dice that come up showing 6. Roll the pool immediately, on initiative count 20 of any tactical combat, and when instructed in the text.

Each die removed represents a significant event in the temple's progressive collapse and is marked by falling stone, flashing lightning, and ground tremors. Whenever a die is removed from the pool, in addition to anything else noted in the text, each PC must **succeed at a DC 20 Reflex saving throw** or take 4d6 damage as parts of the temple collapse around them.

Use the current state of the countdown pool to guide your description of events.

Greater Temple Collapse

- 6d6.** Lightning flashes outside where wind and rain howl furiously. Slight tremors shake the temple.
- 5d6.** Chambers previously enclosed reveal gaps in their ceiling or walls through which lightning flashes.
- 4d6.** The ground quakes and trembles as spiderweb cracks crisscross the walls and ceilings of the temple.
- 3d6.** With a thunderous crack, **the entire Inner Sanctum (Area 30) falls into the sea.**
- 2d6.** No part of the Greater Temple is untouched. Large cracks and crevices give entry to howling winds and rain.
- 1d6.** **Fissures and gaps open throughout the temple**, great blocks of stone tumble from above, and the tremors intensify as the entire mountaintop begins a slow slide into the ocean.
- 0d6.** When the last die is removed (or immediately after the PCs escape the Greater Temple), it collapses, **sliding into the sea**. The majority of the Greater Temple and a large piece of the mountain, falls wholesale into the sea where it will lie hidden for another millennia. Much of the remainder simply falls to rubble.





Collapse of the Inner Sanctum

When the third die is removed from the temple collapse countdown pool, read:

A deafening crack, followed by tumbling rock and stone, signals that part of the temple has fallen into the sea. Wind howls through the halls and water rushes in, running across the floor in rivulets that pool here and there.

Anything in Area 30 when this happens suffers 10d10 damage from tumbling rock, crackling lightning, battering winds, booming thunder, and rushing water. They must also **succeed at a DC 25 Reflex saving throw** or become pinned beneath rubble. Escaping requires a **successful DC 25 Escape Artist check**. Furthermore, as the Inner Sanctum tumbles into the sea, PCs trapped there immediately begin to drown, and suffer an additional 4d10 damage each round from lightning and debris.

If characters trapped here survive until the countdown pool is depleted, and another 1d4 rounds after, the storm abates and the waters calm. They no longer take damage each turn, but are now lost somewhere in the Mountains of Eluade. Where things go from here is up to you, perhaps they simply make their way back to Sea Darter, or you could present them with new challenges in these cursed mountains. In either case, the results are beyond the scope of this adventure.

Fissures and Gaps

When the fifth die is removed from the temple collapse countdown pool, read:

The raging storm intensifies, now joined by violent tremors in the ground. Huge cracks open in the walls and ceiling through which rain, wind, and lightning flash. In the floor, yawning gaps now open into the black abyss far below.

From this point forward, each time the countdown pool is rolled, whether or not a die is removed, a random PC is struck by falling debris, a bolt of lightning, or some other hazard. That character must **succeed at a DC 20 Reflex saving throw**, suffering 6d6 damage on a failure, and half as much on a success.

Slide into the Sea

When the last die is removed from the countdown pool, read:

A massive, booming crash echoes through the temple, and indeed for several miles in all directions, as the temple begins its final collapse into the sea.

If the PCs have not yet reached the Abyss (Area 24), they immediately suffer 10d10 damage from collapsing rubble and must **succeed at a DC 25 Reflex saving throw** or become pinned beneath rubble. Escaping requires a **successful DC 25 Escape Artist check**. Each round, on

initiative count 20, the damage and danger of becoming pinned repeats. Each successive failure, adds 10 to the DC to escape the rubble. After five rounds, everything goes quiet as the temple finishes its collapse into the sea. The fate of characters still alive and buried in the ruins at this time is left to you.

If the PCs have reached the Abyss when the last die is removed, their position inside the chamber becomes important. If they are not yet on the bridge connecting with the Hall of Memories (Area 23) they suffer a miles-long fall into cursed fog, and are then buried beneath tons of rubble. These characters die immediately. Those on the bridge closest to the Hall of Memories can make a final, mad rush to escape. To do so, they must **succeed at a DC 25 Acrobatics check** with failure indicating a fall into the darkness and death, and success resulting in a daring leap to safety moments before the bridge crumbles away into the deep.

As long as the characters have reached the Hall of Memories by the time the temple collapse countdown pool is depleted, they escape ahead of the collapsing temple (but they are still in danger; see the Hall of Memories below for details).

Grand Heroics

This escape from the temple may encourage heroism in your PCs. If your group gets caught in the moment and seeks escape through outlandishly heroic means, such as riding a falling bridge to the far ledge and making a last-second leap to safety, let them! Or perhaps one draws upon the strength of Samson to hold up the collapsing mountain while her companions escape. Though she will surely die, allow this final act of heroism to see her companions safely out. Have fun with it and let your PCs shine!

Escaping the Sunken Temple

When the collapse begins, the PCs are in the Inner Sanctum with the most likely route back up the stairs. In each of the temple's areas they will face challenges, as noted below.

The Inner Sanctum (Area 30)

There are only two ways out of the inner sanctum: up the stairs, or through the pool. If the PCs choose to swim, they need some means of breathing water, and must find their way through a seemingly endless maze of underwater caves. This route is outside the scope of this adventure, but they might encounter star spawn, deep ones, or other aquatic creatures during their escape, before finally surfacing somewhere in the Mountains of Eluade.





The more likely route, however, is back up the stairs. Read or paraphrase:

As the ceiling begins to collapse, you race towards the stairwell from which you entered. Great peals of thunder boom across the sky and massive chunks of stone tumble down, crushing the star spawn as they do.

Each PC must **succeed on a DC 20 Acrobatics check** as they race up the stairs or suffer 3d6 damage from falling debris.

The star spawn that remain in this chamber do not make any attempt to block the PCs escape, instead fleeing themselves into the water or up the stairs. Even the pair that had previously moved to bar exit from the room do not engage the PCs.

The PCs can now loot the valuables in this chamber, but doing so costs precious time. Remove one die from the countdown pool without rolling.

Moving On

As the PCs near the top of the stairs, roll the countdown pool, removing any dice that come up showing 6.

Great Hall (Area 27)

At the top of the stairs, the PCs enter the hallway, where they interrupt a star spawn and two of its servitors. When the PCs crest the stairs, read the following:

A massive gout of dust billows up the stairs, and you burst from it, coughing and wheezing as you enter the upper hall. Outside, the sounds of the storm continue to rage violently while inside the sounds of cracking rock and falling debris ring from all directions. You are faced with a more immediate threat, however, for before you a star spawn crouches on hands and knees while two of the smaller creatures thrash madly on the ground nearby. Other bodies litter the ground: several ro and a snake-headed creature as well as the charred husk of another star spawn.

The kneeling star spawn looks up at your entry, and though you cannot read an expression on its alien face, you cannot miss the rage in its body language as it looks up at you, the tentacles on its face thrashing violently.

The dead ro have no visible wounds, though blood pools around their head, having poured from their ears, eyes, nose, and mouths. The snake headed creature is covered in deep slashes and claw marks. It is dressed in similar garb to the ro. These creatures were killed by star spawn while attempting to flee from the guest chambers. The lesser star spawn thrash in the last throes of the snake-headed serpentfolk's magic.

Running the Scene

The PCs objective here is simply to escape the hall. The star spawn attacks, enraged by the destruction of the temple. It will pursue PCs up to the Sphere Chamber, into the Guest Quarters, and into the Abyss, but not into the Hall of Memories.

Each round of combat, on initiative count 20, roll the countdown pool. Additionally, a randomly determined participant becomes targeted by falling rubble. If the star spawn is targeted, it is automatically crushed beneath a massive chunk of debris and instantly killed. A PC must **make a DC 20 Reflex saving throw**, taking 6d6 damage on a failed save, or half as much on a successful one.

Participants

- 1 star spawn of Cthulhu

Moving On

Each time the PCs leave this chamber, roll the countdown pool.

If the PCs take the stair down at Area 27a, hoping to escape into the bowels of the mountain, read:

All around you the walls quiver and shake as cracks open upon them. Stone and debris tumble down from above, showering you with dust and debris. Quickly you descend the stairs, hoping to find relief in the darkness below.

Roll the countdown pool one final time, but this time remove any dice that come up showing 4, 5, or 6. If this depletes the pool, the stairs collapse. Anyone in the stairs suffers 10d10 damage. A character reduced to 0 hit points from this damage is buried beneath a ton of rubble and killed, their body unrecoverable. Any character still at 1 hit point or more has escaped immediate danger, but is trapped deep beneath the mountain. Where these PCs go next is up to you. They could find a chute leading to the surface and their waiting ship, or take a more dangerous route deeper into darkness.

Guest Quarters (Area 28)

The Guest Quarters are a dead end; the guests have fled the collapsing temple. Roll the countdown pool when the PCs leave, and again if they do anything more than glance into each room to check for occupants.

Sphere Chamber (Area 29)

If the PCs climb up to the Sphere Chamber, roll the countdown pool immediately. When they reach the room, if they've not dealt with Duasanaras, they find him alone, intent on the sphere, despite the chaos around him. He offers an "escape" through the sphere, taking that route out shortly after making the offer.

The balcony has fallen completely away, and from this chamber the PCs can see the entire mountaintop





has been swallowed by angry clouds. Lightning cascades through the outside air, thousands of bolts arcing down to strike at the temple. There is no escape to be had from here. When the PCs leave, roll the countdown pool again.

The Abyss (Area 24)

This room has suffered significant damage since the PCs last entered it. The western bridge, connecting with Area 25 has collapsed entirely. The southern bridge, connecting with the Area 23, is badly damaged but still intact. A large chunk of it is missing, and now only a narrow walkway just six inches wide remains to cross.

If the PCs did not kill the roper earlier read:

The sounds of the storm are magnified in this large, open chamber. Where there were once four bridges, now there are only three, and one of those has taken heavy damage. Three goat-legged denizens are making their way cautiously toward the central pillar, where the stalactite that hangs there now lashes out with hooked tentacles. Meanwhile, a dull glow pulses in the yawning abyss, illuminating a mist that issues forth from the deep.

The trio of ro are attempting to escape, coming from Duasanaras' chambers and hoping to flee through the Hall of Memories. The roper, awake and angry, will not allow them passage, and the three are cautiously engaging it in battle.

If the roper has already been killed, read:

The sounds of the storm are magnified in this large, open chamber. Where there were once four bridges, now there are only three, and one of those has taken heavy damage. From below, a dull glow pulses in the yawning abyss, illuminating a mist that issues forth from the deep. On the far side of the chamber, three goat-legged denizens are just crossing the damaged bridge and rushing into the hallway filled with those eerie coffins.

