Saturday Bight Special

- Ice Tower of the Salka -

By James Carl Boney



An adventure for the D





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A Frog God Games adaption of the Swords & Wizardry adventure for parties of 4-6 adventurers, levels 8-12. This adaption uses the Pathfinder Roleplaying Game system rules.

Forward

It is my pleasure to bring you another installment in a series of **Swords** & Wizardry original adventures adapted to the Pathfinder Roleplaying Game system by Frog God Games. It is our deepest wish to bring back the "old-school feel" of roleplaying to a new generation of players and GMs alike, without leaving our roots behind.

This adventure is being presented in its original form as closely as possible. The only changes made herein are to facilitate the new game system rules; the feel and fun of the adventure should never be compromised by a set of rules!

And now, it is time to move on to what you have been waiting for, and thank you very much for supporting this endevour!

- Skeeter Green, Content Editor

Intoduction

Sixty years ago, the mysterious ice flow of Zemeth appeared virtually overnight, according to the locals, and swallowed everything in its path, including the stronghold tower of a powerful sorceress known as the Salka. The imposing structure of jagged lines and improbable angles, which once stood overlooking the Salka's dominions, was buried under the magical silver ice – and the dreaded sorceress herself has never been seen or heard from since.

After the passage of sixty years, facts have become nothing more than legends, and the exact location of the tower is known only by the very old. But a far-ranging hunting party has recently reported a large crack in the ice, leading to an icy cavern and a platform of smooth black stone. The Salka's tower has been found; do you and your comrades dare enter the former abode of the Ice Sorceress and plunder her forgotten wealth?

Death in the Tower

Any living person slain within the confines of the tower runs the risk of rising as an undead creature after death, due to the effects of the *chandelier* in **Level 2**, **Room 13**. If a character (or NPC) dies, a special DC 15 Will save must be made; for each point of Wisdom the PC possesses above 14, a +1 bonus is given on the check. Failure means the character will come back in 1d4 hours in one of the following forms (roll 1d6):

1. Ghoul 4. Wraith

3. Zombie 6. Shadow

All undead raised by the *chandelier* can be slain, but will be brought back into action after 1d20 minutes, including any undead characters affected by the *chandelier*. The destruction of the *chandelier* is the only way to stop the creation and re-raising of the undead. See the relevant section for details.

Any creatures (PCs or tower guardians) perishing in the tower and rising as undead retain all their base statistics and gain the undead creature type, as follows:

• No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).

Darkvision 60 feet.

• Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

• Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.

• Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.

• Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

• Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

• Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.

• Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

• Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

• Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.

• Undead do not breathe, eat, or sleep.

The Ice Flow

The Zemeth ice flow has swallowed roughly a 100 square mile area; its depth varies depending on the terrain (but has covered all hills in its path by a depth of 120 feet), and its surface is relatively smooth and featureless. Its mysterious appearance almost half a century ago still baffles those who have studied it, since this area is too low and warm for glaciers or sustained ice to remain without melting.

The Cavern

A large crack in the ice has appeared approximately 3 miles from the southern edge of the ice flow. A hunting party traveling across the ice and attempting to reach the other side in search of fresh sources of game discovered the feature some two months ago. Idle investigation revealed a large cavern underneath the fissure. The roof of the Salkas's tower lies at the center of the cavern, roughly even with the ice floor. Worn smooth over the years, the stones are still remarkably intact, and the metal trapdoor leading into the tower opens easily. Indeed, when the hunting party discovered the tower, one of the younger hunters opened this hatch and descended by torchlight . . . but never returned.

^{2.} Ghast 5. Spectre

Rumors

Accumulated wisdom from the past concerning this structure is spotty at best (GMs may allow a DC 30 Knowledge (history) check for anyone to know fragments of the legend of the Ice Sorceress); the veracity of any given rumor is always in question. Below is a list of rumors that the characters will hear if they ask around (DC 15 Knowledge (local) check). When the referee decides it's time for one of the characters to learn a rumor, the referee should roll 1d12 on the table below. False rumors, or false parts of rumors, are designated by *italics*.

- 1. Though the tower seems to have three stories and a small dungeon, *there is a hidden fourth story for those wise enough to find it.*
- 2. The tower is demon haunted.
- **3.** A hidden section of one story holds great magic abandoned by the Salka.
- **4.** The Salka had three daughters. One is dead, one is a slave, and one remains within the tower.
- **5.** Twin guardians protect the tower's roof. The pass phrase to subdue them is "Heph-Mon-I-Kar."
- 6. The Salka still lives there, though trapped by the ice she summoned.
- 7. A magical blade exists somewhere in the tower that can *control* demons.
- **8.** The Salka summoned many outsiders from different planes into her abode. Many are still trapped there.
- 9. Chandeliers are dangerous!
- **10.** There are vast amounts of *unguarded* treasure still within the walls of the tower.
- **11.** The throne of the Salka allows one to read the innermost thoughts of others.
- **12.** The Aspect, a mysterious and legendary figure in these parts, will *truthfully* answer *every* question put to him.
 - ... And thus begins the adventure...

