RAPPAN ATHUK

Expansions





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Introduction

Welcome to the ongoing adventures in my home-brew mega dungeon, *Rappan Athuk*. This is the first in a (hopefully) long series of additional materials that will be added to what may be, or certainly will become, the world's largest mega-dungeon. I apologize in advance for the delay in the first installments, however I wanted to ensure that the new levels meshed well with the whole, and that continuity was not compromised.

This volume will feature a revised wilderness map, to detail placement of any new wilderness features and surface areas of interest.

What these new levels represent is the additional material I have thought up over the years, and most probably, will feature the actual new areas that I have abused my home players with in many cases. New areas I am currently planning to build include 1) The ancient cave complex that predates even the occupation of the dungeon by the thugs and priests of Orcus, 2) Expansion of the areas being invaded by the priests of the frog god, Tsathogga, in their attempt to wrest control of this evil place away from the minions of Orcus, 3) New upper level areas (by popular demand), to allow use of lower level player characters. These may in cases connect to the Mouth of Madness, the main dungeon itself, or may be "standalone" in that they do not connect to the main dungeon until they get to deeper levels, and 4) Lost Deep levels do exist both in my cranium as well as in my game at home. These areas will add additional challenges for mid and high level player characters and promise to be every bit as deadly as what the main dungeon has prepared you for.

For a flavor of what is to come, the following is what I have planned (and outlined). For 2013, I have written a new low level area known locally as "*The Tunnels of Terror*". This work represents several early levels that I wrote in 1977–1978 that just never quite got finished (until now). In the past few years, my home game has revolved around lower level play, and the old "*Tunnels*" have been reborn for that purpose.

This new entrance to the dungeon is designed for character levels 1–3. The first chapter represents the first level of the complex (which of course ties into the main dungeon). Also planned for later is a lost deep level, known as "*Caves and Caverns of the Elder Gods*", found only once in the history of the dungeon, which expands on the cryptic references found in Zombieland (Level 13B) that a far older and more terrible evil than the minions of Orcus once lived here. This level may explain why the evil demon-worshippers were drawn here in the first place. These levels also contains more cryptic references to the deep levels (the *Cyclopean Deeps*) far below the main dungeon, and even a passage there.

Additional rumors will be available, as well as the locations of tie-ins to surrounding adventure areas (such as Zelkor's Ferry or the Cloister of the Frog God).



Part I Wilderness Area 29: Castle Calaelen

Forward

This chapter represents a joint collaboration between myself and Alex Clatworthy. One of the main requests I have received is for additional low level material, training grounds if you will for the "main event" that is the huge complex itself. To this end, I have asked Alex to help me pull together a series of many low level delves and side tracks, with a goal of fleshing out the surrounding environs and wilderness area. We may even add a few waypoints and villages to provide respite between expeditions into the dungeon.

Evil is drawn to evil, and to truly have any chance at cleansing it, one must first clear the above ground areas to prevent the whole area from dropping into a Mordor-like state, full of creatures of darkness and providing a too-hostile environment for adventurers to reach their destination. Conveniently, this also provides opportunities for the lower level parties of adventurers to make their way, gather information and gain the requisite experience to take on The Well.

> Bill Webb March 2013

Co-Author's Forward

I wrote Castle Calaelen both to serve as a base of operations, and also as a plot hook. The idea that rests at its core is the foolishness of the whole thing. Rappan Athuk does well to be a dangerous, creepy and foreboding place, but the Castle was designed to mock the idea that people would choose to seek their fortune here. In my home campaign, one player was given the deed, which also stated they were "Lord of The Forest of Hope and its surrounds", a lofty sounding title but functionally useless. The players (having no idea what they were getting into) planned to loot the dungeon, and use their wealth to start a kingdom of their own. The goblins pretending to be 'nobles' and the generally crummy nature of the castle let them know just how far away that dream was, and also a subtle dig at Maybeth's foolishness.

As for mechanics, the castle should be easily adjustable. The lovely thing about goblins is how versatile they are. While this is designed for a party at level 1, adding extra goblins and even class levels could suit a party up to level 8 without much trouble. Afrit could easily use any other base creature, although the twisted, tough crow made for an imposing figure that the party had to learn to live with (and placate) for quite some time.

Thank you for taking the time to read my work. I enjoy writing additional content for established works, and Rappan Athuk has been the most fun to play around with.

-Alexander Clatworthy

Introduction

Castle Calaelen (Cah-lay-lan) sits in ruin, built into the side of a small hill, west of Zelkor's Ferry and north of the Mouth of Doom. Its construction was ordered by an Elven noble with more coin than sense. It pre-dates the fall of Tsar and the Sunken Graveyard, although time has not been kind to it. More a fort or manor than a proper castle, it has been home to anyone who wanted a roof over their heads — even if the roof looked like it was ready to fall in at any moment. The pale stone bricks of the walls have begun to crumble or roll down the hill, and the main building does not look to be in good shape; the entire structure leans to the east in a worrying way. Recently it has become home to a tribe of goblins who have decided to stay, however a few discarded objects from previous owners have given these goblins an edge over anyone who would dispossess them of their estate.

Currently, the castle is inhabited by a small tribe of **9** goblins, who have found that the castle makes a good base of operations. They're lead by Jedra, a clever goblin who found a book of Orcus' rites and rituals (left over from a previous occupant) and has set about learning to create and enslave undead in the hope of bolstering her raiding parties.

The goblins are making a nuisance of themselves, raiding nearby farms and particularly undefended caravans once or twice a fortnight, and have done well enough to hire **5 gnolls** lead by **Gorl** to defend the castle while they're away. Their general pattern is to have three goblins scout a farm or caravan traffic along the road, and when they've found a good target they send for the rest of their number. They're also having some luck fishing at a river to the north and have amassed nearly a week's worth of food, and are generally in high spirits.

The goblins are having the time of their life in Calaelen. They're spending their time pretending to be 'society', holding 'banquets' in the dining hall, satirical religious services in the chapel and generally making fun of their dim idea of human high-society. On occasion they can be seen wearing clothes looted from the old master bedroom (although they don't fit), and some of the goblins encountered should be found wearing oversized shirts, or using socks as hats.

Mechanically, Castle Calaelen provides a starting point or plot hook for an adventuring party looking to begin the campaign at first level. That is not to say that the castle is safe — this is Rappan Athuk after all — but it serves as a good first adventure and possibly a base of operations for a company of adventurers foolish enough to think they can make their fortunes plundering the Dungeon of Graves.

PCs could hear about the castle in Zelkor's Ferry, or perhaps one PC could inherit the deed to the place and try and reclaim what is rightfully theirs.

News has reached the townsfolk of Zelkor's Ferry that travelers have been increasingly assaulted by marauding humanoids. It seems that a new brigand group has taken up residence in a small castle to the west of town, one that only a few years ago housed elves. The elves either died or fled

the area, leaving the place abandoned and in a state of disrepair. Recently, a group of travelers noticed that the broken bridge across the moat had been messily repaired, and investigated. They were greeted by a flight of arrows, and being wise rather than brave, retreated, leaving one of their number dead, and two others grievously wounded.

New rumors to be added to the table of available rumors for this installment include:

• "We lost six friends when we went near that old elven castle! Full of giants throwing rocks it was!" (False)

• "I heard that old elf lord went crazy, something about swords and princes!" (True)

• "Those green priests told me that the death head priests were moving into the castle to the west. Don't know about you, but I think it's time to leave this place." (Possible)

• "I heard a giant black dragon was seen in the hills to the west. They say it serves a demon!" (False in a sense, but see the next installment!)

• "The elves have returned to the castle to the west, but I hear they shoot first and ask questions later. I always hated elves." (False)

Multiple ways of introducing the castle to the campaign exist. Castle Calaelen was built some time before the fall of Tsar and the Righteous March by an elven noble named Orlinde Calaelen who was rich but not terribly clever. Maybeth, a descendant of hers, decided to make use of the castle and set up an adventuring group named The Great Downwards Engineering Company. The purpose of this group was to systemically purge Rappan Athuk of evil, and in doing so profit from the process. After a first, highly successful expedition, Maybeth became obsessed with "finding the missing prince and princess" (due to her finding the *Sword of Kings and Queens*, and falling under the influence of its *geas*). She sold everything she owned, including the deed to the castle and set off on a second journey (meeting her fate in *Rappan Athuk*, **12C-9**).

One way to get players interested in the castle is through ownership. The deed has passed through many hands, gradually losing all it's worth. At the start of this story, one character could inherit or purchase the deed to the castle, and the rights to run an adventuring company (free from any taxes). Clearing the castle should allow the party to find Maybeth's journal in **Area 0D-21**. From there it should direct the party to the Mouth of Doom and beyond, driven by a combination of righteousness, greed and curiosity.

A second way to have the players find this place would be random chance. The characters, either after fleeing Rappan Athuk for their lives, or exploring the countryside before making their first foray into the mega-dungeon, crest a small hillock and notice a dwelling perhaps a few hundred yards in the distance. From this range, it is difficult to determine the exact type of structure, but from the size it must be at least a fortified manor of some kind. Perhaps the owners would be willing to offer shelter?

It could even be something simpler. The party stumbles upon a dilapidated keep while travelling. With the threat of rain (or worse) on the horizon, it sure would be nice to find somewhere dry to stay the night. If no one owns this place, why not stay a while and regroup?

Level 1

Difficulty level: 1 Wandering Monsters: None

Standard Features: Unless otherwise noted, all doors in Castle Calaelen are made of rotting, iron-reinforced wood (2 in. thick; hardness 5; hp 20; Break DC 21). If a door is described as "locked" add DC 18 Disable Device. All windows are boarded up with planks of wood (1 in. thick; hardness 5; hp 10; Break DC 18) unless otherwise noted.

Castle Approach (CR 2 or 4, see below)

On the edge of the Forest of Hope near the town of Zelkor's Ferry sits a large, angular hill, rising above the surrounding trees. The hill is too steep to walk up except on the south face where it rises steeply for 50 ft., then

flattens out before rising again to its peak. The flat area provides a good view of the surrounds, and someone has tried to squeeze a structure onto the small plateau which stands 25 ft. tall, partially in the shadow of the rest of the hill.

The castle is in a terrible state of disrepair, its outer walls crumbling into a dry moat now nothing more than a muddy pit. Rotting planks nailed together bridge the pit, and **two gnolls** stand guard in the shadow of the gatehouse at **A**. Occasionally a goblin can be seen wandering the court-yard behind them.

The northern face of the hill is in fact a cliff. It's quite possible to traverse (DC 15 Climb check) unaided, and pitons and ropes would make it quite simple, although it would be hard to do so without making enough noise to alert the castle occupants. Once up, the party can make a 10 ft. drop onto the roof of the castle and climb down into **Area 0D-18** or **Area 0D-19**.

GNOLLS (2) XP 400

CE Medium humanoid (gnoll) (Pathfinder Roleplaying Game Bestiary "Gnoll")

CR 1

Init +0; Senses darkvision 60 ft.; Perception +2

AC 13, touch 10, flat-footed 13 (+2 armor, +1 natural) hp 11 (2d8+2) Fort +4; Ref +0; Will +0

Speed 30 ft. Melee battleaxe +3 (1d8+2/x3) Ranged net +3 (entanglement)

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8 Base Atk +1; CMB +3; CMD 13 Feats Exotic Weapon Proficiency (net) Skills Perception +2 Languages Gnoll Gear leather armor, heavy wooden shield, battle axe, net, 3d4 sp.

Tactics: The gnolls have been hired as guards, although they have no love of being outnumbered. If they're attacked they bark an alarm, summoning two more gnolls from Area 0D-8 who arrive one round later, and giving the goblins in Area 0D-14, 16 and 18 time to prepare. The gnolls attempt to capture any PCs trying to cross the bridge, or bull-rush them into the pit below. If they find themselves unable to hold the bridge they retreat to Area 0D-8 to barricade the door and lick their wounds, looking for an opportunity to slip away.

If the PCs hide and observe the gnolls for any length of time a loud "caw" will be heard from inside the castle, causing the gnolls to perk up and look at the sky warily. The reason for this is the resident of **Area 0D-6**, which still spooks the gnolls somewhat, and is the main reason for their alertness.

Area oD-1: Courtyard

The courtyard is a small expanse of mud and overgrown grass. The ground gets muddier in the north-eastern end where the runoff from the bathhouse at **Area 0D-5** soaks the ground.

The goblins don't like spending time in the courtyard much, but the sentries in room **Area 0D-18** keep an eye on it, and fire at intruders in the courtyard if they notice them until the intruders flee.

Area oD-2: The Smithy (CR 1/2)

The odd shape of this room and slightly neater construction suggests it was built after the main castle. A large forge sits just inside the room against the north wall, with a pile of broken wood to be used as fuel piled next to it, as well as some iron scraps. Half-finished weapons and armor (clearly goblin sized) hang on makeshift hooks and racks around the room. One **goblin smith** works the forge, not caring if the alarm has been sound-



ed so engrossed is he in his craft. If approached he takes a mostly-finished hammer from the fire and threatens the intruders. The smith is unusually disinterested in fighting, and tells the PCs (in Goblin) whatever he thinks will get them to leave him in peace (such as the number of goblins in the castle, or the presence of Afrit in **Area 0D-6**).

Gorbaz has no loyalty to Jedra, he is just elated at being able to work at a 'proper' forge for the first time in his life. Gorbaz has already melted down everything in the castle he could find and Jedra has forbidden him from melting down anything else. If the party can convince him that they will allow him to continue to work or supply him with more metal (DC 14 Diplomacy check) then he allows them to heat their weapons or ammunition in the forge. A simple gift of a Medium sized metal weapon will also suffice.

If attacked by more than two opponents he is likely to beat a hasty retreat to **Area 0D-18**, scaling the outer wall as he goes (he knows about the trap at **Area 0D-9**, and will therefore avoid the door if the alarm has been raised).

GORBAZ XP 200

CR 1/2

Male goblin expert 1, warrior 1 (Pathfinder Roleplaying Game Bestiary "Goblin") CE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception –1

AC 17, touch 13, float-footed 15 (+2 armor, +2 Dex, +2 shield, +1 size) hp 12 (1d8+1d10+2) Fort +3; Ref+2; Will +1

Speed 30 ft.

Melee warhammer +2 (1d6 plus 2 points fire damage (see below)/x3)

Ranged shortbow +4 (1d4/x3) Str 11, Dex 14, Con 12, Int 11, Wis 8, Cha 7 Base Atk +1; CMB +0; CMD 12 Feats Weapon Focus (warhammer) Skills Climb +2, Craft (armor) +5, Craft (blacksmith) +5, Craft (weapons) +5, Intimidate +2, Ride +8, Stealth +8 Languages Common, Goblin Gear leather armor, heavy steel shield, warhammer, shortbow, 20 arrows, 3d4 cp.

Special: The hammer, hot from the smithy's fire, inflicts an extra 2 points of fire damage for the next 2 minutes and has the fragile condition. Players may also heat their weapons in a similar manner; heating takes 1 minute of exposure to the flames of the forge. Weapons heated in this way also gain the fragile condition.

Area oD-3: Stable stores

Opening the door startles a few rats, nibbling on the contents of this room. A small pile of hay and two bags of oats are the room's only other occupants.

Area oD-4: The Stable

The stable has been totally gutted, most of the iron rings on the walls have been worked free, and the wood of the stalls has long since been broken down for firewood.

Three **ponies** are tied to the wall here. They are not the property of the goblins but have been stolen from a particularly poorly guarded caravan that passed through Zelkor's Ferry a month ago. The goblins are using them as pack beasts to help them carry the spoils of their raids back to the castle, although the ponies dislike the work and the goblins. If freed a DC 10 Handle Animal check convinces them to make a quick and noisy run for the main gate, providing a useful distraction if one is required.



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PONIES (3) CR 2 XP 600

hp 13 (Pathfinder Roleplaying Game Bestiary "Pony")

Area oD-5: The Bathhouse

A natural spring flows down the cliff and through a duct to make a small natural reservoir of clean water inside this small out-building. The goblins have not been attempting to keep it clean however and the entire building stinks of waste. Should a PC decide to paw through the water a DC10 Perception check turns up a small gem worth 20 gp, although if they do not take adequate steps to avoid contact with the water any PC sifting through the bath is exposed to filth-fever.

FILTH FEVER

Type disease, contact; Save DC 12 Fortitude

Onset 1d3 days; Frequency 1/day

Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

Area oD-6: The Occupied Tower (CR 4)

This tower looks in passable repair from the ground, although if viewed from above it's clear that the roof of the tower and its second floor have been broken in, leaving the tower hollow. The tower's ground floor door has been boarded up from the outside, and chalk graffiti written in rough Goblin reads "*No go. We let has*".

The boards can be pried loose with a DC 12 Strength check, allowing the door to be opened freely. Inside the tower is in ruins with the remains of the second floor, stairs and roof lying in a heap of rubble on the ground; this rubble does not prevent movement but is difficult terrain. Nesting in the middle of the mess is **Afrit**, a large, half-fiendish dire raven; in Afrit's nest are two large dark-grey eggs.

Afrit is no ally to the goblins, but made her home in the tower before they arrived. Afrit and the goblins maintain an uneasy peace: the goblins offer Afrit meat taken from their victims and in return the goblins hope Afrit will act as a kind of guard dog, a duty Afrit has no interest in undertaking. Afrit is smart enough to know that the goblins pose little threat to her and is happy with the goblins' occasional gifts. Afrit will occasionally fly off to hunt, and a roll of a 1 on a 1d4 means that on this particular day Afrit is many miles from the castle.

Tactics: Afrit fights to the death to defend her nest, but will not actively bother the PCs unless they enter her tower. If the PCs try to open the door to her tower Afrit screams in an attempt to scare them off. If all else fails (or she hears someone plotting outside) she casts *darkness* in her tower, then grabs a block of stone in each talon and takes to the air to drop bits of stone on anyone in the courtyard. She fights to the death to defend her eggs.

AFRIT XP 600

CR 2

XP 600 Half-fiend giant raven (Pathfinder Roleplaying Game Bestiary "Eagle", "Half-Fiend") CE Large outsider (animal, native) Init +2; Senses darkvision 60 ft., low-light vision; Perception +15

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size) hp 10 (1d8+6) Fort +8; Ref +4; Will +3 DR 5/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 13

Speed 10 ft., fly 80 ft. (good) **Melee** bite +6 (1d8+7) and 2 talons +6 (1d8+7)



Space 10 ft.; Reach 10 ft. Special Attacks smite good 1/day (+1 damage) Spell-Like Abilities (CL 1st): 3/day—darkness

Str 24, Dex 15, Con 22, Int 6, Wis 17, Cha 9 Base Atk +0; CMB +8; CMD 20 Feats Weapon Finesse Skills Acrobatics +2 (-6 jump), Fly +8, Intimidate +0, Perception +15, Sense Motive +4, Stealth -2 Languages Infernal

Notes: This is a CR 2 creature, but if the players defeat Afrit they should be rewarded as if they'd overcome a CR 4 encounter.

Treasure: On top the debris is Afrit's cache of shiny gems (5 large but rather common gems worth 50 gp each). The true treasure is actually part of the rubble, a +1 tower shield that was inside when the tower collapsed (a DC 15 Perception check notices it). It takes 10 minutes of noisy digging to free it, however.

Area oD-7: Gnolls' Tower

This tower has mostly collapsed in on itself. If the party engages the gnolls from **Area 0D-8** in this tower the rubble is difficult terrain. A DC 15 Knowledge (Engineering) check of the tower reveals that the room is close to falling down anyway; with care the tower's remaining supports could be collapsed, taking out rooms **Area 0D-8** and **2** along with them. If anyone is in rooms **Area 0D-8** or **2** when the roofs collapse they take 4d6 points of damage from falling masonry and materials; any creature standing near an exit can attempt a DC 20 Reflex save for half damage.

The second story has mostly rotted away, and it is not possible to reach the roof without scaling the dilapidated walls with a DC 15 Climb check. Anyone on the roof trying to get down can attempt to carefully jump down along the broken support beams with a DC 16 Acrobatics check to land on some of the remaining structure; failure to land on the beams (or to grab hold of them) results in a 20 ft. fall to the rubble below.

Area oD-8: Gnolls' Bedroom (CR 2)

There are five gnolls employed by the goblins to defend the castle. Two are on duty at all times, and a third will be down in **Area 0D-23**. Unless the alarm was sounded at the front gate the **remaining two** can be found here. When the PCs arrive the gnolls are equally likely to be engaged in one of their three favorite pastimes: sleeping (on a roll of 1–2 on a d6), eating (on a roll of 3–4) or mock-fighting (on a roll of 5–6). Determine the gnoll's current activity before resolving their Perception checks to notice the PCs' arrival; mock-fighting is raucous and so raises the DC of the gnoll's Perception checks by 5 but they are already armed and are not flat-footed even if they do not hear the PCs approach.

If the room is searched, a DC 20 Perception check unearths the gnoll's cache, hidden under a floorboard in the back. Inside is a *scroll of hold monster*. The gnolls know what it is; although they cannot use it themselves they plan on selling it to the goblins if Afrit starts to threaten them. The cache also contains their pay from the goblins, 560 sp.

GNOLLS (2) XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary "Gnoll")

Area oD-9: Main Entrance (CR 2)

The great doors to Castle Calaelen have survived, although they do not open smoothly. If the goblins have heard the alarm the door is **locked** and they will have armed **a pair of arrow traps**, set to fire whenever the doors are pushed open.

Note: The stairs up at A have been blocked; it takes an hour's work for a group of four strong Medium creatures to clear them. The stairs down at B are unobstructed.

DOUBLE ARROW TRAP XP 400

CR 2

Type mechanical; Perception DC 20; Disable Device DC 16 Trigger touch; Reset manual Effect Atk +10 ranged x2 (1d6/x3), arrow, range 60 ft.

Area oD-10: Guard Tower

This tower is in good repair, with a ladder leading up to Area 0D-19. The room is otherwise unoccupied. A door in the western wall is secured with a chain and a lock which looks imposing, but is rather simple to open (DC 15 Disable Device). Due to the way in which it has been attached it would be difficult to open the door without making a lot of noise removing the heavy chain (DC 20 Sleight of Hand or Stealth check).

Area oD-11: The Armory

The armory has clearly seen better days. There are enough racks, stands and cases to hold gear sufficient to equip a battalion, although they are nearly all empty and what little is left is either in disrepair or made for goblins. In the racks are 4 Small longspears, 4 Small short swords, 4 Small wooden shields and 100 arrows. These are the supplies the goblins use for raids, as the longspears are less suited for indoor use. There are also 2 Medium heavy wooden shields hung for decoration. A box of parts is actually a disassembled masterwork heavy crossbow that the goblins have overlooked (a DC 12 Craft [weaponsmithing] check will allow the party to recognize the parts for what they are). Four hours of careful work will see it fully functional again, although there are no bolts among the parts.

Area oD-12: Guest Rooms

These rooms have been stripped of whatever furnishings they once contained. Some of the goblins are using these as sleeping areas or bathrooms but are currently deserted.

Area oD-13: The Rotting Tower

While the whole castle is showing signs of decay, this tower is seeing the worst of it. The spongy wooden floor gives a little when stepped on. There is a ladder against the far wall that is still traversable by a Small creature, but it cannot bear the weight of a creature of Medium size or larger; should a Medium creature attempt to cross the ladder there is a one in three chance it will crumble in their grasp, and a Large creature would certainly break it; even so anyone climbing the ladder can tell it's rotted through.

The ladder leads to **Area 0D-18**. Since this is the goblins only easy route to the second floor they have been careful with the ladder; if it's broken they will need to spend a day clearing the stones at A.

CR1 Area oD-14: Goblin Tea Party (CR 1 or 2)

Three goblins make this room their own if the alarm has not been raised. What was once a tea room is now is a mess of half-broken furniture and shattered crockery. The goblins are having fun pantomiming with the remains of a tea set and laughing raucously.

There is a rope against one wall, attached to a pulley, running up through a hole in the ceiling. This is the remains of a dumbwaiter, climbable with a DC 10 Climb check by Small or Medium creatures, though for Medium creatures movement will count as squeezing. The gap leads into room **Area 0D-18**.

If the alarm has been sounded the goblins have gone to room **Area 0D-15** to stage a defense. Before they leave however they will arm an **explosive trap** and cover it in crockery shards, all the better to deal with intruders. The trap is set to go off if anyone touches the pile of shards.

Treasure: The crockery is of good quality, and if it could be reassembled (with the aid of a *mending* spell) it could be sold for 35 gp as a set, assuming the trap is not set off.

GOBLIN (3) CR 1 XP 400 hp 6 (Pathfinder Roleplaying Game Bestiary "Goblin")

EXPLODING TEA PARTY TRAP XP 400

Type mechanical; Perception DC 22; Disable Device DC 16 Trigger touch; Reset none

CR 2

Effect 3d4 piercing damage (DC11 Reflex save for half damage); multiple targets (all targets in a 10 ft. square)

Area oD-15: The Library (CR 2)

The door to this room is unusual; it is entirely neatly worked iron and is **locked** and **trapped**. The trap on the door has prevented even the most curious from ever plundering the room. The goblins, after learning that the trap resets itself, have steered clear of it. Attempting to pick the lock also triggers the trap. The key has long since been lost, and the room is intact.

Inside the room the extra support beams and thick walls hint that this may once have been a safe room of some kind, however it was last used as a library, with wooden shelves and scroll-racks still supporting many tomes that have escaped the ravages of moisture elsewhere.

PART 1 - WILDERNESS AREA 29: CASTLE CALAELEN

The books are yellowing, relics of the original inhabitants of the castle. Many are dry historical books with a focus on the history of noble families and the local aristocracy. Anyone studying these topics and using these books for reference receives a +2 circumstance bonus to their Knowledge (history) or Knowledge (nobility) rolls.

The remaining books are notes and diaries from the original owners, and of little use. The scroll cases likewise contain nothing useful, but one hides a *scroll of lesser restoration* mixed in with other notes. Another case contains a scroll of *bless* and *shield of faith*. They can be found on a thorough search of the library with a DC 10 Perception check.

SHOCKING TRAP XP 400

CR 2

Type magical; Perception DC 25; Disable Device DC 20 Trigger touch; Reset 1 minute

Effect shocking touch (2d6 electricity damage, DC 20 Reflex save for half damage)

Area oD-16: The Dining Room (CR 2)

Three tables and crude chairs give enough space for a dozen goblins to all eat at the same time. **Jibjack** and **two goblins** spend their time in this room when not otherwise occupied.

The tables have been laid out by someone who has heard of formal dining, but clearly didn't understand it. Knives are the only cutlery, one on each side of each plate. In the center of each table a candle has been placed in a gravy-boat. The goblins make a great show of sitting in chairs and calling each other "good sir", a ritual that delights them.

If the alarm has been sounded, the goblins in room **Area 0D-14** and **Area 0D-17** will join Jibjack in defending this room, hoping that Afrit and the gnolls will deal with any intruders before they reach them.

Tactics: The goblins use the tables as barricades to jam the east door and provide themselves with cover, and Jibjack orders shortbow volleys at anyone coming through the east door.

Jibjack uses his nets before wading into melee, believing his "necklace" will keep him safe.

If the goblins are caught unawares, they start by upending the table furthest from the door and getting behind it.

Some of the goblins may still have cloth scraps tied around their necks as napkins when the fighting starts.

JIBJACK CR 1 XP 400 Goblin warrior 3 (Pathfinder Roleplaying Game Bestiary "Goblin") CE Small humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +1

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 size) hp 23 (3d10+3)

Fort +4; Ref +4; Will +1

Speed 30 ft. Melee net +7 (entanglement) and short sword +7 (1d4–2/19– 20) Ranged shortbow +7 (1d4–2/x3)

Str 7, Dex 17, Con 12, Int 8, Wis 10, Cha 9

Base Atk +3; CMB +0; CMD 13 Feats Exotic Weapon Proficiency (net), Weapon Finesse Skills Fly +5, Intimidate +3, Perception +1, Ride +7, Stealth +15

Languages Goblin

Gear leather armor, 2 nets, short sword, shortbow, 20 arrows, amulet of natural armor +1

GOBLIN (2) XP 270

hp 6 (Pathfinder Roleplaying Game Bestiary "Goblin")

Area oD-17: The Kitchen and Pantry (CR 1/3)

The kitchen has been totally wrecked. Goblins, not known for their love of fine dining, have taken away all the pots and utensils to be melted down in the smithy. The pantry is now home to some half-dried fish. Interestingly the spices have been left untouched, although it looks like a few goblins have at least gnawed at everything to see if it was tasty. A trained alchemist could salvage 10 gp worth of untouched minor ingredients. A **goblin** wearing a crude apron is happily cutting the half-dried fish into small chunks with a cleaver, clearly enjoying himself.

GOBLIN

XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Goblin")

Second Floor

Note: Both the outer towers (Areas 0D-6 and 7) no longer have intact second floors.

Area oD-18: The Lookout (CR 2)

Three goblins spend much of their time here. The rope from Area 0D-14 comes up through a small gap in the floor here; the other end is tied to a spike in the wall. A thick wooden cabinet in a corner contains a few chess sets and similar games, which the goblins alternatively hoard, trade or chew on. On a table a chess set is covered in pieces, and goblins take turns putting on a broken pair of reading glasses and attempting to throw other pieces at it, and counting how many they were able to knock down. They can see the courtyard below, and if the alarm is sounded they try to snipe at any intruders in the courtyard with their shortbows. If they lose sight of their targets they wait (relatively) patiently, either for a chance to shoot at them some more, or ambush anyone who tries to enter the room. If the party tries to climb up from room Area 0D-14 the goblins attempt to remain silent, hiding behind tables and the cabinet before leaping out to surprise the first person to have pulled themselves into the room and then dropping alchemist's fire into the room below. If they hear intruders on the second floor two goblins hide and one goblin climbs down the rope and makes a disturbance. If a creature looks down the hole to investigate the noise, the remaining goblins push the heavy cabinet down on top of them (dealing 2d4 bludgeoning damage and hopefully surprising them).

A few children's books with what must have been expensive illustrations are piled up on the floor here, and all the drawings have been torn out and put in a small pile. Some come from a book about castle life and have simple drawings of a banquet, a cook, and two aristocratic figures playing chess. Others have pictures of children playing japes and seem to have delighted the goblins, probably inspiring the use of the cabinet as a weapon.

GOBLINS (3) XP 400

CR 1

hp 6 (Pathfinder Roleplaying Game Bestiary "Goblin", with the following changes: add **Ranged** alchemist's fire +3 [1d6 plus splash])

Note: Each goblin also has a single bottle of alchemist's fire.

Area oD-19: The Storage Loft (CR 1)

A few crates and bundles of cloth are roughly stacked in here. The crates were once filled with spare fittings and supplies, leftovers from the

CR 1/3



castle's construction, but anything of value has long since been pilfered. The centerpiece of the room is a long, four-man canoe suspended by ropes from the ceiling and running the length of the room. It's unclear how the boat got in here or what its purpose was, the river being a considerable distance from here.

A **giant spider** has made this loft its home, perhaps explaining why the boat hasn't been smashed up for firewood. Any PC climbing up to have a look inside the boat is in for a nasty surprise!

GIANT SPIDER XP 400

CR 1

hp 16 (Pathfinder Roleplaying Game Bestiary "Spider, Giant")

Area oD-20: The Chapel (CR 3)

This chapel was once in honor of Muir but has been horribly defiled. Bones litter the floor and black cloth has been nailed to the walls. The odor of rotting flesh and dried blood is thick and the air is stale and smoky. At the far end of the room a statue of a bloated demon with a ram's head and bat's wings has been crudely constructed from stones and wood.

The 'priest' of this foul place is the goblin **Jedra**, who found a book about Orcus left here by a previous inhabitant. Jedra rather liked the idea of Orcus and built this chapel to honor him. Orcus was amused by this and granted Jedra some limited power which she is using to learn to raise undead. She hopes one day to replace her raiding parties with teams of undead lead by goblins, to supply them with all the food they could want.

At any time Jedra will be in the chapel, praising Orcus or experimenting on any bodies on which she can get her hands. She has so far carefully managed to raise a pair of skeletons, and is working on a corpse, this time attempting to make a zombie. The skeletons are under the effect of her ability to Command Undead.

Tactics: Jedra uses her skeletons to fight for her, relying on her Channel Energy to heal the skeletons if they need it, or use it to harm the intruders otherwise. She opens with *bless* before attempting to channel every round.

If she exhausts her uses of channel energy she opens up with her crossbow and fights to the death, cursing her attackers in Orcus's name.

CR1

JEDRA XP 400

Female goblin disciple of Orcus 2 (Pathfinder Roleplaying Game Bestiary "Goblin", see the **Appendix**) CE Small humanoid (goblinoid) **Init** +2; **Senses** darkvision; **Perception** +2

AC 21, touch 13, flat-footed 19 (+6 armor, +2 Dex, +2 shield, +1 size) hp 17 (2d8+2) Fort +4; Ref +2; Will +5

Speed 20 ft.

 Melee
 heavy mace +1 (1d6–1)

 Ranged
 light crossbow +4 (1d6/19–20)

 Special Attacks
 channel negative energy 6/day (1d6, DC 12)

 Description
 Special Attacks (2) On description to the second se

Domain Spell-Like Ability (CL 2nd; melee touch +1): 5/day—bleeding touch

Spells Prepared (CL 2nd; melee touch +1; ranged touch +4): 1st—bless, cause fear^D (DC 13), cure light wounds, shield of faith

0 (at will)—create water, detect magic, purify food and drink, read magic

D Domain Spell Domain Death

Str 8, Dex 14, Con 12, Int 10, Wis 14, Cha 12 Base Atk +1; CMB –1; CMD 11

Feats Command Undead[®], Extra Channel Skills Heal +6, Knowledge (religion) +4, Linguistics +4, Spellcraft +4, Stealth +4 Languages Common, Goblin

PART 1 - WILDERNESS AREA 29: CASTLE CALAELEN

SQ aura, variant channeling (undeath variant channeling)* Gear breastplate, heavy wooden shield, heavy mace, light crossbow, 20 bolts, unholy symbol of Orcus *Pathfinder Roleplaying Game Advanced Player's Guide

SKELETONS (2) XP 400

CR 1

hp 8 (Pathfinder Roleplaying Game Bestiary "Skeleton, Medium")

Special: These skeletons have been prepared with great care, and as such have 8 hp instead of the usual 4.

Treasure: None of Jedra's wealth is stored here; she instead keeps it in room **Area 0D-20**. She does however carry the key to that room on a loop of string around her neck. On the altar is a very well bound and detailed tome, praising Orcus and including prayers to him and some basic necromantic rites of which Jedra has been making use. The book itself is probably worth up to 200 gp to a budding necromancer or collector, although any good creature would seriously consider burning it.

Area oD-21: The Bedroom of Skulls

Jedra has an understandable concern that her new-found faith in Orcus may raise an eyebrow within her tribe, and so limits her new taste in interior decorating to just this room and the Chapel. This was once two rooms, perhaps a drawing room and master bedroom, but the adjoining wall has collapsed, leaving a large room that Jedra has claimed as her own. She has taken to filling the room with all the skulls she can find — rat, human and other. They decorate every available flat surface. A few crude chalk drawings of Orcus adorn the walls, along with some rather fanciful portraits of Jedra herself.

Besides the bed and some spartan furniture, there is an iron chest in one corner that Jedra uses to store her personal possessions. Inside, among spare clothes and cloth scraps, is 35 gp in a small leather pouch, along with a pretty silver necklace worth another 120 gp for its workmanship.

There is also a book of exceptional quality, written in Elven (which Jedra cannot read). It is the journal of Maybeth Calaelen, the castle's last legal owner, and documents her early explorations of the Mouth of Doom and Rappan Athuk. Roll four times on the Rappan Athuk rumor table to determine its contents. In addition, the book notes the Mouth of Doom and its relative safety compared to the Sunken Graveyard and the main entrance to Rappan Athuk. The book also mentions the "wealth of the healers" deep within the Mouth of Doom. Finally, on the last page is written in shaky handwriting:

"Having recovered from our tragic loss, it is my stern opinion that no quest nor threat will convince me to descend into the well."

The true prize is the chest itself; a careful study of the chest (DC 20 Perception check) reveals that the base contains a hidden compartment containing 2 gold bars (worth 200 gp each) that have escaped Jedra's attention. Anyone attempting to move the chest may also notice how surprisingly heavy it is, even when emptied.

Area oD-22: Servants' Quarters

This room was perhaps once divided up into four small spaces, but broken timber struts are all that remain. The goblins use this as a communal sleeping room or party room, as the mood takes them.



Basement

Area oD-23: Guard Room (CR 1/2)

This room has been emptied except for a desk, a chair and a pile of skins made up into a crude bed. The only occupant of this room is **Gorl the gnoll**. Gorl leads the gnolls that are elsewhere in the castle, but he is lazy and so assigns himself the job of "prison guard" every day, which allows him to take as many naps as he chooses. Gorl is a very capable fighter, but at any time there is a 40% chance he is asleep on the pile of skins, unless the alarm has been raised in which case he is hiding in the first cell (**C**), ready to burst out and surprise the first intruder that passes by.

Gorl is a coward and if the fight doesn't go his way he attempts to make a deal for his life (although with gestures, as he does not speak more than a few words in Common). He also has the keys to the cells.

Treasure: On the table is a small collection of things Gorl has taken from previous prisoners. These include a scythe, a compass, a wooden holy symbol to Dwerfater, an empty scrollcase and a few other personal items that are worthless except for sentimental value, including a snapped composite longbow [+1 Str] that Gorl accidentally broke while playing with it.

GORL

CR 1/2

XP 200 Gnoll warrior 1 (Pathfinder Roleplaying Game Bestiary "Gnoll") CE Medium humanoid (gnoll) Init +0; Senses darkvision; Perception +0

AC 14, touch 10, flat-footed 14 (+3 armor, +1 natural) hp 21 (1d10+2d8+6) Fort +7; Ref +0; Will +0

Speed 30 ft. **Melee** greataxe +7 (1d12+6/x3)

Str 18, Dex 10, Con 14, Int 8, Wis 10, Cha 12 Base Atk +2; CMB +6; CMD 16 Feats Power Attack, Weapon Focus (greataxe) Skills Climb +3, Diplomacy +2, Intimidate +5, Stealth -1, Survival +4, Swim +3 Languages Gnoll Gear studded leather armor, greataxe, 2d6 gp.

Area oD-24: Empty Cells

The goblins keep victims (alive and dead) from their raids here. Currently all bar one of the cells are unoccupied, as the bodies from the last raid are currently receiving Jedra's attentions.

Area oD-25: Mortimer's Cell

The door to this cell is **locked** (the key is in the possession of Gorl). Inside the cell is an elderly half-orc gentleman named **Mortimer**. Mort was a farmer who was captured by the goblins a week ago while on a trip to a nearby town to sell his crop. He is keen to escape and return to his farm, but bears the goblins and gnolls a grudge. If he is armed he could easily be convinced to help fight with a DC 11 Diplomacy check.

During his captivity he has carved himself a small holy symbol of Telophus out of stone, which he places on the ground reverently when he is once again a free man.

The scythe in **0D-23** is his, and he can wield it proficiently.

MORTIMER

CR 1/2

XP 200 Male half-orc commoner 2 N Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 13 (2d6+4) Fort +2; Ref +1; Will +1 Defensive Abilities orc ferocity

Speed 30 ft.

Melee unarmed strike +2 (1d3+1) Melee (if armed with scythe) +2 (2d4+1/x4)

Str 13, Dex 12, Con 14, Int 8, Wis 12, Cha 8 Base Atk +1; CMB +2; CMD 13 Feats Martial Martial Weapon Proficiency (scythe), Simple Weapon Proficiency (sickle) Skills Handle Animal +3, Intimidate +1, Profession (farmer) +5 Languages Common, Orc

Castle Calaelen

Castle Contents tracker:

This is a plot hook used to start an adventure in and around Rappan • 9 Goblins

- 1 Gorbaz
- 1 Jibjack
- 1 Jedra
- 6 Standard
- 5 Gnolls
 - 1 Gorl
 - 4 Standard
- 2 Skeletons
- 1 Afrit (See Area 6)
- 1 Giant Spider
- 3 Ponies
- 3 Traps

Plot Hooks

The Great Downward Engineering Company

This is a plot hook used to start an adventure in and around Rappan Athuk. Castle Calaelen was built some time before the fall of Tsar and the Righteous March by an elven noble named Orlinde Calaelen who was rich but not terribly clever. Maybeth, a descendant of hers, decided to make use of the castle and set up an adventuring group named The Great Downwards Engineering Company. The purpose of this group was to systemically purge Rappan Athuk of evil, and in doing so profit from the process. After a first, highly successful expedition, Maybeth became obsessed with "finding the missing prince and princess" (due to her finding the *Sword of Kings and Queens*, and falling under the influence of its *geas*). She sold everything she owned, including the deed to the castle and set off on a second journey (meeting her fate in *Rappan Athuk*, 12C-9).

The deed has passed through many hands, gradually losing all it's worth. At the start of the story, one PC inherits the deed to the castle, and the rights to run an adventuring company (free from any taxes, if the region has any). Clearing the castle should allow the party to find Maybeth's journal in **Area 21**. From there it should direct the party to the Mouth of Doom and beyond, driven by a combination of righteousness, greed and curiosity.

What's that doing Here?

The PCs, either after fleeing Rappan Athuk for their lives, or exploring the countryside before making their first foray into the mega-dungeon, crest a small hillock and notice a dwelling perhaps a few hundred yards in the distance. From this range, it is difficult to determine the exact type of structure, but from the size it must be at least a fortified manor of some kind. Perhaps the owners would be willing to offer shelter?

Finders, Keepers

The party stumbles upon a dilapidated keep while travelling. With the threat of rain (or worse) on the horizon, it sure would be nice to find somewhere dry to stay the night. If no one owns this place, why not stay a while and regroup?

Castle Calaelen as a Base of Operations

Rebuilding the castle can provide an interesting sub-plot alongside Rappan Athuk. At first it provides somewhere free to stay, but with coin (or the help of a *lyre of building*) it could become a place to defend once the players inevitably kick the hornet's nest that is the martial might of Orcus' army.

There is a week's worth of work in cleaning the castle and washing away the mess left by its previous occupants, but the party should be free to hire labor (skilled and otherwise) from any nearby towns (such as Zelkor's Ferry, or one of the GMs devising).

• 400 gp worth of repairs and a stable boy would see the stables operational again, taking care of the PC's horses while they're off adventuring.

• A cleric could re-sanctify the temple, and be available to tend to sick or injured characters, perhaps later picking up the ability to cast useful spells such as *lesser restoration*.

• 1,200 gp would see the gatehouse and drawbridge repaired, making the castle far more defensible against attack.

• The party could begin to hire guards, soldiers, cooks, cleaners or other staff and play more of the 'castle life' angle. The Leadership feat would play an important part in any party attempting to staff the castle with a large contingent of martial NPCs.

• A trophy room could contain keepsakes of victories or the toughest monsters the party has slain.

There is much more the castle could do without shifting the game's focus from dungeon-diving to town planning, and provides an interesting way for the party to spend their money, and perhaps lend itself to the beginning of a greater arc, to keep give characters an ongoing reason to venture into Rappan Athuk.

Part 2 Wilderness Area 30: Hell's Hamlet

Author's Note

Rappan Athuk works wonderfully as a tale of Good versus Evil, where great men and woman hold their ground and nobly brave those dark halls in the names of Mitra, Thyr and Muir.

While this is certainly great fun, how else might one approach this dungeon? The *Demonbane*, a legendary weapon forged by the arch-devil Baalzebul, shows that Orcus has made enemies on many fronts, and may have a fight on his demonic hands that he is not fully expecting.

This module lets you take the power of Law into your hands and serves as a base from which to build a party of hobgoblins, devils and more to march on the Dungeon of Graves. If, however, your heart is set on goodly adventurers, then Mitchrod is a dangerous scar on the land that threatens anyone who would fight the Hells.

Introduction

This covers the Lawful Evil aligned town of Mitchrod. The town is built into an existing cave system and serves as a good place for a LE party or a group of monsters to call home. Being LE in nature, the town is in opposition to the followers of Orcus and nearby human settlements. Mitchrod could also serve as a place for a party to try to raid, assuming they have some troops of their own. Although not part of Rappan Athuk dungeon system, Mitchrod should be every bit as challenging and deadly as the Dungeon of Graves.

How to use this module

The biggest differences between running this scenario as a friendly town and as a dungeon level are the random elements. While at peace, it makes sense that people are free to move about the town, and travelers can come and go as they please. However, when run as a dungeon, all rolls on the **Travelers Encounter Table** and activity areas (such as **Area 0F-13**) should be made in advance, if possible, to give the GM a chance to familiarize himself with events and to make sure the level is cohesive. Finally, refer to the "alerts" section at the end of the adventure to see what Mitchrod's inhabitants do in the event of an attack.

History

Roughly 10 years ago, the Hells dispatched a small group of clever and inconspicuous devils to the Stoneheart Valley to quietly assess the strength of Orcus' forces in Rappan Athuk. **Komm the bearded devil** led the group, and he was accompanied by **Salish the kyton**, **Tivsaran the**

Mitchrod

LE Hamlet (Pathfinder Roleplaying Game GameMastery Guide, "Settlements") Corruption -2; Crime -2; Economy +0; Law +3, Lore -2; Society -2 Qualities Insular Danger -5

Government Autocracy Population 40+ (20 hobgoblins, 15 kobolds and 4 devils)

Notable NPCs

Komm, the leader (LE advanced beaded devil) Salish, the surgeon (LE kyton) Siggrun, the troop leader (LE hobgoblin fighter 6) Tivsaran, merchant (LE dandasuka rakshasa) Orthus, spiritual adviser (LE favored hell hound) Esker, priestess (LE female kobold cleric of Hecate 5) Roam, the blacksmith (LE advanced imp)

Base Value 150 gp; Purchase Limit 1,000 gp; Spellcasting 2nd Minor Items 2d4; Medium Items 1; Major Items —

Detections: None

Standard Features: Unless otherwise noted, all doors are made of iron-reinforced wood (2 in. thick; hardness 5, hp 20, Break DC 23). All doors are lockable; if a door is described as "locked," add DC 19 Disable Device.

rakshasa, and Orthus, a magically enhanced hell hound. Along with some local mercenaries, they explored some of the local landmarks such as the *Sunken Graveyard* (Wilderness Area 9), *The Cloister of the Frog God* (Wilderness Area 25) and *The Goblin Bastion* (Wilderness Area 11). They met heavy resistance at each location, quickly realized they were outmatched, and retreated to a cave in the south. Komm contacted the Hells and reported what he found. He was ordered to wait and prepare, and prepare he has. The cave is now the thriving hamlet of Mitchrod, and has attracted local kobolds and hobgoblins, and some stranger things as well. Tension between Komm and the other devils is mounting slowly as they debate whether to continue waiting or ready a strike force. For now, the town is ready to march at a minute's notice and is a haven to all who count themselves friends to the devils.



Level oF: The Outskirts

Rappan Athuk has been a place of evil for as long as it has existed. While it is presently the seat of Orcus' power and home to many denizens of the Abyss, other evils flock to it like moths to a terrible lantern.

Twenty-five miles south of the sunken mausoleum and then another ten mile's trek inland to the edge of the Forest of Hope is a small, ordered community containing creatures that'd be happy to see Orcus and the goblin city of Greznek fall. In a natural cave, dozens of kobolds, hobgoblins and stranger things have worked together to form a ruthless and efficient society.

An exposed stone on a hillside is in fact a *permanent image* (DC 19 Will save to disbelieve). Behind the illusion that hides a serviceable path winding downward into a water-worn cave. This natural stone slowly changes into neat, serviceable carvings before finally flattening out and opening into a wide, artificial cavern. This is the entrance to **Mitchrod**, a handy Infernal word meaning "fortress" or "impale," depending on its context.

Within the fortress itself, Infernal is the preferred language and gold coins are accepted as currency. The town leader is a bearded devil named **Komm** who keeps things running smoothly. While rank-and-file monsters are generally well-behaved — or, at least, all grievances are settled in a controlled manner in the dueling ring — some divisiveness exists between the influential members of the society.

Komm would like Mitchrod to keep a low profile. If given the order to attack by his superiors, he would proceed to methodically destroy the surrounding human settlements. **Orthus** — and by extension the priestess **Esker** — favor a crusade focusing on Rappan Athuk so they can force their deity's will on their enemies and recruit more monsters to their cause. **Tivsaran** would lift the veil of secrecy from Mitchrod and open trade with all in the region to amass wealth and spread corruption. While the existence of Mitchrod is a secret in theory, word has leaked out for many years, and it has attracted (mostly friendly) groups from the surrounding area.

Tensions are always high in the fortress as Mitchrod prepares itself for the next phase of its existence.

CULTIST OF HECATE XP 200

CR 1/2

Male or Female human warrior 2 LE Medium humanoid (human) Init +0; Perception –1

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield) hp 18 (2d10+4 plus 3) Fort +5; Ref +0; Will -1

Speed 20 ft. **Melee** longsword +4 (1d8+1/19–20) **Ranged** longbow +2 (1d8/x3)

Str 13, Dex 10, Con 14, Int 8, Wis 9, Cha 11 Base Atk +2; CMB +3; CMD 13

Feats Toughness, Weapon Focus (longsword) Skills Acrobatics –7 (–11 jump), Climb –2, Escape Artist –7, Fly –7, Intimidate +5, Knowledge (Religion) + 1, Ride –7, Stealth –7, Swim –2

Languages Common

Gear chain mail, heavy wooden shield, longsword, longbow, 20 arrows, a medallion with a half-silvered disc on a cheap chain (value 3 gp), 1d6 gp.

EVIL SORCERER XP 2,400

Male or Female human sorcerer 7 LE Medium humanoid (human) Init +5; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 41 (7d6+7 plus 7)

Wandering Monsters

"Monsters" may be a slightly unfair term. These are the travelers who come and go from Mitchrod, and therefore may not be hostile to a group that does not threaten them, although there's no guarantee. Roll once on this table if traveling through the area around Mitchrod at dawn or dusk. This table can also be used to fill the common areas with people, if required, as per an individual room's description.

Travelers Encounter Table

| 1–7 | No encounter | |
|------|---|--|
| 8–9 | 2d4 independent hobgoblins led by a hobgoblin sergeant are traveling to sell their mediocre spoils before heading back out. | |
| 10–1 | 2d6 local kobolds who came to pray at the church and socialize. | |
| 12–1 | 4 afflicted wererats in human form who came to Mitchrod to flee persecution and possibly scavenge food. | |
| 14-1 | 1 priest leading 5 cult members from a distant cult of Hecate on a pilgrimage to pay their respects. | |
| 16-1 | 1d4 sell-swords looking for work. | |
| 18 | An evil sorcerer petitioning Komm to help find a specific devil. | |
| 19 | An imp serving an evil wizard is here to sell goods and buy hard-to-find components. | |
| 20 | A xill looking to buy a slave to serve as a vessel for its eggs. | |
| | | |

Fort +3; Ref +5; Will +5; +2 bonus vs. poison Resist fire 5, infernal resistances

Speed 30 ft.

Melee dagger +2 (1d4-1/19-20) Bloodline Spell-Like Abilities (CL 7th; melee touch +2): 8/day—corrupting touch (3 rds) Spells Known (CL 7th; ranged touch +5): 3rd (5/day)—fly, hold person (DC 18), suggestion (DC 18) 2nd (7/day)—disguise other*, invisibility, scorching ray, web (DC 17) 1st (8/day)—charm person (DC 18), color spray (DC 16), mage armor, protection from good, silent image (DC 16), vanish 0 (at will)—dancing lights, detect magic, light, prestidigitation (DC 15), ray of frost, read magic, resistance Bloodline Infernal

Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 20 Base Atk +3; CMB +2; CMD 13

Feats Combat Casting, Eschew Materials, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [planes]), Spell Penetration, Weapon Focus (Ranged Touch Attack) Skills Bluff +12, Diplomacy +12, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +1, Spellcraft +12, Use Magic Device +13

Languages Abyssal, Common, Infernal

Combat Gear wand of speak with animals (birds only; 2 charges) with an attached tag written in Common that reads "Mystery wands! 10 gp each!!!", wand of cure light wounds (28 charges); **Other Gear** dagger, headband of alluring charisma +2, 50 pp in a small pouch inside right boot "Pathfinder Roleplaying Game Ultimate Combat

CR 6

HOBGOBLIN

XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

HOBGOBLIN SERGEANT XP 600

CR 2

CR 1/4

CR 4

Male or Female hobgoblin fighter 3 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +6

AC 21, touch 13, flat-footed 18 (+6 armor, +2 Dex, +1 dodge, +2 shield) hp 36 (3d10+9 plus 6) Fort +6; Ref +3; Will +2; +3 vs. fear Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19-20) **Ranged** longbow +5 (1d8/x3)

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +5; CMD 18 Feats Alertness, Dodge, Toughness, Weapon Focus (longsword)

Skills Acrobatics –3, Climb –3, Escape Artist –3, Fly –3, Perception +6, Ride –3, Sense Motive +3, Stealth +7, Swim –3 **Languages** Common, Goblin

Gear breastplate, heavy steel shield, masterwork longsword, longbow, 20 arrows, 3d6 gp in a belt pouch

IMP CR 2 XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Devil, Imp")

KOBOLD

XP 100 hp 4 (Pathfinder Roleplaying Game Bestiary "Kobold")

PRIESTESS OF HECATE

XP 1,200 Female human cleric 5 LE Medium humanoid (human) Init –1; Perception +2 Aura evil

AC 19, touch 9, flat-footed 19 (+7 armor, -1 Dex, +3 shield) hp 39 (5d8+10 plus 3) Fort +6; Ref +0; Will +6

Speed 20 ft.

 Melee mwk heavy mace +6 (1d8+2)

 Special Attacks channel negative energy 6/day (3d6, DC 13), destructive smite 5/day (+2)

 Domain Spell-Like Abilities (CL 5th):

 At will—lore keeper

 Spells Prepared (CL 5th):

 3rd—prayer, rage^D

 2nd—detect thoughts^D (DC 14), hold person (x2) (DC 14), protection from good (communal)*

 1st—command (DC 13), comprehend languages^D, protection from chaos, shield of faith (x2)

 0 (at will)—create water, detect magic, read magic, resistance

 D Domain spell; Domains Destruction, Knowledge

Str 15, Dex 8, Con 14, Int 10, Wis 15, Cha 13 Base Atk +3; CMB +5; CMD 14 Feats Combat Casting, Extra Channel, Selective Channeling, Shield Focus

CR 1/2 Skills Acrobatics -5 (-9 jump), Climb -2, Diplomacy +6, Escape Artist -5, Fly -5, Heal +7, Knowledge (history) +8, Knowledge (religion) +8, Ride -5, Sense Motive +8, Stealth -5, Swim -2

Languages Common

Combat Gear potion of cure moderate wounds; **Other Gear** +1 breastplate, masterwork heavy steel shield, masterwork heavy mace, silver unholy symbol of Hecate, 5 days trail rations, bedroll and kit, a small handwritten book about the rites and ceremonies of Hecate, a medallion with a halfsilvered disc on a cheap chain (value 10 gp), 2d10 x 100 gp. *Pathfinder Roleplaying Game Ultimate Combat

SELL-SWORD

XP 800

Male or Female half-elf fighter 2, rogue 2 NE Medium humanoid (elf, human) Init +4; Senses low-light vision; Perception +8

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge) hp 32 (2d10+4 plus 2d8+4) Fort +5; Ref +7; Will +1; +2 vs. fear, +2 vs. enchantments

Defensive Abilities bravery +1, evasion; Immune sleep

Speed 30 ft.

Melee mwk rapier +6 (1d6+1/18-20) and mwk dagger +6 (1d4/19-20)

Ranged comp. longbow [Str +1] +7 (1d8+1/x3) Special Attacks rogue talents (combat trick), sneak attack +1d6

Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 8 Base Atk +3; CMB +4; CMD 19

Feats Combat Reflexes, Dodge, Precise Strike, Skill Focus (Bluff), Two-Weapon Fighting, Weapon Finesse Skills Acrobatics +10, Bluff +7, Climb +0, Escape Artist +8, Fly +3, Knowledge (dungeoneering) +5, Linguistics +4, Perception +8 (+9 to locate traps), Ride +3, Sense Motive +6, Sleight of Hand +8, Stealth +10, Survival +6, Swim +4 Languages Common, Elven, Infernal

SQ elf blood, trapfinding +1

Combat Gear potion of cat's grace; **Other Gear** +1 chain shirt, masterwork rapier, masterwork dagger, composite longbow [Str +1], 20 arrows, bedroll, mess kit, collection of leathery ears in a small cloth sack, 3d6 gp.

WERERAT XP 600

CR 2

CR 3

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

XILL

CR 6

XP 2,400 hp 67 (Pathfinder Roleplaying Game Bestiary "Xill")

Area oF-1: The Front Door and Commons

The entrance slopes down through neat but plain carved stone until it flattens out into a 20 ft. corridor that's 10 ft. wide.

At the end of the corridor, the area opens up into the Commons, a large circular room that once was part of the original cave. Constant traffic and careful sculpting smoothed it out and stained the limestone walls black. A gutter winds its way through the room, keeping the floor dry.

The Commons has no furniture, but creatures congregate here where the air is fresh (for those who like that sort of thing). Anyone loitering is quickly moved on by one of the guards. Residents passing through move with disciplined purpose.



The centerpiece of the Commons is the **Tin Man**, a squat iron golem-like creature that sits in the center of the room. It's hard to tell what it once was (its dull iron plates and exposed gears bear no maker's mark), but it now functions as Mitchrod's first line of defense. It was unearthed when the cave was first cleared, and its origin is a mystery. The Tin Man can't move from its spot, but it can swivel at the waist to bring its three light crossbows to bear on a target. Grasping pincers and gears quickly reload the crossbows, allowing for a devastating rain of bolts. The Tin Man has no will of its own, and unquestioningly obeys any order given to it in Cyclopean. All guards memorize a short list of commands to make the Tin Man attack, fire a warning shot, or stop.

A pressure plate spans the width of the passage 10 ft. before the end of the entrance corridor. Applying at least 40 pounds of force to the plate causes two hidden portcullises to drop down at each end of the corridor to trap anyone inside, possibly wounding anyone standing underneath them as they fall. Those trapped are in full view of the Tin Man, and the portcullis provides no cover from its attacks.

Both portcullises can be raised by a winch in the west wall of the Commons after the guards are sure that the newcomers are friendly. Residents know where the pressure plate is and leap over it.

Keeping watch in the Commons are **4 hobgoblin guards**. In addition, roll once on the **Travelers Encounter Table**. This person or group recently concluded business and is in the Commons planning a trip home.

THE TIN MAN XP 1,600 N Large construct Init: +2 Senses darkvision 60 ft.; Perception +1 hp 53 (4d10+30) Fort +1; Ref +3; Will +2 DR 10/adamantine; Immune construct traits (+30 hp); SR 13

Speed 0 ft., anchored (see below) Melee 3 reloading claws +7 (1d8+4) Ranged 3 spike launchers +5 (2d6/19–20) Special Attacks rend (2 claws, 1d8+4)

Str 18, Dex 15, Con —, Int 4, Wis 12, Cha 10 Base Atk +4; CMB +9; CMD 21

Languages: Cyclopean (can't speak) Gear 30 steel spikes

Anchored (Su) The Tin Man cannot be moved from where it rests with anything short of a *teleport* or *plane shift* spell, or by first immersing it in an *anti-magic shell*.

Limited ammunition The Tin Man fires spikes the size of large crossbow bolts. It can be reloaded with any spike or bolt roughly the same size (including magical ammunition) and can fire them without fear of a jam. Reloading the Tin Man is a standard action that provokes an attack of opportunity Orders (Ex) The Tin Man does not act unless ordered to in Cyclopean. If two people give opposing orders, they must make opposed Charisma checks. The creature who gave the order first receives a +4 circumstance bonus.

Reloading Claws (Ex) The fine pincers on the Tin Man reload its three spike throwers each round. These claws can be sundered and have hardness 10 and 20 hp. For each pincer destroyed, the number of spikes the Tin Man can fire each round is reduced by one. The claws can make a melee attack and still perform its reloading function.

CR 1

HOBGOBLIN GUARDS (4) XP 400

Male or Female hobgoblin fighter 2 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +3

AC 20, touch 12, flat-footed 18 (+6 armor, +2 shield, +2 Dex) hp 22 (2d10+6) Fort +6; Ref +2; Will +1; +2 vs. fear Defensive Abilities bravery +1

Speed 20 ft.

Melee longsword +5 (1d8+2/19–20) or dagger +4 (1d4+2/19–20) Ranged longbow +5 (1d8/x3)

Str 15, Dex 15, Con 16, Int 8, Wis 12, Cha 10 Base Atk +2; CMB +4; CMD 16

Feats Point Blank Shot, Weapon Focus (longbow), Weapon Focus (longsword)

Skills Acrobatics –5 (–9 jump), Climb –5, Escape Artist –5, Fly –5, Intimidate +4, Linguistics +1, Perception +3, Profession (soldier) +6, Ride –5, Stealth –1, Swim –5

Languages Common, Goblin, Infernal

Combat Gear leather bandolier holding: potion of cure moderate wounds, potion of protection from chaos, potion of protection from good; **Other Gear** chain mail, heavy steel shield, longsword, dagger, longbow, 20 arrows in a quiver, a tin whistle, 2d10 gp.

Tactics: These hobgoblins, like most in Mitchrod, are well-trained and well-equipped. They fight tactically at range, ordering the Tin Man to attack any intruders. They sound an alarm as soon as they are able, and buy as much time as they can for reinforcements to arrive. Siggrun and Komm train all hobgoblins in Mitchrod, and the creatures fight to the death in a great display of teamwork and tactics.

CR 5

Note: If this fight or others in Mitchrod need to be made more difficult, consider adding more troops or more favorable terrain before increasing the strength of individual soldiers. The large, open spaces of Mitchrod and its focus on charismatic leaders forcing their will on their subjects are more conducive to volume of troops rather than strength.

PORTCULLIS TRAP CR 2 XP 600 Type mechanical; Perception DC 21; Disable Device DC 21

Trigger location; Reset manual

Effect falling portcullis (6d4 damage); DC 10 Reflex avoids Note: The pressure plate is positioned so that anyone stepping on it is in no danger of being struck by the portcullis unless they enter at a run. The portcullis can be lifted with a DC 20 Strength check. If a round is spent making a DC 15 Knowledge (engineering) or Disable Device check, the DC of the Strength check can be reduced by 5 as force can be more efficiently applied.

Area oF-2: The Blacksmith

This room houses the smithy of the town, and for the most part it would not look out of place in a normal village. One of the striking differences is the blacksmith himself, an imp named **Roam**.

Roam is good-natured and friendly, always ready and willing to make a deal. Although he is unaffected by heat, he wears a scrap of leather sewn into a crude apron. The front part of the room is the shop with many wares on display. At any time, Roam has at least 20 non-masterwork items hanging on racks or artfully suspended from the ceiling via ropes.

The only signs that something may be off are that Roam refuses to make masterwork items regardless of how much he is offered (although he trades in such items), and his habit of refusing to talk about his trade. All questions such as "What techniques do you use to fold steel?" or "How do you make full plate fit hobgoblins?" are dodged. Repeatedly asking these questions only elicits vulgar comments.

Roam buys and sells anything from scrap metal to masterwork items, provided he can afford them (on any given day he has 500 gp to trade with). Enquiries for more-expensive items he directs to Tivsaran's shop. He is particularly fond of buying scraps of iron and steel as it is hard to come by, and he can always use more.

The back section of the room is Roam's sleeping quarters and his work area. The forge is lit by a *permanent image* of fire. While the fire is very hot, anyone standing within 5 feet of it (and succeeding on a DC 19 Will save) notices that the heat stops getting hotter as he approaches, and recognizes it as an illusion. A careful study of the tiny-sized tools around the forge — with a successful DC 18 Profession (blacksmith) or relevant craft check — shows them to be for show and not fit to do any real work.

The rest of the room contains extra stock, a small bed and a plain-looking safe mounted high up on the back wall. The safe is locked (DC 20 Disable Device to open). The inside of the safe is filled with **green slime**, a painful fate for anyone who fails to dodge out of the way (DC 17 Reflex save). Roam's real treasure is hidden in the back of the forge, easily found on a DC 10 Perception check by anyone standing inside the forge's fireplace. Four silver bars (value 100 gp each) can be spotted in a hidden cavity inside the forge.

A **secret door** is hidden behind the imp's bed. Its opening mechanism is disguised as a weapon hook mounted to the wall.

ROAM XP 800

CR 3

Imp rogue 2 (Pathfinder Roleplaying Game Bestiary "Devil, Imp")

LE Tiny outsider (devil, evil, extraplanar, lawful) Init +3; Senses darkvision 60 ft.; Perception +9

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size) hp 25 (3d10+2d8); fast healing 2 Fort +1; Ref +9; Will +4 Defensive Abilities evasion; DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

Speed 20 ft., flight 50 ft. (perfect) Melee dagger +9 (1d2/19–20) and sting +4 (1d4) Space 2.5 ft.; Reach 0 ft. Special Attacks poison sting, sneak attack +1d6 Spell-Like Abilities (CL 3rd): At will—detect good, detect magic, invisibility 1/day—augury, suggestion 1/week—commune

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14 Base Atk +4; CMB +5; CMD 16 Feats Dodge, Skill Focus (Bluff), Weapon Finesse Skills Acrobatics +9 (+5 jump), Bluff +13, Diplomacy +10, Fly +23, Knowledge (arcana) +9, Knowledge (planes) +8, Perception +9 (+10 to locate traps), Sense Motive +8, Spellcraft +9, Stealth +11 Languages Common, Infernal SQ change shape (boar, giant spider, rat or raven), rogue talents (honeyed words), trapfinding +1 Gear dagger, apron

Poison (Ex): Sting—Injury; save DC 13; frequency 1/round for 6 rds; effect 1d2 Dex damage; cure 1 save.

GREEN SLIME

XP 1,200 (Pathfinder Roleplaying Game Core Rulebook, "Hazard")

Area oF-3: Roam's Secret

After the heat of the forge, this dark room is cold and miserable. A large workbench dominates the room. Its thick oak planks are scratched and dented, hinting at many years of hard use. Chained up by the bed is **Samwell Bant**, an elven wizard and artificer.

Samwell is an elven scholar who was studying the Stoneheart Valley to learn old techniques of crafting magic items. Roam was his familiar. Komm captured the pair and a few of their companions and would have killed the lot if not for Roam. The familiar — loyal to the Hells above Samwell — proposed a deal: Samwell would be imprisoned and all his spells stripped from his spellbook except for *read magic* and *fabricate*. Komm agreed and released Samwell's companions, with the stipulation that Samwell spend his days casting *fabricate* to do work ordered by Roam. Komm constantly threatens to hunt down Samwell's companions if the wizard doesn't comply. Samwell has suffered great physical abuse from Roam (who uses *invisibility* and *suggestion* to further toy with the elf) and the devil Komm when he looks in on the captive. It was Samwell who restored the Tin Man to working condition.

Samwell is now broken and half mad from torture and starvation. He is resigned to living out the remaining centuries of his life in this freezing room. Roam is careful to keep his former master alive, and is considering seeking magical means to further extend Samwell's life. The only flaw in this plan is that Samwell's ability to fashion beautiful and delicate magical items diminishes as Samwell's mind decays.

If Samwell is rescued, it takes at least three months of care and a *heal* spell as well as a *restoration* to mend his mind and body. Once he finds his feet, he can once again function as a powerful wizard, although he never takes a new familiar. He also retains a powerful phobia of devils and the Infernal language for as long as he lives.

SAMWELL BANTCR 8XP 4,800Male elf transmuter 9N Medium humanoid (elf)Init +4; Senses low-light vision; Perception +3

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 16 (9d6–18) Fort +1; Ref +7; Will +7; +2 vs. enchantments Immune sleep

Speed 30 ft.

Spell-Like Abilities (CL 9th; ranged touch +8):7/day—telekinetic fistSpells Prepared (CL 9th):5th—fabricate^B, fabricate0—read magic (x4)Specialist School Transmutation Opposition Schools Illusion,
Transmutation

Str 10, Dex 18, Con 6 (current)*, Int 19, Wis 13, Cha 12 Base Atk +4; CMB +4; CMD 19

Feats Combat Casting, Craft Magic Arms & Armor, Dodge, Empower Spell, Eschew Materials, Improved Familiar, Scribe Scroll

Skills Appraise +16, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (history) +16,

Knowledge (planes) +16, Linguistics +16, Perception +3, Spellcraft +16 (+18 to determine the properties of a magic item)

Languages Celestial, Common, Cyclops, Daemonic, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Infernal, Orc, Sylvan, Undercommon

SQ change shape (as beast shape I, 9/day), elven magic, physical enhancement +2 (Dexterity)

'Samwell's Constitution rises to 9 if he is cared for and a restoration cast on him.

Area oF-4: The Mushroom Shop

The smell here is strong and earthy, with a definite undertone of rot. This shop serves as the gateway to the mushroom fields beyond and as an easy way for Mitchrod's denizens to buy food. During lean times, the hobgoblins feed on what they've stockpiled from raids. The town's kobolds buy food here if nothing else is available, especially during winter.

The shop is run by the kobold **Dazran**, her centipede companion **Glory** and her **10 kobold helpers**. At any time, there's a 50% chance Dazran is present as well as 2d4 helpers while the rest are hard at work in the fields. Dazran and her crew are a strange lot, as long-term exposure to mushroom spores does odd things to one's brain. Their fervent worship of Hecate probably doesn't help the matter. It is rumored that Dazran uses Glory to spy on the rest of Mitchrod's populace on Esker's behalf, but no one has caught Glory in the act.

The shop sells dried mushroom rations for 5 sp each, as well as various minor alchemical ingredients. Dazran also sells an odd blue wood used for building material throughout the fortress for 2 cp per pound. Her strangest offering is something called "stems," dried mushrooms the size of matchsticks. These are a potent hallucinogenic sold for 5 gp a dose. Finally, she buys fresh corpses to use as fertilizer for 6 gp each (3 gp for Small-sized creatures).

Dazran is studying the mushrooms intently, breeding and crossbreeding them as she discovers new strains. She pays a high price for any strange fungal samples delivered to her, although her enthusiasm and zeal for mushroom breeding is more than a little worrisome. Anyone able to impress or flatter Dazran with a DC 13 Diplomacy or appropriate Profession check may be allowed entrance to the fields.

DAZRAN XP 600

CR 2

Female kobold adept 5 (Pathfinder Roleplaying Game Bestiary "Kobold") LE Small humanoid (reptilian) Init +3; Senses darkvision 60 ft.; Perception +7

AC 20, touch 14, flat-footed 17 (+5 armor, +3 Dex, +1 size, +1 natural)

Stems

Ingesting a dose of stems is a move action. If the creature taking the stems is doing so against his will, he can make a DC 16 Fortitude save to regurgitate them before the start of his next turn. On the start of the creature's next turn, roll a 1d6:

The creature slips into a happy haze for 6

 minutes. During this time, he is staggered, although he can perceive his surroundings. At the end of this time he is sickened for an hour.

The creature feels a jolt as his mind and body begin to work faster. For 1 minute, he gains a + 2 alchemical bonus to Dexterity, a + 4

2-5 alchemical bonus to initiative and a +1 dodge bonus to AC. At the end of this time, he is fatigued for an hour.

The creature enters a trance in a state of mental clarity for 10 minutes. All Knowledge rolls are made with a +2 insight bonus, and

6 any spells are cast at +1 caster level. He also receives a +2 alchemical bonus to Will saves. At the end of this time, he is fatigued for an hour.

Taking another dose of stems while under one of the effects listed above instantly ends the current effect. Roll again to see what effect takes over instead. In this way, a creature with sufficient access to stems can keep the negative effects at bay indefinitely.

hp 23 (5d6+5) Fort +2; Ref +4; Will +7 Weakness light sensitivity

Speed 30 ft.

Melee mwk gold-plated sickle +4 (1d4) Ranged heavy crossbow +6 (1d8/19–20) Spells Prepared (CL 5th): 2nd—invisibility, web (DC 15) 1st—bless, obscuring mist, sleep (DC 14) 0—create water, purify food and drink (DC 13), read magic

Str 11, Dex 16, Con 12, Int 13, Wis 16, Cha 8 Base Atk +2; CMB +1; CMD 14

Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Knowledge [nature])

Skills Acrobatics +2, Climb –1, Craft (alchemy) +6, Escape Artist +2, Fly +4, Heal +8, Knowledge (nature) +12, Perception +7, Profession (farmer) +9, Ride +2, Spellcraft +5, Stealth +11, Survival +9, Swim –1

Languages Draconic, Infernal

SQ +3 bonus on Stealth checks, deliver touch spells through familiar, empathic link with familiar, share spells with familiar, speak with familiar

Gear +1 chain shirt, masterwork gold plated sickle, heavy crossbow, 10 bolts, shovel, 5 doses of stems, wooden holy symbol of Hecate.

GLORY

ХР —

CR —

House centipede (Pathfinder Roleplaying Game Ultimate Magic, "Centipede, House") LE Tiny magical beast (vermin) Init +3; Senses darkvision 60 ft.; Perception +6

hp 11 (1d8) Fort +2; Ref +4; Will +4 Defensive Abilities improved evasion

Speed 30 ft. Melee bite +7 (1d3–5 plus poison) Space 2 1/2 ft.; Reach 0 ft.

Str 1, Dex 17, Con 10, Int 8, Wis 10, Cha 2 Base Atk +2; CMB +3; CMD 8 (16 vs. trip) Feats Weapon Finesse Skills Climb +4, Fly +7, Heal +2, Perception +6, Spellcraft +0, Stealth +21, Survival +3, Swim +3

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/round for 2 rounds; effect daze 1 round; cure 1 save.

KOBOLD XP 100

CR 1/4

hp 4 (Pathfinder Roleplaying Game Bestiary "Kobold")

Note: Each kobold carries 2 doses of stems.

Area oF-5: A Very Odd Crop

This wide, disc-shaped cavern has a low ceiling, forcing Medium creatures to stoop to fit. Large creatures can barely squeeze through. The area is lit by a few candles spread over the entire cavern, providing light where the fungus needs it. The smell is overpowering. All creatures take a -20 on all Perception checks related to smell.

The cavern is something of a forest, with many types of mushrooms planted in a pattern that makes sense only to Dazran. A few sections of the cavern are home to specific kinds of mushroom. If characters explore the area, roll 1d4 to determine what mushrooms they encounter:

1—The mushrooms here grow much taller, nearly reaching the ceiling. The mushrooms have wide, flat caps with blue highlights and gray stalks. An iron axe hangs from a hook on the ceiling, and several of the taller growths have been cut down, revealing the stems to be a grainy blue. A DC 20 Knowledge (nature) check reveals these to be spire-caps, although this strain's stem is firm enough to be used as a building material.

2—At first glance, this area is clear of growth, although the ground is covered in the bones of animals and humanoids. A single black candle illuminates the scene with a troubling gray flame. A closer inspection reveals that the bones are a substratum for bone-white mushrooms standing 2 inches tall. Their caps are a bulb that closely resembles a human brain. If the strange mushrooms are so much as brushed, the bulbs explode into a cloud of spores (DC 15 Reflex save to all within 10 ft. to avoid breathing in the spores).

If spores are inhaled, roll twice on the stems table above and take the lower result.

These mushrooms are a species named Opus that Dazran believes is a gift from Hecate to the mortal world. Partly out of piety and partly out of curiosity, Dazran acquired some to grow here. Under her careful care, they began to flourish. If soaked in seawater for a week then dried, they can be sold as the potent drug "stems."

3—Planted here is a patch of **shriekers** that Dazran carefully prunes. When approached, the shriekers scream in short blasts of noise. Different shriekers emit different pitches, creating the faint semblance of painfully loud and discordant music. The noise ceases after 3 rounds although the sound alerts everyone in the fortress. Soon, **4 hobgoblin guards** from **0F-13** come to investigate.

SHRIEKERS

XP- (Pathfinder Roleplaying Game Bestiary "Hazards")

4—The smell of rot reaches its peak in this wide area. Any kobolds

not currently at the stand are working here on the neat rows of short, fat mushrooms. The kobolds are distributing the mud and "fertilizer," and while gross to human sensibilities, none seems to mind the work. Plenty of mushrooms are always ready to harvest, but Dazran easily spots the theft of even the smallest growth. If attacked, the kobolds scatter and attempt to make their way to the shriekers at **C** to attract attention.

Area oF-6: Korrigan's Bar

This tavern could be the same as any found on the surface. A muscled human male with a scar running from his temple to his nostril stands behind the bar, polishing a glass with a rag. Three girls wait at long oak tables. A truly vicious-looking heavy flail rests on a rack behind the bar, deterring anyone from getting too unruly. The man is the bar's owner, **Korrigan**, whose story is a rather odd one.

Through a series of unfortunate circumstances, Korrigan found himself serving with a small detachment of devils, including Komm, whom he quickly befriended. When their mission was successful, Komm was so impressed with Korrigan's cruelty and devilish nature that he invited Korrigan to join him in setting up Mitchrod. The devil gave the human the bar as a gift.

Komm also had three girls from a nearby village *charmed* to keep Korrigan company. They're nicknamed **Alice**, **Bethany** and **Chel** (Com 1; hp 3 each). The *charm* forces them to be devoted to Korrigan. They serve food and clean up without complaint. Anyone speaking to them notices that they seem airy and oddly focused. A DC 15 Sense Motive check reveals the true cause of their behavior.

The bar serves mushroom "brew," a very raw ale at 3 cp a mug, and mushroom "wine" at 1 sp for a mug. For the adventurously peckish, the bar sells surprisingly good-looking sausages for 2 sp, a bowl of stew for 1 cp, or a loaf of mushroom-bread for 5 cp. Korrigan won't reveal what is in the sausages or where he obtains them. The stew is a communal mystery, avoided by all but the very desperate.

At any time, **4 hobgoblin guards** are here as well as two rolls from the **Travelers Encounter Table**. The GM is encouraged to be creative in customizing this area; it should be a dark parody of the typical adventurers' tavern. One of the rolls on the Travelers Encounter Table could be substituted with **Urovok** (*Rappan Athuk*, **Area 4B-7**) on his way to buy supplies.

Treasure: The heavy flail is a +1 cold iron heavy flail. In the storeroom behind the bar, six hooks hang from the ceiling. The first supports Korrigan's masterwork breastplate while the others hold five cured elf corpses. Also in the room is a small chest containing 300 gp that Korrigan never bothers to lock as he rightly assumes no one is brave enough to rob him. Eight barrels of ale are piled around the chamber, and in the far corner is an elegant mincer made of polished iron that is worth 50 gp to a serious butcher. It weighs 160 pounds.

CR 3

KORRIGAN XP 800 Male human barbarian 4 NE Medium humanoid (human) Init +2; Perception +6

AC 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge) hp 48 (4d12+12 plus 4) Fort +7; Ref +3; Will +0 Defensive Abilities trap sense, uncanny dodge

Speed 30 ft. Melee +1 cold iron heavy flail +10 (1d10+8/19–20) Ranged javelin +5 (1d6+5) Special Attacks rage (13 rounds/day), rage powers (good for what ails you^{*}, no escape)

Str 20, Dex 14, Con 17, Int 11, Wis 8, Cha 13 Base Atk +4; CMB +9; CMD 22 Feats Cleave, Dodge, Power Attack

CR —

CR1

Skills Acrobatics –1, Climb +6, Escape Artist –1, Fly –1, Intimidate +8, Linguistics +1, Perception +6, Profession (barkeep) +1, Profession (butcher) +1, Ride +3, Sense Motive +2, Stealth –1, Survival +3, Swim +6 Languages Common, Infernal

SQ fast movement +10

Gear masterwork breastplate, +1 cold iron heavy flail, 3 javelins, flask of whiskey (2 swigs), 55 gp, 98 sp, 23 cp. *Pathfinder Roleplaying Game Advanced Player's Guide

HOBGOBLIN GUARDS (4) XP 400 hp 22 (see Area 0F-1)

Area oF-7: Tivsaran's Emporium of Wonders

Tivsaran's shop is quite a sight to behold after the relatively dim and dismal nature of the rest of Mitchrod. Lit by four ever-burning torches, this room has white-painted walls that make the place appear brighter still. Behind the counter is a tall, catlike creature with orange fur and odd-ly-jointed hands, bedecked in fancy robes and more necklaces than good taste would allow. **Tivsaran** is a **dandasuka rakshasa**. Her natural form is that of a grey-skinned, red-haired gnome-like creature with glowing red eyes and long teeth. Tivsaran, however, prefers to spend her days in the guise of one of her more elegant brethren.

Tiv considers Komm's martial prowess and Orthus' deep faith to be very inefficient tools for advancing Hell's agenda. Tiv would much prefer to focus Mitchrod's resources on establishing trade with the surrounding bandits rather than hiding or fighting. She would then use the wealth gained from the town's higher profile to expand and corrupt more mortal souls along the way.

Tiv is a firm believer that mortals corrupt themselves if given enough freedom, so she trades in less-reputable merchandise such as souls, slaves and drugs, even if she does not have much use for them. She cares more for establishing a healthy trade than for making a profit, knowing that her superiors will reward her devotion.

The Emporium of Wonders (as Tiv calls it) is an overstatement, but not by all that much. Unlike Dazran, Tiv does most of her deals with visitors to Mitchrod, happily buying anything for the lowest price she can. She can always spot a customer's greed to leverage better prices for her wares. Her merchandise ranges from general goods and gems to minor wondrous items. Unlike a typical store, she has very little ability to restock anything rarer than mundane equipment. She cannot order specific items.

The store has a rather large storeroom. Tiv hoards anything she gets her hands on, and has the skill to sell anything to the right person. The store stocks nearly any item worth less than 250 gp. Tiv often has to spend a few minutes rummaging around the back of the shop to find some items, however. Tiv also has a 50% chance of stocking any unusual item worth up to 1,000 gp, as well as 2d4 minor wondrous items and 1 medium wondrous item. Her stock updates monthly.

In addition to these wares, Tiv also has 1d4+1 slaves for sale each month. These slaves are generally humans (Com 1; hp 3) captured during bandit raids and sold to Mitchrod. Tiv is in favor of this practice, as she considers slavery to be a solid foundation for any society. Komm is much less enthused by the idea of villagers who've seen the inside of Mitchrod being allowed to live. When not on display, slaves are allowed to sleep in the Church Commons (Area 0F-8). Tiv takes good care of any slaves she has, knowing that a weak slave is of no use to anyone. The starting price for a slave is 75 gp, although the wily rakshasa tries to sell them in groups to seed a culture of slave ownership.

Tiv has two possessions that are not for sale. The first is her *heavyload* $belt^{\#}$, which is good for moving stock around, but also useful in case of an emergency. If an alert sounds, Tiv grabs her other prized possession, a *bag of holding II*, and begins stuffing her wares into it, starting with the most expensive. The bag has a scroll case tied to it that contains 2 *scrolls of dimension door*. When anyone she does not recognize opens the door to her shop, she reads the scroll to teleport to a small grove of trees overhead.

From there, she observes the commotion, ready to use the second scroll to give her a head start on any pursuers.