Running the Scene

The goal here is to escape to the Hall of Memories and safety. If the roper is alive, it must be bypassed and, in its enraged state, lashes out at anything and anyone getting near it. Only if the PCs befriended it in some fashion earlier does it allow them passage unhindered. The bridge connecting with the Hall of Memories is severely damaged, but passable. Doing so, however, requires a **successful DC 15 Acrobatics check**. Characters that take their time can make this check with a +2 bonus, but doing so requires that they roll the countdown pool. If the check result is a natural 1, the character tumbles into the abyss and dies after a miles-long fall into the cursed fog. On any other failure, the character falls but grabs the edge of the bridge, hanging on for dear life.

If a die is removed from the countdown pool while the PCs are in this room roll 1d6. On a result of 6, a chunk of ceiling falls onto one of the remaining bridges (selected at random) and destroys a five-foot section of it. Remember, while you are in tactical combat, roll the countdown pool every round on initiative count 20.

Participants

- 1 roper
- 3 ro veterans

The Hall of Memories (Area 23)

The last frantic flight occurs in the hall where the star spawn rest. This hallway is several miles long and the PCs must run the entire distance if they are to survive.

You race into the hall filled with eerie coffins and run as fast as your legs will carry you. It seems you race down that hallway for hours, though it is no more than a few minutes, when a sudden violent crack reverberates down the long passage, followed by a blast of air and dust exploding down the hall. Suddenly the silent sleepers awaken and begin to thrash violently in their crystalline tombs. You have little time to consider the ramifications of this, however, as the sounds of falling stone and a growing cloud of dust suggest the hallways is collapsing behind you!

The hall continues to collapse as the PCs race down it. Characters must **make a DC 15 Endurance check** or begin to fall behind. Those with a base walking speed higher than 30 feet make this check with a +2 bonus. Once they begin to lag, they must make another check, with a second failure indicating they fall further behind. The character must then make a final check, and on a third failure, the character dies, their body buried in the collapse. Any other result indicates they escape the tunnel, if only barely ahead of the collapse.

A PC that has succeeded on the check can fall back to assist a lagging PC, granting a +2 bonus to future checks made by the lagging character. However, the fate of the helping PC is now tied to that of the laggard, and both live or die based on the success of the lagging PC.

As long as one of the checks is successful, the character reaches the end of the hall safely.

Fungoid Hall (Area 22)

Once the PCs reach this area, they are safe from the threat of being crushed to death. However, if they have not previously destroyed the pecki, it has gone insane, attacking them on sight. The room is full of choking, blinding dust and is considered heavily obscured. Once they move beyond this room, they have reached the relative safety of the Outer Temple.





Dealing with the Shabotahn



If the PCs let the shabotahn loose, it moves on, and most likely they'll never encounter it again. It needed them only to escape the Oubliette and, once freed, returns to whatever drives it. Or perhaps it has decided the PCs will be its next victims and it hunts them, dogging their every step until they find and destroy it. Either way, that is an adventure for another day.

The Mask

If they left the Oubliette wearing the shabotahn's mask, you have a bigger challenge. The shabotahn is like a butterfly: it begins life as a mask, then enters its cocoon stage while being worn, and finally emerges as the creature the PCs faced when it has fully cannibalized its host. This process is left to your machinations.

If you'd rather not deal with it, simply have the mask disappear mysteriously one day. The shabotahn has determined it will find only trouble from the PCs, and departs to find easier prey.

THE END



STATISTICS

Str 15, **Dex** 10, **Con** 20, **Int** 11, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 18

Feats Deepsight, Toughness

Skills Acrobatics +3, Escape Artist +3, Handle Animal +11, Intimidate +5, Knowledge (Religion) +1, Stealth +4 (+8 underwater), Swim +14; *Racial Modifiers* +8 Handle Animal, +4 Stealth underwater

Languages Aklo, Common, Deep One

SQ amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

SPECIAL ABILITIES

Aquatic Senses (Ex). While fully submerged, the deep one has keen scent and tremorsense 30 ft.

Deep Dweller (Ex). The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

Hop to It (Ex). Once per combat round, when an ally the deep one brute can see is hit by an attack, the deep one brute can leap up to 40 feet and shield its ally. The deep one brute is hit by the attack instead of its ally, even if the result would normally miss the deep one brute. This movement does not provoke an attack of opportunity. The deep one brute must be able to land adjacent to its ally to use this ability.

Immortal (Ex). A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Influence Animals (Su). A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

Item Use (Su). A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Slick Scales (Ex). The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

Sudden Leap (Ex). As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

ECOLOGY

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard

DEEP ONE KILLER

CR 3; **XP** 800; CE medium monstrous humanoid (aquatic, deep one, morguul)

Init +2; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +1

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 dex, +3 natural)

Hit Points 34 (4d10+15)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities deep dweller, immortal, slick scales; Resist cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +7 (1d6+3) bite +7 (1d4+3)

Special Attacks rend (claws 1d6+5)

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 11, **Wis** 13, **Cha** 8

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

Feats Deepsight, Power Attack

Skills Acrobatics +4, Escape Artist +4, Handle Animal +12, Knowledge (Religion) +1, Stealth +6 (+10 underwater), Swim +16; *Racial Modifiers* +8 Handle Animal, +4 Stealth underwater

Languages Aklo, Common, Deep One

SQ amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

SPECIAL ABILITIES

Aquatic Senses (Ex). While fully submerged, the deep one has keen scent and tremorsense 30 ft.

Deep Dweller (Ex). The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

Immortal (Ex). A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Influence Animals (Su). A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

Item Use (Su). A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Slick Scales (Ex). The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

Sudden Leap (Ex). As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

ECOLOGY

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard





DEEP ONE MUTANT

CR 4; **XP** 1,200; **CE** Large monstrous humanoid (aquatic, deep one, morguul)

Init +0; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +1

DEFENSE

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

Hit Points 52 (5d10+25)

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

Defensive Abilities deep dweller, immortal, slick scales; **Resist** cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +11 (1d8+6) or hollow tongue +11 (2d10 piercing damage plus horrid transformation)

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

Special Attacks disgorge, horrid transformation

STATISTICS

Str 23, **Dex** 10, **Con** 20, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 22

Feats Deepsight, Combat Reflexes, Aquatic Advantage

Skills Acrobatics +4, Escape Artist +4, Handle Animal +12, Knowledge (Religion) +1, Stealth +6 (+10 underwater), Swim +16; **Racial Modifiers** +8 Handle Animal, +4 Stealth underwater

Languages Aklo, Common, Deep One

SQ amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

SPECIAL ABILITIES

Aquatic Senses (Ex). While fully submerged, the deep one has keen scent and tremorsense 30 ft.

Deep Dweller (Ex). The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

Disgorge (Ex). The mutated deep one vomits out stomach acid in a 15-foot cone that deals 3d8 acid damage (Reflex Save DC 17 for half damage). Once this ability has been used, it cannot be used again for 1d6 rounds.

Horrid Transformation (Ex). The deep one mutant has a tubular, spiked tongue which it uses to implant a clutch of eggs in a victim. When it hits with a spiked tongue attack, the target must make a constitution saving throw DC 17. On a failed save, the attack leaves behind eggs that begin to grow rapidly, dealing an additional 1d10 points of damage each round. The target must repeat the saving throw at the end of each of its turns. A character reduced to 0 hit points or fewer by this ability gains the Deep One Heritage background and develops a Deformity. Once this ability has been used, it cannot be used again for 1d6 rounds, though the deep one mutant can still make spiked tongue attacks.

Immortal (Ex). A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Influence Animals (Su). A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

Item Use (Su). A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Slick Scales (Ex). The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

Sudden Leap (Ex). As a swift action a deep one can leap up to 20

feet in any direction. This movement does not provoke an attack of opportunity.

ECOLOGY

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard

DEEP ONE PRIEST

CR 3; **XP** 800; **CE** Medium monstrous humanoid (aquatic, deep one, morguul)

Init +0; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +2

DEFENSE

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

Hit Points 20 (3d10+3)

Fort +2, **Ref** +3, **Will** +5

Defensive Abilities deep dweller, immortal, slick scales; **Resist** cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +4 (1d6+1)

Cleric Spells Known (CL 7th; concentration +9)

4th (1/day, DC 16): *Fel'Sabaoth, tongues*

3rd (2/day, DC 15): *bestow curse, dispel magic, cure serious wounds*

2nd (5/day, DC 14): *cure moderate wounds, eyes of Jal Malai, spiritual weapon, Voorish sign*

1st (6/day, DC 13): *bane, command, cure light wounds, sign of Yan'gloanic*

0th (at will, DC 12): *bleed, lesser Voorish sign, mending*

STATISTICS

Str 12, **Dex** 10, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 14

Feats Deepsight

Skills Acrobatics +2, Escape Artist +2, Handle Animal +11, Knowledge (Religion) +6, Stealth +4 (+9 underwater), Swim +14; **Racial Modifiers** +8 Handle Animal, +4 Stealth underwater

Languages Aklo, Common, Deep One

SQ amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

SPECIAL ABILITIES

Aquatic Senses (Ex). While fully submerged, the deep one has keen scent and tremorsense 30 ft.

Deep Dweller (Ex). The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

Immortal (Ex). A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Influence Animals (Su). A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

Item Use (Su). A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Slick Scales (Ex). The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

Sudden Leap (Ex). As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack



of opportunity.

ECOLOGY

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard

EXPERT BODYGUARD

CR 5; **XP** 1,600

Human warrior 7; N Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, –1 Dex, +1 shield)

Hit Points 59 (7d10+21)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8+2/19–20) or kukri +8/+3 (1d4+1/18–20)

Ranged mwk light crossbow +7 (1d8/19–20)

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (longsword)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

FLESHPILE

CR 1/2; **XP** 200; CE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 10 (+2 natural)

Hit Points 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

Weaknesses cold iron vulnerability

OFFENSE

Speed 30 ft.

Melee Slam +3 (1d6+2)

Special Attacks gang up

STATISTICS

Str 15, **Dex** 10, **Con** –, **Int** –, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 13

SPECIAL ABILITIES

Cold Iron Vulnerability (Ex). Cold iron weapons deal double damage to fleshpiles.