Third Level (Top) – The Abode of Demons

GM Note: This level is dominated by the strange magics of the Salka and the demons she summoned over time.

1. The Warding Chamber

This chamber is where the rooftop hatch enters the tower. The room is dominated by two large, intricately carved pillars. When the characters descend the stairs and set foot onto the floor, they will have 3 rounds to utter the pass phrase "Heph-Mon-I-Kar" before the northern pillar of this room activates a *wall of force* (CL 18) barring access to all doors in the room. These magical wards were put in place to guard the tower against intrusion by flying opponents; unless the characters have somehow gained an extraordinary level of knowledge about the tower (DC 35 Knowledge [history]), they will not know the password and will have to breach the *wall of force*. Destroying the northern pillar (see below) will also destroy the *wall*.

After 10 rounds, the southernmost pillar will begin releasing *fireballs* (CL 18) once per round (DC 15 Reflex save for half damage). Once the *fireballs* begin, the only safe sanctuary in this room will be on the northeast side of the stairway. The pillars themselves must be destroyed before being rendered harmless.

Ward Pillars: 1 ft. thick; Hardness 8; hp 180; Break DC 40

2. The Great Hall

This irregularly shaped room contains two dozen statues of ancient heroes and villains along the walls, and two intricately carved pillars. The party is probably rather paranoid about pillars by now, but these two are non-magical and completely harmless. The statues are four feet high, heavy, and appear to be solid gold. However, all are made of fool's gold (iron pyrite) and have been magically suspended in time so as to remain in a state of perpetual beauty. Removing a statue from its podium causes it to decay into its fully aged and tarnished state within 1 hour. If the party stays in this room for more than 20 rounds (the time required if anyone "takes 20" on a skill check), the four demons from **Room 6** and **Room 7** will investigate, seeking to destroy all intruders. The hezrou demon from Room 6 will appear first, to distract the party; the demons from Room 7 will make an appearance 3 rounds later, to attack from the rear.

3. Throne Room of the Salka

The floor of this ornate room is decorated with tiles arranged to draw all attention southward to the floating throne at the end of the room. Beyond the throne is a large bay window made of a shatterproof substance and covered on the outside with ice.

The metal, high-backed throne floats roughly 3 feet above the ground. On the north side of the throne is a small set of steps allowing easy access for anyone who chooses to sit upon the chair itself. If someone sits on the throne, it will swivel in the air in accordance with the mental commands of the occupant, either facing the throne room or turning toward the icecovered window. Sitting on the throne may be problematic: anyone who takes a seat must make a DC 20 Will save or be mentally paralyzed and unable to perform any actions except being led around by another. Any character who fails the save cannot later take a seat in the throne without automatically suffering the same effect. If the save is successful, the character will instinctively understand that they have three abilities while remaining in the throne:

• The ability to *scry* the entire tower complex for all living beings, and know their whereabouts at all times, at will (no save).

• The ability to *detect thoughts* on all living beings within this particular room, at will (no save).

• The ability to *scry* outwards from the tower and see all things within five miles. Since most things are now covered with ice, this won't amount to much except perhaps for surface activity (DC 20 Will save negates the srying).

4. Room of Favor

In the past, when the Salka received visitors seeking her favor, those who were in good standing with the tyrantix would bide their time here until summoned. The lavishness of this waiting chamber is still apparent; ornate desks, chairs, divans, couches and other comforts are still here and have suffered minimal decay, due to the freezing temperature of the area. Expensive silverware still sits on the tables: the characters will be able to scrounge 4 platters (worth 140 gp each), 20 utensils of various kinds (worth 50 gp each), a silver jug worth 175 gp, and 6 candlesticks worth 50 gp each. The chandelier, should it be brought down intact and transported to a dealer in such items, is exquisitely decorated and worth 250 gp.

5. Room of Forgetting

Those who did not hold the Salka's favor, but sought her ear nonetheless, were housed in this room for a long wait before gaining audience with the sorceress. The furnishings of the chamber are rotten; uncushioned wooden chairs and small, rickety tables with a scattering of brass serving utensils are placed throughout the area, and there is - notably - no place where a visitor could recline.

6. Out of Phase Door (CR II)

This seemingly normal wooden door resists all attempts at opening or forcing it. It is entirely out of phase with this plane of existence; attempts to cast *dispel magic* on the door must defeat a CL of 29 to make the door appear. If the party lingered in **Room 2** for more than two rounds, the door phases into material reality and opens to release its demonic occupant. Since the opening of the door depends on the party (or some of the party) being in another room, it is highly unlikely that they will ever actually see the door when it opens.