TIVSARAN

XP 1,600

hp 51 (Pathfinder Roleplaying Game Bestiary 3 "Rakshasa, Dandasuka")

[#]Pathfinder Roleplaying Game Ultimate Equipment

Area oF-8: Church Commons (CR Varies, 4+)

This open space is the living area for many of Mitchrod's inhabitants. People wash clothes in the stream that runs through the center of the area, dance and sing, or peddle minor wares in an open-air market (20+3d6 kobolds or humans Com 1; hp 3). Any trade goods and non-magical pieces of equipment worth less than 25 gp can be found for sale. Esker can often be found here with Orthus (Area 0F-11) spreading the word of Hecate. Slaves, animals and anyone without a place to sleep can stay here, although it is a noisy and uncomfortable night's sleep.

Patrolling the area are **4 hobgoblin guards**. Their drawn swords do a good job of dissuading any would-be thieves.

HOBGOBLIN GUARDS (4) XP 400

hp 22 (see Area OF-1)

Area oF-9: Dormitories (CR 2)

Rows of dorms separated by low walls give a semblance of privacy. A small desk in the northeast corner of the room is home to **Watcher**, an **imp** who is in charge of the dorms. Anyone wishing to stay in Mitchrod must ask Watcher for a room. The desk also doubles as Watcher's sleeping quarters.

The individual rooms are simple but efficient, and include one or more beds, a stone table, wooden stools and a few stone shelves and chests carved into the walls or bolted on. As the population of Mitchrod expands, so does this room as more guest and resident areas are added. The doors to these rooms are not locked, and their walls don't reach all the way to the ceiling. The zealous Watcher patrols the area while *invisible* every chance he gets. Watcher is not above listening in on conversations, and quickly reports everything he hears to Orthus.

Watcher rents rooms for 2 sp per day to anyone who asks politely. Anyone who cannot afford that price (or wishing to settle in Mitchrod for the foreseeable future) must first find a job in Mitchrod, usually with the church or one of the shops. They might possibly even try their luck at impressing Siggrun to join his squad. Most commonly, however, tenants explore the woodlands looking for food, wood or other items to trade for an extension to their lease.

WATCHER XP 600

CR 2

CR 5

CR 1

hp 16 (Pathfinder Roleplaying Game Bestiary "Devil, Imp")

Area oF-10: Bathrooms

This room is built above the river that flows out of the dorm. It does not smell bad at all, as waste is carried away by the river.

Area oF-11: Chapel (CR Varies, 7+)

This large room is decorated with dark gray cloth. At first glance, it appears to be a library as the north and south walls are linked with overflowing bookcases, and a half dozen tables are set up where scribes duti-

fully copy text from old, rotting tomes onto fresh new parchment. A small set of stairs leads up to the rear third of the room, which contains more bookshelves and a squat stone altar.

The altar is decorated with a half-silvered circle representing the setting full moon. A much larger version of the symbol is painted on the west wall. The **priestess Esker** staffs this church to Hecate. She is assisted by **Orthus**, an especially powerful and intelligent hell hound that was part of Komm's original group.

Esker was originally Orthus' valet but is now the mouthpiece for Hecate's will in Mitchrod, something Esker especially enjoys. Every day at dusk, Esker holds a short sermon, with all the kobolds and many other residents and visitors in attendance. Esker is a luminary among the kobolds, who see her as a role model due to her rise to power and friendship with Orthus.

For Esker's part, her ability to tell truly interesting parables has been instrumental in gaining such a devoted following, and certainly the reason Orthus favors her. Esker has **8 acolytes** who vie for her attention. They help out around the temple and generally do all the heavy lifting and fetching that Esker asks.

The library is made of books that Esker found, bought or scavenged from travelers over the years. She spends most of her time translating and poring over them, seeking to increase her power. She tells her acolytes that carrying and translating tomes is good practice for being a priestess of Hecate, and the limited power they've each been granted suggest she's not wrong.

ORTHUS

CR 6

XP 2,400 Advanced hell hound (Pathfinder Roleplaying Game Bestiary "Hell Hound") LE Medium outsider (evil, extraplanar, fire, lawful) Init +7; Senses darkvision 60 ft., scent; Perception +10 Aura Evil

AC 26, touch 13, flat-footed 23 (+6 armor, +3 Dex, +7 natural) hp 67 (7d10+28) Fort +11; Ref +8; Will +7 Immune fire Weakness vulnerability to cold

Speed 30 ft. Melee bite +10 (2d6+4) Special Attacks breath weapon (10 ft. cone, once every 2d4 rounds, 4d6 fire damage, DC 17) Spell-Like Abilities (CL 7th): At will—detect magic, guidance, lore keeper, read magic, resistance, touch of law 3/day—command (DC 18) 2/day—hold person (DC 19) 1/day—comprehend languages, detect thoughts (DC 15)

Str 17, Dex 17, Con 19, Int 10, Wis 16, Cha 10

Base Atk +7; CMB +10; CMD 23 (27 vs. trip) Feats Endurance, Improved Initiative, Improved Natural Attack (bite), Run Skills Acrobatics +6 (+10 to jump with a running start), Climb -1, Diplomacy +10, Escape Artist -1, Fly -1, Knowledge (planes) +6, Knowledge (religion) +10, Perception +10, Ride -1, Stealth +11, Survival +10, Swim -1 (+3 to resist nonlethal damage from exhaustion) Languages Common, Infernal Gear barding (as breastplate), headband of inspired wisdom +2

ESKER XP 800

Female kobold cleric of Hecate 5 (Pathfinder Roleplaying Game Bestiary "Kobold") LE Small humanoid (reptilian) Init +0; Senses darkvision 60 ft.; Perception +5 Aura evil

AC 20, touch 11, flat-footed 20 (+7 armor, +1 natural, +1 shield, +1 size) hp 31 (5d8+5) Fort +5; Ref +1; Will +7 Weakness light sensitivity

Speed 20 ft.

Melee mwk morningstar +3 (1d6–2) **Ranged** mwk light crossbow +5 (1d6/19–20)

Special Attacks channel negative energy 6/day (3d6, DC 15)

Domain Spell-Like Abilities (CL 5th; melee touch +2):

At will—lore keeper

6/day—touch of law

Spells Prepared (CL 5th):

3rd—deeper darkness, prayer, speak with dead^D (DC 16) 2nd—chant, detect thoughts^D (DC 15), eagle's splendor, lesser restoration

1st—command (DC 14), comprehend languages^D, cure light wounds, detect chaos, detect good

0 (at will)—create water, detect magic, detect poison, guidance

D Domain spells; Domains Knowledge, Law

Str 7, Dex 11, Con 12, Int 11, Wis 17, Cha 17

Base Atk +3; CMB +0; CMD 10 Feats Combat Casting, Selective Channeling, Skill Focus (Perform [oratory])

Skills Acrobatics –4 (–8 jump), Climb –6, Diplomacy +8, Escape Artist –4, Fly –2, Knowledge (religion) +7, Linguistics +5, Perception +5, Perform (oratory) +9, Ride –4, Sense Motive +8, Spellcraft +5, Swim –6

Languages Common, Draconic, Infernal

Combat Gear potion of cure serious wounds, Medium spider venom; **Other Gear** +1 chain mail, masterwork buckler, masterwork morningstar, masterwork light crossbow, 2 crossbow bolts coated in medium spider venom, 20 crossbow bolts, 3d10 pp

ACOLYTES OF HECATE (8) XP 135

CR 1/3

Male or Female kobold cleric 1, warrior 1 (Pathfinder Roleplaying Game Bestiary "Kobold") LE Small humanoid (reptilian) Init +3; Senses darkvision 60 ft.; Perception +4 Aura evil

AC 20, touch 14, flat-footed 17 (+5 armor, +3 Dex, +1 natural, +1 size) hp 11 (1d10–1 plus 1d8–1) Fort +3; Ref +3; Will +4

Weakness light sensitivity

Speed 20 ft.

Melee morningstar +0 (1d6–2) Ranged light crossbow +5 (1d6/19–20) Special Attacks channel negative energy 2/day (1d6, DC 9) Domain Spell-Like Abilities (CL 1st; melee touch –1): At will—lore keeper 5/day—touch of law Spells Prepared (CL 1st): 1st—comprehend languages^D, cure light wounds (x2) 0 (at will)—guidance, read magic, resistance D Domain spells; Domains Knowledge, Law

Str 7, Dex 16, Con 9, Int 11, Wis 15, Cha 9 Base Atk +1; CMB –2; CMD 11

CR 3

Hecate, Goddess of Evil Magic

Alignment: Lawful Evil

Domains: Law, Evil, Magic, Knowledge

Symbol: A half silver disk representing the setting full moon

Garb: Fashionable togas of the most expensive cut and material, generally in black.

Favored Weapons: None

Form of Worship and Holidays: Priests and Wizards who venerate Hecate do so beneath the full moon with sacrifices of blood and magical items as the moon sets.

Typical Worshippers: Wizards, Women, Wali Hecate, Assassins, Lawful evil hags, witches, and crones.

Hecate is the goddess of evil magic. She appears as a beautiful woman flanked by numerous hell hounds, her favored creature. The setting moon is her symbol. She requires sacrifices on the full moon. Her priests are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to control them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in the **Frog God Games** dungeon module **Rappan Athuk**. Hecate resides in a floating castle in the Nine Hells.

Feats Skill Focus (Heal)

Skills Acrobatics –1 (–5 jump), Climb –6, Escape Artist –1, Fly +1, Heal +9, Knowledge (planes) +4, Knowledge (religion) +5, Linguistics +4, Perception +4, Ride –1, Swim –6 Languages Draconic, Infernal

Gear scale mail, morningstar, light crossbow, 1 crossbow bolt coated in medium spider venom, 10 crossbow bolts, wooden unholy symbol of Hecate, 2d10 sp

Area oF-12: Salish's Surgery (CR 6)

Salish keeps this room very clean. The walls, ceiling and floor are made of iron plates that have been polished to a dull sheen. An iron table stands in the middle of the room, above a small grate that allows any fluid to drain away. On the floor are some suspiciously dark stains no amount of scrubbing can remove. Shelves along each wall contain various foul-smelling chemicals that could only be identified by a team made up of an embalmer, a physician and a poisoner.

Salish is a kyton, a 6 ft. tall blue-skinned humanoid clad in a leather apron. Four long chains buckled to the back of his apron are usually wrapped around his waist and shoulders. These chains come alive when Salish is working or fighting, and the fine knives attached to the end of each make him an expert at slicing people open, alive or dead.

Salish offers a truly devilish deal: For a fee (usually 1,000 gp paid up front), Salish attempts to restore life to any corpse that's been dead for less than a week. The first stage is to repair the body. In some cases, this is as simple as some stitching. In other cases, Salish informs the associates of the deceased that he requires "spares." Sometimes an arm or leg (or even a heart or brain) is too far gone for Salish to salvage (GM's discretion). The associates need to gather these "spares" from wherever they can. Salish doesn't ask any questions about where the parts come from.

Once the body is rebuilt to a state that Salish is happy with, it is carried into the next room. This room is off-limits and locked at all other times, as it contains Salish's pride and joy, a binding circle a full 15 ft. across. A DC 20 Knowledge (Planes) check reveals symbols describing the Plane of Shadow and the Hells. A success at DC 30 translates some of the more subtle aspects of the circle. The symbols speak of deals with devils and the oldest concept of barter. After placing a body in the circle and balancing a gold coin delicately on the corpse's forehead, Salish begins chanting and the circle begins to glow.

Roll 1d100 to determine the results:

| 1d100 | Results |
|-------|--|
| 1 | The deceased sits up suddenly. He is fine except for a lingering weakness (one negative level that fades after 2d4 days). He remembers nothing of his resurrection except for a few flashes of the Astral Plane, and being grabbed and dragged toward a bright light. |
| 2 | If the deceased required no replacement parts, then he awakens as above. Otherwise, the deceased awakens with a momentary glow in his eyes. He gains one racial trait from the race that his "spares" came from, and loses one of his own racial traits. (The GM should have some fun with this.) He remembers nothing of his resurrection except for a few flashes of the Astral Plane, and a fight among the dead. |
| 3 | The deceased awakens slowly. He remembers nothing at all of his resurrection, except for a deep sense of loss. He has forgotten one important person, as if he never knew them as a partner or friend. Even if he is reacquainted with this person, he feels only a disquieting sense of something sold far too cheaply. |



| 1d100 | Results |
|-------|--|
| 4 | The deceased's body heals completely, including any scars and stitches. However, he remains dead. Salish howls in pain, and screams at those present to get rid of the body immediately. He never has anything to do with the deceased from this day onward, referring to him as "marked" but refusing to explain what that means. The body can be resurrected by normal means. A DC 23 Diplomacy check convinces Salish to refund their gold. |
| 5 | The deceased sits up in a state of panic. He is alive, but terrified. He speaks of being "dragged to the forge" and "having been sold." As he talks, his body begins to blacken and flake, until after 66 seconds he is just a pile of ash, babbling in fear to the last. He can only be restored by a wish or a <i>miracle</i> . Salish is unapologetic, stating that the deceased must have made an enemy in death, or suffered some unfortunate fate. He refunds their gold, however, without being asked. |
| 6–100 | No effect. |

CR 6

SALISH XP 2,400

hp 60 (Pathfinder Roleplaying Game Bestiary "Kyton, Evangelist")

Area oF-13: The Training Grounds (CR Varies)

Hobgoblin guards use this large, slightly uneven cavern every hour of the day. During busy times, the hobgoblins drill or form up in pairs and spar. In quieter times, the guards practice maneuvers that need more room such as charging, bracing or grappling. Other times, the grounds are turned into an archery range running the length of the room. Anyone running through the corridors without paying enough attention is in for a rude surprise. Occasionally, a traveler of note may put on a demonstration to showcase an exotic weapon or give a lecture on battlefield tactics.

Roll on the table below to determine how many hobgoblins are here and what they're doing. These activities generally last for 2 hours, and then the GM should select another. There is a 60% chance that Guard-Captain Siggrun (Area 0F-15) is here observing the training; otherwise, he is asleep in his dorm.

| 1d6 | Results |
|-----|--|
| 1 | 16 hobgoblins spar in pairs with longswords and heavy wooden shields. 2 kobold acolytes watch, ready to patch up any accidental injuries. |
| 2 | 5 hobgoblins with longspears brace against 7 hobgoblins with longswords and shields. Injuries are common, and this always draws 4 kobold acolytes. A group of travelers usually arrives to watch this violent display (roll once on the Travelers Encounter Table). |
| 3 | 10 hobgoblins practice grappling on straw mats dragged out of the dorms. They still wear their armor for this activity, although they leave their weapons in the barracks. |
| 4 | 8 hobgoblins fire longbows at targets set up at the south end of the room. Anyone on punishment detail is tasked with collecting the arrows, a task simultaneously mind-numbingly boring and dangerous. |

1d6 Results A traveler (see the Travelers Encounter Table) is giving a lecture on an exotic weapon or technique. If Komm is present, he gives a lecture on the structure of Hell's legions and the importance of 5 discipline. Komm is an unnaturally charismatic orator, and all 16 hobgoblins gather to hear him speak. He always ends his lectures with a war story from his long life. Roll again. This time, however, Komm comes to personally take part in or observe the training (see Area OF-16). Komm is a brutal teacher with no 6 tolerance for failure. Up to 1d4 hobgoblins usually end up carried from the grounds to the chapel to hopefully mend their bones. **HOBGOBLIN GUARDS** CR 1 XP 400 hp 22 (see Area 0F-1) **ACOLYTES OF HECATE** CR 1/3 XP 135 hp 11 (see Area 0F-11)

Area oF-14: The Hobgoblin Dorms

Twenty straw mats are arranged in neat rows, with a small wooden chest sitting at the end of each. Along the walls are racks for 20 long-swords, 20 heavy wooden shields, 10 longspears, 20 longbows and 20 quivers of arrows (400 total arrows).

Any hobgoblins not currently in the bar or on the grounds are sleeping here. Sleeping hobgoblins leave their weapons on the racks, but sleep in their armor (at Siggrun's orders). If startled, the hobgoblins react quickly, acting on the turn they're awakened, albeit at a -2 penalty to all attack and skill rolls for one minute.

The wooden boxes contain each hobgoblin's worldly possessions, usually consisting of a change of clothes and 1d100 gp among any personal items.

Area oF-15: Siggrun's Office (CR 5, if Siggrun is present)

Siggrun is the captain of the guard, a proud **hobgoblin** who joined Mitchrod only a few years back, but has already managed to make a strong impression. Siggrun idolizes Komm, and it is his devotion and ability to inspire troops that has impressed the bearded devil. The hobgoblin guards have been steadily rising in strength ever since Siggrun took command, and if given a larger group of soldiers to command, Mitchrod could raise a formidable force. This has not been lost on Esker, who has been trying to talk Siggrun around to her point of view, with limited success.

Before arriving in Mitchrod, Siggrun was a soldier on a ship "on a nasty, twice-cursed bit of coast to the far south."

Note: If Siggrun is not on the training grounds, he can be found here asleep. He keeps the door to his office locked at all times

The office is sparsely decorated with a desk for taking notes, along with a massive leather ledger containing notes on the strengths and weaknesses of every single guard, and plans for their future training. A wooden chest at the foot of his bed contains his considerable wealth, and a few racks on the wall hold "campaign" trophies.

The racks include a large wereshark skull modified to be worn as a helmet for a Medium creature, a silvered shark's tooth made into a dagger and a beautiful silver-and-gold spyglass worth 1,000 gp for its irreplaceable lenses. A secret panel in his desk (DC 18 Perception check) hides two gold bars worth 180 gp each.

SIGGRUN XP 1,600

CR 5

Male hobgoblin fighter 6 (Pathfinder Roleplaying Game

Bestiary "Kobold") LE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +8

AC 22, touch 13, flat-footed 19 (+9 armor, +2 Dex, +1 dodge) **hp** 56 (6d10+12 plus 6) Fort +7; Ref +5; Will +4; +6 vs. fear Defensive Abilities bravery +2

Speed 20 ft.

Melee mwk cold iron short sword +9/+4 (1d6+6/19-20) and mwk cold iron short sword +9/+4 (1d6+4/19-20) **Ranged** comp. longbow +9/+4 (1d8+3/x3) Special Attacks weapon training abilities (light blades +1)

Str 16, Dex 17, Con 15, Int 12, Wis 14, Cha 13 Base Atk +6; CMB +9; CMD 22

Feats Dodge, Improved Two-Weapon Fighting, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword) Skills Acrobatics -2 (-6 jump), Climb +2, Escape Artist -2, Fly -2, Intimidate +9, Knowledge (religion) +2, Perception +8, Profession (guard captain) +11, Ride -2, Sense Motive +6, Stealth +2, Swim +2

Languages Common, Goblin, Infernal

Combat Gear potion of bull's strength, potion of cure serious wounds; Other Gear full plate, composite longbow [Str +3], 20 arrows in a quiver, 2 masterwork cold iron short swords.

Area oF-16: Komm's Office (CR 6, if Komm is present)

This room is immaculately carved. The room is dark with no lights or lanterns; Komm can see perfectly well in darkness and doesn't require light. A large table with a very detailed map of the area painted on it sits to one side. Wooden tokens on the map denote settlements. Lengths of string held in place with small pins display known bandit areas. Komm spends at least an hour a day studying this map, and meets weekly with Siggrun and Esker to discuss their plan if they get orders to attack. Tivsaran or Korrigan also joins the discussion if they have any rumors about the outside world to share.

Komm collects income from all of Mitchrod, 30% of which he gives to Orthus and the church as a tithe. Most of this wealth is left with Tivsaran so she can bargain for any supplies that Mitchrod needs.

Komm is a very serious individual, lacking the savagery common to bearded devils. Komm would say that he "has been a soldier longer than he's been a devil," which may be true as far as anyone knows. Komm certainly has a lot of stories to tell, but he only tells anecdotes when it serves a point or teaches an important lesson. His habit of giving stern lectures and his harsh lessons on the training ground have led some of the guards to refer to him by the Goblin word for "grandfather."

KOMM

CR 6

XP 2.400 Advanced bearded devil (Pathfinder Roleplaying Game Bestiary "Devil, Bearded") LE Medium outsider (devil, evil, extraplanar, lawful) Init +8; Senses darkvision 60 ft, see in darkness; Perception +12

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural) **hp** 69 (6d10+36) Fort +11; Ref +9; Will +5

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10; SR 16

Speed 40 ft. Melee +2 glaive +15/+10 (1d10+11/x3) or 2 claws +7 (1d6+3) Special Attacks beard (DC 19), infernal wound Spell-Like Abilities (CL 6th): At will-greater teleport (self plus 50 lbs. of objects only)

1/day-summon (level 3, 1 bearded devil or 6 lemurs, 50%)

Str 23, Dex 19, Con 23, Int 10, Wis 16, Cha 18 Base Atk +6; CMB +12; CMD 26

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Acrobatics +4 (+8 jump), Bluff +2, Climb +15, Escape artist +4, Intimidate +11, Knowledge (planes) +9, Perception +12, Sense Motive +12, Stealth +13, Survival +3, Swim +6 Languages Celestial, Common, Draconic, Infernal; telepathy (100 ft.)

Gear +2 glaive

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 19 Fortitude save or contract devil chills. The save DC is Constitution-based. Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch; a DC 17 Heal stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

Area oF-17: The Circuit (CR Varies)

This cave is carved into a long, narrow tunnel no more than 10 ft. wide or high at any point. Unlike the rest of the stonework in Mitchrod, the walls here are intentionally coarse and uneven. This area is maintained and inhabited by a colony of **mites**. These small fey keep to themselves, tending to a colony of giant spiders they use as mounts. The leader of the mites is Lump, who speaks for the group. He trades spider venom to Salish and Esker in return for food. The mites also hunt rats that are used to feed the spiders or traded to Esker for her rituals.

If needed, the mites can form a somewhat effective cavalry. Komm ordered Roam to craft them steel lances, which the mites learned to use. Lump also wears a helmet that provides no real protection, but at least enables outsiders to distinguish him from the other mites. Lump thinks it lends him an authoritative air.

The mites' favorite activity is to release a rat into the circuit, and then chase after it riding their spiders. Anyone walking through the circuit at that time runs the risk of being knocked down, bitten or stabbed by overexcited mites and their mounts. There's a 10% chance at any time that one of these "races" is being held. A DC 10 Perception check alerts anyone in the circuit that they better take cover.

MITE XP 100

hp 3 (Pathfinder Roleplaying Game Bestiary "Mite", with the following changes: add Melee lance +0 (1d6-1/x3)

GIANT SPIDER XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary "Spider, Giant")

Area oF-18: The Spider Warrens (CR 7)

Every surface in this cave is covered in a fine layer of silvery strands. This is the home of 7 mites and their 9 giant spiders. The

28

CR 1/4

CR 1

mites make surprisingly neat beds out of sacks stuffed with dirt, and the place is roughly furnished. A visitor not acquainted with mites may be surprised to see that they have built rough furnishings out of crates and scraps of wood and have commissioned Roam to make them plates and cutlery.

The mites are orderly (if not exactly civilized) and eat meals as a group. Some connection to their fey heritage gives them table mannerisms, if not manners, such as tying a small cloth around their necks to serve as napkins before eating.

The mites sell vials of spider venom for 150 gp, although they are only willing to harvest 2 vials a week (from the spiders they are not currently using as mounts). For a single gold piece (and modest compliments as to their ability), a mite can be convinced to use its prestidigitation. Many members of Mitchrod make use of this service. Most notable is Korrigan, who pays a mite each day to flavor the food he sells.

On the table is a well-made teapot (worth 10 gp) bubbling with a sweet, fruity scent. This is the process by which the mites concentrate the spider venom. Anyone taking a sip should be treated as if he'd been wounded by the venom. Anyone swigging the entire pot probably does not have a long future in the Stoneheart Valley and should be treated as if he had been exposed to the venom three times over.

Treasure: The mites have few uses for money, but one ordinary looking sack contains 2,500 sp and 1,231 cp.

| MITES (7) | CR 1/4 |
|-----------------------|--------|
| XP 100 | |
| hp 3 (see Area 0F-17) | |

GIANT SPIDERS (9) XP 400 hp 16 (Pathfinder Roleplaying Game Bestiary "Spider, Giant")

Area oF-19: The Rat Warrens (CR Varies)

This cave is home to many rats of all sizes. This cave was one of the areas that already existed before Mitchrod existed. The rats have been here for quite some time, feeding and breeding. This room is used as a garbage dump for anything Dazran doesn't want to use as fertilizer, and these scraps are the reason the rats are so strong and plentiful.

The mites harvest rats to feed their spiders, and occasionally to eat themselves. They're careful not to take too many, as the rats get aggressive quite readily. In this cave at any time are **2d6 dire rats** and **2 rat swarms**. Every round where there is either combat or food (feeding time!), 1d4 giant rats and 1 rat swarm arrive until the maximum population of 18 dire rats and 5 rat swarms is reached. If these rats are killed, they are replaced at a rate one swarm and 1 dire rat a week until the maximum population is reached.

The cave has many small tunnels in the walls, many of which lead to the surface. Rainwater eroded these passages over the years. The mites never go too far into the cave, worrying that it may be less stable than it appears. They also fear being overwhelmed by swarms of vermin. Because of these fears, they have missed one passage to **Area 0F-20** that visibly (DC 18 Perception or Stonecunning check) leads down rather than up. If explored by a Small creature (or a Medium creature squeezing), it can be followed to another cave. The mites do not know of this cave or of its inhabitants.

DIRE RAT CR 1/3 XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

RAT SWARMCR 2XP 600hp 16 (Pathfinder Roleplaying Game Bestiary "Rat Swarm")

Area oF-20: In The Presence of Royalty

This small cave is home to two rather fat and content natural wererats named **James** and **Hanna**. They took these names from a child's fable and "rule" over the rats living here. In practice, this means dividing up scraps the mites throw in, while making sure only the weak and sick rats are caught when the mites arrive. They also forage for food when the mites forget or are unable to supply scraps.

Their strategy is at least moderately effective; ever since James and Hanna stumbled upon this cave (after following other rats looking for food) the strength and number of rats have grown. For the most part, they'd much rather stay in the cave in rat form and accept the free food, unconcerned about the source of the scraps or Mitchrod. The wererats can easily leave the cave and reach the surface by going through the missed passage to **Area 0F-19** in their animal forms.

The rats in the cave recognize James and Hanna as leaders (in their own way), and the pair can direct the rats as a free action. If anything more threatening than a mite comes through the door, they assume their animal forms and direct the **1d6 giant rats** and **2 rat swarms**, aiming to drive the intruders back. If it's clear they cannot win, they flee and direct the rats to do the same. Rats arrive from **Area 0F-19** at a rate of 1 swarm and 1d4 dire rats until the maximum population is reached.

If friendly contact is made with James and Hanna, they reveal themselves to be selfish but amiable. With nothing more than a DC 13 Diplomacy check and a generous bribe of food, they can be convinced to coordinate an attack on Mitchrod with their "army" to claim the cave as their own.

James and Hanna have very little treasure other than their gear. Among the rubbish is a short carved stick that is actually a *wand of speak with dead* with 38 charges remaining. It was accidentally thrown out by one of Esker's acolytes, who have been searching for it since.

JAMES and HANNA, WERERATS XP 600

hp 20 (Pathfinder Roleplaying Game Bestiary "Wererat")

DIRE RAT XP 135

CR1

CR 1/3

CR 2

CR 2

hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

RAT SWARM

XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Rat Swarm")

Alerts

Mitchrod is constantly ready and always expecting an attack (in spite of the fact that it has not been discovered in its 10 years of operation). All guards (and many citizens) carry a loud, high-pitched whistle. This whistle is never blown to attract attention (except in case of something like a cave-in) but is reserved for the sighting of hostile forces or other equivalent disasters. If a guard blows a single, strong note on his whistle, it may not carry throughout the fortress, but other citizens hear the sound and quickly pass the message on. From then on, all citizens of Mitchrod prepare to defend their home.

The hobgoblin guards immediately report to their dorms to arm themselves with longswords, shields and longbows. Their longspears are generally left behind. They hold the area until Siggrun or Komm arrives, whereupon they sweep the fortress area by area. Komm uses his *greater teleport* to travel to the dorms as soon as he is able, wanting to get the guards moving as soon as possible. On the first round after the alert sounds, all guards in the training grounds move to the dorms, and all the guards there are ready 1d4 rounds later as they grab weapons and wake their sleeping comrades. Any guards who are elsewhere in the complex attempt to get to the dorms. If they encounter hostiles, they trill their whistles and engage, buying time for the remainder of their forces to catch up. The exceptions are the four guards at the Tin Man, who stay to guard and make use of the device.

If a group of guards makes it to the mites, the tiny creatures mount up to follow orders. If the mites are not rallied, they instead position themselves on spider-back around the entrance to their home, hiding on the walls and roof, waiting to surprise intruders.

Dazran and her helpers immediately flee into the mushroom fields, regrouping at **Area 0F-5A**. From there, they patrol the fields, stalking any prey they find. If they find the area clear, they set up an ambush near the door to **Area 0F-4** and wait quietly and patiently for the all-clear signal.

Tivsaran's tactics are detailed in **Area 0F-7**. Korrigan, meanwhile, grabs his flail and puts on his breastplate (this takes 2 rounds). He then locks the door to his bar and searches for a unit of hobgoblins to command. He is a ferocious combatant and uses any forces he can gather to the best of his ability. Roam hides in his forge, a coward to the last.

Orthus and Esker, along with the fussy Watcher, lead the defense of the citizens of Mitchrod. No one is a noncombatant in Mitchrod, and every kobold, hobgoblin and other creature rallies in the Commons to defend his home. Orthus inspires them to fight, while Esker and her acolytes exhaust their spells before wading into melee.

Once intruders are dealt with, Komm orders Orthus, Siggrun, 4 hobgoblin guards and 2 acolytes to track the intruders down however they can, hoping to silence all those who would threaten Mitchrod.

The Farms and Food (Optional Content)

On the surface, several farms are within a few miles of Mitchrod's entrance, each growing root vegetables and raising livestock. The farmers are aware of Mitchrod and have an uneasy truce with the place. In exchange for their word that they keep Mitchrod a secret, Tivsaran gives them a good price on some of their goods as well as warns them of bandit activity. Komm, on the other hand, threatens to burn their farms and kill their families (in that order) if they break their word. This food is enough to keep Mitchrod fed but not without the occasional raid and Dazran's crop.

If Mitchrod is besieged, it runs out of food after one month. It is unlikely but possible that the devils have allies on this plane, and they use their *teleport* ability to keep the fortress stocked, although such a tactic quickly raises suspicion in the surrounding land.

Part 3 Wilderness Area 31: The Face in the Forest

Author's Note

First, I must quickly mention how much I loathe "must lose" fights, where the outcome of a battle is predetermined to further the plot. It's very hard to have a story where the PCs are captured without it, so the focus must shift. If the PCs know they're going to be caught, how can they prepare? Do they have the wisdom and patience to bide their time until a moment for escape arrives? There are more tests of heroism than just bravery.

Author's Note Continued

Nature is pretty much the scariest thing around. I'm an Australian, and our wildlife is pretty scary. While we do have a lot of poisonous spiders, we also have weirder things like lyrebirds which can mimic nearly any sound (including chainsaws).

It's easy while you're on a long hike to begin to suspect the whole lot is out to get you, the trees, the birds, all of it. So what if it was? What if the bush and the things living within it wanted nothing more than to see you dead in a creek? What if night never came and the hot Australian sun beamed down on you until you went mad?

Let's find out.

—Alex

Introduction

This adventure is intended as an introduction to the wilderness area of *Rappan Athuk*. The pirate attack, capture and escape through an evil forest that are contained in this module are intended to toughen up a party of 2nd-level characters so that they emerge (perhaps a lot poorer) but stronger and more canny, ready to face the dungeon. A few items of value are hidden within the forest, but equipment can be bought, and wounds can be healed. The mindset needed to step into a dangerous place can only ever be earned.

When characters are stripped of equipment, the differences in classes become apparent. Monks and sorcerers can generally function just fine without their equipment. If the party contains any character who can function effectively without gear, consider the impact this may have on party balance.

Maps

Below are the two maps you'll need. The player map is intended to be spoiler free, and also an exact replica of what PCs would find in-game (apart from the hex grid). The simplistic and minimal art style is meant to represent that it was grown by a particularly artistic tree. The map features may be literal geography or artistic license.

Because the player's map is intentionally inaccurate, it should be a snap for the GM to add any locations or events pertinent to his campaign.

The Boat

The party begins its adventure on a boat bound for the city of Freegate. The ship is called the *Marid's Wish* and is bearing trade goods and no other passengers besides the party and the crew of the *Marid*.

The ship is making good time and expects to get into port in a few days. In spite of the favorable winds, the weather is miserable, with fog and constant rain. The helmsman, a grizzled and malodorous man, is steering by compass, and the crew is not worried that they haven't been able to check their bearing by the stars in two days.

On the third evening, the winds pick up until the cold rain seems to be falling from every direction. All the crewmembers (and possibly the PCs) have retreated below decks, save the helmsman who stands at the stern with his lantern and compass, vainly watching for rocks or reef while trying to keep the ship on course. Anyone on deck can make a DC 23 Perception check to notice something is amiss as they hear a faint bump against the port side of the ship, followed by a thump from the port-side railings. Anyone looking for the source of the noise must succeed on a DC 15 Perception check to find a grappling hook embedded in the railing and a taut, knotted rope that leads down from the ship at a slight angle. Although it is not visible through the fog and rain, the pirate ship *Shark's Teeth* has sailed up alongside the *Marid*.

Two rounds after the grappling hook finds purchase, **3 pirates** climb along the rope and onto deck. These scouts drew the short straw and were sent to see what the ship is and what it's carrying. The weather was too foul for the pirates to see even so much as the name painted on the side, spotting it only by the lantern of the helmsman.

If the deck is empty other than the helmsman, one pirate sneaks up behind him and warns him to be silent, ready to gut him if he yells or does anything foolish. One unlucky pirate is chosen to go in first and check below decks and deliver demands to the crew. The *Marid* is to surrender half its cargo and all its passengers or its crew will be killed.

If anyone other than the helmsman is on deck, the pirates signal for backup (another **3 pirates** arrive in 2 rounds) and then try to capture anyone on deck and attempt to scare them into telling the pirates the name of the ship, its cargo and its destination. The pirates have no problems wounding someone in an attempt to "persuade" them, but are loathe to kill anyone, and are likely to back off if threatened. The helmsman is old and mostly deaf, and unless someone taps him on the shoulder, he continues to fight with the wheel to keep the ship on course. He is no use in combat, and the pirates ignore him, almost out of professional courtesy.



PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST





Crew of the Marid's Wish

- 7 crewmembers (including the helmsman)
- Captain Hodge

Crew of the Shark's Teeth

- 8 pirates
- 3 skirmishers
- Peglegs, the captive healer and his otter familiar, Chuckles
- Exploding Percy
- Captain Jackson

If combat occurs on the deck, the crew of the *Marid* and the *Shark* hear it. The *Shark* responds by sending **3 pirates**, **3 skirmishers** and **Exploding Percy**, the first mate. The crew of the *Marid* is a cowardly lot and barricade themselves below decks (although a DC 18 Diplomacy check or a DC 15 Intimidate check convinces them to draw swords and clubs and go out and face the threat). If reinforcements are called for, any pirates remaining on the *Teeth* board the *Marid*.

What happens next depends a lot on the actions of the players. The pirates are more than a match for the *Marid's* crew and force their surrender in just a few minutes. If the players attack the pirates cautiously (rather than engaging on the deck where they are outnumbered), they may be able to force the pirates back, especially if the crew of the *Marid* can be convinced to assist. If Percy or any two other pirates are killed, Bloody Jackson and his two elite skirmishers join the fray (throwing more grappling hooks if their line has been cut).

The pirates are at a clear advantage in numbers and skill, but it's quite possible that cleverness on the part of the party can force the pirates into an unfavorable position. If the pirates are winning, but the *Marid's* crew still refuses to yield, Jackson (or Percy, if Jackson is incapacitated) can

make a DC 12 Diplomacy check to offer the captain of the *Marid* a "fair deal" to stand his men down. The deal is understood to mean safe passage for all of the crew, as well a moderate sum (150 gp) for the captain personally. If at least two of his crew members are reduced below 0 hit points, the captain of the *Marid* surrenders regardless.

The ultimate outcome may be inevitable, but the players can do a few things to influence their fate:

• Anyone spending a full round action can hide a single small item on his body, and anyone searching him receives a -4 penalty to find this item.

• Standing steadfast against the pirates and refusing to give ground is seen as admirable (unless it results in the death of a pirate), and results in them being better respected by the pirates (a +2 circumstance bonus to social rolls).

• Perhaps the best thing the party can do is offer to help heal pirates who were wounded in the fight. Peglegs, the pirate's apothecary and healer, looks upon this kindness with gratitude, and may later assist PCs.

Killing pirates doesn't help at all, and for every pirate killed, the party receives one extra guard when the party makes landfall.

For this encounter to work smoothly, it must be obvious very early on that the party is outmatched and outnumbered. The number of pirates should be increased for larger parties. The party should be less concerned with winning than they are with how to handle the situation.

CR1

PIRATE XP 400

Male human rogue (Pirate) 2 (Pathfinder Roleplaying Game Ultimate Combat) NE Medium humanoid (human) Init +2; Perception +6

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST

hp 21 (2d8+4 plus 5) Fort +2; Ref +5; Will +1 **Defensive Abilities** evasion

Speed 30 ft. Melee short sword +3 (1d6+2/19-20) or dagger +3 (1d4+2/19-20)Special Attacks sneak attack +1d6

Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 10 Base Atk +1; CMB +3; CMD 16 Feats Dodge, Sea Legs*, Toughness Skills Acrobatics +9, Climb +9, Escape Artist +7, Intimidate +5, Perception +6, Sense Motive +6, Stealth +7, Swim +9 Languages Common **SQ** swinging reposition Gear leather armor, dagger, short sword, 2d10 sp

Swinging Reposition (Ex) Can move 5 ft. as a free action after a charge or bull rush when masts and riggings are present.

*Pathfinder Roleplaying Game Ultimate Combat

PIRATE SKIRMISHER XP 800

CR 3

Male human rogue (Pirate) 4 (Pathfinder Roleplaying Game Ultimate Combat) NE Medium humanoid (human) Init +4; Perception +8

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge) hp 37 (4d8+8 plus 8)

Fort +3; Ref +8; Will +2; +1 vs. fear and mind-affecting Defensive Abilities evasion, uncanny dodge, unflinching +1

Speed 30 ft.

Melee mwk short sword +6 (1d6+1/19-20) and mwk short sword +6 (1d6/19-20) Special Attacks sneak attack +2d6

Str 13, Dex 18, Con 14, Int 8, Wis 12, Cha 10 Base Atk +3; CMB +4; CMD 19

Feats Dodge, Sea Legs*, Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Climb +10, Escape Artist +11, Intimidate +7, Perception +8, Sense Motive +8, Stealth +11, Swim +10 Languages Common

SQ rogue talents (finesse rogue), swinging reposition Combat Gear potion of cure light wounds; Other Gear masterwork studded leather armor, 2 masterwork short swords, 2d6 gp

Swinging Reposition (Ex) Can move 5 ft. as a free action after a charge or bull rush when masts and riggings are present. *Pathfinder Roleplaying Game Ultimate Combat

CAPTAIN JACKSON XP 1,200

Male half-orc fighter 2, rogue (Pirate) 3 (Pathfinder Roleplaying Game Ultimate Combat) NE Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +7

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge) hp 46 (2d10+4 plus 3d8+6 plus 8) Fort +6; Ref +4; Will +0; +1 vs. fear and mind-affecting Defensive Abilities bravery +1, evasion, orc ferocity, unflinching +1

Melee mwk falchion +10 (2d4+6/18-20) or javelin +4 (1d6+4) Ranged javelin +5 (1d6+4) Special Attacks sneak attack +2d6

Str 18, Dex 13, Con 14, Int 10, Wis 8, Cha 13 Base Atk +4; CMB +8; CMD 20 Feats Cleave, Dodge, Power Attack, Sea Legs*, Toughness, Weapon Focus (falchion) Skills Acrobatics +8, Appraise +8, Climb +14, Intimidate +3, Perception +7, Profession (sailor) +7, Sense Motive +5, Swim +12; Racial Modifiers +2 Intimidate Languages Common, Orc SQ swinging reposition **Combat Gear** potion of moderate light wounds; **Other Gear** +1 studded leather armor, 3 javelins, masterwork falchion, shark-tooth pendent (75 gp), 2d10 pp

Swinging Reposition (Ex) Can move 5 ft. as a free action after a charge or bull rush when masts and riggings are present.

CR1

CR —

*Pathfinder Roleplaying Game Ultimate Combat

PEGLEGS

XP 400 Male dwarf adept 3 N Medium humanoid (dwarf) Init +2; Senses darkvision 60 ft.; Perception +3

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 13 (3d6+3) Fort +2; Ref +3; Will +6; +2 vs. poison, spells, and spell-like abilities **Defensive Abilities** defensive training Weaknesses staggered

Speed 10 ft. Special Attacks hardy, hatred Spells Prepared (CL 3rd): 1st—cure light wounds (x3) At will—create water, light, mending

Str 8, Dex 15, Con 12, Int 12, Wis 16, Cha 11 Base Atk +1; CMB +0; CMD 12 (2 vs. trip) Feats Brew Potion, Craft Wondrous Item Skills Acrobatics +2 (-2 jump), Appraise +1 (+3 to determine the price of nonmagic items with precious metals or gemstones), Craft (alchemy) +7, Knowledge (nature) +7, Perception +3 (+5 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Spellcraft +7, Swim +2

Languages Common, Dwarven, Goblin **SQ** +3 to Swim checks, deliver touch spells through familiar, empathic link with familiar, greed, share spells with familiar, slow and steady, stability, stonecunning +2 **Combat Gear** 3 potions of cure light wounds, potion of delay poison, potion of poison; **Gear** crutches, bag of alchemical reagents (150 gp), 2d10 gp

Staggered (Ex) Peglegs has two wooden legs, and walks with the aid of a pair of wooden crutches. His CMD is at a -10 penalty for the purposes of resisting a trip attempt.

CHUCKLES

XP — Otter familiar (Pathfinder Roleplaying Game Bestiary 3 "Otter") N Tiny magical beast (animal) Init +3; Senses low-light vision; Perception +1

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

CR 4
MARID CAPTAIN

XP 400

hp 6 (1d8) Fort +2; Ref +5; Will +4 Defensive Abilities improved evasion

Speed 20 ft., swim 30 ft. **Melee** bite +6 (1d3–4) **Space** 2–1/2 ft.; **Reach** 0 ft.

Str 3, Dex 16, Con 10, Int 7, Wis 13, Cha 5 Base Atk +1; CMB +2; CMD 8 (12 vs. trip) Feats Weapon Finesse Skills Acrobatics +3 (–1 jump), Escape Artist +4, Fly +7, Spellcraft +1, Stealth +11, Swim +17

EXPLODING PERCY

CR 2

XP 600 Male goblin alchemist 3 (Pathfinder Roleplaying Game Advanced Player's Guide) CE Small humanoid (goblinoid) Init +7; Senses darkvision 60 ft.; Perception +5

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 23 (3d8+6) Fort +5; Ref +6; Will +0; +2 bonus vs. poison Resist fire 3

Speed 30 ft.

Melee unarmed strike +1 (1d3–1) Ranged mwk light crossbow +7 (1d6/19–20) Special Attacks bomb 5/day (+7 to hit; 2d6+2; DC 13) Extracts Prepared (CL 3rd; melee touch +1; ranged touch +5):

1st—cure light wounds, endure elements, shield, touch of the sea * (DC 13)

Str 8, Dex 17, Con 14, Int 15, Wis 8, Cha 10 Base Atk +2; CMB +0; CMD 13

Feats Brew Potion, Combat Casting, Improved Initiative, Throw Anything Skills Craft (alchemy) +8 (+11 to create alchemical items), Fly +5, Knowledge (arcana) +8, Perception +5, Ride +7, Spellcraft +8, Stealth +11, Swim +2, Use Magic Device +6; Racial Modifiers +4 Ride, +4 Stealth, alchemy +3 Languages Common, Draconic, Goblin SQ discoveries (precise bombs), fast poisoning, mutagen (DC 13), poison use, swift alchemy Gear masterwork light crossbow, 20 bolts, pouch of alchemical reagents (45 gp) "Pathfinder Roleplaying Game Advanced Player's Guide

MARID CREWMAN XP 200

CR 1/2

Male human expert 1, rogue (Pirate) 1 (Pathfinder Roleplaying Game Ultimate Combat) N Medium humanoid (human) Init +4; Perception +5

AC 13, touch 10, flat-footed 13 (+3 armor) hp 18 (2d8+4 plus 1) Fort +2; Ref +2; Will +2

Speed 30 ft. Melee club +1 (1d6+1) Special Attacks sneak attack +1d6

Str 13, Dex 11, Con 14, Int 8, Wis 10, Cha 9 Base Atk +0; CMB +1; CMD 11 Feats Improved Initiative, Sea Legs*, Skill Focus (Swim) Skills Acrobatics +6, Climb +7, Escape Artist +4, Fly -1, Perception +5, Profession (sailor) +5, Ride -1, Stealth -1, Survival +2, Swim +10 Languages Common Gear studded leather armor, club, 2d6 cp *Pathfinder Roleplaying Game Ultimate Combat

CR1

Male human expert 1, rogue (Pirate) 2 (Pathfinder Roleplaying Game Ultimate Combat) N Medium humanoid (human) Init +6; Perception +6

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) hp 26 (3d8+6 plus 2) Fort +2; Ref +5; Will +2 Defensive Abilities evasion

Speed 30 ft. Melee club +3 (1d6+2) Special Attacks sneak attack +1d6

Str 15, Dex 14, Con 15, Int 8, Wis 10, Cha 12 Base Atk +1; CMB +3; CMD 15 Feats Improved Initiative, Sea Legs*, Skill Focus (Profession [sailor]), Skilled Driver* (Water) Skills Acrobatics +9, Climb +9, Escape Artist +7, Fly +1, Perception +6, Profession (sailor) +9, Ride +1, Sense Motive +4, Stealth +1, Survival +3, Swim +9 Languages Common SQ swinging reposition Gear studded leather armor, club, 3d6 sp

Swinging Reposition (Ex) Can move 5 feet as a free action after a charge or bull rush when masts and riggings are present.

Pathfinder Roleplaying Game Ultimate Combat

The Cove

Note: The GM is encouraged to modify this section to enforce his chosen theme. Whether the pirates are slapstick, dark and violent or just businesslike is up to the GM. The pirates are not the focus of the adventure, and their manner should convince the players to escape at the first real opportunity.

Once the events aboard the *Marid* are concluded, the pirates frisk the party and relieve them of all of their equipment. A Sleight Of Hand check against the pirate's Perception can be made to try to conceal an object from the pirate's frisking. The pirates are also quick to gag anyone seen casting spells, and they tie the hands of any hero not carrying a weapon.

Within a few hours, the pirates pull in to a small cove for the evening to celebrate looting the *Marid*. The cove is little more than a beach below an overhanging cliff. One path heads up the cliffside in the west, leading out of the cove.

A lot of alcohol is consumed and the pirates quickly build a fire from driftwood in a clearing in the north (A). They avoid going up the slope to forage for wood. A few pirates stay on the boat to guard the loot, while the rest go ashore. The PCs are also brought to shore to be traded away in the morning to a man named **Turane** (see *Rappan Athuk*, Wilderness Area 5). The pirates are apprehensive about allowing Turane anywhere near their boats due to his troll bodyguards who have a habit of breaking things.

The PCs are brought to a small sand-cave in the cliffside that the pirates use as a garbage dump and latrine (**B**). The PCs' arms are tied behind their backs, and their ankles are bound and they are made to sit on the garbage pile while **2 pirates** watch them. The pirates assign up to two additional sentries if they believe the party to be highly dangerous (or if they killed any pirates while on board the *Marid*)

The sentries are undisciplined and complain loudly about missing out on the party to "baby-sit." They comfort themselves that they're not

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST



"looking for birds," referencing the guards on lookout at the top of the slope (\mathbf{C}). If asked, they mention that the forest is "haunted by things not dead" and that "the birds are the worst." They admit they don't know what that means, but they've heard it repeated enough that they're wary.

The PCs need to escape before Turane arrives. First, PCs must take care of their guards. A DC 14 Diplomacy check can focus the pirates' attention on the sounds of revelry or the smell of cooking to convince the pirates to join their comrades. A DC 14 Bluff check convinces the pirates that the PCs have nowhere to run off to. The PCs could also suggest that the pirates should be drinking as well because "Why should your friends have all the fun?" After 10 minutes, this gives the pirates a -2 to all skill and attack rolls, and a +4 to any Bluff or Diplomacy checks used against them.

The pile of rubbish contains many sharp shards of glass and rocks, as well as 3 intact glass bottles and other minor broken objects that PCs could use to cut their bonds (DC 10 Dexterity check, takes 1d4+1 rounds). If the pirates are still present, the PCs may attempt a Slight of Hand check against the pirate's Perception to cut their bonds without being noticed. There are other ways the players could escape from the pirates, depending on the special abilities of the party members present. The GM is encour-

aged to add any extra "treasure" to the pile that he would like the PCs to start the adventure with.

If the party impressed Peglegs earlier, he may visit them in their captivity. His crutches have a lot of trouble on the sand, and the pirates do not see him as a threat. He gives each PC a waterskin attached to a leather thong that loops around their necks that allows them to drink with bound hands. If a cleric is in the party, he slips them their holy symbol as well as subtly slicing through the bonds that hold their hands, asking them "not to hurt anyone."

If no cleric is present, Peglegs instead slices through the bonds of the strongest-looking party member.

The two sentries each have a copy of the Player Map as well as a greasy slab of meat wrapped in cloth that is enough for a meal.

Once the party secures its freedom, only one way to go exists. Around the fire are **Captain Jackson**, **Percy**, **Peglegs**, the **3 skirmishers**, and up to **12 pirates** (subtract any who died on the *Marid*). Trying to slip past the bonfire to the boats is suicide, as is trying to swim out of the cove to get to the ship (where another **4 pirates** await them on the *Shark's Teeth*). The party's only hope is to sneak up the path and get by the sentries to get out

CR1

of the cove.

During this time, the pirates are loudly dividing up the treasure on the beach, including the party's equipment. As each new piece is presented, the pirates yell insults or compliments and make off-color jokes. This is fortuitous for the party, as it provides a distraction but may be a bit galling. At the top of the slope, **1 pirate** is keeping watch, while **3 other pirates** lounge alongside the path. Each pirate has some food and a copy of the Player Map. With the equipment taken from the earlier guards, these pirates do not pose much of a threat as all their attention is focused westward, away from the path. Of note is the map of the area that the pirates carry. This is intended to be the PCs' main guide through this adventure, although one more opportunity exists to obtain it if they miss it here.

If the alarm is raised at any point, the PCs may still have a chance to make a dash for the path. If they run completely out of options, Turane arrives just before morning to look over the party. He decides not to pay the exorbitant price the pirates want (200 gp per person), and the party is left marooned in the cove.

PIRATES LOOKOUTS (4) XP 400 hp 21 (see "The Boat" above)

The Pass

The first night may be spent in a terrified flight or a worried trudge, depending on previous events. The path up from the cove leads to a narrow pass between cliffs, perhaps 200 ft. wide at most. A river runs through the center of the pass (perhaps the pass was created by erosion from this river, many years ago).

The ground is a mix of sand and dirt, with dense 5 ft. tall shrubs all around. A river winds its way through the center, spilling down into the cove in a weak waterfall (although at this point the river is salty). The dense bushes and uneven terrain offer many hiding spots to lose pursuers. Even if they give chase, the pirates do not follow the party very far into the pass before they give up and go back to their ship. A DC 13 Sense Motive check is enough to show that the pirates' search pattern is very half-hearted, as if they would prefer not to find anything at all.

It takes about eight hours for a party moving at normal speed (30 ft. base speed) to get from one end of the pass to the other. As the party travels, dirt slowly replaces the sand, and the thick shrubs give way to small oak trees. By the end of the pass, the trees become a forest, and fallen leaves cover the ground.

At dawn, a small raft makes its way down the river. On board the raft is a hag named **Melshus** who has come to trade with the pirates. She wears a hood to hide her horrific appearance, and has a small collection of supplies to trade. She parleys with the party, but she does not have sympathy for beggars. A DC 17 Diplomacy check may convince her to let the party take turns drinking from her waterskin, but she has no food to part with. She also gladly hands over a map (the same map the party would have taken from the pirates if they did not do so). Melshus has a small collection of weapons and armor she hopes to trade for food. The weapons and armor were clearly taken from travelers and guards, although she refuses to say where she got the supplies, even if pressed. The party should at least be able to trade two or three of the pirates' cutlasses for different weapons.

If attacked or if items are stolen from her, Melshus drops her hood and uses her *horrific appearance* as a free action. She fights until reduced to below 12 hp, at which point she dives into the river and flees upstream. She plans to take revenge as soon as she heals.

MELSHUS (SEA HAG) XP 1.200

CR 4

hp 38 (Pathfinder Roleplaying Game Bestiary "Sea Hag")

The Forest

Depending on the time of day, the forest appears to get brighter as the party approaches. If it is dawn, this won't rouse suspicions, but for any

other time of day, it is clear that something is amiss. The sun and moon do not move unusually; it is simply the level of ambient light that increases. Birds with green and black plumage and sporting long tail feathers are spotted flying high overhead. A successful DC 15 Knowledge (nature) or (local) check reveals that these birds are not from this region and fly in an odd manner, only rarely flapping their wings.

The forest never gets dark. The sun rises and sets, but the light stays as bright as it would be at midday. The glow is diffused and casts fewer shadows than expected. A simple *detect magic* doesn't show anything amiss or reveal the source of the light. The light is bright enough to give light-sensitive creatures trouble, and any creatures otherwise weakened by daylight are affected. Along with the never-ceasing "sunlight" comes the heat — the temperature is nearly 100 degrees in the sun and at least 87 degrees in the scant shade available.

The forest itself is not openly hostile. The trees are mostly black oaks with dark-gray bark, and the forest floor is covered in leaves with a few short plants poking up through the gaps. Plenty of animal life abounds but absolutely no birds other than the daemonic aelom can be found. However, the types of fauna present are a bit odd, with bear, deer and boar filling the role of prey while leopards and snakes are the most common (non-daemonic) predators. Few species of insects are active in the forest, although a seemingly unending supply of flies and ants can be found. Any living creature always has a halo of a half-dozen flies, and anyone not paying very careful attention to where he is stepping finds himself bitten by an ant every hour.

The Truth Behind the Trees

Once the forest was like any other in the region, a small forest of oak trees sheltered by mountains and fed by rains and streams rich with nutrients washed off the rocky slopes. A portal to a plane of evil opened in the midst of the great river that feeds this forest, polluting and corrupting it. But the portal was small and forests are slow and resilient to change. Nearly a century later, the forest is less a twisted and corrupt place and more a malevolent domain designed to destroy or incorporate everything around itself.

The biggest change is in the trees themselves. Under the ground, their roots wind together and merge until all the oaks in the forest are one single organism. The animals are mostly free of this corruption, but several new kinds of creatures emerged as a result of generations of beasts drinking from the Styx-tainted water. These partially daemonic creatures are not intelligent as a rule, but recognize their own and work together to take down threats.

The forest has no big bad evil traipsing around to present a clear and obvious threat. Rather, the PCs are hunted and haunted every moment by the increasingly bizarre mechanisms of the forest. It is helpful to think of the forest as one great creature, with aelom for eyes, trees for ears and the belhelmel as its white blood cells to hunt down pathogens and remove them. The party is trapped in the belly of this beast. Should they manage to escape, the memory should haunt them for the rest of their days.

The Beach

A beach runs down the eastern edge of the forest. Sadly, this strip of land does not offer an easy exit from the forest. The water is as still as the surface of a lake, devoid of fish and far too salty to drink. The water never gets deeper than 3 ft. no matter how far one wades out, although it does get uncomfortably warm. This beach and water are just another illusion conjured by the forest.

The beach does offer the occasional bit of driftwood, however, enough that 4 hours of searching allows one creature to collect enough to build a decent fire. This wood does not draw the attention of aeloms when burned. A DC 8 Knowledge (nature) check reveals that the wood comes from trees different than the ones growing in the forest.

Trees and Aelom

The forest is quick to defend itself, although its methods are a little convoluted. If a tree is struck hard enough to cause damage

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST

(hardness 5), it releases a strong, sweet sap. If wood (even dead wood) is burned, it likewise gives off a sickly sweet smell with the smoke.

This smell attracts the bird-like **aelom** at a rate of one every 1d4 minutes. The aelom gather as long as the wood continues to burn or while the tree continues to be chopped. The birds roost in the trees, but may be more inquisitive and waddle awkwardly along the ground looking for the source of the smell.

The aelom are all that is left of a species of nectar-sipping parrots native to the forest. The daemonic creatures they've now become inherited the curiosity and skittishness of their mortal kin.

If an aelom is disturbed (such as by a loud noise, by being attacked or by otherwise being frightened) they react by first casting *darkness* near whatever scared them, then flying away. The aelom can enhance existing patches of *darkness* and expand their area. If a flock of aelom is upset at the same time, the birds contribute by casting one large patch of darkness.

If the original incident that attracted the aelom ceases (such as putting out a fire that had startled them), one aelom flies off every minute or two until none remain.

The darkness created by the aelom is a cue for the much more dangerous belhelmel, however, who equate the localized patches of dark with confused prey. An aggressive belhelmel arrives in one minute, and more continue to arrive at the rate of 1 every 1d4 minutes for as long as the *darkness* persists.

| AELOMCR 1XP 400NE Small animal (daemon) (see the Appendix)Init +7; Senses low-light vision; Perception +14 |
|---|
| AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) hp 4 (1d8) Fort +2; Ref +5; Will +2 |
| Speed 10 ft., fly 80 ft. Melee bite +0 (1d4–1) Special Attacks growing darkness Spell-Like Abilities (CL 1st): 3/day—darkness |

Str 8, Dex 16, Con 10, Int 2, Wis 14, Cha 6 Base Atk +0; CMB -2; CMD 11 Feats Improved Initiative Skills Acrobatics +3 (-5 jump), Fly +5, Perception +14, Stealth +7; Racial Modifiers +8 Perception

Growing Darkness (Su) If one aelom casts *darkness* over an existing patch of *darkness*, it extends the radius of the *darkness* by 10 feet and increases its duration by 1 minute. The aelom are smart enough to know to do this and so maximize their ability to flee.

Spending Time in a Hex

It takes about eight hours of solid walking (20 to 30 ft. base speed) to cross a hex. This does not include time taken out for meals, resting or sleeping. With reasonable rest and time out to gather supplies and adventure, it is reasonable to treat each new hex as a new day. The forest reacts accordingly to whatever the party does within a hex:

Gathering water

If they stop to gather water, each party member must make a DC 22 Survival check. They automatically succeed if they're following the river. A success indicates that enough water for everyone has been found. If no party member succeeds, lower the DC by 10 and check again. If this check succeeds, the party finds a foul pond or a sickly stream. Unless the party purifies the water, drinking it exposes them to a minor disease such as **filth fever** or **frog sores**. Near the coast, this result indicates that the party instead finds salty water.

FILTH FEVER

Type disease, contact; Save DC 12 Fortitude

Onset 1d3 days; Frequency 1/day Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

FROG SORES

Type disease, contact; Save DC 13 Fortitude

Onset 1d3 days; Frequency 1/day

Effect 1d3 Cha damage and 1d3 Con damage; Cure 2 consecutive saves

Gathering food

To find food, the PCs each make a DC 17 Survival check (taking the highest result of the party's attempts). Should they succeed, roll on the table below. For each 5 that they exceed the DC, roll an additional die. The players encounter all results sequentially.

Fresh food

| 11031110 | 54 |
|----------|--|
| 1d10 | Result |
| 1 | Rotting meat: A single rotting deer carcass lies in a muddy ditch. Just enough meat hangs on the carcass to feed one creature, although it smells disgusting and tastes worse. Anyone eating a meal of rotting meat needs to make a DC 9 Fortitude save or throw it up. |
| 2 | Live game: A single deer is spotted. The deer has a white coat and moves slowly. There is a 75% chance that this is a dimension deer . PCs familiar with dimension deer can make a DC 13 Perception or Heal check to determine whether the deer is of the regular variety or not. |
| 3 | A dance with a predator: A grizzly bear (or other creature, see Predators Sidebox) is out looking for food and may attempt to flee if reduced below half its health. Should the predator be tracked back to its lair, the den may contain a mate, cubs or minor treasure such as broken or rusted pieces of equipment and gear. |
| 4 | Frog pond: A pool of fetid water contains 2d4 giant frogs . These frogs are skittish and scatter if anyone comes within 30 ft. Each frog has enough meat to feed one Medium creature, although the taste is quite unusual. |
| 5 | A herd of prey: 1d6 deer and a stag are making their way through the forest. If the party comes within 100 ft. of them, the deer scatter. If they're attacked, the deer run while the stag defends them. |
| 6 | An ambush: A giant spider moves swiftly between the trees. If the party is not careful, this encounter may turn into an ambush! The spider is tricky to take down in a direct confrontation, but clever use of terrain by the party (such as setting a trap with a falling tree) should give the PCs all the advantage they need. The corpse can feed 8 PCs (a leg each!) and the legs keep for a day if cooked. PCs can also harvest 1d4 doses of venom from the creature, assuming the party has a spare bottle or other suitable container. |
| 7 | Cornered: A single predator is wounded and alone. Choose an appropriate monster (from the Predators Sidebox) and halve its hit points. The creature fights viciously (treat as if under the effects of a <i>bless</i> spell) and to the death. |

| | RAPPAN ATHU | | | |
|--|--|--|--|--|
| 1d10 | Result | | | |
| 8 | Probably safe: A bush full of berries or a patch of mushrooms looks inviting. Enough can be found to feed 1d4 Medium creatures. There is a 10% that they are poisonous. A successful DC 14 Knowledge (nature) check distinguishes between poisonous and edible varieties. | | | |
| | POISONOUS BERRIES/MUSHROOMS Type Poison (imbibed); Save Fortitude DC 12 | | | |
| | Frequency 1/round for 6 rounds Effect 1 Con damage Cure one save | | | |
| 9 | Boil 'em, mash 'em: Some bulbous root vegetables grow in the loose soil. The first time these tubers are found, a deer has pulled one out of the earth and is eating it. There are 2d6 tubers, and (if boiled in water) each tuber can feed a creature. If the tubers are eaten raw, a DC 9 Fortitude save is needed to not throw up from the chemical taste. Even if they're kept down, the PCs are sickened for an hour with the uncomfortable experience of having raw tubers in one's gut. | | | |
| 10 | Jackpot: Fresh bulbous fruit grows from a vine. Each fruit is about the size of a human head. These fruits are bright red, green and yellow, although inside they're all the same with pale pink flesh with rich red juice. They smell of citrus and taste foul, but are nourishing and hydrating and healing 1d4+1 hit points and 1 point of ability damage. The fruit is known as fleshvines because of its uncomfortable coloration and texture. A vine grows 1d4+2 pieces of fruit that rot 24 hours after being picked. | | | |
| BEAR, G | | | | |
| XP 1,200 hp 42 (P [Grizzly] | athfinder Roleplaying Game Bestiary "Bear, Brown | | | |
| N Mediu | CR 1/4 ne of Horrors Complete 665 ym animal ienses low-light vision, scent; Perception +10 | | | |
| natural) hp 11 (2 | ouch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 d8+2) Ref +5; Will +2 | | | |
| Speed 40 ft. Melee gore +2 (1d6+1), 2 hooves –3 (1d4) | | | | |
| Base At Feats Do Skills Ac (+14 in f | ex 15, Con 12, Int 2, Wis 14, Cha 6 k +1; CMB +2; CMD 15 (19 vs. trip) odge ⁸ , Mobility ⁸ , Run probatics +2 (+6 jump), Perception +10, Stealth +10 orests), Swim +5; Racial Modifiers +4 Perception, +4 (+8 in forests), +4 Swim | | | |

DIMENSION DEER CR 2 XP 600

hp 15 (see Location G)

GIANT FROG (2d4) CR 1 XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary "Frog, Giant")

SPIDER, GIANT (MEDIUM) XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary "Spider, Giant [Medium]")

CR1

STAG CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary 4 "Herd Animal, Stag")

Danger Level

The Danger Level in the forest changes based on the party's actions. Each day, roll 1d20 and add or subtract any danger modifier, then consult the **Danger Level Encounters** table to determine what takes place that day. The Danger Level modifier is the rating of the hex in which the party currently finds itself, plus any modifier the party accrues through certain events that take place in the forest. The starting danger modifier is 0.

Danger Level Encounters

| 1d20 + Modifier | Result |
|--------------------|---|
| 1–10 | No encounter. |
| 11–12 | The next time the party makes camp, a single creature attempts to steal some of their supplies. Giant squirrels are perfect for this purpose. |
| 13–14 | The next time the party makes camp, a venomous creature attempts to sneak up and bite one of the party members. The creature flees and returns an hour later, hoping to snack on the corpse after the poison has done its work. A monitor lizard or a snake would be the most likely culprit. |
| 15–19 | It's a very hot day. The sun beats down mercilessly. Everyone needs twice their normal amount of water today. Anyone failing a DC 10 Fortitude save instead needs triple the amount. |
| 20–21 | During the day's travels, one predator attacks the party and is so desperately hungry that it doesn't flee even if wounded (see the Predators Sidebox below). |
| 22–24 | A single belhelmel ambushes the party by first stunning a target, then charging it and biting it repeatedly. It can be driven off if reduced below half its hit points. Rolling this result again means that the belhelmel has recovered its hit points and makes another attempt. If the party successfully brings this creature down and this result comes up again, treat this as no encounter. |
| 25+ | A pack of 1d4 crazed or desperate predators assault the party, with no sense of self preservation. Driven mad by the heat and the polluted water, these animals attack violently and fight to the death. |
| | BELHELMELCR 3XP 800hp 28 (see "Event 1: Circle of Life") |

Predators

When a predator is called for, the GM is encouraged to modify the following list of creatures to include those that would be normally found in a forest in the setting they are using. Aim for a single CR 2 creature. Suggestions listed below include a panther, giant ant, constrictor snake or similar creature. These need not necessarily be a carnivore, just any creature that may have a natural motive for attacking the party, such as an angry boar or territorial bear.

BOAR XP 600

CR 2

hp 18 (Pathfinder Roleplaying Game Bestiary "Boar")

GIANT ANT CR 2 XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary "Ant, Giant")

PANTHER

CR 3

XP 800 The Tome of Horrors Complete 677 N Medium animal

Init +4; Senses low-light vision, scent; Perception +10

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural) hp 26 (4d8+8) Fort +6, Ref +8, Will +2

Speed 50 ft.

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

Special Attacks pounce, rake (2 claws +7, 1d4+3)

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6 **Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 20 (24 vs. trip) **Easts** Skill Equus (Perception). Spirited Pupper[®]

Feats Skill Focus (Perception), Spirited Runner⁸, Weapon Finesse

Skills Acrobatics +12, Climb +7, Perception +10, Stealth +8 (+16 in heavy undergrowth or tall grass); Racial Modifiers +4 Acrobatics, +4 Stealth (+12 in heavy undergrowth or tall grass)

SNAKE, CONSTRICTOR XP 600

CR 2

hp 19 (Pathfinder Roleplaying Game Bestiary "Snake, Constrictor")

TIMBER WOLFCR 1XP 400hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

Life in the Forest

This adventure should be treated as a smooth progression with the days following a rough pattern, not a hop from encounter to encounter. The eternal sun and consistent terrain should remove a lot of the sense of passage of time and space from the players. The only mark of progress they have is the map, and as it proves less accurate, the party may begin to lose hope.

This adventure is best served by the players having the freedom to improvise equipment. Branches easily become clubs or quarterstaffs, but other equipment is harder to come by. The vines that grow on the trees in the forest are strong enough to serve as rope for making a bow or weaving short branches together to make a shield. Hides from various creatures (along with the vines) can be used to make armor and packs. Teeth, stone fragments, flint and rocks add edges and weight to weapons.

The level of realism is up to the GM and should be tailored to match the mood. A reasonable guide is that all weapons are improvised, until someone has spent a day working on them (possibly while traveling), at which point the attack roll penalty decreases to -2. Improvised ammunition deals 1 point less damage.

Improvised armor is no more complicated. Any improvised piece adds +2 to its armor check penalty and +10% to its spell failure chance. Making heavy armor is difficult but not impossible if suitable materials can be found. All armor breaks when the character suffers a critical hit.

Characters are likely to spend some time gathering and testing materials. A DC 14 Craft or Survival check is needed to find a specific material, with a +5 increase to the DC for less common items (such as straight branches, large rocks of a specific shape, or large pieces of flint). A frame made of branches tied together allows a hide to cure in 24 hours, with the ever-present sun and heat greatly accelerating the process.

Reward creative players with bonus experience points for successfully constructing necessary equipment. The forest (and perhaps this entire module) is about first adapting to your situation, and then overcoming it. The party may occasionally stumble over pieces of equipment from fallen adventurers (or loot them from facestealers).

Events

Events are little changes to the routine. They happen in conjunction with everything else that occurs that day. The first event occurs on the second day the party spends in the forest, and each subsequent event occurs 1d4+1 days after the previous event once conditions for the event are met.

Event 1: Circle of Life

This event is easy enough to spot on a DC 5 Perception check. A particularly tall tree has a branch sticking out about 15 ft. off the ground. The body of a woman in blue robes hangs limply, impaled on this branch. A small satchel lies on the ground at the base of the tree.

A creature that looks like a gray-haired goat stands in the tree, balancing precariously in the branches next to the body. As you watch, it reaches a hoof down to the body and tears off some flesh (although it is not clear how) and slowly pulls its hoof to its mouth while its leg bends in an unnatural manner. It keeps its eye on you and repeats the process, unblinking.

The creature is a **belhelmel**, and the party is interrupting its dinner. So long as the party does not touch the belhelmel or the body, it leaves them in peace. The satchel contains a dagger, a pouch of spell components with a small, random selection of inexpensive components, a filled waterskin, an almost-fresh sandwich and some money (35 gp, 20 sp, 95 cp). The body is still wearing a backpack, although one strap has broken away.

A hero can climb up the tree (DC 15 Climb check) and cut the backpack loose. A DC 17 Sleight of Hand or Handle Animal check allows the hero to do so without disturbing the belhelmel. If the party makes a lot of noise, dislodges the entire body or otherwise annoys the belhelmel, it bleats loudly in warning. A second transgression causes it to attack. If the party flees, the belhelmel only strays 50 ft. from the body before resuming its meal. As the backpack is inedible, it does not care whether it is taken or not.

The backpack contains a blood-stained spellbook, 3 days of rations (a chunk of corned beef, a wedge of cheese and a small fresh bread loaf), a 50 ft. coil of silk rope, and a *wand of lesser restoration* (3 charges).

The spellbook suffered badly from being drenched in blood, and the back half of the book is illegible. What's left contains all basic cantrips, along with *burning hands, darkness, endure elements, invisibility, mage armor, magic missile* and *scorching ray*. The GM should review this list and add any spells that any wizard in the party would be unplayable without, being fair without at all being generous.

If the party escapes with the backpack, they should be awarded experience as if they'd overcome a CR 2 encounter.



CR 3

BELHELMEL XP 800 NE Medium magical animal (daemon) (see the Appendix) Init +2; Senses darkvision 60 ft.; Perception +2

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 28 (3d8+12 plus 3) Fort +7; Ref +5; Will +3

Speed 30 ft.; climb 30 ft. **Melee** bite +5 (1d6+4 plus creeping necrosis) Special attacks: daemonic glare, strangle

Str 16, Dex 15, Con 18, Int 3, Wis 15, Cha 14 Base Atk +2; CMB +5; CMD 17 (21 vs. trip) Feats Nimble Moves, Toughness Skills Acrobatics (jump) +4, Climb +7, Stealth +7, Survival +2 SQ fondness for flesh

Creeping Necrosis (Su) Type disease—injury; save DC 14; onset 1 day; effect 1 Str damage and 1 Dex damage and 1 Con damage as the flesh dies and peels away from the bones; frequency 1/day; cure 2 consecutive saves; Special burning the infected area with at least 2 points of fire damage within an hour of infection reduces the save DC to 6.

Daemonic Glare (Su) A belhelmel can stun its prey with its deep, unblinking eyes. As a standard action, the belhelmel can attempt to stagger a single target within 30 feet unless the target makes a DC14 Will save. The DC is Constitutionbased. This is a mind-affecting effect.

Fondness for Flesh (Ex) If a sizable amount of fresh meat is available, the belhelmel has a 50% chance at the start of its turn of breaking off its attack and proceeding to the food instead (dead or unconscious creatures are considered food as well). It continues to eat for 2 rounds per pound of flesh (up to 5 pounds) or until attacked.

Strangle (Ex) By crushing the victim's windpipe between its long fingers, the belhelmel can deliver a coup de grace using its natural weapon.

Event 2: Those Who Came Before Us

A DC 14 Survival check alerts any PC actively looking for tracks to the tracks of three humanoids. Otherwise, the PCs must roll a Perception check (opposed by the facestealers' Perception checks) to see who spots whom first. This would be the party's first encounter with a pack of facestealers who are now mimicking a group of adventurers.

A group consisting of three humanoids sits on a fallen log, quietly observing the area. One man wears a cream tunic with a breastplate fastened over the top. He carries some light leather armor on his hands and feet and carries a battle axe and heavy steel shield. He has a single slice through the middle of his breastplate that is highly visible although it makes the armor no less effective.

The second person is a man in a bloodstained suit of leather armor. He carries a short sword and a shortbow. His face is similar to that of the first man, and the short dark hair and bulbous noses suggest that they may be related.

The third figure is a woman in a green-gray robe. The cloak is covered in mud and has a large stain on the hood. She carries a quarterstaff and a leather satchel. The satchel contains a wand of detect plants and animals, as well as a potion of cure moderate wounds and a potion of lesser restoration. The facestealers have not bothered the items because they do not understand or use magic items.

When they spot the party, they stand, draw their weapons and shout a mishmash of phrases. The first man shouts "Get back! I'm warning you," while the second man yells "Pass the tea, gently does it." The woman slowly and carefully says "Spirits! I know not what you want, but stay away!" The three immediately attack the party. They fight to the death.

The corpses leave few clues as to who these people were or what they were doing. Astute heroes notice that the map the group has is identical to their own, penned by the same hand. The amount of blood on the leather armor and the woman's robe is rather excessive, especially considering the group had no wounds on them.

If the party is macabre enough to slice the corpses open, they notice that the bones and organs are all misshapen and misplaced. Should the party for some reason want to eat the facestealers, their flesh is edible after cooking, although it tastes foul - a further clue that they are not natural.

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST

FACESTEALER FIGHTER XP 600

NE Medium magical animal (daemon) (see the **Appendix**) **Init** +2; **Senses** low-light vision, scent; **Perception** +5

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +3 natural, +1 shield) hp 19 (3d8+6) Fort +5; Ref +5; Will +2 Defensive Abilities unusual anatomy

Speed 30 ft., climb 30 ft. **Melee** battleaxe +6 (1d8+4/x3) or 2 claws +6 (1d4+4)

Str 18, Dex 14, Con 14, Int 5, Wis 13, Cha 15 Base Atk +2; CMB +6; CMD 18

Feats Armor Proficiency (Medium), Armor Proficiency (shield), Endurance, Self Sufficient, Weapon Proficiency (battleaxe)

Skills Climb +16, Disguise +12, Heal +3, Perception +5, Survival +4, Swim +4 (+8 to resist nonlethal damage from exhaustion)

SQ daemonic osmosis, stolen face Gear breastplate, light steel shield, battleaxe

Daemonic Osmosis (Su) If a facestealer (in its doppelbear form) spends at least 24 hours watching a mark (or just being within 50 ft. of him) it may permanently gain a feat that the mark has used, even if the facestealer does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Stolen Face (Ex) Facestealers receive a +10 bonus to Disguise when imitating its mark (included above). It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish. Unusual Anatomy (Ex) Facestealers have a 25% chance to treat any critical hit they suffer as a normal hit.

FACESTEALER ROGUE

NE Medium magical animal (daemon) (see the **Appendix**) Init +2; Senses low-light vision, scent; Perception +5

AC 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +3 natural) hp 19 (3d8+6) Fort +5; Ref +5; Will +2 Defensive abilities unusual anatomy

Speed 30 ft., climb 30 ft. **Melee s**hort sword +6 (1d6+4) or 2 claws +6 (1d4+4) **Ranged s**hortbow +4 (1d6/x3)

Str 18, Dex 14, Con 14, Int 5, Wis 13, Cha 15 Base Atk +2; CMB +6; CMD 18

Feats Armor Proficiency (Light), Endurance, Self Sufficient, Weapon Proficiency (shortbow), Weapon Proficiency (short sword)

Skills Climb +16, Disguise +12, Heal +3, Perception +5, Survival +4, Swim +4 (+8 to resist nonlethal damage from exhaustion) SQ daemonic osmosis, stolen face

Gear leather armor, shortbow, short sword, 8 arrows

Daemonic Osmosis (Su) If a facestealer (in its doppelbear

CR 2 form) spends at least 24 hours watching a mark (or just being within 50 ft. of him) it may permanently gain a feat that the mark has used, even if the facestealer does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Stolen Face (Ex) Facestealers receive a +10 bonus to Disguise when imitating its mark (included above). It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish. **Unusual Anatomy (Ex)** Facestealers have a 25% chance to treat any critical hit they suffer as a normal hit.

FACESTEALER DRUID XP 600

CR 2

NE Medium magical animal (daemon) (see the **Appendix**) **Init** +2; **Senses** low-light vision, scent; **Perception** +5

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 19 (3d8+6) Fort +5 (+4 vs. hot or cold environments and to resist damage from suffocation); Ref +5; Will +2 Defensive Abilities unusual anatomy

Speed 30 ft., climb 30 ft. Melee 2 claws +6 (1d4+4) Spell-Like Abilities (CL 3rd): 3/day—cure light wounds, hydraulic push

Str 18, Dex 14, Con 14, Int 5, Wis 13, Cha 15 Base Atk +2; CMB +6; CMD 18 Feats Endurance, Self Sufficient Skills Climb +16, Disguise +12, Heal +3, Perception +5, Survival +4, Swim +4 (+8 to resist nonlethal damage from exhaustion)

SQ daemonic osmosis, stolen face Gear quarterstaff (a prop only, the facestealer has never seen it used), leather satchel

Daemonic Osmosis (Su) If a facestealer (in its doppelbear form) spends at least 24 hours watching a mark (or just being within 50 ft. of him) it may permanently gain a feat that the mark has used, even if the facestealer does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Stolen Face (Ex) Facestealers receive a +10 bonus to Disguise when imitating its mark (included above). It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish. Unusual Anatomy (Ex) Facestealers have a 25% chance to

treat any critical hit they suffer as a normal hit.

Event 3: A Rude Awakening

The first time a party member sleeps for at least 15 minutes, they are awakened by a sound like a gong ringing right above their face. From that point onward, any time someone is asleep, they are awakened after 4d10 minutes by the sound of a gong. This process repeats as often as any character tries to rest. Any character who has been awake for more than 24 hours must make a DC 10 Constitution check or become fatigued. The DC

CR2

of the check increases by 1 for each additional hour he is awake.

The culprit is a flesh-eating, fanged frog known as a **gong frog**. The freak mutation is a one-of-a-kind scavenger searching for corpses it can strip the flesh from in peace. Its odd croak is enough to startle injured or sleeping creatures into moving, warning the frog that its meal may not be an easy target.

Catching the frog in the act requires a Perception check against the frog's Stealth score. It uses an odd form of *ghost sound* to make its croak, and anyone watching with *detect magic* receives a +8 to their Perception check as the frog briefly glows with magic. If the entire party lies still after hearing the croak, the frog emerges to nibble on someone. If discovered, the frog attempts to flee. It is not at all clever and has a 75% chance to return and annoy the party in 1d4 days if it escapes.

GONG FROG XP 200

CR 1/2

NE Tiny animal (daemon) (see the **Appendix**) Init +1; Senses low-light vision; Perception +3

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size) hp 4 (1d8) Fort +2; Ref +3; Will -1

Speed 10 ft., swim 20 ft. Melee bite +3 (1) Spell-like ability (CL 4th): At will—ghost sound (DC 12) Space 2 1/2 ft. Reach 0 ft.

Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 11; Base Atk 0; CMB –1; CMD 5 (9 vs. trip) Feats Weapon Finesse Skills Acrobatics +5 (+1 jump), Perception +3, Stealth +13, Swim + 9; Racial Modifiers +4 Acrobatics (+8 jump), +4 Stealth; uses Dex to swim

Event 4: Friendship

The first time the party is not in a cave, they are approached by a group of bear-like creatures, at least one per party member up to a maximum of five. These creatures are **doppelbears** targeting the party as the marks for the second stage of their life cycle. If the party kills the doppelbears before they turn into facestealers and attack, the party enjoys a temporary reprieve. However, the forest reacts badly to this and the **Danger Level** increases by 2 for the remainder of the adventure.

If the party does not kill the new doppelbears until after they change and attack first, the Danger Level does not change.

DOPPELBEAR XP 400 NE Medium animal (daemon) (see the Appendix) Init –1; Senses low-light vision, scent; Perception +3

AC 9, touch 9, flat-footed 9 (-1 Dex) hp 13 (3d8) Fort +3; Ref +2; Will +0 Defensive Abilities unusual anatomy

Speed 30 ft. **Melee** slam +3 (1d4+1)

Str 12, Dex 8, Con 10, Int 3, Wis 9, Cha 10 Base Atk +2; CMB +3; CMD 12

Feats Endurance, Self Sufficient Skills Climb +13, Heal +1, Perception +3, Survival +2, Swim +1 (+5 to resist nonlethal damage from exhaustion) SQ daemonic osmosis, morph

Daemonic Osmosis (Su) If a doppelbear spends at least 24 hours watching a mark (or just being within 50 ft. of him) it may permanently gain a feat that the mark has used,

even if the doppelbear does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark. **Morph (Su)** A doppelbear begins to change into a facestealer the first time it uses its daemonic osmosis ability, taking on the appearance of its mark over a period of 3 days.

Unusual Anatomy (Ex) Doppelbears have a 25% chance to treat any critical hits they suffer as a normal hit.

Adventure Locations

The following locations are found on the GM's map.

Location A: The Pirate's Cove

The party starts its journey here. See **"The Cove"** above for details on this area. This area includes the beach, the cave where PCs are held captive, and the pass they likely use to escape the pirates.

Location B: The Eel Cave Shortcut

A cave entrance here looks like it may offer a path through the mountains and save a few days' travel. The cave slopes gently down for about half a mile, flattening out when it reaches sea level. The air smells of the sea, and a DC 15 Knowledge (nature) check reveals a slight breeze coming up from the cave that suggests that this passage may well lead through the mountain, or possibly out to sea and to freedom. The passage is pitch black, but after the first half mile faint light can be seen up ahead. Around a corner is the lair (A) of a **glowlizard**, an orange-scaled creature that resembles a very young fire lizard. Its tail ends in a bulb about the size of a human head that emits a glow similar to a torch.