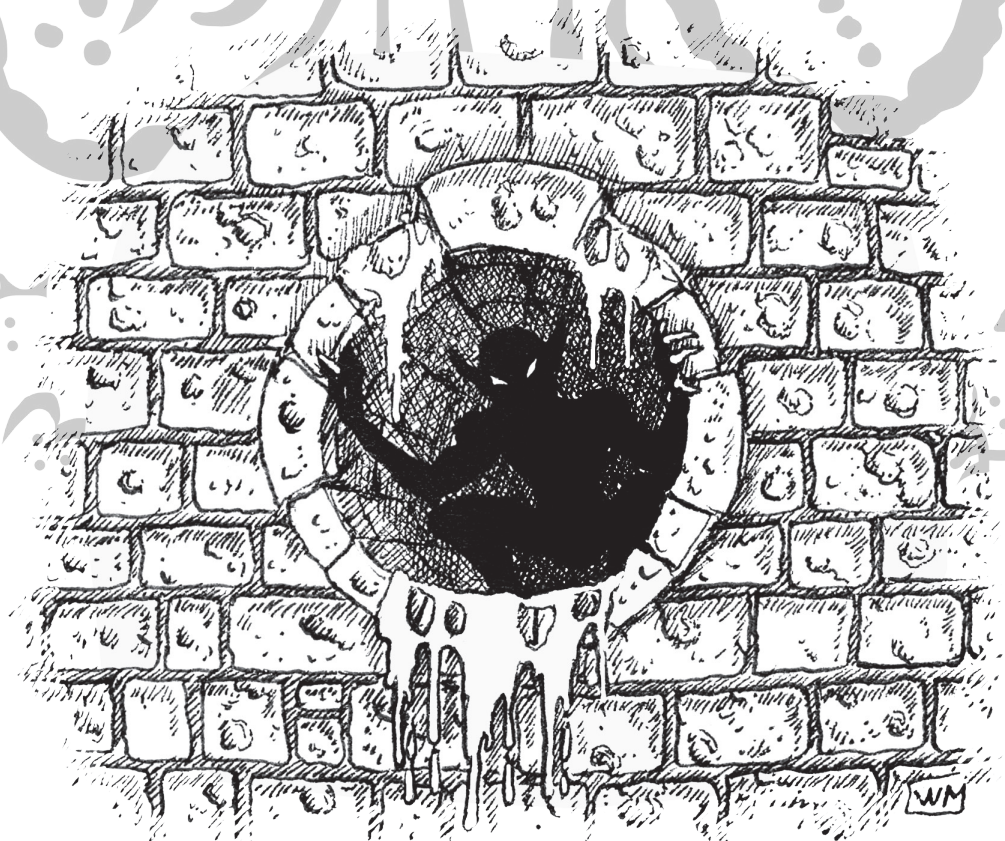
Gang Up (Ex). The fleshpile gains a +2 bonus to melee attack and damage rolls for each ally adjacent to the target.

ECOLOGY

Environment shabotahn's lair

Organization horde (infinite)

Treasure none





FRAGMENT OF CTHULHU

CR 11; **XP** 12,800; CE Gargantuan aberration (aquatic, star spawn, morguul)

Init +0; **Senses** darkvision 120 ft., low-light vision, blindsight 60 ft. Perception +22

Aura frightful presence (120 ft., DC 17)

DEFENSE

AC 20, touch 6, flat-footed 20 (+24 natural, -4 size)

Hit Points 172 (15d8+105)

Fort +12, **Ref** +5, **Will** +13

Defensive Abilities foul ichor, immortal, unknowable mind; **DR** 10/ magic; **Immune** mind-affecting effects

OFFENSE

Speed 60 ft., swim 50 ft., unseen paths

Melee 2 claws +21 (2d8+10)

Space 20 ft.; **Reach** 20 ft.

Special Attacks destructive touch, psychic scream, wound

Spell Like Abilities

At will (immediate action): *teleport*

STATISTICS

Str 30, **Dex** 10, **Con** 25, **Int** 22, **Wis** 18, **Cha** 10

Base Atk +11; **CMB** +25; **CMD** 35

Feats Awesome Blow, Critical Focus, Bleeding Critical, Improved Bull Rush, Power Attack

Skills Acrobatics +5, Escape Artist +13, Perception +22, Knowledge (Arcana) +24, Knowledge (History) +21, Knowledge (Planes) +21, Knowledge (Religion) +21, Sense Motive +19, Spellcraft +24, Survival +25, Swim +36

Languages Aklo, Common, Star Spawn, Telepathy 180 ft

SQ amphibious

SPECIAL ABILITIES

Angled Strike (Ex). In response to taking damage from a ranged attack or spell, the fragment of Cthulhu can take an immediate action to make a claw attack against the assailant by manipulating the extradimensional space in which it exists. The range of this attack is limited only by line of sight.

Foul Ichor (Ex). A creature that touches or hits the fragment of Cthulhu with a melee attack takes 4d6 points of acid damage as a gout of foul ichor sprays forth from the wound and nearby pores.

Immortal (Ex). The fragment of Cthulhu does not age. Barring death from violence, disease, or misadventure, it can live forever. It is immune to effects that cause magical aging.

Unknowable Mind (Ex). The fragment of Cthulhu's mind is alien and unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the star spawn telepathically takes 2d4 points of charisma damage and must succeed on a DC 22 Wisdom saving throw or become confused for 1d4 rounds.

Unseen Paths (Ex). The fragment of Cthulhu can move through angles and dimensions other creatures are unable to perceive. This effectively allows it to teleport instead of physically moving, though it is still limited by its speed.

Visions (Su). As a free action following any creature's turn, the fragment of Cthulhu can cause that creature to become assaulted by visions of unreality. That creature must succeed on a DC 22 Wisdom saving throw or become trapped in an illusion where the creature perceives an ally as its enemy. The creature cannot target the fragment or any of its allies with attacks, and must instead focus on the perceived threat. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Any ally can also end the effect by using its action

and succeeding on a DC 22 diplomacy check. Once this ability has been used, it cannot be used again for 1d4 rounds.

Wound (Ex). As a standard action, the fragment draws its claws across empty space, causing wounds to burst forth on up to three targets within sight. Each creature takes 2d8+6 points of damage. This damage ignores damage resistance.

Wrack (Su). As a swift action, the fragment of Cthulhu can emit a wave of violent psychic energy in a 120 ft. radius. All creatures other than star spawn in the area must succeed on a DC 22 will saving throw or take 3d10+6 points of damage and become stunned until the end of their next turn. Creatures who successfully save take only half damage and are not stunned. Once this ability has been used, it cannot be used again for 1d4 rounds.

GIANT SPIDER

CR 1; **XP** 400; N Medium vermin

Init +3; **Senses** darkvision 60 ft., Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

Hit Points 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting abilities

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attacks web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** -, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex). Injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

ECOLOGY

Environment any

Organization solitary, pair, or colony (3 - 8)

Treasure incidental

GIBBERING MOUTHER

CR 5; **XP** 1,600; N Medium aberration (morguul)

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

Hit Points 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 con damage, **AC** 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)



STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; *Racial Modifiers* +4 Perception

Languages Aklo

SPECIAL ABILITIES

All-Around Vision (Ex). A gibbering mouther sees in all directions at once. It cannot be flanked.

Amorphous (Ex). A gibbering mouther's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Engulf (Ex). This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouther's body, where several of its mouths continue to feed and drain blood. A gibbering mouther can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouther's damage reduction still applies to those inside), the mouther simply flows together again and can still use its engulf attack.

Gibbering (Su). As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouters within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su). At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex). At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

GUARD

CR 1; **XP** 400

Human warrior 3; LN Medium humanoid (human)

Init -1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

Hit Points 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

GRIZZLED MERCENARY

CR 4; **XP** 1,200

Human warrior 6; CN Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

Hit Points 51 (6d10+18)

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

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +9/+4 (1d10+3/19-20)

Ranged javelin +6 (1d6+2)

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 18

Feats Diehard, Endurance, Power Attack, Toughness

Skills Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

Languages Common





squeeze its mass through smaller openings and cracks in the cavern wall to make a pseudopod attack. Each such pseudopod must target a different creature, and each provides a temporary location from which the shoggoth threatens and can be attacked. If a pseudopod takes damage, it immediately retracts into the wall and is no longer targetable.

MAGE SNIPER

CR 13; **XP** 25,600;

Half-Elf Evoker 14; LN Medium humanoid (elf, human)

Init +4; **Senses** darkvision 60 ft., low-light vision, see invisibility; Perception +27

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 armor, +2 deflection, +4 Dex, +1 natural)

Hit Points 69 (14d6+18)

Fort +7, **Ref** +10, **Will** +11; +2 vs. enchantments

Defensive Abilities nondetection, spell turning; **Resist** electricity 30, fire 30

OFFENSE

Speed 30 ft.

Melee dagger +8/+3 (1d4+1/19–20)

Ranged light crossbow +11 (1d8/19–20)

Special Attacks intense spells (+7 damage)

Arcane School Spell-Like Abilities (CL 14th; concentration +20)

At will: *elemental wall* (14 rounds/day)

9/day: *force missile* (1d4+7)

Evoker Spells Prepared (CL 14th; concentration +20)

7th: *enlarged maximized fireball* (DC 21), *prismatic spray*, *spell turning*

6th: *disintegrate* (DC 23), *greater dispel magic*, *enlarged maximized scorching ray* (2), *enlarged telekinesis* (DC 22)

5th: *maximized acid arrow*, *enlarged black tentacles*, *maximized scorching ray*, *teleport*, *wall of force*

4th: *arcane eye*, *dimension door*, *greater invisibility*, *enlarged lightning bolt* (DC 21), *maximized magic missile*, *shout* (DC 22)

3rd: *clairaudience/clairvoyance* (2), *dispel magic*, *fly*, *nondetection*, *wind wall*

2nd: *acid arrow*, *darkness*, *darkvision*, *glitterdust* (DC 18), *resist energy* (2), *see invisibility*

1st: *endure elements*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *true strike* (2)

0th (at will)—*dancing lights*, *detect magic*, *mage hand*, *message*

Opposition Schools enchantment, necromancy

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 22, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 24

Feats Craft Wondrous Item, Enlarge Spell, Greater Spell Focus (evocation), Maximize Spell, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Perception), Spell Focus (evocation, transmutation), Spell Penetration

Skills Acrobatics +9, Climb +11, Fly +17, Handle Animal +4, Knowledge (arcana) +23, Knowledge (geography) +14, Knowledge (local) +19, Knowledge (nature) +15, Perception +27, Spellcraft +23, Stealth +18, Survival +10, Swim +6

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc

SQ elf blood

MALAK

CR 9; **XP** 6,400; swarm-born Wizard 9

CE Diminutive vermin (swarm)

Init +0; **Senses** blindsight 30 ft., tremorsense 60 ft.; passive Perception 14

DEFENSE

AC 18 (mage's vestaments +4, size +4) or 14 in swarm form (+4 size)

Hit Points 99 (4d8 + 9d6 + 65 + 13)

Fort +12, **Ref** +5, **Will** +7

Defensive Abilities shaped swarm, squirming escape, swarm traits (special), tunneler

OFFENSE

Speed 20 ft., burrow 10 ft.