HEZROU DEMON XP 12,800

CR 11

hp 145; (see the Pathfinder Roleplaying Game Bestiary, "Demon, Hezrou")

The room beyond is cold, gray and featureless. If the hezrou is destroyed,





the room and the door will once again phase out of existence and back to the infernal planes after 30 minutes; any characters in the room will find themselves taking an unscheduled and highly unpleasant trip...

7. Another Out of Phase Door (CR 13)

This room and its door function exactly like those of **Room 6**. This room, however, will release a **glabrezu** and two **dretches** 3 rounds after combat begins with the hezrou from **Room 6**.

GLABREZU DEMON

CR 13

CR 2

XP 25,600 hp 186; (see the Pathfinder Roleplaying Game Bestiary, "Demon, Glabrezu")

DRETCH DEMONS (2)

XP 600

hp 18; (see the Pathfinder Roleplaying Game Bestiary, "Demon, Dretch")

8. Hidden Hallway

Giving access to the levels below and also to **Room 9**, this area is filled with dust and cobwebs. Detailed frescoes of past events in the life of the Salka decorate the walls and ceiling. There are no noteworthy encounters here.

9. Buttressed Room (CR 2)

The structure of this room is beginning to crumble from the shifting glacial movements of the outside ice that surrounds and presses against the tower. There

is a base 10% chance that the hallway leading to this room will begin to crack once the entire party has entered it. For every 5 rounds spent in the hallway or in the room, there is an additional and cumulative 5% chance that the entire structure will crack and separate from the main tower. Characters in this area when the cracking begins will be struck by falling debris (1d4 pieces will hit each party member each round for 1d4 hit points of damage each – a DC 15 Reflex save indicates only half damage.) Furthermore, once the collapse begins there is a 40% chance that a crack will appear right under a party member; each PC must make a DC 15 Reflex or fall into the resulting crevice (2d6 hit points of damage). The cracking and groaning of the stones in this area should warn the party ahead of time that there is a potential disaster looming for them if they tarry too long.

The room contains 27 of the Salka's victims: all have been turned to stone and left in various poses of fear, outrage and panic. Only three of the transformed victims will be of any significant use to the party. The remaining twenty-four victims were peasants or townsfolk who have no particular abilities or wealth. In all cases, the rescued prisoners will be astounded to discover that sixty years have passed.

The three unusual victims are as follows:

Tarthimian, a treasure and relic hunter. He was divested of his arms and armor before being turned to stone, so he has no equipment. However, he will offer his services as a loyal follower.

TARTHIMIAN XP 800 Male human fighter 3 N Medium human Init +2; Perception +4

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 26 (3d10+6) Fort +5, Ref +3, Will +2; +1 against fear Defensive Abilities bravery +1

Speed 30 ft.

CR 2

Melee unarmed +4 (1d3+2 non-lethal)

Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 16 Feats Alertness, Diehard, Endurance, Skill Focus (perception), Weapon Focus (longsword) Skills Climb +7, Intimidate +4, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Perception +11, Sense Motive +3, Survival +6 Languages Common SQ armor training 1

Moldar and Keen, a merchant team (N male human expert 2). These two are both normal men, but they kept buried caches of treasure as reserve funds in case of theft or financial disasters. Each will offer the party 300gp in gratitude for their release. Obviously, however, the party will have to return them to civilization so they can dig up the gold.

10. Secret Room (CR 9)

The secret door to this area can be detected with a DC 25 Perception check due to the fine craftsmanship of its construction.

This was a storage room used by the Salka to keep items needed when she chose to fly from the tower roof on journeys of importance. In this room are the following:

A small chest (unlocked but trapped with a particularly nasty poison) holding 1,500 gp, 500 sp, and a pouch of 40 gemstones worth 100 gp each.

POISON NEEDLE TRAP CR 8 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; **Reset** repair

Effect Atk +15 ranged (1d6 plus black lotus extract/×3)

A wardrobe holding 4 robes, two pairs of riding boots and 6 cloaks. Robe #3 is a *robe of useful items* and cloak #4 is a *minor cloak of displacement*.

A trunk (not locked or trapped) holding a *decanter of endless water*, many days' rations (now turned to dust) and a *carpet of flying* (smallest).

This room is guarded by an **invisible stalker** which will stop at nothing to make sure no item leaves this room. Should the party flee without the items, the stalker will not pursue.

INVISIBLE STALKER

XP 3,200

hp 80; (see the Pathfinder Roleplaying Game Bestiary, "Invisible Stalker")

11. Forgotten Altar (CR 9)

The door to this room is locked and **trapped** (DC 25 Disable Device to unlock). Triggering the trap (or failing to disarm it) will cause a poison gas to flood this area from below; the eastern 50 ft. of **Room 12** and the entire passage to the south will be filled.