CR 1

GLOWLIZARD XP 400

CR 1

N Medium animal (see the **Appendix**) Init +6; Senses low-light vision; Perception +6

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 11 (2d8+2) Fort +4; Ref +5; Will +2

Speed 40 ft., climb 40 ft. **Melee** bite +2 (2d4+1) and tail slap +1 (1d4+1 nonlethal damage)

Str 13, Dex 15, Con 12, Int 2, Wis 14, Cha 7 Base Atk 1; CMB 2; CMD 14 (18 vs. trip) Feats Improved Initiative Skills Climb +21, Perception +6; Racial Modifiers +8 Climb SQ expert climber

Expert Climber (Ex) A glowlizard's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, glowlizards are treated as constantly being under a natural version of the spell spider climb.

If the lizard is slain, its tail remains aglow for 4 hours. The lizard feeds entirely on the pseudoeels in the next room. From the lizard's den, a pair of 15 ft. tall cliffs (**B**) lead downward (DC 15 Climb). The path continues to wind north, still sloping gently downward. If the party has no light



sources, a dim glow can be seen up ahead. After 40 ft., the passage dips a foot below the surface of the water and opens into a 50 ft. wide by 100 ft. long cave. Very faint light comes from a northern exit on the opposite side of the cavern. The light bounces off the water, illuminating the exit, but doesn't provide enough light to see by.

The entire cave floor has a foot of water covering it, and the surface is still with only the odd ripple disturbing it. It smells of the sea, as well as fish and something else, perhaps copper. Sitting in the water at regular intervals are six 1/2 ft. tall egg-shaped fleshy sacs. The egg-sacs are covered in a thick layer of yellow slime and have gray pulsing flesh. Swimming in the water are small eels. Every 10 seconds or so, an eel pulses with a flash of blue light. These are **20 electric pseudoeels** that associate light with danger. The glowlizard would creep down to feed off the eggs, the light from its tail alarming the eels. If the PCs carry no light sources, they can creep through the cave (treating all squares as difficult terrain for the purposes of movement and stealth). They can enter the water undetected by the eels. For each move action taken, the PC must also succeed on a DC 9 Reflex save to not alert the eels to his presence. Sudden movements, loud splashing or touching an egg-sac automatically alerts the pseudoeels to danger and they attack.

Any time a pseudoeel uses its electric tail attack in a square adjacent to an egg-sac, there is a 20% chance that the egg hatches, spawning 1d4+2 new eels that attack immediately.

PSEUDOEEL XP 200 N Diminutive animal (see the Appendix) Init +8; Senses low-light vision; Perception +4 AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size) hp 5 (2d8–4) Fort +3; Ref +7; Will +0 Resist electricity 5

Speed 0 ft., swim 30 ft. Melee tail +1 (1 nonlethal electric damage) Space 1 ft.; Reach 0 ft.

Str 4, Dex 18, Con 6, Int 1, Wis 10, Cha 6 Base Atk +1; CMB +1; CMD 8 (can't be tripped) Feats Improved Initiative Skills Acrobatics +4 (-8 jump), Escape Artist +12, Fly +10, Perception +4, Stealth +20, Swim +9; Racial Modifiers +4 Swim **Tactics:** The pseudoeels are not very threatening, but can be deadly in groups. Due to the shallow water and their size, up to four eels can occupy one 5 ft. square. Anyone falling prone in the water immediately begins to drown.

Treasure: The cave is fed by the tides, so odd pieces of driftwood and other rubbish occasionally make their way into the cave. A +1 heavy mace sits underwater at C (easily spotted by any character moving through that square), a *potion of cure serious wounds* (unlabeled) floats at D (visible to all who can see), and an empty scroll case is wedged into the rocks at E (visible on a DC 12 Perception check).

The passage in the north dries out and slopes upward for 16 miles, finally leading to **Location B–2** on the main map. It is an easy but unrewarding path.

Location C: The Map Tree

The party has had a few opportunities to recover maps up to this point, although they have all been the same. The unlikely source of these maps is found here, where a glorious apple tree grows in a small clearing. Instead of apples growing from its branches, however, the tree produces brown, rotted fruit. Before the fruit grows heavy enough to fall, it decays and scatters its large, flat seeds into the wind. These seeds are littered about the area, exact copies of the maps the party may hold.

Location D: Too Good to be True

In among several young oak trees stands one oak bearing fruit like a small cantaloupe rather than acorns. One low branch grows in an odd way, the wood curled into the shape of a single bludgeoning weapon or shield (GM's discretion, but feel free to be creative — the more useful the weapon, the better). This is a heartflesh vine growing on the tree, the only one of its kind, a new mutation springing from the forest's corruption. The vine's tendrils take over the oak and force it to grow the pieces of equipment, possibly either as a way to equip the facestealers or as a way to distract unwanted guests from the vine's fruit.

The weapon or shield is of masterwork quality and very light (treat as darkwood), and smells vaguely of sap. If the party suspects a trap, or takes the weapon and leaves, then the tree succeeds in its primary purpose: protecting its fruit. If a PC consumes the fruit, they notice how absolutely sublime the flavor is, and desire to eat as many as they can. This is not a

CR 1/2

mind-affecting effect — it's a result of how tasty and refreshing the fruit is. The pale pink flesh of the fruit is filling, hydrating and revitalizing, making up for any missed meals or sleep. Five fruits grow on the tree. Any PC eating a fruit heals 1d4+1 hp and 1 point of ability damage. Should any one character eat at least four pieces of fruit (enough to fill the stomach of a Medium-sized creature), he gains one permanent point to a random physical ability score the next time he sleeps. The fruits take a year to regrow, but the weapon or shield regrows in 2d4 days as a different item.

Note: This is probably one of the strangest things in the forest, but still less strange than conventional fauna. There are a few "one-offs" in the forest, bizarre freaks of nature that probably die out before they have a chance to reproduce. For every success (such as the belhelmels), there are some failures.

Location E: The River's True Colors

From this point on, the river begins to deviate from the map, leading the players farther west than they may have intended to go. By this point, the river is brackish and no longer good to drink. The river continues getting worse and the players may see the occasional chunk of rotting flesh float by. The quality of the river water continues to deteriorate into a foul mess of rotting flesh and waste the farther upstream the party travels.

Location F: So Close . . .

As the party crests this small rise, the land falls away below them and the party is met with a hopeful sight. The mountains that have hemmed them in have a clear pass, directly north and about a day's solid walk away. The gap in the mountains is especially unusual, as the sky on the other side is not bright like the sky in the forest, but darker and shows signs of clouds. At night, the distant patch of sky darkens, and stars are visible. A DC 20 Perception check (or use of a spyglass) reveals occasional flocks of birds under the true sky. This is the exit the party has been searching for.

The remains of a single tent sit at the bottom of the slope. The party is right to suspect a trap, as **2 powerful facestealers** wait in the trees ready to ambush anyone going for the tent. Giving the tent a wide berth is all that's needed to avoid their ire.

Hidden under fallen leaves around the tent but easily spotted (DC 7 Perception check) are the corpses of two clerics the facestealers killed. The bodies have been stripped of gear (which now adorns the facestealers), but their silver holy symbols of Mitra are untouched. Inside the tent are the pair's backpacks and bedrolls. Combined, the packs contain a change of clothes for two Medium creatures, two holy books of Mitra, rations for up to 22 meals, waterskins (empty, as the priests could cast *create water*), a flagon of wine, two labeled *potions of cure light wounds*, a *wand of lesser restoration* (1d6+5 charges remain) and a teakwood case wrapped in an oilskin.

The case is sturdy, and contains an expensive collection of incense, silver wire, holy water (2 vials), four mauve candles and a book of incantations, along with a hand-drawn map charting a course from **Location G** to **Location H.** Everything in the box radiates a faint aura of evocation. A note from a high priest of Mitra thanks the priests for their heroism in "braving the forest" to "bring the cleansing light of Mitra." This kit contains all the instructions and materials necessary for the PCs to cast a modified form of the *consecrate* spell at **Location H**. All the party needs to cleanse the evil from the forest are the contents of this case, and one person capable of reading Celestial, the language in which the invocation is written.

If the party elects to backtrack to **Location H**, consult that location to continue this quest. If the party returns the kit to the temple that dispatched the priests (in a city of GM's choosing) without completing the ritual, then the high priest understands how dangerous the task was, and rewards the players with any healing they need as a result of their journey, as well as a of 100 gp each for the return of the kit. Alternatively, the kit could be sold for 2,000 gp worth of silver, holy water and rare incense.

FACESTEALER CLERICS (2) XP 600

NE Medium magical animal (daemon) (see the **Appendix**) **Init** +2; **Senses** low-light vision, scent; **Perception** +5

AC 23, touch 11, flat-footed 22 (+7 armor, +1 Dex, +3 natural, +2 shield) hp 19 (3d8+6) Fort +5; Ref +5; Will +2 Defensive Abilities unusual anatomy

Speed 30 ft., climb 30 ft. **Melee** mwk longsword +7 (1d8+4/19–20) or 2 claws +6 (1d4+4)

Str 18, Dex 14, Con 14, Int 5, Wis 13, Cha 15
Base Atk +2; CMB +6; CMD 18
Feats Armor Proficiency (Heavy), Endurance, Power Attack, Self-Sufficient, Weapon Proficiency (longsword)
Skills Climb +16, Disguise +12, Heal +3, Perception +5, Survival +4, Swim +4 (+8 to resist nonlethal damage from exhaustion)
SQ daemonic osmosis, stolen face
Gear masterwork banded mail, heavy steel shield, masterwork longsword

Daemonic Osmosis (Su) If a facestealer (in its doppelbear form) spends at least 24 hours watching a mark (or just being within 50 ft. of him) it may permanently gain a feat that the mark has used, even if the facestealer does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Stolen Face (Ex) Facestealers receive a +10 bonus to Disguise when imitating its mark (included above). It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish. Unusual Anatomy (Ex) Facestealers have a 25% chance to treat any critical hit they suffer as a normal hit.

Location G: ... Yet So Far

The path narrows and gets rockier, but with each step the true sky becomes more visible. If the PCs suspect it's not going to be easy, then they're right. When the party is 200 ft. from the pass, the ground shakes beneath their feet and a truly amazing spectacle unfolds before them. The 50 ft. long pass slowly closes as two great mountains slide together. The noise is colossal and the ground shakes constantly (any character that moves must make a DC 7 Dexterity check each round or fall prone).

One round after the shaking starts, the party is attacked by **3 belhelmels**, **2 aelom** and a **dimension deer**. These creatures guard the exit to the forest and defend it with their lives.

This fight should be a test of all that the PCs have been through. They should use everything they know about these creatures, all the gear they have found and made, and all their guile to overcome this fight and escape. They could just run, but it's likely they'd be killed before they made it out. Throwing pieces of meat or lit torches distracts the belhelmels and aelom.

The moving mountains look impressive but are less threatening than they appear. It takes 20 rounds for the mountains to close, certainly crushing anyone in the pass. The creatures attacking the PCs follow them into the pass, but not one step beyond. Any that move beyond the end of the pass against their will die instantly. If the party is skilled and lucky enough to survive, for the first time in their ordeal they are free to look upon the sky, and if they're really lucky, they are treated to a view of the stars. A

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST

1

CR 3

single day's journey north or west brings them to the coast road where they can get a lift on a wagon to the nearest city.

| AELOM (2) | CR |
|---|----|
| XP 400 | |
| hp 4 (see "The Truth Behind the Trees") | |

BELHELMEL (3) XP 800 hp 16 (see Event 1: Circle of Life)

DIMENSION DEER

XP 600 NE Medium animal (daemon) (see the Appendix) Init +4; Senses low-light vision; Perception +12

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural) hp 15 (2d8+6) Fort +6; Ref +7; Will +4

Speed 15 ft. Melee gore +4 (1d6+3) and 2 hooves +2 (1d4+1) Spell-Like Abilities (CL 7th): At will—dimension door (self only)

Str 16, Dex 18, Con 16, Int 2, Wis 18, Cha 14 Base Atk +1; CMB +4; CMD 19 (23 vs. trip) Feats Dimensional Agility*, Dodge, Multiattack Skills Acrobatics +4 (+8 jump), Disguise +7, Perception +12, Stealth +8 (+12 in forests), Swim +7; Racial Modifiers +4 Perception, +4 Stealth, +4 Disguise SQ bloodied assault

Bloodied Assault (Ex) If the dimension deer is reduced below 10 hp in combat and no enemies are within 5 ft., it spends

each turn using dimension door to appear right next to the closest foe. It does not do so intelligently and simply attempts to use the spell to travel in a direct line to its foe. If this square is unavailable (because the foe is up a tree or hiding behind an object), the spell fails as per its description "Pathfinder Roleplaying Game Ultimate Combat

Location H: The Face of Evil

The source of the river is in fact a small, uneven cave in the mountainside, barely 50 ft. across. The mouth is protected by **2 facestealers** wearing heavy armor in a grim parody of an honor guard. Inside the large cave is a high stone face, 15 ft. tall and wide. The stone face is distinctly daemonic in shape, tall and drawn like the skull of a goat or horse. The face has an open mouth, and from this opening the river pours forth, fresh from the plane of Abaddon. The water flows into a pool that drains outside the cave. This river is the reason for the corruption of the forest, and years of the water soaking into the groundwater and being drunk by the animals has caused all the mutations that the party has seen.

FACESTEALER HONOR GUARD (2) CR 2 XP 600

NE Medium magical animal (daemon) (see the **Appendix**) **Init** +2; **Senses** low-light vision, scent; **Perception** +5

AC 21, touch 10, flat-footed 21 (+8 armor, +3 natural) hp 19 (3d8+6) Fort +5; Ref +5; Will +2 Defensive Abilities unusual anatomy

Speed 30 ft., climb 30 ft. **Melee** greatsword +6 (2d6+6/19-20) or 2 claws +6 (1d4+4)

Str 18, Dex 14, Con 14, Int 5, Wis 13, Cha 15



CR 2



Base Atk +2; CMB +6; CMD 18

Feats Armor Proficiency (Heavy), Endurance, Power Attack, Self Sufficient, Weapon Proficiency (greatsword)
Skills Climb +16, Disguise +12, Heal +3, Perception +5, Survival +4, Swim +4 (+8 to resist nonlethal damage from exhaustion)
SQ daemonic osmosis, stolen face

Gear greatsword, half-plate, dimension-deer pelt cape

Daemonic Osmosis (Su) If a facestealer (in its doppelbear form) spends at least 24 hours watching a mark (or just being within 50 ft. of him) it may permanently gain a feat that the mark has used, even if the facestealer does not meet the requirements. Alternatively, it may gain one 0-level

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST

or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Stolen Face (Ex) Facestealers receive a +10 bonus to Disguise when imitating its mark (included above). It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish. Unusual Anatomy (Ex) Facestealers have a 25% chance to treat any critical hit they suffer as a normal hit.

The face can speak and its name is Abraxis (treat as Int 18, Wis 12, Cha 22). It is not a creature as such, just a shadow or an echo of that evil plane, given voice. It has no intention of halting its corruption of this place, and makes mocking reference to those who have tried and failed to contain the corruption of the Material Plane (possibly a reference to "The Fountain of Pestilence," Level 3C in *Rappan Athuk*). It bears the party no ill will and gives them accurate directions to exit the forest at Location G (shown as the mouth of the river on the party's map). If the party accepts Abraxis' offer to leave, the Danger Level decreases by 4 for the rest of the adventure. He also tells them (again, truthfully) that once they leave the forest they cannot re-enter it, as the entrances and exits shift with the seasons.

Abraxis is pleasant and honest. All he wants is for these intruders to be gone from his domain.

The short talk with Abraxis can go a few different ways. If the party manages to impress Abraxis or deals with him in terms the Neutral Evil presence can understand (being direct, self-important and proud, or furnishing him with sincere praise; a DC 18 Sense Motive check may clue a PC in to what Abraxis wants to hear), Abraxis may be willing to let them take the gear off his facestealer honor guard.

If the PCs are condescending or dismissive, Abraxis falls silent (and begins to brood and increase the rate of flow from his mouth), raising the Danger Level by 2. If the party attacks the face, the facestealers step in to defend it, with Abraxis calling out for a second (similarly attired) pair that arrive in 3d6 rounds.

Dealing at least 50 hp of damage to the face (hardness 10) is enough to force Abraxis to remain silent. Dealing 200 hp of damage destroys the head entirely, lowering the Danger Level by 6, although it doesn't stop the water flowing (it now pours from a dark crack in the plane, roughly where Abraxis' mouth was located).

It takes Abraxis 1d4+1 days to reform his face to the point where he can speak, at which point the Danger Level raises back up by 6. It takes a month for the face to fully repair itself.

The players should be awarded experience for overcoming a CR 4 encounter if they leave the cave with a lower level of danger than when they came in. Destroying the face of Abraxis is a hollow victory, and does not draw a reward.

If the party returns here as a result of visiting **Location F**, the mood is very different. Abraxis is smart enough to know that the party wouldn't have returned unless they had need of him or wished him harm.

The ritual items of Mitra probably do pose a legitimate threat to him, and he is not willing to take the chance. He does not make threats, as he sees himself as above that. Rather, he makes the party an interesting offer: His aelom scouts inform him that the pirates put ashore in 14 days, and Abraxis can open a passage to them (**Location L**). He also supplies the party with **4 panthers** that (while still being normal creatures) know better than to attack anything that smells like the foul river water. The PCs are invited to carry some of the rancid water with them to later sprinkle over themselves.

Once the party defeats the pirates, they are free to take their boat and sail away.

Like all of his offers, Abraxis is totally sincere and has absolutely no ulterior motives. The only information he withholds is that it is nearly impossible for the party to return to the forest once they leave, and that none of the daemonic creatures can survive outside the forest for more than a second (which explains the use of tame panthers instead of facestealers)

The party is guaranteed safe passage to Location L, although they still

The Ritual

The scroll inside the teak box clearly explains how to perform the ritual to cleanse the forest and includes all information given below.

The party must unspool the silver wire (which is not much thicker than thread) into an octagram 20 ft. across inside Abraxis' cave, then place the candles at the corners. Once the candles are lit, at least one PC must stand within the octagram and chant from the book in Celestial (a full round action that does not provoke an attack of opportunity but requires one hand).

As long as these conditions are met, the silver frame of the octagram begins to glow and the candles burn golden. So long as someone chants from the book and all four candles are lit, the ritual proceeds. For the duration of the ritual, the silver framework becomes incorporeal and radiates a *daylight* effect (CL 20th, use the center of the octagram as the spell's source when calculating its range).

Should the chanting stop or the candles go out, the ritual temporarily halts. The glow of the circle dims, as do the remaining candles. Unless all the candles are lit and chanting begins again within 8 minutes, the ritual stops completely and must be restarted from the beginning.

While the ritual is in progress (or even temporarily halted), neither the candles nor the silver circle can be destroyed. There is a 50% chance that fighting in the same square as a candle or a creature moving past extinguishes it each round. Evil-aligned creatures intentionally trying to touch the circle or the candles take 2d6 points of holy damage. Creatures can snuff out a candle without touching it in a single round as a standard action that provokes an attack of opportunity; relighting it with a flint and tinder takes the same amount of time.

If more people stand within the circle and join in the chanting, the ritual grants additional effects. With two people chanting, the *daylight* effect carries with it a *prayer* (CL 20th); if three people chant the ritual, they each heal 1 hp/minute.

The map of Abraxis' cave shows the proper placement of the wire and the candles, as suggested by the ritual.

need to forage for food and water. As long as they keep moving at a reasonable pace toward their destination, they encounter none of the daemonic inhabitants of the forest.

If the party cannot be swayed by Abraxis' offers of revenge or safe passage, they can attempt the ritual described within the teak box found at **Location F**.

Needless to say, Abraxis is not amused by this at all. He shouts for his guard (the **2 facestealer honor guards** outside, and the second pair of honor guard 3d6 rounds away). Abraxis is in a bit of a bind at this point, and the slow speed of the forest works against him. He can exert some influence over the trees to call additional doppelbears and facestealers, but that's about it.

FACESTEALER HONOR GUARDS (2) CR 2 XP 600

hp 19 (see Above; arrive in 3d6 rounds)

Abraxis uses his voice to great effect, doing everything he can to keep the party from getting any rest, or from concentrating. The GM is invited to have fun with this, loudly talking over the top of the PCs and mocking their efforts with all the scorn he can bring to bear. Abraxis' weakness in this confrontation is his pride. If the party can successfully bluff that they are more tired and more wounded than they appear, Abraxis won't waste his resources on a weakened foe, considering how long it would take to grow new demons.

His tactics are listed below. If he is sure of his victory he repeats the same tactic; otherwise, he advances on to the next tactic when he realizes his current plan is failing:

Tactic 1: Abraxis calls **2 doppelbears**, which arrive in 20 + 3d6 minutes. They attack immediately.

Tactic 2: Abraxis calls **4 doppelbears**, which arrive in 40 + 3d6 minutes. Three attack immediately, while one slashes at a nearby tree, drawing **aelom** at a rate of 1 every 1d4 minutes. When three birds arrive, the doppelbear and the aelom attack.

Tactic 3: Abraxis calls **1 doppelbear** and **1 facestealer**, which arrive in 30 + 3d6 minutes. The facestealer cries for help, first in Elvish then in Common (out of sight of the cave) while the doppelbear sets up an ambush.

Tactic 4: 2 doppelbears arrive in 20 + 3d6 minutes. Both stand outside the cave, and work on destroying a few small trees, covering themselves in the sweet sap. They then charge the cave and fight defensively, drawing aelom at a rate of 1 every 1d6+2 rounds

Tactic 5: By this point, Abraxis is desperate and running out of doppelbears to respond to his call. He is willing to try one last tactic as the forest has plenty of belhelmel, but he has no means of controlling them. **Two doppelbears** arrive in 20 + 3d6 minutes. They stand 100 ft. back from the octagram and scratch trees until an aelom appears. They then bark at it until the **aelom** drops its *darkness*, and a **belhelmel** shows up. The belhelmel won't attack unless provoked, so the doppelbears work together to pick it up and throw it at the cave! With a running start, the doppelbears can toss the belhelmel 40 ft. The belhelmel suffers only 2d4 points of subdual damage and is quite annoyed. It engages as normal, but has a 1 in 10 chance of charging straight back out and attacking the doppelbears that threw it. The doppelbears keep this up as long as they can, with additional doppelbears arriving

Desperate Measures

Doppelbears throwing belhelmel is a foolish tactic. The fault lies with Abraxis, who for all his pride and long-term plans for the forest, has really not thought this through. There are much better tactics available to him, such as having a doppelbear slice itself up and run through the forest to attract a horde of hungry predators. Like a bad chess player, Abraxis lacks the will to sacrifice his pieces to win a match. Ultimately, Abraxis is much more like a tree than a belhelmel; he is a slow tide of corruption, and poorly suited to a direct, immediate threat.

every 30 + 3d6 minutes. It takes 2 doppelbears to throw a belhelmel.

If the ritual continues for 24 hours without failing (not counting times when it is temporarily halted), then the players are rewarded with a blinding flash of light. All creatures with the daemonic subtype must make a DC 25 Will save or be reduced to a pile of ash. Abraxis screams (or perhaps curses the names of the PCs) before falling silent forever. The foul water ceases to pour from his mouth. In addition to any experience earned from slaying the creatures, the players should also be rewarded as if they'd overcome a CR 9 encounter. They are as ready as anyone can be for Rappan Athuk!

With this victory, the party's travel to **Location G** is free of all demonic influences, and they can emerge from the forest triumphant. Returning the ritual items to the temple they came from earns them much praise (doubly so if the party contains any followers of Mitra). Each party member is handed a set of ceremonial Mitran robes (worth 85 gp each) and the party receives a +1 evil outsider bane longsword (one of a set of three such swords; the other two were buried in the forest by doppelbears) as well as any other rewards the GM sees fit, up to a value of 1,000 gp. If the party wishes to continue on the path of purification, one priestess mentions the "lost place of the healers" and gives them rough directions to "the Fountain of Pestilence" (*Rappan Athuk*, Level 3C)

AELOMCR 1XP 400hp 4 (see "The Truth Behind the Trees")DOPPELBEARCR 1

XP 400 hp 13 (see "Event 4: Friendship") hp 19 (see "Event 2: Those Who Came Before Us")

Location I: Melshus' Hut

What from afar looks like a thicket or a pile of logs is in fact the hut of the sea hag **Melshus**. The abode is made out of a grove of saplings carefully woven together to form a crude shelter with an iron tower shield functioning as a door. The hut is symbolic of Melshus' relationship with the forest, and why it permits her existence.

If it has been at least 10 days since the adventure started, Melshus has returned from dealing with the pirates and her sled-raft sits outside her house. On a roll of a 1 or 2 on a 1d4, Melshus is out scavenging supplies. On a 3, she is asleep inside her hut. On a 4, she is awake and doing chores.

Melshus has a shaky relationship with the forest. Even after many years living and foraging among its trees, it still considers her an outsider. None of the creatures of the forest comes to her aid if she's attacked, but she fights to the bitter end nonetheless. Her main tactic is to goad her assailants into striking a tree (such as the wall of her home), which angers the forest.

Melshus should be considered unfriendly for the purpose of conversation, requiring a DC 15 Diplomacy check to even speak with the group. A particularly astute PC may notice (DC 16 Sense Motive check) that Melshus is quite afraid of the PCs. She has a healthy fear of being stabbed and is not entirely sure that the PCs are not in reality unusually advanced facestealers.

If the PCs make an effort to show that they do not pose a threat, they receive a +4 circumstance bonus to a Diplomacy roll to improve her disposition. She is not terribly knowledgeable about the forest's geography, but can give information on some of the inhabitants and how best to avoid them. She specifically doesn't mention the facestealers (hoping they'll kill the party so she can be done with them). Her primary goal is to say whatever it takes to get the PCs to leave as quickly as possible. After the encounter, she takes care to avoid them.

MELSHUS (SEA HAG) XP 1,200 hp 38 (see "The Pass")

Treasure: Melshus traded away the loot she had on her way to the pirates. She now has 2 barrels of pig snouts (about 12 meals for a Medium creature per barrel, and about 3 pounds per meal as they're mostly gristle). She also has a 60 pound barrel of fresh water. Lastly, she has a large cage with an otter in it (which is not Peglegs' familiar), although it is not clear whether it is food or company.

A large bowl contains water with a few fragments of metal floating in it. *Detect magic* reveals a faint aura of divination magic. Melshus uses this pool to find where the gaps are that allow people in and out of the forest, although only she knows how to do so.

Location J: Worthless

An object protrudes 4 ft. out of the sand on the beach. It is a pleasant shade of blue-green. Closer inspection reveals it to be most of a copper statue of a buxom lady, although any fine details have been destroyed. The statue (if dug out of the sand) is 8 ft. tall, as wide as a tree trunk and weighs nearly 10,000 pounds.

It is worth 5,000 gp (just for the raw copper), although it is very heavy and hard to split into smaller chunks. The raw material would also be very useful for crafting weapons and armor, although no forges are in the forest. A particularly confident GM should feel free to make the statue out of gold instead. To the players, it is just a lump of useless metal.

Location K: Old Jim

50

Old Jim can be found sitting on the beach, staring out to sea. Old Jim is an intelligent ghoul, although he is relaxed and not aggressive. He is

CR4

PART 3 - WILDERNESS AREA 31: THE FACE IN THE FOREST

1

very friendly and happily answers questions, although he never turns his attention away from the ocean.

Jim fell overboard during a violent storm "some time ago" and washed up on shore. He is now waiting for a boat to rescue him. If pressed, he tersely admits that he has not seen a single ship during his vigil.

Jim survived by going to the nearby stream and filling his helmet with water and scraps of meat floating by. He built a small fire on the beach and boiled a stew using the water and meat scraps. Because the wood was driftwood, it did not attract the attention of the aelom, although Jim's unwise choice of food explains his current condition.

The party can't do much with Jim. He refuses to come with the party, certain that a rescue boat will arrive "any minute." He ignores any evidence to the contrary. Jim is a part of the forest now; perhaps the only option left is a sharp blow to the back of the head.

| OLD JIM | | | | | | | | CR | | |
|---------|--------|--|--|---|--|--|---|----|------|--|
| XP | 400 | | | | | | | | | |
| | 10 / 5 | | | - | | | ~ | - | | |

hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

Note: The stream branches off the main river near Location H, which is why it's so foul.

Location L: The Easy Way Out

If the PCs reach this location after accepting Abraxis' offer of revenge, they find a small pass in the mountains, much like the one they came in by. The shrubs are a little thicker but it is otherwise the same. Waiting for them at the top of the path are **4 black panthers** that follow the party (so long as the party smells of rancid water; otherwise, they attack). At the end of the path, the party sees the true sky, complete with birds if it's daytime, or stars at night.

Beneath the sky, the crew of the *Shark's Teeth* are either sunning themselves or sleeping in tents depending on the time of day. Any remaining **pirates** from the introduction, as well as **Exploding Percy** and **Peglegs**, are on the beach. The *Shark's Teeth's* two large rowboats are pulled up to the sand. Captain Jackson is nowhere to be found. The skirmishers and the captain remain on the ship a quarter mile out to sea, discussing how to divvy up the loot on the ship.

The beach is narrow, only 20 ft. from shallows to cliffs and 120 ft. from end to end. The pirates are scattered about it lazily and have not posted a watch. They cannot see the pass the PCs are using (treat it as a CL 20th *silent image*), although any sounds the PCs make do carry. Little else is on the beach besides the tents and a barrel of rum next to a tin of cured meats

It won't be an easy battle, but it will be a bloody one! The panthers attack the nearest target and fight as intelligently as they can. The pirates are slow to rouse at night, requiring 1d4 rounds (rolled for each pirate) to grab their gear and exit their tent. Peglegs likely dies swiftly in the brawl, although he can be saved from the panthers if a sympathetic hero pours rancid water over him.

The rowboats can be used to simply head north, around the forest and mountains to another beach, where a week's journey to the northwest or west brings them to a major road. The panthers retreat into the pass after the fight. Unless a PC can disbelieve the *silent image*, they are unable to follow. Thirty minutes after PCs step onto the beach, the pass closes permanently.

Alternatively, the boats can be rowed out to the *Shark's Teeth*, where the party is challenged by a shout from below decks. A simple DC 12 Bluff check convinces the pirates that the heroes are just some of their own returning for supplies. Mentioning that they forgot to take any fresh water to the beach drops the DC to 9. If the PCs overpower **Captain Jackson** and his **3 skirmishers**, the *Shark's Teeth* is theirs (although whether they can sail it is another question).

All of the PCs' gear is in the hold, along with two crates of furs (worth 500 gp each), a jar of spices (worth 220 gp) and 2,138 gp in various coins and gems, and a +2 buckler that somehow got mixed in with the treasure.

If the PCs are satisfied with their revenge, that is fair enough. This, however, is a less fulfilling end. They have fought the forest, and survived, but have not overcome it. See **"What Comes After,"** below.

| 51: THE FACE IN THE FOREST PIRATES XP 400 hp 21 (see "The Boat") | CR 1 |
|---|------|
| PIRATE SKIRMISHER (3) XP 800 hp 37 (see "The Boat") | CR 3 |
| CAPTAIN JACKSON XP 1,200 hp 46 (see "The Boat") | CR 4 |
| PEGLEGS XP 400 hp 13 (see "The Boat") | CR 1 |
| CHUCKLES XP — Otter familiar hp 6 (see "The Boat") | CR — |
| EXPLODING PERCY XP 600 hp 23 (see "The Boat") | CR 2 |
| PANTHERS (4) XP 800 | CR 3 |

hp 19 (see the Predators Sidebox, above)

Location M: An Unassuming Cave

A dry, rocky cave here is large enough to provide the party shelter. The back is blocked with moss and other plants that welcome the escape from the sunlight. This is also a possible entrance to the forest from the outside, although it is too overgrown to be visible from this side without extraordinary observation (DC 35 Perception check).

Location N: The Great Skull

Leaning up against the side of a hill is the 12 ft. tall skull of some great mastodon. A few other similarly sized bones are half-buried in the ground, the hint of a rib-cage here and what might be a pelvis there. The bones are all old, perfectly preserved by the dry air.

The skull is the hunting ground for a mated pair of **black panthers**, who are not having a good run of luck. The panthers were not born in the forest, and so do not have a good understanding of what is and is not prey. By now they're so hungry that they'll attack anything, although they are still crafty about it, sneaking up on their prey and pouncing on the party members who look the most lame or injured.

There is an unexpected option here: If the PCs can *speak with animals* and offer the panthers food, the starving creatures accept the offer. Furthermore, if the speaker can convince the panthers that they know of an exit to the forest, the panthers join them as guards.

The panther's lair is inside the mastodon's skull. It is a poor showing, containing mostly broken bones and bits of rags. Inside is a single **panther cub** (non-combative), which is why the panthers are having even more pressing troubles with food. The cub is weak from malnutrition and cannot walk, and dies in a few days unless fed. A particularly careful and daring druid or ranger could raise the animal as their companion.

If the panthers and/or their cub come with the party, they make themselves useful and are quite loyal. Three days of feeding (and a DC 14 Heal check) sees the cub make a full recovery. The problem is that the panthers and the cub eat twice as much as a Medium creature. Keeping the big cats around may prove more stressful than the party can handle.

Treasure: The rag that the cub was sleeping on is actually a really foul-smelling and torn *cloak of elvenkind*. It is functional, however. The panthers also know of something "that a tall man dropped." About an

hour's walk north, half buried in leaves at the base of a tree, is a *lens of detection*.

PANTHERS (2) XP 800 hp 19 (see the Predators Sidebox, above) CR 3

What Comes After, and Continuing on to Rappan Athuk

The party should have been toughened up a lot from their ordeal. The wood and vines taken from the forest are unusual, and samples could be sold to a wizard or inquisitive druid for 200 gp. If the party wishes to return to cleanse the forest, asking around reveals an underground passage hidden inside the great dungeon of *Rappan Athuk* that leads back to the forest. It is up to the GM where this passage is located, but **Room 4B-12** in *Rappan Athuk* would be quite fitting. The passage leads to an overgrown tunnel at **Location L**. Abraxis plots well for their return!

Part 4 Wilderness Area 32: The Tunnels of Terror

Legends have reached the townsfolk of Zelkor's Ferry that a group of adventurers has recently excavated a new entrance into the dungeon near an old, ruined keep near the edge of the Troll Fens. The Keep itself is hundreds of years old, and was destroyed during the great battles that shook the area when Zelkor's army attacked the minions of Orcus near the dungeon.

New rumors to be added to the table of available rumors for this installment include:

• "The adventurers who uncovered this place are in fact brigand tomb robbers!" (true)

• "I heard that when they opened up the new entrance, a balor came out and devoured them all!" (false)

• "It's said that some great evil lurks below the southern towers. Only a fool would go wake it up." (possible)

• "A great dwarven warrior is buried near that keep. I bet he took a bunch of treasure to his grave, and I heard he had an axe that actually talked to him! After all, you know how dwarves are." (true)

• "Those priests who wear those green robes were asking a lot of questions about the towers. They sure seem nice, but I am confused why they would care about a stinky old ruin." (true)

Standing on a lone hill 300 ft. above the fens (and about a quarter mile from them) are the remains of the keep. The base of the structure was some 300 ft. by 400 ft. square, and four watchtowers lay in ruins along with the rest of the stonework. From a distance, it appears as if an earth-quake may have done its work to destroy the structure, and hundreds of fallen stone blocks and other detritus lay in heaps the size of houses where the keep once stood.

Close inspection of the structure reveals that in the southwest and northwest towers, the rock and wood debris has been cleared, and that the base levels of each tower are in fact intact. The southwest tower has a trapdoor cleared in the floor (unlocked, although see below). The northwest tower has a similar trap door, but it is barred from the inside (requires a DC 30 Disable Device check to open). **Map 0E-1** details the keep ruins.

One problem with the characters exploration of the ruins is the **8 Bandits** tasked with guarding them. The bandits are fairly alert (being terrified of the occasional wandering troll coming up from the swamp), and are hunkered down without a fire in the cold. The locations of the bandits hiding places are shown on the map (**Areas A-D**) with each location hiding two bandits. Each has a whistle to warn the others. Bandits have normal chances to surprise, but due to their current state of alert, they are highly alert, and actively looking for trouble (Perception check +6). Obviously it pays for players to be "sneaky" and have rogues, elves or halflings scout the ruins before just barging in.

BANDITS (8) XP 600

Male or female human rogue (Thug) 3 (Pathfinder Roleplaying Game Advanced Player's Guide "Thug") NE Medium humanoid (human) Init +1; Perception +6

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 shield) hp 16 (3d8 plus 3) Defensive Abilities evasion

Fort +1; Ref +4; Will +1

Speed 30 ft.

Melee rapier +3 (1d6/18–20) or dagger +3 (1d4/19–20) Ranged shortbow +3 (1d6/x3) Special Attacks brutal beating, frightening, rogue talent (slow reactions), sneak attack +2d6

Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8 Base Atk +2; CMB +2; CMD 14 Feats Dodge, Mobility, Weapon Finesse Skills Acrobatics +6, Appraise +6, Bluff +5, Climb +4, Disable Device +4, Escape Artist +5, Intimidate +5, Knowledge (local) +4, Perception +6, Sleight of Hand +6, Stealth +6

Languages Common Gear studded leather armor, buckler, rapier, dagger, shortbow, 40 arrows, 1d4 sp, 2d4 cp.

Tactics: As soon as a bandit pair notices something is awry, one immediately runs to the trapdoor at **Area 1**. The other bandit waits 2 rounds and then blows his whistle, alerting the other 6 bandits who engage intruders with missile fire. They avoid direct hand to hand combat for as long as possible, only engaging if cornered. Note that due to the heavy rubble, anyone (bandit or player) moving at half speed or less can garner a +4 AC bonus due to cover if they wish (do not tell players this, but allow them to seek cover if they ask). The bandits are reinforced from below with **8 additional bandits** and a **bandit leader** four rounds after the initial bandit reaches the trap door. The remaining bandits in **Area 1D-1** are "prepared" for combat (see below for details).

Treasure: In addition to their equipment, each bandit carries 2d10 gp of mundane items (food, mirrors, holy symbols etc.), and 2d20 sp.

CR 2



Level 1D: The Tunnels of Terror Entrance Level

This dungeon area was recently excavated by a **large group of bandits**. The bandits, really tomb robbers, found more than what they expected. While the area is proving to be a fantastic base of operations, there are now significantly less bandits than there used to be. The group is led by **Fritz Barriston**, an evil fighter of some repute. The bandits have barricaded themselves in from below, and the blockage is warded with many holy symbols and large rocks and timbers. Anyone approaching the barricaded area can definitely tell that it was designed to keep something in, not out.

ACOLYTE OF ORCUS

Speed 20 ft.

CR 2

Male human disciple of Orcus 3 (see the **Appendix**) CE Medium humanoid (human) Init –1; Senses darkvision 60 ft.; Perception +2 Aura Evil

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield) hp 17 (3d8 plus 3) Fort +3; Ref +0; Will +7 Defensive Abilities death's embrace Special Attacks channel negative energy 3/day (DC 11, 2d6), death's kiss 5/day (1 round) Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—bull's strength (DC 14), death knell^D (DC 14), hold person (DC 14) 1st—bane (DC 13), doom (DC 13), hide from undead (DC 13), protection from good^D (DC 15) At will—bleed (DC 12), create water, guidance, resistance D Domain spell Domain Undead* Str 12, Dex 8, Con 11, Int 9, Wis 15, Cha 10 Base Atk +2; CMB +3; CMD 12 Feats Blind-Fight, Command Undead^B, Iron Will, Toughness, Weapon Focus (heavy mace) Skills Heal +7, Knowledge (history) +3, Knowledge (religion)

Skills Heal +7, Knowledge (history) +3, Knowledge (religion) +5, Linguistics+3, Spellcraft +7

Languages Abyssal, Common

Melee heavy mace +4 (1d8+1)

SQ undead lord's proxy, variant channeler

Combat Gear 3 vials unholy water, 3 flasks of oil; **Other Gear** chain mail, light steel shield, heavy mace, flint and steel, iron unholy symbol of Orcus

*Pathfinder Roleplaying Game Advanced Player's Guide

Level 1D

Difficulty Level: party level 1 to 3+ Entrances: Ruined keep from surface to staircases in Areas 1 and 23. Exits: Pit trap to Level 3D, Area 3D-6 from Area 1D-9; tunnel to Level 2C, Area 2C-21 from Area 1D-18 and

trap door to Level 3D, Area 3D-8 from Area 1D-18 and trap door to Level 3D, Area 3D-8 from Area 1D-21. Stream (downstream) from Area 1D-7 to the swamp near Wilderness Area 4.

Wandering Monsters: Check once per hour on 1d20:

| 1 1d6 bandits (no enc | ounter if all slain) |
|-----------------------|----------------------|
|-----------------------|----------------------|

- 2 1d3 acolytes and 1 priest (75% for Tsathogga, 25% for Orcus)
- 3 3d6 giant rats
- 4 1d2 wererats (from Level 2)
- 5 1d2 ghouls
- 6 1 grey ooze
- 7 **1d6 bandits** with **1 bandit leader** (no encounter if all slain)
- 8 1d6 stirges
- 9 1d3 giant fire beetles
- 10-20 No encounter

Detections: Strong evil emanates from **Areas 1D-6**, and **1D-23–34**.

Shielding: None.

Standard Features: All non-cave areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood (2 in. thick; hardness 5; hp 20; Break DC 18, Disable Device DC 20) and all secret doors are made of stone (1 in. thick; hardness 8; hp 20; Break DC 22, Disable Device DC 20, Perception DC 20). The floors and ceilings of cave areas are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. Climbing all features requires a DC 15 Climb check unless otherwise noted. Light sources used by PCs result in automatic surprise for most monsters outside of Section 1, Areas 1D-1-5 and Section 3, Areas 1D-23-31 (as these areas are typically lit). The exception is the Area 1D-7 cave (fire beetles). Cave areas are fungus-filled. 20% of the fungus is edible while 10% is poisonous. A DC 20 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

POISONOUS FUNGUS

Type poison, ingested; save Fortitude DC 16; onset 10 minutes; frequency 1/minute for 6 minutes; effect 1d3 Con damage; cure 2 consecutive saves

ACOLYTE OF TSATHOGGA XP 600

Male human cleric of Tsathogga 3 CE Medium humanoid (human) Init-1; Perception +4 Aura Evil

AC 9, touch 9, flat-footed 9 (-1 Dex) hp 22 (3d8+3 plus 6) Fort +6; Ref +0; Will +5

Speed 30 ft.

Melee sickle +3 (1d6+1)

Special Attacks channel negative energy 2/day (2d6, DC 10)

Domain Spell-Like Abilities (CL 3rd; melee touch +3): 5/day—icicle (1d6+1), touch of evil

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—fog cloud^B, hold person (DC 14), spiritual weapon 1st—command (DC 13), bless, curse water, protection from good^B

0—detect magic, detect poison, create water, read magic D Domain spell **Domains** Evil, Water

Str 12, Dex 8, Con 12, Int 8, Wis 14, Cha 8 Base Atk +2; CMB +3; CMD 12

Feats Combat Casting, Great Fortitude, Toughness Skills Knowledge (religion) +2, Perception +4, Spellcraft +1 Languages Common

Combat Gear potion of gaseous form, 3 doses of unholy water; **Other Gear** sickle, dark green felt robes with face-covering cowls, symbol of Tsathogga

| BANDITS XP 600 hp 16 (see Above) | CR 2 |
|---|---|
| DIRE RATS XP 135 hp 5 (Pathfinder Roleplaying Game | CR 1/3 e Bestiary "Rat, Dire") |
| FIRE BEETLES XP 135 hp 4 (Pathfinder Roleplaying Game | CR 1/3 Bestiary "Beetle, Fire") |
| GHOUL | CR 1 |

XP 400 hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

PRIEST OF ORCUS

XP 1,600

Male human disciple of Orcus 5, zealot of Orcus 1 (see the **Appendix)** CE Medium humanoid (human)

Init –1; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield) hp 33 (6d8+6) Fort +6; Ref +0; Will +11

Speed 20 ft.

Melee +1 unholy heavy mace +8 (1d8+3) Special Attacks channel negative energy 3/day (DC 14, 3d6), death's kiss 7/day (3 rounds) Spells Prepared (CL 5th; melee touch +5, ranged touch +2): 3rd—animate dead^D, bestow curse (DC 18), dispel magic 2nd—bull's strength (DC 16), dread bolt* (DC 17), ghoul touch^D (DC 17), silence (DC 16)

RAPPAN ATHUK: EXPANSIONS CR 2 1st—bane (DC 16), bless, ca

1st—bane (DC 16), bless, cause fear^D (DC 16), doom (DC 16), hide from undead (DC 16), At will—bleed (DC 15), create water, guidance, resistance **D** Domain spell **Domain** Undead**

Str 14, Dex 8, Con 13, Int 10, Wis 18, Cha 12 Base Atk +3; CMB +5; CMD 14

Feats Command Undead⁸, Iron Will, Power Attack, Spell Focus (necromancy), Weapon Focus (heavy mace) Skills Heal +12, Knowledge (arcana) +4, Knowledge (history) +6, Knowledge (planes) +5, Knowledge (religion) +9, Linguistics +4, Spellcraft +7 Languages Abyssal, Common

SQ undead lord's proxy, variant channeler

Gear masterwork chain mail, heavy steel shield, +1 unholy heavy mace, iron unholy symbol of Orcus

* Pathfinder Roleplaying Game Ultimate Magic

**Pathfinder Roleplaying Game Advanced Player's Guide

PRIEST OF TSATHOGGA XP 1,600

XP 1,600 Male human cleric 5 CE Medium humanoid (human) Init +0; Perception +5

Aura Evil

AC 14, touch 10, flat-footed 14 (+4 armor) hp 43 (5d8+5 plus 10) Fort +5; Ref +1; Will +10

Speed 30 ft. Melee +1 sickle +5 (1d6+2) Special Attacks channel negative energy 4/day (3d6, DC 15) Domain Spell-Like Abilities (CL 5th; melee touch +4, ranged touch +3): 7/day—icicle (1d6+2), touch of evil Spells Prepared (CL 5th; melee touch +4, ranged touch +3): 3rd—contagion (DC 17), magic circle against good, water breathing^D 2nd—align weapon^D, bear's endurance, darkness, death knell (DC 16) 1st-bane (DC 15), doom (DC 15), obscuring mist, protection from good^D, summon monster I 0 (at will)—virtue, bleed (DC 14), light, detect magic D Domain spell Domains Evil, Water

Str 12, Dex 10, Con 12, Int 10, Wis 19, Cha 12 Base Atk +3; CMB +4; CMD 14

Feats Improved Channel, Iron Will, Self-Sufficient, Toughness **Skills** Diplomacy +5, Heal +10, Intimidate +2, Knowledge (religion) +7, Perception +5, Sense Motive +8, Spellcraft +5, Survival +7, Swim +4

Languages Common

Combat Gear oil of keen edge, potion of barkskin +3, potion of darkvision, potion of water breathing, 2 tanglefoot bags; **Other Gear** +1 studded leather armor, +1 sickle, dark green felt robes with face-covering cowl, silver unholy symbol of Tsathogga

STIRGES XP 200

CR 1/2

CR 5

hp 5 (Pathfinder Roleplaying Games Bestiary "Stirge")

WERERATS XP 600

CR 2

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

CR 5

PART 4 - WILDERNESS AREA 32: THE TUNNELS OF TERROR

Area 1D-1. Bandit Lair (CR varies, up to 12)

The stairs from the trap door on the surface are 20 ft. wide and lead down into 45 ft. by 20 ft. room that is the main living quarters of the bandits inhabiting this level. If the alarm has not been raised, these fellows are lounging about, playing cards or dice, or otherwise doing what they do between raids on the surface and sleep. The band consists of **20 bandits** and **4 bandit leaders** in addition to the guards outside, and 3d4 of them, as well as 1d3 of their leaders are present in this room if caught unawares. If the alarm was raised from above, all of their ability to defend the staircase coming down. Bandits cornered here will typically fight to the death, for they know that if captured, they face a noose, and fear what lies behind the barricade in area 2 more than death.

In the center of the room is a strange set of support columns that look rather like a fireplace with no flue. These have been converted to weapon racks by the bandits, and contain 6 spears and 4 quivers of 20 arrows. Location **A** is a stone table, usually pushed underneath the shelving at area **C**. Area **B** is a well (30 ft. deep and containing 10 ft. of water). The shelving (**Area C**) contains several large books (8 books worth 2d10 gp each) on various topics, that were stolen from a traveling merchant. Assorted other poor quality wood furniture is present in the room as well.

The bandits treasure is hidden behind the locked, secret door immediately adjacent to the staircase (DC 20 Disable Device to open). The treasure consists of a small box containing 336 gp, two sacks of silver and copper coins (2,200 sp, 1,234 cp), a bronze jewel-encrusted flagon (40 gp), a gold-filigreed silver mirror (60 gp), and a pouch containing 6 gems (garnets, worth 20–50 gp each).

Also present in the room are 4 lanterns, a small keg of oil (30 flasks), 22 large candles, 2 large candelabra (brass) worth 3 gp each, 3 boxes of 40 torches, a crate of iron spikes (20) with a large mallet, a sack of iron nails, a bucket, various foodstuffs (total of 82 man days standard rations), 4 coils of hemp rope, a large iron pot, a crowbar, and various hand tools (carpenter, worth 10 gp).

| BANDITS (20) | CR 2 |
|---------------------------------|------|
| XP 600 | |
| hp 16 (see Introduction, Above) | |

BANDIT LEADERS (3) XP 1,200 Male or female human rogue (Thug) 5 (Pathfinder Roleplaying Game Advanced Player's Guide, "Thug") NE Medium humanoid (human) Init +6; Perception +8

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 shield) hp 35 (5d8+5 plus 5) Defensive Abilities evasion Fort +2; Ref +6; Will +1

Speed 30 ft.

Melee rapier +3 (1d6/18–20) or dagger +3 (1d4/19–20) Ranged shortbow +3 (1d6/x3) Special Attacks brutal beating, frightening, rogue talent

(bleeding attack), rogue talent (slow reactions), sneak attack +3d6

Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10 Base Atk +3; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse Skills Acrobatics +10, Appraise +8, Bluff +8, Climb +5, Diplomacy +4, Disable Device +6, Escape Artist +9, Intimidate +8, Knowledge (local) +5, Linguistics +4, Perception +8, Sleight of Hand +7, Stealth +9,Swim +4 Languages Common, Goblin **Combat Gear** potion of cure moderate wounds; **Other Gear** masterwork studded leather armor, buckler, rapier, dagger, shortbow, 10 +1 arrows, 40 arrows, 1d4 gp, 2d4 sp.

CR4

CHUM, BANDIT SORCERER XP 4,800

Male human sorcerer 5 NE Medium humanoid (human) Init +6; Perception +6

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 37 (5d6+10 plus 5) Fort +5; Ref +3; Will +8; +2 bonus on saves against poison and sleep effects*

Speed 30 ft.

Melee quarterstaff +3 (1d6+1) or dagger +3 (1d4+1/19–20) **Ranged** shortbow +4 (1d6/x3)

Bloodline Spell-Like Abilities (CL 5th):

6/day—tanglevine* (+8 CMB)

Spells Known (CL 5th; ranged touch +6): 2nd (7/day)—barkskin⁸, blindness/deafness (DC 15), mirror image

1st (7/day)—color spray (DC 14), entangle^B (DC 14), expeditious retreat, mage armor, sleep (DC 14) 0 (at will)—detect magic, dancing lights, ghost sound, mage hand, ray of frost, read magic **Bloodline** Verdant*

Str 13, Dex 15, Con 15, Int 13, Wis 14, Cha 16 Base Atk +2; CMB +3; CMD 15

Feats Combat Casting, Eschew Materials⁸, Extend Spell⁸, Great Fortitude, Improved Initiative, Iron Will Skills Bluff +7, Intimidate +8, Knowledge (arcana) +6, Knowledge (nature) +6, Linguistics +2, Perception +6, Spellcraft +7, Stealth +3, Use Magic Device +10 Languages Common, Draconic, Goblin SQ bloodline arcana, photosynthesis*

Combat Gear potion of cure serious wounds, potion of eagle's splendor, scroll of web (CL 5th), wand of cure light wounds (10+1d20 charges); **Other Gear** robes, dagger, light crossbow, 20 bolts, 4d10 pp, 5d10 gp, 3d10 sp. *see Pathfinder Roleplaying Game Advanced Player's Guide

Tactics: The bandits attempt to defend the staircase and separate any attackers. They use flaming oil on the stairs after 3 or more intruders have descended. If present, **Chum** uses his *sleep* spell centered up the staircase, and if the players use a *sleep* spell, he shouts out orders to "wake them up". If the bandits are surprised, at least 2 of them run to **Areas 1D3–4** to get reinforcements, and one gets others from **Area 1D-2**. Chum will *web* the staircase as a last resort.

In all cases, the bandits use cover for bowmen, sending their armored members to the front. As discussed, the bandits will not surrender. That being said, they will take prisoners if the players surrender. Typically one player is released to bring a ransom of 100 gp per prisoner for release. The players have 2 weeks to be ransomed, else **Fritz** tires of the prisoners and kills them.

Area-1D-2. Bandits and Barricades (CR varies, 6 to 12)

The bandits found the staircase down to **Level 2C**, and quickly decided they had no interest in heading down, losing 6 of their number to the horrors that inhabit that area (wererats and undead). As noted above, one of their number was bitten and has become a wererat (they do not know this).

This room is virtually identical in size to **Area 1D-1**. The pit trap is 10 ft. deep and causes 1d6 damage to any that fall in. The bandits of course know where

CR 4



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it is and how to avoid it. The entrance to the staircase is boarded up with nailed boards, had large timber crossbars placed in an "X" shape over it, and is adorned with over 20 holy symbols of various ethos, shapes and sizes (value is $1d6-1 \times 5$ gp each). The secret door to the south is similarly barricaded.

| PIT TRAP | CR 1 |
|------------------------------------|----------------------|
| XP 400 | |
| Type mechanical: Perception DC 20. | Disable Device DC 20 |

Trigger location; Reset manual

Effect 10 ft. deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

The ceiling supports (shelves) in the center of the room contain a cask of oil (30 flasks), 10 oil flasks with rags stuffed in them, and a large mallet. Area A contains a free standing 18 in. diameter bronze gong that a sentry could strike in the event of a wall breach. Area B is a (constantly) burning torch stand, and 2 crates of 40 torches lie next to it. Area C is a wooden wall, 4 ft. high and 10 ft. long (to fight behind). Six long spears are braced against this wall, which can be swung around to block the corridor to Area 1D-1.

Normally, **4 bandits** and **0–1** (d4–3) **bandit leaders** are on watch here. The room is extremely well lit (6 lanterns). Nothing has attempted to come through the boarded up wall in several weeks (One of the bandits has been providing information to the creatures below), and the bandits are beginning to get a bit lazy about the watch here.

Each day, there is a 5% chance that something will attempt to break down the door and get to the lair. Typically this will be **2d4 ghouls** led by a **ghast**, but could also be **2d6 wererats** should they get the report that the time was right. Busting down the barricade takes 2 successful DC 22 Strength checks.

| BANDITS (4) XP 600 | CR 2 |
|---|------|
| hp 16 (see Introduction, Above) | |
| BANDIT LEADER (1) XP 1,200 hp 35 (see Area 1D–1) | CR 4 |
| GHOUL XP 400 hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul") | CR 1 |

GHAST XP 600

hp 17 (*Pathfinder Roleplaying Games Bestiary* "Ghoul", with the following changes; add +2 on all rolls [including damage rolls] and special ability DCs; **AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural), **CMD** 18

WERERATS

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

Area 1D-3. Bandit Quarters

The bandits typically hot bunk these bed areas, with up to 7 sleeping at once. Any bandits found here will be asleep 80% of the time. **Area A** is a pile of firewood, and the fireplace is usually kept warm with low coals. Being bandits (and thus untrustworthy), no treasure is kept here. Six unlit lanterns full of oil hang from pegs on the walls.

Interestingly, the bandits have not discovered the secret doors in the hall way to the south and east of this room (that lead to **Areas 1D-10–11**).

Area 1D-4. Bandit Leader Quarters

This is the bed down area for the bandit leaders. Unlike the bandits, these guys trust one another. A small footlocker contains various wizard-

ly items and alchemical materials with 300 gp. The door to the south is barred from inside the room, and a similar bar is present (though not in place unless the leaders are cornered) on the north door. The bedding material consists of clean straw and fine cloth (200 gp worth of cloth).

Area 1D-5. Dusty Room

This room has been uninhabited for many years. The door is completely swollen shut (DC 20 Break). Once opened, a thick layer of dust can be seen swirling around the floor. Within the dust are dozens of small mouse skeletons. Severe exposure to the dust has a 5% chance of causing a fatal disease (hanta virus) to any exposed.

HANTA VIRUS

Type disease — injury or inhaled; save Fortitude DC 17; onset 1 day; frequency 1/day; effect 1d3 Con damage and target is fatigued; cure 2 consecutive saves.

Area 1D-6. Crypts (CR varies, 5 or 6)

It wouldn't be *Rappan Athuk* without crypts. Painted on the entrance door (by the bandits) in red paint are the words "*Go Away! Walking Dead!*". The door itself opens normally. Inside is a large room with 4 sealed double doors. Each seal consists of a lead filling coated with red wax that can be easily removed, easily that is, once the **6 ghouls** that inhabit the large chamber are dealt with.

CR1

GHOULS (6) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

A. This crypt contains a large sarcophagus bearing the shape of a lovely woman figure. The coffin is **trapped** to cause the lid to fall on anyone opening it. Opening the crypt requires 2 successful DC 15 Disable Device checks, failure indicating that someone has had the lid fall on them. Inside the crypt are the skeletal remains of a female knight, complete with rusty armor and sword. Nothing of value remains here.

SLAMMING LID TRAP CR 1 XP 400

Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset repair Effect Atk +10 melee (1d6)

B. This crypt contains a large sarcophagus bearing the shape of a noble knight figure, with a full face visor. The coffin is **trapped** to cause the lid to fall on anyone opening it. Opening the crypt requires 2 successful DC 15 Disable Device checks, failure indicating that someone has had the lid fall on them. Inside the crypt are the skeletal remains of the knight, complete with rusty armor and sword. Nothing of value remains here.

SLAMMING LID TRAPCR 1XP 400Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset repair

Effect Atk +10 melee (106) plus pinned (as grappled). DC 20 Strength check to lift lid.

C. This crypt contains a large sarcophagus bearing the shape of a wizardly figure with crossed arms bearing two swords. The coffin is **trapped** to cause the swords to behead anyone opening it. It requires 2 successful DC 15 Disable Device checks, failure indicating that everyone within 5 ft. of the swords is attacked by the trap. Inside the crypt are the skeletal remains of a wizard, complete with rotten clothes and moldy papers. Nothing of value remains here.

CR 2

CR2

CR 3

BEHEADING SWORDS TRAP XP 800

Type mechanical; Perception DC 20; Disable Device DC 25

Trigger touch; Reset automatic (after 1 day)

Effect Atk +5 melee (ld8+4/x3); multiple targets (all targets within 10 ft.)

D. This crypt contains a large sarcophagus bearing the shape of an armored priest. The coffin is not trapped. Inside the crypt is a **coffer corpse** that attacks immediately. The monster was buried with three orbs—one of gold, one of silver, and one of bronze. Each orb weighs the equivalent of 100 coins, however, they are much more useful in **Area 1D-11**.

COFFER CORPSE XP 800

CR 3

XP 800 The Tome of Horrors Complete 117 CE Medium undead Init +1; Senses darkvision 60 ft.; Perception +6

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) hp 16 (2d8+4 plus 2) Fort +2; Ref +1; Will +4 Defensive Abilities deceiving death, channel resistance +2; DR 5/magic and bludgeoning; Immune undead traits

Speed 20 ft. Melee slam +4 melee (1d4+4 plus grab) Special Attacks death grip (1d4+4), fear

Str 16, Dex 12, Con —, Int 6, Wis 13, Cha 14 Base Atk +1; CMB +4 (+8 grapple); CMD 15 Feats Toughness Skills Intimidate +6, Perception +6, Stealth +5 Languages Common

Death Grip (Ex) Because the coffer corpse grasps the victim's throat, a creature in its death grip cannot speak or cast spells with verbal components.

Deceiving Death (Ex) In any round in which a coffer corpse is struck for 6 or more points of damage (whether the damage bypasses the creature's damage reduction or not), the creature slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when it falls. A DC 20 Sense Motive check sees through the ruse (necromancers gain a +2 competence bonus on this check). On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.

Fear (Su) A creature viewing a coffer corpse rise after it uses its deceiving death ability must make a DC 13 Will save or become panicked for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Area 1D-7. Glowing Bugs (CR 6)

This large cavern contains a small stream (2 ft. deep), a pool of water (8 ft. deep), and seems to move with a red glowing shapes that can be seen from the northern intersection. The stream leads downstream for 1,000 ft. to the swamp near **Wilderness Area 4**. Going upstream Stream leads 900 ft. to **Level 1**, **Area 1D-11**. The hallway coming from the north slopes down at a 15 degree angle before flattening out 50 ft. before the main cave entrance. Inside the cave are **24 fire beetles**.

FIRE BEETLES (24) XP 135

CR 1/3

hp 4 (Pathfinder Roleplaying Game Bestiary "Beetle, Fire")

The beetles are mindless, although almost always hungry. They are all over the walls, floor and ceiling. The beetles attack any who enter the chamber at a rate of 1d6 per round joining in (they are unintelligent and do not attack until they notice "food" is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them, and will allow players to pass if they are busy eating (2 days of food per beetle distracts it for 2d6 rounds).

Area 1D-8. Passage to Section 2

This tunnel exits the large cavern (check to see if beetles are interested in following the group of course!), and leads 140 ft. to the door to Area 1D-12.

Area 1D-9. Pit Trap Down (CR 3)

This pit trap is an exception to the rule for this level. First of all, it is 40 ft. deep, and second it ends in a 200 ft., 60 degree angle slide trap that rather unceremoniously deposits the players on Level 3D, Area 3D-6. Damage is half normal since the slide at the end somewhat cushions the fall.

PIT TRAP (CHUTE)CR 3XP 800Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset automatic Effect 40-ft.-deep pit (4d6 falling damage); chute that drops victims 200 ft. to Level 3D; DC 20 Reflex avoids.

Area 1D-10. The Maze of Doors

This room and door series is unique in that all of the doors are *arcane locked* as long as one of them is open (DC 30 Disable Device to bypass). This essentially means that each door must be closed in order to open the next. Closing each in turn removes the magic, and allows for the next (or the previous) door to be opened. As soon as one is opened, the rest lock tight. Inside **Area 1D-10** itself is an intricately painted room with scenes of wizards and demons. Careful inspection reveals three depressions about the size of a tennis ball (or an orb from the crypt in **Area 1D-6D**), one on each wall (east, west and south). The depressions are painted gold, silver and bronze. Inserting the orbs into the depressions locks them in, and if all three are placed, raises the door to **Room 1D-11** (which is otherwise a blank wall). When the orbs are placed, a faint grinding sound followed by a "thunk" can be heard to the north as the wall locks in place. If the orbs are removed, the door to **Area 1D-11** sinks back into the floor.

Area 1D-11. Demon Treasure (CR 11)

The hallway leading to this area changes depending on what has happened (or not) in **Area 1D-10**. If the orbs have been properly placed within their places in that room, there are three doors at the end of the hallway. Otherwise, the corridor is just a dead end leading to the north. The eastern door slides up and down within the stone of the walls depending on placement of the orbs, and if it is up, is inscribed with magical runes of protection and warding. The door itself is made of black lacquered wood, with silver inlay making up the runes. The northern and southern doors are normal dungeon doors.

If the door is opened, the area near it and for 40 ft. to the south is immediately struck with a *fear* spell (CL 12th; DC 15 Will save avoids). Anyone failing to save cannot willingly approach the area for one week. Inside the room is a large creature (a **hezrou** demon!) within a magically inscribed (permanent) protective circle. While inside the circle, the creature cannot attack nor use any magical spells. Clustered around its feet inside the circle are piles of gold and gems. All these treasures it "offers" to anyone who would break the circle. It promises magical items, and all the treasure "one can eat" if only they free it from its prison. Have the demon say anything you think might convince players to free it. They are fools if they do. The treasure is real of course, although the demon lies, and attacks any

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CR 11

that free it. Neither the treasure nor the demon can be accessed without breaking the circle (easily done with an iron implement of any kind).

HEZROU

XP 12,800

hp 145 (Pathfinder Roleplaying Game Bestiary "Demon, Hezrou")

Treasure: 14,000 gp, eight pieces of jewelry worth 3d6 x 100 gp each, a *ring of shooting stars*, an *amulet of proof against detection and location*, and 24 gems (value 10–1,000 gp each).

Area 1D-12. The Dead that Serve (CR 1)

Three piles of bones lie neatly stacked in this room at locations **A**, **B** and **C**. Examination reveals they bones are obviously mismatched sets of humanoid remains, all of which are inanimate. The piles could be sorted to put the correct pieces together if the characters take the time to do so. If the secret door to **Area 1D-13** is opened and the bones are not sorted, the three piles spring up as **skeletons** and attack the party. If the bones have been sorted, the bone piles also animate, but instead of attacking, just stand there (waiting for a command). In the latter case, the first person to issue a command now controls three skeletons (as per *animate dead* spell) that serve him or her until destroyed.

SKELETONS (3) CR 1/3 XP 135 hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

Area 1D-13. Dwarven Glory (CR)

This room contains the dead body of a dwarf, wounded by the gray ooze in Area 1D-14, who crawled off here to die. The body wears rusted

Gelderfunga

GELDERFUNGA

ХР —

Gelderfunga, or "shiners", as they are known in the Common tongue, are tiny creatures that typically feed on fungus and lichens in underground environments. They are quite helpful in disposing of funguses, being able to eat even the most toxic mushrooms without effect. The shiners look just like a little (3 inch tall) mushroom themselves, and are almost impossible to spot unless they want to be seen (Stealth +20).

These creatures have an affinity for dwarves, but dislike elves. If approached by a dwarf, the creature reveals itself, softly purring and squeaking. It remains in disguise if a non-dwarf approaches or touches it, and will actually bite an elf that touches it. If a halfling picks it up, it morphs into what appears to be a small rock. Shiners make great pets for a dwarf. They produce a small gold nugget (worth 1 gp) each day, as long as they are fed adequately. Otherwise, they simply make a cute pet that likes to nest in the dwarf's beard.

Each gelderfunga has AC 9, touch 9, flat-footed 9, and hp 1.

and corroded full plate armor, and a light steel shield and warhammer lie nearly. The creature's backpack lies a few feet away, covered with a growth of golden mushrooms. Gold coins lie near the fungus (22 gp).

Treasure: In the small pile of golden colored fungus is a strange creature known to the dwarves as a **gelderfunga**.



CR –



Area 1D–14. The Soft Floor (CR 4)

At first glance this room appears to be empty. Observant players will note that the room appears too clean, as no debris, dust or other standard dungeon detritus is present anywhere in the room. This is due to the **gray ooze** (located at **A**) that has grown very patient in waiting for victims. The ooze knows it is slower than most prey, and thus has learned to lie in wait, pretending to be part of the floor. If it can move unobserved, it repositions itself near the corridor to **Area 1D-15** if a group goes that way instead of heading north, and then lie in wait for their return journey.

GRAY OOZE CR 4 XP 1,200 hp 50 (Pathfinder Roleplaying Game Bestiary "Gray Ooze")

Area 1D-15. Goblins

This 40 ft. by 30 ft. room was used as a camping spot by a group of goblins from Greznek trying to find their way home after running away from the frog priests on this level. They group eventually headed out through the tunnel to **Area 1D-17** and were eaten by piercers. Two makeshift barricades (really pillboxes) are set up in the room, composed of wood and stone debris. Hidden in the roof of the larger barricade is a leg bone of a giant lizard. The leg bone has a cap, and inside is a rolled up map (on tanned human skin) leading to a hidden entrance to the dungeon that connects to **Rappan Athuk**, **Area 11-8C**. The entrance is about a mile from the main entrance to the dungeon in a small clearing in the woods (at **Wilderness Area 12**). A **concealed trap door** in the northeastern corner of the room leads to a small tunnel down to the cave at **1D-17** (DC 17 Perception check to notice).

Area 1D-16. Teleporter

This room appears empty and is has also been scrubbed clean by the grey ooze in **Area 1D-14**. The one feature of interest is the **secret door** on the north wall. This secret door is strangely easy to detect (DC 15 Perception to notice). If entered from the south, characters are *teleported* to **Area 1D-22A**. If entered from the north, the teleportal has no effect.

Area 1D-17. Piercer Cavern 1 (CR 4)

This cavern contains a number of piercers, and is generally avoided by local monsters that fear them. A total of **13 piercers** dot the ceilings (locations shown). Other than the piercers, a sundry of small rats, bats and beetles fly and crawl throughout the room. The cavern itself is damp and earthy smelling, and bits of harmless fungus grow all around.

PIERCERS (10, 2–4 ft.; 4, 5-6 ft.) CR 1/4 XP 100 (Pathfinder Roleplaying Game Core Rulebook "Hazards")

Area 1D-18. The Pool Room

This cave contains the usual bats and rats and fungus inherent to this entire complex. The roughly 50 ft. diameter cave also has a deep pool in its center. Water current flows through cracks in the walls of the pool, creating a slight movement from west to east within the pool. About 20 ft. down is a side passage, leading to a tunnel that daylights after about 30 ft. in a small, wet corridor leading to Level 2C, Area 2C-21.

Area 1D-19. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

Area-1D-20. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

Area 1D-20.-21. The Blob (CR 6)

Wandering around the maze area are several hazards. First and foremost is the **gelatinous cube** that wanders about (encounter chance 1 in 6 per round spent in this area). The second hazard is the **large pit traps** (including one that contains a secret door leading to **Level 3D**, **Area 3D**-**8**. A **portcullis trap** is triggered by a pressure plate at the dead end in the southern maze section (the cube can ooze right through it, of course), and finally, the far northeastern maze nub contains a **spear trap**, also triggered by a pressure plate (at the end of the corridor) that shoots six spears out of the wall.

GELATINOUS CUBE

XP 800

CR 3

hp 50 (Pathfinder Roleplaying Game Bestiary "Gelatinous Cube")

PIT TRAP XP 400

CR 1

CR 2

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10 ft. deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

PORTCULLIS TRAP XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect Atk +20 touch (2d6+6); multiple targets (all targets in 5 ft. x 10 ft. section)

WALL SPEAR TRAP

CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect Atk 6 spears +10 ranged (1d8+1); multiple targets (all targets in 10 ft. x 10 ft. section)

Area 1D-22. An End to Die in (CR 4)

This is the receiving room for the teleport trap in Area 1D-16. This dead end corridor complex hides a **two part trap**. The southern end of the corridor contains a pressure plate that when triggered, does two things: first, it drops a portcullis blocking the passageway to the north; second, it triggers a spear trap that shoots 12 spears from hidden holes on the south wall. The portcullis must be raised or bent to escape.



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BOX CANYON OF DEATH TRAP XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect Atk 12 spears +12 ranged (1d8+1); multiple targets (all targets in 10 ft. x 10 ft. section); blocking portcullis (DC 22 Strength check to lift, DC 25 Strength check to bend bars to release a Small creature)

The **secret door** to **Area A** can only be accessed *after* the trap is triggered. Inside this small room is a large iron chest. The chest contains 5,000 cp, and is trapped with a poison needle trap.

POISONED NEEDLE TRAP XP 400

CR 1

XP 400 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none

Effect Atk +10 touch (poison needle; 1 plus greenblood oil)

Area 1D-23. Tsathogga's Temple North (CR 9)

This area is accessed from the ground level through one of the ruined tower trapdoors. The trapdoor is barred from the inside, and is only opened when the priests need to leave the dungeon. The room is lit by a series of torches set in torch sconces every 20 ft. Entry into this area, or to **Area 1D-26** for that matter, immediately reveals that this place is a cursed and unholy temple. Horrid paintings of evil deeds and demons cover the walls and ceiling. A large altar rests along the southeast wall, next to a *silver unholy water font* (produces 8 vials a week). A large statue of Tsathogga is partially carved in the western portion of the room. Stonecutter tools lie around the partially completed statue (tools worth 100 gp). Also in this room (unless already encountered) are **6 acolytes** and the **evil priest, Sigma.**

SIGMA, EVIL PRIESTCR 6XP 2,400Male human cleric of Tsathogga 7CE Medium humanoid (human)Init +4; Perception +4Aura EvilAura Evil

AC 17, touch 10, flat-footed 17 (+7 armor) hp 59 (7d8+7 plus 7) Fort +6; Ref +2; Will +9 Resist cold 10

Speed 20 ft.

Melee +1 mighty cleaving sickle +8 (1d6+3) **Special Attacks** channel negative energy 7/day (4d6, DC 17)

Domain Spell-Like Abilities (CL 7th; melee touch +7, ranged touch +5):

7/day—icicle (1d6+2), touch of evil

Spells Prepared (CL 7th; melee touch +7, ranged touch +5): 4th—control water, spell immunity, unholy blight^D (DC 18) 3rd—bestow curse (DC 17), dispel magic, summon monster III, water breathing ^D 2nd—bull's strength, enthrall (DC 16), fog cloud^D, hold person (DC 16), silence (DC 16)

1st—bless, command (DC 15), divine favor, protection from good^D, sanctuary (DC 15)

0 (at will)—bleed (DC 14), create water, resistance, virtue D Domain spell **Domains** Evil, Water

Str 14, Dex 10, Con 13, Int 10, Wis 19, Cha 15 Base Atk +5; CMB +7; CMD 17 CR 4 Feats Extra Channel, Improved Channel, Improved Initiative, Selective Channeling, Toughness +7
 Skills Diplomacy +6, Knowledge (arcana) +5, Knowledge (planes) +6, Knowledge (religion) +10, Sense Motive +8, Spellcraft +6, Stealth –3, Swim +3

Languages Common

Combat Gear oil of keen edge, potion of cure moderate wounds, potion of heroism; **Other Gear** +1 light fortification breastplate, +1 mighty cleaving sickle, rod of the viper, ring of swimming, 2 belt pouches, unholy symbol of Tsathogga

ACOLYTE OF TSATHOGGA (6) XP 600

CR 2

CR 1

Male human cleric of Tsathogga 3 CE Medium humanoid (human) Init-1; Perception +4

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex) hp 22 (3d8+3 plus 6) Fort +6; Ref +0; Will +5; (+9 vs. mind-affecting effects) Defensive Abilities fanatical

Speed 30 ft.

Melee sickle +3 (1d6+1)

Special Attacks channel negative energy 2/day (2d6, DC 10)

Domain Spell-Like Abilities (CL 3rd; melee touch +3): 5/day—icicle (1d6+1), touch of evil

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—fog cloud^B, hold person (DC 14), spiritual weapon 1st—command (DC 13), bless, curse water, protection from good^B

0—detect magic, detect poison, create water, read magic D Domain spell **Domains** Evil, Water

Str 12, Dex 8, Con 12, Int 8, Wis 14, Cha 8 Base Atk +2; CMB +3; CMD 12

Feats Combat Casting, Great Fortitude, Toughness Skills Knowledge (religion) +2, Perception +4, Spellcraft +1 Languages Common

Combat Gear 2 doses of unholy water; **Other Gear** chain mail, sickle, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga

HORN OF VALLHALLA BERSERKER XP 400 Male human barbarian 2

CN Medium humanoid (human) Init +1; Perception +5

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 19 (2d12+4) Fort +5; Ref +1; Will +0 Defensive Abilities uncanny dodge

Speed 40 ft.

Melee battleaxe +5 (1d8+3/x3) or greataxe +5 (1d12+4/x3) Ranged throwing axe +5 (1d6+3) Special Attacks rage (8 rounds/day), rage powers (superstition +2)

Str 17, Dex 12, Con 14, Int 8, Wis 10, Cha 13 Base Atk +2; CMB +5; CMD 16 Feats Athletic, Power Attack Skills Acrobatics –1 (+3 jump), Climb +7, Handle Animal +5, Intimidate +6, Perception +5, Stealth –1, Survival +5, Swim +8 Languages Common SQ fast movement +10 Gear chain shirt, battleaxe, greataxe, 4 throwing axes, heavy cloak

Tactics: The frog priests will not retreat, although they may negotiate. Their mission is not to slay adventurers, but to find out information about the minions of Orcus and destroy them. Therefore, tactics can include:

• Straight up fight. Sigma blows his *horn* and begins casting spells, leading with a *bless* spell (affecting Sigma, the acolytes and the barbarians), followed by *summon monster III* and *bull's strength*. The acolytes and berserkers engage in combat, and Sigma engages once he has completed his castings. Anyone killed or captured becomes frog food (see **Area 1D-27**). In any case, the priests try to move towards the large doors at **1D-27** to unleash the frogs into the combat as well. One acolyte runs to get the tsathar in **Area 1D-30**.

• Negotiation. Sigma still blows his *horn*, however, if the player characters are not immediately hostile; he proposes a deal. Should they map levels of the main dungeon, he offers 100 gp per level mapped and brought to him. He sends an **acolyte** with the group to ensure they are honest in their dealings, and clearly explains he will not pay if the acolyte is killed and cannot verify their efforts. He adds to that 500 gp for locating a temple, and 2,000 gp for bringing him the head of a high priest. He further adds a 50 gp bounty to any lower level priest's head. He will not allow the characters to stay here under any circumstances. It should be noted that lawful priests and paladins really could not accept these terms, which would require them to travel with an evil priest as a companion.

Sigma is as evil as he is chaotic. Someday, even if the characters have proven useful in the war with Orcus' minions, he will seek to kill them and feed them to his master's pets.

Area 1D-24. Acolyte's Quarters

This chamber is the bed down area for the temple's 6 acolytes. Each bed contains a bedroll and a small chest containing various papers (prayer lessons and rituals) of evil rites. Nothing of value is here. The room is lit by a single stone in the ceiling with a *continual flame* spell cast upon it. A black cloth can be tacked over the stone to cover the light. The small room to the south is a privy.

Area 1D-25. Priest's Quarters

Sigma, the priest of Tsathogga calls this room home. The side chambers are filled with evil clay statues and notes, as well as Sigma's journal. The bedding is composed of what once was fine green silk, but now is somewhat slimy, tattered old rags. The unholy items present in the room are worth 500 gp if sold, however any Good player should destroy them (750 XP story award to any party that destroys them). Most importantly, if the papers and notes are examined, it becomes clear that Sigma was sent here to look for ways to access the lower portions of the dungeon, as well as to locate the temple strongpoints of the minions of Orcus. The journal indicates that one can "weaken and destroy" the minions of Orcus by destruction of his temples within the dungeon. It is also clear that these priests serve a master; and the papers are signed "AG" (Abbott Grosso from the *Cloister of the Frog God*, **Wilderness Area 25**).

Treasure: A locked chest under the bed contains 2,000 sp, 400 gp and two *potions of water breathing*.

Area 1D-26. Tsathogga's Temple South (CR 2)

Please see **Area 1D-23** if the temple is entered from the south instead of the north. This section of the evil temple is still under construction as well. The room is lit by a series of torches set in sconces every 20 ft. The wall and ceiling paintings are largely unfinished, and paints and brushes of various shapes, sizes and colors lie scattered about. Location **A** is a trap door, barred from the top that leads to an 8 foot deep 5 ft. x 5 ft. cell. Currently in the cell is a bound and gagged acolyte of Orcus named **Garus**, the last of 4 captured, and destined to be frog food soon. The evil priest will tell any lie to "rescuers" that he believes will allow him to get free. Once outside the dungeon, the priest

runs away and heads back to the **Level 4** temple in Rappan Athuk to report what he discovered. The priest can be pretty persuasive, and will take to direct action against the group (claiming to be a farmer or other tradesman). His job is to warn his superiors about the invasion of the Frog God's minions. That being said, a simple *detect evil* spell (which will peg out on this guy) reveals his true nature. Sigma and his acolytes will also "out" Garus if the opportunity presents itself — pushing the frog's minions as "mankind's saviors" against "the evil god of the undead" as a theme.

CR 2

CR1

GARUS XP 600

Male human disciple of Orcus 3 (see the **Appendix**) CE Medium humanoid (human) Init –1; Senses darkvision 60 ft.; Perception +2

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield) hp 16 (3d8 plus 3) Fort +3; Ref +0; Will +7 Defensive Abilities death's embrace

Speed 20 ft.

Melee unarmed strike +3 (1d3+1)

Special Attacks channel negative energy 3/day (DC 11, 2d6), death's kiss 5/day (1 round)

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—bear's endurance, death knell^D (DC 14), hold person (DC 14)

1st—bane (DC 13) x2, hide from undead (DC 13), protection from good^D (DC 15)

At will—bleed (DC 12), create water, guidance, resistance **D** Domain spell **Domain** Undead*

Str 13, Dex 10, Con 10, Int 9, Wis 14, Cha 11 Base Atk +2; CMB +3; CMD 12 Feats Blind-Fight, Command Undead^B, Iron Will, Toughness, Weapon Focus (heavy mace) Skills Heal +7, Knowledge (history) +3, Knowledge (religion) +5, Linguistics+3, Spellcraft +7 Languages Abyssal, Common SQ undead lord's proxy, variant channeler Gear none currently

*Pathfinder Roleplaying Game Advanced Player's Guide

Area 1D-27. Frog Pond (CR 7)

Against the southern wall of this chamber is a large carved statue of a frog demon (Tsathogga). The demon carving is of whitish-green stone, and depicts a horrifically fanged, bipedal frog. The stone is marred with slime and blood stains. A pool of slimy, green water resides in the center of the chamber. A two foot high brickwork rim surrounds the pool. Hopping and croaking within the pool and perched on this lip are **12 killer frogs**. The frogs act like begging puppies should anyone enter the room unbound. They are used to being fed by the priests to the north, and believe that humans traveling through this chamber are here to feed them. If not fed within 6 rounds, the frogs attack.

KILLER FROGS (12) XP 400 hp 15 (Pathfinder Polenlaving Game Besti

hp 15 (Pathfinder Roleplaying Game Bestiary "Frog, Giant")

The door to the northern rooms is made of the same stone as the frog demon statue. It requires A DC 22 Strength check to open due to its size and weight.

Area 1D-28. Priestly Storage

This room contains food and sundries for the priests of Tsathogga. A total of 100 days of trail rations, 11 casks of water and 4 of ale (30 gallon) are arranged neatly in the room.

PART 4 - WILDERNESS AREA 32: THE TUNNELS OF TERROR

CR 2

Area 1D-29. Priestly Storage Part 2

This room contains lamp oil (6 x 30 gallon casks), paint, rope, spikes, stone blocks, tools, boxes of mortar, and lumber used for building the temple complex. There are 500 gp in miscellaneous construction supplies here

Area 1D-30. Froggie Friends (CR 5)

This room houses 3 tsathar, allies of the evil priests and sent by the Abbot to assist them in their investigations. The tsathar obey the priests, and fight to the death to defend them. When the high priest is resting, these creatures take up watch near Area 24. They have no treasure.