Melee 2 slams +8 (1d4 + 1 plus mucus) OR

Swarm (2d6 plus mucus)

Wizard Spells Prepared (CL 9th; concentration +9)

5th (DC 20): *feeblemind*, *waves of fatigue* (DC 21)

4th (DC 19): *bestow curse* (DC 20), *black tentacles*, *contagion* (DC 20)

3rd (DC 18): *dispel magic*, *ray of exhaustion* (DC 19), *stinking cloud* (DC 19), *vampiric touch* (DC 19)

2nd (DC 17): *acid arrow* (DC 18), *blindness/deafness* (DC 18), *ghoul touch* (DC 18), *mirror image*, *web* (DC 18)

1st (DC 16): *chill touch* (DC 17), *detect magic*, *grease* (DC 17), *mage armor*, *ray of enfeeblement* (DC 17), *shield*

0th (at will, DC 15): *acid splash* (DC 16), *bleed* (DC 16), *mage hand*, *touch of fatigue* (DC 16)

Special Attacks call guardian, dominate, engulf, infest

STATISTICS

Str 13, **Dex** 10, **Con** 16, **Int** 20, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 18 (cannot be bull-rushed, tripped, or grappled)

Feats Brew Potion, Lightning Reflexes, Scribe Scroll, Skill Focus (Craft [alchemy]), Spell Focus (conjuration), Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +27, Knowledge (arcana) +21, Knowledge (local) +21, Knowledge (nature) +21, Knowledge (planes) +21, Perception +14, Spellcraft +21

Languages Aklo, Common, Deep One, Hraacknar, Ro, Undercommon

SQ reactive opportunist

SPECIAL ABILITIES

Call Guardian (Su). As an immediate action at the start of the combat round, Malak can call forth one of his wards from the salts to defend him (guard). The creature appears in a square of his choosing within 5 feet and acts immediately.

Dominate (Su). As an immediate action following any other creature's turn, Malak can attempt to seize control of a character that was assimilated by its doppelganger (see Area 10). The target must succeed on a DC 22 Wisdom saving throw or become controlled by Malak as if by a dominate creature spell. A creature that fails the saving throw can repeat it each time it takes damage.

Infest (Ex). As a standard action Malak can spray a gout of worms in a 15' cone. Each creature in the area must succeed at a DC 20 Fortitude saving throw or become infested with them, suffering 2d10 points of damage and an additional 1d10 points of damage at the start of each of its turns as the worms burrow into the creature's body. The creature can repeat the saving throw at the end of each of its turns, disgorging the worms on a success and ending the ongoing damage. The saving throw is constitution based.





Mucus (ex). Malak's body excretes a numbing mucus. Any creature dealt damage by Malak's slam or swarm damage must make a DC 20 Fortitude save or take 1d3 points of strength and constitution damage. The saving throw is constitution based.

Reactive Opportunist (Ex). Malak can take up to three immediate or swift actions per combat round.

Shaped Swarm (ex). Malak is a swarm of worms with a hive sentience that typically takes the form of a medium humanoid, but can also transform into a large swarm of diminutive creatures. While in swarm form, Malak has all of the traits and vulnerabilities of swarms of diminutive creatures. While in humanoid form, Malak has the defensive traits and immunities of a swarm of tiny creatures. As a spellcaster, Malak can only cast spells in humanoid form. He can, however, maintain and deliver touch attacks in either form, with touch effects occurring in addition to regular swarm damage.

Squirming Escape (ex). As an immediate action Malak can transform between his swarm and humanoid shapes. If he transforms in response to the action of another creature, he has the traits of the new form when the action resolves. When transforming into a swarm, he leaves his cloak and any other objects carried behind, though he can don his cloak or pick up items as part of the transformation between forms if his swarm form occupies any of the spaces they occupy. Malak can use this ability only one time per turn, though as many times per combat round as he has unused actions from his reactive opportunist quality.

Engulf (ex). As an immediate action following another creature's turn, Malak can move into the space of an adjacent creature and attempt to engulf it. The creature can make an attack of opportunity against Malak, but by doing so forgoes the saving throw against the effect. If the target does not take an attack of opportunity, they can make a reflex save DC 18 to avoid being engulfed, in which case they move to an available adjacent space. An engulfed creature gains the pinned condition, is in danger of suffocating, and is trapped within the creature's body until no longer pinned. An engulfed creature takes 1d3 points of strength and constitution damage at the start of its turn. The escape DC is 18. If Malak takes 30 or more damage from a single area attack, the target is freed. At least one of Malak's squares must occupy the target's space to maintain the pin, though no other action needs to be taken. Malak can only engulf a single creature at a time.

ECOLOGY

Environment Sunken Temple

Organization unique

Treasure Mage's Vestaments +4

MUTINOUS SAILOR

CR 1; **XP** 400

CN Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

Hit Points 19 (2d8+7)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common

SQ rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

NIGHTGAUNT

CR 3; **XP** 800; **CE** Medium monstrous humanoid (extraplanar, morguul)

Init +8; **Senses** blindsight 120 ft.; Perception +12

Aura terror (20 feet., paralyzed, **Will** DC 12 negates)

DEFENSE

AC 17, touch 15, flat footed 12 (+4 dex, +1 dodge, +2 natural)

Hit Points 26 (4d10 + 4) regeneration 5 (acid)

Fort +5, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft., fly 30 ft.

Melee 2 claws +8 (1d4+2) or swoop +8 (1d4 + 2 plus grab)

Reach 10 ft.

Special Attacks slow time, swoop, tickle

STATISTICS

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

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** +13

Feats Improved initiative, Dodge

Skills Fly +10, Intimidate +7, Perception +5, Sleight of Hand +8, Stealth +15; *Racial Modifiers* +4 Stealth

Languages Understands common and Aklo, cannot speak

SQ carry

SPECIAL ABILITIES

Carry (Ex). Nightgaunts have a +4 racial bonus to combat maneuver checks made to grapple. It can move itself and a grappled target at full speed while flying.

Slow Time (Su). One time per day, as a free action, the nightgaunt can fix its faceless stare on a creature it can see within 30 feet of it, slowing time for the targeted individual unless it succeeds on a DC 12 Will save. The effect lasts for 1d4 rounds. During this time the creature's speed is reduced to 10 feet, it suffers a -4 penalty to attack rolls, armor class, CMB, CMD, reflex saving throws, and dexterity based skill checks.

Swoop (Ex). As a full-round action a nightgaunt can fly up to 50 ft, making a swoop attack against a large or smaller creature during its movement.

Terror (Ex). Any creature hostile to the nightgaunt that starts its turn within 20 feet of it must make a DC 12 Will saving throw or become paralyzed with fear for 1 round. If a creature's saving throw is successful, it is immune to the terror aura of any nightgaunt for the next 24 hours.

Tickle (Ex). As a swift action against a prone or grappled target, the nightgaunt uses its barbed tail to caress, stroke, grope, and tickle a target. The effect is quite painful. The target must succeed at a DC 16 Fortitude save or become nauseated for 1 round. The save DC is Dexterity based.

ECOLOGY

Environment any mountains

Organization solitary, pair, flight (3 - 12), or colony

Treasure none



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

PECKI

CR 6; XP 2,400; LN Large plant

Init ; **Senses** darkvision 60 ft., perception +16

DEFENSE

AC 15, touch 7, flat-footed 15 (-2 Dex, -1 size, +8 natural)

Hit Points 40 (9d8) rebirth

Fort +10, **Ref** +6, **Will** +10

Defensive Abilities mutable form, light vulnerability; **Immune** poison, plant traits

OFFENSE

Speed 20 ft.

Melee slam +10 (1d12+6 plus trip)

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

Special Attacks necrotizing spores, riotous growth

STATISTICS

Str 18, **Dex** 8, **Con** 20, **Int** 13, **Wis** 17, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 21

Feats Alertness, Great Fortitude, Improved Trip, Skill Focus (Perception)

Skills Intimidate +10, Perception +16, Sense Motive +13;

Languages Common

SQ Animate Form, Light Vulnerability

SPECIAL ABILITIES

Animate Form (Ex). The pecki does not have traditional biology, and does not gain bonus hit points from a high Constitution score.

Light Vulnerability (Ex). The pecki is particularly vulnerable to light. While within an area of bright light or immediately adjacent to a light source generating normal light, the pecki gains the sickened condition.

Necrotizing Spores (Ex). As a standard action the pecki exhales a cloud of spores in a 15 foot radius from its space. Each non-plant creature within the radius must make a DC 20 fortitude save, taking 2d12 points of damage, or half as much on a successful save as the spores cling and immediately begin to rot and decompose the flesh of the creature. Creatures who fail the save also gain the grappled condition as the spores bloom and cling to the ground, with a DC 20 escape check.

Once the pecki uses this ability, it cannot be used again for 1d4 rounds.

Rebirth (Ex). A pecki reduced to zero or fewer hit point sinks to the ground to become a heap of moldering fungus. At the start of its next turn, it can reform in any fungus covered space within 120 feet with full hit points. If the pecki was reduced to zero hit points while within an area of bright light, or while adjacent to a source of normal light, its new hit point total is reduced by ten.

Riotous Growth (Ex). As a standard action the pecki can cause riotous growth in all fungal life nearby. Any oozes or plant creatures within a 30 foot radius gain 2d10 temporary hit points. These hit points do not stack.

In addition, the any creature currently grappled due to the pecki's necrotizing spores ability become engulfed by them as they quickly fruit and grow. An engulfed creature is pinned, blinded, and unable to breathe. The escape DC is 20. At the start of each of each turn it must succeed on a DC 20 constitution save or take an additional 2d12 points of damage as its flesh continues to rot.

ECOLOGY

Environment any subterranean

Organization solitary or cluster (2 – 20)

Treasure incidental

PLAGUE ZOMBIE

CR 1/2; XP 200; NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

Hit Points 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness (B)

SQ staggered

SPECIAL ABILITIES

Death Burst (Ex). When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su). The slam attack — as well as any other natural attacks — of a plague zombie carries the zombie rot disease.

Zombie rot : slam; save Fort DC 11; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Staggered (Ex). Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

ECOLOGY

Environment any

Organization any

Treasure none

RAT THING

CR 3; **XP** 800; **CE** Small magical beast (morguul)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5 (+9 by scent)

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

Hit Points 19 (3d10+3)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +7 (1d3) and bite +4 (1d4)

Special Attacks Mimic Likeness, Pack Tactics

Spellcasting (CL 5th; Concentration +5)

Each rat-thing has a single known spell and single 3rd level spell slot. Some commonly known spells are listed below.