INSANITY MIST TRAP

CR 8

CR7

Type mechanical; Perception DC 25; Disable Device DC 20 Trigger location; Reset repair

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in the area)

In this room is an altar dedicated to the Salka's personal deity... apparently a deity of the unsavory sort, judging by the motifs of the chamber and the looks of the altar itself. It is adorned with altarware of the most expensive kind:

- A ceremonial dagger (clean), jeweled and worth 500 gp.
- Two gem-encrusted candlesticks worth 250 gp each.
- A cruet set made of gold and worth 400 gp as a set.
- A small device which resembles a sundial but is actually a mechanism

for calculating the best times for worship; worth 1,000 gp to the right buyer. • A large, stoppered decanter, actually a *bottle of air*.

Removing any of the items from the altar will summon its guardian, **a** huge fire elemental.

CR7

CR4

HUGE FIRE ELEMENTAL XP 3,200

hp 85; (see the Pathfinder Roleplaying Game Bestiary, "Elemental, Fire")

12. Hall of Shadows (CR 11)

This long hallway displays ten paintings in various states of decay. All depict ancestors of the Salka (both good and evil) and a close examination will reveal that some paintings are actually quite ancient.

Behind each of the ten paintings hides a **wardshadow**. The wardshadows will issue forth two at a time to attack the party as the characters pass through. These monsters will fight fiercely to keep the party from reaching the door to **Room 11**.

WARDSHADOWS (10)

XP 1,200

CE Medium undead (incorporeal) Init +2; Senses darkvision 60 ft.; Perception +8

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge) hp 40 (5d8+10) Fort +3, Ref +3, Will +5 Defensive Abilities incorporeal, channel resistance +4; DR 15/magic; Immune undead traits Vulnerabilities sunlight and magical light

Speed fly 40 ft. (good) Melee incorporeal touch +6 (1d6 Strength damage) Special Attacks create spawn

Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15 Base Atk +3; CMB +3; CMD 15 Feats Dodge, Skill Focus (Perception), Weapon Finesse Skills Fly +12, Perception +9, Stealth +10 (+14 in dim light); Racial Modifiers +4 Stealth in dim light (-4 in bright light)

Create Spawn (Su)

A humanoid creature killed by a wardshadow's Dexterity damage becomes a normal shadow under the control of its killer in 1d4 rounds.

Dexterity Damage (Su)

A wardshadow's touch deals 1d6 points of Dexterity damage to a living creature. This is a negative energy effect. A creature dies if this Dexterity damage equals or exceeds its actual Dexterity score.

Wardshadows appear as large dark stains that flow through a room toward their opponents. They are not physical in nature, thus they are not stopped by doors or other solid objects of less than 10 feet in thickness. They are found within crypt areas, dark forests, or other shadowy adventure areas far from sunlight, and are favored guardians for altars of darkness and cold.

If their designated territory is entered by anyone but their creator, wardshadows hide near walls and other shadowy places and wait until their victims are within range for a surprise attack. If a wardshadow successfully hits its opponent, the target is chilled for 1d6 hit points of damage and must make a save or be drained of 1 point of Dexterity.

If a wardshadow is slain, it melts into a black slick on the floor. If at least 6 ounces of the material is gathered and brewed into a potion, the drinker gains the effects of a *maximized death ward* spell.

If a wardshadow is exposed to natural sunlight or magical light of 2nd

level or higher, it will lose 1d6 hit points per round until it flees or is killed.

13. Antechamber

This room contains two broken couches and a large table (still in good shape) along with what is left of four chairs. The door to **Room 14** is padlocked from this side.

14. Summoning Chamber (CR 7)

The Salka used this room for the magical summoning of demons and other fell creatures. A large pentagram adorns the floor, and a small table sits in the southeast corner holding several powders and oils used in rituals.

An observant character (DC 10 Perception check) will note a strange feature of the air just above the pentagram's center. It cannot be seen directly, but appears as a shimmering in the peripheral vision. If one of the powders is thrown into the center of the room, **2 basilisks** will be *summoned* forth.

BASILISKS (2) XP 1,600

CR 5

hp 52; (see the Pathfinder Roleplaying Game Bestiary, "Basilisk")

After the basilisks have arrived, the half-formed magic gate within the pentacle will close and disappear.

If anyone should speak the word "Remissary" within this chamber, they will be transported to the domains of the Ozol as determined by the GM (see **Room 54** in the **Dungeon Level**).

15. Stairs

These stairs lead to the second level.

Second Level – Halls of the Forgotten Dead

GM NOTE: The denizens of this level are the former servants of the Salka, either summoned creatures or undead damned to wander here because of the nature of the chandelier in **Room 13**.