TSATHAR (3) XP 600 The Tome of Horrors Complete 616 CE Medium monstrous humanoid (aquatic) Init +6; Senses darkvision 90 ft., scent; Perception +9

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural) hp 13 (2d10+2) Fort +1; Ref +5; Will +4 **Defensive Abilities** slimy Weaknesses light blindness

Speed 30 ft., swim 30 ft. Melee shortspear +3 (1d6+1) or kukri +3 (1d4+1/18-20) or 2 claws +3 (1d6+1), and bite +3 (1d4+1) **Ranged** shortspear +4 (1d6+1) or net +4 touch (entangled) Special Attacks leap, summon hydrodaemon

Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 10 Base Atk +2; CMB +3; CMD 15 (27 vs. grapple) Feats Skill Focus (Perception)^B, Improved Initiative Skills Acrobatics +3 (+17 long jumping, +27 high jumping), Climb +5, Escape Artist +15, Perception +9, Stealth +6, Swim +14; Racial Modifiers +12 Escape Artist, +14 Acrobatics when long jumping or +24 Acrobatics when high jumping Languages Abyssal, Tsathar SQ amphibious, implant Gear leather armor, shortspear, kukri, net

Implant (Ex) Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the twoweek gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (-10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process. A remove disease spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 ft. horizontally or 10 ft. vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps,

and they do not need to make a 10 ft. minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump. When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round. A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability.

Summon Hydrodaemon (Sp) A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon (q.v.) with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Slimy (Ex) Because the teacher continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

Area ID-31. The Cold Room (CR 2)

The corridor to this room is coated with ice and is unnaturally cold. Growing on the north wall of the room is a brown, moldy substance, covering the icy remains of two men. This material is brown mold. The mold grows considerably if burnt, potentially filling the entire room. If the mold is killed, the bodies can be accessed. They two men were priests of Orcus, and both wear full plate and carry heavy maces. One has a pair of boots of elvenkind frozen in blocks on his icy feet.

BROWN MOLD

CR 2

XP 600 (Pathfinder Roleplaying Game Core Rulebook "Hazards")

Area ID-32. Piercer Cavern No. 2 (CR 4)

This cavern contains a number of piercers, and is generally avoided by local monsters that fear them. A total of 14 piercers dot the ceilings (locations shown). Other than the piercers, a sundry of small rats, bats and beetles fly and crawl throughout the room. The cavern itself is damp and earthy smelling, and bits of harmless fungus grow all around.

PIERCERS (10, 2-4 ft.; 4, 5-6 ft.)

CR 1/4 XP 100 (Pathfinder Roleplaying Game Core Rulebook "Hazards")

Area 1D-33. Stoney's Palace (CR 6)

Feeding on bats and rats, as well as the occasional piercer that moves too close to his lair, Stoney the stone roper is anxious for new meat. Anyone who has the guts to enter a dead end cave in Rappan Athuk should know that something nasty awaits them. The walls and ceiling of this small cave are composed of crystalline formations of gypsum, halite and calcite, and large specimens could be harvested for profit (3d10 x 1d100 gp worth of semiprecious gems).

Tactics: Stoney tries his best to charm as many opponents as possible, before weakening and eating them. He usually waits to attack until least 3 characters have entered the room, preferably with at least one or two between himself and the entrance (he is slow, and hates it when prey run away). If seriously wounded, Stoney knocks over a large stone 20 ft. up the stone column in the room and backs off, hoping for mercy by giving up his treasure.

Treasure: In addition to the semiprecious stones found in the room,

Stoney has accumulated a small hoard of gold and items that he hides behind a large stone 20 ft. up on the south side of the stone column in the center of the room. If the stone is moved, 1,200 sp, 300 gp and two suits of full plate free and down from the cubby. Anyone below may be hit by the armor (Atk +5; 1d6 points of damage). Interestingly, one of the suits of plate is magical (+1 full plate).

STONE ROPER CR 6 XP 2,400 The Tome of Horrors Complete 517 CE Medium aberration Init +6; Senses darkvision 60 ft., low-light vision, tremorsense 200 ft.; Perception +12

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural) hp 39 (6d8+12) Fort +4; Ref +4; Will +8 Defensive Abilities stony hide

Speed 10 ft. **Melee** bite +7 (1d8+4) **Ranged** 6 strands +7 touch (1d4 Strength) Space 5 ft.; Reach 5 ft. (50 ft. with strand) Special Attacks pull (strand, 5 ft.), strands, venom pulse

Str 17, Dex 15, Con 14, Int 12, Wis 16, Cha 12 Base Atk +4; CMB +7; CMD 19 (can't be tripped) Feats Improved Initiative, Point Blank Shot, Weapon Focus (strand)

Skills Climb +12, Knowledge (dungeoneering) +10, Perception +12, Stealth +11 (+19 in stony or icy areas), Survival +12; Racial Modifiers +8 Stealth in stony or icy areas Languages Terran, Undercommon

Stony Hide (Ex) A stone roper's tough hide renders it immune to damage from nonmagical ranged attacks, save those of unusually large size (such as boulders hurled by a giant).

Strands (Ex) Most encounters with a stone roper begin when it fires up to six strong, sticky strands up to 50 ft. away (no range increment). A roper's attacks with its strands are treated as ranged touch attacks. Strands can be severed by any amount of slashing damage (a strand is AC 20). Once a strand has successfully struck a victim, it remains attached until severed or retracted by the stone roper (which it may do as a free action). Attached strands do no further Strength damage, but the struck individual is subject to the pull effect each round, and is subject to the stone roper's venom pulse ability. A creature that begins its turn attached to a strand is numbed and weakened by the strange material, and for each strand attached must make a DC 15 Fortitude save or take 1d4 points of Strength damage. The save DC is Constitution-based, and poison resistances and immunities apply.

Venom Pulse (Ex) Twice per day, a stone roper can exude a pulse of venom through all of its attached strands as a free action. A creature attached to a strand must succeed on a DC 15 Fortitude save or be paralyzed (multiple attached strands to not require multiple saves or increase the save DC). A paralyzed creature appears to have been turned to stone (DC 20 Spot check or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed on a DC 15 Will save or act as if under the effects of a charm monster spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a confusion spell for 1d6+2 rounds. The save DCs are Constitutionbased, and poison resistances and immunities apply.

Area 1D-34. More Crypts (CR 6)

As usual, the ghouls that inhabit the dungeon are drawn to crypt areas. Four ghouls have made this place their home, and reside in the outer area outside the crypts. One of the ghouls has a distinctly goblin look about him. Scattered about the entryway are small bits of gnawed bone and debris, including ruined leather armor of goblin-make, three short swords (also goblin), and a few bits of silver (22 sp). The doors to crypts A and **B** area breached, and hang loose by their hinges. The door to crypt **C** is unharmed, and a desiccated corpse (a dead ghoul) lies charred in front of it. Intelligent players will ask themselves "Why is this body not eaten?"

The answer is that the ghouls are afraid to touch the corpse, or the door that destroyed it. The door itself is trapped with a glyph of warding.

| GHOULS (4) | CR |
|---|----|
| XP 400 | |
| hn 13 (Pathfinder Rolenlaving Game Bestiany "Ghoul") | |

1

CR4

hp 13 (Pathtinder Roleplaying Game Bestlary "Gnou")

GLYPH OF WARDING TRAP

XP 1,200 Type magic; Perception DC 28; Disable Device DC 28

Triager proximity (alarm): **Reset** automatic Effect spell effect (glyph of warding; CL 6th; electrical blast [3d8 points of electrical damage], DC 13 Reflex save for half)

If the trap is triggered, it resets itself in one day's time. If erased or dispelled, it is destroyed. The trap (and door) detects as magical. Once the trap is dealt with, the crypt can be opened. Inside is a stone sarcophagus carved in the shape of a wise-looking man in robes. If the crypt is opened (DC 18 Strength check to open the crypt) and searched, the remains of a human can be found. All that was buried with the man are long rotted, except a small glowing dagger. This is a +2 evil outsider bane dagger that radiates light (blue) within a 15 ft. radius. If an evil outsider is present within 30 ft., the light changes to red.

Area 1D-35. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

Area ID-36. I've Been Slimed (CR 4)

This room appears to be empty unless the ceiling near western door is examined. Covering the last 10 foot section near the western door is a patch of green slime. The slime falls on anyone entering this section of the room 1d2 rounds after it is entered. It always falls if the door is opened (and may be avoided if opened from the west in the event it falls the first round).

GREEN SLIME

CR4 XP 1,200 (Pathfinder Roleplaying Game Bestiary "Hazards")

Area 1D-37. Orcus' Spies (CR 3)

The secret doors leading to the room complex of 1D-37 and 39-40 are all arcane locked (DC 30 Disable Device). The doors can only be opened by using an unholy symbol of Orcus as a key (or by use of a *knock* spell). These rooms contain a contingent of Orcus' priests and others who are here spying on/raiding the currently in construction temple of Tsathogga in Area 1D-23-30. The denizens here know that one of their number was captured (see Area 1D-26), however he has no idea that they are so close.

PART 4 - WILDERNESS AREA 32: THE TUNNELS OF TERROR

CR 2

This room has only one entrance that readily accessible without overcoming the arcane locks described above. That door (the south one) is barred from the inside of this room. Present in this room are 2 acolytes of Orcus, as well as four large boxes of dungeon rations (80 man days worth) and two large casks of water. They raise the alarm should anyone start messing with the southern door, making this a likely area for a battle.

ACOLYTES OF ORCUS (2) XP 600

hp 17 (see Wandering Monsters, above)

Area 1D-38. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

Area 1D-39. Minions of Orcus Part 1 (CR 3)

This room contains the priest of Orcus sent from the deeper levels to lead the spying foray. Moog the evil priest was sent by Zehn (see Level 4 of Rappan Athuk) to investigate the presence of the frog priests, destroy them if possible, and report back if not possible. He is currently puzzling over the idea of a raid into the frog area but is not sure if his minions would win or lose. He fears returning to Level 4 and being branded a coward (really a sacrifice, as failure is not tolerated by Zehn), but he also is reasonably certain he lacks the power to defeat his enemies. The room contains only Moog's bedroll and possessions.

Tactics: Moog will try initially to negotiate with any invaders, offering a peace pact to deal with the "evil minions of the frog demon". He offers 500 gp to any that bring the head of the leader of the frog cult, as well as the heads of the tsathar "demons" to him. If this does not appear to immediately work - Moog leads with a hold person spell and his minions attack. If it looks like a lost cause, he quaffs his potion of gaseous form and leaves his allies to their fate. The ogres simply attack, as do the acolytes. The goblin scouts work to attack from behind.

Treasure: Moog has a box with 500 gp in it, as well as a potion of gaseous form. Otherwise he has only his gear.

MOOG, PRIEST OF ORCUS CR 5 XP 1600 Male human disciple of Orcus 5, zealot of Orcus 1 (see the Appendix) CE Medium humanoid (human) Init -1; Senses darkvision 90 ft.; Perception +3

AC 17, touch 9, flat-footed 17 (+6 armor, +2 shield, -1 Dex) hp 33 (6d8+6) Fort +6; Ref +0; Will +11

Speed 20 ft.

Melee +1 unholy heavy mace +8 (1d8+3) Special Attacks channel negative energy 4/day (3d6, DC 14) **Spells Prepared** (CL 5th; melee touch +5, ranged touch +2): 3rd—animate dead^D, bestow curse (DC 18), dispel magic

2nd-bull's strength (DC 16), dread bolt* (DC 17), ghoul touch^D (DC 17), silence (DC 16) 1st—bane (DC 16), bless, cause fear^D (DC 16), doom (DC

16), hide from undead (DC 16),

At will-bleed (DC 15), create water, guidance, resistance D Domain spell Domain Undead**

Str 14, Dex 8, Con 13, Int 10, Wis 17, Cha 12

Base Atk +3; CMB +5; CMD 14

Feats Command Undead^B, Iron Will, Power Attack, Spell Focus (Necromancy), Weapon Focus (Heavy mace) Skills Heal +12, Knowledge (arcana) +4, Knowledge (history) +6, Knowledge (planes) +5, Knowledge (religion) +9, Linguistics +4, Spellcraft +7, Stealth -8

Languages Abyssal, Common

SQ rite of Orcus (darkvision), see in darkness, undead lord's proxy, variant channeling (undeath variant channeling) Gear chain mail, heavy steel shield, +1 unholy heavy mace *Pathfinder Roleplaying Game Ultimate Magic **Pathfinder Roleplaying Game Advanced Player's Guide

Area-ID-40. Minions of Orcus Part 2 (CR 8)

This room houses 2 ogres and 2 goblin scouts sent to guard the priests on their mission. They obey Moog's every command, and fight to the death rather than be captured, having been indoctrinated in the "foul rites" of the frog demon worshippers. They have no treasure.

OGRES (2) XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

GOBLIN SCOUT (2) XP 800

CR 3

CR 3

Male or female goblin rogue 4 (Pathfinder Roleplaying Games Bestiary "Goblin") NE Small humanoid (goblinoid) Init +5; Senses darkvision 60 ft.; Perception +9

AC 19, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 size) hp 29, 25 (4d8+8)





Fort +2; Ref +9; Will +1 Defensive Abilities evasion, trap sense +1, uncanny dodge

Speed 30 ft. Melee mwk dagger +10 (1d3+1/19–20) Ranged mwk shortbow +10 (1d4/x3) Special Attacks sneak attack +2d6

Str 12, Dex 20, Con 13, Int 8, Wis 10, Cha 10 Base Atk +3; CMB +7; CMD 18 Feats Agile Maneuvers, Alertness, Weapon Finesse^B Skills Acrobatics +12, Bluff +7, Climb +6, Disable Device +12, Escape Artist +10, Perception +9, Ride +9, Sense Motive +9, Stealth +20; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin

SQ rogue talents (fast stealth, finesse rogue), trapfinding +2 **Combat Gear** potion of cure light wounds, potion of invisibility; **Other Gear** masterwork studded leather, masterwork dagger, masterwork shortbow, 40 arrows, 1d4 sp, 2d4 cp

Part 5 Level 2C, Section 1: The Tunnels of Terror

Level 2C, Section 1

Difficulty Level: 3–6

Entrances: Ramp down from Level 1D-2 Exits: Passage from Level 2C, Area 2C-2 to Level 2C, Area 2C-10; river to the Under Realms Wandering Monsters: Check once per hour on 1d20:

- 1–2 2d4 dire rats
- 3–4 2 shadows
- 5-6 1 gray ooze
- 7 1d4 ghouls
- 8 3d4 skeletons
- 9 1d3 Tsathoggan acolytes and 1 Tsathoggan priest
- 11-20 No encounter

Detections: Strong evil emanates from **Areas 2C-9**. **Shielding:** None.

Standard Features: All non-cave areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings of cave areas are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. Cave areas are fungus-filled 25% of the time. 20% of the fungus is edible while 10% is poisonous. A DC 20 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

ACOLYTES OF TSATHOGGA XP 200

CR 1/2

CR 1/3

hp 14 (see Area 2C-9)

DIRE RATS XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

GHOUL CR 1 XP 400 hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

GRAY OOZE CR 4 XP 1,200 hp 50 (Pathfinder Roleplaying Game Bestiary "Gray Ooze")

| PRIEST OF TSATHOGGA XP 800 hp 33 (see Area 2C-9) | CR 3 |
|--|------|
| SHADOW XP 800 | CR 3 |
| hn 19 (Pathfinder Poloplaving Came Postian, "Shadow" | 1 |

hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

| SKELETON | CR |
|----------|----|
| XP 135 | |
| | |

1/3

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

Area 2C-1: Stairs Up

Stone steps rise up to the west leading to Level 1, Area 1D-2. The stairs are not worn, and a thick wooden barricade blocks the top of the stairs. Breaking down the barricade requires 2 successful DC 22 Strength checks.

Area 2C-2: Decisions, Decisions (CR 7)

This roughly rectangular room looks like a dead-end, but a DC 20 Perception check reveals a secret trapdoor set into the floor (A). Additional DC 20 Perception checks reveal 6 secret doors also leading out of the room (at B, C, D, E, F and G). The trapdoor in the floor can be opened by digging a sharp object (such as a sword tip or crowbar) between two bricks and applying pressure (a DC 14 Strength check). Inside are 2 potions of invisibility (labeled "One") and 2 potions of fly (labeled "Two"). With them is a note reading: "Brothers! It has become too dangerous for us here. One then up then right then ahead to one's left then Two and free." These are instructions on how to flee the area via Level 1D using the potions to get past the bandits. Priests of Orcus who first scouted the area left this cache behind. Doors B, C and D slide open with minimal pressure. Each door is on well-oiled brass rollers and makes little sound. Behind the brass doors await painted brass-coated switches. Most of the paint has flecked off these handles. Pulling these handles opens and closes various doors.

The table below details what happens when the various switches behind the doors are pulled:


| Switch | Effect When Pulled |
|--------|--|
| V | Opens Door D; closes and locks Door B |
| W | Opens Door C; closes and locks Door D |
| х | Opens inner door to Switch Y ; closes and locks Door C |
| Y | Opens door to Level 2C , Area 2C-7 ; closes and locks Doors B, C and D |

This can be a tricky puzzle. A couple of easy solutions are to trigger the switches with a rope or rig timers using spare trap parts (DC 18 Disable Device to mess around with the switches). Blocking the doors is also a possibility, while using summoned monsters to trigger the switches would also do in a pinch.

Doors E and **F** are made of heavy stone, and are hidden and locked. Both are on springs and gently close 1 round after they are opened. If **Doors E** and **F** are opened at once, the door to **Location Z** (inside the room accessed by **Door F**) clicks open.

Door G is a normal secret door that opens onto a passage leading to Level 2C, Area 2C-10.

Secret Brass Doors (B, C and D): 6 in. thick; hardness 10; hp 120; Break DC 28; Disable Device DC 20.

Secret Stone Doors (E and F): 8 in. thick; hardness 8; hp 120; Break DC 26; Disable Device DC 20.

Secret Door (G): 2 in. thick; hardness 10; hp 60; Break DC 28; Disable Device DC 20.

If found and opened, the room behind **Door E** is home to **2 shadows**. The room behind **Door F** is a mess of old rags, twisted bits of rusty metal and broken wooden furniture. Anyone searching through the mess must make a DC 14 Reflex save to avoid cutting themselves on a shard of sharp metal (1d4+1 points of piercing damage). A small crypt in **Location Z** (accessed by opening **Doors E** and **F** at the same time) looks old and poorly kept. Four broken pillars surround a cracked sarcophagus. One round after anyone enters the crypt, a **mummy** springs from the sarcophagus and attacks.

SHADOWS (2) CR 3 XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

MUMMY XP 1,600

hp 60 (Pathfinder Roleplaying Game Bestiary "Mummy")

Treasure: The mummy is bedecked in jewelry, although none of it is magical. A gold-and-ruby amulet worth 150 gp hangs around its neck, and a quartet of 4 matching rings are on its fingers (35 gp each). One of the mummy's fingers has fallen off and can be found inside the coffin.

Area 2C-3: My Reflection (CR Varies)

Lying in the middle of the floor of this dimly lit room is a single fractured gem radiating light out to 40 ft. The floor and ceiling were once painted black, but the paint has since peeled away. Every step taken into the room is met with loud crunches of old paint flecks (-10 penalty to Stealth checks). Four-foot-tall-by-three-foot-wide mirrors cover every wall. Apart from the strange choice in decoration, the only item of interest in the room is a *mirror of opposition* placed in the center of the southern wall. Due to the reflections from all the mundane mirrors, any creature in the room looking at any mirror triggers the *mirror of opposition's* effect. Since there are 84 mirrors in total in the room, it might take the PCs some time to locate the offending device.

Area 2C-4: Starved (CR 3)

The outer area of this room is neatly carved from the surrounding stone. In the center of this room is a 10 ft. by 10 ft., 30 ft. deep pit trap (A). The pit trap also sounds a bell when triggered; roll once on the Wandering Monster Table to see what, if anything, comes to investigate. A crypt beyond the unlocked door is uncarved and scarcely adorned, with 7 skeletons lying inanimate in broken coffins. Faded and torn tapestries hang from the wall, and bits of rubble cover the floor. So long as none of the skeletons is disturbed, they remain still. A masterwork falcata (Pathfinder Roleplaying Game Advanced Player's Guide) lies atop the stone table (B). This weapon belonged to a travelling sword-master who visited this level a long time ago. The weapon is trapped: If anyone other than its original owner touches it, it attempts to shock the would-be thief. Triggering this trap causes the skeletons to attack. A side cavern (C) is home to a large iron-and-wood chest, nearly 10 ft. across and 4 ft. deep. The lid of the chest is very heavy in addition to being trapped, although there is enough room for up to 5 people to work together to lift the lid (DC 26 Strength check). Apart from the trap, the chest is empty. Triggering this trap also causes the skeletons to rise and attack. The skeletons attempt to defend the bottleneck and force the party to come at them 1 at a time.

SKELETONS (7) XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

CR 1/3

CR 1

CR 2

CHEST SPIKE TRAP CR 2 XP 600 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch (opening the chest); **Reset** manual **Effect** Atk +15 ranged (javelin; 1d6+6)

PIT TRAP XP 400

CR 5

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 30 ft. deep pit (3d6 falling damage); DC 20 Reflex save avoids; multiple targets (all targets in a 10 ft. square area)

SHOCKING HILT TRAP XP 600 Type magic; Perception DC 22; Disable Device DC 22

Trigger touch; **Reset** 1 minute **Effect** spell effect (shocking grasp, CL 3rd, 3d6 points of electricity damage)

Area 2C-5: Enemy at the Gates (CR 6)

This room and **Area 2C-6** are home to nests of undead. The **6 hungry ghouls** here are the main reason for the barrier on **Level 1D**, **Area 1D-2**. Every 2d4 hours, all the ghouls mass for an attack, charging up the stairs and wailing against the barricade for 10 minutes or until driven back. They then slink back to the lair before their hunger drives them to try again. Every assault has a 1% chance of breaking through. If the bandits are no longer maintaining the barricade, the checks becomes cumulative.

The room itself is devoid of furnishings and contains only some scattered debris and a handful of bones, picked clean. The doors to the room are small and sturdy portcullises with their mechanisms rusted open. A minute's work with some oil and a DC 20 Disable Device Check gets them working again.

RAPPAN ATHUK: EXPANSIONS CR 1 Languages Common

GHOULS (6) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

Area 2C-6: Gates, Continued (CR 5)

This room is very similar to **Area 2C-5** and contains **5 ghouls**. The ghouls here have been slightly more successful than their neighbors, and the piles of bones are larger. Anyone looking through the piles (DC 12 Perception check) finds a ruby-encrusted bronze amulet decorated with the holy symbol of Darach-Albeth. The amulet is worth 150 gp, but if sold to an appropriate church fetches double that amount. The doors to the room are rusted open, like those in **Area 2C-5**.

GHOULS (5) XP 400

CR 1

hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

Area 2C-7: Moisture and Moss (CR Varies, 0 or 3+)

This room has been lazily carved with different imagery of frogs, demons and scenes of the Abyss. The centerpiece to this room is a giant water feature honoring the great frog-god, Tsathogga. A 20 ft. tall statue of the frog god stands on a 40 ft. long by 20 ft. wide stone platform. The platform is carved to resemble a fetid pond with rotting lily pads with chunks of different bodies floating in it. The corners of the platform are in the shape of much larger lily pads. Foul water flows out of the frog statue's mouth, leaving rivulets of filth all over the statue and the carved platform before pooling in the larger lily pads at the corners. These pools are home to dozens of tadpoles that are fat and white. These are the young of the frogs in **Area 2C-8D**.

A secret door (DC 20 Perception check) is behind one of the carvings of a frog on the eastern wall. Behind it is a small storage room (A) full of supplies, including 8 robes for Tsathoggan acolytes and 2 robes for Tsathoggan priests along with 10 soapstone unholy symbols. The robes are clean, relatively new and a good fit for a Medium creature. A DC 15 Disguise check and 10 minutes work could make them fit a Small creature. In addition, 6 vials of unholy water neatly wrapped in cloth and some ritual items such as incense burners and small stone statuettes can be found. The ritual items can be sold for 120 gp to a collector.

There is a 10% chance that **1d3 acolytes of Tsathogga** and **1 priest of Tsathogga** are here from **Area 2C-9** to collect or return supplies.

Secret Door: 2 in. thick; hardness 10; hp 60; Break DC 28; Disable Device DC 20.

ACOLYTE OF TSATHOGGA CR 1/2 XP 200 Male or Female human fighter 1 CE Medium humanoid (human) Init +1; Perception +4

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield) hp 14 (1d10+1 plus 3) Fort +3; Ref +1; Will +3

Speed 20 ft. **Melee** light flail +4 (1d8+2) **Ranged** light crossbow +2 (1d8/19–20)

Str 15, Dex 12, Con 13, Int 8, Wis 16, Cha 10 Base Atk +1; CMB +3; CMD 14 Feats Power Attack, Toughness, Weapon Focus (light flail) Skills Knowledge (religion) +0, Perception +4, Survival +7 Languages Common Gear chain mail, heavy wooden shield, light crossbow, 10

bolts, light flail, soapstone unholy symbol of Tsathogga

CR 3

PRIEST OF TSATHOGGA

XP 800 Male or Female human cleric 4 CE Medium humanoid (human) Init –1; Perception +7 Aura Evil

AC 20, touch 9, flat-footed 20 (+9 armor, -1 Dex, +2 shield) hp 33 (4d8+8 plus 4) Fort +6; Ref +0; Will +7

Speed 20 ft.

Melee mwk sickle +6 (1d6+2)

Ranged light crossbow +2 (1d8/19–20) Special Attacks channel negative energy 4/day (2d6, DC 13)

Domain Spell-Like Abilities (CL 4th; melee touch +5; ranged touch +2):

6/day—icicle (1d6+2 cold), touch of evil (2 rounds) **Spells Prepared** (CL 4th; melee touch +5; ranged touch +2): 2nd—cure moderate wounds, fog cloud^D, hold person (DC 15), spiritual weapon

1st—bane (DC 14), bless, curse water (DC 14), detect good, protection from $good^{D}$

0 (at will)—create water, detect magic, detect poison, read magic

D Domain spell Domains Evil, Water

Str 15, Dex 8, Con 14, Int 10, Wis 16, Cha 12 Base Atk +3; CMB +5; CMD 14

Feats Armor Proficiency (heavy), Combat Casting, Toughness

Skills Heal +8, Knowledge (religion) +7, Perception +7, Spellcraft +7, Survival +5



Languages Common

Gear full plate, heavy steel shield, masterwork sickle, light crossbow, 20 bolts, soapstone unholy symbol of Tsathogga

Area 2C-8: Hall of Columns (CR 6)

This room is damp, and the sound of rushing water comes from the north. Six pillars are arranged at angles to draw the eye to the southernmost door. The columns are carved from an unnatural greenish soapstone and glow with a weird inner light. The western door (A) is locked with a very strong but simple padlock and bar. The door is designed more to ward off wandering monsters than intelligent thieves.

Barred and Padlocked Door: 2 in. thick; hardness 10; hp 60; Break DC 28; Disable Device DC 10.

Inside is a large supply of food fit for human consumption including 8 large barrels of cured meats and dried grains, along with 16 smaller barrels of ale. Four large sacks are filled with large cave crickets the size of rabbits, along with a small trowel with which to scoop them up. Two large casks are filled with fresh water gathered from the nearby stream. A small **locked chest** sits on a high shelf. Inside are three pouches of spices (High Priest Ilya does love her spicy food) worth 15 gp each, as well as a wand of *create food and water* with 4 charges left.

Locked Chest: hardness 5; hp 15; Break DC 23; Disable Device DC 20.

Two false doors (**B** and **C**) open onto blank walls. They form part of a crude defense, as the southern door is *arcane locked* (CL 12th) so long as the false doors are closed. When both are opened, a faint click is heard from the southern door as it unlocks.

Arcane Locked Secret Door: 2 in. thick; hardness 10; hp 60; Break DC 38; Disable Device DC 20.

Down the stairs to the north (about 10 ft. down) is a small nest (**D**) of **6** giant blind albino cave frogs. The priests raise them as pets to be turned into guards. The priests feed them a diet of cave crickets daily. The frogs are perfectly docile while eating, but anyone wandering down the stairs without a sack full of food is attacked.

The stream is shallow and fast flowing; a Small creature could possibly swim the stream (if they had adequate *water breathing* abilities, a great Swim skill, and a lot of luck!) to its terminus in the **Great Lake** (Level 11-5). This trip would take hours, be *extremely* dangerous, and possibly meet with unexpected results.

GIANT BLIND ALBINO CAVE FROGS (6) XP 400

N Medium animal (Pathfinder Roleplaying Game Bestiary "Frog, Giant")

Init +1; **Senses** tremorsense 60 ft.; **Perception** +3 (non-sight related)

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural) hp 15 (2d8+6) Fort +6; Ref +6; Will –1

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) and tongue +3 (plus grab) **Special Attacks** pull (tongue, 5 ft.), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6 Base Atk +1; CMB +3 (+7 grapple); CMD 14 (18 vs. trip) Feats Lightning Reflexes Skills Acrobatics +9 (+13 when jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics, +4 Acrobatics when jumping, +4 Stealth

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 ft. for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Area 2C-9: The Lower Temple of Tsathogga (CR Varies, 7+)

The traps are intended more as a warning and a means of buying the priests' time to prepare for intruders. If each set of doors is pushed open with an unholy symbol of Tsathogga instead of using the door handles, the traps do not go off.

| GLYPH OF WARDING TRAP XP 1,200 | CR 4 |
|---|------|
| Type magical; Perception DC 24; Disable Device DC 24 | |
| Trigger touch; Reset none Effect (glyph of warding, 4d8 cold damage; DC 15 Re save reduces damage by half) | flex |
| ACID ARROW TRAP XP 800 | CR 3 |
| Type magical: Perception DC 27: Disable Device D27 | |

Type magical; Perception DC 27; Disable Device D27

Trigger location; **Reset** none **Effect** spell effect (acid arrow, Atk +5 ranged touch, 2d4 points of acid damage for 4 rounds)

FIRE JET TRAP XP 1,600

CR 5

Type mechanical; Perception DC 25; Disable Device DC 27

Trigger location; Reset 1 hour

Effect stream of burning oil (25 ft. cone; 6d4 damage to all targets, DC 17 Reflex save reduces damage by half); targets that fail their Reflex save are also set on fire and take 2d4 points of damage each round.

Beyond the door is a semicircular room more than 100 ft. across. The room is dominated by a huge altar of the Frog God rendered in all his repugnant glory from local stone. The altar (\mathbf{D}) is made of stone adorned with bronze and green glass, and is covered in dried blood and small fragments of bone and desiccated flesh.

Mirrors (**E** and **F**) are similar in size and quality to those found in **Area 2C-3**. The mirrors are covered with thick green curtains hanging from a rusted iron rail.

The mirror at **E** acts as a teleporter to the area just outside the doors of **Wilderness Area 25, The Cloister of the Frog-God** in the wilderness north of Rappan Athuk. The teleporter is activated by smearing the mirror with blood, which vanishes instantly. This one-way transport is used as an emergency retreat by the priests of this temple.

The mirror at \mathbf{F} is the haunt of a **mirror fiend.** The priests know better than to go near it, and may use it as a test to find spies in their midst. Any priest of Tsathogga sent to this area has likely been warned to avoid the creature.

Around the altar are five clay columns brought in from the surface. Apart from being merely decoration, they also hide the temple's secret weapon: one column (G) is actually a **clay golem**. If a humanoid creature is sacrificed on the altar, the clay golem animates for 1 minute per HD of the creature sacrificed, under the control of whomever performed the sacrifice. When the time is up, the golem returns to its resting place. Anyone performing a sacrifice is considered flat-footed for the 2 rounds it takes to

perform the ceremony.

The temple is inhabited by **Priestess Ilya**, **4** priests of **Tsathogga** and **8** acolytes. Ilya is a comrade of Sigma in Area 1D-14. She is in charge of setting up a safe defensible position for the Frog priests, as well as setting up supplies, traps and guards. Like Sigma, Ilya is here to strike a blow against Orcus and his forces in Rappan Athuk and has no real quarrel with adventurers. She is highly (and violently) defensive of her sanctum, but if the PCs infiltrate the temple without setting off the traps and convince her that they're here to talk, and not fight (treat her starting attitude as "unfriendly"), she hears them out. Ilya won't let the party stay here under any circumstances, and briskly sends them on their way back up to Sigma. Ilya has a taste for prisoners, however; if the party catches an intelligent humanoid, she pays 25 gp for the creature. She uses these prisoners as a special treat for the albino cave frogs in Area 2C-8D or ties them to the altar if she expects an attack.

Tactics: If this temple is attacked (and the entry traps give the occupants some forewarning), the acolytes crowd around the door ready to ambush whomever comes through. The priests cast *spiritual weapon* then stride into position. Ilya moves to sacrifice a prisoner (if she has one); otherwise, she casts *summon monster IV* then works through the rest of her spells intelligently. If the invaders break into the room, the acolytes form a human shield while the priests complete their preparations. If the invaders look like strong combatants, Ilya calls an acolyte back to sacrifice him (surprise!) to activate the golem. Given the chance, Ilya orders acolytes to grab PCs reduced to 0 hp to sacrifice them to the golem.

If the battle goes poorly (all the acolytes and half the priests are defeated with no casualties to the opposition), Ilya retreats through the mirror (\mathbf{E}) while her priests hold the line until she escapes.

Treasure: Apart from the priest's equipment, the temple's vestries (wall hangings, incense burners and altar service) can be sold for 4,000 gp to a collector (if one can be found) or simply melted down for 600 gp worth of unsullied bronze. At **H** is a small hidden trapdoor (DC 22 Perception check) that hides the key to the trapdoor in **Area 2C-10** that leads into the Rainbow Vault (**Area 2C-11**). Only Ilya is aware of this hiding place.

| ACOLYTES OF TSATHOGGA XP 200 hp 14 (see Area 2C-7) | CR 1/2 |
|--|--------|
| PRIEST OF TSATHOGGA XP 800 hp 33 (see Area 2C-7) | CR 3 |
| PRIESTESS ILYA XP 2,400 Female human cleric of Tsathogga 7 CE Medium humanoid (human) Init –1; Perception +11 Aura Evil | CR 6 |
| AC 22, touch 9, flat-footed 22 (+10 armor, -1 Dex, +3 shield) hp 49 (7d8+14) Fort +7; Ref +3; Will +9 Resist cold 10 | |
| Speed 20 ft. Melee +1 sickle +8 (1d6+3) Special Attacks channel negative energy 4/day (4d6 | 5, DC |

14) Domain Spell-Like Abilities (CL 7th; melee touch +7; ranged

Domain Spell-Like Abilities (CL /th; melee fouch +7; ranged touch +4):

7/day—icicle (1d6+3 cold), touch of evil (3 rounds) **Spells Prepared** (CL 7th; melee touch +7; ranged touch +4): 4th—cure critical wounds, summon monster IV, unholy blight^D (DC 18)

3rd—cure serious wounds, magic circle against good^D,

prayer, protection from energy

2nd—augury, bear's endurance, chant, fog cloud^D, hold person (DC 16)

1st—bane (DC 15), command (DC 15), detect good, obscuring mist^D, sanctuary (DC 15), shield of faith 0 (at will)—create water, detect magic, read magic,

resistance

D Domain spell Domains Evil, Water

Str 14, Dex 8, Con 14, Int 10, Wis 18, Cha 13 Base Atk +5; CMB +7; CMD 16

Feats Armor Proficiency (heavy), Combat Casting, Lightning Reflexes, Quick Channel, Sacred Summons

Skills Knowledge (planes) +5, Knowledge (religion) +10, Perception +11, Sense Motive +8, Spellcraft +10, Survival +8 Languages Common

Combat Gear potion of gaseous form, potion of invisibility; **Other Gear** +1 full plate, +1 heavy steel shield, +1 sickle, belt of mighty constitution +2, silver unholy symbol of Tsathogga

MIRROR FIEND XP 2,400

CR 6

CN Medium outsider (chaotic, extraplanar) (see Appendix) Init +5; Senses darkvision 60 ft.; Perception +11

AC 19, touch 19, flat-footed 14 (+4 deflection, +5 Dex) hp 92 (8d10+40 plus 8) Fort +7; Ref +11; Will +6 DR 10/magic; Immune mind-affecting effects; SR 17

Speed 50 ft.

Melee mirrorblade +14/+9 (3d4+5/19–20) **Ranged** mirrorbow +14 (3d4 /x3)



Special Attack mirror-lure (DC 17)

Str 20, Dex 21, Con 21, Int 11, Wis 11, Cha 18 Base Atk +8; CMB +13; CMD 28 Feats Power Attack, Toughness, Weapon Focus (mirrorblade), Weapon Focus (mirrorbow) Skills Bluff +15, Intimidate +15, Knowledge (planes) +11, Perception +11, Sense Motive +11, Stealth +16

Mirror-Lure (Su) If a mirror fiend locks its gaze with someone looking into the mirror, the victim must succeed on a DC 20 Will save or have his soul sucked into the mirror, while his body remains motionlessly staring at himself in the mirror. While within the mirror, the victim's actions are controlled by his immobilized self as the mirror fiend attacks the victim's mirror-self. The victim's mirror-self suffers –4 to his first attack due to being unfamiliar with the mirror-image environment, but the penalty is reduced by 1 in each subsequent round. Should the immobilized victim's gaze be moved away from his mirror-self, he is longer be able to control his movements within the mirror, and the mirror-self becomes a motionless target for the mirror fiend. Slaying the mirror fiend restores the victim's soul to his body, but shattering the mirror (hardness 1, hp 5) forever traps the soul within the mirror. Spells used from the outside reflect back upon the caster rather than enter the mirror-realm. The save DC is Charismabased, and includes a +2 racial bonus.

Mirror fiends inhabit mirrors. They appear as emotionless humans staring out of the reflective surface to the world beyond.

Level 2C: Section 2, The Tunnels of Terror

Level 2C, Section 2

Difficulty Level: 5–9

Entrances: Passage down from Area 1D-18 to Area 2C-21; passage from Level 2C, Area 2C-2 to Area 2C-10.

Exits: Passage to Level 3D from Area 2C-19; passage to Area 2C-25.

Wandering Monsters: Check once per hour on 1d20:

2d6 stirges 1-2

- 1d3 ghouls and 1 acolyte of Tsathogga 3-4 (see Area 2C-4) if in the southern section; otherwise 1 troll
- 5-6 1 gelatinous cube
- 7 1d4 ghouls
- 3d6 giant frogs 8
- 1d2 slithering trackers if in the southern 9 section (Area 2C-9); otherwise 1d2 river trolls

11-20 No Encounter

Note: Treat all rolls made within Area 2C-11 or Area 2C-16 as "No Encounter." Any monster encounter within Area 2C-14 through Area 2C-18 is instead replaced with an encounter of 1d3 slithering trackers.

Detections: High levels of magic emanate from **Areas** 11 and 17.

Shielding: None.

Standard Features: All non-cave areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings of cave areas are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. Cave areas are fungus-filled 10% of the time. 20% of the fungus is edible while 10% is poisonous (save or die). A DC 20 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

GELATINOUS CUBE XP 800

CR 3

CR1

hp 50 (Pathfinder Roleplaying Game Bestiary "Gelatinous Cube")

GIANT FROG XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary "Frog, Giant")

STIRGE XP 200 CR 1/2

CR 5

hp 5 (Pathfinder Roleplaying Game Bestiary "Stirge")

RIVER TROLL XP 1,600 The Tome of Horrors 4 236 CE Large humanoid (amphibious, giant) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 63 (6d8+36); regeneration 5 (acid or fire) Fort +11; Ref +4; Will +3

Speed 30 ft., swim 40 ft. Melee bite +8 (1d8+5), 2 claws +8 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 1d6+7)

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6 Base Atk +4: CMB +10: CMD 22 Feats Intimidating Prowess, Iron Will, Skill Focus (Perception) Skills Intimidate +9, Perception +8, Swim +13 Languages Giant SQ amphibious

SLITHERING TRACKER XP 1,200

CR4

CR 5

hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Slithering Tracker")

TROLL

XP 1,600

hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

Area 2C-10: Entryway from Section 1

This room is well carved, done with a more careful hand than Level **2C**. Clear markings on the floor indicate past furnishings and decorations, although they've been gone for centuries.

At the back of the room is a single thick 5 ft. square iron panel set into the floor. This trapdoor hides a 10 ft. drop into Area 2C-11. The trapdoor is magically locked. The panel has a large keyhole in its center, but there are no pins or tumblers, so it cannot be picked. The key for this door is in Level 2, Area 2C-9. The key originally was found by Priestess Ilya. Once she figured out that what lay beyond was of no use to her followers, she hid the key. Inserting the key into the keyhole unlocks the door for 1 minute. Since it is the lock that is magical (rather than the key), making a duplicate of the key works just as well if the party has somehow seen the original. A knock spell also functions normally.



Area 2C-11: The Rainbow Vault

This room at the bottom of the 10 ft. drop from Area 2C-10 is a tiny, drab and empty 15 ft. by 15 ft. chamber. The walls of this second chamber are created by a *permanent image* marking out a small space within a much-larger room. These fake walls are quite believable and require a DC 21 Will save to disbelieve. Marking the walls with two strong pigments (such as blood and chalk) also dispels the illusion. This second method of dispelling the illusion is referred to in Area 2C-12.

The real room has six small alcoves in the walls set around a large central column in the middle of the room. The column is made of a white metal (a lead alloy) and, with its base, weighs more than 20 tons, far too heavy to lift. The base is 2 ft. tall at the rounded outer edges and 4 ft. tall at the cross-shaped area, creating a rather impressive centerpiece for the room.

Each alcove has a small plaque next to it that contains a riddle. If the correct answer is spoken aloud, a panel slides away to reveal a colorful staff. An incorrect answer sets off a trap. Since the color of the staves follows the pattern of the rainbow, observant players may be able to use the colors of the riddles as a hint.

The riddles, rewards and traps are as follows:

A: The riddle reads: "With which I painted my silver arm one cold winter's day, ink stolen from a man who gave no chase." The answer is "blood," and the riddle references a stabbing. The correct answer rewards the party with a red staff, while an incorrect answer causes a scorching ray (CL 5th; ranged touch +0) to target the speaker.

B: The riddle reads: "Who was it that I watched fade? Beauty repeated, a loss of something priceless each and every time. I felt no sorrow, for its passing promised me a new beginning." The answer is "sunset" (although "dusk" works as well). The correct answer rewards the party with an orange staff, while an incorrect one causes the speaker's equipment to be targeted by a *heat metal* spell (CL 3rd).

C: The riddle reads: "Father, although we call him child. He watches us, but only half the time." The answer is "the sun" (the riddle plays on the homophones "son" and "sun"). The correct answer rewards the party with a yellow staff, while an incorrect answer evokes a blindness/deafness spell (CL 5th; blindness first).

D: The riddle reads: "I stopped to admire your hair, so pretty was it when it blew in the breeze. I wondered how you ever kept it so short, and marveled at the color. My companion stopped to ask me why I should speak to a hill. What was it that I could see, and she could scarce care for?" The correct answer is "grass." The correct answer rewards the party with a green staff, and an incorrect answer causes an *acid arrow* (CL 6th; ranged touch +4) to strike the speaker.

E: The riddle reads: "Where did I swim with such gorgeous fish, their scales in hues of brown and gray? My time there was short, I swam so fast, and only down." The correct answer is "the sky" and the riddle references falling ("My time there was short, I swam so fast, and only down"). The correct answer rewards the party with a blue staff, while an incorrect answer causes a lightning bolt (CL 7th; ranged touch +6) to strike the speaker.

F: The riddle slate is blank. The correct answer is *"indigo"* (following the rainbow pattern of staves) although a GM might accept *"violet"* as well. The correct answer rewards the party with an indigo-colored staff, while an incorrect answer targets the speaker with *color spray* (CL 1st).

If all six staves are collected, the central column rises up to reveal a seventh, violet staff. Each staff radiates magic (they were the source of the spells triggered when an incorrect answer was given). The violet staff radiates transmutation magic and was the source of a *reverse gravity* spell that lifted the pillar. If the staff is removed, the pillar crashes down exactly one minute later, almost certainly killing anyone beneath it (20d6 points of bludgeoning damage, DC 21 Reflex save to avoid all damage).

These staves are required to solve the puzzle in Area 2C-16.

Area 2C-12: A Cryptic Message

This room has clearly seen better days. Hooks lining the walls and deep scratches in the stone floor suggest that this may once have been a display room of sorts. Roll once on the **Wandering Monsters** table when the party first enters the room as monsters have begun to frequent this room as a place to rest and relax.

At the back of the room is the chamber's sole-surviving statue, although its features are long since torn away. If a good-aligned creature approaches within 15 ft., a *magic mouth* on the statue appears long enough to say *"Two colors to enter the place of seven, seven to clear the three."*

After that, the statue falls silent, and does not repeat its message until another 2d10 hours pass. This message gives hints on how to get through the illusory walls in **Area 2C-11** and what to do in **Area 2C-17**.

Area 2C-13: Defensive Lines (CR 9)

This room is a last line of defense established by Sigma and Ilya to prevent access to **Area 2C-16**. The evil priests may not know what lies beyond the door to that room, they know enough to try to prevent heroes from accessing it.

This room has a 10-foot-tall raised platform in the center and a 20 ft. high ceiling. Making camp on this rather defensible platform are **4 priests of Tsathogga**. With them are **8 acolytes**, 4 on watch on the platform and 4 near the secret door to **Area 2C-5**. Wandering the room are **4 ghouls** who obey the priests' orders (so long as they're fed). The ghouls are not quiet; anyone listening for sounds coming from this room hears groaning, feet dragging and chattering teeth. Lanterns hanging from hooks on the walls once held more elaborate decorations.

Tactics: The priests are here to defend this position, and they're well equipped to do so. The ghouls immediately rush intruders, while the acolytes use their magic and channeling abilities to aid and heal the ghouls. The acolytes know that if the ghouls are destroyed, they'll be exposed to the front line, and they don't want that!

The priests are very cautious, casting *protection from good* on themselves before opening with arrows. They use their channel energy to heal the ghouls if the acolytes cry for help; otherwise, they unload crossbow bolts into the heroes.

The frog priests are in a good position, and they only need to stall for time until the heroes succumb to paralysis. If all goes well for the priests, they'll barely need to attack in melee at all.

Treasure: At the back of the raised platform is a large pile of supplies. Most is basic survival supplies, namely lantern oil, blankets and extra equipment (105 gp worth total). The vast majority of supplies, however, are food and water. The ghouls are highly effective in such a confined space, but they eat at least twice as much as a human and have a tendency to try to snack on the acolytes when they get hungry! The priests have taken steps against this and have secured three weeks' worth of rations in iron-bound barrels difficult for the ghouls to open.

| ACOLYTE OF TSATHOGGA (8) XP 200 | CR 1/2 |
|--|--------|
| hp 14 (see Area 2C-7) | |
| PRIEST OF TSATHOGGA (4) XP 800 | CR 3 |
| hp 33 (see Area 2C-7) | |
| GHOULS (4) XP 400 | CR 1 |
| hp 13 (Pathfinder Roleplaying Game Bestiary "Ghou | ייוע) |
| Area 2C-14: The Damp | |
| Two feet of water covers the floor here, and the entire area smells like | |

Two feet of water covers the floor here, and the entire area smells like a wet dog. Water flows into the room from **Area 2C-15** and drains out through cracks in the floor. Apart from the odd floating rat dropping, the water looks clean enough. Plaster once decorated the walls, but it has

rotted and fallen away in great chunks to reveal a natural cavern wall. When the door is opened, a large colony of bats erupts out of the room (harmless, but it may spook the party if they're a bit on edge). Rats run along the walls, occasionally pausing to nibble at the plaster. This room is actually fairly safe, although wandering monsters come through here at twice the normal rate.

Area 2C-15: Slippery When Wet

This room is similar to **Area 2C-14**, with 2 ft. of water covering the floor and rock walls with the odd fragment of plaster still clinging to them. The corridor's floor slopes downward at a moderate incline and the rushing water has polished the floor to a mirror-shine. Anyone moving through the area must make a DC 10 Acrobatics check or fall prone. The same check is required to stand up.

Jets of water in the center of the room shoot 6 ft. into the air. The water comes through cracks in the ground leading to an underground river running beneath this chamber and **Area 2C-14**. Over time, the pressure of the water below has created this natural spring. The water is perfectly drinkable (although it tastes a bit odd). Wandering monsters come here to drink often; rolls made on the **Wandering Monsters Chart** should be made at double the normal frequency.

Area 2C-16: The Tomb of Prince Wales (CR 7)

The "door" to this room is a 20-ton slab of dense stone that can be opened only by solving the puzzle in Area 2C-17. Inside is a lavish tomb lit by two bronze candelabras each holding three torches lit with a *continual flame*. The candelabras sit on moth-eaten carpets. Tapestries hanging on the walls depict a dwarf fighting evil creatures with a magical sword. A grand, six-sided coffin with 3 ceremonial swords atop it sits at the back of the room. These swords spring to life if the coffin is approached. Unless intruders bear the crest of House Wales (which is rather unlikely), the swords fly to attack.

Inside the coffin is the very old skeleton of Prince Nallis Wales. He is garbed in funeral gear nearly disintegrated with age. He was buried with his sword *Callissander*, a +3 *longsword* (NG, Int 10, Wis 14, Cha 14, Ego 11) that can speak Common and Dwarf. Callissander was created to defeat evil priests and is happy to be wielded by any goodly hero on a quest to fight the followers of any evil god. If it strikes an evil divine caster, the sword emits

a burst of light from a gem on its pommel that forces the target to make a DC 15 Fortitude save or be blinded (as per the spell *blindness/deafness*). Callissander is not particularly talkative and is rather single-minded in its focus. If it is used to kill a high priest of any evil religion, it learns to trust its wielder and does not complain if used for purposes other than slaying evil priests. It knows surprisingly little about Prince Wales, but grants a +5 competence bonus to its wielder when making checks to identify the markings, rituals or symbols of evil deities.

If the contents of the room are repaired and sold, they fetch 2,100 gp at a city market. This would be the same as defiling the tomb, however, for purposes of the heroes' alignment.

CEREMONIAL SWORDS (3) XP 1,200

CR4

N Small construct (Pathfinder Roleplaying Game Bestiary "Animated Object")

Init +1; Senses darkvision 60 ft., low-light vision; Perception –5

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size) hp 43 (2d10+10) Fort +1; Ref +2; Will -4 Defensive Abilities hardness 5; Immune construct traits

Speed 30 ft. **Melee** 2 slams +8 (1d4+3)

Str 16, Dex 12, Con —, Int —, Wis 1, Cha 1 Base Atk +4; CMB +6; CMD 17 SQ construction points (1, additional attack)

Area 2C-17: End of the Rainbow

This room has neatly carved walls that are completely bare. Unlike many other rooms on this level, the walls have neither hooks nor show any other signs of past ornamentation. Three pools containing different colors of water are in the room, one against the north wall, one against the south, and one near the entry. The northern pool contains blue water; the southern one holds red liquid; and the central pool contains pale yellow water. Seven 1 in. diameter holes are bored into the floor running along the length of the room. If the seven staves from **Area 2C-11** are inserted into the holes in the order shown on the map (ROYGBIV starting with red in the northernmost hole), the pools of water turn clear and the door to **Area 2C-16** opens with a loud grinding noise (check for wandering monsters).



Area 2C-18: Slithering Tracker Nest (CR 10)

On the wall near this room, some brave soul scrawled a large circle with a line through it in chalk, a universal sign of warning.

The room is the nest of **8 slithering trackers** (subtract any killed as part of a wandering monster encounter). They do not appreciate intruders. On the floor are three skeletons, although there are no signs of a struggle — one last warning to the party. If the trackers hear someone approaching, they hide on the ceiling and wait.

These creatures are exceptionally dangerous, although they move slowly. A party that flees when they realize what they're facing may live to see another day. The trackers mostly hunt the corridors of **Level 2C**, **Section 3**.

Treasure: The skeletons are still fully equipped, as the trackers have no use for treasure. Among them are two suits of rusted chain mail, one rusted breastplate, a longsword, two daggers and various incidental bits of rotted equipment.

SLITHERING TRACKERS (8)

CR 4

XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Slithering Tracker")

Area 2C-19: Bath Time! (CR 8)

The central features of this room are a thick iron grate and a terrible acrid metallic smell. The gaps in the grate are just under 6 in. across. Visible through the grate is a yellowish liquid. This is a powerful acid; anything not made of metal that falls through the grate bubbles and crackles as it dissolves. In the corners of the room are **4 pressure pad traps**, each one a trigger. If triggered, the central grate drops 10 ft. into the acid, submerging anyone standing on the grate.

A particularly clever party might use this powerful trap to its advantage.

PRESSURE PLATES AND ACID BATH CR 8 XP 4,800 Type mechanical; Perception DC 28; Disable Device DC 28

Type mechanical; Perception DC 28; Disable Device DC

Trigger location; **Reset** automatic (10 rounds) **Effect** 10ft. deep pit of acid (4d6 points of acid damage, DC 22 Reflex save avoids); multiple targets (all targets in 10 ft. square in center of room)

Area 2C-20: Troll Lair (CR 8)

This room was once a grand display room. Two columns have survived the test of time, and three alcoves in the wall that once have housed mighty statues are empty. Now, they serve as cubbyholes for **3 trolls**. These trolls head to **Area 2C-21** to get to the surface to hunt. They have a deep-seated fear of the acid in **Area 2C-19** and don't pursue intruders who flee into that room.

The right-hand column has a secret compartment (DC 17 Perception check) that is packed with very dry straw hiding two long, thin bottles. These are a *potion of flying* and a *potion of invisibility*. They're a hidden stash from the wizard who originally inhabited of **Area 2C-24**.

TROLLS (3)CR 5XP 1,600hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

Treasure: Each troll keeps a sack by its bed to hold its favorite loot. The first sack contains a +1 short sword, 3 longswords and a heavy mace. The second troll loved things that sparkle. Inside the sack by its bed are 16 various cheap gemstones: 3 yellow citrines worth 55 gp; 7 white fire opals worth 25 gp; and 6 garnets worth 10 gp. Also included is a rhine-

stone-studded walking stick that is very shiny, indeed, but worth only 10 gp. The third sack contains clothes (mostly bloodstained) of Medium and Small creatures. There's a mix of two dozen items, mostly shirts, dresses and pants. None of it holds any real value, but a GM may want to put clues here about any important people that have recently gone missing.

Area 2C-21: Unfinished Business

This room is a mess. The southern section is carved stone and lightly decorated. To the east, someone has roughly hacked a path upward at a slight angle. After 40 feet, this tunnel connects to **Area 1D-18**. In the northern part of the room, a rough area has been cleared to uncover an underground stream. The stream flows quickly to the east, but there is nowhere to come up for air for at least another mile. Exactly what purpose this room originally served is unknown. Piles of rubble litter the floor, but none of it has been disturbed since this room was first worked on. A DC 17 Knowledge (engineering) check reveals that the passage to the river was excavated in a mad rush around the time the rest of the area was carved.

There is a 25% chance any time the party enters this room that the trolls from **Area 2C-11** are here, either heading to or from the surface, or playing near the water.

A small patch of dirt near the river is host to a patch of fairly common cave mushrooms. A DC 20 Knowledge (dungeoneering or nature) or DC 20 Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

POISONOUS FUNGUS

Type poison—ingested; save Fortitude DC 16 onset 10 minutes; frequency 1/minute for 6 minutes effect 1d3 Con damage; cure 2 consecutive saves.

Area 2C-22: Empty Room

While other parts of the complex are carved, this room is essentially still a natural cavern. Stalagmites and stalactites cover the floor and ceiling. A humid breeze blows from **Area 2C-21**, and moss and small fungal growths grow on any rock facing north. A large number of bats, rats and beetles are in this room, living off the fungus and each other. The bats periodically fly to **Area 2C-21** to get to the surface before returning here to sleep. 40% of the fungus is edible by humans, while 5% is poisonous. A DC 20 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

The door to Area 2C-23 is *arcane locked* (CL 12th). The key for the door was lost long ago. It is possible one of the trolls in Area 2C-20 has it.

Area 2C-23: Cold Corridor

The door to this room is locked (see Area 2C-22). This short passageway is very cold compared with the rest of the level, and a layer of frost and rime covers every surface.

Area 2C-24: The Abandoned Laboratory (CR 3)

A considerable time ago, this room was set up to be a wizard's laboratory. Delicate glass equipment sits on one bench, while a veritable library of books on oak bookshelves cover the west wall. Everything is covered with a half-inch of ice that has slowly built up over the centuries. This room radiates cold and anyone venturing in too quickly gets a nasty shock: **Brown mold** covers all of the equipment and most of the walls and ceiling.

If PCs destroy the brown mold and then thaw the room, they are in for another surprise. Hiding on a bookshelf on the west wall is an **inaed** previously frozen solid in a block of ice.

The alchemical equipment can be cleaned and sold for 1,500 gp. The books on the bookcase are all spellbooks, but are badly damaged. A diligent PC can reassemble any 1st-level arcane spell, along with 10 random 2nd-level spells and 8 random 3rd-level spells.

BROWN MOLD

XP 600 (Pathfinder Roleplaying Game Bestiary "Hazards")

INAED

CR 2

CR 2

XP 600 N Tiny outsider (incorporeal, native) (see the Appendix) Init +3; Senses darkvision 60 ft.; Perception +7

AC 19, touch 19, flat-footed 15 (+4 deflection, +3 Dex, +1 dodge, +1 size) hp 19 (3d10+3) Fort +2; Ref +7; Will +4 Defensive Abilities invisibility Weakness vulnerable to channeled energy

Speed fly 50 ft. (perfect) Space 2 1/2 ft.; Reach 0 ft. Spell-like Abilities (CL 5th): 2/day—major image (DC 15), sleep (DC 15), suggestion (DC 15)

Str —, Dex 17, Con 12, Int 11, Wis 13, Cha 18 Base Atk +3; CMB —; CMD — Feats Dodge, Mobility Skills Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +7, Sense Motive +7 Languages Common (never speaks) SQ book haunt

Book Haunt (Su) An inaed inhabiting a book or other object is entirely impervious to non-magical physical attacks, for such an attack directed at the inaed only damages the book it inhabits. "Turned" or otherwise unbound inaed immediately seek out the nearest book to inhabit. Entering a book takes 2d4 rounds. During this time, the creature is visible but still incorporeal. Books that have been freed of any inaed and books that have been blessed by a cleric of 9th level or higher are immune to infestation.

Invisibility (Su) An inaed remains invisible even when it attacks. This ability is constant, but the inaed can suppress or resume it as a free action. An inaed that has been cast out of a book loses this ability until it is able to inhabit another book.

Vulnerable to Channeled Energy Although inaed are not undead, they respond to channeled energy as if they were. They can be healed by positive energy, harmed by negative energy, and are subject to the Command Undead



and Turn Undead feats. An inaed that takes damage from channeled energy while inhabiting a book flees the book if it fails its Will save for half damage.

Tactics: Unsurprisingly for a creature that inhabits books, inaeds are rather clever, and this particular one wants the intruders out of "its" library! The *invisible* inaed opens with a *major image* of a blast of fire that sweeps along the walls and ceiling and causes a dormant patch of brown mold to sprout rampantly from seams in the walls. With the return of the brown mold, the temperature again plummets. If that illusion doesn't work, the inaed flies into the corridor and creates an illusion of a very angry frost giant. If this fails to scare the party off, it simply exhausts the rest of its spells and waits for them to leave. If the party takes a significant amount of the library with them, the inaed follows them, haunting the party for as long as it can.

Level 2C: Section 3, The Tunnels of Terror

Level 2C, Section 3

Difficulty Level: 5–7 Entrances: Passage from Level 2, Section 2 to Level 2, Section 3, Area 2C-25. Exits: Passage to Level 3D, Area 3D-7 from Level 2, Section 3, Area 2C-34.

Wandering Monsters: Check once per hour on 1d20:

1–2 1d6 dire rats

3-4 1d4 wererats

- 1d3 acolytes of Tsathogga on a mission to speak with Remis (Area 2C-40). There is a 25% chance they have brought 1 well-fed ghoul as "protection".
- 7-9 1d2 slithering trackers if near Area 2C-25, 2C-31a, or 2C-34; otherwise No Encounter

11-20 No Encounter

Note: Treat all rolls made within Area 2C-26 through Area 2C-30 as "No Encounter." Acolytes will only be encountered in Area 2C-25, 2C-31a or 31b, 2C-37, or 2C-38; otherwise treat as "No Encounter".

Detections: Strong evil emanates from **Areas 2C-25** to **27**. **Shielding:** No detection spells work in **Area 2C-35**, or they give false results (GM choice).

Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well, except as noted in room descriptions. Walls, columns and other features on this level are dry.

ACOLYTE OF TSATHOGGA

XP 600

hp 22 (see Level 1D, Entrance)

DIRE RAT

CR 1/3

CR 2

XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

GHOUL

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

SLITHERING TRACKER CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Slithering Tracker")

WERERAT CR 2

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

Area 2C-25: Meeting Tsathogga (CR 5)

The door to this room opens upon a grand sight. On the wall directly across from the entry, and down a half-flight of steps, is a large mural of the Frog God, Tsathogga. Fully encompassing the egg-shaped wall, and looming up the arched ceiling some 30 ft. tall is an exquisitely rendered painting of the demon lord, his head lowered in a position to devour all who enter. Closer inspection of the mural shows that in the absolute blackness of the gaping frog-maw, is what might appear to be a 3 ft. diameter door or passage (secret door; DC 10 Perception check).

The "door" is actually the trigger for a **trap**. If the door is touched, a *symbol of sleep* is activated, affecting everyone within 60 ft. of the mouth (roll for those wandering monsters!). The door does not open.

Flanking the great frog-mural are 2 tapestries, each 20 ft. square and created with obvious skill and passion. The northern tapestry depicts a boggy landscape, devoid of structures or undulations of the land. It's a flat, fetid marsh. On closer inspection (DC 20 Perception check), an observant character can detect the faces of humans and other humanoid beings rendered in the weaving. Whether these are just tricks of the eye, or of some type of weaving technique is unknown. The southern tapestry is much clearer; it is an aerial view of the Dragonmarsh Swamp, somehow from miles overhead. In stark contrast to the northern tapestry, this one is seemingly alive with vibrant colors of swamp flowers, wildlife, etc. Each of the tapestries could fetch 1,500 gp, although they each weigh nearly 100 lbs, and a serious or deranged collector would be needed for the northern tapestry. Each of the tapestries is concealing an oaken door.

SYMBOL OF SLEEP XP 1,600

CR 5

Type spell; Perception DC 30; Disable Device DC 30

Trigger spell; Duration 3d6x10 minutes; Reset automatic (1 hour)

Effect spell effects (symbol of sleep, comatose slumber for 3d6x10 minutes, DC 17 Will save negates); multiple targets (all creatures under 10 HD in 60 ft. radius burst)

Area 2C-26: The Idols and the Inverted Pyramid (CR $_5$)

This octagonal room is dominated by four titanic statues surrounding an inverted pyramid-depression in the center of the floor. The statues depict huge beasts with other-worldly shapes that strain the imagination, their bodies malformed to the human eye and sense of proportion. Who or what these beings are supposed to represent is unknown. Certainly, they are not representations of anything from the known world. Each of the statues faces the exterior wall; they do not face into the room.

The pyramidal depression in the floor is approximately 30 ft. square, and 20 ft. deep. It is carved from the native rock; a DC 20 Knowledge



(dungeoneering or engineering) notices there are no seems or cracks in the depression, and it looks as if it could hold water like a well.

In addition to the architectural elements of the room, the eastern wall is dominated by an enormous tapestry depicting a twisted landscape of buildings bent at impossible angles and formed in near-incomprehensible shapes. This mind-warping city is situated on the shores of a peace-ful lake, although the water seems to shift and ebb of its own accord. The tapestry is an insidious **trap**; it is actually woven with the solidified stuff **shadows** are created from. Anyone coming into contact with the tapestry must make a DC 15 Fortitude save or lose 1 point of Strength. Behind the tapestry is a secret door to **Areas 2C-27–2C-30**. There is no chance to detect the secret door unless the tapestry is moved and the eastern wall can be examined (DC 20 Perception check after the tapestry is moved).

The purpose of the depression and the statues is not immediately apparent. If the statues are examined (with a DC 20 Perception check), PCs will notice that there is a fine crack along the base of each statue. Clever characters may put together that the statues can be rotated, although doing so currently is beyond their ability. They are locked into place, and must be released by rotating other pillars throughout this section (see the "To Everything (Turn, Turn, Turn)" Sidebox for more details). Once the statues in Area 2C-26 are rotated into place, a strange black mist begins to seep into the pyramid from some unknown source. The mist fills very slowly, taking nearly a week to fill the large space. The mist never flows out of the depression, it seems to be heavier than air, and fills form the bottom up. When the depression is completely filled, the mist begins to harden, even more slowly than the filling (it takes one month for the mists to fully harden). While the mist is vaporous, it is extremely toxic to beings from this plane of existence (other-worldly beings are immune to its effects). If even a wisp is touched by a mortal, they must make a DC 25 Fortitude save or fall into a comatose slumber, filled with nightmares and will-sapping horrors. If neutralize poison is not cast on the character, another save is required after 24 hours. If that save is failed, the character begins to lose 1d6 points of damage per hour, until death.

"To Everything (Turn, Turn, Turn)"

The most important feature of this level are the various pillar located at Areas 2C-27, -29, -30, -35–38, and -41. Some of these pillars are needed to rotate the statues in Area 2C-26, and some are devious traps.

Area 2C-26 has 4 stone statues facing a pyramidal depression in the ground. Each of the statues begins facing outward, away from the depression. Various pillars and column "keys" are scattered through Level 2C, and in many cases these pillars need to be activated by other pillars to make them mobile. Area 2C-27 has 2 active columns; if BOTH columns are turned together, the statue in the southwestern corner of Area 2C-26 moves into place. If either of the pillars is turned separately, it triggers the traps. Area 2C-29 and -30 are trapped pillars, and do not move the statues in -26. Area 2C-35 has 2 pillars that are part of a self-destruct mechanism, and do not move the statues in -26. Area 2C-36 holds one false pillar (the northern) and one active pillar (the southern) that turns the southeastern statue in -26. Area 2C-37, the common lair of the wererats, holds 1 locked pillar (southern) and 1 trapped pillar (northern); the southern pillar must first be unlocked by rotating the eastern column in Area 2C-38. When it is unlocked, the southern pillar in Area 2C-37 rotates the northwestern statue in -26. Area 2C-38, Remis' Nest, has 1 trapped pillar (western) and 1 pillar (eastern) that unlocks the southern column in Area 2C-37. Area 2C-41 houses 2 unlocked pillars. If either pillar is rotated, a horribly loud grinding sound is heard, but no other effects. If BOTH columns are rotated together, the northeastern statue in Area 2C-26 rotates into place.

Whew!

If the save is made, the character takes 2d6 points of damage, and acts as if under a *confusion* spell for 1d6 rounds.

When the mists solidify, it creates a focus point for the contacting and summoning of Chaos-beings, highly useful for priests of Chaotic deities. Any priest of a Chaotic god is treated as 4 levels higher while standing on the hardened mist, and may use a *commune*-type effect once per day to ask Chaos 3 questions. The answers to these questions will always be truthful, if not absolutely clear (they are often cryptic, or riddles).

The hallway leading out of this room to the west leads to a door, and another hallway heading north. At the end of the northern hallway is a wall with 3 conical shapes protruding from it. This is a **trap**, and once the door is opened, the cones begin a slight humming sound, audible from 30 ft. away. If anyone approaches within 20 ft. of the cones, all three fire *lightning bolts* down the hallway, striking anyone in the hall. The trap recharges every time the door is opened, and it is weighted to close on its own (it can be spiked open, of course). The secret door in the hallway leads back up the ramp to **Area 2C-25**.

SHADOW TAPESTRY TRAP XP 600

CR 2

Type magical; Perception DC 20; Disable Device N/A (cannot be disabled)

Trigger touch; Reset N/A

Effect Strength drain (as a shadows touch; DC 15 Fortitude save negates)

LIGHTNING BOLT TRAP XP 800

CR 3

Type magical; Perception DC 28; Disable Device DC 28

Trigger location; **Reset** automatic (see above) **Effect** 3 lightning bolts (9d6 points of electrical damage total); DC 20 Reflex avoids; multiple targets (all targets in hallway)

Area 2C-27: The Lost Columns

The secret door to this area is quite well hidden (DC 25 Perception check). Inside this 70 ft. by 60 ft. room are two magnificent pillars, 10 ft. in diameter, covered in intricate carvings of many of the faiths of the Lost Lands. The northern column shows engravings of Muir, Thyr, Mitra, Freya, Arden, Kel, and a host of others. The southern column is covered with Orcus, Hecate, Set, Hel, Kal'Ay-Mah, Grotaag and sever other unrecognizable carvings.

The ceiling and upper walls of the room are covered in paintings of all the known gods on the pillars, and several other demons and angelic beings that are beyond the learning of the party. They cavort, fight, smile and frown upon the characters, as if in some vast judgment hall. Along the lower section of the room, strange jackal-, snake- and eagle-headed humanoids carry globes overhead, on their shoulders, and stand upon them. The significance of the animal-headed humanoids is unclear, but the artistry that was involved in their renderings cannot be overlooked. Only a master could have created the wall decor in this room.

The columns in the room are trigger devices for the great stone statues in **Area 2C-26**. If BOTH columns are turned at the same time, the southwestern statue in **Area 2C-26** rotates into place overlooking the inverted pyramid. If the northern column (the "Good" column) is turned by itself, the ground shakes, the light seems to dim slightly, the air gets warmer and stale, and a blot of utter darkness flashes for just an instant. Every character in the room must make a DC 20 Fortitude save; success means the character is *sickened* for 1 hour from the utter evil unleashed, failure indicates 1 negative level is gained. Fortunately for the characters, the level is removed at the stroke of midnight. If the southern column (the "Evil" column) is even touched, a painfully bright flash of light erupts from the ceiling, causing 4d6 points of damage and blinding everyone in the room. A DC 15 Fortitude save indicates the character is blinded for 1d6 combat rounds; failing the save means the blindness lasts 1d6 hours. There is no treasure in this room.



Area 2C-28: Leave well enough Alone (CR Varies, 3 to 10)

These rooms are all identical to each other. If the characters attempt to open the unadorned, plain oak doors, they feel a slight chill on the door, as a piece of wood left out in morning frost. As the door is opened, the party can see a single candle sitting on a shelf towards the back of the room. Nothing else is visible in the shadowy room.

If the characters enter, and they approach to within 10 ft. of the candle, they are set upon by shadows, the amount varying by room; **28a** has **4 shadows**; **28b** has **2 shadows**; **28c** has **1 shadow**; and **28d** has **4 shadows**. There is nothing of value in these rooms.

SHADOWCR 3XP 800hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

Area 2C-29: The False Pillar

This unadorned 45 ft. x 45 ft. room contains a brilliant uncarved 10 ft. diameter marble pillar in its center. The walls of the room are completely unadorned, natural stone. If the marble pillar is approached within 10 ft., is begins to give off a soft radiance equal to torchlight. If the pillar is touched, it gives off a slight warmth, but has no other effects. A PC may notice (with a DC 20 Perception check) that there is a fine crack circling the base of the pillar. Astute observes may come to the conclusion the pillar can be rotated. It takes a DC 25 Strength check to turn the pillar, and if turned one-quarter turn (this is as far as it turns) anyone within 10 ft. of the pillar will take 1d6 points of damage (no save) and be blinded for

1d10 minutes (a DC 20 Fortitude save negates the blindness). This is the only feature of the room.

Area 2C-30: Another False Pillar (CR 5)

This room is covered in wild paint designs, stucco coatings of various textures and colors, and intricate designs. It appears to be a madman's art studio. The center of the room is dominated by a granite, 10 ft. diameter column, with multi-colored streamers twisted around its bulk. A PC may notice (with a DC 20 Perception check) that there is a fine crack circling the base of the pillar. Astute observes may come to the conclusion the pillar can be rotated. It takes a DC 20 Strength check to turn the pillar, and if turned one-quarter turn (this is as far as it turns) activate a *symbol of discord* (a visual version of a *song of discord*) that affects anyone within 10 ft. of the pillar (all affected characters begin arguing loudly over the merits of the "art"; those that fail a save begin fighting about it) for 1d6 rounds, rolled separately for each affected character.

SYMBOL OF DISCORD XP 1,600

CR 5

Type spell; Perception DC 30; Disable Device DC 30

Trigger spell; Duration 10 minutes; Reset automatic (10 minutes)

Effect spell effects (song of discord, DC 17 Will save negates); multiple targets (all creatures in 20 ft. radius burst)

Area 2C-31: There and Back, Again?

This very non-descript room appears to be totally empty and without any kind of adornments. No dust, debris or trash litter the room. It seems this room, for some reason, is one of the cleanest in the entire dungeon!

The secret of this room is that it is actually *two rooms*; Area 2C-31a and 31b exist at the same time, in similar space, if not time. Entering one room immediately arms the room to prepare to shift. The door closing is the trigger mechanism for the spatial change to take place, and as soon as the door closes, characters move from one room to the other. The shift is instantaneous, and no sense of movement is felt; the characters feel as if nothing has happened. With the hallways and architecture around both rooms being identical (and the wererats take great pains to make sure it stays this way), it could be a while before the party realizes what has happened.

Obviously, anything the characters do before they enter the room (combat, spells marring the walls, etc.) would be noticed to have changed when the shift happens.

If the door is not closed (it is weighted to close on its own, but can be propped open easily) the rooms do not shift locations. The GM may determine that monsters with the natural ability to teleport might notice the subtle shift when the rooms change locations.

The secret door in **Area 2C-31a** is particularly difficult to spot (DC 22 Perception check).

Area 2C-32: This stinks! (CR 4)

This room, along with Areas 2C-33 and 2C-39, contains a fissure in the floor leaking natural gases. The doors to each room are sealed with melted wax; this should be a clear indicator that something is amiss. It is necessary to dig the wax out of the doorframe to open it. If the wax is dug out, a very light cloud of methane gas beings to seep into the hallway. Being odorless and colorless in its natural state, and being under extremely low pressure, it is unlikely that anyone notices the gas filling up the hallway. The secret doors leading to Areas 2C-31b and 37, as well as the normal doors around Area 2C-39 are quite tight-fitting, but are not air-tight.

Some gas leaks out of the hallway, but most lingers in this area.

Once the door is breached, it takes roughly 6d6 combat rounds for enough gas to spill into the hallway to create a "flashpoint" situation.

If the characters use the quick way and melt the wax out of the door frame, or if they have open flame when the gas reaches the flashpoint, then there is quite the fireburst. The methane ignites, and because of the low pressure there is very little concussive force behind the blast. In the hallway, the gas causes 6d6 points of damage to all in the hallway; if the ignition is due to melting the wax, where the gas has been trapped and built up, the damage is more explosive. Characters directly in front of the door (within 10 ft.) take 10d6 points of damage from the flame burst; those beyond 10 ft., but within 30 ft. suffer 6d6 points of damage. Any-thing combustible catches fire.

Obviously, the gas leak does not stop naturally; if the characters can find a way to stop the flow, treat it as overcoming a CR 4 encounter. If the door seal is damaged in any way, the gas will continue to fill this area creating quite a hazard. Eventually, the wererats will notice either the doors damaged, or some of their rats friends have succumbed to the poison gas...

Area 2C-33: This stinks too! (CR 4)

See Area 2C-32, above for details.

Area 2C-34: The Kobold Contingent (CR 2)

This group of **8 kobolds** have scurried up from Level **3** to create a "Forward Point" for Agla-Rolsh (see Level **3**, Area **3D-5**) to know what is happening in the "populated" areas of the dungeon.

The wererats know the kobolds are here, but not why. Remis is not certain they are working for Agla-Rolsh, but has his suspicions. They leave the little ones alone, just in case, as there is nothing here, or in the rooms beyond, that interests Remis. The kobolds put up a token resistance during combat, but if more than 2 fall, the rest flee back to Level 3, Area 3D-6



(by way of the cavern at **3D-7**, cautious of the xorn). There is a secret door in the northern wall, although the kobolds do not know this.

KOBOLDS (8) XP 100

hp 4 (Pathfinder Roleplaying Game Bestiary "Kobold")

Area 2C-35: Traveler Out of Time (CR 9)

Several fail-safe precautions were built into this room, to ensure its inhabitant is never unleashed on the world. The secret door from **Area 2C-34** (DC 20 Perception check to notice) leads to a locked, solid metal door (**a**). The door is impervious to magical or physical damage, and cannot be opened by force. It would be possible to go *around* the door, if the party has access to teleportation magic, or has a *passwall* spell to use on the wall to the north. However, the door opens easily if the iron cube (see **Area 2C-38**) is placed upon it. If the characters place the cube on the door, it slides silently to the south revealing another metal door (**b**) directly across a hallway that leads north some 70 ft. the entire hallway is well-lit form some unseen source. The hallway appears empty, but there is a well-hidden secret door at the end (DC 25 Perception check to locate).

The second metal door is similar to the first, although it is not the iron cube that opens the door, but flesh (such as a bare hand). Anyone placing bare skin against the door feels incredible cold, and must make a DC 20 Fortitude save or lose 1 point of Strength from the chill draining. The door slides to the south, revealing another north-south hallway, with an obvious door at the north end (c), and a secret door (d) 10 ft. to the south (DC 20 Perception check to notice).

The northern door is a normal, oak-and-iron door (2 in. thick; hardness 5; hp 20; break

DC 22), which is locked and **trapped**. There is a large, glowing rune on the face of the door, but this is simply a *permanent image* of a powerful symbol (possibly a *symbol of death*; GM to determine). The true trap is a poison needle in the lock mechanism. It opens into a 65 ft. hallway with an obvious door (**f**) at the eastern end. The secret door to the south is of the normal stone variety (DC 20 Perception check to locate). It opens into a north-south hallway with no doors (there is a secret door (**e**) to the south; DC 20 Perception check to notice).

The eastern door is covered is magical runes and script. This is also a *permanent image*. However, there is also a *glyph of warding* scribed onto the door that detonates if the door is opened. The door opens into a hallway running south, with another door (i) visible at the far end. The hallway appears to be littered with debris, broken furniture, cracked and broken bones, trash and other detritus. This is an elaborate illusion, a *permanent hallucinatory terrain* spell designed to make the travel too difficult. The secret door (g) at the northern end of the hallway is cleverly hidden by the illusory magic (DC 20 Perception check to notice once the hallucinatory terrain is dealt with). It opens (is not locked or trapped) to an L-shaped hallway 50 ft. long by 40 ft., with another secret door (h), just beyond the corner (DC 20 Perception check to notice).

If the party bypasses the illusion, or simply slogs through the mess (in their minds), they reach the southern door. This door is locked normally, but not trapped. It opens into a 10 ft. by 10 ft. space, with another door (j) immediately to the west. This door is locked and **trapped**; if the door is opened without disarming the trap, 4 spears are fired from the ceiling. The door opens into a 45 ft. long hallway, with no doors (there is a secret door [e] at the end of the hallway; DC 20 Perception check to notice).

The secret door (h) leading into the chamber of the Traveler is both locked and **trapped**. Anyone opening the door is burned as acid sprays from pin-prick-sized holes in the ceiling.

After bypassing all these doors, the party may finally enter the room. Inside, 2 massive 10 ft. diameter metal columns dominate the northeastern and southwestern corners of the room. Roughly between these columns about 10 ft. from the secret door is what looks like a 10 ft. by 10 ft. by 20 ft. tall glass container. Inside the container is a slightly greenish liquid, and floating suspended in the liquid is a robotic variant iron golem (stats not given due to the room's self-destruct sequence). The liquid is acid,

CR 1/4



to keep the golem in a constant state of self-repair, and to keep it from sensing what is happening in the room around him. The robot is one of the experiments left over from the beings that dealt Tsen its fatal blow (see the *Sword of Air* for more details on Tsen).

The metal columns are a self-destruct mechanism to destroy everything in the room should the acid tank be breached and the golem released. If the tank is damaged (hardness 10; hp 150; Break DC 35; to create a crack), the acid spills forth in both directions towards the pillars, eventually forming a circuit. The pillars generate enormous positive and negative electrical energy; when the acid creates the loop between the two, it takes 1d4 rounds for the pillars to charge. After that time, they expel an electrical wavelength that cooks any animal or plant material instantly; fuses and welds any metals together; and cracks stone and ceramics. This entire room and the surrounding hallways essentially collapse in on itself back to the metal door at (**b**), thus sealing the threat of the golem escaping into the world.

| POISONED NEEDLE TRAP | CR 5 |
|--|--------------------|
| XP 1,600 | |
| Type mechanical: Perception DC 20: Dis | sable Device DC 20 |

Trigger touch; Reset none Effect Atk +10 ranged (poison needle; 1 plus deathblade)

| GLYPH OF WARDING TRAP | CR 4 |
|--|------|
| XP 1,200 | |
| Type magic: Perception DC 28; Disable Device DC 28 | |

Trigger proximity; Reset none

Effect spell effect (glyph of warding, 5d8 sonic damage, CL 10th, DC 14 Reflex for half damage)

| MULTI-SPEAR TRAP | CR 4 |
|------------------|------|
| XP 1,200 | |

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset none

Effect Atk +20 ranged (spears; 1d8+2 each); multiple targets (all targets in a 10 ft. x 10 ft. space)

CR 5

CR 3

ACID SPRAY TRAP XP 1.600

Type location; Perception DC 20; Disable Device DC 20

Trigger touch; Reset 1 day

Effect acid spray (4d6 points of acid damage initially, 2d6 points of acid damage for 2 additional rounds); multiple targets (all targets in a 10 ft. square)

Area 2C-36: Activation Pillars (CR 3)

The western hallway leading into this room has a clever means of defense. The secret door at the beginning of the hallway is well-hidden (DC 22 Perception check), and on the eastern side of the door is a *glyph of warding* that activates 3 *darkness* spells in the hallway, spaced at 10 ft. intervals, completely blocking all sight. It takes 3 castings of *dispel magic* to clear the darkness (against CL 12th). Other options for the characters are to enter the darkness (there is nothing to harm them in the hallway; it's just scary), or wait for the magical darkness to cease (takes 1 hour for normal lighting conditions to apply, which is natural darkness in the unlit corridor).

The door into **Area 2C-36** is locked (DC 15 Disable Device), and the oddly shaped room contains 2 massive 10 ft. diameter pillars, made of a glistening obsidian stone not native to the area. The walls are covered in scenes of combat, and historical scholars will note some of the scenes are of battles from the Foerdewaith Wars (see the upcoming product *The Lost Lands Campaign Setting* for information about the Foerdewaith Wars). This looks to be some kind of gallery, with scenes on each of the walls depicting a different classic battle.

The pillars, if investigated (with a successful DC 18 Perception check), show a fine crack along the base; obviously, the pillars are constructed to turn. If the northern column is turned, a great grinding is heard, as if some massive stone gears were creaking into work after many years. This is strictly a ruse; the pillar actually does nothing. If the southern pillar is rotated, it activates the southeastern pillar in **Area 2C-26**, causing it to rotate into position facing the depression.

GLYPH OF WARDING TRAP XP 800

Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity; Reset none Effect spell effect (glyph of warding, 3 darkness spells)

Area 2C-37: Wererat Lair (CR Varies, 11+)

This is the communal nest of the wererats. Piles of straw and bits of debris are mounded in the corners of the room, piled high enough for the wererats to sleep in. There is no sense of ownership with this pack; every-thing is share and share alike. In-fighting is unknown to these wererats, and they work together is a very harmonious society. All members take care of the young, and each shares living space and chores for the pack.