3rd (1/day, DC 15) *curse of the putrid husk*, *dispel magic*, *eyes of Jal'Malai*, *flesh ward*, *invisibility sphere*, *mage armor*, *sign of Yan'gloanic*

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 15 (19 vs trip)

Feats Spell Focus (varies), Weapon Finesse (claws)

Skills Climb +15, Perception +5 (+9 by scent), Sense Motive +2, Sleight of Hand +4, Spellcraft +4, Stealth +11, Swim +7, Use Magic Device +5; *Racial Modifiers* uses **Dex** to modify Climb and Swim; Use Magic Device +4

Languages Aklo, Common, Rat Thing

SQ Keen Smell, Magic Item Use

SPECIAL ABILITIES

Keen Smell (Ex). Rat Things gain a +4 bonus to perception checks that rely on smell.

Magic Item Use (Ex). Rat Things can use arcane wand and scrolls as though they were 5th level wizards.

Mimic Likeness (Su). As a swift action, the rat thing causes itself to appear as a twisted reflection of one creature it can see within 40 feet of it. The target must succeed at a DC 11 Will save or become shaken. The effect persists for one minute, until the rat thing takes on another visage, or until it is killed. A rat thing can mimic only one creature at a time with this ability.

Pack Tactics (Ex). Rat things get a +2 bonus on melee attack and

damage rolls when at least one other ally is adjacent to the same target.

ECOLOGY

Environment any

Organization solitary, gang (2–5), or mischief (6 – 36)

Treasure standard

RAT THING SWARM

CR 5; **XP** 1,600; **CE** magical beast (swarm, morguul)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5 (+9 by scent)

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +2 size)

Hit Points 59 (9d10+9)

Fort +4, **Ref** +6, **Will** +2

Defensive Abilities swarm traits

Weaknesses swarm traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm 2d6

Space 10 ft.; **Reach** 0 ft.

Special Attacks Mimic Likeness, **Swarm** Caster

Spellcasting (CL 5th; concentration +5)

3rd (2/day, DC 15): *fireball*, *lightning bolt*, *deep slumber*

2nd (3/day, DC 14): *hypnotic pattern*, *eyes of Jal Malai*, *hideous laughter*, *scorching ray*, *touch of idiocy*

1st (4/day, DC 13): *charm person*, *grease*, *hypnotism*, *ray of enfeeblement* (DC 12), *reduce person* (DC 12), *sign of Yan'gloanic*

0th (at will, DC 12): *mage hand*, *prestidigitation*, *ray of frost*

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 15

Feats improved initiative, spell focus (enchantment), spell focus (evocation), spell focus (illusion)

Skills Climb +15, Perception +5 (+9 by scent), Sense Motive +2, Sleight of Hand +4, Spellcraft +4, Stealth +11, Swim +7, Use Magic Device +5; *Racial Modifiers* uses **Dex** to modify Climb and Swim; Use Magic Device +4

Languages Aklo, Common, Rat Thing

SQ Keen Smell

SPECIAL ABILITIES

Keen Smell (Ex). Rat Things gain a +4 bonus to perception checks that rely on smell.

Mimic Likeness (Su). As a swift action, several individuals in the rat thing swarm cause themselves to appear as a twisted reflection of one creature within 40 feet. The target must succeed at a DC 13 Will save or become shaken. The effect persists for one minute, until the rat thing takes on another visage, or until it is killed. A rat thing swarm can mimic only one creature at a time with this ability. The DC is charisma based.

Swarm Caster (Ex). Individual rat things in the swarm can cast single spells as a wizard. Collectively, the rat thing swarm acts as a 5th level spontaneous caster. The spell list provided is a sample of possible known spells. The swarm can use one spell per round regardless of other actions taken during its turn.

ECOLOGY

Environment any

Organization solitary, pair, or horde (3+)

Treasure standard

Ro (DENIZEN OF ELUADE)

CR 1/2; XP 200;

Ro Warrior 1; CE medium humanoid

Init +2; Senses Perception -1

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather)

Hit Points 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 40 ft.

Melee Heavy flail +3 (1d8+3/19-20, disarm, trip)
and gore +3 (1d6+2)

Ranged Longbow +3 (1d8/X3)

Special Attacks blood frenzy, powerful charge (gore, 1d6+4 plus trip)

STATISTICS

Str 15, Dex 14, Con 12, Int 8, Wis 8, Cha 10

Base Atk +1; CMB +3; CMD 15

Feats Power attack

Skills Climb +5

Languages Ro

SPECIAL ABILITIES

Blood Frenzy (Ex). When making an attack against a creature with less than maximum hit points, the Ro Warrior gets a +1 bonus to attack and damage rolls.

ECOLOGY

Environment any

Organization solitary, gang (2-5), or herd (6-10 plus 1-2 leaders of 3rd level or higher)

Treasure NPC gear (studded leather armor, heavy flail, longbow and arrows, other treasure)

Ro VETERAN (DENIZEN OF ELUADE)

CR 3; XP 800

Ro Warrior 4; CE medium humanoid

Init +1; Senses Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 chainmail)

Hit Points 26 (4d10+4)

Fort +5, Ref +2, Will 0

OFFENSE

Speed 40 ft.

Melee Heavy flail +9 (1d8+6/19-20, disarm, trip)
and gore +8 (1d6+3)

Ranged Longbow +5 (1d8/X3)

Special Attacks blood frenzy, powerful charge (gore, 1d6+6 plus trip)

STATISTICS

Str 16, Dex 12, Con 12, Int 8, Wis 8, Cha 10

Base Atk +4; CMB +7; CMD 18

Feats Power Attack, Weapon Focus (heavy flail)

Skills Climb +7, Perception +2

Languages Ro

SPECIAL ABILITIES

Blood Frenzy (Ex). When making an attack against a creature with less than maximum hit points, the Ro Warrior gets a +1 bonus to attack and damage rolls.

ECOLOGY

Environment any

Organization solitary, gang (2-5), or herd (6-10 plus 1-2 leaders of 3rd level or higher)

Treasure NPC gear (chainmail, heavy flail, longbow and arrows, other treasure)

Ro PRIEST (DENIZEN OF ELUADE)

CR 4; XP 1,200

Ro Adept 7; CE medium humanoid

Init +0; Senses Perception +3

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 Chainmail)

Hit Points 31 (7d6+7)

Fort +3, Ref +2, Will +8

OFFENSE

Speed 40 ft.

Melee Longspear +5 (1d8+4/X3, brace, reach)
and gore +5 (1d6+2)

Ranged Crossbow, heavy +3 (1d10/19-20)

Special Attacks blood frenzy, divine eminence, powerful charge (gore, 1d6+4 plus trip)

Adept Spells Prepared (CL 7th; concentration +8)

2nd (DC 15): *cure moderate wounds, eyes of Jal Malai, Voorish sign*

1st (DC 14): *bless, cause fear, cure light wounds, sign of Yan'gloanic*

0th (at will, DC 13): *lesser Voorish sign, mending, touch of fatigue*

STATISTICS

Str 15, Dex 10, Con 12, Int 10, Wis 16, Cha 10

Base Atk +3; CMB +5; CMD 15

Feats Spell focus (enchantment), Light Armor Proficiency, Medium Armor Proficiency

Skills Knowledge (Religion) +7, Spellcraft +7

Languages Common, Ro

SPECIAL ABILITIES

Blood Frenzy (Ex). When making an attack against a creature with less than maximum hit points, the Ro Warrior gets a +1 bonus to attack and damage rolls.

Divine Eminence (Su). Once per round, as a free action, the Ro Priest can expend a spell slot to cause its melee weapon attack to deal an extra 2d6 points of negative energy damage.

ECOLOGY

Environment any

Organization solitary, gang (2-5), or herd (6-10 plus 1-2 leaders of 3rd level or higher)

Treasure NPC gear (chainmail, longspear, heavy crossbow, holy symbol, other treasure)





Serpentfolk Wizard

CR 6; XP 2,400

Serpentfolk Wizard 9; NE Medium humanoid (serpentfolk, morguul)

Init +4; **Senses** Perception +2

DEFENSE

AC 10, touch 10, flat-footed 10

Hit Points 31 (7d6+7)

Fort +2, Ref +3, Will +10

Defensive Abilities disguise

Weaknesses unspoken curse

OFFENSE

Speed 40 ft. (in Ro guise)

Melee Quarterstaff +4 (1d6)

Ranged Dagger +4 (1d4) Wand of magic missile (CL 9, 43 charges)

Wizard Spells Prepared (CL 9th; concentration +9)

5th (DC 20): *baleful polymorph*, *shadow evocation* (DC 21)

4th (DC 19): *phantasmal killer* (DC 20), *rainbow pattern* (DC 20), *wall of fire*

3rd (DC 18): *deep slumber*, *displacement*, *fireball*, *major image* (DC 19)

2nd (DC 17): *eyes of Jal Malai*, *hypnotic pattern* (DC 18), *invisibility*, *mirror image*, *secret step*

1st (DC 16): *color spray* (2) (DC 17), *mage armor*, *shield*, *sign of Yan'gloanic*, *silent image* (DC 17)

0th (at will, DC 15): *daze*, *mage hand*, *acid splash*, *lesser Vorish sign*

STATISTICS

Str 10, Dex 10, Con 8, Int 20, Wis 14, Cha 16

Base Atk +4; CMB +4; CMD 14

Feats Craft Wand, Improved Initiative, Scribe Scroll, Spell Focus (Illusion), Swift Change, Utility Shift

Skills Bluff +12, Diplomacy +12, Knowledge (Geography) +16, Knowledge (History) +16, Knowledge (Local) +17, Knowledge (Nobility) +16, Knowledge (Religion) +16, Sense Motive +11, Spellcraft +17

Languages Aklo, Common, Deep One, Hraacknar, Ro, Undercommon, Valusian

SPECIAL ABILITIES

Disguise (Ex). As a full-round action the serpentfolk wizard can use its racial ability to take the shape of any humanoid creature. It gains the physical appearance and movement types of the creature and is indistinguishable from a typical member of the race. This act leaves a dusty residue of dried, cast off skin in the space where the transformation took place. If the serpentfolk is killed, its face shrivels into a desiccated and powdery mask that can be brushed aside to reveal the scaly serpentine visage beneath.

Unspoken Curse (Su). The serpentfolk wizard cannot speak the words "Ka nama kaa lajerama" regardless of its current form.

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (wand of magic missile, other treasure)

Shabotahn

CR 11; XP 12,800; CE Large aberration

Init +6; **Senses** darkvision 60 ft., low-light vision, Perception +21

Aura frightful presence (120 feet., DC 20)

DEFENSE

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

Hit Points 128 (15d8 + 60)

Fort +16, Ref +15, Will +20

Defensive Abilities unknowable mind; Immune mind-affecting effects, poison

Weaknesses cold iron vulnerability

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee 4 tentacles +17 (1d8 + 6 plus poison)

Space 10 ft.; Reach 20 ft.