16. Spiral Stairs

Coming downwards from the third level, these stairs give access onto this level and also continue downward to the first level.

17. Secluded Room (CR 7)

Most of the tower's servants and prisoners have become zombies and gathered here. When the door to this room is opened, the zombies will mass attack any PCs coming down the narrow passage into the main part of the room.

MEDIUM ZOMBIES (20) XP 200

CR 1/2

hp 16 (x4), 14 (x3), 12 (x4), 10 (x5), 8 (x4); (see the Pathfinder Roleplaying Game Bestiary, "Zombie")

18. Bed-Chamber of the Wraith (CR 5)

An ornate bed covered in quality silks and other fine fabrics lies wrecked near the north wall of this chamber. Upon entrance, the party will notice a small figure lying under the sheets.

The reclining figure is Anika, one of the Salka's daughters and a **wraith** who will attack those who uncover her while she resides in her madness under the sheets. Upon attack, she will emit a scream that will bring the zombies and undead trolls from **Room 17** and **Room 19** to her aid. Keep in mind that if the party has already killed these monsters, they will rise again unless the *Chandelier* (**Room 28**) has been destroyed.

ANIKA THE WRAITH

XP 1,600

CR 5

hp 47; (see the Pathfinder Roleplaying Game Bestiary, "Wraith") **SPECIAL:** While Anika is in this Room, she cannot be turned and will regenerate 1d6 hit points per round.

19. Servant's Chambers (CR 9)

Anika's servants, **three undead trolls**, stay here unless she summons them (**Room 18** above).

UNDEAD TROLLS (3) XP 2,400

CR 6

CE Large undead (giant) (Pathfinder Roleplaying Game Bestiary, "Troll")

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9



hp 38 (6d8); regeneration 5 (acid or fire) Fort +2, Ref +2, Will +7 Defensive Abilities channel resistance +4; Immune undead traits

Speed 30 ft. Melee bite +17 (1d8+12), 2 claws +17 (1d6+12) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 1d6+18)

Str 24, Dex 10, Con –, Int 2, Wis 10, Cha 10 Base Atk +4; CMB +17; CMD 27 Feats Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception) Skills Intimidate +13, Perception +9 Languages Giant

20. Main Library

The walls of this large room are covered with shelves full of dusty tomes, scrolls, and plaques. A thorough inventory of this room's contents will reveal most books to be of little interest other than to the collector

AC 17, touch 11, flat-footed 15; (+6 natural, -1 size)



(2d12 books possibly worth 1d6 x100 gp each to the right person). Most scrolls are ceremonial or of an esoteric nature; three scrolls hold magical spells:

- Scroll (divine): cure serious wounds, insect plague, raise dead
- Scroll (arcane): stone to flesh, wall of fire
- Scroll (arcane): dispel magic, ice storm, knock, slow

21. Sitting Hall (CR 9)

Other than some wrecked furniture, there is nothing of note here.

22. Bedroom

This bedroom was once used for those visitors lucky enough to gain the favor of the Ice Witch. **Three spectres** now make their haunts in this place, and will attack anyone who enters.

SPECTRES (2)

XP 3,200

"Spectre")

CR 7

23. and 24. Quarters for the Butler and Maid (CR 7)

hp 52; (see the Pathfinder Roleplaying Game Bestiary,

The hand-servants of the Salka lived here. **Room 23** is a sitting room with wrecked and dilapidated furniture. **Room 24** is the lair of the married couple, now ghosts bound to this room by the *chandelier*. They may only be freed when the *chandelier* is destroyed.

GHOSTLY BUTLER AND MAID XP 1,600

CR 5

Male and female human ghost expert 4 CE Medium undead (augmented humanoid, incorporeal) Init +5; Senses darkvision 60 ft.; Perception +16

AC 16, touch 16, flat-footed 15 (+1 Dex, +5 deflection) hp 48 (4d8+20) Fort +6, Ref +4, Will +8 Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

Speed fly 30 ft. (perfect) Melee corrupting touch +4 (5d6, DC 17 Fort save for half damage) Special Attacks malevolence (DC 17)

Str —, Dex 12, Con —, Int 10, Wis 15, Cha 20 Base Atk +3; CMB +4; CMD 14

Feats Improved Initiative, Iron Will, Lightning Reflexes Skills Appraise +6, Bluff +11, Diplomacy +11, Fly +9, Intimidate +11, Knowledge (history) +7, Knowledge (nobility) +7, Perception +16, Profession (servant) +8, Sense Motive +8, Stealth +9; Racial Modifiers +8 Perception, +8 Stealth Languages Common

Stashed under the bed is a wooden box chaotically filled with items the couple received as gifts or filched over time from the Salka's guests: 1,200 gp, a jeweled necklace worth 1,500 gp, a diamond ring worth 1,900 gp, and +1 bracers of moderate fortification.