The dominant features of the room are the 2 large pillar-columns on the north and south walls. If characters investigate the columns, they discover that they are similar to the other spinning columns on this level. Neither column immediately spins; the columns are locked into place. If the eastern column in Remis' Nest (Area 2C-38) is rotated, the southern column unlocks with a load stone-grinding sound. Rotating the southern column moves the northwestern statue in Area 2C-26 into place. If the northern

column is touched (it is fixed and does not move), it shocks for 1d8 points of damage.

There are **12 male wererats** (bucks) and **14 females** (does). They all care for the **16 non-combative young** (the "pups"). There are also **4d6 dire rats** here at any time.

WERERAT (26) CR 2 XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

DIRE RAT

XP 135

CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

Treasure: There are a number of valuable items scattered about in the mess of this room. They are found with a successful secret doors check, determined randomly on a 1d6: 1–a set of 4 crystal vials (5 gp each); 2–3 gemstones (worth 10 gp each); 3–6 yards of silk cloth, stained but excellent quality (50 gp per yard; 1d4 yards ruined); 4–a set of 4 serving trays, silver with gold trim (75 gp each); 5–a crumpled tapestry depicting the Stoneheart Valley (still valuable, worth 200 gp); 6–a set of fine nobles clothing, 1d6 pieces (worth 100 gp per piece). Items 1–3 may be found more than once, but items 4–6 can only be found a single time. There are 1d6+2 items to be found in the room, and searching requires 10 minutes per item.

Area 2C-38: Remis' Nest (CR 2+)

The secret door to this room is difficult to detect (DC 22 Perception check), and opens onto a ramp descending at a 45 degree angle. Anyone descending the ramp must make a DC 15 Acrobatics check, or tumble forward into lair of the wererat leader, **Remis** (no damage from the tumble, but an embarrassing first impression). Straw, tattered clothing and debris covers the entire floor of this room, giving the impression of a giant rat's nest (which it is). At any time, there are **3d6 dire rats** scurrying around in the mess. The debris is so thick and obtrusive that all movement here is considered difficult terrain.

Along the eastern and western walls are 2 of the great columns found in other locations on this level. Rotating the eastern column here activates the southern column in the Wererat Lair (**Area 2C-37**), allowing it to spin freely. If that column is turned, the northwest statue in **Area 2C-26** rotates to face the inverted pyramid (see that area for more details).

If the western column is rotated, anyone touching the column receives 2d6 points of cold damage (no save), and the column in Area 2C-37 remains locked.

Remis is no fool; he has forged an uneasy truce with the Tsathogga cultists in exchange for being left alone. All wererats have free reign to bypass any Tsathogga worshippers, under one condition; they must be in rat form when they pass. For some reason, that was a condition that Ilya insisted on. Remis has traded the knowledge that Agla-Rolsh (see Level 3, Area 3D-5) is bound below this level to ensure the priests of Tsathogga keep him around for fodder, so they believe. Remis' only goal is to ensure the survival of his family. If the characters are willing to negotiate with the wererat, he agrees to aid the party against the Tsathoggan priests, as long as the rats are allowed to live on this level in peace. If such a deal is struck, within 6 months, this entire level will be overpopulated with wererats and dire rats, and they will be a force to be reckoned with for the adjoining dungeon levels.

Remis is distantly related to **Fiilaar** (*Rappan Athuk*, Level 1, Area 1-12) in Rappan Athuk; in a break from his strong family tradition, he escaped the nest they shared previously to avoid being devoured by the sociopathic Fiilaar.

Remis has a few personal items he treasures: a tarnished silver flatware set (worth 125 gp), a gold and ruby necklace (paste, but shiny, worth 35 gp), 3 mismatched golden cups (worth 20 gp each), a moth-eaten fur coat (35 gp), a solid iron cube (valuable only in **Area 2C-35**, but Remis does not know this), and a teak and silver jewelry box (worth 150 gp) that is filled with scraps of paper for no purpose.

DIRE RAT XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

REMIS XP 600

Male human natural dire wererat rogue 2 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope, Wererat") LE Medium humanoid (human, shapechanger) **Init** +2; **Senses** low-light vision, scent; **Perception** +8

AC 17, touch 14, flat-footed 14 (+3 armor, +2 Dex, +1 deflection, +1 dodge) hp 18 (2d8+6) Fort +2; Ref +5; Will +3 Defensive Abilities evasion

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20) Special Attacks curse of lycanthropy, sneak attack +1d6

Str 13, Dex 15, Con 14, Int 10, Wis 16, Cha 6 Base Atk +1; CMB +2; CMD 16 Feats Dodge, Weapon Finesse Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8 (+9 to locate traps), Sense Motive +8, Stealth +7, Swim +6 Languages Common SQ change forms, lycanthropic empathy, rogue talents (fast stealth), trapfinding +1 Combat Gear potion of cure moderate wounds; Other Gear masterwork studded leather, short sword, ring of protection +1

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Disease (Ex) Filth fever: Bite—injury; save Fort 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.

Area 2C-39: This stinks too! (CR 4)

See Area 2C-32 for details.

Area 2C-40: Madman's Scribblings

This 35 ft. by 35 ft. room is covered in chalk, charcoal, paint and other unidentifiable mediums. Scrawled over every inch of the walls (and some of the ceiling) are mad ramblings and rhymes and curses and utter nonsense. The gibberish does hide a bit of valuable information, if the characters can decipher it. If a PC spends one hour in the room, and rolls a successful DC 20 Linguistics check, they begin to put together parts of the ramblings on all the walls, and makes some sense of the chaos. If there is no one with the Linguistics skill, or the party does not attempt this, a wizard with *comprehend languages* will work as well. If the party gains the esoteric information, read or paraphrase the **"To Everything (Turn, Turn, Turn)" Sidebox**.

It is very likely the party has encountered the pillars before discovering this room. If the GM wishes, other information can be hidden in the scrawlings, if it doesn't seem appropriate to have the pillar information here.

Area 2C-41: Jokune, the Oracle

The secret door leading to Area 2C-41, is well-hidden (DC 25 Perception check). Once the secret door is opened, a booming, baritone voice (in reality, a *magic mouth* spell) proclaims, "Jokune will see you now". The door leading to Area 2C-41 is covered in runic script. A DC 20 Knowledge (arcana) or Spellcraft check will immediately recognize the runes as warding and protection magic. These wards and runes are a *permanent image* spell, designed to frighten spell-casters. The door is unlocked, and untrapped.

The first thing anyone see upon opening the door is a massive 10 ft. diameter green soapstone pillar. The column is uncarved and unadorned, and remarkably polished to a high sheen. Entering the room, characters can make out another pillar roughly 20 ft. behind the first, but it is obscured by the cloudy haze of incense and smoke in the room. As there are no visible windows or vents here, the hazy-vapors are as thick as a cloud.

As the characters move about the room, they notice tapestries hanging from the ceiling, giving the entire area a desert-harem feel. As the party surveys the area, they discover no furniture or items of value. If the party looks as if they are about to take a closer look at a pillar, they suddenly hear a voice from the mists, "What do you seek?" the voice belongs to **Jokune**, an invisible ogre mage that is tasked with keeping this pillar untouched. If the party interacts with the oracle, he answers questions to the best of his ability, as he knows much about this level (all of **Level 2C**) and the one below (all of **Level 3D**). If the party asks questions politely, they can learn much valuable information from the oracle (GM's discretion).

If the party attempts to turn a pillar, or speak disrespectfully to the oracle, he warns them sternly "Do not undertake the unwise action. It would be most costly." If they persist, the ogre mage attempts to *charm* a heavilyarmored foe, or put as many people to *sleep* as possible. If desperate, he uses his *cone of cold* to slay the party before finally becoming visible and attacking with his greatsword. If he is pushed to physical combat, Jokune is a deadly adversary, and slays the entire party, if possible.

If the party defeats Jokune, they are free to investigate the pillars. If a PC looks at the stonework, and makes a successful DC 20 Perception check, he can determine that there is a fine crack along the base of the pillars. An astute character might determine that the pillars are able to be rotated. Anyone rotating the pillars hears a stone-on-stone grinding sound, but no other effects. If both pillars are rotated, the northeastern statue in **Area 2C-26** rotates to face the depression.

CR 8

JOKUNE, OGRE MAGE XP 4,800

hp 92 (Pathfinder Roleplaying Game Bestiary "Oni, Ogre Mage")

Treasure: Although smoky and reeking of incense, some of the tapestries are valuable. The characters can recover 2d6 tapestries, each worth $1d4 \times 100$ gp. Each tapestry weighs 75 lbs.

Part 6 Level 3D, Section 1: The Tunnels of Terror

Level 3D, Section 1

Difficulty Level: 6–10

Entrances: Level 2C-19 to Area 3D-5. Chute from Level 1, Area 1D-9 to the Kobold Cavern at Area 3D-6. Pit trap from Level 1, Area 1D-21 to Area 3D-8. Hallway form Level 2, Area 2C-34 to Level 3D, Area 3D-7. Exits: Area 3D-7 leads to Level 4C, Section 1. Area 3D-11, leads to Level 3D, Area 3D-12. Area 3D-21 (or 22) lead into a hallway with a secret door. Behind the door is a passage to Level 4C.

Wandering Monsters: Check once per hour on 1d20:

1–2 1d6 dire rats

1d2 slithering trackers if in **Area 3D-7** (they do not cause a cave-collapse), or the

hallways near Area 3D-8–10; otherwise 1d6 dire rats

5-20 No Encounter

Note: Treat all rolls made within **Area 3D-1–5**, and Area 3D-9–11 as "No Encounter."

Detections: Extreme evil in Area 3D-1–4. Strong evil in Area 3D-9. Strong magic in 3D-1 and 3D-5. Shielding: Dimension door, teleport, gate and conjuring/summoning has a 20% chance of success in Area 3D-1. Also, divination-type magic (detect evil, locate object, legend lore, etc.) has a 50% chance of success in the area.

Standard Features: All non-cave areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings of cave areas are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. Cave areas are fungusfilled 10% of the time. 20% of the fungus is edible while 10% is poisonous. A DC 20 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

SLITHERING TRACKER XP 1,200

CR 4

hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Slithering Tracker")

Area 3D-1: Ruined Chapel of Orcus (CR Varies, up to 13)

This unholy site was first built by an advance force from Tsar (see *Slumbering Tsar* and *Rappan Athuk* for more information about the Disciples of Orcus, the evil Army of Twilight that escaped from Tsar, and the history of Rappan Athuk) as a waypoint, a staging area while Rappan Athuk was finished. This chapel is similar to the power temples of Rappan Athuk, and may give the characters some insight to those unholy sites if they enter the Dungeon of Graves.

This entire chamber is bathed in shadowy light, as if a hundred torches were casting a continually murky radiance here. Additional light does nothing to change the conditions here; even magical light does not brighten the room. Due to the shifting, low-light conditions, it always appears that something is moving, just out of vision...

The dominating feature of the room, as characters enter through the double doors from **Area 3D-2**, is the massive 20 ft. high, 30 ft. wide mural of Orcus decorating the front of the Raised Pulpit (**A**). Truly a work of a deranged mind, the image is as loathsome as the being that inspired it. Painted out of what appears to be, in this low-light, some form of tacky semi-liquid substance (yes, its blood); the mind reels where this amount of medium could have been drawn from. To each side, a row of columns flanks the pulpit, with disgusting and horrific bas-reliefs carved upon each and every one of them. Doors open into the eastern and western walls, past the columns, near the southern entrance wall.

Exploring further into the room, beyond the pulpit, the party sees an enormous magical circle in the northern end of the room. Some 70 ft. or more in diameter, the circle is a massive array of magical materials and precious metals. A PC making a DC 15 Knowledge (arcana) check will recognize this as a summoning circle of massive proportion. On the east and west sides of the circle are 2 stone statues. One, on the east side, is easily recognizable; the ram-horned head of Orcus, Demon-Prince of Undead, is rendered in white marble, 25 ft. tall, and flawless in detail. The statue on the west side is a little more difficult to determine, a regal-looking man 20 ft. tall, with a noble bearing, fashioned from granite.

Hiding next to the pillars flanking the pulpit are **10 shadows**, 2 per pillar, waiting to do their masters bidding and add to their ranks.

DIRE RAT C XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary "Rat, Dire")

hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")





A. Raised Pulpit

This elevated platform oversees the Power Nexus (**B**), the hub of power designed to concentrate energy for the priesthood of Orcus. This chapel was the first attempt at creating a "Shrine of Power" (see *Rappan Athuk* for details on Shrines of Power) to enhance Orcus' abilities, and it was deemed too unstable for the Horned Father. The inverted pyramid (Level 2, Area 2C-26) is a byproduct of the harnessed power of the Power Nexus. At the top of the pulpit stands the former high priest of this chapel, now a cadaver lord, still wearing the trappings of a priest of Orcus (although antique and not in current style). Once the characters ascend to his level, he calls forth the cadavers from Areas C and D to lay siege to the pulpit, and not allow the party to escape. After the pulpit is surrounded, he calls for the shadows from each side of the pulpit to aid an aerial assault. The cadaver lord has no fear of death (again), and sacrifices himself to destroy the party, if necessary.

CADAVER LORD XP 1,600 The Tome of Horrors Complete 749 CE Medium undead Init +6; Senses darkvision 60 ft.; Perception +12 Aura desecrate (20 ft. radius, desecrate spell)

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 37 (5d8+10 plus 5); reanimation Fort +3; Ref +3; Will +5 Defensive Abilities channel resistance +4; DR 5/bludgeoning and magic; Immune cold, undead traits

Speed 30 ft.

Melee 2 claws +7 (1d4+3 plus disease), bite +6 (1d6+3 plus disease)
Special Attacks create spawn
Spell-like Abilities (CL 5th):
1/day—darkness, fear (DC 13), summon (7 HD of cadavers)
Str 17, Dex 15, Con —, Int 10, Wis 12, Cha 14
Base Atk +3; CMB +6; CMD 18
Feats Command Undead^B, Improved Initiative^B, Skill Focus (Perception), Toughness, Weapon Focus (claw)
Skills Knowledge (religion) +8, Perception +12, Sense Motive +9, Stealth +10
Languages Common; undead telepathy 100 ft.

Disease (Ex) Filth fever. Claw Or Bite-injury; save Fort DC 14; onset 1d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. Reanimation (Su) When reduced to 0 hit points or less, a cadaver lord is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again. If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts gentle repose on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A bless spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

B. Power Nexus

Originally designed as a focus point to summon Orcus himself fully into this plane of existence, it was quickly determined that simply would not work. The other gods would not stand for such a thing, so the architects of this dungeon shifted their design to harness the "god-like power" of the multiverse. Any divine spells cast in this room are at +2 caster level. This affects any cleric, regardless of alignment.

C. Statue of Orcus

This large statue is a nearly perfect representation of Orcus in every detail, other than being fashioned of white marble. Sparkling ruby eyes set off the white marble, and massive golden horns complete the menacing visage. The Horned Father's wand is not part of the statue. Surrounding the base of the idol are several semi-desiccated remains, the corpses of the last penitents of this foul chapel. They rise as **cadavers** if the statue is molested in any way, or if commanded by the cadaver lord on the pulpit (A).

CADAVERS (8) XP 600 The Tome of Horrors Complete 90 CE Medium undead Init +5; Senses darkvision 60 ft.; Perception +0

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 16 (2d8); reanimation Fort +0; Ref +1; Will +3 DR 5/bludgeoning; Immune cold, undead traits

Speed 30 ft. Melee 2 claws +2 (1d4+1 plus disease) and bite +2 (1d6+1 plus disease) Str 13, Dex 13, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +2; CMD 13 Feats Improved Initiative^B

Disease (Ex) Filth fever: Claw and bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex

damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Reanimation (Su) When reduced to 0 hit points or less, a cadaver is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again. If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

Treasure: The ruby eyes in the statue are obviously valuable (500 gp value each), but carry a curse. One hour after touching either ruby (even if they are not stolen!), whomever handled them is struck blind for 24 hours (no save). After the initial 24-hour period, a DC 15 Fortitude save may be made every day to remove the blindness. The golden horns are also valuable (750 gp each), and cursed as well. Anyone removing the horns from the statue, by any means, must make a DC 20 Fortitude save or be turned to stone (white marble). The marble of the statue is valuable in its own right; a cubic foot of the material could fetch up to 50 gp if broken up. There are roughly 2,500 cubic feet of the material (weighing 200 tons) in this statue, so it has immense value if somehow transported. The statue is immune to all magic, and has **DR** 15/–.

D. Statue of Jeravix

Who this statue represents is a little more difficult to determine. Built many years ago to placate the then-High Cornu of Orcus, this statue is an incredible likeness of the man that orchestrated the escape from Tsar, Jeravix. Alumaxis, a captain of the guard at Tsar, was tasked to build this complex as an extension of Tsar's might (this was even before the siege of Tsar by the army of Light). After its near-completion, Alumaxis was murdered in his sleep by clerics of Orcus, thus ensuring the secrets of this place stayed within the clergy. Alumaxis is now the knight gaunt in **Area 3D-9**. Surrounding the base of the statue are several desiccated and moldering bodies; several of these rise as **cadavers** if commanded by the cadaver lord on the pulpit (**A**).

CADAVERS (6) XP 600 hp 16 (see C, above)

Treasure: The statue of Jeravix is an amazing architectural feat. Formed form a single massive piece of granite, the statue would be worth hundreds of thousands of gold pieces to a collector of religious or historical objects (GM to determine suitable price for the campaign), but the statue is 20 ft. tall, and weighs in excess of 50 tons. If it could somehow be moved out of this place, it would be a king's ransom! It has no magical powers.

E. Priest's Closet

This small, 15 ft. by 15 ft. room contains various hooks and racks to store clothing. Several clerical vestments are still here (4 complete sets of vestments, 1d6 other pieces) in serviceable, if outdated, shape. If the party dons the clerical robes, the cadaver lord at the pulpit (A) is confused for 1d4 rounds before he summons the other cadavers. The shadows feel the living energy of the characters, and attack normally.

Hidden in a small cubby, behind a false door in the NE corner (DC 20 Perception check to notice), is a +1 unholy heavy mace, kept by the clerics in case of emergency.

F. Priest's Closet

Similar to **Area 3D-1E**, above, this small closet was used to house the clerical garb of the priests of Orcus sequestered here. This room is bare, however a few broken bits of furnishings and scraps of clothes are still here. A former acolyte of Orcus is bound here; a helpless **allip**. Driven mad by his years of solitude (he cannot leave this room, unless locked in a stranglehold; if the hold is somehow broken, it retreats to the room), he attacks any living being that enters.

ALLIP XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary 3 "Allip")

Area 3D-2: The Faces of Fear (CR 9)

The southern door to this room is highly adorned with symbols and sigils of intricate design. A DC 18 Knowledge (arcana) check recognizes that there is a *symbol* spell inscribed upon the door, although determining the type of symbol is impossible. Most of the runes and sigils are a *permanent image* designed to distract thieves and magic-users. However, there is a functioning *symbol of fear* inscribed on the door, designed to trigger if the door is opened. The symbol affects everyone in the 20 ft. by 30 ft. hall directly south of the doors. The door itself is unlocked.

Opening the door, the party immediately sees another door directly across from the first. Flanking the door are two translucent figures, wearing flowing robes of dark green over incorporeal chain mail. These beings are **2 fear guards**, and they attack anyone entering the room.

Tactics: The fear guards were former temple warriors, bound to this place after death. One of the guards begins combat by casting *darkness* at the doorway, ensuring characters that are out of the room do not know what's happening inside. The other guard engages armored foes first, using its incorporeal touch and *ray of enfeeblement* abilities.

SYMBOL OF FEAR XP 3,200 Type magic; Perception DC 31; Disable Device DC 31

Type magic; rerception DC 31; Disable Device DC 3

Trigger location; Duration up to 150 hp; Reset none



CR 3

CR7

Effect spell effect (symbol of fear, DC 23 Will save negates); multiple targets (all creatures in 60 ft. radius burst, up to 150 total hp)

FEAR GUARDS (2) XP 1,600

CR 5

The Tome of Horrors Complete 277

CE Medium undead (incorporeal) Init +6; Senses darkvision 60 ft., see in darkness; Perception +10

Aura fear aura (20 ft., DC 17)

AC 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge) hp 51 (6d8+24) **Fort** +6; **Ref** +4; **Will** +6 **Defensive Abilities** channel resistance +2, incorporeal; Immune undead traits Weaknesses daylight vulnerability

Speed fly 30 ft. (good) Melee incorporeal touch +7 (1d3 Wis damage) Special Attacks create spawn Spell-like Abilities (CL 8th): At will—darkness, ray of enfeeblement (DC 15) 2/day-deeper darkness

Str —, Dex 15, Con —, Int 10, Wis 12, Cha 18 Base Atk +4; CMB +6; CMD 20 (can't be tripped) Feats Dodge, Improved Initiative, Weapon Focus (incorporeal touch) Skills Fly +15, Perception +10, Sense Motive +10, Stealth +10 (+18 in dim light and darkness); Racial Modifiers Stealth +8 in dim light and darkness

Create Spawn (Su) Any living creature reduced to Wisdom 0 by a fear guard is slain and becomes a fear guard under the control of its killer in 1d6 rounds.

Daylight Vulnerability (Ex) A fear guard exposed to natural sunlight (not merely bright light) suffers 2d6 points of damage per round of exposure and is slowed (as the spell).

Area 3D-3: Unholy Font

This room contains a large (un)holy water font, a basin filled with clear fluid. The font itself is a monstrous-looking affair; an ancient, filthencrusted column rises 3 ft., with formed tendrils that wrap around the basin holding it like an inverted octopus, the entire structure oozing some unusual ichor or slime. The rest of the room is barren and dusty, but there is no debris.

The font is actually an undead mimic, a hideous creature that wandered into this place as a normal variety of mimic, and replaced the existing font, thinking to trap petitioners when they came to gather some of the water. The mimic waited so long, and was eventually infused with so much dark energy, when it perished from starvation it transformed into this undead version. The mimic does not need to eat, but it relishes any chance to drain souls from victims, and if roused it will fight to its destruction.

There is no treasure in the room.

UNDEAD MIMIC XP 2,400 The Tome of Horrors 4 147 NE Medium undead (shapechanger) Init +5; Senses darkvision 60 ft.; Perception +15

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural) hp 59 (7d8+21 plus 7) Fort +5; Ref +5; Will +7

Immune acid, undead traits

Speed 10 ft.

Melee slam +11 (1d8+7 plus adhesive) Special Attacks constrict (1d8+7), soul drain, weeping discharge

Str 21, Dex 12, Con —, Int 12, Wis 14, Cha 16 Base Atk +5; CMB +10; CMD 21 (can't be tripped) Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), ToughnessB, Weapon Focus (slam) Skills Climb +15, Disguise +13 (+33 when mimicking objects), Knowledge (dungeoneering) +8, Perception +15, Stealth +11; Racial Modifiers +20 Disguise when mimicking objects Languages Common

SQ mimic object

Adhesive (Ex) An undead mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered undead mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the undead mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated undead mimic is stuck fast unless the wielder succeeds on a DC 18 Reflex save. A successful DC 18 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the undead mimic can still grapple normally. An undead mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature is destroyed. The save DC is Strength-based.

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

Soul Drain (Su) An undead mimic can take a move action to devour the soul of an adjacent creature it has recently (within the last hour) killed. A creature whose soul is drained cannot be restored to life until the undead mimic containing its soul is destroyed. Each time an undead mimic drains a soul it gains 1d8 temporary hit points and gains a +2 bonus to Strength for 1 hour. These bonuses stack with themselves. After 24 hours, the soul is completely devoured, and the deceased creature cannot be brought back to life via raise dead (resurrection and more powerful effects work normally though the undead mimic must still be destroyed before this magic works).

Weeping Discharge (Ex) An undead mimic constantly leaks and oozes its foul adhesive in a 20-foot-radius area around its body. The area quickly becomes coated in the fluids and is considered difficult terrain. Undead mimics are not hampered by this secretion (their own or that of another undead mimic). The slimy coating lasts for 1 hour before becoming inert.

Area 3D-4: Scriptorium

A collection of heinous scrolls detailing the clergy of Orcus are stored here. Several shelves worth of scrolls and books may be found. A few random diaries are also mixed in with the religious texts, giving spars details of life in and around Tsar (GM's discretion how much information, if any, to provide).

The former collector of these scrolls, an injured soldier and neophyte acolyte of Orcus, was slain in here by a rival over hierarchy in the lower orders of the clergy. Maintaining his soldier's sense of duty towards his

collection, the acolyte rose eventually rose from death as a **guardian cimota**, forever tasked to guard these scrolls. If anyone touches or harms anything in the room, the cimota materializes and attacks without quarter.

GUARDIAN CIMOTA CR 6 XP 2,400 The Tome of Horrors 4 36 LE Medium undead Init +8; Senses darkvision 60 ft., lifesense; Perception +13 Aura unnatural aura (30 ft.)

AC 20, touch 14, flat-footed 16 (+6 natural, +4 Dex) hp 85 (8d8+48)

Fort +8; Ref +7; Will +8

Defensive Abilities channel resistance +4, displacement, unholy existence; **Immune** cold, electricity, undead traits; **SR** 15

Speed fly 60 ft. (good) **Melee** 2 scimitars +11 (1d6+4 plus 1d6 negative energy/18–20)

Special Attack manifestation, superior two-weapon fighting Str 18, Dex 16, Con —, Int 14, Wis 14, Cha 22

Base Atk +6; **CMB** +10; **CMD** 20

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (scimitar)

Skills Diplomacy +13 Fly +12, Intimidate +17, Knowledge (planes) +10, Perception +13, Sense Motive +13, Stealth +13 **Languages** Common, Infernal

Displacement (Su) Cimota manifest on the Prime Material Plane as a shifting cloud of shadows that coalesce into their cloaked and hooded forms. On any round that a cimota first manifests (see below), its shifting forms affect it as a displacement spell. Attacks on a cimota at this time have a 50% miss chance as if the cimota had total concealment. Unlike actual total concealment, this displacement does not prevent enemies from targeting a cimota normally. This effect is canceled one round after a cimota manifests, or if a cimota takes any action in its new locale.

Lifesense (Su) A cimota notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. Manifestation (Su) As a standard action, a cimota can transport itself via planar travel from any point on the Prime Material Plane to another point within its defined area, or within 300 feet of the artifact to which it is bound. A cimota may also lurk on the Negative Material Plane, prepared to manifest on the Prime Material if certain conditions are met, such as trespassers entering the area they are doomed to guard. A cimota cannot attack or move in the same round in which it manifests, although it may manifest as partial surprise action before initiative. A cimota benefits from displacement (see above) on the round in which it first manifests.

Superior Two-Weapon Fighting (Ex) A cimota usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

Unholy Existence (Su) Although it is possible to temporarily destroy a cimota's physical form, it will return in 1d6 days, manifesting again to continue its unholy existence. The only way to permanently destroy a cimota is to disrupt its existence by consecrating the ground to which it is tied or the destruction of the artifact to which it is bound. Sometimes, significant alteration of an unholy place, such as demolition of an evil temple or burning a haunted forest, could cause cimota to fade away permanently. Although their physical forms may be damaged by normal attacks, their unholy existence grants them spell resistance 17. Because cimota exist partially on the Negative Material

Plane they are subject to banishment or other spells that affect outsiders.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a cimota unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check. This aura takes effect when a cimota manifests on the Prime Material Plane. Animals that come within 30 feet of a place where cimota are lurking on the Negative Material Plane, or an artifact to which a cimota is bound; Will be uneasy and show signs of disquiet.

Treasure: The books and scrolls can be a treasure in themselves; the GM should determine how much information about the clergy of Orcus and the city of Tsar they would like to give out. In addition to the mundane texts, there are a number of magic scrolls mixed into the jumble (roll 1d6 every 10 minutes of searching to determine what is found: 1–*scroll of cure light wounds*; 2–*scroll of sticks to snakes*; 3–a book containing the spells *bless, continual light, and commune*; 4–a scroll of very decorative calligraphy (worth 25gp to a collector); 5–a small statuette of a blackened hell hound (in actuality, a *figurine of the onyx dog*); 6–a series of 12 diaries detailing a merchants encounters in a city named Izamne, a deep underground city (GM to determine exact details of the journey to Izamne; the city is detailed in **Frog God Games'** the *Cyclopean Deeps: Volume I*). Each item can only be found once.

Also, if the characters search through the titles, and make a DC 20 Perception check, they find a folio written in an ancient Dwarven script (either a dwarf with a DC 15 Linguistics check, any other race with a DC 20 Linguistics check, or a comprehend languages can decipher it) that details the workings of the pillars on Level 2C, Section 3 (read or paraphrase the "To Everything (Turn, Turn, Turn)" Sidebox, near Area 2C-27 on that level).

Area 3D-5: Prison of Agla-Rolsh (CR 12)

This grand hall was originally used as a library or study of some kind. Scraps of parchment, bits of leather, and splinters of wood suggest there were several tomes stored in here at one time. What became of these items is unknown. Two large pillars in the northern half of the room still glow softly, offering a comfortable illumination perfect for reading. The southern portion of the room is much larger, and seems to be completely clear of any debris. Characters making a DC 20 Perception check will notice a solid line of silver imbedded in the floor, stained and tarnished with grime and dust.

What the characters probably do not see is the invisible form of **Agla-Rolsh**, a djinni that has been trapped in the silver triangle for a very, very long time. Agla-Rolsh was a traveler of the planes of existence, and other dimensions and times. He is very intelligent, and can converse expertly on any subject he chooses. He was investigating the "new excavation" here many years ago when it was being built, when a magical mishap caused him to be trapped in a powerful wizardr's experiment. Once the wizard realized what had happened, he wisely left these premises, surmising that when the djinni escaped, he would be none too happy.

Agla-Rolsh spends all his time invisible, and speaks with the kobolds in Area 3D-6 to bring him news of the surrounding dungeon happenings. Unfortunately, the kobolds have only ventured north as far as the hallway to Area 2C-20. The acid stench in Area 2C-19, was bad, but finding trolls beyond the door was too much! The chute to Level 1, Area 1D-9 has proved too challenging to climb the full length of, so they have abandoned that. Exploration to the south, and through the Piercing Cavern has been a little more noteworthy. The kobolds know there is activity beyond the door at Area 3D-2, although they quickly fled that place. Excursions further east have determined there is possibly a way out of this level at Area 3D-8, if they can figure out how to climb up the pit trap, and they haven't been brave enough to try the doors at Area 3D-9 or -10 yet. Agla-Rolsh does not know about the influx of Tsathogga worshippers yet; they came after he was bound here. He does know that the temple at 3D-1 was at one time very important, and he knows about the pillars on Level 2C, but not what the statues at **2C-26** open.

RAPPAN ATHUK: EXPANSIONS

While bound, Agla-Rolsh cannot leave the triangle. No amount of damage or scratching at the silver has freed him yet. His magical abilities are intermittently able to pass over the silver, so he has a 30% chance to affect someone outside the silver triangle. If anyone is brave enough to walk over the triangle, he is fully capable of unleashing the full weight of his power.

To free the djinni, the characters need the *bronze key*, found in **Area 3D-9**. If the party finds the key, and gives it to Agla-Rolsh, the djinni is finally able to escape his long imprisonment. If the party has been pleasant and humble in speaking with him, he may grant them a small boon (knowledge of the Tunnels, or the answer to some otherworldly esoteric question; GM's discretion). If they have been rude, or taunted him in any way, he immediately attacks the party, attempting to slay or subdue some to take as slaves.

AGLA-ROLSH, DJINNI XP 19,200

CR 12

Male genie djinni vizier expert 6 N Large outsider (air, extraplanar) Init +8; Senses darkvision 60 ft.; Perception +21

AC 19, touch 14, flat-footed 14 (+4 Dex, -1 size, +5 natural, +1 dodge) hp 114 (10d10+6d8 plus 32) Fort +7; Ref +15; Will +21 Defensive Abilities air mastery; Immune acid

Speed 20 ft., fly 60 ft. (perfect) **Melee** 2 slams +19 (1d8+6) **Space** 10 ft.; **Reach** 10 ft.



Special Attacks whirlwind

Spell-Like Abilities (CL 9th):

At will—create wine (as create water), invisibility (self only), plane shift (willing targets to elemental planes, astral plane, or material plane only)

3/day—wish (to nongenies only)

1/day—create food and water, gaseous form (for up to 1 hour), major creation (created vegetable matter is permanent), persistent image (DC 19), wind walk

Str 23, Dex 19, Con 14, Int 25, Wis 24, Cha 19 Base Atk +14; CMB +21; CMD 36

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Wind Stance

Skills Acrobatics +14 (+10 jump), Appraise +25, Bluff +10, Craft (alchemy) +18, Fly +29, Intimidate +15, Knowledge (arcana) +25, Knowledge (engineering) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (nature) +20, Knowledge (nobility) +15, Knowledge (planes) +26, Knowledge (religion) +20, Linguistics +20, Perception +21, Sense Motive +25, Spellcraft +25, Stealth +13, Survival +10, Use Magic Device +15

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Daemonic, Draconic, Dwarven, Elven, Giant, Ignan, Sphinx, Terran, Undercommon; telepathy 100 ft.

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Area 3D-6: Kobold Cavern (CR 6)

This natural cavern is the home of a tribe of kobolds that have been cut off from escaping the level. How or when they got here is unknown, but they fear running into the other denizens of the dungeon enough to refuse to leave. There are **12 males** and **16 females**, with **8 non-combative younglings**, led by **Kurrick**, a rather wily and intelligent kobold. Kurrick has negotiated with Agla-Rolsh to be his eyes and ears in the dungeon, with the understanding that the djinn will not wholesale slaughter the kobolds should he ever escape.

Kurrick sends squads of kobolds out to investigate the dungeons, but has hit a few limits (see Area 3D-5 for an explanation of the kobolds excursions). He deeply wants to investigate the dungeon past the door at Area 3D-2, and at 3D-10; for some reason, they just can't get past their fears in those places.

There is a dark spot high up on one wall in the west, the end of a chute that leads upwards to **Level 1**, **Area 1D-9**. The chute is tricky to negotiate (DC 20 Climb check), being at a 60 degree angle and nearly 200 ft. up. Falling while climbing results in 1d6/2 points of damage per 50 ft. ascended, due to the slope of the chute cushioning the fall.

KOBOLDS (28) XP 100

CR 1/4

CR 1/4

hp 4 (Pathfinder Roleplaying Game Bestiary "Kobold")

KURRICK, KOBOLD LEADER

XP 100

hp 6 (Pathfinder Roleplaying Game Bestiary "Kobold").

Treasure: The kobolds have managed to amass a few items they treasure (others may not); a broken ceremonial breastplate which was part of a noble's suit of plate armor (useless, but a historical piece; it might be worth 25 gp to an antiquities collector); 7 yards of fine but stained woolen cloth (currently worth 5 gp per yard, cleaned of stains it might fetch 15 gp per yard); 32 functional arrows; 12 filthy backpacks; 77 ft. of hemp rope in various lengths (nothing longer than 10 ft.); 3 crystal vials (each worth 5 gp); a +1 heavy mace with a tattered handgrip, the entire thing covered in dried blood; and 2 strangely-colored vials (*potions of cure moderate wounds* and gaseous form, respectively).

Area 3D-7: The Piercing Cavern (CR 6)

This cavern is thick with stalactites, the 40 ft. ceiling covered with them like the fangs of some huge beast. The kobolds are convinced that that cavern is populated with piercers, but that is not the case. The entire cave is a rare mineral deposit, of granite-like stone but with other strange mineral qualities, such as being extremely hard but very brittle. A PC making a DC 18 Knowledge (nature) or (dungeoneering) check will be able to tell the unique nature of the stone.

Due to the unique qualities, occasionally stalactites or random pieces of the room crumble off when certain vibrations occur. It is impossible to determine what will cause the ceiling stone to drop, which is why the kobolds are extremely cautious when coming through here. If the party moves through this cavern, every 10 ft. they travel requires the GM to roll to determine if the ceiling comes down on them. On a roll of 1 on 1d6, a portion of the ceiling falls, and a second 1d6 must be rolled. On a roll of 1–2 a simple stalactite falls, causing 1d6 points of damage (no save). On a roll of 3-5, a 5 ft. chunk of the ceiling comes down, causing 4d6 points of damage (DC 20 Reflex save for half damage). On a roll of 6 on 1d6, a major collapse happens, causing 8d6 points of damage (initial DC 20 Reflex save for half damage; secondary DC 15 Reflex save or pinned under the rubble, can be dug out in 1d4 man-hours). Spells such as silence do not alter the chance of the ceiling collapse, it seems that only vibrations in the stone make a difference. A successful DC 20 Stealth check can move without disturbing the stone. Combat has a 50% chance each round to cause a ceiling drop (determine randomly where the stones fall during combat).

Once stone falls from the ceiling, it shatters into shale-like debris, making quite a mess. The unique qualities have caught the attention of a **xorn** that loves the shale fragments, but is too lazy to break the stone up himself. There is a 1 in 8 chance that the xorn appears any time the party is traveling through the cavern. If the party is engaged in combat, and the xorn happens to appear, he then has a 5 in 8 chance of appearing when the party crosses the cavern (he's watching).

XORNCR 6XP 2,400hp 66 (Pathfinder Roleplaying Game Bestiary "Xorn")

Area 3D-8: Death from Above

This horse-shoe shaped area seems like just an odd architectural exercise. The true nature of the area is not apparent unless secret doors are checked for *on the ceiling*, 15 ft. overhead. The secret trapdoor is unusually well-concealed (DC 25 Perception check to notice), and leads to Level 1, Area 1D-21.

Area 3D-9: The Pyre (CR 8)

The end of this long hallway is tinged with the smell of smoke. As the party approaches the iron door at the end of the hallway, they will notice a slight rise in temperature, a nice warm feeling. The door itself is warm to the touch, as a stove warming up might be. There is a large and imposing-looking lock in the center of the door, and it feels solid and impassible. The lock is, in fact, a normal lock (DC 18 Disable Device to bypass), and is not trapped.

Inside the room, read or paraphrase the following:

As you open the door, you see before you a blazing bonfire, a large conflagration in the center of the room. It appears to be a pyre of some sort, smoldering, but occasional small licks of flame jump and dance along its mass. The room is smoky, and smells of strange incense. The smoke is not too thick to see, and several amphora and boxes line the bit of back wall that can be seen from the doorway. This is the last resting place for the former captain-of-the-guard-turnedarchitect, **Alumaxis**. A good soldier to the end, Alumaxis volunteered for the role of leader of this building site when he understood it would further the reach of Orcus in the world. What he didn't know was the depth of deceit in the ranks of his "advisors". As a man used to facing foes headto-head, he did not see the treachery of the clergy until it was too late. To cover any evidence of their assassination, the clergy ordered this pyre built to honor their fallen "leader". The captain's body was laid to rest atop the bonfire, and he was immolated. Unexpectedly, the fire never burned itself out; it smolders even to this day, wafting smoky tendrils to remind the very stones of the dungeon what happened here.

Alumaxis himself was not fully consumed by the flame. He regained his material body after being scorched, and returned to the mortal realm as a knight gaunt, an undead horror normally created when a paladin falls in righteous combat against Chaos. Orcus himself found the humor in returning his soldier to the field in such a form.

Alumaxis retains his soldier's training and knowledge of tactics. He is no fool, and uses the room and terrain to his advantage. The smoky conditions are not enough to affect combat, but 6 of the 12 amphora along the back wall are filled with lamp oil; Alumaxis uses these as missiles or breaks them to create a barrier so the party cannot reach him while he peppers them with his arrows. If he needs more time to defend himself, he begins throwing treasure at the party, on the fire, etc. to distract them. He fights to his destruction.

CR 8

ALUMAXIS, KNIGHT GAUNT XP 4,800 The Tome of Horrors 4 129

Male knight gaunt fighter 6 CE Medium undead Init +7; Senses darkvision 60 ft.; Perception +12

AC 25, touch 12, flat-footed 23 (+9 armor, +2 Dex, +4 natural) hp 77 (4d8+6d10 plus 26) Fort +8; Ref +6; Will +7; (+9 vs. fear) Defensive Abilities bravery +2; Immune undead traits; Resist cold 10; SR 14

Speed 20 ft.

Melee +1 longsword +16/+11 (1d8+7 plus bleed/19–20) and 2 claws +13 (1d4+4 plus bleed)

Ranged +1 flaming longbow +14/+9 (1d8+1 plus 1d6 fire /×3) Special Attacks bleed (1d4), smite good, weapon trainings (heavy blades +1)

Str 18, Dex 17, Con —, Int 11, Wis 13, Cha 15 Base Atk +9; CMB +13; CMD 26

Feats Alertness, Cleave, Deadly Aim, Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Intimidate +12, Knowledge (dungeoneering) +5, Knowledge (geography) +2, Knowledge (history) +1, Knowledge (religion) +4, Perception +12, Ride +6, Sense Motive +3, Stealth +6, Survival +5 Languages Common

SQ armor training 1, weapon attunement Gear masterwork full plate, +1 longsword, +1 flaming longbow, 15 arrows, unholy symbol of Orcus.

Smite Good (Su) Once per day, a knight gaunt can smite good. As a swift action, the knight gaunt chooses one target within sight. If this target is good, the knight gaunt adds its Charisma bonus on its attack rolls and adds its Hit Dice on all damage rolls made against that target. If the target is an outsider with the good subtype or a good-aligned creature with levels of cleric of paladin, the bonus to damage on the first successful attack is doubled. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess. Additionally, the knight gaunt

gains a deflection bonus equal to its Charisma bonus to AC against attacks made by the target of the smite. The smite good remains in effect until the target of the smite is dead or until 24 hours have passed.

Weapon Attunement (Su) A knight gaunt gains a +1 bonus on attack rolls and damage rolls with any melee weapon it wields. Additionally, it gains the bleed special attack with any melee weapon it wields.

Treasure: Along the southern wall there are 12 lavishly decorated amphora, 4 crates, 3 chests, and 9 boxes roughly 1ft square. As noted above, 6 of the 12 amphora are filled with high-quality lamp oil (each burns twice as long as normal oil, is worth 250 gp per amphora, contains the equivalent of 50 flasks, and weighs 60 lbs.). The other amphora are filled as follows:

#1 contains 25 lbs. of multi-colored sand (no matter how much the sand is mixed, it always keeps its color layers separate, strictly a novelty, worth 125 gp to a collector)

#2 appears to be filled with copper coins. In reality, there are 25 cp atop a wax-sealed stopper. If the stopper is removed, **poisonous gas** fills a 20 ft. by 20 ft. area in 1 round (DC 15 Fortitude save).

POISONOUS GAS

Type poison (inhaled); Save Fortitude DC 16; Frequency 1/ round for 6 rounds; Effect 1 Con drain; Cure 2 consecutive saves

#3 is filled with 10 gallons of fine wine (worth 200 gp to a collector or restaurant)

#4 is filled will rolled scrolls and parchments. If each scroll is taken out and examined, they are 13 scrolls of cure light wounds.

#5 contains 12 silver-tipped arrows, 13 normal arrows, and 1 black-fletched, silver engraved arrow (a *greater arrow of gnome slaying*).

#6 is filled to the top with desiccated shrunken heads. At the bottom of the container, is a disgusting, stained bag. The bag radiates magic, and seems to all tests to be a *bag of holding*. It is actually a *bag of devouring*, and any items placed in the bag disappear after 1d4+1 hours.

Area 3D-10: Hall Monitor (CR 6)

The door to this room has odd scratches in the face of it. Upon closer examination, the scratches are actually words etched into the surface: *no open door*

Should the party not heed the warning, and open the door (it is unlocked), they see a 30 ft. by 40 ft. room, with piles of dirty straw along the eastern and western walls, with a narrow pathway leading through the center of the room to another door in the northern wall.

Laying atop the straw is a gargantuan sight, a very large troll sits up in the straw, and slowly begins pulling itself upright. As it stands, the party notices its flesh is torn and pulled-away in unnatural fashion, and as it lumbers forward, an eyeball pops out!

This beast was a former guardian of the path to Level 3D, Section 2. After most of the living inhabitants died, the troll starved to death. The power of the chapel kept the beast from entering the afterlife, so he is confined here as an **undead troll**.

UNDEAD TROLL CR 6 XP 2,400 The Tome of Horrors 4 224 CE Large undead Init +2; Senses darkvision 60 ft., darkvision 60 ft., scent; Perception +10

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 68 (8d8+24 plus 8); fast healing 5 Fort +5; Ref +4; Will +7 DR 5/magic; Immune undead traits; Resist cold 10, fire 10 Melee bite +12 (1d8+7), 2 claws +12 (1d6+7 plus bleed) Space 10 ft.; Reach 10 ft. Special Attacks bleed (1d6), rend (2 claws, 1d6+10)

Str 24, Dex 14, Con —, Int 6, Wis 9, Cha 16 Base Atk +6; CMB +14; CMD 26 Feats Intimidating Prowess, Iron Will, Skill Focus (Perception), Toughness Skills Climb +11, Intimidate +18, Perception +10, Stealth +6

Languages Giant

Treasure: Buried in the straw at various places are the items and equipment form previous trespassers. There are 2 suits of battered but functional full plate, 3 suits of chain mail, 2 bent shields (useless), 1 normal light steel shield, 6 longswords, 2 greatswords, 3 heavy maces, 2 heavy flails, a +1 shortbow, 87 arrows, a +1 dagger, 4 cracked staves, various broken sticks (completely broken magic wands and staves), shattered glass (broken potion vials), 2 potions of cure light wounds, 1 potion of invisibility, 6 backpacks, 268 ft. of rope, 3 hammers, 12 iron spikes, 17 torches, and 342 gp in various loose coinage.

Area 3D-11: The Black Hole (CR 6)

Just beyond the troll guardian at **Area 3D-10** is a short hallway leading to a stone door tightly set into the end of the hallway. The door is not locked or trapped. Opening the door leads into a 30ft by 40ft room, with another stone door set into the eastern wall. Directly in front of the eastern door is a 10ft by 15ft black oval on the floor, and in the northwestern corner is a large, black sphere. Closer examination of the oval reveals it to be a large painted spot, nothing more. The floor-oval is simply a distraction, as the black sphere is an **ebon ooze** that rolls forward to attack! There is no treasure in the room. The door leads to **Level 3D**, **Section 2**, **Area 3D-12**.

CR 6

EBON OOZE XP 2,400 The Tome of Horrors 4 162 NE Huge ooze Init +2; Senses blindsight 60 ft.; Perception +2

AC 6, touch 6, flat-footed 6 (-2 Dex, -2 size) hp 100 (8d8+56 plus 8) Fort +9; Ref +2; Will +4 Defensive Abilities negative energy affinity; Immune acid, disease, ooze traits, sonic

Speed 20 ft., swim 20 ft. Melee slam +12 (3d6+10 plus 2d6 acid plus grab) Space 15 ft.; Reach 10 ft. Special Attacks disease (slimy doom, DC 21)

Str 24, Dex 7, Con 24, Int 8, Wis 14, Cha 3 Base Atk +6; CMB +15 (+19 to grapple); CMD 23 (can't be tripped) Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness⁸, Weapon Focus (slam) Skills Stealth +1

Negative Energy Affinity (Ex) An ebon ooze is healed by negative energy attacks, and harmed by positive energy, as if it were undead.

Slimy Doom (Ex) Slam—injury; save DC 21 Fort; onset 1 day; frequency 1 day; effect 1d4 Con damage; cure 2 consecutive saves.

Level 3D, Section 2: The Tunnels of Terror

Level 3D, Section 2

Difficulty Level: 8–11

Entrances: Hallway from Level 3D, Area 3D-11, leads to Area 3D-12. Small (and not so small) natural fractures in the rock surrounding Area 3D-23 allow small vermin into the level.

Exits: Hallway between Areas 3D-21 and 3D-22 contains a secret door to Level 4.

Wandering Monsters: There are no wandering monsters in this section. Any normal rats discovered here are spies for **Kenard** in **Area 3D-20**.

Detections: Strong evil detected everywhere. **Shielding:** None.

Standard Features: All non-cave areas have white, 2 ft. square tiles covering standard dungeon walls and ceilings, as well as over all the floors. Doors and secret doors are standard as well unless noted. The ceilings of cave areas are free of stalagmites and stalactites. Walls, ceilings and other features on this level are dry. All rooms have at least a moderate amount of light from some unseen radiance, unless noted.

Area 3D-12: Entrance (CR 9)

A massive 10 ft. tall stone door greats the party as they enter this section of the dungeon. Carved into the door are bas-reliefs of angels, cherubic faces covered in smiles, and various images reflecting light and hope. This is a stark contrast to the rest of the dungeon the party has encountered so far. Perhaps things are about to get easier? Hahahahahahaha...

As the party enters, the see a large 60 ft. hexagonal room beyond the door. Hanging cobwebs and a thick layer of dust greets the party. From first inspection, the room seems to have been abandoned for years. Doors in the north, east, and southern walls are immediately visible, as there are no furnishings or embellishments in this room whatsoever.

As soon as a character enters the room, he or she must make a DC 20 Will save. The dusty, unkempt appearance of the room is a powerful illusion; the actual room is spotless, white tiles 2 ft. square, covering all surfaces. There is a bright-but-not-too-bright illumination coming from some undefined source. Located in the center of the tile floor is an inscription in a cramped, rigid script:

"Death Awaits beyond the Door"

The inscription is carved into the tiles, and upon close inspection, there is the slightest coppery staining in the tiles.

The northern door is a large 10 ft. tall by 5 ft. wide slab of copper sheeting over oak, with silver and iron rivets. Runes cover the entire copper surface, and a DC 20 Knowledge (arcana) check recognizes these are warnings of dire evil and necromantic power. The door is locked (DC 18 Disable Device check to unlock). If the party bypasses the door, they discover a 20 ft. by 20 ft. hemispherical room, covered in disgusting fluids and small bits of flesh. The reason for these leavings is the enormous 8 ft. tall **hulking brute** shuffling along the back wall, stiches protruding from and juices oozing out of its body. As soon as the door is opened, the brutish thing turns its head towards the door, and moves *quickly* towards the party!

NECROMANTIC GOLEMCR 8XP 4,800The Tome of Horrors 4 117N Large constructInit +0; Senses darkvision 60 ft., low-light vision; Perception +1

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size) hp 90 (11d10+30) Fort +3; Ref +3; Will +4 DR 5/adamantine; Immune construct traits (+30 hp), magic

Speed 30 ft. Melee 2 slams +14 (2d6+4 plus 1d6 negative energy) Space 10 ft.; Reach 10 ft. Special Attacks enervating ray, unholy blast

Str 18, Dex 10, Con —, Int —, Wis 12, Cha 1 Base Atk +11; CMB +16; CMD 26 SQ rejuvenation

Enervating Ray (Su) Once per day, a necromantic golem can unleash a ray of negative energy in a 30 ft. line. A creature struck must make a DC 17 Fortitude save or gain 2d4 negative levels. Even on a successful save, the victim gains 1d4 negative levels. Assuming the target survives, it regains lost levels after 11 hours have passed. Negative levels from a necromantic golem do not have a chance of becoming permanent. The save DC is Constitution-based and includes a +2 racial bonus.

Immunity to Magic (Ex) A necromantic golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted: A magical attack that heals living creatures slows a necromantic golem (as the slow spell) for 2d6 rounds (no save). A magical attack that deals negative energy damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A necromantic golem gets no saving throw against attacks that deal negative energy damage. A raise dead spell deals 6d6 points of damage to a necromantic golem. A necromantic golem gets no saving throw against this effect. A resurrection or true resurrection spell negates its DR and immunity to magic for 1 minute. In an area affected by a hallow spell, a necromantic golem takes a -2 penalty on attack rolls, damage rolls, checks, and saves, and a -2 penalty to AC. In areas affected by an unhallow spell, a necromantic golem gains a +2 bonus on attack rolls,



damage rolls, checks, and saves, and a +2 bonus to AC. **Rejuvenation (Su)** A necromantic golem heals 1 hit point every hour up to its maximum hit points. If reduced to 0 hit points or less, the golem continues to heal. A necromantic golem can be permanently destroyed by reducing it to 0 hit points or less, casting a *hallow* spell on the corpse, and dousing the golem with holy water.

Unholy Blast (Su) As a free action once every 1d4+1 rounds, a necromantic golem can unleash a blast of negative energy in a 20 ft. cone. Creatures caught in the area take 6d6 points of negative energy damage (good-aligned outsiders caught in the area take 6d8 points of negative energy damage). A DC 15 Reflex save reduces the damage by half. The save DC is Constitution-based.

Tactics: The golem is short on brains, so its simple tactic is to crush the party. As it comes out of the door, it looks towards the largest group of beings, and unleashes its *unholy blast* to soften them up, then it leads with big, meaty fists. If the golem is solidly struck by an opponent, it uses its *enervating ray* to drain the life-force out of that target, and concentrates attacks until that character is dead. It fights until no targets remain in the room, and does not pursue if characters flee back to **Section 1**.

The southern door in this room is a solid iron affair; 8 ft. tall and 4 ft. wide worth a fair amount for it metal value alone (a blacksmith might give 1,000 gp for it, but it weighs in excess of 2 tons). Again, this door is covered in glyphs and runes, and a PC making a successful DC 18 Knowledge (arcana) check recognizes some of the runes as dealing with chilling cold and deathly frost. This is a ruse, as the door is both locked and



trapped. The trap on this door is activated if it is opened, and a massive fireball detonates centered on the script in the center of the room. Due to the height of the domed ceiling (10 ft. at the walls reaching up to approx. 15 ft. at the apex) and the shape of the undulations, the fireball engulfs everyone in the main room, for 10d6 points of damage, save for half.

The western door leads into the main complex, beyond the unusual ward the party will notice as soon as they open the door to **Area 3D-13** (the garlic).

FIREBALL TRAPCR 6XP 2,400Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity (alarm); **Reset** none **Effect** spell effect (fireball, 10d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in room)

Area 3D-13: Arc of Garlic

As the party exits the first chamber, they notice an interesting sight in the 20 ft. wide by 50 ft. long hallway. Roughly halfway down the hall is a semi-circular portcullis barring further egress (hardness 10; hp 30; Break DC 25). What is odd about it is that all the bars are covered, floor to ceiling, with garlic. Strings, cloves, and various bits and pieces are strung all up and down the metal bars, creating an awful stink. How these sprigs of garlic have stayed as fresh as they are is a mystery. The door beyond the portcullis is plain and unadorned, but it is locked.

Area 3D-14: Towering Inferno (CR 9)

This 50 ft. by 60 ft. room is covered in straw, broken furniture, bits of paper, and a slightly slick fluid coating the floor. There are 2 doors visible in the room, one to the north, one halfway down the eastern wall, and one in the south. The door to the east is **trapped** with an exploding fireball trap.

Shambling around in the northwestern, northeastern and southeastern corners of the room, are several bipedal, man-sized figures in tattered robes, hoods drawn down over their faces. When the characters enter the room, they begins to shuffle their way towards the party.

The figures are **16 pyre zombies**, 4 in the northwest corner, 5 in the northeast, and 7 in the southwestern corner.

If it is not obvious to the characters (hopefully, they player's don't know these creature's nasty power), they may rush forward to engage the zombies as soon as they realize there are "unfriendlies" about. The pyre zombies have a very special and terrible power; when struck by a melee weapon, they burst into flame. While this is bad enough, the zombies are in what amounts to a giant tinderbox. If a zombie is struck with a melee weapon in here, the entire room bursts into flames the next round, the flames racing from whichever corner the zombie was struck in. Thick black smoke fills the chamber on the third round, reducing visibility to 5 ft. (at most). The characters can flee out the door they came in, and if shut it blocks most of the smoke, but there is still some that leaks out from the door, and the hallway containing the Arc Of Garlie fills in just under 30 minutes (Ah, smoked garlic smell! Yum!)

If the characters stay in the smoke to fight, give them a save each round to avoid smoke inhalation (*Pathfinder Roleplaying Game Core Rulebook*, Ch. 13, "Environmental Rules", for heat damage, catching on fire, suffocation, etc.). Eventually, staying in this room means asphyxiation. The zombies, now skeletons, are immune to the flames, and fight on as long as a living person is in the room.

FIREBALL TRAPCR 5XP 1,600Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity (alarm); Reset none

CR1

Effect spell effect (fireball, 5d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in 20 ft. radius, but see text for additional detials)

PYRE ZOMBIES (16) XP 200 The Tome of Horrors 4 256 NE Medium undead Init +0; Senses darkvision 60 ft.; Perception +0

AC 12, touch 10, flat-footed 12 (+2 natural) hp 12 (2d8 plus 3) Fort +0; Ref +0; Will +3 DR 5/slashing; Immune fire, undead traits

Speed 30 ft. Melee slam +4 (1d6+4) Special Attacks immolation

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10 **Base Atk** +1: **CMB** +4: **CMD** 14 Feats ToughnessB Special Qualities non-staggered

Immolation (Ex) The pyre zombie may immolate itself 1/day to cause 2d6 fire damage to all creatures in a 5 ft. radius for 2 rounds. If a pyre zombie is reduced to 0 hot points, it immediately explodes for 1d6 points of fire damage in a 10 ft. radius.

Non-Staggered (Ex) Pyre zombies do not gain the staggered condition as normal zombies.

Treasure: If the party somehow manages to search the room without it becoming an inferno, there are a few items scattered about in the debris. On a roll of 1 on 1d6, the party can find any of these items (GM to determine how many times any particular item is found): 1d6x10gp (still available after the fire, but melted into a globular shape; a gemcutter may purchase for 25% of value); a bag with 125sp (still available after the fire, but melted into a globular shape; a gemcutter may purchase for 10% of value); 3 gems worth 50gp each (unscathed by the fire); a scroll of protection from undead (destroyed by the fire); potion of flying (destroyed by the fire); 4 + 1 arrows (unharmed by the fire); 2d10 normal arrows (destroyed by the fire).

Area 3D-15: Armory (CR I)

The door to this 10 ft. by 10 ft. room, from Area 3D-14, is trapped (see Area 3D-14, above). The room itself is filled with the various odds and ends of an armory. Bits and pieces of armor, parts of weapons and the like litter the room in a haphazard manner. Characters searching through the debris can find 1d6 serviceable bowstrings, 4d4 arrows, 1d3 short swords, and 1d6 other assorted serviceable weapons.

The door to Area 3D-16 is locked and trapped with a poison needle trap. The door's lock is stout, and has a DC 25 Disable Device check to open it.

POISONED NEEDLE TRAP CR 1 XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none

Effect Atk +10 touch (poison needle; 1 plus greenblood oil)

Area 3D-16: Odd-itorium

This small, 10 ft. by 15 ft. room is filled with various items arranged on floor to ceiling shelves. Several taxidermied rats, snakes, and other small animals line the shelves, and one of the larger varmints has a luckstone

installed as an eyeball. The entire bottom shelf of the northern wall is home to 8 dusty left boots. These are actually *boots of tromping* (see the Appendix), and still retain their magical abilities. An additional eye-catching item is a beautiful ebony and mother-of-pearl chessboard (all the pieces are missing; worth 130 gp). Many of the other items in the room are mundane, if not oddly collectable. The party could gather up 150 lbs. of items and sell them in a medium-sized city for 1,500 gp, if they had a week in town.

Area 3D-17: Miscellaneous Equipment (CR 5)

This room is filled with old, but most of the inventory is fully functional equipment. There are barrels full of rations (long since spoiled), crates of other foodstuffs (also spoiled), and two small kegs of wine (now vinegar). There are 2 large boxes full of random cloaks, robes, boots, belts and assorted clothing (enough for 6+1d6 Medium people), 1d6 of each of the following items: empty large sacks, shovels, 10 ft. poles, tents, hammers, and grappling hooks. There are 10d10 spikes, 5d6 torches, 1d4 silver mirrors, 1d6 grappling hooks, and a large pile of rope coiled up in a corner. The rope is, of course, a rope golem, and attacks when the party least expects it.

CR 5

ROPE GOLEM XP 1,600 The Tome of Horrors Complete 340 N Medium construct Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

AC 17, touch 10, flat-footed 17 (+7 natural) **hp** 53 (6d10+20) Fort +2; Ref +2; Will +2 DR 5/adamantine and slashing; Immune construct traits, magic Weaknesses vulnerability to fire

Speed 30 ft. Melee 2 slams +9 (2d6+3 plus grab) Special Attacks strangulation (1d8+3)

Str 17, Dex 10, Con —, Int —, Wis 11, Cha 1 Base Atk +6; CMB +9 (+13 to grapple); CMD 19

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

A disintegrate spell affects it normally. A rope trick or animate rope spell deals 1d6 points of damage to the rope golem per three levels of the spell caster (e.g., a 6th-level sorcerer deals 2d6 points of damage to a rope golem if it casts rope trick or animate rope). A mending spell heals the rope golem of 2d6 points of damage. Fire-based effects and spells affect it as described in its fire vulnerability above. Strangulation (Ex) A rope golem deals 1d8+3 points of damage with a successful grapple check. Because the rope golem seizes the opponent by the neck, a strangled foe cannot speak or cast spells with verbal components.

Area 3D-18: Bubbles! (CR 12)

This smooth-tiled room has extremely bright illumination (any creatures affected by light take an additional -1 penalty), and has no sharp angles. The entire room looks to have been created from some mad non-Euclidian geometry, with warping, undulating walls and ceiling, like a large jellyfish left pulsing on a shore. Floating in the air, along the ceiling and bumping into the walls, are 12 spherical shapes with a chitinous-looking shell. What these are is difficult to determine, the ambient light casting a glare

that makes looking at the spheres so close to the walls almost painful.

If the party approaches for a more careful examination of the spheres, they notice that they are actually clear, much more like bubbles than anything else. The chitinous appearance is the diffusion of the walls coming through the bubble. In the center of the room, is a large sphere, apparently made of white marble swirled with light greys and blues. Touching this sphere reveals

the truth; a rather enraged **air elemental**, held in a stasis field, is now free! The air elemental wastes no time in forming a whirlwind that throws the **12 clear gas spores** around the room. Each person in the room must make a DC 15 Reflex save or be struck by a gas spore as they spin and whirl about the chamber. The spores are not harmed by bumping into the walls of the room (having no corners to impede them), and the room acts as a focus to toss them about wildly. Each round a character is in the room, there is a 2 in 6 chance they are struck by a spore (no to-hit roll needed; DC 15 Reflex save to roll with the strike and not detonate the spore), with a resulting explosion.

There are **2** secret doors (DC 20 Perception check) in the room, one in the north wall and another to the south. The 15 ft. by 10 ft. chamber beyond the northern door is accessed by sliding the secret door down into the floor. The room is filled with a fine yellow sand. The sand is harmless, unless the air elemental uses its whirlwind ability. If the door is down, and the elemental is freed, the sand whips around the room scouring anyone with exposed flesh; only metallic armors are protection against the sand-blasting. Any character in non-metallic or non-magical armor are blasted for 1d6 points of damage per round they stay in the room with the active elemental. The door to this northern room stays in its recessed state for 1 hour.

The southern secret door is locked, and sealed with wax. Opening the secret door reveals a floor entirely covered with smoldering, burnt material, kept hot by some unseen source. The heat wave opening the door is incredible. If the air elemental is active when the door to the southern room is open, it creates a backdraft situation; any PCs in the western half of the room are blasted with fire as the smoldering embers burst to life. Each PC takes 8d6 points of damage, and any flammable items are instantly engulfed.

GAS SPORES (12) XP 1,200

The Tome of Horrors Complete 757

From a distance, the gas spore is likely to be mistaken for an eye tyrant (DC 30 Perception check), using its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 10 feet with average maneuverability. When a gas spore encounters a living creature, it injects poisonous rhizomes into the foe if that opponent fails a Fortitude save. Each day thereafter, an infected creature must succeed on a Fortitude save or take Constitution damage. At Constitution 0, the victim dies and 2d4 gas spores emerge from its body. A remove disease spell cast on affected creature before it dies destroys the rhizomes and prevents any further Constitution damage.

GAS SPORE

Type infestation; save Fortitude DC 15; onset 1 day; frequency 1/day; effect 1d6 Con damage

LARGE AIR ELEMENTAL

XP 1,600

hp 68 (Pathfinder Roleplaying Game Bestiary "Elemental, Air, Large")

Treasure: Buried under the sand in the northern room is a small pirate's chest. It is locked, and trapped with a poison needle trap. In the chest are a *decanter of endless water*, a *potion of flying*, a *scroll of protection from energy* (acid), a *ring of fire resistance*, and a set of skeleton-headed keys that open all the locked doors on **Level 3** (both sections).

POISONED NEEDLE TRAP

CR 5

CR 5

CR4

XP 1,600 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none Effect Atk +10 ranged (poison needle; 1 plus deathblade)



Area 3D-19: The Lesser Servitors (CR 6)

This T-shaped chamber reeks of filth and decay. There are 6 caskets in differing states for disrepair. It looks like the entire room has been ransacked, complete with the molested corpses strewn about the room. However, 3 of the bodies (actually **wights**) lurch up and stalk towards the party.

CR 3

WIGHTS (3) XP 800 bp 26 (Pathfinder Palenlaving Game Bes

hp 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

Treasure: Thrown about the room are several excellent weapons. A +1 dagger is embedded in one of the caskets; a silver-encrusted heavy mace is thrown back by the southern door (besides its value as a weapon, it could fetch 250 gp in a market); a +1 shortbow is laying on the floor in the eastern wing of the chamber (it is without a bowstring however); and a +1 silver flail is in the center of the room, under some debris (secret doors check to notice the item).

Area 3D-20: The Tragedy (CR 12)

This room was initially designed to be a receiving room for the nobility of Orcus. No gaudy accouterment has been spared; the walls are coated in gold flake, the 40 ft. ceiling is tiled in white marble, a soft but pleasant light emanating from some unknown source. Various tapestries hang along the walls, depicting great glories of Orcus; the demon-lord battling a giant, two-headed ape-like thing with tentacles; thousands of undead trudging through a fertile valley, only to have it wither at their passing; scores of vampires devouring an entire city's population; and one large landscape shows an entire legion of undead, laying siege to a metropolis. In all the tapestries, save one, Orcus is reigning supreme. The one odd tapestry our shows a triad of vampires stalking and intimidating a fair maiden, her fate all but sealed. If the party has encountered the feral vampires in **Area 3D**-**24**, the clothing of the figures in the tapestry is strikingly similar to the

The Tale of Three Boorish Brothers

In an abbreviated version of a long and tragic tale, the 3 feral vampires were brothers in life; terrible and loathsome louts that beat and stole from any who were weaker than them. One day, Judith, a fair and frail maiden, was travelling to meet her betrothed, Kenard, a ranger and protector of Good Hope Forest (as it was called, long ago by the local woodsman). She never made it, as she was set upon by the foul brothers. Rather than have a shred of kindness, and just kill her quickly, the brothers made sport of her torment. Eventually, Kenard discovered the abduction, and he raced to save his future bride, but when he found the trio of brutes and his love, it was far too late to save Judith. Unable to control his monumental rage, Kenard took spear and short sword to the brothers, unleashing all his hate and fury. So powerful was his retribution, the forest itself was shocked and outraged by the display. Kenard took days to dispatch the brothers, and in that time a powerful forest spirit, Aspen, came to the site. "This cannot go unpunished, Kenard. You are a good and lawful man. You did the wrong thing. You must atone for your own sins." And with that, the brothers rose, staggered about, and were cursed as vampires.

Judith, with her last few breaths, smiled to Kenard and said, "You know Aspen to be true. Stop this hateful action, Protect. It is what you do." "I will protect, Lady Judith. I will protect the land from such beings as those."

The brothers looked to each other, and fell upon the pair, their newfound bloodlust too overpowering to be ignored. As the pair fell to the foul vampires, Kenard's will kept him "alive" in a sense. He too rose as a vampire, able to overpower the brothers. After another titanic battle, Kenard subdued the brothers, and brought them to this temple during its construction. Forging a deal with the Orcusites, Kenard was allowed to inter the brothers in oubliettes designed specifically to contain vampires, as long as he stayed as a guardian of the entire dungeon level. And to this day, he has honored his promise to protect the outside world.

interred. Each of the tapestries is quite well done, and could command as much as 1,200 gp each (there are 16 tapestries in total) if a collector of the macabre could be found. Any good-aligned church would grant the party 250 gp for each tapestry, just to burn the foul items.

Shuffling along the perimeter of the rooms, robed figures appear as if they are admiring the tapestries, oblivious to the party. They do not react to the party unless attacked, in which case they all fly into a horrible frenzy and rush the characters. These are **12 spellgorged zombies**, and they hold their spells until Kenard attacks.

Along the southern wall, in a mundane but comfortable chair, flanked by two doors, sits the **Warden of the Dead**, a former ranger and hero who chose to be infected with vampirism to ensure the feral vampires in **Area 3D-24** are never released from their prison. He holds a spear in one hand, and has a short sword in a scabbard at his hip. After a few moments, he rises and banters with the party. If talk turns to the brothers interred at **Area 3D-24**, he immediately flies into a rage and attacks the party.

SPELLGORGED ZOMBIES (12) XP 800 The Tome of Horrors Complete 753 N Medium undead

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

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 27 (5d8 plus 5) Fort +1; Ref +2; Will +5 Immune undead immunities Melee slam +4 (1d6+1) Special Attacks spell storing (CL 10th; 5 total levels; all zombies have 5 magic missile spells (5 missiles each)

Str 12, Dex 12, Con —, Int —, Wis 12, Cha 10 Base Atk +3; CMB +4; CMD 15 Feats Toughness⁸

KENARD

XP 6,400

Male human vampire ranger 8 (Pathfinder Roleplaying Game Bestiary "Vampire") NE Medium undead (humanoid, human) Init +7; Senses darkvision 60 ft.; Perception +24

AC 21, touch 14, flat-footed 17 (+1 shield, +3 Dex, +6 natural, +1 dodge)

CR 9

hp 88 (8d10+40); fast healing 5

Fort +10; Ref +11; Will +5; +4 bonus vs. channeled energy Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10 Weakness vampire weaknesses

Speed 30 ft.

Melee hateful spear +12/+7 (1d6+6/19–20) and spiteful spike +12/+7 (1d6+3/19–20) or slam +8 (1d4+2)

Special Attacks blood drain, children of the night, combat styles (two-weapon combat), create spawn, dominate (DC 18), energy drain (2 levels, DC 18), favored enemies (humans +4, undead +2)

Spells Prepared (CL 5th; concentration +8): 2nd—cat's grace, wind wall

1st—anticipate peril (DC 14), lead blades

Str 20, Dex 17, Con —, Int 12, Wis 16, Cha 19 Base Atk +8; CMB +13; CMD 27

Feats Alertness, Combat Reflexes, Dodge, Endurance, Improved Critical (shortspear), Improved Initiative, Improved Two-weapon Fighting, Intimidating Prowess, Lightning Reflexes, Mobility, Spring Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +4, Bluff +12, Climb +15, Handle Animal +15, Intimidate +9, Knowledge (dungeoneering) +12, Knowledge (geography) +11, Knowledge (history) +5, Knowledge (nature) +12, Perception +24, Sense Motive +20, Stealth +20, Survival +14 (+18 to track); Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common

SQ change shape, favored terrains (forest +4, underground +2), gaseous form, hunter's bonds (hunter's bond [companions]), shadowless, spider climb, swift tracker, track, wild empathy +12, woodland stride

Gear hateful spear (see the **Appendix**), spiteful spike (see the **Appendix**), locket (worth 50gp, contains scrap of cloth from a dress).

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. **Change Shape (Su)** A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape *II*. **Children of the Night (Su)** Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or *energy drain*, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

*Note: As Kenard was not created like a normal vampire, he has no coffin. If he is reduced to 0 hp, he is destroyed.

Treasure: The tapestries (listed above). The gold flake could be scrapped from the walls, and in 4d4 hours 50 lbs. could be gathered (worth 1,500 gp).

Area 3D-21: Reflection Room

A semi-circular 20 ft. by 25 ft. room, this was used as a reflection and meditation room by the original clergy. Abhorrent murals cover the walls, and a small shrine to Orcus is along the western curvature of the wall. Hidden under the shrine in a secret compartment (DC 20 Perception check to discover), is a map of **Levels 2** and **3** of this complex. These would be quite valuable to a collector, as well as their intrinsic use to the party. They would command 300 gp to a cartographer or collector on the surface.

Area 3D-22: Unused Space

This room, identical to 3D-21, is filled with broken tiles, normal stoneworking tools, and a few benches and tables at one time suitable for construction work. They have fallen to disrepair and rot, and break with any strenuous use.

Area 3D-23: Fractured Cavern (CR 9)

The original purpose of this cavern is lost to time. The northern wall is carved and partially covered with cut stone tile, but the other walls and ceiling are still rough natural stone. Whatever caused the stoppage of work here is unknown, but the fractured stone has fissure all through it ranging from a few inches to a few feet in width. Mundane insects, rats and other vermin occasionally crawl through the miles of underground fissures and end up in this room. Lurking in one of the larger fissures are 3



carrion claws, ravenous as they have been here a while and cannot figure out how to get back to their nest. They attack immediately.

CARRION CLAWS (3) XP 2,400

CR 6

The Tome of Horrors 4 35 NE Large magical beast Init +6; Senses darkvision 60 ft., low-light vision; Perception +6

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size) hp 51 (6d10+12 plus 6) Fort +7; Ref +7; Will +3 Weaknesses light sensitivity, vulnerable to magical light

Speed 40 ft., climb 40 ft. Melee 6 claws +10 (1d6+4 plus grab), bite +9 (1d3+4 plus paralysis) Space 10 ft.; Reach 5 ft. Special Attacks hatred of elves (+1 to hit and damage), paralysis (1d4 hours, DC 15)

Str 18, Dex 14, Con 14, Int 4, Wis 12, Cha 11 Base Atk +6; CMB +11 (+15 grapple); CMD 23 (can't be tripped) Feats Improved Initiative, Toughness, Weapon Focus (claw) Skills Climb +17, Perception +6, Stealth +11; Racial Modifiers +8 Stealth SQ superior climbing

Superior Climbing (Ex) A carrion claw need not make Climb checks to traverse a vertical or horizontal surface (even upside down). It retains its Dexterity bonus to Armor Class while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Vulnerable to Magical Light (Ex) A carrion claw that is the target of a spell with the light descriptor must succeed on a Will save or be dazed for 1 round. The Will save DC is equal to 10 + the spell level + the caster's key ability.
Area 3D-24: Dead Garden (CR II)

Starting along the southern hallway leading to this room (from Area **3D-14**), the walls and ceiling are covered in mirrored tiles. The mirrors cover the 70 ft. east-west hallway, and turn north to cover the remaining 25 ft. to a portcullis covered in strings and cloves of garlic, similar to Area 3D-13. The portcullis itself is extremely sturdy (hardness 10; hp 40; Break DC 28), and remarkably, the garlic is still fresh (if quite overpowering). Beyond the portcullis the 70 ft. diameter cylindrical room has a domed ceiling starting 30 ft. up the walls and arching to a 50 ft. peak at the center. A ramp descends from the portcullis opening, descending 35 ft. to the cluttered floor below. The floor is covered in desiccated and dried flowers, their original type nearly indistinguishable. A DC 15 Knowledge (nature) check can tell these were once fuchsia, honeysuckle, sage, and bottlebrush, long since their prime. Bushels of the dried flowers are strewn around the room, piled heavily at points directly north, east and west of the landing dais. Above, a strange, light humming can be heard from the dome ceiling, with small darting shapes flitting to and fro in the distance.

The darting shapes are **undead hummingbirds**, a wicked and terrible creation. While not innately deadly on their own, there are scores of the little pests in the dome, and they swarm attack creatures moving through the dried flower "garden" below.

UNDEAD HUMMINGBIRD SWARM XP 1,200

CR 4

N Tiny undead (swarm) Init +8; Senses darkvision 60 ft., low-light vision; Perception +11

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size) hp 29 (8d8–16) Fort +0; Ref +8; Will +6

Speed 10 ft., fly 80 ft. (good) Melee swarm (2d6 plus blood drain) Space 10 ft.; Reach 0 ft. Special Attacks blood drain (1d6 hit points), distraction (DC 16)

Str 1, Dex 22, Con 10, Int 1, Wis 10, Cha 6 Base Atk +6; CMB —; CMD — Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Toughness Skills Fly +17, Perception +11, Stealth +20

Blood Drain (Ex) the damage from the undead hummingbird's beak attack causes bleeding wounds that draw an additional 1d6 hp of damage per round.

Tactics: The hummingbirds attack en masse, 2d6 of them attacking every round (spread out the attacks to all available targets in the room), and each of them striking for only a single point of damage. However, due to the nearly petrified beaks they possess, each of the wounds continues to bleed, only stopping from magical healing.

The 3 large piles of flowers cover convex iron vault-doors, firmly set into the stone floor. A large dial, looking much like a ship's steering wheel, is affixed to the doors. The dial is a **trap**, and any attempts to turn it results in a powerful shock. The doors can only be opened if 50 hp worth of blood is poured upon the floor. The hummingbirds can do the job, potentially, in a few rounds. Once 50 hp worth of blood falls to the ground, each of the 3 doors opens with a pressurized hiss. If a character lifts the door, they see what looks like a 3 ft. diameter well, stretching to an indeterminate depth (it's very dark, and is 200 ft. deep). Two rounds after the seal is broken, or if the party lowers themselves down the well, they are momentarily enveloped in a sickening, cloying miasma. The mist moves to the ground floor, where it coalesces into a brutish, pale humanoid shape. With a guttural roar of hate and starvation, the **feral vampire**, long imprisoned in the oubliette, attacks! Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; **Reset** automatic reset **Effect** electrical shock (8d6 points of shock damage; DC 20 Fortitude save for half)

FERAL VAMPIRE SPAWN (3) XP 2,400

The Tome of Horrors 4 228 CE Medium undead (augmented human) Init +6; Senses darkvision 60 ft., scent; Perception +8

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 68 (8d8+24 plus 8); fast healing 2 Fort +7; Ref +6; Will +4 Defensive Abilities channel resistance +4; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10 Weaknesses vampire weaknesses

Speed 30 ft.

Melee slam +13 (1d6+10 plus energy drain) Special Attacks blood drain, energy drain (1 level, DC 10)

Str 25, Dex 14, Con —, Int 2, Wis 6, Cha 16 Base Atk +6; CMB +13; CMD 25 Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness Skills Climb +15, Perception +8, Stealth +13; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth Languages Common (cannot speak) SQ gaseous form, shadowless, spider climb

Blood Drain (Su) A feral vampire spawn can suck blood from a grappled opponent; if the feral vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The feral vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Energy Drain (Su) A creature hit by a feral vampire spawn's slam gains one negative level. This ability only triggers once per round, regardless of the number of attacks the feral vampire spawn makes.

Fast Healing (Su) A feral vampire spawn has fast healing 2. If reduced to 0 hit points in combat, it assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 2 hours.) Additional damage dealt to a feral vampire spawn forced into gaseous form has no effect. Once at rest, it is helpless. It regains 1 hit point after 1 hour, then is no helpless and resumes healing at the rate of 2 hit points per round. **Gaseous form (Su)** A feral vampire spawn can only assume agreeous form when it has been reduced to 0 hit points in

gaseous form when it has been reduced to 0 hit points in combat. It then assumes gaseous form as the spell (caster level 5th) and returns to its coffin. While gaseous it has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A feral vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A feral vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Tactics: Very straightforward. Kill the party. Since it is unlikely the party surrounds all 3 vault doors initially, 1 or 2 of the vampires may sustain their *gaseous form* to move into position for a surprise attack. They are not tacticians, and will make bold, straight-ahead attacks at whomever is the closest target. All they wish to do is feed after their internment.

Treasure: At the bottom of the northern well, there is a small, golden

CR 6

PART 6 - LEVEL 3D: THE TUNNELS OF TERROR

locket. The item itself seems to be nothing more than a trinket, perhaps worth 25 gp in a market in civilized lands. However, the item is actually an *amulet of proof against petrification (Pathfinder Roleplaying Game Ultimate Equipment)*, and quite useful.

Area 3D-25: Trapped Room (CR 7)

The entrance door to this room, in the eastern wall, is locked and **trapped**. If a key is not used to open the door, all the mechanical traps in **Areas 3D-25–27** are armed at once. The entrance door has a scything blade that springs from the door jam, slicing anyone who walks through the doorway. The floor is covered with a fine, pale dust. This dust is mildly toxic, if it is not removed with alcohol (one wineskin per Medium creature).

The door to **Area 3D-26** is also locked and trapped. If the lock is not bypassed with a key, a spray of acid covers everyone directly in front of the door (up to 10 ft. from the door).

DOOR SCYTHE TRAP CR 4 XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; **Reset** automatic reset **Effect** Atk +20 melee (scythe; 2d4+6/×4)

DRAINING DUST TRAP CR 4 XP 1,200 Type mechanical: Perception DC 15: Disable Device DC 20

Type mechanical; Perception DC 15; Disable Device DC 20

Trigger touch; Reset repair

Effect poison dust (draining dust: touch; save DC 15 Fort; frequency 1/round for 4 rounds; effect 1 hit point of damage per hour and minimizes magical healing, removed with alcohol; cure 2 saves); never miss

ACID SPRAY TRAP CR 3 XP 800

Type mechanical; Perception DC 15; Disable Device DC 20

Trigger touch; Reset repair

Effect acid (2d6 points of damage immediately and 1d6 points of damage for 1d4 rounds, can only be removed with a salt scrub. Water or alcohol intensifies the effect, doubling the damage for the remaining rounds); never miss

Area 3D-26: Trapped Room (CR 6)

The entrance door to this room is locked and **trapped** (see **Area 3D-25** for a description of the trap). Once the door to this room is opened (if it is opened without a key), the party hears a low humming sound coming from the western wall. Buried behind the stone wall are very large and powerful magnets that draw anyone in metal armor towards the wall at incredible velocity (just as if they were falling; characters in metal armor "fall" 30 ft. to the western wall). One round after a character impacts the wall, the magnets shut down, and similar magnets behind the eastern wall activate, slamming characters into that wall as well. This continues as long as the door in the northwest wall is open, and the magnets de-activate if that door is closed.

The door in the northern wall (leading to **Area 3D-27**), is locked and **trapped**. Runes cover the door, and any magic-user over 5th level will be able to tell the door is protected by a *symbol of discord*. If the door is opened, even with the key, the *symbol* is activated. The way to bypass the trap is to use *dimension door, passwall, phase door, teleport*, or similar types of magic to avoid the door entirely.

MAGNETIC WALLS TRAPCR 3XP 800Type mechanical; Perception DC 20; Disable Device DC 20

Effect magnetic pull ("fall" 30 ft. into wall, 3d6 points of damage, continuous effect); multiple targets (all targets in metal armor, no save)

SYMBOL OF DISCORD XP 1,600 Type spell; Perception DC 30; Disable Device DC 30

CR 5

Trigger spell; Duration 10 minutes; Reset automatic (10 minutes)

Effect spell effects (song of discord, DC 17 Will save negates); multiple targets (all creatures in 20 ft. radius burst)

Area 3D-27: Treasure Vault

The southern door to this room is locked and trapped (see **Area 3D-26** for a description). Inside is the wealth of the Orcusites, up to this point. In this 30 ft. by 40 ft. room are boxes, chests, and shelves filled with a mix of historical items and accumulated wealth. The items include:

• A flat, rectangular wooden box (worth 2 gp), which is closed with a hasp but not locked. Inside, the box is lined with green velvet and contains a set of steel cutlery with knives, forks, spoons and serving spoons, six of each. The handles are inlaid with mother of pearl and the blades of the knives bear the hallmark of a well-known royal family (GM to determine family; worth 300 gp). Tucked into one side of the box is a green leather bag (worth 2 gp) and inside it is a silver pot of ink. The ink is still usable and the pot is inscribed with images of fern leaves (worth 75 gp).