Special Attacks create puppet, lash out, puppeteer

STATISTICS

Str 22, Dex 14, Con 16, Int 20, Wis 16, Cha 20

Base Atk +11; CMB +14; CMD 35

Feats Combat Reflexes, Improved Initiative, Skill Focus (bluff), Skill Focus (diplomacy), Skill Focus (intimidate), Skill Focus (sense motive), Toughness, Weapon Focus (tentacle)

Skills Bluff +23, Diplomacy +23, Escape Artist +21, Intimidate +26, Knowledge (arcana) +11, Knowledge (geography) +11, Knowledge (history) +14, Knowledge (planes) +11, Knowledge (religion) +11, Perception +21, Sense Motive +23

Languages understands and speaks all languages

SQ reactive opportunist

SPECIAL ABILITIES

Cold Iron Vulnerability (Ex). The shabotahn is extremely vulnerable to the touch of cold iron. If struck by a cold iron weapon, it cannot take any actions until the start of its next turn. In addition, the shabotahn takes an additional 5 points of damage when hit by a cold iron weapon.

Lash Out (Ex). The shabotahn can expend two of its immediate actions following another creature's turn to make a full complement of tentacle attacks or to make a single create puppet attack.

Meld into Darkness (Su). As an immediate action following another creature's action, the shabotahn can meld into the nearby darkness and emerge from a different shadow within sight. This movement does not provoke opportunity attacks.

Poison (Ex). Injury; save Fort DC 16; frequency 1/round for 2 rounds; effect 1d2 Dexterity and Intelligence damage; cure 1 save. The Shabotahn's tentacles are coated in a venomous substance that causes the victim to experience a sort of drunkenness, growing sluggish in thought and action.

Create Puppet (Ex). The shabotahn lashes out with heavy tentacle ending in a cluster of veiny tendrils. If it hits, the tendrils burrow into the base of the target's skull. The target gains the grappled condition (escape DC 24) and must immediately make a Will save DC 19 or the shabotahn seizes control of the target's motor functions, which loses its ability to take any actions other than those directed by the shabotahn. While the target remains grappled, it must make a saving throw at the end of each of its turns. On a success, the effect is suppressed until it fails this save. Only two creatures can be controlled by the shabotahn in this manner at any given time.

Puppeteer (Ex). As an immediate action following another creature's action, the shabotahn can cause any puppets it controls to move up to its speed and make a melee or thrown weapon attack. The puppet gains a +4 bonus to hit (+2 insight, +2 strength) and a +2 strength bonus to damage. The shabotahn can alternately cause a creature to drop prone, throw or drop a carried or held item, or take other simple actions.

Reactive Opportunist (Ex). The shabotahn can take up to three immediate or swift actions per combat round.

Unknowable Mind (Ex). The shabotahn's mind is alien and





unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the shabotahn telepathically takes 2d4 points of charisma damage and must succeed on a DC 15 Wisdom saving throw or become confused for 1d4 rounds.

STAR SPAWN

CR 6; **XP** 2,400; **CE** Medium aberration (aquatic, star spawn, morguul)
Init +; **Senses** darkvision 120 ft., low-light vision, perception +16
Aura horrific visage (30 ft., stunned, DC 14 negates)

DEFENSE

AC 16, touch 12, flat footed 14 (+2 Dex, +4 natural)
Hit Points 58 (9d8 + 18)
Fort +6, **Ref** +7, **Will** +12
Defensive Abilities immortal, unknowable mind; **DR** 5/magic; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., swim 30 ft., unseen paths
Melee Destructive Touch +8 touch (1d10 + 6 plus destruction)
Ranged 3 Wounds (2d6 + 6) every 1d4 rounds
Special Attacks Destructive touch, wound

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 22, **Wis** 18, **Cha** 10
Base Atk +6; **CMB** +7; **CMD** 19
Feats Great Fortitude, Iron Will, Lightning Reflexes, Weapon Finesse (destructive touch)
Skills Knowledge (history) +15, Knowledge (local) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +16, Sense Motive +9, Spellcraft +18, Swim +21, Use Magic Device +9
Languages Aklo, Common, Star Spawn, Telepathy 180 ft
SQ amphibious

SPECIAL ABILITIES

Destructive Touch (Ex). As a standard action the star spawn can make a melee touch attack against a target. On a hit the target immediately takes 1d10 + 6 points of necrotic damage and must make a fortitude saving throw DC 15 or take an additional 1d10 + 6 points of necrotic damage as its body begins to break down. Its skin softens, becoming translucent, wounds open at its joints, and blood pours from bodily orifices. It must repeat the saving throw at the end of its next turn. If it fails a second saving throw, the transformation accelerates, its form barely holding together as eyes bulge and skin begins to burst under its own weight. The target takes an additional 2d10 + 12 points of damage and becomes stunned. At the end of its next turn it must make a third and final saving throw, with failure resulting in death as the target dissolves into a puddle of unrecognizable gore. At any point a successful saving throw results in the target rapidly reasserting its own existence. Flesh and skin quickly snap into shape, though wounds remain. Magical healing of any sort administered to the target during the transformation allows an immediate saving throw to end the effect. The saving throw DC is constitution based.

Horrific Visage (Ex). As a free action, at the start of its turn, the star spawn can briefly reveal its true form to any creatures within 30 feet. The targets must succeed at a DC 14 Will saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a target succeeds on this saving throw, it becomes immune to the horrific vision of any star spawn for 24 hours. The saving throw DC is charisma based.

Immortal (Ex). The star spawn does not age. Barring death from violence, disease, or misadventure, it can live forever. It is immune to effects that cause magical aging.

Psychic Scream (Ex). The star spawn emits a psychic scream as an immediate reaction to taking damage for the first time in an encounter. Each creature within 30 feet of the star spawn must make a Will save DC 15 or take 2d8+5 points of damage or half as

SKIN ZOMBIE

CR 1/2; **XP** 200; **CE** Medium undead
Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
Hit Points 9 (2d8)
Fort +0, **Ref** +2, **Will** +3
DR 5/slashing; **Immune** undead traits
Defensive Abilities shapeless, share damage
Weaknesses cold iron vulnerability

OFFENSE

Speed 30 ft.
Melee Slam +3 (1d6 plus crush)
Special Attacks crush, pile on

STATISTICS

Str 10, **Dex** 15, **Con** -, **Int** -, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 13 (cannot be tripped or grappled)

SPECIAL ABILITIES

Cold Iron Vulnerability (Ex). Cold iron weapons deal double damage to skin zombies.
Crush (Ex). If the skin zombie hits with its slam attack it immediately wraps around the target, who is pulled prone and gains the grappled condition (escape DC 11). Until the grapple ends, the target takes 1d8 points of bludgeoning damage at the start of each of its turns. Up to six skin zombies can simultaneously crush a single target, with the condition growing progressively more dire as outlined in the table below. When grappling a target in this way, a single escape check frees the target of all grappling skin zombies.

#	Damage	Escape DC	Special
1	1d8	11	--
2	2d8	14	The target is also pinned
3	3d8	17	--
4	4d8	20	The target is also blinded
5	5d8	23	--
6	6d8	26	The target cannot breathe

Pile On (Ex). As a standard action the skin zombie can join a crush initiated by another skin zombie without making an attack roll.

Shapeless (Ex). The skin zombie can occupy another creature's space and vice versa, and the skin zombie can move through a space as narrow as 1 inch wide without squeezing. The skin zombie cannot be grappled or tripped.

Share Damage (Ex). If the skin zombie is subjected to weapon damage while it has a creature grappled, the skin zombie takes half of the damage and the grappled creature takes half of the damage.

ECOLOGY

Environment shabotahn's lair
Organization cluster (4 - 40)
Treasure standard





much on a successful save. Creatures who fail their save are also sickened until the end of their next turn.

Unseen Paths (Ex). The star spawn can move through angles and dimensions other creatures are unable to perceive. This effectively allows the star spawn to teleport instead of physically moving, though it is still limited by its speed.

Unknowable Mind (Ex). The star spawn's mind is alien and unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the star spawn telepathically takes 2d4 points of charisma damage and must succeed on a DC 15 Wisdom saving throw or become confused for 1d4 rounds.

Wound (Ex). The star spawn moves its hands and fingers in ornate patterns, manipulating extradimensional spaces. Up to three targets the star spawn can see within 60 feet take 2d6 + 6 points of damage. Once the star spawn uses this ability, it cannot be used again for 1d4 rounds.

ECOLOGY

Environment any

Organization solitary, pair, or cult (3 – 6)

Treasure standard

STAR SPAWN, LESSER

CR 2; **XP** 600; **CE** Medium aberration (aquatic, star spawn, morguul)

Init +3; **Senses** darkvision 120 ft., low-light vision, perception +8

DEFENSE

AC 15, touch 13, flat footed 12 (+3 Dex, +2 natural)

Hit Points 22 (3d8 + 9)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities immortal, unknowable mind; **DR** 5/magic;

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 30 ft., unseen paths

Melee 2 angled cuts +6 touch (1d6 + 4 damage) or destructive touch +5 touch (1d10 + 4 damage plus destruction)

Special Attacks Angled cut, destructive touch

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 13, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +7; **CMD** 19

Feats Weapon Focus (angled cut), Lightning Reflexes

Skills Escape Artist +9, Perception +8, Stealth +9, Swim +17, Survival +9

Languages Aklo, Common, Star Spawn

SQ amphibious

SPECIAL ABILITIES

Angled Cut (Ex). The lesser star spawn slashes with its elongated claws, manipulating extradimensional space to bypass the defenses of its enemy. These attacks are resolved as touch attacks, and ignore damage reduction.

Destructive Touch (Ex). As a standard action the star spawn can make a melee touch attack against a target. On a hit the target immediately takes 1d10 points of necrotic damage and must make a fortitude saving throw DC 14 or take an additional 1d10 points of necrotic damage as its body begins to break down. Its skin softens, becoming translucent, wounds open at its joints, and blood pours from bodily orifices. The creature can repeat this save at the end of each of its turns, taking 1d10 damage on each failed save as the condition persists. On a successful save the creature reasserts its own existence, causing its skin and flesh to return to normal, though any wounds suffered as a result remain.

Magical healing of any type immediately ends the effect. Once the lesser star spawn uses this ability, it cannot be used again for 1d4 rounds. The DC for this ability is constitution based.

Unseen Paths (Ex). The star spawn can move through angles and dimensions other creatures are unable to perceive. This effectively allows the star spawn to teleport instead of physically moving, though it is still limited by its speed.