25. Trapped Couriers (CR 12)

Two envoys from a distant dark cabal were trapped here when the tower was suddenly flooded over with glacial ice. These hags found none of their magics could free them and they subsequently died and fell under the deadly influence of the *chandelier* (**Room 28**).

UNDEAD WITCHES (2) XP 9,600

Female green hag undead witch 5 (Pathfinder Roleplaying Game Bestiary, "Green Hag", Pathfinder Roleplaying Game Advanced Player's Guide, "Witch") CE Medium undead (augmented humanoid) Init +3; Senses darkvision 90 ft.; Perception +13

AC 20, touch 10, flat-footed 19; (+1 Dex, +10 natural, -1 size) hp 96 (9d10+5d6+28) Fort +6, Ref +5, Will +11 Immune undead traits; SR 16

Spd 35 ft., swim 30 ft.
Melee 2 claws +12 (1d6+4 and grab)
Special Attacks hex (coven, evil eye, DC 16, 7 rounds, slumber, DC 18, ward), rend (2 claws, 2d6+6)
Spell-Like Abilities (CL 9th; concentration +11)
Constant—pass without trace, tongues, water breathing
At will—dancing lights, disguise self (DC 13), ghost sound (DC

13), invisibility, pyrotechnics (DC 14), tree shape, whispering wind

Witch Spells Prepared (CL 5th; concentration +9) 3rd—bestow curse (DC 17), dispel magic 2nd—cure moderate wounds, hold person (DC 16), vomit swarm

1st—beguiling gift (DC 15), charm person (DC 15), inflict light wounds (DC 15), mage armor

0 (at will)—bleed (DC 15), detect magic, putrify food and drink (DC 15), touch of fatigue (DC 15)

Str 18, Dex 12, Con –, Int 18, Wis 13, Cha 14 Base Atk +8; CMB +12; CMD 23

Feats Ability Focus (*slumber* hex), Blind-Fight, Bloody Assault, Cleave, Extra Hex, Fleet, Intimidating Prowess, Power Attack **Skills** Bluff +14, Diplomacy +14, Intimidate +18, Knowledge (arcana) +16, Perception +13, Stealth +13, Survival +13, Swim +24

Languages Common, Giant SQ witch's familiar (scorpion)

UNDEAD SCORPION FAMILIARS (2) XP 100

CR —

CR 10

N Tiny undead

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +8

AC 23, touch 15, flat-footed 20 (+3 Dex, +8 natural, +2 size) hp 48 (5d8) Fort +1, Ref +4, Will +4

Defensive Abilities improved evasion; Immune undead traits

Speed 30 ft. Melee 2 claws +8 (1d2-4 plus grab), sting +13 (1d2-4 plus poison) Space 2 1/2 ft.; Reach 0 ft. Special Attacks constrict (1d2-4)

Str 3, Dex 16, Con –, Int 8, Wis 10, Cha 10 Base Atk +8; CMB +2 (+6 to grapple); CMD 12 (20 against trip) Feats Alertness^B, Weapon Finesse^B

Skills Climb +5, Perception +8, Stealth +20; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

SQ empathic link, deliver touch spells, share spells, speak with master, store spells (1st—beguiling gift, cause fear, charm person, cure light wounds, inflict light wounds, mage armor, sleep; 2nd—augury, cure moderate wounds, hold person, see invisibility, spectral hand, touch of idiocy, vomit swarm; 3rd—bestow curse, dispel magic, fly, speak with dead)

Poison (Ex)

Sting—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

26. Chamber of Shadows

This area is filled with cold magical shadows that will drain 1d6 hit points per 10 ft. square from the PCs as they cross. The shadows can only be dispelled by a *continual flame* spell or more powerful magical light (such as *daylight*).

27. Vampires' Lair (CR 10)

This chamber is occupied by a vampire monk and her two zombie consorts. The furnishings of the room were obviously once quite lavish, but they are now in a state of rot and decay.

VAMPIRE MONK XP 6,400

CR 9

Female human vampire monk 7 (Pathfinder Roleplaying Game Bestiary, "Vampire") CE Medium undead (augmented humanoid) Init +9; Senses darkvision 60 ft.; Perception +23

AC 29, touch 23, flat-footed 24 (+5 Dex, +6 Wis, +1 dodge, +1 monk, +6 natural)

hp 75 (7d8+28); fast healing 5

Fort +8, Ref +12, Will +11; +2 against enchantments Defensive Abilities channel resistance +4, evasion, purity of body, slow fall (20 ft.), still mind; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10 Weaknesses vampire weaknesses

Speed 50 ft.