• A tiny set of weighing scales made from brass and suitable for measuring the weights of spices (worth 25 gp).

• A box made from walnut wood with a tiny statue of a fairy on top. (This is a music box, and the statue rotates as the clockwork mechanism plays a pretty tune; worth 100 gp).

• A cloak of heavy brown leather (worth 50 gp) lined with wool, the collar and edges are trimmed in fox fur. It can be worn by almost any human, though it fits only middle-sized ones well.

• A well-crafted dagger (worth 115 gp) with a deep green gem (spinel) in the pommel, housed in a brown leather sheath (worth 2 gp).

• A sleek highly polished wood box (teak or other expensive wood, worth 50 gp). Inside, carefully packed, are four crystal glasses decorated with silver vines (worth 25 gp each). Under those are two bolts of cloth, one fine yellow wool (10 yards, worth 20 gp) the other white silk (8 yards, worth 80 gp). Set along the edge is a short green-glazed jar with a broad mouth, lid closed and sealed with wax (worth 5 sp). It is half-filled with honey, mostly crystallized (1 pound, worth 2 sp). A plate, larger than a man's spread hand and apparently made of pure gold, lies on its side behind the jar. It is very thin and so also light (worth 45 gp). Also along the wooden bottom of the chest is an empty green-enameled bottle (worth 2 gp), a toy dog carved of wood (cute but crude, worth 5 cp) and a sack of coins (26 gp, 74 sp, 119 cp).

• An enormous wooden chest banded with black iron (worth 7 gp). The chest is covered in deep cuts, as if from sword and axe blows, and it is held shut by a single broken lock. The lid opens with a theatrical creak, revealing six shields, each of which sits in its own wooden frame (worth 20 gp each). The shields are painted alike, with the design of a stag over four quadrants: blue, white, black and dark gray. They are all pristine save one, which has a single large dent in its face. Tucked in among the shields are eight daggers in green leather sheaths (worth 2 gp each), two heavy maces with wire-wrapped grips (worth 12 gp each), a warhammer with its striking surface shaped like a bear's head (worth 22 gp) and an exceptionally fine longsword (worth 815 gp). The sword's blade is slightly longer than normal, and features carvings on both sides. On one side are the faces of a long line of dwarven kings with the eldest near the pommel; there is room for a few more faces at the far end of the blade. On the other side is a beautifully depicted mountain range over which hangs a line of heavy rain clouds. A chunk of amber the size of a grape is set into the sword's pommel, and the heartwood grip is inlaid with thin lines of silver. A perfect tourmaline is set into each end of the crossguard, which is shaped like a pair of stout spears pointing outwards.

• A fine mahogany box about the size of a large pot with silver fastenings

(worth 30 gp). Inside, a silver chain and circlet lie on a bed of gold and platinum coins. The circlet is decorated with gold wire intertwined in a flowing pattern and emphasizing the four blue and three lavender stones decorating it (blue quartz and amethyst; worth 475 gp). The silver chain supports a dangling centerpiece of seven silver circles of various sizes. The two smallest circles attach to the chain, and are set at either end of a row of slightly larger silver circles, each with a stone in the center — one black, one blue and one purple. Below those are two larger silver circles, one holding a nearly flat piece of green stone, the other a dark grey oval stone (onyx, blue quartz, amethyst, green turquoise and hematite; worth 350 gp).

• A pouch, which contains more than a dozen beautiful stones. There is one deep purple stone (alexandrite, worth 480 gp), a very fine sparkling blue gem (sapphire, worth 1,200 gp), five pieces of clear, pale green (chrysoberyl, worth 120 gp each), and six pieces of gleaming black onyx (worth 70 gp each). In the bottom are a couple hundred coins (130 pp, 145 gp).

• Various mundane items that could be gathered and sold to a collector of antiquities, valued at 3,500 gp, and weighing 500 lbs.

These treasures are taken from the **Necromancer Games** product *The Mother of All Treasure Tables*.

Part 7 Level 6B: The Dead Bury The Dead

Author's Note

Rappan Athuk contains several powerful undead who've not let death slow them down. Here we look at four evildoers and their pet dragon who, realizing their deaths were not far off, built themselves a place to really make the most of their unlives.

Since fights on this level can vary wildly, the CR given for each room is only for its normal occupants in each room, not counting four villains that can move around at will. Quick wit and clever thinking by PCs is required for victory here.

This module can slot into *Rappan Athuk* as the GM desires, but a suggested placement would be adjoining "Banth's Lair" on Level 5 of *Rappan Athuk*, connecting to one of the northeast rooms.

Introduction

Not many years after the Righteous March met their demise in Rappan Athuk, a band of malign adventurers was nearing the end of their days. Although they had a good run, the group was getting on in years and looking to retire. When news of the Dungeon of Graves reached them, it seemed like the perfect place to build a hideout for themselves.

The four villains — Davith, Tabitha, Vallis and Kenneth — worked together to build a play area designed to lure unsuspecting souls to their deaths. With a squad of undead on hand to keep the place clean and in good repair, they performed dark rituals to allow themselves to become ghost-like creatures while retaining their memories and free will.

Like most dungeon levels, the tomb is full of odd sights, sounds and smells that range from the reek of fresh blood to the uncomfortable smell of rust, oil and decaying machinery. The level is also awash with sounds and is very alive — or at least undead. Behind the scenes, an army of zombies and skeletons reset traps and reload poisonous canisters. There are no accidents of design here, only calculated malice.

The tomb lies mostly undisturbed, a shrine to the villains' egos. Can the forces of good overcome this twisted place or will they end up only entertaining the tomb's ghostly inhabitants?

The Shades

The four shades that haunt the level are the spirits of the adventurers who built this place. While comparable to ghosts, these undead creatures are something new, a result of living creatures willingly sacrificing themselves as part of a ritual to rise again as intelligent undead. They can switch between a corporeal form capable of acting normally and a ghostly form that can pass through walls and is difficult to damage. In their corporeal form, a shade looks like a living person, with one difference: They have no eyes. Anyone looking a shade in the face can see straight through to the back of its head. When they open their mouths, their hollow nature is likewise revealed. Although their skin is a perfect copy of how it appeared in life, they are just empty apparitions. In their ghostly form, they appear as a smoky mass of muscle, flesh and organs. In this form, their eyes glow like emeralds, as if lit by some disturbing inner light.

The shades also carry equipment that shifts from solid to incorporeal along with its owner. This equipment is itself the shade of the weapons, armor and other gear with which the shade was entombed. The gear therefore is not real, only an expression of the real objects in the tomb, similar to illusions. As a result, if any gear is separated from the shade for more than a round, it disappears into nothingness (including ammunition and thrown weapons). A shade can recall any of its lost gear with ease, making it difficult to disarm.

If the tomb is broken into and the original gear taken, the shade loses its connection with it and no longer possesses a shadowy copy, nor can the shade recall it. A shade who has its tomb plundered is greatly weakened and much less effective in combat. It regains the use of the gear if the items are returned to the tomb.

If a shade is slain, Kallinstraids, the bone dragon and servitor of the shades, restores their forms, a process that takes one minute. The shades are restored with all their memories, prepared spells and abilities ready for use (treat them as if they had just rested for eight hours). The shades are therefore impossible to get rid of until Kallinstraids is dead and constantly harry the party.

The shades rarely speak, opting instead to fight mostly in silence. They refuse to be drawn into idle conversation. They do not trouble the PCs too often, preferring to let their network of elaborate traps do most of the work for them.

In the centuries they've spent as undead, their humanity has mostly evaporated. Some optional content is included for insightful parties that reach out to the shades and manage to make a deal with them. If the GM allows this, it should be very difficult, and certainly not without its own problems. The four shades are mean, spiteful and cruel in a way that has nothing to do with being undead; they're just terrible people.

The shades in this adventure appear to be toward the end of middle age. Each shade has also developed special abilities based on their lives that they can use at will. These abilities are noted below. The shades are:

TABITHA MIRRAX XP 3,200

CR 8

Female elf shade assassin 3, rogue (Sniper) 5 (Pathfinder Roleplaying Game Advanced Player's Guide; see the **Appendix**)

CE Medium undead (augmented humanoid) Init +5; Senses darkvision 60 ft.; Perception +13

AC 20, touch 15, flat-footed 15 (+3 armor, +5 Dex, +2 natural) hp 60 (8d8+16 plus 5)



Fort +4; Ref +11; Will +2; +4 vs. enchantments; +5 vs. poison Defensive Abilities elven immunities, evasion, uncanny dodge; Immune magic sleep, undead traits

Speed 30 ft.

Melee short sword +8 (1d6+1/19–20) and short sword +6 (1d6+1/19–20)

Ranged 2 +1 hand crossbows +9 (1d4+1/19–20) **Special Attacks** accuracy, deadly range, death attack, rogue talents (snap shot*, sniper's eye*), sneak attack +5d6

Str 12, Dex 20, Con —, Int 14, Wis 11, Cha 14 Base Atk +5; CMB +6; CMD 21

Feats Rapid Reload (hand crossbow), Skill Focus (Stealth), Two-Weapon Fighting, Weapon Finesse

Skills Bluff +13, Climb +6, Disable Device +18, Disguise +7, Intimidate +9, Knowledge (dungeoneering) +13, Perception +13, Sense Motive +11, Stealth +24, Swim +8, Use Magic Device +13

Languages Common, Draconic, Elven, Infernal SQ immortality, materialize, poison use, recall equipment, shadow equipment, Tabitha's hush** Gear masterwork studded leather armor, 2 +1 hand crossbows, quiver, 20 bolts, 2 short swords, cloak of elvenkind, thieves' tools (masterwork) *Pathfinder Roleplaying Game Advanced Player's Guide **see Shade Template Sidebox

Tabitha was a short elf, under 5 ft. 2 in. tall, with a penchant for cruelty. As a young maiden, she spent many happy days in the forest of her home catching wildlife in elaborate snares and spent hours or even days watching them slowly die. Eventually, she was caught in the act and quietly exiled. She lived as a thief and petty assassin until meeting Davith aboard a boat, which changed the course of her life. For the first time in her long life, the elf lass, famous for slowly cutting her victims with long knives, felt love blossom in her heart. While too emotionally damaged to pursue him in life, in undeath they have a comfortable companionship. As a shade, she has learned to materialize subtly, affording her the surprise attacks she relishes.

If Tabitha is destroyed, her essence instantly returns to Kallinstraids (see Area 6B-25)

Tactics: Materialize, hide, sneak attack with her crossbows, dematerialize. Tabitha is just a menace. She works very hard to keep herself out of the line of fire. If she gets the drop on her targets, she tries to take out the toughest member then vanishes. If she is not noticed, she studies her prey to learn their weaknesses.

DAVITH CR 8 XP 3,200 Male half-orc shade fighter 8 (see the Appendix) CE Medium undead (augmented humanoid) Init +4; Senses darkvision 60 ft.; Perception +3 AC 25, touch 15, flat-footed 20 (+8 armor, +4 Dex, +1 dodge,

+2 natural) hp 64 (8d10 plus 16) Fort +6; Ref +6; Will +2; +4 vs. fear Defensive Abilities bravery +2; orc ferocity Immune undead traits

Speed 30 ft. Melee +1 spear +15/+10 (1d8+10/x3) or spear +14/+9 (1d8+9/x3) Ranged +1 spear +15/+10 (1d8+10/x3) or spear +14/+9 (1d8+9/x3) Special Attacks Davith's pain* (DC 18)

Str 18, Dex 18, Con —, Int 9, Wis 10, Cha 11 Base Atk +8; CMB +12; CMD 27 Feats Deadly Aim, Dodge, Point-Blank Shot, Quick Draw, Throw Anything, Toughness, Two-Handed Thrower, Weapon Focus (spear), Weapon Specialization (spear) Skills Acrobatics +3, Climb +3, Escape Artist +3, Fly +3, Intimidate +6, Perception +3, Profession (sailor) +6, Ride +3, Stealth +3, Swim +12 Languages Common, Orc SQ immortality, materialize, recall equipment, shadow equipment Gear +2 preastplate +1 spear, 2 spears, ring of swimming

Gear +2 breastplate, +1 spear, 2 spears, ring of swimming *see Shade Template Sidebox

Davith was a simple half-orc captain of a slave ship, which allowed him to engage in his dual passions of sailing and hitting people. He might have continued in this vocation forever if he hadn't made a drunken bet with Vallis that he would make a better mercenary than her. After the thrill of battle, slave-trading became too dull, and he reluctantly joined up with Vallis in search of excitement, taking little notice of the wide-eyed Tabitha that got swept along with them. As the years went on, Davith's desire to inflict pain on anything and anyone steadily grew, to the point where as a shade he can injure himself to hurt those around him.

If Davith is destroyed, his essence instantly returns to Kallinstraids (see Area 6B-25)

Tactics: Davith loves to throw his spears and use his recall ability to get them back, ready to be thrown again. He enjoys his immortality and fights until destroyed, making no effort to protect himself if it means forgoing an attack. If his tomb is raided or he is surrounded, he falls back on his pain attack, even if it means bludgeoning himself with a loose rock.

CR 8

VALLIS BLACKLOCKE

XP 3,200

Female human shade cleric of Orcus 7, fighter 1 (see the **Appendix)**

CE Medium undead (augmented humanoid) Init –1; Senses darkvision 60 ft.; Perception +2 Aura Chaos, Evil

AC 24, touch 9, flat-footed 24 (+10 armor, -1 Dex, +2 natural, +3 shield) hp 71 (7d8+21 plus 1d10+3 plus 7) Fort +11; Ref +2; Will +8 Immune undead traits

Speed 20 ft. **Melee** +1 heavy mace +10/+5 (1d8+4) **Ranged** light crossbow +5/+0 (1d8/19–20) Special Attacks channel energy 6/day (4d6, DC 16), death's kiss 5/day (3 rounds), destructive smite 5/day (+3), Vallis' touch* **Spells Prepared** (CL 7th; melee touch +9; ranged touch +5): 4th—divine power, inflict critical wounds^D (DC 16) 3rd—dispel magic, prayer, rage^D 2nd—bull's strength, communal protection from good**, ghoul touch^D (DC 14), resist energy, spiritual weapon 1st-bane (DC 13), bless, cause fear (DC 13), command (DC 13), shield of faith, true strike^D 0 (at will)—detect magic, guidance, light, read magic D Domain Spell Domains Destruction, Undead Str 17, Dex 8, Con —, Int 10, Wis 14, Cha 16 Base Atk +6; CMB +9; CMD 18 Feats Armor Proficiency (heavy), Channel Smite, Cleave, Power Attack, Quick Channel, Weapon Focus (warhammer) Skills Acrobatics -7 (-11 jump), Climb -3, Diplomacy +10, Escape Artist –7, Fly –7, Heal +7, Knowledge (arcana)

+4, Knowledge (religion) +11, Ride –7, Sense Motive +6, Spellcraft +11, Stealth –7, Swim –3

Languages Common

SQ immortality, materialize, recall equipment, shadow

equipment

Gear +1 full plate, +1 heavy steel shield, +1 heavy mace, light crossbow, 20 bolts, cloak of resistance +1, silver unholy symbol of Orcus.

*see Shade Template Sidebox

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Not all heroes are the good guys. Vallis was a human priestess of Bowbe but was excommunicated when her brothers and sisters realized she loved glory and blood more than she loved following orders or assisting her allies on the battlefield. Vallis took this in good stride, however, her scarred face hiding a sunny disposition. After meeting Davith and Tabitha, she went looking for a new religion, and was recruited by Kenneth, a local hedge-wizard in the employ of Orcus. Vallis found fighting alongside the undead to her liking, as her new allies did not complain when they were wounded and appeared to listen attentively to her rousing speeches. For such an inspiring, chipper woman, she has a lot of darkness inside her. As a shade, her touch deals negative energy damage to her targets.

If Vallis is destroyed, her essence instantly returns to Kallinstraids (see Area 6B-25)

Tactics: Vallis charges into the center of melee with no regard for her safety. If she has time to prepare, she casts buffs on herself; otherwise, she uses her spells as an afterthought. Vallis retains all her abilities as a cleric and can change what spells she has prepared each day by spending 15 minutes in prayer at midnight. If she is restored by Kallinstraids, her spells (and special abilities) are restored, but she cannot alter her spell selection at that time.

KENNETH (aka LORD DARKBLADE VON NIGHTKILL) CR 8 XP 3,200

Male gnome shade necromancer 8 (see the **Appendix**) CE Small undead (augmented humanoid) **Init** +4; **Senses** darkvision 60 ft., life sight (8 rounds/day); **Perception** +10

AC 19, touch 13, flat-footed 19 (+4 armor, +2 deflection, +2 natural, +1 size) **hp** 54 (8d6+16 plus 8)

Fort +4; Ref +2; Will +6; +8 vs. illusion

Defensive Abilities defensive training, illusion resistance; **Immune** undead traits

Speed 20 ft.

Special Attacks command undead (8/day, DC 16), hatred **Spell-Like Abilities** (CL 8th; melee touch +4, ranged touch +5):

1/day—dancing lights, ghost sound (DC 13), prestidigitation (DC 12), speak with animals

At will—Kenneth's reserve (bolt of ice, ranged touch, 2d8 points of damage)*

Necromancer Spell-Like Abilities (CL 8th; melee touch +4, ranged touch +5):

8/day—grave touch

Spells Prepared (CL 8th; melee touch +4, ranged touch +5): 4th—enervation^B, enervation (x2), greater false life**

3rd—fireball (DC 18), hold person (DC 18, x2), ray of exhaustion^B (DC 18), slow (DC 18)

2nd—bull's strength, command undead $^{\rm B}$ (DC 17), create pit (DC 17), eagle's splendor (x2)

1st—burning hands (DC 16), cause fear⁸ (DC 16), grease (DC 16), mage armor⁺, ray of enfeeblement (DC 16, x2), summon monster I

0 (at will)—detect magic, mage hand, read magic, touch of fatigue (DC 15)

Arcane School Necromancy Opposition Schools Enchantment, Illusion

Str 8, Dex 11, Con —, Int 20, Wis 10, Cha 14 Base Atk +4; CMB +2; CMD 18 **Feats** Combat Casting, Craft Wand, Defensive Combat Training, Improved Initiative, Scribe Scroll, Toughness, Command Undead

Skills Acrobatics +0 (-4 jump), Appraise +12, Craft (alchemy) +12, Fly +2, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (engineering) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +10, Spellcraft +16, Stealth +4

Languages Abyssal, Common, Daemonic, Draconic, Gnome, Giant, Infernal

SQ arcane bonds (ring), immortality, materialize, recall equipment, shadow equipment

Combat Gear extend metamagic rod (lesser); **Other Gear** arcane bond bone ring, ring of protection +2 *Already cast

*see Shade Template Sidebox

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At 4 ft. tall, Kenneth is tall for a gnome and has quite an impressive beer gut. Kenneth doesn't speak of his past much, but cauliflower ears and a pattern of burns on his back tell their own story. At some point in his life, he gathered enough power to terrorize entire villages, and began calling himself Lord Darkblade Von Nightkill. He made a point of murdering anyone who dared address him otherwise, all the while gathering more power. Kenneth, like many evil wizards, turned to necromancy as a way of discovering a path to immortality, which he eventually found. While being a shade precludes one from enjoying some of the delights of the living (such as alcohol) or from venturing far from his tomb, he finds this new form to his liking. As a semi-immortal being, he is obsessed with the fear that mortals display, especially their fear of dying.

As a shade, he combines the power of his new form with his arcane knowledge to cast a *bolt of ice* at will (see **Shade Template Sidebox**).

If Kenneth is destroyed, his essence instantly returns to Kallinstraids (see Area 6B-25)

Tactics: Kenneth is smart and should be played as such. He uses his *extend metamagic rod* to get the most out of *mage armor* and *hold person*. In battle, he intelligently uses his debuffing spells, but positions himself strategically to avoid being destroyed. If his tomb is raided, he spends each combat doing all he can to slay the person who took his spellbook.

Author's Note

Kenneth is something of a joke, a reference to the gross ego of evil. Kenneth is not particularly powerful, no more so than his fellows, and certainly not in the grand scheme of things. However, considering his obsession with fear, it follows that he has put forth a lot of effort into appearing more frightening than he really is. GMs are encouraged to alter his name to fit the preferred mood of their game, or to play up his delusions of grandeur into something truly vile.

Kenneth retains all his power as a wizard and may spend two hours each day changing his spell selection. In addition to the spells listed above, his spellbook contains:

4th—animate dead

3rd—dispel magic, gentle repose (DC 18)

2nd—blindness/deafness (DC 17), bull's strength, cat's grace, command undead, darkness, ghoul touch

1st—comprehend languages, decompose corpse* (DC 16), identify, magic missile, restore corpse*, sculpt corpse** (DC 16), unseen servant 0—all

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If restored by Kallinstraids, he regains all his prepared spells but cannot alter his selection as part of the restoration process.

Shade Template

"Shade" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). A shade retains all the statistics and special abilities of the base creature, except as noted here.

CR: Same as the base creature +1

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves or skill ranks.

Armor Class: The shade gains a +2 bonus to its natural armor. This stacks with any natural armor bonus it already possess.

Hit Dice: Change the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, shades use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: The shade gains the following defensive ability.

Immortality (Su) A shade can be destroyed, but its essence instantly returns to Kallinstraids (see Area 6B-25)

Special Attacks Shades gain the following attacks:

Materialize (Su) A shade can shift to an ethereal form as a swift action. While in this form it gains a fly speed of 40 ft. (perfect) and becomes incorporeal. It cannot use any other abilities or attacks. The shade can revert to its corporeal form as a swift action. A shade that dematerializes takes its shadow gear with it, but drops anything else it was holding.

Recall equipment (Su) As a swift action, a shade can cause all its shadow equipment to disappear then have a new set of shadow equipment appear on its body. In this way, Davith can throw his javelins and call them back to his hands.

In addition to those above, a shade also gains one of the special attacks below:

Mastery of Undeath Each shade has spent the years honing a particular skill.

Tabitha's Hush (Ex) When Tabitha uses her materialize ability to become corporeal, she may also make a Stealth check to hide as a free action if she is behind cover or in dim light or darker.

Davith's Pain (Su) Davith can opt to make a melee attack against himself with any weapon he's holding, although this provokes an attack of opportunity. All living creatures within 30 feet take damage equal to the amount Davith inflicts on himself, and the victims may make a DC 18 Will save to halve this damage. The save DC is Charisma-based.

Kenneth's Reserve (Sp) Kenneth can cast a *bolt of ice*, and must make a ranged touch attack. If he succeeds, his target takes 2d8 points of damage. This spell-like ability has no verbal, somatic or material components, and can be cast even if Kenneth loses his spellbook and bound item.

Vallis' Touch (Su) As a standard action, Vallis can attempt to touch a creature to deal 3d6 points of negative energy damage. This attack can be used to heal undead creatures.

Special Qualities: A shade retains all its special qualities, and gains the ability below:

Shadow equipment (Su) A shade's equipment is only a shadow of the gear buried with it, although it looks and acts as if it was real. Any gear left unattended at the end of its turn vanishes in a puff of smoke. If the gear is removed from its tomb, the shade loses its shadow copy and can no longer recall it.

GM NOTE: The shades have not been considered in the CR value of each room. Please adjust encounters accordingly when the shades are involved.

Entering the Dungeon

Refer to the following room descriptions as PCs move through the dungeon.

Level 6B

Difficulty Level: 7–10

Entrances: Passage from Rappan Athuk Level 5, Area 5

Detections: A faint evil emanates from the entire level Shielding: Area 6B-16 is shielded. It is also protected from all magical means of transport in or out. Standard Features: Unless otherwise noted, all doors on this level are constructed from ironbound stone. If a door is locked, add DC 25 Disable Device. Doors: 2 in. thick; hardness 10; hp 30; Break DC 22; Disable Device DC 25 (if locked).

Wandering Monsters: Check once every 30 minutes on 1d20. If a random encounter is rolled, it is likely led by a shade if one is available. Roll 1d6 to determine if a shade arrives. Conversely, if a shade feels the need to assault the party or set up an ambush, roll 1d10 and check the result on the **Random Encounters Table**. Any encounter rolled appears along with the shade and obeys its commands.

Shade Encounters

| Roll | Result |
|------|----------|
| 1 | Davith |
| 2 | Tabitha |
| 3 | Vallis |
| 4 | Kenneth |
| 5–6 | No Shade |

Random Encounters

| Roll | Result |
|------|--|
| 1–2 | 1d6 skeletons and 1d6 zombies as part of a cleanup crew (see Area 6B-27) |
| 3–4 | 2d4 ghasts who wandered in from elsewhere in the dungeon |
| 5–6 | 2 will-o'-wisps looking to feed on fear |
| 7–8 | 1d4 black skeletons |
| 9–20 | No encounter |
| | |

CR 5

BLACK SKELETON XP 1,600 The Tome of Horrors Complete 546 CE Medium undead Init +8; Senses darkvision 60 ft.; Perception +10

Aura frightful presence (60 ft., DC 15) AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural) hp 45 (7d8+14) Fort +4; Ref +6; Will +5 Defensive Abilities channel resistance +4; DR 10/ bludgeoning and good; Immune undead traits

Speed 40 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage)

Special attacks superior two-weapon fighting

Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14 Base Atk +5; CMB +5; CMD 19 Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword) Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14 Languages Abyssal, Common Gear 2 short swords

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

GHAST XP 600

CR 2

hp 17 (*Pathfinder Roleplaying Game Bestiary* "Ghoul", with the following changes; add +2 on all rolls [including damage rolls] and special ability DCs; **AC** 18, touch 14, flat-footed 14 [+4 Dex, +4 natural]; **CMD** 18)

SKELETON CR 1/3 XP 135

hp 12 (Pathfinder Roleplaying Game Bestiary "Skeleton")

| WILL-O'-WISPS XP 2.400 | CR 6 |
|--|--------|
| hp 40 (Pathfinder Roleplaying Game Bestiary "Will-o'-" | Wisp") |
| ZOMBIE | CR 1/2 |

ZOMBIE XP 200 hp 12 (Pathfinder Palaplaving Came Pr

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

Area 6B-1: Entrance

The passage slopes down sharply for a while, with the occasional stair carved into especially steep sections. The stonework gradually gets cleaner and more consistent until the passage flattens out into a well-hewn corridor

Area 6B-2: Lobby (CR 7)

This large room looks like it has seen slightly grander days. Burnedout torches adorn the walls, along with hooks designed to hold tapestries stolen long ago. Three well-made doors branch at the end of the room, hinting at grander things beyond.

An inscription above the center door in slightly archaic Common reads:

"The floor was paved in gold so it may be painted in blood."

This poem is just Davith indulging in poetry, but serves as a vital hint to **Area 6B-26**.

Part of the southern wall has fallen down, and a nest of **4 giant scorpions** settled here. They feed off the occasional rat and goblin, although the shades are quick to keep them away from the zombies. They are a good disposal unit for any extra flesh the level generates.

Shades: Vallis has a soft spot for the scorpions. She materializes and engages PCs if they attack the creatures.

CR 3

GIANT SCORPION (4) XP 800

hp 37 (Pathfinder Roleplaying Game Bestiary "Scorpion, Giant")

Area 6B-3: Statue Room

This room contains some stonework of careful carving yet questionable taste. The walls and ceiling depict images of a ram-horned, bat-winged





demon in various flattering poses, such as sitting atop a pile of skulls or tearing angels apart with his hands.

A pair of demons holds a long strip of cloth, on which the words "Bow before your master and his agents" are carved in large letters in Common.

The main decorations in this room are **four statues** carved out of a light-gray stone that shows detail well. The quality of the carving is incredible, and someone has gone to a lot of effort to keep the statues clean and undamaged.

The first statue is a burly, musclebound human woman who stands 12 ft. tall. She is wearing a breastplate and carries a heavy mace and large shield. Around her neck on a carefully carved chain is a holy symbol of Orcus. The sculptor went to considerable lengths to emphasize her many scars, including details such as her missing ear. Her expression is proud, and she has a commanding presence.

Carved into the base of her statue is the name "Vallis Black-locke."

The next two statues are obviously carved from the same block. They are posed back-toback in a familiar manner.

The first is a half-orc standing 14 ft. tall, with a weather-worn face visible under the raised visor of his full plate. He carries a harpoon and looks to be in the latter part of middle age. He has a ring on his finger and, if the fine detail is noticed by climbing up and looking or spotting it on a DC 18 Perception check, one can see that the sculptor engraved images of anchors, skulls and hearts on the ring.

Carved into the base of the statue is the name "*Davith*."

The second statue is of an elven woman standing 9 ft. tall with the back of her head resting below the half-orc's shoulder blades. Two hand crossbows are strapped to her back, and she holds a wicked-looking knife with its pair hanging by her side. She looks excited and happy, and the sculptor managed to capture her look of amused wonder. She also has a ring engraved with hearts, daggers and skulls (again noticeable by climbing up and looking, or with a DC 18 Perception check).

Carved into the base of the statue is the name "*Tabitha Mirrax*."



The last statue is not as tall as Davith's, but is certainly the grandest. No expense has been spared, and the quality and detail suggest magic is a more likely tool of construction than a sculptor's chisel. The statue is 12 ft. tall and depicts a gnomish man in the prime of life. He is shirtless with a magnificent beard and moustache that does not in any way obscure the view of his rippling abs. He wears a bandanna and baggy pants and stands atop a pile of skulls. In his left hand, he carries a short staff; in his right, he holds a book.

At the base of the statue is the inscription "Lord Darkblade Von Nightkill." Beneath that is the instruction: "If you think yourself worthy of our treasure, lick the boot of your betters."

Should anyone actually lick the statues' boots (or simply pour water over them) an audible click is heard as the secret door (DC 27 Perception check) to **Area 6B-4** unlocks.

Shades: Not surprisingly, **Kenneth** watches over this room. If he feels the party is being disrespectful, he unlocks and opens the door to **Area 6B-5** and joins in the resulting fight. He hopes that combat or the contents of **Area 6B-5** distract intruders from further vandalism.

Area 6B-4: Bootlicker

This room contains many thousands of coins and other bits of treasure scattered on the floor and walls. The room contains 1,521 cp, 2,013 sp, 1,121 gp, and 12 small gems (worth 100 gp each). Someone has gone to painstaking effort to glue every coin and gem to the floor with *sovereign glue*. There is a nice iron crowbar helpfully glued to the wall.

A niche in the wall across from the door holds an interesting device: a cube of hardened glass (hardness 4; hp 1) filled with water. A thin glass vial of concentrated *universal solvent* (helpfully labeled) floats in the center. The water in the cube is under pressure, and it's this pressure that holds the vial closed. If the pressure is increased in any way (such as by smashing the glass), the vial cracks and becomes useless. If the pressure is lowered, the vial opens and spills, spoiling it. The stopper on the vial

is held in place with wire attached to one of the walls of the cube. Even slight motion (such as that caused by draining the cube) pulls the stopper from the vial, likewise ruining it. The cube is not glued down, and the vial contains just enough solvent to recover all the treasure.

The wealth inside this room is not inconsiderable, but not easy to get. A particularly well-prepared party will have no trouble here. The easiest way to retrieve the vial of solvent is to have someone cast *mage hand* to hold the vial closed while someone else gently drills a hole in the side of the glass and allows the water to drain. A DC 12 Dex check is required to manipulate the box without spoiling the solvent. Make a DC 12 Spellcraft check instead if *mage hand* is being used to manipulate the box.

Shades: Kenneth and Davith find this room endlessly amusing. If the party is having an easy time with this room, Kenneth unlocks the door to **Area 6B-5** and lets the golems cause trouble. Davith takes great delight in materializing while someone is holding the cube (or about to apply solvent) and throwing a spear at them.

Area 6B-5: The Workshop (CR 8)

This locked room is the residence of **2 wood golems** of rather poor quality. They normally engage the party when the door between this room and **Area 6B-3** is opened by a shade. They were made as a bit of a laugh by everyone involved and have fewer hit points than a normal wood golem.

This room doubles as the workshop storeroom for this level. Inside are long wooden beams, iron in varying sizes and shapes (mostly scrap), and a great number of old, rusting tools for woodworking and metalwork. The building supplies weigh around 10,000 pounds and would sell for 500 gp. The tools weigh 100 pounds and are worth 50 gp.

Near the back wall is a hidden trapdoor (DC 25 Perception check) neatly disguised as a natural part of the floor. If opened, it springs violently closed one minute later with enough force to knock back anyone standing next to it (oddly, this was installed as a safety feature). If a rope is lowered

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through the door, the force of the trapdoor closing severs the rope. A shaft leads downward to **Area 6B-6**.

SHODDY WOOD GOLEMS XP 2,400

CR 6

The Tome of Horrors Complete 344 Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

AC 19, touch 9, flat-footed 19 (-1 Dex, +10 natural) hp 42 (8d10+20) Fort +2; Ref +1; Will +2 DR 5/adamantine; Immune cold, construct traits, electricity Weaknesses vulnerability to fire

Speed 30 ft. Melee 2 slams +13 (1d8+5) Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1 Base Atk +8; CMB +13; CMD 22 SQ alarm

Alarm (Sp) The golem lets out a piercing howl that lasts for 6 rounds when anyone other than its creator enters the area it is guarding (or comes within 50 ft. of the golem). This functions similar to the audible version of the *alarm* spell and can be heard to a range of 100 ft.

Area 6B-6: Waste Disposal (CR 3)

The area is dark and humid, and smells like an alchemist's lab. This is the waste disposal for the workshop upstairs. The room is 15 ft. deep with the last 3 ft. filled with acid. The acid deals 2d6 points of damage to

anyone standing in it, and 6d6 points of damage to anyone swimming in or submerged in it.

This room is also home to Clarence, a **rust monster** that was Vallis' pet. It's immune to the acid and lives off scraps thrown down by the zombie workers. If it hears anyone entering the room, it hides and waits for a good time to leap at them.

Under the acid is a small stone grate that blocks a passage to **Area 6B-12**. The grate is hard to see, requiring a DC 26 Perception check to notice. The passageway beyond is filled with acid. It is a 550 ft. swim to **Area 6B-12**.

RUST MONSTER (CLARENCE) XP 800

CR 3

hp 27 (Pathfinder Roleplaying Game Bestiary "Rust Monster", with the following changes: add **Immune** acid)

Area 6B-7: The Hall of Victories

This room continues much in the same vein as **Area 6B-3**. The walls are neatly carved into scenes of four adventurers traveling the lands, finding beautiful things and killing them. In some scenes they sail a pirate ship, and in others they ride across the countryside on zombie warhorses. A few battle scenes are depicted. A successful DC 20 Knowledge (history) check places these battles as occurring roughly 50 years before the fall of Tsar and firmly identify the party as champions of Orcus.

Six statues stand around the room, each carved with very little care and then further defaced. Most are marked with deep gouges and hammer blows, and some dry brown stains hint at further desceration.

The statues have epitaphs carved into their bases, some of which are still legible:

• "Bofred, fool that he was"



• "Saracek, zealousness requires loyalty"

• "Carla, trust your friends less and yourself more"

It is entirely possible that, in life, the shades that haunt this level were responsible for slaying the heroes depicted here. The GM can make the shades appear more egotistical by adding more statues with less-likely names, such as Zelkor or Naphrathoth.

A secret door against the west wall is easier to find (DC 17 Perception check) as it has been left open a tiny crack.

Shades: Only **Vallis** keeps a constant eye on this room, although there is a 25% chance any of the other shades is present (roll separately for each shade). They do not react to much that goes on in this room, besides joining any fights. If **Davith** or **Vallis** is present and the party fails to notice the secret door, they open it a little wider (dropping the Perception DC to 12) after the party leaves the room.

Area 6B-8: The Uneven Floor (CR 9)

The floor of this room is covered in 10 ft. square stone tiles. All of the tiles are supported an inch off the floor, and some are raised an inch or so higher. A DC 15 Perception check alerts the party to the fact that there's a gap beneath the tiles. The room is lit by a candelabra hanging from the ceiling. The candles of the candelabra have long since burned out, but

the frame is enchanted with a permanent *light* spell that is bright enough to illuminate most of the room and cast long shadows from the uneven flooring.

The candelabra are hollow and filled with a poisonous powder. On the off chance that it is destroyed or knocked from the ceiling, everyone in the room gets a lungful of **burnt othur fumes**. Of all the traps in the dungeon, this one is actually just an honest mistake. If the "trap" is set off, it is never reset.

This room contains a nest of **8 shadows** that hide under the flooring. They wait for living creatures to cross the room then hide in their shadows as they pass. They emerge from any of the raised tiles (the shaded tiles on the map). While under these tiles, they can easily move in the tiny gap between tile and floor to slink between one raised tile and another with impunity.

Tactics: The shadows concentrate at the tiles near where the party enters. One by one, they move from their hiding spots and attempt to hide in the party member's shadows. Once enough are in position or they are detected, they attack quickly, prioritizing attacks on clerics and paladins. They can hide in the gap between the tiles and the floor mid-combat to frustrate their attackers and to reposition themselves.

SHADOWS (8) XP 800

CR 3

hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

BURNT OTHUR FUMES

Type inhaled; save Fortitude DC 18; initial effect 1 Con drain;

secondary effect 1d3 Con drain frequency 1/round for 6 rounds; cure 2 saves

Area 6B-9: The Glory of Orcus (Yet Another Statue Room) (CR 5)

This room follows the same style as the other statue rooms. The walls display images of a ram-horned, bat-winged demon laying waste to cities and armies.

In the center of the room is a single, 16 ft. tall statue of the Demon Prince of Undeath. Orcus is depicted sitting atop a throne of bones and skulls held in place by long metal spikes. The stonework is of high quality, and each and every skull is finely detailed down to the individual teeth.

The Demon Prince himself is done well, smoothly carved from a single block of stone, except for his eyes, which glitter with the radiance of two huge red diamonds.

Lying face down on the floor is the body of an orc in armor. The body looks fresh, and has a rune-covered longsword driven between its shoulder blades. This is not an actual corpse but rather the shade of **Davith**. The sword piercing his form is a *Ghostbind* sword (see **Sidebox**). If the sword is removed, Davith flees the room.

Note that without an appropriate divination spell or a DC 35 Knowledge (Religion) check, the players receive no further information about the sword and must infer its function.

The statue is a trap, with the eyes as bait. If the eye-gems are handled while the face is in shadow (generally someone climbing up and attempting to pry out the gems), the trap goes off, firing a spring-loaded spike out of the statue's mouth. The gems are cheap (worth 100 gp each on closer inspection).

SPIKE TRAP CR 5 XP 1,600 Type Mechanical; Perception DC 35; Disable Device DC 35

Trigger: touch (either diamond); **Reset** automatic (1 round) **Effect** serrated iron spike +20 ranged (2d8+6) and bleed 2 so long as the spike remains embedded in target. If the target is climbing the statue, he must also make a Climb check (DC 10 + damage dealt) or fall 10 ft. A successful DC 12 Strength check removes the spike, dealing 1d8+3 points of damage. A DC 10 Heal check reveals the slight serrations on the spike, and a DC 20 Heal check (assisting with its removal) halves the damage done by the procedure.

The statue has four such spikes, and resets after 1 round. If it runs out of spikes, the trap is effectively useless and must be reloaded by zombie workers.

Ghostbind

Other adventuring groups over the years have made concerted efforts to defeat and pillage this level, with mixed success. One group (whose name has been lost to time) brought with them a powerful sword, the *Ghostbind*. This rune-covered longsword has a faint aura of good and enchantment magic.

This weapon functions as +1 ghost touch longsword, but has one unique property when used to fight the shades on this level. If a shade is impaled on the sword (a combat maneuver that provokes an attack of opportunity), the shade is rendered helpless and unable to use any of its abilities (it is effectively paralyzed, forced into its corporeal form). The shade remains in this state until the sword is removed or the shade is slain. A pinned shade that is slain reforms as usual. No undead creatures are able to touch this weapon, even if it is unattended. **Shades:** While Davith is impaled here, no shade comes into this room, ironically making it quite safe. **Tabitha** and **Davith** like this trap and, assuming Davith has been freed, do their best to interrupt the party if the trap goes off.

Area 6B-10: The Fear of Death (CR Varies, 6 to 11)

This room smells strongly of dried blood and rust. The walls and ceilings are covered by rusting iron panels bolted roughly onto the surfaces. While no two plates are the same size, all of the stonework is covered.

The floor is an iron grating (the holes are 2 inches square) running across the entirety of the room. The grate is the source of the room's smell. Six inches below the grating is a two-foot-deep pool of rotting blood.

The room is full of rusty machinery, iron beams and exposed gears. All light sources emit at half their normal radius (as a result of being so close to **Area 6B-11**), casting deep shadows throughout the room. The GM is encouraged to try to build tension in this room, perhaps by mentioning the strange shapes that loom in the darkness, the smell of blood and the occasional deep moan of iron under stress.

Several **traps** are in the room, although they're all easy to spot. The traps are marked on the map at **A**, **B** and **C**. The purpose of the traps is not directly to harm, but rather to instill fear. The traps are in place such that they require people to take a longer path around them, indicating their fear and respect of these death-dealing machines. Because of the simple and brutal nature of these traps, they're easy to see but hard to disable, and there is no mercy for any hero who takes these traps lightly.

A: Heavy Weight Trap

This trap is nice and simple. On top of the floor grate is an iron pressure plate, which when stepped on drops a heavy iron weight from above. The weight remains there for a round, then a chain winches it back into position, hiding it among the shadows of the roof. The noise it makes when it falls is absolutely spectacular, and a roll should be made on the random encounters table the first time it's triggered.

HEAVY WEIGHT TRAP XP 2,400

Type mechanical; **Perception** DC 10; DC 19 to notice hanging weight; **Disable Device** DC 40

Trigger: location; Range all in a 10 ft. area at A; Reset automatic (5 rounds) Effect falling iron weight (8d6 points of bludgeoning damage; DC 21 Reflex save avoids)

B: Guillotine Trap

The wall of iron scrap has a hole about a foot and a half across, with enough room for a Small or Medium creature to crawl through. On the west side of the hole is a rusted iron blade affixed to a coiled spring. Anything touching the edge of the hole triggers the trap, causing the blade to cleave through them! That the hole is trapped is relatively obvious as there are bloodstains around it, and the trigger plate is the only rust-free piece of metal in the room. This trap does not reset; one of the zombie workers must crank a hidden handle.

GUILLOTINE TRAP XP 3,200

Type mechanical; Perception DC 10; DC 25 to spot the blade and its workings; Disable Device DC 35

Trigger location; Reset manual

Effect dull iron blade (10d6 points of bludgeoning and slashing damage and death [DC 20 Fortitude save negates]; DC 23 Reflex save halves damage and avoids the death effect).

CR 6

CR 7

CR 6

C: Crushing Gear Trap

A 4 in. wide track is set into the floor between rusty grids covering the floor. If anyone stands on the track or to just either side of it, a large toothed gear rolls rapidly across the room from one side to the other.

CRUSHING GEAR TRAP

XP 2.400

Type mechanical; Perception DC 9; Disable Device DC 40

Trigger touch (40 ft. line); Range all targets in a 40 ft. line; **Reset** instant

Effect crushing (6d6 points of damage to all targets; DC 21 Reflex save for half).

D. Scrap Golems

These 3 scrap golems are not a trap per se, but rather the room's guardians. They activate only when someone approaches within 20 feet of the east door. These creatures each look slightly different, but are large shambling piles of rusted iron scraps twisted roughly into humanoid shapes. They have rough features and four limbs that end in thick coils of wire that the golem uses to grab opponents. These constructs grab an opponent and ram them repeatedly into the gear trap (C). They are not bright and fight to the death.

Note: Targets moved into a dangerous square are afforded an extra grapple check to break free.

SCRAP GOLEM (3) CR4 XP 1.200

N Large construct (see the **Appendix**) Init +0; Senses darkvision 60 ft., low-light vision; Perception +4

AC 17, touch 9, flat-footed 17 (-1 size, +8 natural) **hp** 52 (4d10+30) Fort +1; Ref +1; Will +1 Immune construct traits; SR 17

Speed 30 ft. Melee 2 slams +8 (2d6+4 plus grab) Space 10 ft.; Reach 10 ft.

Str 18, Dex 10, Con —, Int 4, Wis 10, Cha 10 Base Atk +4; CMB +9 (+17 to grapple); CMD 23 Feats Power Attack, Weapon Focus (slam) Skills Fly -2, Perception +4, Stealth -4

Shades: This is one of Kenneth's favorite rooms. He certainly joins the fight with the scrap golems. Davith also joins in if it looks like there's a chance that one of the traps is about to go off.

Area 6B-11: No Minotaurs Here (CR Varies, up to 6)

This room is a maze, and the area is under the effect of a permanent deeper darkness effect (CL 14th). The passages are 5 ft. wide with a roof that is only 4 ft. high. Medium and Large creatures must crawl, while Small creatures can walk normally.

The purpose of this area is fear. There's nothing really dangerous, just things designed to worry and unnerve anyone who trespasses into the maze. Since it's unlikely that the PCs can see, the GM should take the opportunity to describe how things sound. The shades may be making spooky noises in addition to the background noise of people crawling through the darkness.

The passageways are neatly worked stone, and the walls are 6 in. thick. The zombie workers have carefully covered the ground with a mix of bent caltrops and broken glass that deal 1 point of damage for every 5 ft. a creature moves without boots (or crawls without gloves and boots).

A: The glass and metal here contains a number of rust monster scales. Anyone touching them is subject to rust as the rust monster's special ability (Pathfinder Roleplaying Game Bestiary "Rust Monster"). A DC 15 Reflex save can save a metal object from damage; otherwise, the object loses half its hit points and gains the broken condition. A second hit breaks the item. The scales continue for 15 ft. and can be spotted with a DC 20 Perception check by a creature that can see in magical darkness.

B: A floor panel trap is located here.

FLOOR PRESSURE PLATE CR 1 XP 400 Type mechanical; Perception DC 17; Disable Device DC 17

Trigger touch; Reset automatic

Effect lowers the doors marked C, letting 2 fiendish roach swarms into the maze

C: Secret doors are located here (DC 25 Perception check). Anyone listening can clearly hear the sound of scritching made by 2 fiendish roach swarms (one swarm is behind each door). If the doors are opened, the roaches pour out into the maze, looking for food. If the roaches have already been released, there's nothing here but scraps of meat.

FIENDISH COCKROACH SWARM (2) XP 600

CR 2

N Diminutive vermin (swarm) (Pathfinder Roleplaying Game Bestiary "Cockroach Swarm", "Fiendish")

Init +2; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size) hp 26 (4d8+8) Fort +6; Ref +3; Will +1 Defensive Abilities swarm traits; Resist cold 5, fire 5; SR 7 Weakness light sensitivity, vulnerability to area effects

Speed 20 ft., climb 20 ft., fly 30 ft. (poor) Melee swarm (1d6) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 14), smite good 1/day (+4 damage)

Str 1, Dex 15, Con 14, Int —, Wis 10, Cha 2 Base Atk +3; CMB -; CMD -Skills Acrobatics +2 (-2 to jump), Climb +10, Fly +4, Perception +4, Stealth +14; Racial Modifiers +4 Perception

D: Another floor panel is located here.

FLOOR PRESSURE PLATE (WALL MOVING) CR 2 Type mechanical; Perception DC 22; Disable Device DC 22

Trigger touch; Reset automatic

Effect Causes the wall (marked E) to rise and another wall (marked F) to lower. After one minute, the wall (at E) lowers again, and the wall (at F) rises. The walls raising and lowering are very quiet (DC 30 Perception check while in the maze) but anyone within 10 feet of the doors feels that something nearby has moved.

E/F: These walls raise and lower. Close inspection by a creature that can see in the magical darkness (DC 25 Perception or Stonecunning check) reveals that they can move. The floor panel (D) causes the walls to raise or lower.

G: An elf corpse wearing a tunic and simple clothes is here. The elf died many years ago but was left here to scare would-be heroes.

H: A plate for a magical trap is here. Unlike the other plates, it is as wide as the passageway and harder to bypass.

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FLOOR PRESSURE PLATE (HEATING)CR 2Type mechanical; Perception DC 7; Disable Device DC 27

Trigger touch; Reset automatic (1 minute) Effect Causes the entire passage to gradually heat. After four rounds, everything in the maze suffers 1 point of fire damage a round. This continues at a rate of 1 point of damage every 4 rounds for 1 hour, at which point it ceases and the trap resets. This damage is not meant to pose a real threat to the heroes, but rather to cause them to quicken

their pace and possibly make a mistake, or just to instil the fear that they will slowly die in these passages.

Shades: Kenneth loves this room, as does **Tabitha**. They spend their time making spooky noises, trying to confuse and scare the party. The shades are not luminescent and are just as hard to see in the dark.

Area 6B-12: The Grave of Kenneth (CR 10+)

The floor is this room narrows (**A**) while the walls stay the same width. The floor slowly drops away to reveal a 100 ft. deep pit (although it is unlikely that the party's light sources illuminate it all the way to the bottom). At the bottom of the pit are many long iron spikes rising up out of a dark yellow liquid. The liquid is a strong acid (the same as **Area 6B-6**) that deals 1d6 points of damage per round to any creature standing in it. On the north wall, beneath the surface of the acid, is a stone grate that leads to **Area 6B-6**. The passage is 550 ft. long and filled with acid. A DC 26 Perception check is required to notice the grate.

Movement below the surface of the acid is due to a particularly mean-spirited gang of **6 medium acid quasi-elementals**.

MEDIUM ACID QUASI-ELEMENTALS (6) XP 600

CR 2

The Tome of Horrors Complete 491 N Medium outsider (acid, elemental, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +6 Aura fumes (5 ft., Fort DC 13)

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 22 (3d10+6) Fort +3; Ref +4; Will +3 Immune acid, elemental traits Weaknesses vulnerability to water

Speed 20 ft., swim 80 ft. Melee slam +4 (1d4+1 plus 1d4 acid) Special Attacks acid, drench Str 13, Dex 12, Con 15, Int 4, Wis 11, Cha 11 Base Atk +3; CMB +4; CMD 14 Feats Improved Initiative, Power Attack Skills Knowledge (planes) +3, Perception +6, Stealth +7, Swim +9

Acid (Ex) Acid quasi-elementals are living creatures of acid; any melee hit deals acid damage. Creatures hitting an acid quasi-elemental unarmed or with natural attacks take acid damage as though hit by the quasi-elemental's slam attack. Acid Swimmer (Ex) Acid quasi-elementals cannot swim in water. The swim speed given in the statistics block is their movement only through acid pools or the acidic nature of their environment on their home plane.

Drench (Ex) The quasi-elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire as *dispel magic* (caster level equals the quasi-elemental's HD).

Fumes (Ex) The fumes from an acid quasi-elemental's body act as an inhaled poison. Creatures within 5 ft. of an acid quasi-elemental must make succeed on a Fortitude save or take 1 point of Constitution damage each round. This poison does not have a frequency; a creature is safe as soon as it moves more than 5 ft. away from the acid quasi-elemental. **Vulnerability to Water (Ex)** An acid elemental erupts in a violent chemical reaction when touched by water. An acid quasi-elemental takes 1d4 points of fire damage for each gallon of water poured into it. The reaction is so violent that all creatures within 5 ft. of the acid quasi-elemental when the water hits it must succeed on a DC 15 Reflex save or take the same damage. Pouring water onto an acid quasielemental requires a successful ranged touch attack. Water from other sources, such as spells or effects that create water but do not specify an amount in gallons, deal 1d4 points of fire damage per caster level to an acid quasielemental within its area of effect. Damage from waterbased attacks, like the slam attack of a water elemental, is increased by 50% against an acid quasi-elemental. Note that this reaction does not occur when the acid quasielemental touches water, only when water touches the acid quasi-elemental.

The wall (A) is not solid; rather it is a mesh of bars like a portcullis. The mesh extends 10 ft. below the floor but no lower. A particularly enthusiastic climber could climb down, under and back up the wall, bypassing the door set into the mesh. The door itself is locked, but not trapped. The floor on the other side of the door is only 6 in. wide and continues for 100 ft. The cross section of the bridge is roughly square, and it looks very solid

The walls are decorated with dramatic paintings of Kenneth's life, grossly overstating his significance and power. About a half-dozen scenes are depicted on each wall, such as "Von Nightkill" strangling a silver dragon with his bare hands or blowing the head off an angel with a perfectly cast spell.

A small raised platform (**B**) has a thick glass plate set into it. Under the plate is the body of Kenneth "Lord Darkblade Von Nightkill," along with all of his worldly possessions. The body here is much closer to his shade's form than that depicted in the artwork scattered about the level. The corpse is that of a mummified, taller-than-average gnome. The size of the threadbare robe suggests that he must have been rather overweight in life. The scene is a little melancholy. Whether Kenneth was a great anti-hero in life or just a gnome with an ego problem, in death he is a pile of rags and dried flesh just the same.

A small tower (\mathbb{C}) stands 20 ft. high and 10 ft. round. It is carved out of a natural piece of rock and is only 5 ft. wide at its peak. The top is carved into the shape of a smiling skull. Generously sized arrow slits are carved into the lower area, affording anyone inside a good view of the rest of the room.

Inside the tower is a table with a trio of neatly arranged wands. The wands are *dispel magic* (7 charges, CL 7th), *hydraulic push* (11 charges, CL 7th) and *grease* (18 charges, CL 7th).

D is not easily visible from **A** (DC 25 Perception check to notice the doorway). Inside is **"Kenneth Junior,"** a **skeletal champion** under Kenneth's control. Junior waits patiently until he hears people crossing the bridge or until he's ordered to attack.

Tactics: With only Kenneth and Junior as opposition, the main threat comes from the terrain itself. The acid quasi-elementals don't bother the party unless they're attacked first or someone falls into the acid.

Kenneth materializes inside the tower and uses the wands there to great effect. He goes for a defensive play, waiting until someone is halfway along the bridge before hitting them with *hydraulic push* or attempting to dispel *fly*.

Kenneth should be played with all the guile possible, carefully targeting his spells and calling Junior out at the last possible moment.

Junior obeys Kenneth's orders, making use of his bulk and strength to bull rush foes into the acid.

The acid quasi-elementals converge on anyone falling into the acid and attack without mercy.

Note: This room, like the other graves, can be very dangerous even to an experienced party. The easiest way across the room is to hang from the bridge (possibly with the aid of some meathooks from **Area 6B-19**. This prevents Kenneth from getting a good bead on the party (so long as the party remains below the level of the bridge it's difficult, if not impossible, for him to get a line of sight from inside the tower). Unlike the other shades, there's no real way around the dangers of this room. Kenneth is a psychopath and quite insane; there is no point in trying to engage him in conversation, nor should there be an obvious flaw in his defenses.

If Kenneth is pinned by the Ghostbind, the area becomes much easier.

CR 8

One of the other shades may step up to aid in the defense of the tomb, but they lack the ability to use the wands intuitively. Tabitha can at least make an attempt, but it is much less effective. Kenneth Junior still engages if someone comes within 10 ft. of C and fights intelligently even without orders.

Treasure: Inside the tomb is Kenneth's mummified body, along with all the equipment Kenneth uses: his spellbook, *extend metamagic rod (lesser)* and *ring of protection* +2. His arcane bond ring is inside his desiccated mouth (easily visible to anyone who checks). He has a second copy of his spellbook sewn inside his stomach cavity (DC 20 Heal check to notice while inspecting the body) and a third copy is hidden within his burial shroud (DC 20 Perception check). Any equipment removed from his body are also removed from him as a shade. If all three copies of his spellbook are removed, he can no longer prepare and cast spells as a wizard. If his arcane bond ring is removed, he must make a Concentration check (DC 20 + spell level) or lose the spell. Without his gear, Kenneth is forced to rely on his *reserve* special attack.

SKELETAL CHAMPION (KENNETH JUNIOR) XP 4,800

Ogre skeletal champion warrior 4 (Pathfinder Roleplaying Game Bestiary "Ogre", "Skeletal Champion") CE Large undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 20, touch 9, flat-footed 20 (+9 armor, +2 natural, -1 size) hp 69 (6d8+6 plus 4d10+4 plus 10) Fort +7; Ref +3; Will +8 Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

Speed 30 ft. **Melee** mwk greatsword +15/+10 (3d6+10/19–20) or 2 claws +9 (1d6+3) **Ranged** rock +7/+2 (1d8+10) **Space** 10 ft.; **Reach** 10 ft.

Str 24, Dex 10, Con —, Int 6, Wis 10, Cha 13
Base Atk +8; CMB +16 (+20 to bull rush); CMD 26 (28 vs. bull rush)
Feats Greater Bull Rush, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness
Skills Acrobatics –5, Climb +15, Escape Artist –5, Fly –7, Perception +13, Ride –5, Stealth –9, Swim +2
Languages Giant
Gear masterwork full plate, masterwork greatsword, bag of 4 rocks

Note: Kenneth Junior has had plenty of time to select and carve his throwing rocks. They do not count as an improvised weapon when

Area 6B-13: The Sacrifice (CR 0 or 9)

thrown.

This room is nice in its own way. Several "windows" have been made by cutting a 3 ft. by 6 ft. hole 6 in. into the wall, then hanging a curtain over it. A piece of carved iron is affixed to the back of the window like a pane of glass. The glass is faintly magical (a variant on the *prestidigitation* spell) and causes the window to glow (dim light), while a fresh breeze moves the curtain and makes the room smell pleasant.

The room is clear of furniture. The floor is covered in odd-shaped sections of carpet that overlap slightly, making the room look a little uneven.

At the far end of the room is a bas-relief of a humanoid form standing 6 ft. tall with its feet 1 ft. above the ground. Where its heart would be (5 ft. off the ground) is a 2 ft. long metal spike protruding from the wall.

Carefully carved into the stone above the spike are the words:

"Impale yourself upon this spike so that you may know your own pain, and the door will be opened for you"

The **trap** (if it can be called that) is almost exactly what it appears to be. If a creature is impaled on the spike (dealing 2d8+4 points of damage), the victim begins to bleed at a rate of 2 points of damage per round. The blood flows through fine channels in the bas-relief, making a pattern like a blooming vine. As long as the creature remains impaled, they can be healed normally, although the bleeding does not cease.

The mechanism triggers when 10 hit points of blood flow into the bas-relief from the creature impaled on the spike, so long as the blood is from an Intelligence 4 or higher creature and there is at least 20 pounds of weight on the spike. The flowing blood activates a secret mechanism behind the wall that draws **2 white ladies** from **Area 6B-14**. They arrive one round later, opening the doors as they arrive. Their arrival is preceded by the noise of iron on stone, made by the ladies dragging their clubs. If the ladies do not open the door 10 rounds after the mechanism was triggered, it opens automatically.

The trap can be bypassed if its mechanism can be understood. A DC 28 Disable Device check is enough to understand its workings. Simply pouring blood from an intelligent creature onto the basrelief while weighing down the spikes is enough to trigger it. Disconnecting the mechanism (DC 28 Disable Device) achieves nothing.

The doors leading to **Area 6B-14** open by sliding slightly into the room, then rising up. Thus, anything impaled on the spike finds itself 10 ft. up in the air when the door opens.

Shades: Tabitha guards this room. She stays out of sight, watching from through the windows and hoping to see something die. If she sees the mechanism being tampered with (not just inspected) she fires her crossbow from her vantage point and keeps moving to avoid an easy confrontation. This is nothing more than a tantrum, and she does not put up much of a fight. Even if is restored before the party has left the room, she won't attack again.

Area 6B-14: The Chamber of the White Ladies (CR 9)

This room is quite lavish. The floor is tiled marble, and the windows from the previous room appear again, providing fresh air and a gentle breeze. The walls have been painted in shades of black, blue and gold in an intricate, spiraling pattern. Three large beds are around a large marble table in the center of the room.

Two beds are occupied by **2 white ladies**, abominations of incredible power. They look human enough, except that they stand 9 ft. tall. A floorlength thick cloth skirt covers muscled legs and bare feet, while their torsos are naked apart from deep scars. Their faces are hidden behind veils reminiscent of a bride's headdress or a funerary veil. Beneath the covering, their heads are mostly devoid of flesh, their lips having rotted away to reveal a smiling skull. Powerful arms grip long greatclubs made out of a single twisted piece of rusted iron. They move slowly, dragging their clubs behind them, lifting them off the ground only when they're ready to strike.

The ladies are not creations of this place; rather, it is their clubs that curse them and twist their flesh into their current form. The clubs were created by a priest of Orcus many years ago as an experiment and have no goodly use.

The marble table has a single twisted iron greatclub resting on it. It is visually identical to the ones carried by the white ladies, except it looks cleaner and somehow fresher. It radiates a moderate aura of necromancy, enchantment and transmutation

An inscription next to the weapon reads:

"To achieve victory, you will need to sacrifice part of yourself. The safety of the world must overrule the safety for one's own self. Take up this weapon, and lose that which would doom you to defeat"

The **weapon is a trap**. The first person to pick up the weapon is subject to a *bestow curse* (DC 21 Will save; CL 14th). Any creature holding the club must make a new save each round, but only until someone fails his save. The curse gives them a sudden understanding of their own might, bulging their muscles and raising their Strength and Constitution by 6 points each. The curse continues to raise their Strength by 1 point each day for the next 10 days. Over that time, the person becomes increasingly emotionally distant, focusing only on killing those who stand between him and his goals. After the 10th day, he gains fast healing 3 but no longer listens to reason. He marches inexorably toward his goal with no regard for personal safety, destroying everything in his path. He likely is killed in short order, although that doesn't slow him down. The corpse continues its doomed march. Over the days that follow, he violently twists and morphs until he becomes another white lady (identical to the ones in this room).

The greatclub functions as a +2 vicious greatclub to anyone under the effects of the curse. The character is proficient with its use if they were not already. When the creature finishes its transformation, the club grows to Large size to match them.

The curse can be removed only by *miracle, limited wish*, or similar magic. Raising a cursed character who was killed by another manner does not remove the curse, nor does removing the greatclub from his possession. If he is slain in another manner and subsequently resurrected, the curse starts up from where it left off. If the curse is removed, the bonuses to Strength and Constitution are also removed. At the GM's discretion, a player who has role-played the curse particularly well may retain 2 points of the Strength increase.

Slaying a **White Lady** causes her weapon to lose its power, reducing it to nothing more than a normal greatclub.

WHITE LADIES (2) XP 3,200

CR 7

NE Large undead (see the **Appendix**) Init –1; **Senses** blindsense 60 ft., darkvision 60 ft.; **Perception** +4

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size) hp 105 (7d8+67 plus 7); fast healing 6 Fort +7; Ref +1; Will +7 Immune undead traits

Speed 20 ft. Melee +2 vicious greatclub +19 (2d8+20) Spell-Like Abilities (CL 3rd): 3/day—locate object (greatclub only) Space 10 ft.; Reach 10 ft.

Str 34, Dex 8, Con —, Int —, Wis 10, Cha 20 Base Atk +5; CMB +18; CMD 27 Feats Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Toughness, Weapon Focus (greatclub) Skills Acrobatics –1 (–5 jump), Fly –3, Perception +4, Stealth –5; Racial Bonus: Perception +4 Gear +2 vicious greatclub

Veil (Su) So long as a White Lady holds her club for 24 hours, she gains 32 temporary hit points (included above). If these hit points are lost, they are restored after 24 hours as long as the White Lady retains her club.

Area 6B-15: The Grave of Tabitha Mirrax, Assassin (CR Varies, up to 10)

This room follows on from the previous by being airy and slightly lit. The room is circular, with 12 "windows" (see **Area 6B-13**), each with fine curtains fluttering in a magical breeze. The door into the room is thick stone reinforced with iron bars.

Reinforced stone door: 6 in. thick; hardness 10; hp 180; Break DC 28.

In the center of the room is a raised round stone platform with three shallow stairs leading up to it. Set into the floor is a large pane of hardened glass, 6 ft. long and 3 ft. wide (1 in. thick; hardness 5; hp 10; smashing the glass triggers **gas trap**, see below). Under the glass lies the remarkably well preserved corpse of Tabitha, still dressed in her assassin's garb with her equipment lying beside her. The inside of the coffin has a bluish tinge (caused by the gas inside). Around the room are three 5 ft. squares of "glass" (actually steel enchanted with an *invisibility* spell, 2 in. thick; hardness 10; hp 60) that reveal a variety of liquids filling deep pools.

Anyone specifically searching the roof of the room spots some nozzles (DC 25 Perception check), although their function is not clear.

Two rounds after the party enters the room, the door closes and locks (Disable Device DC 40; Tabitha had this lock specially made). At the same time, the three "glass" trapdoors open. The underside of each door bears an inscription.

Trapdoor A:

This door is labeled "*Escape*." The pit is 10 ft. deep and filled with water, dyed green. One foot from the bottom is a circular hole 12 in. deep and 6 in. across set into the side wall. At the back of this hole is a brass valve that requires a DC 15 Strength check to operate. Turning the valve causes the door to the room to audibly unlock, while at the same time **Trapdoor A** slams shut (there is no pocket of air beneath the trapdoor). One round later, the water begins to cool rapidly. After an additional round, anyone submerged in the water begins taking 1d6 points of cold damage each round. After 10 rounds, the water freezes entirely, and even water-breathing creatures begin to suffocate. After 10 minutes, the water stops freezing and begins to warm. After 1 more minute, the water is back at room temperature (and the continuous cold damage ends), and the trapdoor opens again.

A party successfully opening the door should be rewarded with experience equal to overcoming a CR 5 encounter.

Trapdoor B:

The door is labeled "*Power*." The pit is 10 ft. deep and entirely filled with water, dyed blue. One foot from the bottom is a circular hole 12 in. deep and 6 in. across set into the side wall. At the back of this hole is a small five-pronged white device. This is actually a flayed ghoul hand. Anyone touching it must make a DC 18 Will save or be paralyzed. This paralysis lasts for 1d4+1 rounds, but since a paralyzed victim likely remains in contact with the hand, he is forced to make another save against the paralysis each round (extending the duration of the paralysis).

When the hand is first touched, **Trapdoor B** slams shut and locks (there is no pocket of air beneath the trapdoor). The lock is clearly visible on the underside of the door and is simple to operate from that side (DC 25 Disable Device check is required to unlock the door from the top).

A party who rescues a trapped comrade should be rewarded with experience equal to a CR 4 encounter.

Trapdoor C:

The door is labeled "*Sarcophagus Hatch*." The 10 ft. deep pit is entirely filled with water, dyed red. One foot from the bottom is a circular hole 12 in. deep and 6 in. across set into the side wall. At the back of this hole is a brass valve that requires a DC 15 Strength check to operate. When turned, two things happen. The first is that nozzles in the ceiling spray the room

CR4

CR8

with **green slime**, hitting everyone in the room who fails a DC 16 Reflex save. The second is that the "glass" top to the sarcophagus opens, filling the room with **insanity mist**. **Tabitha** likely also take this opportunity to try to destroy the party. She can materialize in any window and begins firing her crossbows at surprised targets.

GREEN SLIME

XP 1,200 (Pathfinder Roleplaying Game Core Rulebook "Hazard")

INSANITY MIST TRAP C XP 4,800 Type mechanical; Perception DC 25; Disable Device N/A; gas is already loose in the sarcophagus

Effects poison gas (insanity mist); never miss; Onset delay (1 round); Range multiple targets (everyone in room)

Tactics: If the party looks sufficiently panicked, Tabitha appears in one window using her stealthy materialize to enable sniping. If threatened or spotted, she dematerializes and waits for another opportunity. If her sarcophagus is opened, she fights until she is destroyed.

Note: The traps here are extremely difficult to spot, and deadly. However, a party that's been paying attention should know that the traps are there. Tabitha's obsession with watching death happen and the glass lids are hints. At the GM's discretion, a bonus (of up to +10) could be given on Perception rolls to spot traps if the party can identify how the traps are likely to work.

Treasure: Tabitha's preserved body is inside the sarcophagus, along with all the equipment her shade uses: 2 + 1 hand crossbows (along with a quiver with 20 bolts), 2 wickedly serrated short swords, masterwork studded leather armor and a *cloak of elvenkind*. Her equipment is in good condition, and wrapped in oilskins.

Any equipment removed from the sarcophagus is also removed from her shade. Tabitha becomes rather ineffective in combat without her gear, and instead spends her time trying to locate weapons that may have been left on the level from other encounters. Any weapon she does find is dropped when she is destroyed or when she dematerializes.

Area 6B-16: Drowning (CR 8)

The door to this room is closed but not locked. This room appears to be a safe haven. It has obvious lead-lined walls, floor and ceiling as well as a very sturdy lead-and-stone 1 ft. thick door. The room is obviously protected against shades, with magical runes of warding (radiating moderate abjuration auras) carved into each surface.

Lead-and-stone door: 1 ft. thick; hardness 10; hp 240; Break DC 28

The room contains an iron work table, a wooden cupboard, an iron bathtub (complete with rubber plug) and three straw beds of passable make.

On the inside of the door is a large wheel that is used to seal the door. If there is anything suspicious about the contents of the room, it is that everything is rather fresh and clean. The room radiates a moderate abjuration and faint universal aura. The protective magic guarding the area is real; the room is legitimately shielded from the shades, but also blocks any magical forms of transport such as *teleport* or *dimension door*. The universal aura is due to a variation on the *prestidigitation* spell. Any non-magical object left unattended in the room for 24 hours is fully repaired and cleaned. This is especially useful after the trap goes off (see below).

The room is a **trap**, and a fairly obvious one. It is triggered by the door being closed and the wheel being spun three times clockwise (thus locking the door). If the door is closed with people inside but not locked, the locking mechanism can be engaged from a space hidden above the room, accessible only to the shades and any other incorporeal creatures. Any shades can operate the lock except for Vallis (who thinks this trap to

be in poor taste).

One minute after the door has been locked by either method, blood from a reservoir above leaks down the walls (by means of a modified *purify food and drink* spell liquefying the coagulated blood). The blood leaks out of eight 1 in. by 4 in. ducts, one at each corner of the room and one in the top-middle of each wall.

The room continues to fill with blood (at the rate of 2 ft. per minute) until it reaches the 10 ft. ceiling. It then remains full for 2 hours, before draining (via the bathtub, which refills the reservoir) and activating a *prestidigitation* spell which proceeds to clean the room over a period of 12 hours, at which point the trap is effectively reset. Unplugging the bath does not cause the room to empty prematurely.

If the middle bed is moved at all, a very obvious a trapdoor is discovered underneath it. The trapdoor is fake (DC 20 Knowledge [dungeoneering or engineering] to recognize the fake) and intended only to waste time.

DROWNING IN BLOOD TRAP CR 8 XP 4,800

Type magical; Perception DC 26; Disable Device DC 28

Trigger locking door; **Onset delay** 1 minute; **Reset** automatic (14 hours)

Effects room fills with blood over 5 rounds (2 ft./round)

Shades: Either **Tabitha** or **Kenneth** (equal chance) watches this room if the trap goes off. The shades cannot enter the room while the door is closed, but they content themselves by listening to the shouting coming from inside. They're not above staging an ambush outside to deal with survivors.

Area 6B-17: Third Time's The Charm (CR 5)

This hallway is no different to the others except for the **traps** at either end. When the first person passes through the center of the hallway, a *major image* is created of an iron javelin at the far end that launches at the party! This is designed to look and sound just like a mechanical trap, except that when the javelin hits it's clear that it was just a trick (even if it misses and hits a wall, it fails to make the correct sound). A round later, a second illusionary javelin fires. A round later, the trap goes off again, this time firing a real javelin. For this third shot, the trap still creates an illusion of a javelin and the sound of it firing overlaps the real one so anyone expecting an illusion is not disappointed.

When traveling through the hall a second time, the trap activates, also firing three illusionary javelins. This time the real bolt is the second one.

JAVELIN TRAP XP 1,600

Type magical and mechanical; Perception DC 25; Disable Device DC 35

Trigger location; **Reset** automatic (1 minute) **Effect** spell effect (three *major images* of a fired javelin; DC 14; CL 14th); Atk +20 ranged (javelin; 2d6+20).

Area 6B-18: The Glory of Battle (CR Varies, up to 14)

The floor of this room is a checkerboard of light tan stone alternating with slabs of dark gray rock. This is one of the largest rooms on this level and is built to look like a natural cave, but is actually artificial. A successful Knowledge (engineering) or relevant Perform check at DC 15 recognizes that the roof of the room is carefully designed to amplify sound. The dome shape of the roof and the fake stalactites are all carefully placed with acoustics in mind. Any spell cast in this room that deals sonic damage

does so as if the caster was one level higher.

Standing in the room in neat formation are **60 fast zombie soldiers** and **40 skeleton archers**. The undead wear rotting tabards depicting a skull impaled on a spike. Shortly after the party enters the room they make any noise they can, either roaring with rotted lungs, stamping their feet or smashing their hands together. Before the sound dies down, they charge.

Behind them stand the real guards of this area: **10 advanced skeletal champions**. These champions are kept in reserve until at least half of the soldiers and zombies are slain. After 50 undead are destroyed, or when Vallis calls for them, they move in quickly to clean up.

Tactics: The tactics of the army of the dead are blissfully simple. The archers split into 4 groups of 10 and fire in unison at the same target, picking on lightly armored foes. The zombies are even less cohesive, simply running at foes, aiming to overwhelm them. If Vallis is present and the PCs have shown they are a substantial threat to the forces of evil, she commands the zombies to fight more intelligently. However, this is only as a last resort as Vallis much prefers a chaotic melee she can truly enjoy. If the skeletal champions are sortied, they move up and look for a clear line into the battle. They fire one shot with their heavy crossbows before dropping them and drawing swords. They move in an almost professional manner, and fight with cunning. At this point the battle is serious, and Vallis acts appropriately.

Shades: Vallis loves this room more than any other, in spite of the extensive work required to clean the room up after it's all done. If able, Vallis materializes as soon as the fighting starts and wades into melee. Vallis makes little effort to command her troops or to keep them organized; she simply revels in the thrill of battle and the sounds of steel striking flesh.

FAST ZOMBIE SOLDIER (60)CR 1XP 400NE Medium undead (Pathfinder Roleplaying Game Bestiary

"Zombie, Fast")
Init +1; Senses darkvision 60 ft.; Perception +0

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 22 (4d8 plus 4) Fort +1; Ref +2; Will +4 Immune undead traits

Speed 40 ft. Melee slam +7 (1d6+6) Special Attacks quick strikes

Str 18, Dex 12, Con —, Int —, Wis 10, Cha 10 Base Atk +3; CMB +7; CMD 18 Feats Toughness Skills Acrobatics +1 (+5 jump)

SKELETON ARCHER (40) XP 400

CR 1

NE medium undead (Pathfinder Roleplaying Game Bestiary "Skeleton") Init +6; Senses darkvision 60 ft.; Perception +0

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 14 (3d8) Fort +0; Ref +2; Will +3 DR 5/bludgeoning; Immune cold, undead traits

Speed 30 ft. **Melee** 2 claws +3 (1d4+2) **Ranged** light crossbow +3 (1d8/19–20)

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 15 Feats Improved Initiative Gear light crossbow, 20 bolts

ADVANCED SKELETAL CHAMPION (10) XP 1,200

Human skeletal champion warrior 3 (Pathfinder Roleplaying Game Bestiary "Skeletal Champion") NE Medium undead

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

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 natural) hp 33 (2d8+2 plus 3d10+3) Fort +4; Ref +2; Will +4 Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

Speed 20 ft.

Melee greatsword +9 (2d6+6/19–20) or 2 claws +8 (1d4+6) Ranged heavy crossbow + 5 (1d10/19–20)

Str 18, Dex 13, Con —, Int 9, Wis 10, Cha 12 Base Atk +4; CMB +8; CMD 19

Feats Cleave, Improved Initiative, Outflank*, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics -4 (-8 jump), Climb -1, Escape Artist -4, Fly -4, Intimidate +9, Perception +5, Ride -4, Stealth -1, Swim -1 Languages Common

Gear chain mail, greatsword, heavy crossbow, 5 bolts *Pathfinder Roleplaying Game Advanced Player's Guide

Area 6B-19: The Butcher's Pantry (CR 8)

This room is ice-cold and full of mist, and requires unprotected characters to make a DC 15 Fortitude save once every 10 minutes or take 1d6 points of nonlethal damage on each failed save. The DC increases by 1 for each previous check. See the "Environmental Rules" section of the *Pathfinder Role-playing Game Core Rulebook* for further dangers of staying in the cold room.

The walls are unpolished iron plates, and the 10 ft. high ceiling has 32 hooks arranged in a grid pattern every 5 ft. The hooks are iron loops suspended from the ceiling, with an S-shaped butcher's hook hanging from the loop. The mist reduces visibility to 10 ft. and gives the illusion of shapes moving just beyond sight.

Hanging from the ceiling by their feet from random hooks around the room are 8 blood-covered skeletons. Most of their flesh is stripped from them, but just enough tendon and sinew remain to hold them together. They're a mix of Medium races, although a DC 15 Heal check identifies to which race a particular corpse belongs.

This room is the haunt of **4 bone cobblers** who work with the shades to keep this level fully stocked with skeletons. They are largely responsible for creating the denizen of **Area 6B-20**.

| BONE COBBLER (4) | CR 4 |
|---|------|
| XP 1,200 | |
| The Tome of Horrors Complete 78 | |
| CE Medium aberration | |
| Init +2; Senses darkvision 60 ft.; Perception +10 | |
| · | |

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural) hp 32 (5d8+10) Fort +3; Ref +3; Will +6

Speed 30 ft.

Melee 2 hooks +7 (1d4+3) or 2 claws +6 (1d3+3) **Special Attacks** animate bones, bonestripping, breath weapon (60-ft. radius, *slow* for 1 minute, Fort DC 14, usable every 1d4+1 rounds)

Str 16, Dex 15, Con 15, Int 12, Wis 14, Cha 12

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Base Atk +3; CMB +6; CMD 19

Feats Dodge, Two-Weapon Fighting, Weapon Focus (hook) Skills Climb +11, Perception +10, Stealth +10, Survival +10 Languages Aklo, Common Gear 2 hooks

Animate Bones (Su) Once per day, a bone cobbler can animate up to 5 skeletal statues within 30 ft. as a standard action. These creatures fight as skeletons (see Pathfinder Roleplaying Game Bestiary), though their forms and structures do not necessarily have to resemble humanoids (or anything remotely humanoid). This ability otherwise functions similar to an animate dead spell (CL 7th). **Bonestripping (Ex)** A bone cobbler can rapidly strip all the flesh from a Medium creature in 3 minutes using its claws and hooks. For each size category larger than Medium a corpse is, add 1 minute to the time it takes the bone cobbler to strip the corpse. For each size category smaller than Medium a corpse is, reduce the time by 1 minute (to a minimum of 1 minute). Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its "sculptures".

A creature slain in this manner can only be brought back to life by a *miracle*, *wish*, or *true resurrection* spell.

Two-Weapon Fighting (Ex) In combination with its natural abilities, a bone cobbler's Two-Weapon Fighting feat allows it to attack with both of its weapons at no penalty to attack or damage.

Tactics: If they hear people in their room, the bone cobblers sneak around to the door, hoping to trap the party inside. They use *animate bones* to get the hanging skeletons to attack. Finally, they use their breath weapons to *slow* (and hopefully panic) everyone in the room.

Note: The cobblers swapped their light hammers for hooks. This does not change their attacks other than changing their damage from bludgeoning to slashing. As a full round action they can use their hook to move a skeleton from one hook to an adjacent one.

Treasure: The skeletons are the remains of an adventuring party killed elsewhere on the level. Most of their gear was taken to be used elsewhere or given to other Orcusites, but some still remains. In the back of the room are four piles of furs and skins. Underneath one pile is a sack of coins (the cobbler's stash in case they ever need to find a new place to stay) worth 2,016 gp, 2,011 sp and 3,018 cp. Another pile holds a bottle of fortified wine. A third pile conceals a *bag of holding I* that unusually doesn't have a magical aura. The cobblers are aware of this odd property and have been using it to conceal items from the Orcusites. It currently holds a gold signet ring (250 gp), 2 well-cut rubies (500 gp each) and a glass bottle filled with a reddish smoke that the cobblers watch for amusement (like a lava lamp). It is in fact an *eversmoking bottle*.

Area 6B-20: The Grave of Vallis Blacklocke, Priestess of Orcus (CR 9)

This comparatively smaller room is the final resting place of Vallis. The decoration is ornate but inexpensive. Every 5 ft. along the wall is a carving of a martial weapon picked out in fine detail. The floor is a mural depicting Vallis in her prime as a proud soldier of evil and victor of many battles. An iron casket recessed in the center of the floor is decorated with symbols of Orcus.

Vallis guards the room, which feels claustrophobic due to the presence of her monstrosity-of-war, **Jawbone**. Jawbone roughly resembles a five-headed hydra skeleton, but with goat horns on each head and hooves on each of its six feet. Skeletal bat wings sprout from its shoulder blades. The creature stands as an unliving monument to Orcus' power. Neither Vallis nor Kenneth has the power to properly animate such a creation, so they've taken a shortcut. As long as Vallis is not pinned by the *Ghostbind*, she can use her essence to activate the creature (Vallis assumes her incorporeal form and occupies the skeleton's space, wearing it like armor). If Vallis is not present, one of the other shades takes control, although Jawbone loses its regeneration and gains 1 negative level if controlled in this manner. Any shade controlling Jawbone is protected by its bulk and takes no damage from attacks, but cannot take any other actions beyond controlling the creation. Jawbone has no mind of its own; if no shade controls the creature, it simply stands still.

JAWBONE

CR 9

XP 6,400 NE Huge undead Init +1; Senses darkvision 60 ft.; Perception +0

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, -2 size) hp 105 (10d8+50 plus 10); regeneration 5 (fire or positive energy) Fort +8; Ref +6; Will +7 DR 10/good or lawful; Immune undead traits

Speed 40 ft., fly 40 ft. (poor) **Melee** 5 bites +13 (1d8+8) and 6 hooves +8 (1d4+4) **Space** 15 ft.; **Reach** 10 ft.

Str 26, Dex 12, Con —, Int —, Wis —, Cha 20 Base Atk +7; CMB +17; CMD 28 (36 vs. trip) Feats Lightning Reflexes, Power Attack, Toughness Skills Acrobatics +1 (+5 jump), Fly –7, Stealth –7 SQ control

Control (Ex) Any shade can assume control of Jawbone while in its incorporeal form. While inside the skeletal construction, the shade is immune to all damage, but can take no actions other than controlling Jawbone. If the controller is not Vallis, Jawbone receives one negative level and loses its regeneration ability.

Tactics: If Vallis is present, she has a pretty good grasp of the abilities of the different party members, and engages the group intelligently. Otherwise, the creature is limited in its offensive options and picks on divine casters, followed by party members in heavy armor. Jawbone presents a massive physical threat with no obvious weak points (aside from being undead), but may be more than a match for the party in a straight fight. If they elect to turn and run, Jawbone makes no effort to pursue (and even forgoes attacks of opportunity on fleeing targets).

Treasure: Inside the casket is Vallis' now rather dry and aged form, along with all the gear her shade uses. This includes her +1 full plate, +1 heavy shield, +1 heavy mace and her +1 cloak of resistance, all of which are irrevocably stained with blood. Her body is wrapped in a dark-gray funeral shroud and is dressed in a ceremonial robe of Orcus that falls to bits at a touch. All of her equipment is neatly wrapped in pieces of white cloth. If the equipment is removed from the casket, it is likewise removed from her shade. Her holy symbol is around her neck and may not be visible at a glance (DC 16 Perception check to notice). If the holy symbol is removed, she loses access to all her spellcasting abilities that require a divine focus. Without her weapons, she moves into a support role (much to her chagrin), occasionally engaging in melee using her *inflict* spells.