Unknowable Mind (Ex). The star spawn's mind is alien and unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the star spawn telepathically takes 2d4 points of charisma damage and must succeed on a DC 11 Wisdom saving throw or become confused for 1d4 rounds.

ECOLOGY

Environment any

Organization solitary, pair, or cult (3 – 6)

Treasure standard

VIOLET FUNGUS

CR 3; **XP** 800; **N** Medium plant

Init –1; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)

Hit Points 30 (4d8+12)

Fort +7, **Ref** +0, **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 13

ECOLOGY

Environment any underground

Organization solitary, pair, or grove (3–12)

Treasure incidental

SPECIAL ABILITIES

Rot (Ex). A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.



WINGED HORROR

CR 3; XP 800; LE Large magical beast (morguul)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 12, touch 10, flat footed 12 (+3 natural, -1 size)

Hit Points 45 (6d10 + 12)

Fort +9, Ref +5, Will +5

Immune poison

OFFENSE

Speed 40 ft., fly 15 ft. (clumsy)

Melee 2 claws +9 (1d6 + 2) or bite +9 (1d8 + 4)

Space 10 ft.; Reach 10 ft.

Special Attacks enchanted gaze, poison breath

STATISTICS

Str 18, Dex 10, Con 14, Int 6, Wis 12, Cha 6

Base Atk +6; CMB +11; CMD 21 (25 vs trip)

Feats Skill Focus (perception), Ability Focus (gaze), Iron Will

Skills Perception +10

Languages Understands Ro and Valusian, cannot speak

SPECIAL ABILITIES

Enchanted Gaze (Ex). As a swift action, the winged horror can focus its gaze on a single creature within 30 feet. The creature must succeed on a DC 13 Will saving throw or become fascinated until the end of its next turn. The save DC is charisma based.

Poison Breath (Ex). As a standard action the winged horror can exhale a cloud of poisonous gas in a 30 foot cone. Each creature in the area must succeed at a DC 15 fortitude save or take 2d8 + 4 points of acid damage and 1d4 points of strength damage. Creatures take half damage on a successful save and no ability damage. The save DC is constitution based. Once the winged horror uses this ability, it cannot be used again for 1d4 rounds.

ECOLOGY

Environment any

Organization solitary, pair, or flight (3 – 12)

Treasure none

ZOMBIE

CR 1/2; XP 200; NE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

Hit Points 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness (B)

SQ staggered

SPECIAL ABILITIES

Staggered (Ex). Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.



APPENDIX II:

MAGIC ITEMS AND GEAR

Angled Knife

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 22,160 gp; **Weight** 1 lb.

Description

This +1 *dagger* has an edge so sharp it can slice through the fabric of reality. Once a day, it allows a wielder to cut a hole in reality, creating a gateway that remains open until the end of the wielder's next turn. Until that time, anyone can step through the gateway, in either direction. It is sized appropriate to the wielder's size, so a giant produces a larger gateway than a human. The effect otherwise functions identical to a *dimension door* spell.

Construction

Requirements Craft Magic Arms and Armor, *dimension door*; **Cost** 11,080 gp

Black Book of B'Nar

This heavy tome has a simple cover of black vellum embossed with a symbol worked in the likeness of a stylized squid surrounded by glyphs. Its pages are irregularly bound, and, when shut, a bone lock secures it.

The book is filled with the mad ramblings of its author, Tel Elsharn, who spent decades studying forbidden knowledge and adding that knowledge to the *Black Book*. Most minds are ill equipped for the terrifying truths about the world around them.

Your study of forbidden knowledge allows you to use your Knowledge skills to gain insights relating to the morguul. However, delving into morguul lore is taxing to the mind and anytime you use a skill to learn some new bit of forbidden knowledge, you must succeed on a DC 20 Will saving throw or gain a madness point.

The following spells are contained in the book:

Cantrip: *lesser Voorish sign**

1st level: *elder sign**, *sign of Yan'gloanic**

2nd level: *darkness*, *eyes of Jal Malai**, *Voorish sign**

3rd level: *vampiric touch*

4th level: *black tentacles*, *dark whispers**

5th level: *distill life**, *from the salts**, *greater Voorish sign**

7th level: *salts to salts**

*Indicates a spell from the *Black Book of B'Nar* supplement.

Mage's Vestment

Aura moderate conjuration; **CL** 7th

Slot shoulders; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); **Weight** 1 lb.

Description

This simple robe surrounds the wearer with an invisible but tangible field of force, granting an armor bonus of +1 to +8, just as though wearing armor.

Alternatively, *mage's vestment* can be enchanted with armor special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Mage's vestments* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Mage's vestments* must have at least a +1 armor bonus to grant an armor special ability and cannot have any armor special abilities that add a flat gp amount to their cost. *Mage's vestments* and ordinary armor do not stack. If a creature receives a larger armor bonus from another source, the *mage's vestments* cease functioning and does not grant its armor bonus or armor special abilities. If the *mage's vestments* grant a larger armor bonus, the other source of armor ceases functioning.

Construction

Requirements Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers, plus any requirements of the armor special abilities; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 24,500 gp (+7), 32,000 gp (+8)



Staff of the Deep

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 36,400 gp; **Weight** 5 lb.

Description

Made of hardened seaweed and covered with knots and nodules resembling marine creatures, this staff allows use of the following spells:

- *animal messenger* (marine creatures only) (1 charge)
- *ride the waves* (1 charge)
- *speak with animals* (marine creatures only) (1 charge)

Construction

Requirements Craft Staff, *animal messenger*, *ride the waves*, *speak with animals*; **Cost** 18,200 gp

Unicorn Horn

Harvested from a living unicorn, this horn can be wielded as a +1 improvised weapon that deals 1d8 damage. If you roll a natural 1 with an attack roll while wielding the horn, it shatters, losing its magical properties.

You can use horn to produce one of the following magical effects:

- **Healing Touch.** You touch the horn to a creature. The target is healed as if it were targeted by a *cure moderate wounds*, *neutralize poison*, and *remove disease* spell cast by a 9th-level caster. .
- **Teleport.** You teleport yourself, and up to three willing creatures you can see within 5 feet of you, along with any equipment they are wearing or carrying, to a location you are familiar with, up to 1 mile away.

After using the horn to produce a magical effect, it loses all of its magical properties.





APPENDIX III: MADNESS AND INSANITY

Many of the creatures and situations in the Sunken Temple represent horrors that the mortal mind is simply unequipped to comprehend. Similarly, the dark rites and forbidden secrets in the tomes of the morguul begin to peel back the veil of reality that protects the fragile mortal mind. As characters become exposed to these creatures and secrets, they become further removed from the reality that guides them.

These rules are intended to be lightweight, and allow a character to remain playable even while insane. They make no attempt to be scientifically sound, instead favoring roleplaying elements over reality.

Madness Score

Mechanically, a character's descent into madness is tracked by **madness points**. Characters gain madness points as they explore the Mountains of Eluade, interact with the creatures therein, and learn terrible truths about the nature of existence. Where appropriate, the text indicates such. Usually, but not always, a Wisdom saving throw is allowed to avoid gaining the madness point.

A character can have no more than 3 madness points. If, at any time, they would receive a fourth, instead the character's madness points reset to 0, and that character gains a long-term malady.

Long-Term Maladies

While madness points represent the slide into insanity, long-term maladies are the manifestation of that insanity.

These maladies are presented below in tracks, and each time a character gains a long-term malady, that character advances along the madness track they have already started. If the character has not previously gained a malady, or if the character has reached the maximum level of a track, simply choose another track for the character to progress along.

When possible, you should allow the player to choose the track for their character. It is, after all, the player who will be roleplaying the sickness.

Each madness track has three stages, and the first two

stages are roleplaying devices only. At the third, and final stage, representing a full descent into madness, the character receives a mechanical effect directly related to what that character now takes to be a true insight into a deeper reality.

Recovering

The healing process cannot begin until a character is no longer exposed to morguul influences. What exactly this means is left for you to decide, but it suggests they must leave the Mountains of Eluade, and certainly they must dispose of any morguul tomes or objects brought out of the mountains. Once free of morguul influence, madness points are lost at a rate of 1 point each week.

Recovering from long-term maladies is much more difficult. They represent complete break with reality, and have no cure. Only a *wish*, or comparable magic, can restore a mind to its previous state.



Is it Real?

Each madness track culminates in an "awakening" for the character involved. The question remains as to which truth is genuine? Are there truly horrors which float about unseen, feeding upon the essence and emotions of living things? Does the corruption of the Great Old Ones truly befoul so many living creatures? These questions are deliberately left unanswered and, if the answers are important to you, or your players, left for you to decide what works best for you and your games.





Madness Tracks



	BEYOND THE VEIL	PARANOIA	VISIONS	VOICE OF THE OLD ONES
STAGE 1	You regularly see movement in your peripheral vision and can make out shifting shapes and figures in deep shadows.	You know it for simple truth that strangers hide dark secrets and covet what is yours.	Your dreams are troubled, though on waking you have no memory of them beyond than a lingering feeling of dread.	You occasionally hear distant whispers. You can't make out what they say, but it fills you with dread.
STAGE 2	You occasionally catch glimpses of the true faces of living things. Humans and animals in particular often flicker, revealing twisted, unnatural visages.	Dark cabals and secret conspiracies abound. It is becoming ever more difficult to tell who you can trust.	You recall snippets of your dreams, remembering unfathomable gulfs, wide vistas, blood, lust, and worse. Further, your waking life is frequently filled with feelings of déjà vu.	The whispers come more often now, particularly during times of stress. They speak of lust, death, and blood. Although the dread remains, you find their message compelling.
STAGE 3	Your vision pierces the veil that shadows most things and you can see the amorphous creatures floating just beyond normal perception, feeding on the life-force of all living things. Further, the false faces of the living have been stripped away revealing dark truths. However, the constant assault on your visions is often distracting.	The faces of those around you are mere masks hiding deeper truths. Even your closest allies and confidants cannot be fully trusted. You keep your mind guarded at all times, making you difficult to manipulate. However, you now see the worst in people, no matter the situation.	The lines between sleep and waking life blur. You often find yourself waking from dreams so vivid you were sure they were real, and remembering things in your waking life before they happen, sometimes correctly, sometimes incorrectly. However, restful sleep is rare and you are always weary.	The whispers are always there, but you have grown comfortable with their voice, and find their message of violence to be right and true. There is also a deeper voice hidden among the chaos which whispers dark secrets to you. However, it is difficult to ignore the calls to violence and you are easily provoked.
Boon	You see truth. You automatically detect visual illusions and succeed on saving throws against them, and you perceive the original form of a shapechanger or a creature that is transformed by magic.	You gain true insight into the nature of others. Their honeyed words cannot sway you. You gain immunity to being charmed and a +2 bonus on saving throws against enchantment spells and effects.	Future and past are one. All that is, has been, and will be again. One time each day, when you would fail a skill check, ability check, or saving throw, you may resolve the situation as if you had rolled a 20.	While you hear the voices they guide you. When you deal damage with a melee attack, you may resolve the attack as if you had scored a critical hit. The voices then go quiet and will not speak again for 24 hours.
Bane	The constant visions distract you, and you have -2 on Perception checks.	Your confidence is also your undoing. You have -2 on Insight checks.	Chronic lack of sleep means you're always tired. You have -2 on Endurance checks.	Without the voices you are exposed. While the voices are quiet, your AC is reduced by 4.