Melee flurry of blows +12/+12/+7 (1d8+6 plus energy drain) **Special Attacks** blood drain, children of the night, create spawn, dominate (DC 16), energy drain (2 levels, DC 16), stunning fist (fatigued, stunning, DC19)

Str 22, Dex 21, Con —, Int 14, Wis 22, Cha 16 Base Atk +5; CMB +13; CMD 35

Feats Alertness^B, Combat Reflexes^B, Deflect Arrows^B, Dodge^B, Improved Initiative^B, Improved Unarmed Strike^B, Lightning Reflexes^B, Lunge, Mobility^B, Spring Attack, Step Up, Toughness^B, Weapon Focus (unarmed strike)

Skills Acrobatics +14, Bluff +11, Climb +15, Escape Artist +14, Knowledge (history) +11, Perception +23, Sense Motive +23, Stealth +22; **Racial Modifiers** +8 Bluff,+8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common

SQ change shape (dire bat or wolf, beast shape II), gaseous form, high jump, *ki* pool (9 points), shadowless, spider climb, wholeness of body (7hp)

VAMPIRE SPAWN CONSORTS (2) XP 1,200 LE Medium undead CR 4

Init +1; Senses darkvision 60 ft.; Perception +11

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 26 (4d8+8); fast healing 2 Fort +3, Ref +2, Will +5 Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10 Weaknesses resurrection vulnerability, vampire weaknesses

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain) Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15 Base Atk +3; CMB +4; CMD 15 Feats Blind-Fight, Skill Focus (Perception) Skills Intimidate +2, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth Languages Common SQ gaseous form, shadowless, spider climb

28. Chamber of the Chandelier

This large room appears to have once been a great ballroom. The majority of furniture and other accessories have been trashed over time, though two fine chairs are still usable.

Dominating this room is a large construct hanging from the ceiling, which looks like an intricate chandelier. It has a distinct shape, but the space it fills is occupied by a disturbing nothingness, as if it had been cut out and removed from existence. It is, in fact, a trophy taken by the Salka from another plane of existence, and is the source of negative energy in this tower. Due to the enveloping ice, the disturbing effects of this relic are now focused inward toward the tower and its occupants.

There are no occupants of this room, but the *chandelier* will have to be dealt with.

Destroying the Chandelier

As explained in the GM's notes, anyone killed within the tower will be brought back in an undead form, due to the insidious influences this relic projects toward dead creatures in this plane. To stop the cycle, the *chandelier* itself must be destroyed by one of the following means:

• Any magical weapon of +2 or greater enchantment dealing 40 hit points or more damage in one round (with the attacker taking like damage due to negative energy expelled from the relic), will knock the chandelier out of time and space and bring it crashing to the ground. The *chandelier* is AC 17 for combat purposes, with a hardness of 10.

• Any evocation spell dealing 50 or more hit points in one round will fracture the *chandelier* and cause it to fall to the ground and shatter.

• A PC holding on to the *chandelier* and successfully *teleporting* to another location will jar the relic out of this reality and into another with a 20% chance of taking the spell caster with it.

• A *wish* or *miracle* will dispatch with the relic as the caster desires (but the wording should be exact).

The GM is encouraged to allow other methods if the party is creative, but virtually any solution will have some sort of negative side effect – the *chandelier* is a very powerful item.

First Level – The Ground Floor

29. Entrance Foyer

The double door leading out is barred. Even when opened, any exit is blocked by the Zemeth Ice. On each side is a small cloak room with many pegs for outer wear. Many still hang there in tatters.

30. Hallway

Several peepholes line this hall on both sides, allowing the occupants of each **Room 31** to observe and possibly attack all who pass through here.

31. Guard Rooms (CR 10)

These rooms provided a station for guards to control entrance and exit of the tower through the front doors. As guards were rendered undead, the others faithfully went to their posts on time until both rooms were filled with zombies. Each room holds **30 zombies** which will issue out of the secret doors on both sides to attack the party when they pass by. Each zombie has a key around its neck; these fit the footlockers in **Room 34**.

MEDIUM ZOMBIES (60)

CR 1/2

XP 200 hp 10; (see the Pathfinder Roleplaying Game Bestiary, "Zombie")

32. Central Chamber

The walls of this area are exquisitely decorated in bas-relief carvings depicting many pleasant scenes, but with subtle elements seemingly out of place; a peaceful pastoral scene shows demonic faces just beneath the soil; a portrait of a stolid human warrior has seven fingers on each hand, etc. Touching these reliefs will reveal that they are poisoned. Any serious noise in here will draw the attention of the **soul spinners** in **Room 35**.