Note: For a low-level party or one that prefers puzzles over combat, there are ways around Jawbone's might. If the party deduces Vallis' motivations from the many murals around the room, they might know that she loves glory and chaos more than she loves Orcus. Attempting to preach the virtues of another god of battle (such as Muir or Bowbe) gives Vallis pause — long enough to open her casket at any rate. Getting her to admit that she follows Orcus only out of convenience is enough to prevent her from being able to control Jawbone (although the other shades are still able to do so).

Finally, convincing Vallis that her fighting days are not over and offering to resurrect her body (along with a DC 32 Diplomacy check) results in her forcing Jawbone to stand down. In addition, she won't appear for the rest of the level so long as the party looks to make good on its promise.

Should Vallis be restored, she is still bloodthirsty and prone to fits violence at the worst possible times, but she follows any new faith without guestion and can in time be rehabilitated.

Area 6B-21: Schadenfreude (CR 4)

This room appears empty, which should be a warning itself. The ceiling is 60 ft. high with a *major image* (CL 14th) cast over it to make it look like it is a mere 15 ft high. Davith suspects (perhaps rightly so) that adventurers are lax in checking the ceilings of dungeons and decided to have some fun.

The entire floor of the room is a **trap**, and not a subtle one. One round after someone steps on the floor, a powerful spring is released, throwing everyone standing on the ground 8d6 feet into the air (and through the illusionary ceiling). Characters take 1d6 points of damage for each 10 ft. they fall based on how far they are thrown, with all the usual modifiers. The trap's quick reset time means it can be rather difficult to stop once it starts.

This trap is not terribly deadly, but it amuses Davith to no end. The easiest way around the trap is for one character to trigger it, and then dash across immediately after it fires.

Shades: Davith finds this trap to be the epitome of humor, while the other shades think it childish in the extreme. If the party is trying something clever to get around it, Davith gleefully sets off the trap himself to foil their efforts.

Note: As long as this trap is active, no random encounters occur in this room or Area 6B-22 or Area 6B-23.

SPRINGY FLOOR TRAP

CR 4

Type mechanical; **Perception** DC 30 (DC 20 if the floor is specifically checked); **Disable Device** DC 20

Trigger: location; **Reset**; automatic (1 round) **Effect:** everyone standing on the floor is thrown 8d6 feet into the air.

Area 6B-22: Can't Keep a Good Man Down (CR 8)

This room is wide and relatively spacious, with only four columns for decoration. The room has seen a lot of combat. Deep gouges scar the walls and a series of burn marks along the floor hint at past skirmishes.

Four secret doors hide **4 troll abominations**. These feats of necromantic genius are the cause of the battle-scarring. The foul unlife that sustains these creatures is linked between them. The secret doors open 2 rounds after anyone enters the room.

TROLL ABOMINATION (4) XP 800

CR 4

Variant fast troll zombie (Pathfinder Roleplaying Game Bestiary "Troll", "Zombie, Fast") NE Large undead Init +3; Senses darkvision 60 ft.; Perception +0

AC 20, touch 12, flat-footed 17 (+3 Dex, -1 size, +8 natural) hp 44 (8d8 plus 8) Fort +3; Ref +6; Will +6 Immune undead traits

Speed 40 ft.

Melee bite +11 (1d8+6) and 2 claws +11 (1d6+6) and slam +11 (1d8+9)

Space 10 ft.; Reach 10 ft. Special Attacks quick strikes, rend (2 claws, 1d6+9)

Str 23, Dex 16, Con —, Int —, Wis 10, Cha 10 Base Atk +6; CMB +13; CMD 26 Feats Toughness Skills Acrobatics +3 (+7 jump), Fly +1, Stealth -1

Linked Unlife (Su) Should an abomination be reduced to 0 hit points, it collapses in a pile but is restored 4 turns later, healing one-third of its hit points for every other troll abomination still standing. Hacking at a fallen abomination does nothing to slow its rise, but pouring holy water over its corpse delays its return by 2 turns. If an abomination is restored in this manner when all other abominations have collapsed, it is instead destroyed.

Area 6B-23: The Grave of Davith Foundling, Slave Trader (CR 9)

This room looks more like a twisted museum than a tomb. Various exhibits are placed in the wall alcoves, which are neatly signed, and include some description as to their history and use. These include an iron maiden, a set of stocks, thumbscrews and a chain-o'-nine-tails among others (GMs are advised to alter these items and the room to suit their players' sensibilities, perhaps changing this to a museum of particularly fine art of terrible sea monsters).

The floor is made of large brown tiles with deep channels running between them, all sloping slightly toward a drain in the center. Several smoky black torches in sconces high up on the walls cast a dim light.

The niche at the back of the room contains a slightly raised stone slab with a sheet of thick glass set into it. Davith's tomb, complete with all his worldly possessions, is beneath the glass sheet. He is dressed in his old naval gear, the trappings of some forgotten coastal nation's navy. This is one of the few concessions Davith made to the man he once was. The remainder of the room embraces the cruel pain-worshipper he became.

At the far end of the room, sitting directly atop Davith's grave, is **The Flesh**, an aberration made of many parts of corpses sewn together. The Flesh has many colors and textures, and the iron sutures that hold it all together are clearly visible. The Flesh has no clear anatomy; eyes, ears and mouths of all sizes are placed randomly around its body. It moans constantly, obviously in immense agony.

The Flesh has limited movement, and mostly just rolls and lurches slowly around the room. It has many limbs randomly attached to it, odd broken appendages no larger than a human leg that flex at odd angles. The limbs end in fragments of nail or bone, and constantly scratch and scrape at itself in a desperate attempt to end its misery.

The only way to damage The Flesh is for the party to wound themselves. The first time they're wounded by The Flesh, draw attention to the fact that the same wound inflicted on the PC (perhaps a deep double scratch from a misshapen claw) also appears on The Flesh. The Flesh regenerates quickly, however, so it is a challenge for the party to damage themselves quickly enough to destroy The Flesh without actually killing themselves.

CR 9

THE FLESH XP 6,400 N Large aberration (see the Appendix) Init +4; Senses darkvision 60 ft.; Perception +15

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural) hp 115 (10d8+60 plus 10); fast healing 8 Fort +9; Ref +3; Will +11 Defensive Abilities invulnerable (see below); Immune magic, weapon damage Weakness cannot run, kindness, suffering

Speed 10 ft. **Melee** 6 arms +11 (1d6+5)

Space 10 ft.; Reach 10 ft. Special Attacks misshapen, pain

Str 21, Dex 11, Con 22, Int 3, Wis 15, Cha 7 Base Atk +7; CMB +13; CMD 23 (can't be tripped) Feats Combat Reflexes, Improved Initiative, Iron Will, Lunge, Toughness

Skills Acrobatics +0 (-8 jump), Fly -2, Perception +15, Stealth -4

Invulnerable (Ex) The Flesh is unable to be damaged directly (although it still feels pain).

Kindness (Ex) If a cure or *heal* spell is cast on The Flesh, or if it benefits from any other form of magical healing, it does not regain hit points but its pain is momentarily relieved, and it is considered stunned for 1 round.

Misshapen (Ex) The Flesh has 6 arms, but due to its poor shape it can only use 1d4+2 in a full attack.

Pain (Su) If The Flesh is struck by a physical attack, it emits a wave of negative energy that deals 3d6 points of damage to all creatures within 30 ft. (DC 16 Will save for half). This negative energy also heals undead. This can occur only once per round.

Suffering (Su) If damage is inflicted on a living creature within 30 ft., The Flesh takes that same amount of damage. This includes damage dealt by The Flesh itself.

Tactics: The Flesh is a creation of Kenneth, Davith and the bone cobblers, and is a sad creature. It is not evil, or even really malign; it is simply mad with pain and does anything to make it stop. It normally spends its time in its bed where it is first encountered, huddled and crying. It associates movement with pain, and immediately attacks anything nearby. **Davith** is quick to join in if he can. He alternates between using his pain ability by attacking himself, then attacking The Flesh (being healed by the negative energy of its pain aura). If Davith is not present, only **Tabitha** comes to the creature's defense (Kenneth and especially Vallis want nothing to do with this room). Tabitha hides among the torture equipment, sniping at the party, but goes to great lengths not to get too close to The Flesh.

Note: The Flesh (as stated above) is not evil, and a successful DC 35 Knowledge (dungeoneering) check reveals The Flesh for what it really is, an aberration magically fused with living bodies, oddly creating something less evil than an aberration and less malign than the undead. This is where a good working knowledge of Davith comes in. Players who can reasonably deduce that the creature is probably suffering to fulfil Davith's love of hurting things reduce the DC of the Knowledge check by 10. A DC 40 Diplomacy or Handle Animal check convinces The Flesh that the party wishes only to help it. Casting a relevant spell such as *calm emotions* or a *cure* spell reduces the DC by 8. Other creative uses of spells or equipment to calm the creature and sooth its suffering and pain may lower the DC still further.

A close inspection of the iron sutures show them to be covered in simple runes (Kenneth made them, not knowing what Davith intended to use them for). A DC 25 Spellcraft check reveals a method for breaking the sutures by gently interfering with their magical nature. This process takes two minutes, and The Flesh needs to remain calm for that entire time. If the spell binding The Flesh is broken, it dies and its troubles are over.

Treasure: Inside Davith's tomb is all the equipment present on his shade. This includes his +2 breastplate, +1 harpoon, 2 (non-magical) spears, and his *ring of swimming*. The naval uniform is in quite good condition and could be sold for 200 gp to a collector. If this equipment is removed, Davith's shade is reduced to throwing rocks or hitting himself with whatever he can find to trigger his pain attack.

Area 6B-24: Inexhaustible Supply (CR Varies, up to 7)

This room is a playroom for the dark forces that inhabit this level. The floor is covered with thousands of bones, some yellow with age, others

white and fresh. Carvings and statues adorn the walls, a testament to the ego of its builders. Statues of the four shades stand in alcoves on the west wall (at **A**, **B**, **C** and **D**). They're life size and rendered in incredible detail (close-ly resembling the status in **Area 6B-3**). They are all in traditional angelic poses, standing straight with their hands clasped to their chest. A slot in each statue is over the heart, with an iron handle poking out. The switches are all in the "up" position. The statues are making silly faces: Kenneth is licking his nose while cross-eyed; Vallis is contorting her face into an exaggerated snarl; Davith is pouting; and Tabitha is feigning surprise.

In the center of the east wall is an archway (E) decorated with a dragon's head at the top with its wings drooping over the frame. Four heavy iron portcullises block the archway. Behind the portcullises are two more switches (F).

In the center of the room (G) is a raised stone platform sitting above the bones. A five-pointed star decorated with iron inlay is carved into the floor here. The image of a stylized skull is carved deep into the floor at each point of the star.

The switches control the portcullises.

• A raises the first and fourth portcullis, and drops the second and third

• B drops the first two portcullises and raises the latter two

• C raises the first, second and fourth portcullises, and drops the third. A second later, the first and fourth portcullises drop back down.

• D raises the second and third portcullis, and drops the first and fourth.

• Should any two switches be pressed at the same time, all four portcullises drop down.

The puzzle is not terribly complicated, a PC need only move through the portcullises while an ally operates the switches in order: **A**, **C** then **B**.

The two switches (\mathbf{F}) are larger and heavier. The switch on the north wall is shaped like a tongue extending from a mouth carved into the wall. Pulling this switch causes all the portcullises to fall back down.

The switch on the south wall is shaped like a sword stabbing a carving of a wounded doe. This switch at first raises all the gates. But 1 round later, the gates slam closed. On the third round, the portcullises raise and stay open. After this switch is pulled, all switches cease functioning.

The portcullises are thick steel bars, difficult to break but not impossible. The bars are covered in 6-inch spikes welded on at odd angles to discourage heroes from forcing the gates open. The spikes also make it very unpleasant to stand directly beside a gate when it opens or closes. A Medium creature has just enough room to stand under an open portcullis while the ones on either side are closed.

Iron portcullises: 3 in. thick; hardness 10; hp 90; Break DC 26 (anyone failing a Break check takes 2d6 points of piercing damage from spikes on bars)

The spiked portcullises raise and lower with great force and speed. Anyone standing under a portcullis when it closes takes 6d6 points of piercing damage (DC 17 Reflex save for half). Similarly, anyone standing next to a portcullis when it opens takes 3d6 points of piercing damage from the numerous spikes welded to the bars (DC 15 Reflex save for half).

Four rounds after PCs enter the room (or after the first switch is flipped), the circle in the center of the room begins to hum like a cello being tuned. The shades use the bones in this room to defend it, each lending their own flair to the proceedings.

Every 5 rounds, **5 fragmented skeletons** rise at each point on the star. If one of the shades is able to materialize in the center of the circle (**G**) on the round before the skeletons form, the skeletons each gain a special property (see below). After 5 rounds, 5 new skeletons form and another shade can materialize, and the cycle begins anew. The circle continues to generate skeletons until the sword switch (**F**) is pulled or no living creatures remain in the room.

• If **Davith** materializes in the circle as the skeletons form, they gain the wounding property in addition to their natural attacks. The skeletons' attacks deal 1 point of bleed damage with each successful strike. Multiple hits from one of the skeletons increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. The bones of these skeletons drip red with blood.

CR 2

• If **Vallis** materializes, the skeletons burn with a gray flame and gain the following defensive ability:

Battle Ready (Su) When a skeleton with this ability is destroyed, it instantly reforms as a new fragmented skeleton (which does not possess this ability).

• If **Tabitha** materializes, the skeletons gain an extra 11 hp and the Improved Grapple feat. These skeletons have much longer arms and lope like an ape, chattering their teeth all the while. If the skeleton hits a single victim with both claws, it grabs hold of the target. If Tabitha has access to a weapon for sneak attacks, this could get very dangerous.

• If **Kenneth** materializes, the skeletons gain a blue hue to their bones, and one of them (chosen at random) gains the following special attack:

Bone bomb (Su) As a standard action, this skeleton can explode in a ball of negative energy that deals 4d6 points of negative energy damage to all targets within 10 ft. (DC 16 Will Save for half, undead are not healed by this effect). The save DC is Charisma-based. If any other blue skeletons remain, one of them within 60 ft. (at random) gains this ability. This ability is passed on until no blue skeletons are left.

FRAGMENTED SKELETONS (5) XP 600

NE Medium undead (see the **Appendix**) Init +1; Senses darkvision 60 ft.; Perception +2

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 25 (3d8+9 plus 3) Fort +4; Ref +2; Will +5 DR 5/bludgeoning; Immune undead traits Weakness shabby

Speed 30 ft. **Melee** 2 claws +6 (1d6+3)

Str 16, Dex 13, Con —, Int 9, Wis 14, Cha 16 Base Atk +2; CMB +5; CMD 16 Feats Toughness, Weapon Focus (claw) Skills Climb +9, Intimidate +9, Stealth +7

Shabby (Ex) Due to the poor quality of this necromantic creature, it has a chance of falling apart whenever it takes damage. When it is hit, roll 1d8. On a 1, the skeleton is destroyed. These skeletons fall apart one hour after they are created.

Note: This room is intended to be rather difficult for those not prepared. Simply pinning a shade or destroying the shades and attempting to leave the room before they reform reduces the difficulty by a sizable amount. Raiding the shades' tombs makes this battle far more even.

Area 6B-25: The Source (CR Varies, 12+)

This room contains the ultimate encounter of this dungeon level. The room is massive, nearly 200 ft. in diameter. It is tall as well, rising 200 ft. high in the center to a domed ceiling and sloping down to 120 ft. high near the walls. The walls, floor and roof have been carved to resemble the inside of some grand cathedral or tomb, with all the decoration the stonemason could fit. The centerpiece is a great iron chandelier with 666 black candles burning with a gray, magical flame. The area would be rather grand if not for the obvious self-congratulation.

The room is devoid of furniture. A massive pile of bones, twisted iron and dried blood sits in a 20 ft. wide heap in the center of the room. As PCs approaches, the pile of bones bursts into unlife and soars into the air. This is the **ravener Kallinstraids** who served the shades in life as their mount and faithful companion. All shades who are able attempt to materialize in the area as well. **Davith** and **Vallis** appear 30 ft. in front of the PCs, while **Tabitha** appears behind near the wall. **Kenneth** appears mounted atop Kallinstraids, howling with glee. **Tactics:** If the party has not disturbed the shades' tombs, this fight may go badly for them. Kallinstraids is a vicious monster, made all the worse by its ability to rapidly reform the shades. It stays high in the air, using its breath weapon as often as it can and being very cagey about when to directly engage the party and when to reform its friends. If Kenneth is not around to help, Vallis rides on his back instead, making use of her touch to keep Kallinstraids healed.

The PCs may be able to employ one trick: The iron chandelier is held to the ceiling by nothing more than a slightly rusted chain. If this chain is snapped, it deals 10d6 points of bludgeoning damage to everyone within 10 ft. of the center of the room. If this chain is snapped while Kallinstraids sits in its bone pile, the party could secure the upper hand.

If Kallinstraids is destroyed, the shades are unable to be restored and their threat passes.

In the southwest corner of the room is a **vault door**, locked but not trapped. There is no key for this door. To open it, a wheel on the front of the door must be spun four times to the left, five to the right, then once more to the left. All of the shades know this combination.

Locked Vault Door: 2 in. thick; hardness 10; hp 120; Break DC 22; Disable Device DC 30

CR12

KALLINSTRAIDS

Young red dragon ravener (Pathfinder Roleplaying Game Bestiary "Dragon, Young Red", Pathfinder Roleplaying Game Bestiary 2 "Ravener") CE Large undead (dragon, fire) Init +5; Senses blindsense 120 ft., darkvision 240 ft., dragon senses, low-light vision, smoke vision; Perception +25 Aura cowering fear

AC 24, touch 12, flat-footed 23 (+1 Dex, +2 deflection, +12 natural, -1 size) hp 93 (11d8+44) Fort +11; Ref +8; Will +12 Defensive Abilities channel resistance +4, soul ward (24 hp); Immune; fire, undead traits Weakness vulnerability to cold

Speed 40 ft., fly 200 ft. (poor) **Melee** bite +19 (2d6+13/19–20), 2 claws +19 (1d8+9/19–20), tail slap +14 (1d8+13/19–20), 2 wings +14 (1d6+4/19–20) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** breath of unlife, breath weapon (40 ft. cone, DC 19, 6d10 fire, and 2 negative levels), critical hits with natural weapons inflict 1 negative level (DC 19), soul consumption, soul magic

Spells Known (CL 4th; melee touch +19, ranged touch +11): 2nd—see invisibility

1st—decompose corpse* (DC 15), detect magic, mage armor, sculpt corpse** (DC 15)

0 (at will)—arcane mark, detect magic, mage hand, prestidigitation (DC 14), read magic, resistance

Str 29, Dex 12, Con —, Int 16, Wis 17, Cha 18 Base Atk +11; CMB +21; CMD 34 (38 vs. trip) Feats Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike Skills Acrobatics +1 (+5 jump), Appraise +17, Bluff +18, Fly +9, Intimidate +26, Knowledge (religion) +17, Perception +25, Sense Motive +17, Spellcraft +17, Stealth +19; Racial Modifiers +8 Intimidate, +8 Perception, +8 Stealth Languages Common, Draconic

Breath of Unlife (Su) Kallinstraids can opt to use its breath weapon on an unoccupied area of the ground. This does no damage, but instead reforms 1d4 shades that have been destroyed.

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Area 6B-26: Was It Worth It?

After the grand nature of the previous room, this one is quiet and practical. The room is filled with stone shelves holding an assortment of items. At the back of the room is a swinging door that looks like it has seen a lot of use. Most of the objects here are components for refilling the various traps found around the level. A few canisters of poisonous substances are around, and the shades (being immune to their effects) have gotten sloppy at keeping the area clean. Anyone handling an object in this room has a 10% chance per item of exposing himself to a particularly nasty mixture of **poisonous residue**.

The room also contains various interestingly shaped bones from unusual humanoids that died on this level. Most of the gear from fallen adventurers is sold or given to the Orcusites elsewhere in the dungeon, but some items remain here (see "**Treasure**" below).

Everything (including the magic items) is clearly labeled, and apart from the poison, no traps or tricks are here. The shades honestly believe that no adventurer could ever breach this room. It brings to mind the backroom of a theater, a messy pile of props to allow the shades to put on their show.

POISONOUS RESIDUE

Type poison (contact); save Fortitude DC 18; frequency 1/ round for 2d6 rounds; effect 1d3 points of damage to a random physical attribute (determined when first exposed); cure 1 save.

Treasure: The trap components could be sold for 4,500 gp to anyone with a keen interest in mechanics or poisons. In a pile are 38 silver holy symbols (to 8 different gods), Vallis' personal scorecard. The jaw of some large creature could find a collector of such oddities, and may fetch up to 500 gp. There is also a pile of 300 gp worth of mundane gear (mostly containers, chains and rope) that the shades will eventually break down for scrap. Materials are here to reload the level's various traps, including spikes and 2 large low-quality rubies for the trap in **Area 6B-9**

A few curious items are also found here, including:

 \bullet A silver pendant of a dragon, which answers questions about dragons when asked in Elvish. It grants a +4 circumstance bonus to any Knowl-

edge (arcana) checks regarding dragons.

• An intricate dagger with a red hilt. The dagger is one of the keys needed to open a door elsewhere in the dungeon (Level 3B, Area 3B-20, of *Rappan Athuk*).

• A "replacement" arm: A perfectly preserved limb of a Medium humanoid with alabaster skin and uncomfortable red tattoos. If this limb is affixed to the shoulder of a Medium creature that has lost its arm, it reattaches within minutes. While the process is excruciatingly painful, the arm functions properly for them with no ill effects.

• A lovely cigar case, which when the command word "grateful" is spoken, unfolds over the course of one round into a +1 adaptive* composite shortbow. The word "return" causes it to fold back at the same speed. A DC 27 Perception check is required to notice the mechanism on inspection. This was once Tabitha's weapon of choice for assassinations.

The real treasure (as alluded to in **Area 6B-2**) is the floor. The floor is literally paved with gold, although centuries of dust, grime and grease obscure it so anyone who is not specifically looking for it might miss it (DC 40 Perception check to notice otherwise). If the gold it pulled up and cleaned (which would take four people a week to accomplish), it would be worth 35,400 gp.

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Area 6B-27 Behind the Scenes (CR 8)

Standing completely still in a neat formation near the back wall are **16 zombies** and **14 skeletons**. These are the workers that keep the level running, its traps loaded and its halls clear. They obey commands from any of the shades and attack if anything other than a shade enters the room.

ZOMBIES (16) XP 200

CR 1/2

CR 1/3

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

SKELETONS (14) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Skeleton")

Tactics: The undead simply charge, attempting to overwhelm their at-

tackers. They have no special gear and tactics and fall to all but the most worn-down of adventurers.

Area 6B-28: The Room of the Lovers

This room was built by Davith and Tabitha to allow them time together away from the others. The room has no furniture other than a pile of dry hay. The walls are covered in rather amateurish poetry and drawings chronicling the growing romance between the pair. There is a passable painting of a half-orc ripping various fantastical creatures in half while a short elf watches. The poetry is uninspired, with Davith and Tabitha praising the other with heavy-handed verse, as new lovers are wont to do.

The only treasure in the room is under a loose brick in the hay (DC 20 Perception check to find). Inside is a small wooden box containing a gold ring with a large ruby set into it (worth 3,500 gp). This was the ring with which Tabitha planned to propose to Davith with, but the ritual to transform them into shades was completed before she worked up the courage. She takes out her ire on any PC she sees wearing the ring. If a PC figures out the nature of the ring (a DC 10 Appraise check identifies it as an engagement ring), they may find it useful in any attempt to placate Tabitha.

It is possible that a particularly skilled and insightful PC could convince Tabitha and Davith (along with a pair of DC 35 Diplomacy checks for each) that allowing themselves to be resurrected may bring them more happiness than an eternity of unlife. The GM is free to roleplay this as they wish, but even if the PCs do manage to *raise* Davith and Tabitha, they are still utterly deplorable people who cause the party no end of grief.

In the Event of an Emergency

It's possible that the party assaults this level and is repelled. The shades waste no time in cleaning up the mess and resetting their traps. If their tombs are raided, they purchase fresh equipment from the Orcusites of *Rappan Athuk*. After preparing the gear in a ritual, it once again appears on their shades. This ritual takes one week and requires Vallis to be free of the *Ghostbind*. The shades also use some of the gold from **Area 6B-26** to purchase new defenses as required, such as golems or traps.

Part 8 New Encounters

Introduction

Rolling up random encounters is always good fun, and serves many purposes. Not only does it provide opportunities for horrible things to happen to PCs, it also drains them of spells and consumables and can keep them on their toes. Random encounters are at their best when the PCs expect to be attacked at any moment and as such waste spells and miss sleep out of paranoia, and therefore get all the drawbacks of fighting a pack of marauding kobolds without gaining any loot or experience.

To aid in keeping your PCs tired, frightened or dead, here are a few encounters that can be much more dangerous than simply the sum of their CRs. Most of these are more effort for the GM than a simple squad of monsters, and may require a little tailoring to truly shine. Often players don't take random encounters seriously enough, but this is Rappan Athuk and the PCs should experience true dread whether they're up against a boss in his set-piece room or whether they just walk down the wrong corridor at the wrong time.

Finally, I am forced to admit that I do indeed love weaponized teapots. -Alex

Drifter and Hel's Angels (CR varies, up to 10)

Sometime when the party is camping on the surface, whether in town or in the wilderness, they are approached by a young elf named **Drifter**. Drifter carries a large backpack and is dressed in a mixture of rags, scarves and traveler's clothes with a friendly smile. Drifter claims that he heard of the party at the last town they visited and while he is "no great adventurer" himself, he offers to lend any assistance he can. Drifter asks nothing in return other than 1gp a week and to be able to listen to the party tell tales of their exploits.

Drifter's purpose, however, is far more sinister. Weeks ago his friend **Jessu** received a vision from Hel, The Lady of Pestilence. In her vision, Jessu learned that the PCs would drive disease from the land and "bring light to dark places". Jessu sent Drifter to spy on the party and discover their weaknesses while Jessu organizes a force to destroy them in Hel's name.

The "Hel's Angels" do not need to be just a once-off encounter. If Jessu and her Angels are unable to destroy the party, there may be nothing preventing her trying again. She may collect other mercenaries from the list below to shore up her losses. Any time the PCs engage a pack of goblins and one escapes or they threaten a merchant instead of paying them, the Hel's Angels may gain another member or a sponsor.

For this reason a brief section of backstory is provided for each member. This gives some insight into their motivations, as well as suggesting how they may develop. Even if the Angels disband, these mercenaries could return later to be hired, or may be in the employ of the forces arrayed against the players.

Encounter

The encounter is designed for a Level 4+ party, which is about the point where a party that started at Level 1 or 2 should have managed to achieve something great enough to have attracted Hel's attention and to give Drifter a plausible cover-story to join.

This encounter is also significantly more complicated than most and to help some tactics have been provided for each anti-hero. These are only suggestions and the tactics should shift to pose the greatest threat possible to the party!

Drifter

Drifter carries many mundane tools (listed below) as well as being skilled at and knowledgeable in several subjects. He has never been to Rappan Athuk and knows little about it, instead having focused on history, the arcane and religious scholarship.

When working with the PCs, he claims that he is most useful when carrying things or going about menial tasks. He can also care for the wounded and stand watch. Drifter, while duplicitous, is not evil and is infallibly loyal to Jessu, believing her to be a true expression of her god's will. He serves the party loyally enough and makes no attempt to cause them harm. He would prefer to wait until Jessu is in position than risk drawing attention to himself.

This event should be a bit of fun for the GM. First of all, Drifter needs to integrate himself into the party, never being too visible but never getting left behind either. If the PCs talk about tactics or their strengths and weaknesses within earshot of Drifter, the GM should make a note of what was said. After a sizeable number of notes have been collected (approximately three times the numbers of PCs), Drifter uses his scroll of *dream* to tell Jessu what she needs to know to hunt and destroy the party!

Drifter can arrive weeks or even months before the ambush is to take place. It is unlikely that the party's actions convince Drifter to abandon his mission; every evil creature they destroy and every dungeon level they clear only makes Jessu's prophetic vision seem more likely.

Tactics

Drifter was not lying when he said he was "no great adventurer". His spell-book is intentionally limited so as to make it easier to conceal, and his training makes him very effective in social situations as well allowing him to pick up new skills quickly. His usual strategy in combat is to cast *invisibility* and from there either to run away or to move to a more defensible position.

From there he casts his favorite spell, *hideous laughter*, on whichever target he deems most appropriate. Once the target is prone he opens up with his longbow until they recover, before repeating the process. He holds his casting of *magic missile* in reserve until he spots a wounded target and uses it to finish them off. Drifter is very bright and analytical, more so than anyone else listed here and as such he is the most likely to adjust his tactics to the changing conditions of battle.

Although he's certainly in the best position to provide tactics to the Angels he lest Jessu lead, partly out of respect to Jessu, and partly because he does not want to draw attention to himself.

Morale

Drifter likes Jessu and believes that her connection to the divine will make her great, but is also smart enough to know that doesn't make her invincible. If he can see that the battle will not end well, he yells "time to go!" and tries to convince the Angels to retreat. If Jessu or Hands collapse from their wounds he carries them clear of the battle, fearing for their lives.

DRIFTER

XP 1,600

CR 5

Male elf enchanter 4, rogue 2 N Medium humanoid (humanoid, elf) Init +7; Senses low-light vision; Perception +6

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 31 (4d6+2d8 plus 4) Fort +1; Ref +7; Will +4; +2 vs. enchantments Defensive Abilities evasion; Immune sleep

Speed 30 ft.

Meleedagger +3 (1d4/19–20/x2)Rangedlongbow +6 (1d8/x3)SpecialAttacksSneakattack +1d6EnchanterSpell-likeAbilities(CL 4th; melee touch +3):7/day-dazingtouch

Spells Prepared (CL 4th; melee touch +3, ranged touch +6): 2nd—hideous laughter⁸ (DC 17), hideous laughter (DC 17, x2), invisibility

1st—charm person^B (DC 16), color spray (DC 15), mage armor, magic aura, magic missile

0 (at will)—dancing lights, ghost sound (DC 14),

prestidigitation, ray of frost (DC 14)

Arcane School Enchantment Opposition Schools Abjuration, Divination

Str 11, Dex 16, Con 10, Int 18, Wis 10, Cha 14 Base Atk +3; CMB +3; CMD 16

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (Enchantment)

Skills Acrobatics +11, Bluff +13, Climb +4, Diplomacy +4, Disguise +10, Escape Artist +12, Heal +2, Intimidate +4, Knowledge (arcana) +13, Knowledge (history) +8, Knowledge (religion) +8, Perception +6 (+7 to locate traps), Profession (cook) +4, Profession (scribe) +4, Sense Motive +4, Sleight of Hand +7, Spellcraft +13 (+15 to determine the properties of a magic item), Stealth +12, Swim +4

Languages Celestial, Common, Draconic, Elven, Goblin, Sign Language

SQ arcane bond (ring), rogue talents (honeyed words)*, trapfinding +1

Combat Gear scroll of dream (hidden inside a lead tube), 3 flasks of oil; **Other Gear** dagger, longbow, 15 arrows, backpack, bedroll, blanket, block and tackle, bucket, bullseye lantern, crowbar, 3 iron spikes, pot, 50 ft. silk rope, small collection of books, spellbook, spell component pouch, gold and silver ring (200 gp value), 15 gp, 2 sp. *Pathfinder Roleplaying Game Advanced Player's Guide

Spellbook: Drifter's spellbook pages are neatly bound into a rather dry book on the history of needlework. It contains all spells prepared above plus: 1st—*comprehend languages, identify;* 2nd—*knock, obscure object, scorching ray.* The book has no free pages.

Note: Drifter's gear should be increased to match the terrain in which he encounters the party, such as winter blankets for colder climes or extensive climbing gear for mountainous areas. None of this gear should be magical. He also carries a notebook which includes all the things he's heard the PCs say about their combat skills and weaknesses. Finding this book should be an interesting read as the PCs realize what things they may have carelessly mentioned.

Jessu

Jessu is a young priestess of Hel with a sickly complexion and oily white hair. The story goes that the first words she ever heard were Hel commanding her and giving her divine purpose. Jessu was struck deaf by the experience, but has risen to her new station with the help of Drifter and her partner Luli, known as "Hands". Hands, Drifter and Jessu communicate in sign language, earning Jessu the nickname "Gesture".

Jessu spent her youth in service to Hel, setting up a small chapel to her in her hometown and carrying out works in her name. Her favorite pastime was hunting bandits with Hands and Drifter, before nailing the bandit's bodies to fence posts around the town to appease Hel and protect the town from disease.

Jessu is very friendly and has endeared herself to a few of the people she's come across in her travels. Considering her travels usually involve spreading disease and death by Hel's command, it's not surprising that those who call her 'friend' are themselves strange and broken individuals. Jessu feels no guilt about those that suffer at her hands — Hel's voice in her head has her certain that her purpose is divine and she is only doing what must be done.

Tactics

Jessu casts *shield of faith* and *false life* before battle. She always opens a fight with *raise the dead* to summon a skeleton, still covered in rotting, diseased flesh. The ability to summon a skeleton fills her with a childlike glee and she will continue to fire off her spells — *cause fear, bless* and *bane* — before casting *silence* on herself and wading into melee.

If one of the Angels intends to attack spellcasters she casts *silence* on the ally instead. If Therris is in the party Jessu casts *silence* on her first; Therris has no abilities with verbal components, but Jessu silences her mostly because Therris just gets on Jessu's nerves.

Morale

Hel has given Jessu divine orders, and Jessu follows them unquestioningly. She never betrays her purpose but she does have one weakness: if Hands is threatened but not killed, Jessu can be convinced to back off or surrender temporarily. If she is able to secure Hands' safety she resumes hunting the party.

Special

Jessu is driven by her faith, but oracle of Hel or not, when the chips are down she's just a young woman from a small town. If Hands is killed, Jessu screams in silent rage, sweeping all sound from the battlefield in her grief (as an immediate action Jessu casts *silence* at her oracle caster level, centered on herself, with an enhanced radius of 200 ft.; this is a supernatural ability.) This is also a literal moment of silence for Hands.

Jessu does everything in her power to avenge her partner for the duration of the spell. When the spell ends she attempts to recover Hands' corpse, then flees, plans for revenge and *raise dead* already forming in her mind.

JESSU "GESTURE" XP 1,200 Female human oracle

CR 4

Female human oracle 5 (Pathfinder Roleplaying Game Advanced Player's Guide) LE Medium humanoid (human) Init –1; Senses oracle's curse (deaf); Perception +4 (+7 on checks that do not rely on hearing)

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield) Fort +3; Ref +2; Will +3 hp 46 (5d8+10 plus 10)

Speed 20 ft.

Melee morningstar +6 (1d8+2 plus poison) Ranged heavy crossbow +4 (1d10/19–20) Special Attacks bleeding wounds, raise the dead, silence Spells Known (CL 5th; melee touch +5, ranged touch +4): 2nd (5/day)—false life^B, inflict moderate wounds (DC 16), silence (DC 16)

1st (7/day)—bless, cause fear^B (DC 15), cure light wounds, inflict light wounds (DC 15), shield of faith

PART 8: NEW ENCOUNTERS



0 (at will)—create water, detect magic, guidance, light, read magic, stabilize **Mystery** Bones **Oracle's Curse** Deaf

Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 18 Base Atk +3; CMB +5; CMD 16 Feats Abundant Revelations^{*} (raise the dead), Combat Casting, Silent Spell, Toughness, Weapon Focus (morningstar)

Skills Heal +7, Knowledge (history) +8, Knowledge (religion) +8, Perception +4 (+7 on checks that do not rely on hearing), Spellcraft +8, Stealth –5 Languages Common

Combat Gear deathblade poison (1 dose); **Other Gear** breastplate, heavy steel shield, morningstar coated with deathblade poison, heavy crossbow, 20 crossbow bolts, backpack, 1d4 x 10 pp.

Silence (Su) As an immediate action, in a time of extraordinary stress (GM discretion, see above), Jessu may invoke *silence* (CL 5th), centered on herself, with an enhanced radius of 200 ft. This may happen no more than once per week.

*Pathfinder Roleplaying Game Ultimate Magic

Treasure: Inside Jessu's backpack are several small leather bags, each containing 200 gp. There is one bag for each of the Angels. The exceptions are the bags for Emile and Kruin, both of which only contain 100 gp each in gemstones. Perrit's bag has 200 gp of small gemstones.

Luli "Hands"

"Hands" is a bard with long red hair that reaches her waist. Hands is a poor singer, instead choosing to focus on her dancing and her archery. She could make good money in taverns combining famous or popular dances with an indoor archery demonstration! She is less interested in completing her performance than she is in starting a brawl. Her idea of a good night is walking away from a burning tavern with her pack full of stolen coin and bottles. She cares about Jessu above all else and is her voice in social situations.

Hands has known Jessu since a very young age and shares her friend's beliefs. She enjoys nothing more than leaving ruin in her wake and is fascinated by the way every living thing tends toward decay. One of her favorite childhood activities was to pick a flower and put it in a vase without water, watching it wither and die.

Tactics

If Hands has a moment to prepare, she casts *blur* on herself. When the fighting starts she starts dancing then cast *allegro* on herself and

starts filling her target with arrows. If a spellcaster is being trouble she attempts to cast *fumbletongue* on them. Hands can also cast *silence* on her arrows before firing at opponents. If one PC is directing the battle and shouting orders, a *silent* arrow can keep them quiet for a little while.

Hands works more to turn the tide of battle with a volley of arrows here or a well-placed spell there, rather than focusing on taking down one specific opponent.

Morale

Hands follows Jessu's orders without question. So powerful is this bond that if Hands must make a Will save against a mind-affecting effect, she receives a +2 bonus on roll if she is within 20 ft. of Jessu.

Should Jessu be slain, Hands does not leave the battlefield until she has managed to avenge her death (either with arrows or *ear-piercing scream*). From there she takes command of the Angels and devotes her life to killing the party.

LULI "HANDS" XP 1200

Female human bard (dervish dancer) 5 (Pathfinder Roleplaying Game Ultimate Combat) CN Medium humanoid (human) Init +3; Perception +8

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) **hp** 41 (5d8+10 plus 5)

Fort +3; Ref +7; Will +4; +8 vs. bardic performance, sonic, and language-dependent effects; additional +2 if within 20 ft. of Jessu

Defensive Abilities bond

Speed 45 ft.

Melee short sword +6 (1d6+3/19-20)Ranged +1 composite shortbow +9 (1d6+4/x3)Special Attacks bardic performance (countersong,
distraction, fascinate [2 targets, DC 15], inspire competence
+2), battle dance (inspire courage +2)Spells Known (CL 5th; melee touch +4, ranged touch +6):
2nd (3/day)—allegro*, blur, silence (DC 15)
1st (5/day)—charm person (DC 14), ear-piercing
scream*(DC 14), fumbletongue*(DC 14), sleep (DC 14)
0 (at will)—dancing lights, detect magic, ghost sound, light,
prestidigitation (DC 13), read magic

Str 12, Dex 16, Con 14, Int 11, Wis 10, Cha 16 Base Atk +3; CMB +4; CMD 17

Feats Deadly Aim, Point Blank Shot, Precise Shot, Rapid Shot Skills Acrobatics +13 (+17 jump), Bluff +11, Disguise +8, Escape Artist +9, Fly +1, Knowledge (history) +8, Knowledge (religion) +5, Linguistics +4, Perception +8, Perform (dance) +13, Ride +1, Sense Motive +8, Stealth +1 Languages Common, Sign Language SQ battle dance (15 rounds/day), fleet, well versed Combat Gear scroll of ghost sound (CL 8th); Other Gear chain shirt, short sword, +1 composite shortbow [Str +1], 40 arrows, 50 gp.

Bond (Su) The bond shared by Hands and Jessu transcends the will. If Hands must make a Will save against a mindaffecting effect, she receives a +2 bonus on roll if she is within 20 ft. of Jessu.

*Pathfinder Roleplaying Game Ultimate Magic

Treasure: In addition to her gear, Hands has three bottles wrapped in cloth at the bottom of her pack. Two of these bottles are good quality rum (worth 25 gp each). The third is an aged wine that Hands stole from a tavern a few weeks back. It is worth 50 gp as a great drink, or 120 gp to anyone who is knowledgeable about wine.

The Mercenaries

Jessu and Luli have access to a few mercenaries they can hire to help destroy the party. The GM should focus on the information Drifter has provided to draft the fewest mercenaries necessary. Jessu is wealthy but her funds are not bottomless. Jessu names her mercenary band "Hel's Angels" without a trace of irony, so sure is she that her purpose is divine. The Hel's Angels at full capacity should include roughly the same number as there are PCs.

The GM is encouraged to spend a little time crafting Jessu's party, and to treat them with the same respect that the GM would show to their own PC group. For Jessu this is her divine quest: to assemble a party of adventurers and to destroy those her god has warned her about. For the GM, this is a careful draft to assemble the best team possible.

The overall feel of this group should be that of a hostile adventuring party. It is easy to imagine that Jessu and the Angels have their own campaign with party dynamics and a story arc of their own. They probably even met in a tavern. What a shame then that only one party will walk away from this. It is for this reason that the mercenaries range from the highly effective down to Kruin. These are not the finely tuned killing machines of Orcus and Rappan Athuk; rather these are 'normal' people who've been paid a pile of gold to murder the party.

Kruin

CR4

Kruin is a dark haired lady clad in furs and rags. She is covered in dirt and leaves, and smells like a squirrel nest. Her teeth have been filed to points, and her blue eyes dart around in the manner of a woman who is one loud noise away from complete panic. She carries a greataxe slung across her back, her right hand permanently resting on its hilt.

Kruin may be hired to deal with a rogue or ranger. If given time to prepare before battle she can easily threaten anyone who is not ready for melee combat. While she's not very durable, she changes what kind of threat she presents to the party as the fight goes on. She does not fare well against armored targets, and particularly poorly against dwarves (who can more easily resist her *hydraulic push*). If any member of the party mentions that they need "time to set up" before battle or "need some space to be effective" then Kruin is an easy pick to take them down.

Tactics

Kruin casts *mage armor* and *shield* before any encounter (as well as drinking her *potion of bull's strength* if anyone reminds her). Once battle has started she charges into melee. She strikes with her weapon and uses her *arcane strike*. If she misses with a melee attack she uses her rage until she can no longer reach her target, or they are slain. After her rage ends she uses any remaining *elemental rays* or open up with *hydraulic push* to assist her allies (snarling as she does so). She uses her *potion of cure moderate wounds* at the earliest opportunity.

Morale

Kruin does not fight for money, only the visceral joy of combat, and she does not surrender while raging. If her allies surrender she continues to fight for 1 additional round, at which point she becomes disgusted by the "lack of spirit" shown by her allies and stops. She still does not surrender and just walks away, using a full withdrawal action if anyone tries to stop her.

KRUIN XP 800

CR 3

Female half-elf barbarian 1, sorcerer 3 CN Medium humanoid (elf, human) Init +1; Senses low-light vision; Perception +8

AC 9, touch 9, flat-footed 8 (+1 Dex, -2 rage) hp 37 (1d12+3 plus 3d6+9 plus 2) Fort +6; Ref +2; Will +3; +2 vs. enchantments Immune sleep; Resist electricity10

Speed 40 ft.

PART 8: NEW ENCOUNTERS

SPOOKS XP 800

Melee greataxe +8 (1d12+9/x3) Special Attacks rage (5 rounds/day) Bloodline Spell-Like Ability (CL 3rd; ranged touch +3): 7/day—elemental ray Spells Known (CL 3rd; melee touch +8, ranged touch +3): 1st (6/day)—burning hands (lightning) (DC 15), hydraulic push*, mage armor, shield 0 (at will)—detect magic, light, mage hand, ray of frost, read magic Bloodline Elemental (Air)

Str 22, Dex 12, Con 17, Int 7, Wis 7, Cha 18 Base Atk +2; CMB +6; CMD 17 Feats Arcane Strike, Eschew Materials, Power Attack, Skill

Focus (Perception) Skills Acrobatics +1 (+6 to jump), Handle Animal +8, Perception +8, Ride +5, Survival +2 Languages Common, Elven SQ fast movement Combat Gear potion of bull's strength, potion of cure moderate wounds; Other Gear greataxe, handy haversack, 3 days rations, waterskin, sharpening stone.

*Pathfinder Roleplaying Game Advanced Player's Guide

Note: Power Attack and Arcane Strike are included in the above statistics.

Statistics while not raging: While not raging, Kruin's statistics are AC 11, touch 11, flat-footed 10 (+1 Dex); hp 29; Fort +4; Ref +2; Will +1; Speed 40 ft.; Melee greataxe +6 (1d12+6/x3); Str 18, Dex 12, Con 13, Int 7, Wis 7, Cha 18.

Spooks

Spooks is probably not his real name. Spooks is a stocky dwarf who is rarely seen out of his armor: black full-plate painted white in places to give the effect of a skeleton. Spooks certainly has an affinity for bones; he never purchases weapons but instead carves his own swords from horse bones. These blades are intentionally weak and break on impact to create terrible bleeding wounds. His tower shield is decorated with fragments of bone and blood, making a horrifying tableau that Spooks is rather proud of.

Spooks talks freely and enthusiastically about his past; once a paladin of Thyr he killed a fellow acolyte while training. Rather than feeling shame at his deeds, the sight of exposed flesh and bones awakened a darkness inside him. He fled the temple that very night, eventually making his way to a cult of Hel, and it is through this cult that he knows Jessu. Spooks has embraced his new faith with zeal and spends his time guarding the cultists and making simple crafts out of the bones of his enemies.

Spooks, with his plate armor and Hel's blessing, is a defensive monstrosity. He is best used against any melee-focused PCs, able to block their assaults and inflict bleed damage before waiting his opponent out. Spooks has few real weaknesses besides his paltry damage-dealing capabilities.

Tactics

Spooks is a simple dwarf with a simple strategy. He charges his designated target and attempts to use his splintering weapon feat to inflict bleed damage. He draws a new sword (repeating this process if he is not satisfied with the first wound) and then attacks normally. He uses *death knell* on his target or any nearby wounded PC at the first available opportunity.

After his target is slain he takes their weapon as a trophy (if it is appropriate and looks nice) and picks a new target to harass.

Morale

Spooks is an old friend of Jessu's and is fond of her (she never tells him off for carving bones at the dinner table). If she surrenders he follows her lead, and if she flees he spends a round buying her time before using his channel energy ability and following her. If he is in trouble he is not above using his *death knell* power on one of the mercenaries.

XP 800 Male dwarf antipaladin 4 (Pathfinder Roleplaying Game Advanced Player's Guide) CE Medium humanoid (dwarf) Init +1; Senses darkvision 60 ft.; Perception +4 Aura cowardice (10 ft.), evil

AC 24, touch 11, flat-footed 23 (+9 armor, +1 Dex, +4 shield) hp 48 (4d10+16 plus 4)

Fort +10; Ref +4; Will +6; +8 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training; Immune disease

Speed 20 ft.

Melee bone longsword +4 (1d8+2/19–20) Special Attacks channel negative energy 2/day (2d6, DC 14), cruelty (sickened 4 rounds, DC 14), hatred, smite good 2/day, touch of corruption 4/day (2d6) Spell-Like Abilities (CL 1st): At will—detect good Spells Prepared (CL 1st; melee touch +6): 1st—death knell (DC 13)

Str 14, Dex 12, Con 18, Int 12, Wis 10, Cha 14 Base Atk +4; CMB +6; CMD 17 (21 vs. bull rush and trip) Feats Splintering Weapon*, Tower Shield Proficiency Skills Appraise +1, Intimidate +9, Knowledge (religion) +8, Perception +4, Stealth –15 Languages Common, Dwarven, Orc SQ greed, hardy, slow and steady, stability, stonecunning, unholy resilience Gear full plate, tower shield, 5 bone longswords, backpack, religious texts on Hel, Kel, Orcus and Muir, masterwork woodworking tools, 55 gp. *Pathfinder Roleplaying Game Ultimate Combat

Perrit

When Gro'kesh's band of orcs retreated into a small grove to hide from adventurers, Perrit, the druid of the grove did not mind. This place was a shelter to anyone who needed it, and the orcs would move on before too long. The patrol pursuing the orcs decided the best course of action would be to burn the grove to the ground. The orcs were killed in the blaze, but the druid used his magic to alter the wind and suffocate the patrol in the smoke of their own fires.

Perrit is the wreck of a once-proud man. With the loss of his grove and feeling guilt over the death of the orc patrol, he has largely retreated from reality and spends most of his time as an eagle, soaring over the land and using *summon nature's ally* to create a 'flock' for himself, at least for a few moments.

He has plans to replant his grove however, and occasionally takes mercenary work to let off steam when his rage overcomes his guilt. He stays on for a job or two until the rage subsides and he goes back to spending time as an eagle once again.

If a PC has a love of setting fires or playing at battlefield tactics, then Perrit also has the tools to shut them down. *Lightning storm* and *aqueous orb* both serve as ways to upset the opponent's careful positioning while *wind wall* can trouble archers.

Tactics for guilty Perrit

Perrit remains in eagle form for the entire battle. If given adequate time to prepare he casts *barkskin, bear's endurance and bull's strength* on himself. From there he engages targets in melee, pausing every few rounds to convert his spells into *summon nature's ally*, starting with his third level spells. He commands his eagles to swarm a target, and attempts to lose himself among the flock. He repeats this pattern, working through all his prepared spells. He never converts his *gaseous form* spell however, keeping it as an emergency escape option.

Tactics for angry Perrit

Perrit begins the battle in humanoid form. If given adequate time

to prepare he casts barkskin, bear's endurance and bull's strength on whomever he thinks would benefit most from the spells (or whoever asks in the loudest voice).

From there he casts *call lightning* and *aqueous orb*. Each round he moves the orb and attempts to engulf PCs within it. In addition he uses the storm to strike a PC with lightning. However if he has already trapped one or more PCs within the orb he strike the orb with lightning, frying those within it! When he has exhausted his second and third level spells he uses his wild shape to take the form of an eagle, and uses the same tactics as above.

Morale

Perrit's grip on reality is not as firm as it could be. If he sees anyone wielding a *flaming* weapon or casting fire-based spells he ignores Jessu's orders and focuses his attacks on them. If Jessu flees or surrenders, or if Perrit fears for his own life, he casts gaseous form and withdraws.

PERRIT XP 1200

CR4

Male half-elf eagle shaman 5 (Pathfinder Roleplaying Game Advanced Player's Guide)

CN Medium humanoid (elf, human)

Init +3; Senses low-light vision; Perception +12

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge) hp 31 (5d8 plus 5)

Fort +4; Ref +4; Will +9; +11 vs. enchantments, +13 vs. spelllike and supernatural abilities of Fey and against effects that target plants Immune sleep

Speed 30 ft.

Melee bite (totem transformation) +2 (1d4-1) and 2 talons (totem transformation) + 2(1d4-1)

Special Attacks eagle wild shape (1/day)

Domain Spell-Like Abilities

8/day—lightning arc (1d6+2)

Spells Prepared (CL 5th; melee touch +2, ranged touch +6): 3rd—aqueous orb^{*} (DC 18), call lightning (DC 18), gaseous form^D

2nd—barkskin, bear's endurance, bull's strength, wind wall^D 1st—commune with birds**, cure light wounds, magic fang, obscuring mist^D, speak with animals, strong wings* 0 (at will)—create water, know direction, light, read magic

D Domain Spell Domain Air

Str 8, Dex 16, Con 10, Int 9, Wis 20, Cha 10 Base Atk +3; CMB +2; CMD 15

Feats Death from Above***, Dodge, Natural Spell, Skill Focus (fly)

Skills Fly +11, Handle Animal +4, Heal +9, Knowledge (nature) +9, Perception +12, Spellcraft +3, Survival +12 Languages Common, Druidic, Elven

SQ eagle's totem transformation (standard action), eagle's totemic summons, nature bond abilities (air), resist nature's lure, spontaneous casting, totem transformations (eagle's natural weapons), trackless step, wild empathy (+5; +9 with birds as a full-round action), woodland stride

Gear hide armor, backpack, flint and steel, bedroll. *Pathfinder Roleplaying Game Advanced Player's Guide **Pathfinder Roleplaying Game Advanced Race Guide ***Pathfinder Roleplaying Game Ultimate Combat

Treasure: Besides some basic survival equipment, the only other thing Perrit carries with him is a small bag of pebbles, designed so that it can be held by talons. A few of the 'pebbles' are gemstones painted grey, which Perrit will bury near his grove as the metaphorical seeds for its revival. 4 of the pebbles are worth 35gp each if they have the paint cleaned off them.

Therris

Therris just isn't a nice person. She is a monk, and spends most of her time training with all the rigor and discipline expected of her. However she spends her evenings dressing up like an arcane spellcaster and picking fights. She is careful to appear physically weak and robs those she roughs up, expecting them to be too ashamed to report her. No one is quite sure of her history (as she is too vain and prone to lying to accurately explain where she came from) but she has developed something like a friendship with Spooks, and through him she knows Jessu.

Therris does not fill any specific role. She punches things until they stop moving and then writes self-congratulatory notes about it in her journal. If the party prides themselves on their ability to kill wizards and shut down spellcasters. Therris is the obvious choice to counter them. If a PC has talked up their pride or skill in a weapon, Therris' stunning fist can force them to drop it which is followed up with taunting.

Tactics

Like Spooks, Therris is not one for grand strategy. She wears her wizard's robes and carries her staff in an attempt to lure out any skirmishers who preferentially target wizards. She charges and pummels her foe, using stunning fist in an attempt to disarm them. From there she uses power attack and flurry of blows to inflict as much pain as possible.

Morale

Therris is not terribly brave or loyal. If the going gets tough she is the first to leave (unless Jessu is able to offer her more money). On the other hand, Therris is the most proud of any of the mercenaries, and if one of the PCs insults her or makes even a small personal comment she remains in combat to defend any slight to her person, real or imagined.

All else being equal, she flees when Jessu surrenders, dies or runs. If, however, the Angels win the day, Therris demonstrates herself to be a poor winner and proves to be completely insufferable.

THERRIS

XP 800 Female half-elf monk 4 LE Medium humanoid (elf, human)

Init +2; Senses low-light vision; Perception +8 AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge) hp 38 (4d8+8 plus 8)

Fort +6; Ref +6; Will +6; +4 vs. enchantments Defensive Abilities evasion, slow fall (20 ft.), still mind; Immune sleep

Speed 40 ft.

Melee unarmed strike +8 (1d8+5) Ranged shuriken +5 (1d2+4) **Special Attacks** flurry of blows (+7/+7), ki strike (magic), maneuver training, stunning fist 4/day (stun, fatigue; DC 14)

Str 18, Dex 14, Con 14, Int 9, Wis 14, Cha 7

Base Atk +3; CMB +8 (+10 to grapple); CMD 23 (25 vs. grapple)

Feats Dodge^B, Improved Grapple^B, Improved Unarmed Strike, Power Attack, Skill Focus (Disguise), Stunning Fist, Toughness Skills Acrobatics +6 (+10 to jump), Bluff +1, Climb +8, Disguise

+3, Escape Artist +6, Intimidate +2, Knowledge (Arcana) +0, Perception +8, Stealth +6

Languages Common, Elven

SQ fast movement (+10 ft), ki pool (4 points) Gear amulet of mighty fists +1, 20 shuriken, "wizard's staff",

see Treasure

Treasure: If anything has been reported stolen from a nearby town, it's likely that it is in Therris' backpack. The contents include (but should by no means be limited to):

• A silver dagger (22 gp)

• 2 gold rings (100 gp each)

- Three coin purses with a total of 121 gp and 38 sp in them.
- A bronze scabbard worth 120 gp for its craftsmanship

• A jade necklace, stolen from a minor noble. The insignia of the noble house is engraved on the back, and is difficult to sell to a reputable jeweler. It's worth 180 gp for its craftsmanship.

In addition she carries a decorated "wizard's staff", with bits of glass and metal shards carefully glued to it. It is functional as a prop but it is both gaudy and worthless.

Rog and Gore

The halfling Rog and his riding wolf Gore are the sole friends of Kruin. Rog stands proud in a set of beautiful banded mail with an attached red cape, along with a very well made lance and sword. Rog's gear and his combat prowess suggest he may have formal chivalric training, but his foul language, general ignorance and malignant odor cast doubt on his claims to knighthood. Gore looks like he may have been bred for combat, and his general good behavior and training suggest he was hand raised. Rog has never explained where he found Gore, but the two are completely inseparable.

There's a persistent rumor that Rog was once a squire to a halfling knight named Verrin in a nation far from here. The story goes that Rog learned that he was better with a sword and shield than Verrin quite early in their partnership but could never match Verrin in his ability to defuse situations with his words. One day a revelation came to Rog; Verrin was only good with words to cover for his lack of skill with a blade. Rog realized that if he could best any man in a fight he would never need words; words were a coward's tool! Rog slew Verrin that very night and took his weapons and armor. From that day onwards Rog called himself a knight and dedicated himself to perfecting his talents.

Rog claims that's all drunkard's gossip, and that he is a legitimate knight. Exactly who he serves or the circumstances of his knighthood vary depending on who asks, but he stands by his claim.

Rog and Gore are best against targets who can take a beating, such as barbarians or wildshape-happy druids. They're also obviously effective against any quick-moving adversaries and pose a threat in anyone in medium or lighter armor.

Tactics

Rog and Gore are at their best when they're free to ruin the day of anyone they choose. They can simply charge from target to target if attacks of opportunity aren't a threat. Rog's favorite trick however is to charge a target and use his tactician ability to give Gore a bonus to trip; Gore can attempt to trip their target and once it is down they can keep chewing and poking the target until it dies or they get bored.

Rog uses his challenge if he catches a foe away from the main melee. He can also use his dazzling display to tip the battle into his favor. Rog and Gore are not terribly effective on their own; they work much better when executing complex strategies with the other Angels. They can work with Perrit to allow his eagles to overwhelm a target, or help Spooks delay and distract a particularly dangerous PC, and will even rush to the aid of an Angel in trouble.

Morale

Rog has his heart set on appearing as loyal and honorable as possible. He follows Jessu's orders to the letter, and only quits the field of battle a round after she has.

If Gore is killed Rog does not seem that worried, and returns 4 weeks after the battle with a riding-wolf whom he names "Gore". Whether this is because Rog is a horrible person with a penchant for finding trained wolves, or if he knows someone who can return Gore from the dead, is left to GM discretion.

ROG

XP 800

Male halfling cavalier (order of the cockatrice) 4 (Pathfinder Roleplaying Game Advanced Player's Guide) N Small humanoid (halfling) AC 22, touch 12, flat-footed 21 (+8 armor, +1 Dex, +2 shield, +1 size) hp 43 (4d10+12 plus 4)

Fort +8; Ref +3; Will +1; +3 vs. fear Resist +1 vs. demoralize

Speed 15 ft.

Melee mwk lance +9 (1d6+4/x3) or mwk longsword +9 (1d6+3/19–20)

Special Attacks braggart, cavalier's charge, cockatrice's challenge 2/day

Str 16, Dex 12, Con 16, Int 8, Wis 9, Cha 12 Base Atk +4; CMB +6; CMD 17

Feats Dazzling Display⁸, Mounted Combat, Practiced Tactician[#], Tandem Trip^{*}

Skills Handle Animal +8, Intimidate +6, Perception +3, Ride +1 (+8 while riding Gore), Stealth -2

Languages Common, Halfling

SQ animal companion link, expert trainer, fearless, order of the cockatrice, tactician 2/day (tandem trip, 5 rounds) **Gear** +1 banded mail, heavy steel shield, masterwork longsword, masterwork lance, backpack, flint and steel, bedroll, 75gp

*Pathfinder Roleplaying Game Ultimate Combat *Pathfinder Roleplaying Game Advanced Player's Guide

GORE THE WOLF

Male wolf animal companion (Pathfinder Roleplaying Game Bestiary)

CR —

N Medium animal

Init +3; **Senses** low-light vision, scent; **Perception** +7 **AC** 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +5 natural)

hp 30 (4d8+12) Fort +7; Ref +7; Will +2 Defensive Abilities evasion

Speed 50 ft.

Melee bite +6 (1d6+3 plus trip) **Special Attacks** tricks (attack, attack any target, combat riding, come, defend, down, guard, heel, track)

Str 15, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +5; CMD 18 (22 vs. trip) Feats Improved Natural Armor, Weapon Focus (bite) Skills Acrobatics +2 (+10 to jump), Climb +1, Escape Artist +2, Perception +7, Stealth +6, Swim +1; Racial Modifiers +4 to survival when tracking by scent Gear studded leather barding

Treasure: Rog's pack contains only the bare essentials. Among his camping gear and personal items is a broken masterwork longsword, its pieces carefully wrapped in a heraldic flag bearing the insignia of a snarling wolf.

Emile Whittaker

Emile was gifted (or possibly cursed) as a child after freeing a demon that had been trapped inside a clock. The demon gave him the power to cast rays of fire from his fingertips (as the spell *scorching ray*). What chance he had to grow up a normal lad was lost.

Many years later Emile is horribly in debt. At first he wanted to be an adventurer and enrolled himself at a fighter's guild to learn the art of blade and steel. Sadly, Emile's patience ran out quickly. It is hard for a young man to learn discipline and focus when he can solve his problems by shooting fire from his hands.

CR 3

Emile came to the attention of Drifter when he and Emile got into an argument over the authenticity of a fake diamond ring. Drifter found Emile's egocentrism and hair-trigger rays utterly repulsive, but saw him as someone who could be useful. Emile is the most knowledgeable of all the Angels, and can be brought in to identify anything that may be strange or unusual about the party. Emile also makes a wonderfully aggressive solution to nearly any problem PC.

Tactics

Ray, move away. Ray, move away. Repeat until someone tells Mr. Whittaker that he can stop now. Emile just enjoys exercising his power, and gets caught up in causing destruction and the euphoria of battle. Clearly, he missed his calling as a barbarian.

Morale

Emile fights until attacked in melee, at which point he flees to a safe distance. If his pursuers give chase he runs as far and fast as he can. If he manages to evade pursuit he casually returns to the fray as if nothing had happened.

EMILE WHITTAKER

CR 3

XP 800 Male human expert 4 CE Medium humanoid (human) Init +2; Perception +2

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 34 (4d8+8 plus 4) Fort +3; Ref +3; Will +2

Speed 30 ft. Melee longsword +2 (1d8–1/19–20) Spell-like Abilities (CL 4th; ranged touch +6): At will—scorching ray

Str 9, Dex 14, Con 14, Int 20, Wis 7, Cha 12 Base Atk +3; CMB +2; CMD 14 Feats Combat Casting, Martial Weapon Proficiency (longsword), Weapon Focus (ray) Skills Appraise +12, Bluff +8, Climb –3, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (planes) +12, Knowledge (religion) +9, Perception +5, Ride +2, Sense Motive +5, Stealth +2, Swim –3

Languages Abyssal, Celestial, Common, Draconic, Gnome, Infernal

Gear chain shirt, longsword, backpack, notebook, pen, ink.

Treasure: Emile is flat broke (having already given any money Jessu handed him to his creditors) and has no treasure. He does have one book on antiques that he is writing himself, and this may provide valuable insight into some of the minor artifacts that the party may come across in their travels.

Note: Emile's special power elevates him to a CR 3 encounter.

The Ambush

The core of the ambush is not a stealthy strike, but rather ensuring all the PCs are spaced out a reasonable distance. A goblin ambush would involve trapping the party in a small space and raining death with crossbows, but the Angels take a different approach. If Drifter can cause the PCs to spread out it can give the Angels an extra turn to get into position and add to the confusion.

Fortunately, Drifter has a plan. Drifter has heard of the red dragon Aragnak (at *Rappan Athuk*, **Wilderness Area 25**). Drifter mentions the dragon to the party, and mentions its habit of occasionally devouring adventurers. He suggests that anyone on watch should also not neglect

looking up from time to time.

When Drifter makes use of his *scroll of dream* to inform Jessu of the party's weaknesses, he also tells her their location and their pattern of movement. The first night after Jessu has found them and is in position, Hands signals the start of the attack by using her *scroll of ghost sound* to create the illusion of a dragon's roar. Drifter shouts "Dragon, move!" hoping the party scatters. While the party searches the night's sky in vain for the beast, the Angels make their move, using the noise of the dragon's roar to help cover their advance.

Many of the Angels have ways to prepare, and if an ambush can be cleverly set they use their time to drink potions and cast spells. Drifter is well aware of this, and distracts the PCs for a round or two before casting *invisibility* and getting clear.

This encounter could be tricky for the GM, and requires a thorough read-through. Each Angel has a distinct set of abilities which provides the encounter with surprises and a very tactical combat, at the expense of requiring much more time to prepare.

Genna and the Teapot of Despair (CR 1)

Genna is going to walk up to the party, kill one of the PCs and walk away. The encounters listed above are all mostly combat-orientated, and Genna provides an alternative. Genna can be encountered anywhere above ground, replacing any roll of merchants or a patrol.

Genna is an overweight, gaudily dressed gnomish woman, a secondhand-goods merchant by profession. Her true trade, however, is in souls, which has a surprising overlap with second hand goods. She travels the roads and towns in the Stoneheart Valley with her wagon, selling her goods to any who would buy them. Genna is involved in nearly any shady business one can run out of the back of a wagon, including acting as a fence for bandits, scavenging from corpses killed by wildlife and selling counterfeit magical items with the aid of her *wand of magic aura*.

Encounter

If Genna comes across an adventuring party she sees them as good targets; after all, the souls of heroes are worth double! She acts like a matronly, kind lady and refer to the party as her "dears". If the PCs comment on her lack of guards, she simply smiles sadly and says that "Any who would look at me can see I've got naught worth stealing". In truth the local goblins are afraid of her, thinking her to be a witch. Bandits see her as useful; she brings them goods they request and acts as a fence for anything they've stolen.

She offers to sell the party some of her "treasures", including six random second level potions and three second level scrolls (roll to randomly determine which). She also has some adventuring gear, notably two everburning torches, a small treasure chest with a superior lock on it (DC 40 Disable Device) made of pale wood for 180 gp, and a battered (but functional) spyglass for 500 gp.

She doesn't mind haggling over the prices of these goods. They're all real — in fact she stole them from a wagon two days before and is happy to get any coin for them. What she is really looking for is a PC that seems to be particularly heroic — someone who sounds brash and particularly egotistical. If the party is suspicious or asking too many questions, she takes what coin she can get and leave quickly.

However, if she spots a mark and their friends do not seem overly suspicious she may try to see what she can get away with. She brings out a fine wooden box, inlaid with silver. Inside is a device that looks very much like a classic genie's lamp or perhaps a squat teapot with a long spout. The pot is made of silver and glass and is decorated with images of clouds, stars and the setting sun with an overall theme of 'evening'. The glass sections allow one to see inside the pot, to see that it is filled with an effervescent blue liquid that sparkles in the light.

PART 8: NEW ENCOUNTERS

Genna tells a hero that the pot is filled with "tears cried by angels while they spoke of the truest things" and for a modest sum of 200 gp she allows the hero to drink his fill. She warns them in advance however that 'truth' is a lot for mortals to take in, and that the hero will fall asleep for about two hours after taking the draught. She advises them to set up their bedroll so they have somewhere comfortable to sleep it off. If asked why this strange service is so cheap she (truthfully) explains that the real value is in the pot and its use, not in its contents. If one does drink from the pot, they collapse moments later, not into a sleep but into a death-like state. A DC 13 Heal check reveals the character is not actually sleeping. Genna is honest about one thing: they indeed dream of angels while their soul is contained within the teapot.

Of course, accepting strange drinks from random ladies on the side of the road is not even a vaguely sensible idea. The silver-and-glass teapot is the unusual but practical *Lover's Lament* (see the **Appendix**). Genna cautions the party to not disturb their "sleeping" comrade, and concludes her business, packing her cart and heading off to the nearest place she can think to hide before looking for a buyer for her new acquisition. The followers of Orcus have use for such a thing, as would the priests of Tsathogga at **Wilderness Area 25**.

The key to this social encounter is friendliness and wonder. Genna should be a relaxing encounter for the party, a break between death-traps and vicious beasts. She offers them tea, and encourages them to rest a moment and tell of their travels. She reciprocates with tales of far off places, perhaps mentioning some of the notable features of the area. When the teapot is brought out it should be a reverent occasion. Her story should be one of wonder; for low-level characters the talk of angels and trading between planes where "a single vial of angel tears can be bought for the memory of a dawn" should hint at a larger (if entirely fabricated) world.

Genna cannot fight, and if cornered she attempts to bargain and lie to get herself out of trouble. If that fails she runs, perhaps after drinking one of her potions if they seem at all helpful. As all her goods are stolen, she does not hesitate to use them as bribes or consumables in order to secure her own freedom. Genna is a casual worshipper of Tsathogga, and if her death looks unavoidable she does her best to destroy the *Lover's Lament* and the rest of her stock, partially to stop them falling into the hands of adventurers, partly as a last display of destruction for her god.

If the party raids the back of her wagon, they find:

• All potions and scrolls she had for sale.

• A crate containing 8 longswords, 8 suits of leather armor, 8 longbows and 160 arrows, which Genna was on her way to sell to a group of bandits in the Troll Fens.

• A +1/+1 two-bladed sword she found on a burned adventurer's corpse, although she is having trouble finding a buyer.

• Her travelling kit, which contains spare clothes, food, water and a tea set.

• The box the *Lover's Lament* is housed in. The box is worth 120 gp for its craftsmanship alone.

GENNA XP 400 Female gnome expert 3 CE Small humanoid (gnome) Init –1; Senses low-light vision; Perception +3

AC 12, touch 10, flat-footed 12 (+2 armor, -1 Dex, +1 size) hp 23 (3d8+3 plus 3) Fort +2; Ref +0; Will +4; +6 vs. illusions Defensive Abilities defensive training

Speed 20 ft. Melee unarmed strike +0 (1d3–2) Special Attacks hatred Spell-Like Abilities (CL 3rd): 1/day—dancing lights, ghost sound (DC 13), prestidigitation, speak with animals

Str 6, Dex 9, Con 12, Int 14, Wis 13, Cha 16 Base Atk +2; CMB –1; CMD 8



Lover's Lament

Aura strong conjuration CL 17 Slot —; Price 120,000 gp; Weight 5lbs.

DESCRIPTION

This squat and elongated silver teapot is engraved with images of clouds, stars and the setting sun. Glass windows on its side allow one to see its contents, and it can be filled via the lid on top. The teapot can be used normally with no ill effects, although it holds very little liquid.

If the teapot is filled with water and crushed gems however, any who drink from the teapot have their soul drawn into the pot, provided they consumed at least 1,000 gp worth of gem-dust for each HD they possess. The victim can make a DC 22 Will save to negate this effect. If the drinker's name is spoken as they drink, the DC increases by +2 and any spell resistance is ignored.

If the victim has their soul drawn into the Lover's Lament, they fall into a deathlike state although their body does not rot or decay and appears to be at rest. The liquid inside the lamp now functions as the gem from a successful soul bind spell, with the following differences: The soul can be restored to its owner by simply 'pouring' the soul back through the corpse's lips. The magic holding the soul inside the pot is intentionally weak, and destroying the pot or placing it in an antimagic field will also restore the soul to its original body, providing the body has not been damaged or removed from the plane. If there is no body for the soul to return to, it begins its journey to the afterlife.

The Lover's Lament was originally made for and used by an old aristocratic family who've long since been forgotten. When one of the family went to war, their significant other would trap their own soul in the Lament until their love returned, so they would be spared the pain of their parting. While awaiting their return, the magic of the Lament would cause them to dream of angels.

CONSTRUCTION

Requirements Craft Wondrous Item, gentle repose, prestidigitation, soul bind, trap the soul; **Cost** 60,000gp

Feats Deceitful, Skill Focus (Bluff) Skills Appraise +8, Bluff +14, Disguise +5, Knowledge (arcana) +8, Knowledge (dungeoneering) +6, Knowledge

CR 1
(geography) +6, Knowledge (history) +6, Knowledge (local) +8, Knowledge (religion) +8, Perception +3, Profession (merchant) +9, Sense Motive +7, Stealth +3 Languages Common, Elven, Gnome, Goblin, Sylvan Gear leather armor, 1d4 x 100gp

Ravenous Goblins (CR 9)

No one that goes into Rappan Athuk comes out the same, if they come out at all. This is just as true for monsters as it is for adventurers. These **six goblins** snuck into the early levels of Rappan Athuk hoping for treasure, or at least a place to hide. What they found was something darker, and in their desperate search for a way back to the surface they took to cannibalism to survive. Now they have escaped and roam the surface, their goblin appetites augmented with a hunger for flesh, bone and marrow.

One turn after one of these corrupted goblins dies its flesh tightens over its frame (regenerating if needed) and with a sickening crunch the now intact body rises as a **ghast**. The goblins don't even notice that they've gone from living to undead, so great is their hunger.

The goblins are crazed and fight alongside their fallen brothers without fear and are immune to their stench ability.

Encounter

This encounter can replace any roll of bandits, goblins or undead on the Wilderness Encounter charts. The goblins, unlike their regular kin, make no attempt to set an ambush or sneak up on the party. They are most likely to attack when the party has stopped to eat and the smell of food is caught by the wind.

RAVENOUS GOBLINS (6) XP 1,200

CR 4

Male or Female ravenous goblin warrior 4 (Pathfinder Roleplaying Game Bestiary, The Tome of Horrors Complete 732)

CE Small monstrous humanoid Init +3; Senses darkvision 60 ft., low-light vision, scent;

Perception +6

AC 24, touch 15, flat-footed 20 (+2 armor, +3 Dex, +1 dodge, +6 natural, +1 shield, +1 size) hp 30 (4d10+4) Fort +4; Ref +7; Will +4 Immune fear; Resist cold 5, electricity 5

Speed 30 ft.

Melee bite +4 (1d4–1) and 2 claws +4 (1d3–1) or short sword +5 (1d4–1/19–20)

Special Attacks primal scream (DC 8), rage

Str 9, Dex 17, Con 12, Int 3, Wis 10, Cha 6 Base Atk +4; CMB +2; CMD 16 Feats Dodge, Great Fortitude, Skill Focus (Survival), Weapon Focus (short sword)

Skills Acrobatics +2, Climb +3, Escape Artist +2, Perception +6, Ride +6, Stealth +15, Survival +4, Swim –2; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin

Gear leather armor, light wooden shield, short sword, 3d6 gp

Primal Scream (Ex) A ravenous creature can, as a standard action, emit a powerful howl of savage fury that can be heard to a distance of two miles. Any animal that hears this scream tries to move out of the area using the quickest and most direct means possible. A successful Handle Animal check (DC 10 + 1/2 the ravenous creature's HD + the ravenous creature's Charisma modifier) calms the animal. Intelligent creatures with fewer HD than the ravenous creature that are within 300 feet must make a successful Will save (DC 10 + 1/2 the ravenous creature's HD + the ravenous creature's Charisma modifier) or become panicked for 2d4 rounds. This is a sonic-mind affecting fear effect. Whether or not the save is successful, an affected creature is immune to the primal scream of that ravenous for one day. The save DC is Charisma-based.

Rage (Ex) A ravenous creature that suffers damage in combat has a 50% chance of flying into a berserk rage in the next round, attacking until either it or its opponent is dead. While raging, a ravenous gains Str +4, Con +4, and AC -2. It cannot end its rage voluntarily. It does not suffer any ill effects when its rage is ended.

RISEN GOBLINS

XP 600

Male Small ghast (Pathfinder Roleplaying Game Bestiary "Ghoul")

CR 2

CE Small undead

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

AC 24, touch 14, flat-footed 21 (+2 armor, +3 Dex, +8 natural, +1 size) hp 13 (2d8+4)

Fort +2; Ref +4; Will +5 Defensive abilities channel resistance +2

Speed 30 ft.

Melee bite +9 (1d4+1 plus disease and paralysis) and 2 claws +9 (1d3+1 plus paralysis) Special Attacks paralysis (1d4+1 rounds, DC 15, affects elves normally), stench

Str 13, Dex 19, Con –, Int 3, Wis 14, Cha 14 Base Atk +4; CMB +2; CMD 15 Feats Weapon Finesse

Skills Acrobatics +4, Climb +5, Escape Artist +4, Perception +6, Ride +4, Stealth +8 Languages Goblin Gear leather armor

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis (Su) Creatures damaged by a ghast's natural attacks must make a successful DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Unlike ghouls, A ghast's paralysis even affects elves.

Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stench (Ex) Ghast's exude an overwhelming stink of death and corruption in a 10 ft. radius. Those within the stench must succeed at a DC 15 Fortitude save, or be sickened for 1d6+4 minutes.

Tactics: Charge! The goblins carry no weapons other than their rusty swords and are far too hungry to have the patience for a bow. When the

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goblins rise as ghasts they discard their weapon and shield; completely overtaken by their hunger, the ghasts charge the nearest PC and attempt to overwhelm them.

Special: Goblins that drop to 0 hit points or below rise as ghasts on their next turn, retaining their place on the initiative order. This can be prevented by destroying the corpse with 5 points of fire damage, or pouring holy water over the corpse.

Santiago (CR 7)

High Priest Santiago is a comrade of High Priest Zehn, but rarely spends any time in the upper temple. Rather he spends his time wandering the Gut (*Rappan Athuk*, Level 4B), exploring the caverns, resetting traps and simply enjoying the many sights the area has to offer.

Santiago is an old man whose mind has started to decay. He is still fit and his active lifestyle has stopped him from suffering any real physical signs of aging besides wrinkles and grey hair. While as devout as ever, Santiago is sometimes confused, and his habit of repeating himself or forgetting the names of acolytes means that he's encouraged by the other Orcusites to spend time away from them.

Maliciousness and cruelty are the largest parts of his personality, but as he knows his mind is slipping he has begun to grow angry about the idea of his own inexorable defeat at the hands of time. While he does not have access to anything to help with his age, he has at least come up with a plan to avoid defeat in battle. His heavy mace (which doubles as his unholy symbol) is in fact a **trap**. A thin, nearly invisible wire runs from the armor on his wrist to the base of his weapon. If the mace is dropped or removed from his grasp, the cord is stretched taut and a *bead of force* hidden among the decoration on the top of his hammer explodes a moment later, dealing 5d6 points of damage to all within a 10 ft. radius. While standing within 5 ft. of him a successful DC 22 Perception check is required to notice the wire.

Santiago is also odd in that he is not a necromancer. When he was younger he was a tactician and a battle-chaplain, but while his faith was true he never started down the path of raising the dead. This odd abstinence has earned him no friends among the followers of Orcus, and Santiago never uses his *animate dead* domain spell. However this old soldier should be more than a match for a party who don't treat him with fear and respect.

Encounter

Santiago remembers his glory days well, as a young, fiery priest driving the goblins out of **Levels 2** and **4B**. If a roll of 01–10 is made on the **Level 4B** encounter table, there is a 50% chance that Santiago can be found walking among the **1d6 zombies** and **warhorses**, once again a field commander in formation with his troops. He is equally likely to be found anywhere in The Gut, and is familiar with all of its residents including **Urovok** in **4B**–7.

Santiago is still an unholy champion of Orcus and a fine warrior, but his one Achilles heel is his memory. All attempts by the PCs to pretend that they're new acolytes (using bluff, diplomacy, disguise or other methods) have an automatic +10 circumstance bonus. Santiago may not be sharp but he is cunning, and if he works out that the party are in fact warriors of another god he will do his best to lead them into a trap. The best location for this is **Area 4B–25**, where he hopes the **black skeletons** make short work of the intruders!

Santiago prepares *freedom of movement* for the sole purpose of passing by Area 4B–11 safely. If he's encountered in or near here, his *freedom of movement* spell will still be in effect.

Santiago is not in control of the undead patrolling with him. They recognize him as a High Priest of Orcus and do not attack him, but neither do they obey his orders. If the PCs prove themselves 'friendly' to Santiago he uses his command undead power on the zombies, and have them turn their horses around.

Tactics

It's highly unlikely that Santiago, travelling with multiple zombie

horses, observes the party before they see him. However if he does have a chance to prepare he casts both *freedom of movement* (if it's not already in effect because of proximity to **Area 4B–11**) and *shield of faith*.

During Combat

Santiago's tactics are quite unusual because of how he's been trained. Many of the Orcusites who survived the Righteous March and the fall of Tsar learned one important lesson: hit hard, hit fast. As such he starts by ordering the zombie horsemen to charge (which they do anyway) before using them as a defensive wall and doing as much damage as he can as quickly as he can.

For the first three rounds he uses quick channel to blast the party with unholy energy while he begins working through his spells, intelligently countering threats. While his mind may have frayed, his cunning in battle is as sharp as ever! *Deeper darkness* is his personal favorite, and nothing amuses him more than seeing goodly-types swinging their weapons at nothing. His *death's embrace* means that his channeled bursts heal him as he harms his foes.

Morale

Santiago fights to the death, sure in his belief that Zehn will resurrect him and reward him for his valor (although in truth Zehn is glad to be rid of him). As such Santiago dies with a smile, and would intentionally put himself in harm's way in order to finish off a wounded PC.

If he is sure he is moments from defeat he either drops his mace or attempts to throw it up to 20 ft. away, causing the *bead of force* to detonate when the mace strikes its target and showering the party in shards of steel.

This encounter could be used to demonstrate to the party that the followers of Orcus, and indeed the other denizens of Rappan Athuk, are not to be taken lightly. Many of them would think nothing of throwing away their lives in order to kill their enemy.

CR7

HIGH PRIEST SANTIAGO XP 3,200

Male human disciple of Orcus 8 (see the **Appendix**) CE Medium humanoid (human) **Init** +1; **Senses** darkvision 60 ft.; **Perception** +7 **Aura** Evil

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield) hp 64 (8d8+16 plus 8) Fort +8; Ref +3; Will +11

Defensive Abilities death's embrace Speed 20 ft. Melee mwk heavy mace +8/+3 (1d8+1) Special Attacks channel negative energy 7/day (4d6, DC 18), death's kiss 8/day (4 rounds) Spells Prepared (CL 8th; melee touch +7, ranged touch +7): 4th—chaos hammer (DC 19), cure critical wounds, enervation^D, freedom of movement 3rd—animate dead^D, bestow curse (DC 18), deeper darkness, dispel magic, prayer 2nd—chant^{*}, desecrate, ghoul touch^D (DC 17), hold person (DC 17, x2) 1st—bane (DC 16), cause fear (DC 16, x2), cause fear^D (DC 16), doom (DC 16), obscuring mist, shield of faith 0th—bleed (DC 15), light, read magic, resistance D domain spell Domain Undead**

Str 12, Dex 12, Con 14, Int 9, Wis 20, Cha 14 Base Atk +6; CMB +7; CMD 18

Feats Armor Proficiency (heavy), Command Undead^B (DC 18), Extra Channel, Improved Channel, Quick Channel^{***}, Toughness

Skills Climb –7, Diplomacy +9, Heal +10, Knowledge (arcana) +4, Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +10, Perception +7, Spellcraft +4, Stealth –7

Languages Common

SQ aura, undead lord's proxy, variant channeler (undeath variant channeling)

Combat Gear bead of force (see description); **Other Gear** full plate, heavy steel shield, masterwork heavy mace, headband of alluring charisma +2, silver unholy symbol of Orcus, map 2d12 sp.