APPENDIX IV: THE SAILORS OF SEA DARTER

Ailise Blackmoore

f, human, 20-year-old

Ailise is a hopeful human noble who will give up everything to find her sister.

When her sister, and heir to the Blackmoore lineage, disappeared two years ago, Ailise was tasked with finding her. She travels in disguise, lest brigands seek to kidnap and ransom her to her noble family. She had given up hope on ever finding her sibling until she met the seer Ubetta, who gave her a glimpse of her sister's whereabouts. Ailise joined the crew of the Sea Darter, hoping to find the answers she seeks among the waves.

Finathil Dram

m, human, 35-year-old

Finathil is a quiet human sailor with a dark past and no family who lives by signs and omens.

Finathil has been aboard Sea Darter for several years. A simple man, with no family, he is running from a dark past of which he refuses to speak. Generally a loner, Finathil has become friends with Ailise, and the two are often together as they toil.

Glaktrak

m, half-orc, 38-year-old

Glaktrak is a fierce half-orc fugitive with a kind heart who has spent his life at sea.

Glaktrak is the only crew member who has been through a kraken attack with Frostbeard. The half-orc has served under Frostbeard off and on for nearly two decades. At a glance, he could easily be mistaken for full-blooded orc, a fact not lost to Marra.

Unbeknownst to anyone, Glaktrak got into some trouble while ashore not long ago, an incident involving copious amounts of ale, a fight, and a death. He claims innocence, but regardless of the truth, a bounty has been issued on his head. He was looking for a quick escape when he happened upon Sea Darter moored at the docks and signed on immediately.

Ingar Broamson

m, human, 52-year-old

Ingar is a severe, battle-worn human who has grown tired of war and enjoys playing the harmonica.

An old soldier, Ingar served on military vessels for most of his life, and was present at the Battle of Dry Skies. Having given more than three decades of his life to bat-

tle, Ingar hopes to find a bit of quiet in his later years. He enjoys his harmonica, which he often plays on quiet nights from his favorite spot on the bow. Although he speaks of his past only reluctantly, once he gets into a story he goes on for hours of the "glory days."

Rat

m, human, 12-year-old

Rat is a lazy, round-faced cabin boy who shirks work and is convinced the world is out to get him.

The cabin boy Rat is known by no other name. Short, scrawny, with a long neck and a overlarge, hooked nose, Rat scurries across the deck of Sea Darter on whatever task Frostbeard or Karkalla have set for him. He talks with a slur, speaks only broken Common, and offers a dozen different and marvelous tales of his past, many involving dragons and damsels in distress.

Tilubetta "Ubetta" Shiradi

f, gnome, 453-year-old

Tilubetta is an ancient gnome seer who wagers her prophecy against hard coin and enjoys nothing more than tormenting a welcher until they remit. "When you bet Ubetta, you better pay up!"

Over the centuries, Ubetta claimed to predict the dice, the weather, and the gender of unborn children. Her cryptic guidance led a drunkard to seek his destiny beneath the waves, and a noble woman desperate to find her lost sister to masquerade as a pirate. If the PCs win in dice against her, she will scry their futures. But will her vision be a gift or a grift? Should the PCs lose and fail to pay, Ubetta will harass them until they make good.

Ziton Fal

(m, human, 36-year-old)

Ziton is an irresponsible drunk who believes the sea holds ancient secrets.

Ziton joined the crew after an ancient seer predicted he would find his future beneath the waves. While being keel hauled as punishment for drunken dereliction of duty, a new religious fervor awoke in him. Drunken ramblings changed to stories of his "awakening" through salvation by "fish tailed men", and the underwater secrets they revealed to him.





Karkalla

◇◇◇◇◇◇◇◇◇◇

f, skinwalker, 30-year-old

Karkalla is a short tempered skinwalker with a chip on her shoulder.

Personality

Dutiful. Short-tempered. Loud. A life-long sailor, Karkalla is an excellent first mate, diligent with her duties. Her lycanthrope blood causes her temper to flare quickly, and she has trouble keeping her anger under control. This leads to her verbally lashing out at those around her, although most on Sea Darter ignore Karkalla's legendary flare ups, knowing they blow over just as fast.

Goals

Karkalla hopes to become captain of her own vessel one day.

Hobbies

Brawling. Karkalla enjoys a good fight. When at port, she can often be found at the nearest arena or brawl, however, she doesn't suffer any such foolishness at sea.



Marra Greenhill

◇◇◇◇◇◇◇◇◇◇

f, halfling, 32-year-old

Marra is an easy-going halfling navigator with an eidetic memory who wants to see the whole world but harbors an abiding hatred of goblins and orcs.

Personality

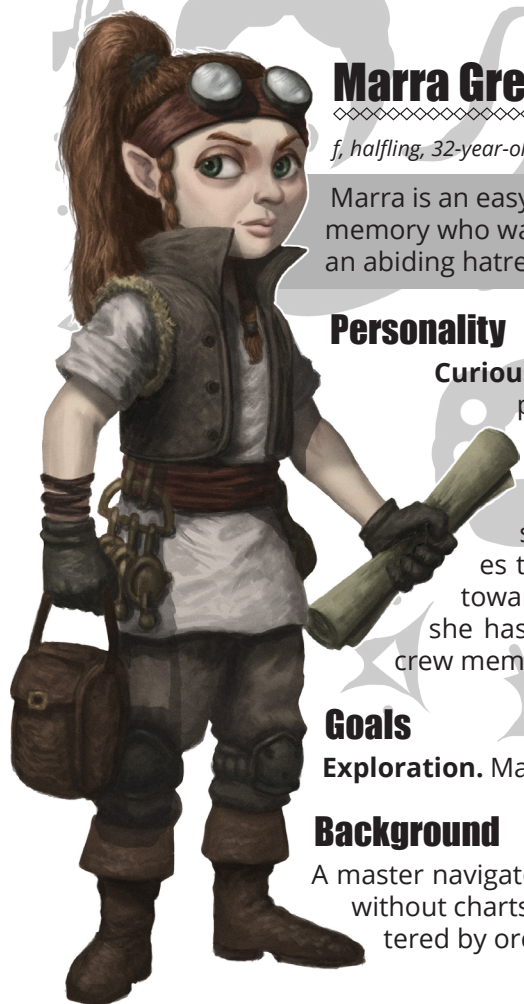
Curious, brave, and loyal. Marra's love of exploration is what lead her to become a navigator. She tends to be open and caring towards most people, but cannot bring herself to trust half-orcs, who she sees as too closely related to the savages that have caused her such pain. Her loyalty towards the crew is unquestioned, and so strong she has been know to be a bit reckless when a crew member is in trouble.

Goals

Exploration. Marra wants nothing more than to see and explore the world

Background

A master navigator, Marra has a near-perfect memory and can navigate almost as easily without charts as with them. She grew up on the streets after he parents were slaughtered by orcs and goblins, and she nurses a hatred for their kind still.





Bastian "Frostbeard" Grymnsbee

m, human, 64-year-old

Bastian "Frostbeard" Grymnsbee is a bold, yet superstitious, human sea captain who loves the water and his crew.

Appearance

Imposing, exotic, and massive. Frostbeard is a darkly complected human. With piercing gray eyes that look like a squall, and a snow white beard to match the flowing locks on his head. Long years at sea have hardened him into a barrel-chested bear of a man. Yet, despite this, he always has a smile on his face. He strides the decks of his ship with confidence and is rarely seen without his ivory-carved scrimshaw pipe in one hand.

Personality

Calm, open, and superstitious. Bastian is friendly with his crew, joking in a harmless sort of way, but hard also, demanding everyone pull their weight. He expects orders to be obeyed immediately, and without question, meting out punishment without hesitation when needed. His calm is legendary, and it is said that Bastian could keep his cool while walking across the pitching deck of Sea Darter, amidst a hurricane, while a kraken tries to tear the ship asunder. In fact, the only cracks in his demeanor comes from a strong superstitious streak, a tendency that drives him refuse any cargo including bananas, absolutely forbid whistling aboard ship, and whisper incantations to the sea when he believes no one is listening.

Goals

Keep his crew safe. Bastian loves the sea, and it is that love that drives him. He has no family, no obligations beyond Sea Darter, and plenty of money. He sails because he enjoys it, and wants to share that love with his crew. As captain, he sees it as his obligation and his honor to bring his crew back from every voyage. He hasn't lost a sailor in a long time, and intends to keep it that way.

Hobbies

Bastian considers sailing his hobby, and it fills him with joy, a joy that bubbles out of him in song. He enjoys singing in his deep, baritone voice - songs of times long past and adventures at sea.

Background

Bastian keeps quiet about his past, but that past swirls around him on the lips of his crew, dock workers, and old sea dogs alike. They say he was born on a ship and has never spent a night ashore. That he had his first command by 14, and was accounted among the great sea captains by 17. That he first met the "great Kraken" at 18, and survived not only that encounter, but five more since. His frosty white beard and hair, they say, came from the first encounter. He went up against the kraken with a head of black hair and awoke the following day with hair as white as a winter day.

Regardless of the truth of things, these days Bastian enjoys the sea while transporting cargo and passengers. He sees every member of his crew as family, ensuring they get the first, and greater, share of any loot before he does. On any voyage, every sailor from the First Mate to the lowliest deck hand is invited to dine with him at the captain's table at least once. In port, he stays aboard Sea Darter, preferring the gentle sway of the ship to the still of land and bustle of a port.





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SUNKEN TEMPLE

*A 6th-level adventure for use with the
Pathfinder Roleplaying Game*

In the forbidden places of this world, where civilization has yet to penetrate, there dwell horrors of a primeval age. Scholars speak of these elder things - these *morguul* things - only hesitantly, for to drink too deeply of their lore is to stain one's very soul.

Sunken Temple is an adventure for the 5e Roleplaying Game, intended for five characters of 6th level.

The adventure takes place in a mysterious range of never-before-seen mountains and is suitable for use in any setting. *Sunken Temple* is inspired by the works of H.P.

Lovecraft, particularly *The Case of Charles Dexter Ward*, *The Shadow Over Innsmouth*, and *At the Mountains of Madness*.