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Treasure: In addition to his gear, Santiago carries a hand-drawn map of the Gut. The little coin he carries is just to pay Urovok for his tasty sausages.

Wilderness Area 33: The Hand of Hecate (CR Varies, up to 12)

On the edge of the Troll Fens in the Dragonmarsh Lowlands across the river northeast of Zelkor's Ferry sits a lonely hut surrounded by a ring of eight skulls. Each of the skulls has a semicircular silver mark. A wooden sign with an attached silver bell is seen to the right of a path. The path continues left to a clearing with a stone altar stained with blood. To the south, the path leads down to a dock by the river where a small fishing boat is moored.

The path continues between two skulls to a large boiling cauldron on the left and a T-shaped wooden stand on the right. A large black raven sits upon the wooden stand and a blazing fire is beneath the cauldron. Two large hounds, rusty red in color with sooty black teeth and tongues sit in front of the hut's entrance. Each hound has a semicircular silver disk as a charm hanging from a collar. A balcony with a large bird-nest of branches and twigs sits above the entrance. Within the nest, a female with a human upper body and the lower body and wings of a vulture stands with a serrated dagger in hand.

The wooden sign has the following message in Common: "Welcome to the abode of Zhanna, the Hand of Hecate. Ring the bell to request audience whether seeking bounty or fortune." Upon the ringing of the silver bell, the door to the hut opens to reveal a slightly hunched, hideously ugly crone with a wrinkled face, a large nose, long sharp teeth, and hands that end in wicked claws dressed in loose-fitting brown cloak. She slowly walks out of the doorway carrying a crooked and rotting walking stick. Speaking in a coarse gravelly voice, the crone speaks: "Whether seeking the bounty or a fortune, choose one to accept the symbol of Hecate and then let the one proceed forward and stand before me without fear. One and only one may enter my circle."

The ugly crone is **Zhanna**, a baba yaga in service to Hecate, the goddess of evil magic. She is the powerful leader of a coven of witches that meet once per month during a full moon to sacrifice enemies of Hecate including any captured servants of Orcus or Tsathogga. She pays a significant bounty for powerful clerics of these demon princes. The sacrificial flesh used to feed Zhanna and her menagerie is cured and stored within her hut. She has posted a list of current bounties on the business door of **Ulman Dark**, a necromancer in Zelkor's Ferry (see **Wilderness Area 27**). If the petitioner seeks the telling of a fortune, Zhanna has a *deck of many things*; a single draw is allowed with payment of 1,000 gp or in lieu of a bounty payment.

Two hell hound brothers, **Vladislav** and **Vsevolod**, a gift directly from Hecate, are always close by the side of Zhanna. The chosen of Hecate tattooed with her symbol are the harpy **Dominika** and the decapus, **Vegar**. Yegar uses his *phantasmal force* ability to appear as a black raven. The harpy flies over and gives a silver unholy symbol of Hecate to the one who chooses to stand before Zhanna.

The ring of eight skulls is actually **8 gambado** placed in *temporal stasis* by the power of the goddess. Anything that crosses the circle without the symbol of Hecate is immediately attacked and devoured. In any case, they can be activated upon the command of Zhanna. If the party follows

Zhanna's instructions explicitly, all is good. If not, the characters may find themselves on the receiving end of a blade at the waning of a full moon. If the adventurers get greedy after several visits, this may be the last mistake they will ever make. Any possible treasure within Zhanna's hut is left to the GM's discretion.

| ZHANNA, HAND OF HECATE XP 9,600 | CR 10 |
|---|-------|
| The Tome of Horrors 4 14 | |
| NE Medium monstrous humanoid | |
| Init +8; Senses darkvision 60 ft.; Perception +27 | |

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural) hp 114 (12d10+48) Fort +8; Ref +12; Will +14 DR 10/cold iron and magic; Immune charm, fear, sleep; Resist cold 10, fire 10; SR 22

Speed 30 ft.

Aura fear (30 ft., DC 20)

Melee 2 claws +17 (1d6+5 plus grab), bite +17 (1d8+5) **Special Attacks** decaying hex (DC 22), evil eye (DC 22), rend (2d6+7)

Spells Prepared (CL 12th; melee touch +17, ranged touch +16):

6th—greater dispel magic, flesh to stone (DC 22), mass suggestion (DC 22)

5th—dominate person (DC 21), feeblemind (DC 21), hold monster (DC 21), summon monster V

4th—enervation, ice storm, poison (DC 20), scrying (DC 20) 3rd—bestow curse (DC 19), dispel magic, fly (DC 19), screech (DC 19), spit venom (DC 19)

2nd—alter self, death knell (DC 18), enthrall (DC 18), hold person (DC 18), touch of idiocy, web (DC 18)

1st—cause fear (DC 17), charm person (DC 17), dancing lantern, mage armor (DC 17), obscuring mist, sleep (DC 17) 0 (at will)—bleed (DC 16), dancing lights, putrefy food and drink (DC 16), touch of fatigue (DC 16)

Str 20, Dex 19, Con 19, Int 23, Wis 18, Cha 19 Base Atk +12; CMB +17 (+21 to grapple); CMD 31 Feats Alertness, Combat Casting, Empower Spell, Improved Initiative, Iron Will, Quicken Spell Skills Bluff +16, Intimidate +19, Knowledge (arcana) +18, Knowledge (nature) +22, Knowledge (planes) +18, Perception +27, Sense Motive +20, Spellcraft +18, Stealth +19 (+27 in swamps), Use Magical Device +16; Racial Modifiers +4 Knowledge (nature), +4 Perception, +8 Stealth in swamps Languages Abyssal, Common, Draconic, Giant, Infernal, Sylvan

SQ swamp stride

Gear cloak of displacement, deck of many things.

Aura of Fear (Su) This aura functions as a fear spell (CL 12th). A creature that successfully saves against the baba yaga's aura is unaffected by the same baba yaga's aura for one day. This is a mind-affecting effect. The save DC is Charismabased. A baba yaga can suppress or restart this aura as a free action.

Decaying Hex (Su) As a standard action, a baba yaga can place a hex on any living creature within 60 feet. If the creature fails a DC 22 Fortitude save it takes 3d6 points of damage plus 2d6 bleed damage. A creature that fails its save by 5 or more also takes 1d2 points of Constitution damage. The bleeding can be stopped with a DC 15 Heal check or through the application of any magical healing. The save DC is Intelligence-based.

Evil Eye (Su) As a standard action, a baba yaga can crush the will of a foe within 30 feet that she can see. The target must succeed on a DC 22 Will save or take a –4 penalty on

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CR 3

CR4

CR 3

attack rolls, saving throws, and skill checks until the evil eye is removed. This is a curse effect. The save DC is Intelligencebased. A creature currently affected by a baba yaga's evil eye cannot be affected again (by the same or a different baba yaga).

Spells A baba yaga casts spells as a 12th-level witch (Pathfinder Roleplaying Game Advanced Player's Guide). They do not gain access to any other witch abilities. Swamp Stride (Ex) A baba yaga can move through bogs and quicksand without penalty at its normal speed.

VLADISLAV AND VSEVOLOD, HELL HOUNDS (2) XP 800

hp 30, 33 (Pathfinder Roleplaying Game Bestiary, "Hell Hound")

DOMINIKA, HARPY

XP 1,200 hp 38 (Pathfinder Roleplaying Game Bestiary, "Harpy")

YEGAR, DECAPUS XP 800

The Tome of Horrors Complete 147 CE Medium aberration Init +1; Senses darkvision 60 ft.; Perception +9

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 26 (4d8+8) Fort +3; Ref +2; Will +4

Speed 10 ft., climb 30 ft. Melee 9 tentacles +6 (1d4+2 plus grab) Space 5 ft.; Reach 5 ft. (10 ft. with tentacles) Special Attacks constrict (1d4+2) Spell-like ability (CL 5th): At will—minor image (DC 13):

Str 14, Dex 13, Con 15, Int 10, Wis 11, Cha 12 Base Atk +3; CMB +5 (+9 to grapple); CMD 16 (32 vs. trip) Feats Alertness, Weapon Focus (tentacle) Skills Climb +15, Perception +9, Sense Motive +4, Stealth +8, Survival +7 Languages Decapus

SQ brachiation, sound imitation

Brachiation (Ex) A decapus can move through trees at its base climb speed (30 ft. per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 ft. apart.

Sound Imitation (Ex) A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

GAMBADOS (8) CR 3 XP 800 The Tome of Horrors Complete 303 CN Medium aberration Init +1; Senses darkvision 60 ft.; Perception +8

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) hp 26 (4d8+8) Fort +3; Ref +2; Will +5

Speed 40 ft. Melee bite +5 (1d8+2), 2 claws +5 (1d4+2) Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 8 Base Atk +3; CMB +5; CMD 16 Feats Alertness, Skill Focus (Stealth) **Skills** Acrobatics +6 (+14 jump), Perception +8, Sense Motive +5, Stealth +9; **Racial Modifiers** +4 Acrobatics (jump)

Development: Zhanna has a business relationship with Ulman and Kanndra Dark of Zelkor's Ferry. As a bounty hunter, Kanndra has caught bandits and a few acolytes of Orcus and Tsathogga delivering them for sacrifice to Zhanna. However, many of the bounties are beyond Kanndra's capability. Zhanna is always on the lookout for adventurers to complete her quests. She periodically travels to Zelkor's Ferry to post her bounty list and to survey the current inhabitants. Ulman and Kanndra are the only inhabitants that know Zhanna's true nature.

Zhanna uses *polymorph self* to appear as an attractive middle-aged human woman. With her fishing boat using *telekinesis*, she travels to Zelkor's Ferry and lands behind the necromantic shop of Ulman Dark. Upon arrival, she casts *ESP* and *wizard eye*. She posts her most recent bounty list upon Ulman's door. Zhanna proceeds to Bristleback's Inn using *ESP* and *wizard eye*. If she finds an appropriate contact, she hands them a copy of her bounty list. She returns to her boat within the hour.

Here is a suggested list of Zhanna's bounties:

1. Any living human bandit working in the vicinity. (50 gp)

2. Any living cleric of Orcus or Tsathogga. Price varies on cleric level. (50 gp+)

- **3.** The horn of a green guardian gargoyle. (250 gp)
- 4. The feathers of a vrock. (400 gp)
- **5.** The skull of vampire. (500 gp)
- **6.** The sap of a gallows tree. (500 gp)
- 7. Destroy the coven of sea hags and steal their *cauldron of blood*. (750 gp)
 - 8. The tongue and eyestalks of a froghemoth. (1000 gp)
 - 9. The liver of the matriarch troll priestess. (2500 gp)
 - **10.** The heart of an adult red dragon. (5000 gp)

Wilderness Area 34: The Waytt Family (CR)

In the hills overlooking the Horsefly Swamp, a family of misfits preys upon travelers and the occasional caravan. The Waytt family (pronounced 'wait') are a mismatched, mongrel assortment of characters, led by **Brayce Waytt**, a clever half-orc that keeps the rest of the family in line.

In addition to Brayce are **Luug** and **Urk**, half-ogre twins that dwarf even the stout half-orc. Tall and bulky, the twins have only the basest ability to communicate with others outside the family. Their series of grunts and hoots are completely unintelligible to outsiders, although they are quite accomplished in pantomime, and take great pleasure in "aping" the movements of others. Another member of the family is **Roddick**, a small, broken man that spends his days locked in a large truck. Roddick is an accomplished hedge-wizard, a spell-caster of some ability. His trunk resemble a hounds den; clothes and books are piled in every bit of space, except that taken up by his dwarf-like body.

The boys also have a sister, **Lilyandra**, who Luug refers to as "Lily-Flower" in his addled and slurred speech. Lilyandra is a slight, beautiful half-elven girl, with an extremely pale complexion. If one did not know better, it might be assumed that Lily was a vampire. Lily is a doting daughter and sister, always performing her tasks with an ethereal smile on her face, never quite looking anyone in the eye. Lily is a psychopathic killer, and when she is set off, none of the boys (except Brayce) go anywhere near her.

The matriarch of the family is a grotesquely fat hag named **Agga**, a virtual prisoner of her own body. Both of her legs were broken when she tried to stand, giving out completely under the stress of her bulk. Now, she lays in the covered wagon, with Roddick's trunk, flanked by her hulking twins, her beautiful daughter tending to her needs, and Brayce leading their way.

The family has no permanent home; they travel the hills and edges of the swamp foraging for anything they can find. First pick of food items goes to Momma Agga; anything pretty, or fine clothing, goes to Lily; other

items are traded or stashed for later use. Surprisingly, Brayce has managed to keep the family together and if not flush, reasonably well cared-for. He is quite intelligent for a half-orc; his interactions with outsiders, being able to size-up good targets and high-percentage banditry, and his ability to minimize damage to his family is quite remarkable. Brayce should be played with poise, he will not risk the well-being of any family members, and he plays to their strengths brilliantly.

Tactics

Typical tactics for the family are Brayce approaches caravans or travelers from the front, claiming to be a sell-sword or adventurer that has lost his party. Roddick is always off to the side, within line of sight, carried into place by one of the twins. Infrequently, Roddick will be placed into a backpack and carried by a twin (although he despises this mode of transport) if the terrain is difficult to maneuver in. He makes use of his spells (particularly *sleep*, his favorite), intelligently, maximizing the confusion of any opponents. He also tries to spot where loot could be found from his distance location. The other twin typically takes a flanking position, in order to throw rocks or charge in if needed. He will stay hidden in whatever ambush Brayce has cooked up. Lily typically stays close to Mama, smiling and fussing over her to no end. Should anyone approach the wagon, the smile drains form Lily face, replaced by the cold look of stone. She draws out her thin short sword, and prepares to defend her mother with everything she has. If Bravce has time to plan out an ambush, he may use Lily as a "fair maiden" to lull would-be rescuers into a deadly trap. In this case, Brayce is quick to remove Lily from potential harm, while Roddick and the twins keep them occupied.

Encounters

The Waytts can be encountered in several ways. The Tactics section above details how the Waytts form up when they are attempting banditry. Just as frequently, Brayce concocts a confidence game against travelers; he portrays himself as a salesman, with "cures and remedies for the common man", nothing more than a snake-oil salesman. He is, however, very skilled at the deception, and it would take either a well-travelled adventurer, or an Sense Motive check to see through his con. Brayce typically pulls this con alone, or occasionally with Roddick and Luug, used as "props" or assistants. Lily can also be used as a distraction, so marks do not pay too close attention to Brayce's wares. He will have 1d6 different tonics for sale, each "guaranteed to cure what ails", typically for 2d6 gp, or whatever his marks can bear.

A particular favorite con for Brayce is the "traveling evangelist". He poses as a dirty orc, preaching the words of enlightenment and forgiveness. His portrayal of a humanoid beast in these cases is perfect, and his humility and self-degradation are almost over-the-top. He will use Luug and Urk in these scams, portraying the 3 of them as goodly humanoids, just seeking fairness in the world, escapees form torture and slavery in the dungeons of Rappan Athuk. "All we seek, friend, is perhaps a few coppers so we can make our way in the world. Anything you can spare is more than charitable." Good clerics and paladins can hardly resist or say no to such a request, and is a good time for the GM to really lay on the guilt, and lighten the party's monetary load.

Another option for encountering the family is that occasionally, when Lily is in a particularly foul mood, she goes off on her own to "hunt". Hunting for Lily involves finding lightly-armed or small groups of travelers, and murdering them in their sleep. Unbeknownst to Lily, news of her "hunts" have made the gossip-rounds up the Coast Road, so her exploits are gaining attention from the local sheriffs and foot-patrols. They are on the lookout for the Waytts (specifically Lily), and may enlist the characters to help in the search. Currently, there is a 200 gp reward for her, dead or alive, payable by the sheriffs.

Brayce Wyatt normally appears as a facially disfigured human male, approximately 6 ft. tall, of athletic build. Brayce can alter his appearance enough that he can accomplish is "cons" described above. He has been doing these cons for so long, only someone very qualified or lucky will notice they are being taken advantage of.

Brayce is a firm believer of "family first", and will not hesitate to do whatever is necessary to make sure his family is taken care of. The family wagon is brimming with supplies necessary to pull of his various cons, so the GM should feel free to add whatever mundane equipment is necessary to make a situation believable. Brayce has a stash of various weapons and armor, so the equipment listed here is only when he is not performing a specific con.

Brayce is the unquestioned leader of the family. Mamma Agga may be the matriarch and progenitor of the family, but Brayce is it head. No one, except possibly Lily, dispute his orders or direction.

| BRAYCE WAYTT XP 3.200 | CR 7 |
|--|------|
| Male half-orc fighter 4, rogue (Charlatan) 4 (Pathfinder | |
| Roleplaying Game Ultimate Combat) | |
| Medium humanoid (human, orc) | |
| Init +2; Senses darkvision 60 ft.; Perception +10 | |

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge) hp 51 (4d10+4d8 plus 8) Fort +6; Ref +7; Will +3; +4 vs. fear Defensive Abilities bravery +1, evasion, orc ferocity, uncanny dodge

Speed 30 ft.

Melee +1 dagger +10/+5 (1d4+2/19–20) and +1 short sword +10/+5 (1d6+2/19–20) Ranged mwk light crossbow +10 (1d8/19–20) Special Attacks sneak attack +2d6

Str 13, Dex 15, Con 13, Int 18, Wis 13, Cha 17 Base Atk +7; CMB +8; CMD 21

Feats Dodge, Double Slice, Pass for Human, Skill Focus (Bluff), Skill Focus (Sense Motive), Two-weapon Fighting, Weapon Finesse

Skills Acrobatics +10, Appraise +10, Bluff +17, Diplomacy +10, Disguise +11 (21 for different race while doing so)), Handle Animal +10, Intimidate +5, Knowledge (local) +10, Knowledge (nature) +7, Knowledge (religion) +7, Perception +10, Perform (act) +14, Profession (fortune-teller) +7, Profession (gambler) +10, Profession (merchant) +12, Ride +8, Sense Motive +9, Sleight of Hand +6, Stealth +6; Racial Modifiers +2 Intimidate, rogue talents (black market connections, honeyed words)

Languages Aklo, Common, Draconic, Giant, Goblin, Orc **SQ** armor training 1, natural born liar, orc blood, weapon familiarity, grand hoax

Gear +1 glamered leather armor, +1 dagger, +1 short sword, masterwork light crossbow, 20 bolts, dark green hooded cloak.

Huge and stupid, Luug Waytt is a monstrous half-ogre; he and his twin-brother Urk are the result of Mamma Agga's indiscretion with an ogre marauder. Much more civilized than a normal ogre, Luug can take direction from family members, but it somewhat lost on his own.

Standing nearly 8 ft. tall and heavily muscled, Luug is a fearsome sight in combat. He is also the workhorse of the family, as his strength and endurance seem limitless. Luug is frequently tasked with carrying his half-brother Roddick, which he thinks is a great honor to be trusted with, treating Roddick as a kind of pet to care for. If Roddick is attacked while under Luug's care, the half-ogre flies into a barbaric rage, and gains +2 to hit and damage until all non-family members around them are dead. Needless to say, even Brayce cannot control Luug at these times, which is why they avoid cities, just in case.

LUUG WAYTT XP 4,800

CR 8

Male half-ogre barbarian (Brutal Pugilist) 1/fighter 7 (The Tome of Horrors Complete "Half-Ogre", Pathfinder Roleplaying Game Ultimate Combat) CE Medium humanoid (giant) Init +0; Senses darkvision 60 ft., Iow-light vision; Perception +5

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)

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hp 106 (2d8+1d12+7d10 plus 47) Fort +13; Ref +2; Will +2; +4 vs. fear Defensive Abilities bravery +2

Speed 40 ft.

Melee +1 furious** halberd +15/+10 (1d10+8/×3) and +1 greatsword +15/+10 (2d6+8/19–20) and unarmed strike +15/+10 (1d3+6)

Ranged mwk longbow +10/+5 (1d8/×3) Special Attacks rage (13 rounds/day), weapon trainings (natural +1)

Str 21, Dex 10, Con 16, Int 8, Wis 10, Cha 8

Base Atk +9; CMB +14 (+16 to bull rush); CMD 24 (26 vs. bull rush)

Feats Boar Style^{*}, Catch Off-Guard, Extra Rage, Improved Bull Rush, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Toughness, Vital Strike

Skills Intimidate +15, Perception +5, Survival +5

Languages Common, Giant

SQ armor training 2, fast movement, ogre blood Gear +1 glamered leather armor, +1 furious halberd, +1 greatsword, masterwork longbow, 15 arrows, large woolen blanket (used as a cloak), backpack (for Roddick), leather shoulder-harness to attach bags and gear, 4 sacks.

Ogre Blood (Ex) For all special abilities and effects, a halfogre is considered an ogre.

*Pathfinder Roleplaying Game Ultimate Combat

** Pathfinder Roleplaying Game Ultimate Equipment

Urk Waytt is an awesome sight. Standing taller even than his brother Luug, Urk is 9 ft. tall and 600 pounds, with wild hair and shaggy beard. He appears to be a (slightly) smaller type of hill giant. He never speaks, but does seem to understand simple direction. He is not much for endurance, but his strength surpasses even Luug's. Urk does not fight with any weapons, preferring to either use his clubbing forearms or literally throwing his body at his opponents. He is very shy and uncomfortable around Lily, and bashfully leaves her presence unless instructed otherwise by Brayce.

URK WAYTT XP 2,400

CR 6

Male half-ogre barbarian (Brutal Pugilist) 6 (The Tome of Horrors Complete "Half-Ogre", Pathfinder Roleplaying Game Ultimate Combat) CE Medium humanoid (giant) Init +0; Senses darkvision 60 ft., low-light vision; Perception +4

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural) hp 84 (2d8+6d12 plus 30) Fort +10; Ref +2; Will +1

Speed 40 ft.

Melee unarmed strike +15/+10 (1d3+8 nonlethal) **Special Attacks** rage (22 rounds/day), rage powers (brawler, greater brawler, roused anger)

Str 23, Dex 10, Con 15, Int 6, Wis 8, Cha 7

Base Atk +7; CMB +13 (+17 to bull rush); CMD 23 (25 vs. bull rush) Feats Extra Rage, Improved Bull Rush, Power Attack, Toughness

Skills Climb +10, Intimidate +9, Perception +4, Survival +5 **Languages** Common, Giant

SQ fast movement, savage grapple, ogre blood, pit fighter, pit fighter

Gear +1 glamered leather armor, amulet of mighty fists +2, bits and pieces of carpet for clothing, rope to wrap forearms, backpack, 1d3 stones for throwing.

Ogre Blood (Ex) For all special abilities and effects, a half-

ogre is considered an ogre.

Roddick Waytt is a small human male with dwarfism. Tiny compared to his larger brothers at roughly 4 ft. tall with bent and painfully twisted limbs, they nonetheless frequently look to him for guidance due to his vastly superior intellect. While Brayce may be the leader of the family, and extremely clever, he also knows that his "little brother" is the smartest man in the family.

Extremely well-read and versed on many subjects, Roddick is often asked for his opinion with family business and the cons. He often works out the problems with any of the scams and finds exploits and loopholes that Bryce does not.

Roddick spends most of his time in a large traveling-trunk in the family wagon, like a dog in a den. He does this literally to protect himself; his brothers and mother are so large they could crush him without even noticing. He has received many broken bones while growing up, and were not healed by his mother, a fact that is never far from his mind. Roddick would be the first member of the family to turn on the group, due to the horrible treatment he has received. He believes he is destined for greatness, and bides his time with his family so he can amass enough wealth to purchase slaves to transport him as his family does now.

An accomplished wizard, Roddick wields powers that Brayce and the family can barely conceive. They do know he is valuable, and protect him at all costs. Roddick keeps his spells on scrolls in his trunk, his greatest possessions. He will do nearly anything to obtain a new book or spellbook. If given the opportunity, Roddick will attempt to trade spells with a PC wizard. If they cannot come to some kind of agreement, or the character does not have any new spells for Roddick, he signals his brothers that his business is concluded, and they may treat the party as they will.

CR7

RODDICK WAYTT XP 3.200

Male human wizard (Scrollmaster) universalist 8 (Pathfinder

Roleplaying Game Ultimate Magic) CE Medium humanoid (human) Init +2; Perception +8

AC 8, touch 8, flat-footed 8 (-2 Dex) hp 22 (8d6-8) Fort +1; Ref +0; Will +9

Speed 10 ft.

Melee +1 dagger +2 (1d4-2/19-20)Special Attacks hand of the apprentice (7/day),
metamagic mastery (1/day)Spells Prepared (CL 8th; melee touch +1, ranged touch +2):
4th—black tentacles, dimension door, stoneskin
3rd—deep slumber (DC 17), hold person (DC 17), ray of
exhaustion (DC 17), seek thoughts (DC 17)
2nd—blindness/deafness (DC 16), glitterdust (DC 16),
levitate, locate object
1st—charm person (DC 15), mage armor, obscuring mist,
silent image (DC 15), unseen servant
0 (at will)—dancing lights, detect magic, mage hand,
message

Str 5, Dex 6, Con 8, Int 19, Wis 17, Cha 8 Base Atk +4; CMB +1; CMD 9

Feats Brew Potion, Extend Spell, Fast Study*, Improved Counterspell, Improved Initiative, Magical Aptitude, Scribe Scroll

Skills Appraise +15, Craft (alchemy) +10, Fly +2, Knowledge (arcana) +15, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +10, Perception +8, Profession (clerk) +12, Sense Motive +10, Spellcraft +17 Languages Aklo, Common, Draconic

SQ scroll blade, scroll shield

Gear +1 dagger, normal clothes, dagger, various books and scrolls, spell-scrolls (GM to determine spells as necessary). *Pathfinder Roleplaying Game Ultimate Magic

Small, elven, and delicate, Lilyandra Waytt seems quite out-of-place in this family of hulking brutes and freaks. Standing a mere 4 1/2 ft. tall and weighing less than 80 lbs, Lily appears almost transparent and ethereal. Pale-skinned and extremely light blond hair make her look like an apparition, and image she does not mind.

Lilyandra is a sociopath; she feels no empathy or warmth towards anything, including her own family. While she can laugh, and is often jovial, it is a façade covering her utter blankness of soul. She takes care of Mamma the best she can, but with no real feelings, she cannot comfort Agga when needed. The rest of the family keep a wary eye on Lily, for as much as they love their little sister, they fear her "episodes" even more.

Once every couple of months, Lily escapes from the family and goes off on a "hunting" trip. On these excursions, she tracks down a small group of travelers or caravan, and systematically kills them all. Occasionally, she slays them in a particularly atrocious fashion, and Brayce must come and clean up the situation after her. He never admonishes her for these dalliances, but he is never happy when it's "Lily-time". Lily can sometimes be found with bits or pieces of her victims, perhaps and ear or finger of some traveler. Lily has performed these hunting trips frequently enough the Coast Road Guard are aware of who she is (there have been enough survivors that they put a description together), and are actively searching for her. This may lead to the party being offered a reward for her; 200gp, dead or alive.

LILYANDRA WAYTT XP 4,800

CR 8

Female half-elf assassin 4, rogue (Knife Master) 5 (Pathfinder Roleplaying Game Ultimate Combat) CE Medium humanoid (elf, human) Init +8; Senses low-light vision; Perception +15

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex) hp 44 (9d8)

Fort +2; Ref +10; Will +1; +2 vs. enchantments, +2 vs. poison Defensive Abilities blade sense, evasion, improved uncanny dodge; Immune sleep

Speed 30 ft.

Melee +1 menacing* rapier +11/+6 (1d6+1/18-20) or assassin's dagger +12/+7 (1d4+2/19-20) or mwk dagger +11/+6 (1d4/19-20)

Ranged assassin's dagger +12/+7 (1d4+2/19–20) or mwk dagger +11/+6 (1d4/19–20)

Special Attacks death attack (DC 15), sneak attack +5d6, true death (DC 19)

Str 10, Dex 18, Con 10, Int 12, Wis 9, Cha 21 Base Atk +6; CMB +6; CMD 20

Feats Alertness, Deceitful, Improved Initiative, Skill Focus (Bluff), Stealthy, Vital Strike, Weapon Finesse

Skills Bluff +22, Diplomacy +13, Disguise +18, Escape Artist +18, Intimidate +13, Perception +15, Perform (act) +14, Sense Motive +1, Sleight of Hand +16 (+18 to conceal a light blade, +20 to conceal a weapon, +20 to hide weapons on body), Stealth +18, Survival +0; Racial Modifiers +2 Perception Languages Common, Elven, Giant

SQ elf blood, hidden blade, hidden weapons, poison use **Gear** +1 glamered leather armor, +1 menacing rapier, assassin's dagger, 3 masterwork daggers, cloak and boots of elvenkind (only worn while hunting; hidden from the family; Pathfinder Roleplaying Game Ultimate Equipment), masterwork thieves' tools, straw doll missing an arm and its head, 3 necklaces (each worth 3d10gp).

* Pathfinder Roleplaying Game Ultimate Equipment

Mamma Agga Waytt is a wretched slob. She is so enormous that the family had to kill a merchant caravan to secure a wagon to haul her around

from place to place, as she no longer fit through doorways. Whether by neglect or some form of curse, the woman is almost impossibly fat for a human. The matriarch of the family, Agga has had relations with various different humans and humanoids in her time, producing the clan that takes care of her now.

Devouring anything she can, she has a near-insatiable need to eat constantly. The family stages raids just to keep Mamma happy, which is almost a daily necessity. Her appetites for food and more unsavory things keep everyone busy, and is one of the reasons the family is being hunted down in the Forest of Hope region.

Ranging from the Horsefly swamp down to roughly the Wild Edge River bridge, the family take care to travel by night, and set up their cons for the daylight hours, although this causes Brayce discomfort, he feels some form of familial tie to Agga, although no one would consider it love or respect.

Agga is a cleric of some loathsome god, thought to be either Grotaag, Snuurge, Orcus, or some other even viler being. Whomever she prays to, she does so away from the others, as no family member is invited into the wagon when it is time for her prayers.

CR7

MAMMA AGGA WAYTT XP 3,200 Female human cleric of Kal'Ay-Mah 8 NE Medium humanoid (human) Init –4; Perception +5 Aura Evil

AC 6, touch 6, flat-footed 6 (-4 Dex) hp 51 (8d8+8) Fort +7; Ref -2; Will +11

Speed 30 ft.

Melee unarmed strike +5/+0 (1d3–1 nonlethal) Special Attacks aura of destruction (+4, 8 rounds/day), channel negative energy 8/day (DC 19, 4d6), destructive smite 8/day (+4) Domain Spell-Like Abilities (CL 8th; melee touch +5): 8/day—bleeding touch (4 rounds) **Spells Prepared** (CL 8th; melee touch +5): 4th—inflict critical wounds^D (DC 19), summon monster IV, unholy blight (DC 19, x2) 3rd—animate dead^D, blood biography (DC 18), create food and water, magic circle against good, remove curse 2nd—death knell^D (DC 17), dread bolt (DC 17), enthrall (DC 17), hold person (DC 17), spiritual weapon 1st-bless, cause fear^D (DC 16), command (DC 16), cure light wounds, decompose corpse (DC 16), sanctuary (DC 16), summon monster I 0 (at will)—bleed (DC 15), create water, light, purify food and drink (DC 15) D Domain spell; Domains Death, Destruction

Str 8, Dex 3, Con 13, Int 15, Wis 21, Cha 16 Base Atk +6; CMB +5; CMD 11

Feats Command Undead, Extra Channel, Improved Channel, Sacred Summons*, Selective Channeling Skills Appraise +10, Bluff +6, Diplomacy +14, Knowledge (arcana) +10, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (religion) +13, Sense Motive +13, Spellcraft +9 Languages Aklo, Common, Giant

SQ death's embrace Gear twisted straw holy symbol, family treasure (see below).

*Pathfinder Roleplaying Game Ultimate Magic

Treasure: The spoils of the family business are carried in the wagon, in a well-hidden secret compartment on the inside, somewhat under the bulk of Mamma Agga's bedroll (DC 25 Perception check to notice; DC 30 if Mamma Agga is in the wagon).

Hidden in the cache are the following items:

• A latched box (20 gp) set with a single green moss agate, contains a

PART 8: NEW ENCOUNTERS

leather case (1 sp) holding an ornate carved stone pipe (30 gp). Along the stem of the pipe are eight pieces of silvery-white gems (freshwater pearls).

• A woman's skull has been sheathed in silver, her teeth pulled and replaced with jagged gold fangs. Large and almost luminous pieces of green talc have replaced the woman's eyes, and tiny slivers of jade dot her cheekbones. (The jeweled skull is easily worth 50 gp.)

• In a small wooden box carved with leaping fish (2 gp) is a set of six matching cups and saucers (8 gp per set), suitable for hot tea or some similar beverage. The cups are painted with gold leaf and have a piscatorial (fishlike) design.

• A wooden chest the size of a large dog is covered in elaborate enamel and lacquer work showing a bare-chested young king in a war chariot leading great hunts and war parties (25 gp). Inside, is a black marble statue the size of a forearm depicting a stiff armed, bare-chested warrior standing at rigid attention (10 gp), and a black granite carving of a bull with the bearded head of a scholar (18 gp) which is a similar size. The sculptures are padded by straw underneath them. Concealed in the straw is a black glass jar (2 gp) containing a scented yellow ointment. The straw also hides a white leather pouch (2 gp), which is so stuffed with gold and silver coins (21 gp, 126 sp) that the tie will not close all the way. At the bottom of the chest, is a light bronze necklace appointed with comma-shaped blue beads (9 gp).

• A rolled piece of parchment, an arms-length-long and half that wide, cut into a rectangle with crisp symmetrical ends (4 sp). Beside it is a doll, dressed as a lady of fashion. She is as long as a forearm. The face and hands are wood, painstakingly painted to smile engagingly. Her hair is real hair, pale blond; her gown, shoes, and hat are made of the finest fabrics (20 gp). A plain longsword in a wooden sheath is under the doll. Its basket hilt is wrought iron, the blade sharp and unadorned (sword, 15 gp; sheath, 1 gp). There is an uncomplicated well-made lock with the key in it (40 gp lock and key). Also, there is a wooden spoon (2 cp) and a brass plate, rather dented (2 sp) beside a tall plain silver goblet decorated with raised leaves (15 gp). The goblet holds a handful of coins (8 gp, 7 sp, 2 cp).

• A single iron gauntlet sized to fit an ogre warrior-prince (4 gp) has been pressed into service as an improvised "treasure chest." A piece of

knotted canvas fills the wrist opening to keep the contents secure within the pitted, battle-scarred gauntlet. A pair of dice carved from quality ivory (4 gp) rattles around within the glove along with variously sized coins (15 gp, 13 sp, and 5 cp). A small golden letter opener with a sapphire set into the mushroom-shaped pommel (12 gp) protrudes from one of the fingers. A small gold and onyx amulet, shaped like a stylized warhammer and covered in protective runes and inscribed prayers (59 gp), is stuck between the gauntlet's palm and one of its fingers. A slender yellow ceramic perfume vial (3 gp), contents long spilled, rests in the gauntlet's little finger. Bas-relief pictograms of bees decorate the vial.

• A tall gray flail (8 gp), a horseman's shortbow with the grip wrapped in red leather and the bowstring dyed red (75 gp) and a compact quiver with twenty arrows, unpainted and fletched with gray goose feathers (set 1 gp). A brown leather shoulder pack (5 sp) holds a pair of gauntlets made of thick pigskin, reinforced with iron, for very small hands (3 gp), a thin flexible dagger (2 gp), and a whetstone (2 cp). There are several fine pieces of parchment paper, rolled up and tied with a leather thong (15 sheets, 2 sp each). Below the paper, carefully protected by three leather cases (2 sp each) and braced against the bottom of the pack are three vials of expensive ink, red, green and blue (9 gp each). A leatherwrapped parcel (leather wrapping; 2 sp) lies behind the pack, and beside it is a small metal box. Gold, silver and copper coins are scattered in the area (7 gp, 119 sp, 766 cp). The parcel contains nine items, each carefully wrapped in strips of light brown wool. There are four vials, cut of rock crystal with tight-fitting rock crystal stoppers (80 gp each) and five gold spoons (soupspoon size, 15 gp each). The box is copper, with handsome curling designs pounded into the sides and top (2 gp). The lid is hinged and closed with a latch. Inside, a gold ring with letters inscribed in it (someone's initials, perhaps; 18 gp) lies atop a silver and rose quartz necklace (8 pieces of rose quartz; necklace, 450 gp). A leather bag, split open along the seams lies behind the leather pack, empty but for six copper pieces (bag, as is, has no value).

These treasures are taken from the **Necromancer Games** product *The Mother of All Treasure Tables*.

Appendix

New Classes Disciple of Orcus (Archetype)

The Disciple of Orcus has dedicated their life from their first pious moments to serving the Demon Lord of the Undead. They instruct the secret cabals in the teachings of Orcus and also work to raise the undead army that will someday rise up to destroy the world. The disciples of Rappan Athuk differ theologically from the disciples of Tsar, and will attack the later more often than not.

Death Domain: The disciple of Orcus must choose the Death domain (or the Undead subdomain from the *Advanced Player's Guide*, if available in the campaign). They gain no second domain or domain powers. In all other respects, this works like and replaces the standard cleric's domain ability.

Variant Channeler: When the Disciple of Orcus channels energy it is modified by the undeath variant from *Ultimate Magic*.

See in Darkness (Ex): The holiest of rites to Orcus are performed in total darkness. At 1st level the Disciple of Orcus gains darkvision 60 ft. The range increases to 90 ft. at 6th level. At 8th level the Disciple of Orcus can also see in magical darkness. If the Disciple of Orcus already possesses darkvision its range increases by +30 ft. at 1st and 6th levels.

Bonus Feat (Ex): At 1st level the Disciple of Orcus gains Command Undead as a bonus feat.

Undead Lord's Proxy (Su): Undead recognize the Disciple of Orcus as a conduit to the Demon Lord. At 3rd level Disciples add +2 to the DC to resist channeled energy when used to command undead.

Touch of Darkness (Su): At 9th level, once per day per level, the Disciple may make a melee touch attack to deal 1d4+1 points of Strength damage to a target (Fortitude save for half damage). If the target is reduced to 0 Strength or less, they die, and rise as a shadow under the control of the Disciple one round later. The Disciple may have one controlled shadow per two Disciple levels. This is equivalent to a 5th level spell. The save DC is Wisdom-based.

Undead Creation Mastery (Su): At 11th level when the Disciple of Orcus creates undead (either through the spell or other means) they gain a +4 bonus to their caster level when determining what type of undead they can create. Undead the Disciple of Orcus creates are immediately under their control as per *control undead*.

Zealot of Orcus (Prestige Class)

The Zealot of Orcus is an individual whose veneration of death magic and necromancy has led him or her to pledge obedience and servitude to Orcus, the Demon Lord of Undeath. Only the most powerful of necromancers, death priests and undead sorcerers are allowed into this circle, as Orcus prefers such beings give themselves willingly to him.

In exchange they receive power over the undead, the ability to assume aspects of undead creatures, and raise armies of undead for the war Orcus wages on all living things.

Most often clerics and necromancers become Zealots of Orcus, but sorcerers and antipaladins can make good Zealots. After binding themselves to Orcus, they are expected to lead other faithful in obscene rights and work to swell the ranks of undead that one day Orcus plans to employ in his final battle against the living and rival demon lord

Role: With their potent spellcasting ability and undead minions, the Zealots of Orcus are best suited for the typical role of the evil cleric or wizard who blasts foes from behind a wall of dedicated followers. If

melee combat is inevitable a Zealot can utilize their undead resistances and ability to cast necromantic spells through their weapon to make opponents think twice about confronting them directly.

Alignment: All Zealots of Orcus are evil.

Hit Die: d8.

Requirements

To qualify to become a Zealot of Orcus, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Knowledge (religion) 5 ranks.

Spells: Ability to cast at least 5 necromancy spells, and one spell must be of 3rd or higher level. A wizard may not have necromancy as an opposition school.

Feats: Spell Focus (necromancy).

Other: Must be a worshipper of Orcus. The ability to control undead in some manner. This can be from any source, excluding magic items less than artifact status.

Class Skills

The bound to Orcus class skills (and key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Zealot of Orcus prestige class.

Weapon and Armor Proficiency Zealots of Orcus gain no proficiency with any weapon or armor.

Spells per Day At 2nd, 3rd, 4th, 6th, 7th, 9th, and 10th level, the character gains new spells per day as if they had also gained a level in any one arcane or divine spellcasting class they belonged to before they added the prestige class. They do not, however, gain other benefits a character of that class would have gained. This essentially means that they add the level of Zealot to the level of whatever other arcane spellcasting class or divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before they became a Zealot, they must decide to which class they add each level of Zealot of Orcus for the purpose of determining spells per day.

Channel Negative Energy (Su) All Zealot of Orcus levels stack with cleric levels when determining channel energy effects.

Bonus Feat At 4th, 6th and 8th level the Zealot of Orcus may select a bonus feat from the following list: Channel Smite, Command Undead, Extra Channel, Greater Spell Focus (necromancy), Improved Channel, Skeleton Summoner, and Undead Master. They must meet the prerequisites for these feats.

Undead Leadership (Ex) The Zealot of Orcus receives the Leadership feat. Their followers and cohort must be undead creatures.

Rite of Orcus At 1st, 3rd, 5th 7th and 9th levels the Zealot of Orcus can perform a rite to Orcus to gain special benefits from the demon lord. Each rite takes 24 hours to complete and once performed cannot be changed. The rite must be performed in total darkness and include the sacrifice of one sentient being of a number of HD equal to 1/2 the character level or Hit Dice, whichever is greater, of the Zealot of Orcus. Once completed the Zealot may choose one of the following abilities:

Darkvision (Ex) The Zealot of Orcus gains darkvision of 60 ft. If they already possess darkvision the range increases +30 ft. This rite may be

Zealot of Orcus Advancement Table

| Level | BAB | Fort | Ref | Will | Special | Spells per Day |
|-------|-----|------|-----|------|---------------------|--------------------------------|
| 1 | +0 | +1 | +0 | +1 | Rite of Orcus | |
| 2 | +1 | +1 | +1 | +1 | Undead Leadership | +1 level of spellcasting class |
| 3 | +2 | +2 | +1 | +2 | Rite of Orcus | +1 level of spellcasting class |
| 4 | +3 | +2 | +1 | +2 | Bonus Feat | +1 level of spellcasting class |
| 5 | +3 | +3 | +2 | +3 | Rite of Orcus | |
| 6 | +4 | +3 | +2 | +3 | Indomitable Casting | +1 level of spellcasting class |
| 7 | +5 | +4 | +2 | +4 | Rite of Orcus | +1 level of spellcasting class |
| 8 | +6 | +4 | +3 | +4 | Bonus Feat | |
| 9 | +6 | +5 | +3 | +5 | Rite of Orcus | +1 level of spellcasting class |
| 10 | +7 | +5 | +3 | +5 | Slay Living | +1 level of spellcasting class |

selected more than once. Each time after the first increase the range of darkvision 30 ft.

Death Aura (Su) The Zealot of Orcus radiates a death aura of 10 ft. Within this aura creatures take a -4 penalty to stabilization checks and all bleed effects within the aura persist until ended with a source of magical healing. This rite may be chosen once.

Necromantic Strike (Su) As a swift action, the Zealot of Orcus may cast a necromancy spell with a duration of 1 standard action or less and then make a melee attack, all as a standard action. On a successful hit, the target of the melee attack also suffers the effect of the necromancy spell. If the attack misses the spell is discharged without effect. This rite may be chosen once.

Powerful Necromancy (Sp) Once per day the Zealot may apply Empower Spell or Heighten Spell to one necromancy spell they cast without increasing the spell's casting time. Casting Empower Spell does not increase the spell's level. This rite may be chosen more than once to increase the number of uses per day.

Channel Energy Focus (Su) The Zealot of Orcus is considered 2 levels higher when channeling negative energy. They must have the channel energy class ability to select this rite. This rite may be chosen more than once. Its effects stack.

Undead Body (Ex) The Zealot of Orcus gains a 25% chance to ignore critical hits and sneak attacks. This rite may be chosen once.

Undead Fortitude (Ex) The Zealot of Orcus can use their Charisma modifier instead of theirs Constitution modifier when determining how many bonus hit points they receive per Hit Die, as well as Fortitude saves and other checks that rely on Constitution. This rite may be chosen once.

Undead Mind (Ex) The Zealot of Orcus becomes immune to fear. This rite may be chosen once.

Universal Necromancy (Ex) The Zealot of Orcus may add one necromancy spell not on their spell list. For example, a cleric may choose to add *eyebite* to their spell list. The Zealot must be of a high enough level to cast the spell they add to their spell list. This rite may be chosen more than once. Its effects stack.

Wand of Orcus (Sp) The Zealot of Orcus may cast *spiritual weapon* once per day as a spell-like ability (caster level equals caster's hit dice). The weapon deals 1d10 points of damage + 1 point for every two Zealot levels. On a successful critical hit with the weapon the target gains 1 negative level in addition to any damage taken. This rite can be chosen more than once. Each additional rite increases the uses per day.

Wounding Touch (Sp) The Zealot of Orcus may cast *inflict light wounds* 3/day as a spell-like ability with a caster level equal to the Zealot's hit dice. The Zealot may select this rite more than once. Each additional time the Zealot selects this rite the spell-like ability increases by one step. For example, from *inflict light wounds* to *inflict moderate wounds*, and so on.

Indomitable Casting (Ex) The Zealot of Orcus becomes unshakeable when casting death spells. They do not need to make concentration checks to cast necromancy spells.

Slay Living (Sp) Once per day the Zealot may use *slay living* as a melee touch attack (caster level equal to caster's hit dice). The DC against the spell-like ability is 15 + the creature's Charisma modifier. A creature

slain with this ability rises 1 round later as an undead creature created with *greater create undead* under the control of the Zealot.

New Drug

Stems

Ingesting a dose of stems is a move action. If the creature taking the stems is doing so against his will, he can make a DC 16 Fortitude save to regurgitate them before the start of his next turn. On the start of the creature's next turn, roll a 1d6:

| 1 | The creature slips into a happy haze for 6 minutes. During this time, he is staggered, although he can perceive his surroundings. At the end of this time he is sickened for an hour. |
|-----|---|
| 2–5 | The creature feels a jolt as his mind and body begin to work faster. For 1 minute, he gains a +2 alchemical bonus to Dexterity, a +4 alchemical bonus to initiative and a +1 dodge bonus to AC. At the end of this time, he is fatigued for an hour. |
| 6 | The creature enters a trance in a state of mental clarity for 10 minutes. All Knowledge rolls are made with a +2 insight bonus, and any spells are cast at +1 caster level. He also receives a +2 alchemical bonus to Will saves. At the end of this time, he is fatigued for an hour. |

Taking another dose of stems while under one of the effects listed above instantly ends the current effect. Roll again to see what effect takes over instead. In this way, a creature with sufficient access to stems can keep the negative effects at bay indefinitely.

New Gods

Hecate, Goddess of Evil Magic

Alignment: Lawful Evil

Domains: Law, Evil, Magic, Knowledge

Symbol: A half silver disk representing the setting full moon **Garb:** Fashionable togas of the most expensive cut and material, generally in black.

Favored Weapons: None

Form of Worship and Holidays: Priests and Wizards who

venerate Hecate do so beneath the full moon with sacrifices of blood and magical items as the moon sets. **Typical Worshippers:** Wizards, Women, Wali Hecate, Assassins, Lawful evil hags, witches, and crones.

Hecate is the goddess of evil magic. She appears as a beautiful woman flanked by numerous hell hounds, her favored creature. The setting moon is her symbol. She requires sacrifices on the full moon. Her priests are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to control them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in the **Frog God Games** dungeon module **Rappan Athuk**. Hecate resides in a floating castle in the Nine Hells.

New Magic Items

Boots of Tromping

Aura faint conjuration; CL 12th Slot feet; Price 3,200 gp; Weight 2 lbs.

DESCRIPTION

These well-worn boots always appear singly, most frequently in a like-footed group. When a group of people place the boots on one foot, they are magically endowed to move at the speed of the fastest member of the group for purposes of overland walking. A boon to dwarves and halflings (and other Small, slower beings) taking long treks, these boots resize themselves to fit any foot from halfling to ogre-size. The wearers of the boots of tromping cannot run at any increased speed (beyond the normal running speed), nor is combat affected in any way. These are just a fast way for people to get there and back.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *longstrider*; **Cost** 1,600 gp

Ghostbind

Aura moderate evocation; CL 12th Slot —; Price 72,630 gp; Weight 4 lbs.

DESCRIPTION

Other adventuring groups over the years have made concerted efforts to defeat and pillage this level, with mixed success. One group (whose name has been lost to time) brought with them a powerful sword, the *Ghostbind*. This rune-covered longsword has a faint aura of good and enchantment magic.

This weapon functions as +1 ghost touch longsword, but has one unique property when used to fight the shades on this level. If a shade is impaled on the sword (a combat maneuver that provokes an attack of opportunity), the shade is rendered helpless and unable to use any of its abilities (it is effectively paralyzed, forced into its corporeal form). The shade remains in this state until the sword is removed or the shade is slain. A pinned shade that is slain reforms as usual. No undead creatures are able to touch this weapon, even if it is unattended.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, plane shift; **Cost** 36,315 gp

Hateful Spear

Aura moderate conjuration; CL 9th Slot —; Price 8,602 gp; Weight 4 lbs.

DESCRIPTION

This item, is typically created due to a tragic event. Rarely, a wizard can harness the powerful emotional magic from another source, binding the anger into a magical weapon. The hateful spear is a +1 short spear that inflicts double damage against 1 type of creature, chosen at creation.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, summon monster I; **Cost** 4,301 gp

Lover's Lament

Aura strong conjuration CL 17 Slot —; Price 120,000 gp; Weight 5lbs.

DESCRIPTION

This squat and elongated silver teapot is engraved with images of clouds, stars and the setting sun. Glass windows on its side allow one to see its contents, and it can be filled via the lid on top. The teapot can be used normally with no ill effects, although it holds very little liquid.

If the teapot is filled with water and crushed gems however, any who drink from the teapot have their soul drawn into the pot, provided they consumed at least 1,000 gp worth of gem-dust for each HD they possess. The victim can make a DC 22 Will save to negate this effect. If the drinker's name is spoken as they drink, the DC increases by +2 and any spell resistance is ignored.

If the victim has their soul drawn into the Lover's Lament, they fall into a deathlike state although their body does not rot or decay and appears to be at rest. The liquid inside the lamp now functions as the gem from a successful soul bind spell, with the following differences: The soul can be restored to its owner by simply 'pouring' the soul back through the corpse's lips. The magic holding the soul inside the pot is intentionally weak, and destroying the pot or placing it in an antimagic field will also restore the soul to its original body, providing the body has not been damaged or removed from the plane. If there is no body for the soul to return to, it begins its journey to the afterlife.

The Lover's Lament was originally made for and used by an old aristocratic family who've long since been forgotten. When one of the family went to war, their significant other would trap their own soul in the Lament until their love returned, so they would be spared the pain of their parting. While awaiting their return, the magic of the Lament would cause them to dream of angels.

CONSTRUCTION

Requirements Craft Wondrous Item, gentle repose, prestidigitation, soul bind, trap the soul; **Cost** 60,000 gp

Spiteful Spike

Aura moderate conjuration; CL 9th Slot —; Price 8,602 gp; Weight 2 lbs.

DESCRIPTION

This +1 short sword enhances a ranger's ability to fight their most hated foes. The spiteful spike doubles all bonuses a

ranger receives when fighting their favored enemies.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *plane shift;* **Cost** 36,315 gp

New Monsters

Aelom

A small bird, looking like a diseased or sickly parrot, its normally bright plumage muted by some form of taint.

AELOM XP 400

CR 1

NE Small animal (daemon) Init +7; Senses low-light vision; Perception +14

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) hp 4 (1d8) Fort +2; Ref +5; Will +2

Speed 10 ft., fly 80 ft. Melee bite +0 (1d4–1) Special Attacks growing darkness Spell-Like Abilities (CL 1st): 3/day—darkness

Str 8, Dex 16, Con 10, Int 2, Wis 14, Cha 6 Base Atk +0; CMB -2; CMD 11 Feats Improved Initiative Skills Acrobatics +3 (-5 jump), Fly +5, Perception +14, Stealth +7; Racial Modifiers +8 Perception

Ecology forest Organization solitary or flock (4–6) Treasure none

Growing Darkness (Su) If one aelom casts darkness over an existing patch of darkness, it extends the radius of the darkness by 10 feet and increases its duration by 1 minute. The aelom are smart enough to know to do this and so maximize their ability to flee.

The aelom are the forest's watchers. Aelom are sickly parrots with green and purple feathers. They are primarily sap feeders, and associate things like the sound of an axe hitting wood or the flames of a fire with a potential food source. Building a fire, chopping down trees and other such activities attract them. Once they spot something that interests them, a small flock lands and observes. The birds don't do anything until threat-ened or startled (although they are very jumpy).

If startled, aelom squawk and fly off, casting *darkness* over the area. Predators in the forest have learned that aelom squawking paired with sudden darkness indicates nearby food. This darkness probably attracts all the belhelmel in the vicinity.

If the party manages to kill or capture an aelom and examine it, they quickly discover that under the mass of feathers is little more than bones and finely corded muscles, with no sign of skin or organs.

Belhelmel

A small, greyish goat stands staring, its deep-set eyes unblinking and glowing with a pale orange luminescence.

BELHELMEL

NE Medium magical animal (daemon) XP 800

Init +2; Senses darkvision 60 ft.; Perception +2

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 28 (3d8+12 plus 3) Fort +7; Ref +5; Will +3

Speed 30 ft.; climb 30 ft. Melee bite +5 (1d6+4 plus creeping necrosis) Special attacks: daemonic glare, strangle

Str 16, Dex 15, Con 18, Int 3, Wis 15, Cha 14 Base Atk +2; CMB +5; CMD 17 (21 vs. trip) Feats Nimble Moves, Toughness Skills Acrobatics (jump) +4, Climb +7, Stealth +7, Survival +2 SQ fondness for flesh

Ecology forest Organization solitary Treasure none

Creeping Necrosis (Su) Type disease—injury; Save DC 14; Onset 1 day; Effect 1 Str damage and 1 Dex damage and 1 Con damage as the flesh dies and peels away from the bones; Frequency 1/day; Cure 2 consecutive saves; Special burning the infected area with at least 2 points of fire damage within an hour of infection reduces the save DC to 6. Daemonic Glare (Su) A belhelmel can stun its prey with its deep, unblinking eyes. As a standard action, the belhelmel can attempt to stagger a single target within 30 feet unless the target makes a DC14 Will save. The DC is Constitutionbased. This is a mind-affecting effect.

Fondness for Flesh (Ex) If a sizable amount of fresh meat is available, the belhelmel has a 50% chance at the start of its turn of breaking off its attack and proceeding to the food instead (dead or unconscious creatures are considered food as well). It continues to eat for 2 rounds per pound of flesh (up to 5 pounds) or until attacked.

Strangle (Ex) By crushing the victim's windpipe between its long fingers, the belhelmel can deliver a coup de grace using its natural weapon.

Belhelmel resemble goats with pale gray fur. A successful DC 10 Knowledge (nature) check confirms that goats are not usually found in dense forests, and that the creature is all wrong. A successful DC 20 Knowledge (planes) check likens these creatures to the goat-daemons of Abaddon, and reveals their proper name, belhelmel. A closer inspection shows that the creature has deep orange eyes that do not blink.

Belhelmel are the apex predators of the forest. Part daemon and part goat, they eat fresh flesh and have no need to sleep. Oddly, they are barely more intelligent than the goats they resemble. They usually live in trees, with their "hooves" unfurling into long, dexterous fingers, four to each hand. Their front legs are flexible enough for the creature to use them to place food in its mouth.

They hunt by surrounding a creature and using their daemonic glare to stun the target before latching onto it with their jaws. They either outright frighten a creature to death or wait for their toxic saliva to finish the creature for them. The belhelmel associate the *darkness* caused by the aelom with food, and converge on any dark area they spot.

Belhelmel are not cautious, as the other creatures of the forest know better than to attack them. While they have food, they are docile. They usually eat only once every two days. If attacked or startled, they retreat before tracking the offender and waiting for it to rest. When they are sure they have the jump on their prey, they dash in and bite the offender, or sneak up on the sleeping victim and strangle him with their long fingers.

Dimension Deer

A wounded deer, limping from a twisted foreleg, approaches. Its greyand-white coloring is a stark contrast to normal a normal deer.

CR 2

CR 3 DIMENSION DEER

XP 600 NE Medium animal (daemon) (The Tome of Horrors

Complete "Deer"; Pathfinder Roleplaying Game Bestiary "Advanced Animal")

Init +4; Senses low-light vision; Perception +12

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural) hp 15 (2d8+6) Fort +6; Ref +7; Will +4

Speed 15 ft. Melee gore +4 (1d6+3) and 2 hooves +2(1d4+1) Spell-Like Abilities (CL 7th) At will—dimension door (self only)

Str 16, Dex 18, Con 16, Int 2, Wis 18, Cha 14 Base Atk +1; CMB +4; CMD 19 (23 vs. trip) Feats Dimensional Agility*, Dodge, Multiattack Skills Acrobatics +4 (+8 jump), Disguise +7, Perception +12, Stealth +8 (+12 in forests), Swim +7; Racial Modifiers +4 Perception, +4 Stealth, +4 Disguise SQ bloodied assault

Environment forest Organization solitary Treasure none

Bloodied Assault (Ex) If the dimension deer is reduced below 10 hp in combat and no enemies are within 5 feet, it spends each turn using *dimension door* to appear right next to the closest foe. It does not do so intelligently and simply attempts to use the spell to travel in a direct line to its foe. If this square is unavailable (because the foe is up a tree or hiding behind an object), the spell fails as per its description "Pathfinder Roleplaying Game Ultimate Combat

The human body produces antigens to combat pathogens to which the body is regularly exposed. For the forest, the most common threat it faces are hunters. Dimension deer are its defense mechanism.

A dimension deer very closely resembles a natural deer, except its coat is a sickly gray with blotches of white and fawn, coloration that is easy to pick out against the forest backdrop. In addition, all dimension deer limp severely, as one of their legs is twisted as if broken. Combined, these traits would make them easy prey for hunters.

A dimension deer should not be considered prey, however. They are carnivores and hunt by using *dimension door* at will to teleport next to foes to attack viciously. They are solitary creatures. When no hunters present themselves, they are content to pick over any carcasses they find or hunt small game.

Note: If this creature needs to be made more threatening, granting them the Dimensional Assault feat (*Pathfinder Roleplaying Game "Ultimate Combat"*) does the trick.

Doppelbears and Facestealers

Over time, the defenses of the forest have gotten stronger, but new threats always present themselves. The facestealers are the forest's first line of defense against anything it doesn't understand. These creatures are known as "doppelbears" in their natural state, but over a matter of days they quickly morph into the murderous facestealers when they encounter any intruders in the forest.

In their natural form, doppelbears look like fat, overweight bears standing on their hind legs, between 4 feet and 5 feet tall. They have chubby faces and long, droopy ears that nearly reach their shoulders. Their fur is a mottled brown and they smell like boiled cabbage. They are laughably proportioned, and often overbalance and fall without any provocation. Their unusual anatomy of malformed bones and misshapen organs gives them a 25% chance of negating a critical hit.

Doppelbears are ravenous omnivores and scavenge for fruit and nuts, bulking up even further. They have a secondary stage to their life cycle that activates when they spot any humanoid, at which point their behavior rapidly shifts. First, they approach and follow the being, making no attempt to stay hidden. Unless they are violently attacked and killed, they stray no more than 50 feet from the creature they are following. Each doppelbear bonds with a particular humanoid, and follows them specifically. If the humanoid gets in a fight, the doppelbear cowers until the battle is done.

Over the next three days, the doppelbear shows signs of change. They shed much of their fur, and on occasion whine like a dog imitating speech. After two days, their coats become very thin, and they subtly change color to match the hair color of their target. Over the next 24 hours, changes are more rapid and dramatic. The dog-like whining is now clear speech, mimicking their target. While they obviously have no grasp of language, they manage to capture the pitch and tone of their target, parroting phrases and words they often say. They sweat profusely as they burn fat and their body shape changes. Three days after this change began, the doppelbear transforms into a facestealer: a perfect physical copy of their target.

If the facestealer is not slain immediately upon transforming from its doppelbear state, it continues to follow its bonded humanoid, although it now has sufficient intelligence to stay out of sight and avoid direct confrontation. They learn many of the idiosyncrasies of its target and also use their daemonic osmosis to learn any low-level spells cast by its target as a special ability. They now look for an opportune moment to attack and slay its target. While waiting, they may fashion themselves weapons from their surroundings.

If it kills its target, the facestealer strips him bare and takes all his equipment and clothing and continues to wander the forest wearing the guise of its victim. It calls out in the voice of the slain intruder. It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish.

A facestealer who equips a weapon loses that arm or arms' claw attack.

Dopplebear

The bear is fat, standing on its hind legs, between 4 feet and 5 feet tall. It has a chubby face and long, droopy ears that nearly reach its shoulders. Its fur is a mottled brown and it smells like boiled cabbage.

CR1

DOPPELBEAR XP 400

NE Medium animal (daemon) Init –1; Senses low-light vision, scent; Perception +3

AC 9, touch 9, flat-footed 9 (-1 Dex) hp 13 (3d8) Fort +3; Ref +2; Will +0 Defensive Abilities unusual anatomy

Speed 30 ft. **Melee** slam +3 (1d4+1)

Str 12, Dex 8, Con 10, Int 3, Wis 9, Cha 10 Base Atk +2; CMB +3; CMD 12 Feats Endurance, Self Sufficient Skills Climb +13, Heal +1, Perception +3, Survival +2, Swim +1 (+5 to resist nonlethal damage from exhaustion) SQ daemonic osmosis, morph

Environment forest Organization solitary or pack (1d4+1) Treasure none

Daemonic Osmosis (Su) If a doppelbear spends at least 24 hours watching a mark (or just being within 50 feet of him) it may permanently gain a feat that the mark has used, even if it does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times

a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Morph (Su) A doppelbear begins to change into a facestealer the first time it uses its daemonic osmosis ability, taking on the appearance of its mark over a period of 3 days.

Unusual Anatomy (Ex) Doppelbears have a 25% chance to treat any critical hits they suffer as a normal hit.

Facestealer

Something seems wrong with a companion after the bear attack.

FACESTEALER

CR 2

XP 600 NE Medium magical animal (daemon) Init +2; Senses low-light vision, scent; Perception +5

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 19 (3d8+6) Fort +5; Ref +5; Will +2 Defensive Abilities unusual anatomy

Speed 30 ft., climb 30 ft. **Melee** 2 claws +6 (1d4+4)

Str 18, Dex 14, Con 14, Int 5, Wis 13, Cha 15

Base Atk +2; CMB +6; CMD 18
Feats Endurance, Self Sufficient
Skills Climb +16, Disguise +12, Heal +3, Perception +5, Survival +4, Swim +4 (+8 to resist nonlethal damage from exhaustion)
SQ daemonic osmosis, stolen face

Environment Forest Organization solitary or party (1d4+1) Treasure none

Daemonic Osmosis (Su) If a facestealer (in its doppelbear form) spends at least 24 hours watching a mark (or just being within 50 feet of him) it may permanently gain a feat that the mark has used, even if the facestealer does not meet the requirements. Alternatively, it may gain one 0-level or 1st-level spell that the mark casts during that time as a spell-like ability (CL 3rd), usable 3 times a day. This effect uses the creature's Charisma to determine the spell's DC. This ability can be used only to obtain spells with a material component worth less than 5 gp. Once daemonic osmosis is used on a mark, the ability only functions if used on the same mark.

Stolen Face (Ex) Facestealers receive a +10 bonus to Disguise when imitating its mark (included above). It can speak with the mark's voice, but does not understand the language, repeating catchphrases and gibberish. **Unusual Anatomy (Ex)** Facestealers have a 25% chance to treat any critical hit they suffer as a normal hit.

The Flesh

A twisted abomination of corpses sewn together with giant metal rings and jagged sutures lurches on haphazardly placed limbs, moaning pitifully.

THE FLESH XP 6,400 N Large aberration Init +4; Senses darkvision 60 ft.; Perception +15

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural) hp 115 (10d8+60 plus 10); fast healing 8 Fort +9; Ref +3; Will +11 Defensive Abilities invulnerable (see below); Immune magic, weapon damage Weakness cannot run, kindness, suffering

Speed 10 ft.

Melee 6 arms +11 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attacks misshapen, pain

Str 21, Dex 11, Con 22, Int 3, Wis 15, Cha 7 Base Atk +7; CMB +13; CMD 23 (can't be tripped) Feats Combat Reflexes, Improved Initiative, Iron Will, Lunge, Toughness Skills Acrobatics +0 (-8 iump), Elv -2, Perception +15, Stealth -4

Skills Acrobatics +0 (-8 jump), Fly -2, Perception +15, Stealth -4

Environment any Organization single Treasure double

Invulnerable (Ex) The Flesh is unable to be damaged directly (although it still feels pain).

Kindness (Ex) If a cure or *heal* spell is cast on The Flesh, or if it benefits from any other form of magical healing, it does not regain hit points but its pain is momentarily relieved, and it is considered stunned for 1 round

Misshapen (Ex) The Flesh has 6 arms, but due to its poor shape it can only use 1d4+2 in a full attack.

Pain (Su) If The Flesh is struck by a physical attack, it emits a wave of negative energy that deals 3d6 points of damage to all creatures within 30 feet (DC 16 Will save for half). This negative energy also heals undead. This can occur only once per round.

Suffering (Su) If damage is inflicted on a living creature within 30 feet, The Flesh takes that same amount of damage. This includes damage dealt by The Flesh itself.

The Flesh is a sad thing made from dozens of corpses sewn together and bound with profane magic. The different parts of The Flesh are held together by thick iron rings or sutures, 6-8 inches across and covered in runes. These render the flesh nigh-indestructible, allowing the creature to shrug off spells and weapon damage while it screams in pain from its many mouths.

The Flesh is a strangely sympathetic creature, maddened by pain. If its pain can be alleviated, The Flesh calms down and simply spends its time sobbing, which may give its opponents time to escape. The Flesh can be damaged only by sharing the suffering of those near it: If a nearby creature is wounded, the Flesh is wounded as well.

Fragmented Skeleton

Rickety skeletons rise up from the bone pile, their bodies forming from castoff bits and pieces into a humanoid shape.

FRAGMENTED SKELETON

CR 2

XP 600 NE Medium undead Init +1; Senses darkvision 60 ft.; Perception +2

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 25 (3d8+9 plus 3) Fort +4; Ref +2; Will +5 DR 5/bludgeoning; Immune undead traits Weakness shabby

Speed 30 ft. 157

CR 9

Str 16, Dex 13, Con —, Int 9, Wis 14, Cha 16 Base Atk +2; CMB +5; CMD 16 Feats Toughness, Weapon Focus (claw) Skills Climb +9, Intimidate +9, Stealth +7

Environment any

Organization pack (2–5), squad (5–12), army (12+) Treasure none

Shabby (Ex) Due to the poor quality of this necromantic creature, it has a chance of falling apart whenever it takes damage. When it is hit, roll 1d8. On a 1, the skeleton is destroyed. These skeletons fall apart one hour after they are created.

Fragmented skeletons are shunned by necromancers who have even a little pride in their work. Created by piling tens of thousands of bones over a ritual circle, fragmented skeletons are vicious and cheap to create. Their jumbled nature is immediately obvious, as fragmented skeletons usually consist of just a ribcage, skull and pelvis in their standard arrangement, with all other sections made up of whatever bones are close to the right size. Their hands end in long claws made of teeth and broken bones that keep them from wielding a weapon.

Not that weapons and tactics are often a big part of an attacking group of fragmented skeletons, as they usually attack in waves, overwhelming an enemy with relentless numbers. Some necromancers can lend some of their nature when creating fragmented skeletons, giving the skeletons extra feats or abilities.

The necromantic magic binding these skeletons together may disintegrate at any moment, and even if the skeletons survive the combat, they usually fall apart after an hour.

Gelderfunga

A tiny little golden mushroom begins purring when approached.

GELDERFUNGA CR — XP —

Gelderfunga, or "shiners", as they are known in the Common tongue, are tiny creatures that typically feed on fungus and lichens in underground environments. They are quite helpful in disposing of funguses, being able to eat even the most toxic mushrooms without effect. The shiners look just like a little (3 inch tall) mushroom themselves, and are almost impossible to spot unless they want to be seen (Stealth +20).

These creatures have an affinity for dwarves, but dislike elves. If approached by a dwarf, the creature reveals itself, softly purring and squeaking. It remains in disguise if a nondwarf approaches or touches it, and will actually bite an elf that touches it. If a halfling picks it up, it morphs into what appears to be a small rock. Shiners make great pets for a dwarf. They produce a small gold nugget (worth 1 gp) each day, as long as they are fed adequately. Otherwise, they simply make a cute pet that likes to nest in the dwarf's beard.

Each gelderfunga has AC 9, touch 9, flat-footed 9, and hp 1.

Glowlizard

A lizard, approximately the size of a monitor, with a brightly glowing tail it dips and raises in a spastic but hypotic fashion.

CR 1

Init +6; Senses low-light vision; Perception +6

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 11 (2d8+2) Fort +4; Ref +5; Will +2

Speed 40 ft., climb 40 ft. **Melee** bite +2 (2d4+1) and tail slap +1 (1d4+1 nonlethal damage)

Str 13, Dex 15, Con 12, Int 2, Wis 14, Cha 7 Base Atk 1; CMB 2; CMD 14 (18 vs. trip) Feats Improved Initiative Skills Climb +21, Perception +6; Racial Modifiers +8 Climb SQ expert climber

Environment underground Organization solitary or pair (1–2) Treasure none

Expert Climber (Ex) A glowlizard's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, glowlizards are treated as constantly being under a natural version of the spell spider climb.

Glowlizards are a perfectly mundane species of lizard native to the forest. Since the arrival of the daemonic influence, they've nearly died out. Glowlizards are nonmagical; their tails glow as a result of chemical reactions. They use this tail to lure fish into biting range.

Gong Frog

This normal looking frog would be quite unremarkable, except for the rotting toe sticking out of its mouth.

CR 1/2

GONG FROG XP 200

NE Tiny animal (daemon) Init +1; Senses low-light vision; Perception +3

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size) hp 4 (1d8) Fort +2; Ref +3; Will –1

Speed 10 ft., swim 20 ft. Melee bite +3 (1) Space 2 1/2 ft. Reach 0 ft. Spell-like ability (CL 4th): At will—ghost sound (DC 12)

Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 11; Base Atk 0; CMB –1; CMD 5 (9 vs. trip) Feats Weapon Finesse Skills Acrobatics +5 (+1 jump), Perception +3, Stealth +13, Swim + 9; Racial Modifiers +4 Acrobatics (+8 jump), +4 Stealth; uses Dex to Swim

Environment forest Organization solitary Treasure none

The gong frog is one of the many one-off aberrations slowly beginning to appear throughout the forest. It is a scavenger, happily chewing on rotting flesh. To find food, it looks for a creature that is lying still. It then uses its "croak" to make a loud noise directly above the creature, hoping to startle a wounded or resting creature into action. If the creature remains still, the frog assumes it's safe and approaches to feed.

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APPENDIX

Inaed

A vapory wisp of a young woman — hardly visible at all — dives into a book lying open atop a podium. The pages rustle slightly as a fiery blast erupts from the volume.

INAED

CR 2

XP 600 N Tiny outsider (incorporeal, native) Init +3; Senses darkvision 60 ft.; Perception +7

AC 19, touch 19, flat-footed 15 (+4 deflection, +3 Dex, +1 dodge, +1 size) hp 19 (3d10+3) Fort +2; Ref +7; Will +4 Defensive Abilities invisibility Weakness vulnerable to channeled energy

Speed fly 50 ft. (perfect) Space 2-1/2 ft.; Reach 0 ft. Spell-like Abilities (CL 5th): 2/day—major image (DC 15), sleep (DC 15), suggestion (DC 15)

Str —, Dex 17, Con 12, Int 11, Wis 13, Cha 18 Base Atk +3; CMB —; CMD — Feats Dodge, Mobility Skills Knowledge (arcana) +6, Knowledge (any two) +6, Knowledge (planes) +6, Perception +7, Sense Motive +7 Languages Common (never speaks) SQ book haunt

Environment any Organization solitary Treasure none

Book Haunt (Su) An inaed inhabiting a book or other object is entirely impervious to non-magical physical attacks, for such an attack directed at the inaed only damages the book it inhabits. "Turned" or otherwise unbound inaed immediately seek out the nearest book to inhabit. Entering a book takes 2d4 rounds. During this time, the creature is visible but still incorporeal. Books that have been freed of any inaed and books that have been blessed by a cleric of 9th level or higher are immune to infestation.

Invisibility (Su) An inaed remains invisible even when it attacks. This ability is constant, but the inaed can suppress or resume it as a free action. An inaed that has been cast out of a book loses this ability until it is able to inhabit another book. Vulnerable to Channeled Energy Although inaed are not undead, they respond to channeled energy as if they were. They can be healed by positive energy, harmed by negative energy, and are subject to the Command Undead and Turn Undead feats. An inaed that takes damage from channeled energy while inhabiting a book flees the book if it fails its Will save for half damage.

Inaed are invisible, intangible spirits that inhabit books, scrolls and any other object upon which words are written. If its host book is completely destroyed or it is otherwise cast out of its current book, the inaed flees in search of a new book to haunt — including spellbooks. When visible, inaed appear as ghostly apparitions of adolescent human females.

Mirror Fiend

A slack and emotionless face appears in the surface of the mirror, the dead eyes locking gazes with anyone staring into the mirror's suddenly

dark depths.

MIRROR FIEND XP 2,400

CN Medium outsider (chaotic, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +11

AC 19, touch 19, flat-footed 14 (+4 deflection, +5 Dex) hp 92 (8d10+40 plus 8) Fort +7; Ref +11; Will +6 DR 10/magic; Immune mind-affecting effects; SR 17

Speed 50 ft.

Melee mirrorblade +14/+9 (3d4+5/19–20) Ranged mirrorbow +14 (3d4 /x3) Special Attack mirror-lure (DC 17)

Str 20, Dex 21, Con 21, Int 11, Wis 11, Cha 18 Base Atk +8; CMB +13; CMD 28 Feats Power Attack, Toughness, Weapon Focus (mirrorblade), Weapon Focus (mirrorbow) Skills Bluff +15, Intimidate +15, Knowledge (planes) +11, Perception +11, Sense Motive +11, Stealth +16

Environment mirrors Organization solitary Treasure none

Mirror-Lure (Su) If a mirror fiend locks its gaze with someone looking into the mirror, the victim must succeed on a DC 20 Will save or have his soul sucked into the mirror, while his body remains motionlessly staring at himself in the mirror. While within the mirror, the victim's actions are controlled by his immobilized self as the mirror fiend attacks the victim's mirrorself. The victim's mirror-self suffers -4 to his first attack due to being unfamiliar with the mirror-image environment, but the penalty is reduced by 1 in each subsequent round. Should the immobilized victim's gaze be moved away from his mirror-self, he is longer be able to control his movements within the mirror, and the mirror-self becomes a motionless target for the mirror fiend. Slaying the mirror fiend restores the victim's soul to his body, but shattering the mirror (hardness 1, hp 5) forever traps the soul within the mirror. Spells used from the outside reflect back upon the caster rather than enter the mirror-realm. The save DC is Charisma-based, and includes a +2 racial bonus.

Mirror fiends inhabit mirrors. They appear as emotionless humans staring out of the reflective surface to the world beyond. Anyone meeting their gaze might find himself drawn into the mirror world to face the creature.

Psuedoeel

This snake-like fish has grey scales, and periodically gives off an electric spark.

PSEUDOEEL

XP 200 N Diminutive animal Init +8; Senses low-light vision; Perception +4 AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size) hp 5 (2d8-4) Fort +3; Ref +7; Will +0 Resist electricity 5

Speed 0 ft., swim 30 ft. Melee tail +1 (1 nonlethal electric damage) Space 1 ft.; Reach 0 ft.

Str 4, Dex 18, Con 6, Int 1, Wis 10, Cha 6

CR 1/2

CR 6

Base Atk +1; CMB +1; CMD 8 (can't be tripped) Feats Improved Initiative Skills Acrobatics +4 (-8 jump), Escape Artist +12, Fly +10, Perception +4, Stealth +20, Swim +9; Racial Modifiers +4 Swim

Environment saltwater Organization pack (4–20) Treasure none

Despite their name, pseudoeels are actually gray-skinned fish with teeth like a brush. Pseudoeels are filter feeders that use their shocking tail to defend themselves. Female pseudoeels lay eggs that are fertilized by the male and then buried in sand. The eggs grow like a grotesque flower, with a fleshy sac that protects them and draws nutrients from the sand and surrounding water. When the eggs hatch, the newborn pseudoeels eat the flesh sac (and each other) for nourishment.

Scrap Golem

A twisted being composed of warped beams of metal and bits of junk marches down the corridor, a creaking, grinding pile of scrap intent on destruction.

SCRAP GOLEM

XP 1.200

CR 4

N Large construct Init +0; Senses darkvision 60 ft., low-light vision; Perception +4

AC 17, touch 9, flat-footed 17 (-1 size, +8 natural) hp 52 (4d10+30) Fort +1; Ref +1; Will +1 Immune construct traits; SR 17

Speed 30 ft. **Melee** slam x2 +8 (2d6+4 plus grab) **Space** 10 ft.; **Reach** 10 ft.

Str 18, Dex 10, Con —, Int 4, Wis 10, Cha 10 Base Atk +4; CMB +9 (+17 to grapple); CMD 23 Feats Power Attack, Weapon Focus (Slam) Skills Fly –2, Perception +4, Stealth –4

Environment any Organization solitary or gang (2-6) Treasure none

Scrap golems are not true golems at all, resembling animated objects more than they do other constructs. Scrap golems look like odd cuts of iron and other common metals, twisted into a roughly humanoid shape. No two look alike. Scrap golems maintain a small, spiteful intelligence, and spend their time waiting in dangerous areas, ready to jump out and attack passers-by. Unlike normal golems, scrap golems do not have any real loyalty to their creator and lack the signature magical immunity of golems. Scrap golems mostly are used as a cheap and long-term way to guard areas that their creator has no reason to ever visit again.

Construction

A scrap golem's body must be assembled from scrap metal weighing 200 pounds, and must be coated with blood and fragments of bone during a ritual that takes 1 hour and costs 500 gp.

SCRAP GOLEM CL 11th; Price 9,100 gp

Requirements Craft Construct, animate dead, animate object, lesser globe of invulnerability; **Skill** Craft (blacksmithing) DC 15; **Cost** 4,550 gp

White Lady

A giant woman draped in white drags a twisted club along the ground. Her face — hidden behind a gauzy veil — is peeled of flesh to reveal a grinning skull.

CR 7

WHITE LADY

XP 3,200 NE Larae undead

Init –1; Senses blindsense 60 ft., darkvision 60 ft.; Perception +4

AC 14, touch 8, flat-footed 14 (-1 Dex, -1 size, +6 natural) hp 105 (7d8+67 plus 7); fast healing 6 Fort +7; Ref +1; Will +7 Immune undead traits

Speed 20 ft.

 Melee +2 vicious greatclub +19 (2d8+20+2d6 plus 1d6 points of damage to wielder)

 Spell-Like Abilities (CL 3rd):

 3/day—locate object (greatclub only)

 Space 10 ft.; Reach 10 ft.

Str 34, Dex 8, Con —, Int —, Wis 10, Cha 20 Base Atk +5; CMB +18; CMD 27

Feats Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Toughness, Weapon Focus (greatclub) Skills Acrobatics –1 (–5 jump), Fly –3, Perception +4, Stealth –5; Racial Bonus: Perception +4 Gear +2 vicious greatclub

Environment any underground Organization solitary or group (2–4) Treasure none

Veil (Su) So long as a White Lady holds her club for 24 hours, she gains 32 temporary hit points (included above). If these hit points are lost, they are restored after 24 hours as long as the White Lady retains her club.

A white lady stands 9 feet tall and resembles a female humanoid with pale, lumpy flesh. Around its midsection is a skirt of thick cloth that is long enough to drag along the ground. A funerary veil covers the creature's face, hiding a smiling skull devoid of flesh.

A white lady is a creature of impossible power and purpose, and is always seen dragging its signature weapon — a twisted iron greatclub. Two centuries ago, an arcanist in the employ of Orcus experimented with cursed weapons and created a number of unworked iron bars that bore the corrupting influences of a fallen (and forgotten) angel who had died in the service of Orcus. Any living creature touching this corrupted metal was broken and twisted into the form of this angel, gaining its strength and resiliency. While the white ladies were powerful, they were difficult to control, and the project was eventually abandoned.

New Template Shade Template

"Shade" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). A shade retains all the statistics and special abilities of the base creature, except as noted here.

CR: Same as the base creature +1

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves or skill ranks.

Armor Class: The shade gains a +2 bonus to its natural armor. This stacks with any natural armor bonus it already possess.

Hit Dice: Change the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, shades use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: The shade gains the following defensive ability.

Immortality (Su) A shade can be destroyed, but its essence instantly returns to Kallinstraids (see **Area 6B-25**)

Special Attacks Shades gain the following attacks:

Materialize (Su) A shade can shift to an ethereal form as a swift action. While in this form it gains a fly speed of 40 ft. (perfect) and becomes incorporeal. It cannot use any other abilities or attacks. The shade can revert to its corporeal form as a swift action. A shade that dematerializes takes its shadow gear with it, but drops anything else it was holding.

Recall equipment (Su) As a swift action, a shade can cause all its shadow equipment to disappear then have a new set of shadow equipment appear on its body. In this way, Davith can throw his javelins and call them back to his hands.

In addition to those above, a shade also gains one of the special attacks below:

Mastery of Undeath Each shade has spent the years honing a particular skill.

Tabitha's Hush (Ex) When Tabitha uses her materialize ability to become corporeal, she may also make a Stealth check to hide as a free action if she is behind cover or in dim light or darker.

Davith's Pain (Su) Davith can opt to make a melee attack against himself with any weapon he's holding, although this provokes an attack of opportunity. All living creatures within 30 feet take damage equal to the amount Davith inflicts on himself, and the victims may make a DC 18 Will save to halve this damage. The save DC is Charisma-based.

Kenneth's Reserve (Sp) Kenneth can cast a *bolt of ice*, and must make a ranged touch attack. If he succeeds, his target takes 2d8 points of damage. This spell-like ability has no verbal, somatic or material components, and can be cast even if Kenneth loses his spellbook and bound item.

Vallis' Touch (Su) As a standard action, Vallis can attempt to touch a creature to deal 3d6 points of negative energy damage. This attack can be used to heal undead creatures.

Special Qualities: A shade retains all its special qualities, and gains the ability below:

Shadow equipment (Su) A shade's equipment is only a shadow of the gear buried with it, although it looks and acts as if it was real. Any gear left unattended at the end of its turn vanishes in a puff of smoke. If the gear is removed from its tomb, the shade loses its shadow copy and can no longer recall it.

GM NOTE: The shades have not been considered in the CR value of each room. Please adjust encounters accordingly when the shades are involved.

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