DUSTFLAKE POISON

Type poison, contact; Save Fortitude DC 18 Frequency 1/round for 6 rounds Initial Effect unconsciousness for 1 minute; Secondary Effect unconsciousness for 2d4 hours; Cure 1 save

33. Dining Room

A large, oaken table dominates this room, with thirteen broken chairs surrounding it. Over the table hangs an ornate chandelier. **Room 33A** is a kitchen area filled with the necessary items for creating large meals.

34. Guard's Quarters

The guards of the tower slept and recreated here, when not on duty in **Room 31**. Thirty double bunks line against the walls. A footlocker sits at the end of each double bunk with another footlocker to the immediate right. Each is locked (DC 20 Disable Device Check or the keys are around the necks of the zombies in **Room 31**) but not trapped. If the characters begin opening footlockers, roll as follows to determine any contents of value:

50% chance of 1d8 x 10 gp 60% chance of 1d12 x 50 sp 80% chance of 1d4 x 50 cp 20% chance of a gemstone worth 1d4 x 100 gp

35. Strange Lair (CR 11)

This room is the lair of **8 soul spinners**, four of which will sally forth upon any noise in **Room 32** while the remaining four will stay here.

SOULSPINNER (8)

XP 1,600

CE Large undead (incorporeal) Init +9; Senses darkvision 60 ft., lifesense 30 ft., low-light vision; Perception +7

AC 19, touch 14, flat-footed 14 (+5 Dex, +5 natural, -1 size) hp 56 (7d8+14) Fort +4, Ref +7, Will +6 Defensive Abilities channel resistance +4; DR 15/magic or silver; Immune undead traits

Speed fly 40 ft. (poor) Melee bite +12 (1d8+6 plus poison and grab) Space 10 ft.; Reach 5 ft. Special Attacks enervating webs (DC 15)

Str 18, Dex 20, Con –, Int 5, Wis 13, Cha 15 Base Atk +7; CMB +12 (+16 to grapple); CMD 27 (37 against trip) Feats Ability Focus (poison), Improved Initiative, Lunge, Skill Focus (Stealth)

Skills Fly +4, Intimidate +8, Knowledge (religion) +2, Perception +7, Stealth +14

Enervating Poison (Ex)

Bite—injury; save Fort DC 17; frequency 1/round for 8 rounds; effect 1 negative level; cure 2 consecutive saves. The save DC is Constitution-based.

Enervating Webs (Su)

The soulspinner spins an incorporeal web, and can shoot these out as a 30 ft. cone. Anyone entering these webs (which are visible but ghostly) must make a DC 15 Fortitude save or become *enervated*, operating as if at one level of experience lower than normal. Divine spells cannot be



cast by anyone caught in the webs, although arcane spells operate normally for a webbed character. The webs adhere to anyone entering the webs, but their effects wear off after 1d6 hours.

These chaotic spirit-creatures inhabit ghostly planes of existence, but often hunt in the material planes - making their lairs in dark or desolate places. They are insubstantial, and appear as vague, ghostly giant spiders with eight human-like eyes rather than insectoid eyes. Anyone killed by a soulspinner, if raised from the dead, will have the taint of chaos on their soul, and have a chaotic alignment unless or until some additional magical remedy is provided, such as *remove curse*.

Among the webs hangs a halfling in a state of severe decay. Scattered beneath them are 560 gp, a +2 *shortsword*, a backpack with assorted rotted items and a set of masterwork thief's tools, and five flasks of oil with four brittle torches.

36. Empty Room

Other than dust and broken furniture, this room is empty.

37. Stairs

This stairwell leads up to the second story and also down to a doublewide flight of steps into the dungeon. The door from this room to **Room 32** is *wizard locked* (CL 18), while the servant's door leading to **Room 33A** is not.

38. Music Chamber

Filled with musical instruments of various types, this room also has a row of strong chairs on the north end (the number of chairs will always – magically – be equal to the number of party members who are still mobile and conscious). Should the characters take seats, a set of barely visible, ghostly images will slowly appear and begin to play a symphony unlike any music ever heard. Characters listening to the strangely discordant music for more than 3 rounds must make a DC 15 Will save or be lulled into a sleep from which they cannot be awakened normally. Any affected PC will awaken 1d3 days later and find that he has aged 2d10 years while asleep. Any attacks on the musicians will cause the entire ensemble to disappear and the music to fade. Bards are completely immune to this effect, and anyone with the deafened condition adds a +5 circumstance bonus to their save.

39. Room of the Aspect

This dilapidated sitting room is wrecked and covered in dust. At the far end floats a black-robed figure with a skull face. If the party does not immediately attack, the Aspect will greet them by name in a raspy voice full of anger. It will answer questions about the tower with a veracity factor of 85% (with the remaining 15% meaning it doesn't know but makes up an answer anyway).

If the party attacks or otherwise attempts to harm the Aspect, it will explode in a black *fireball* filling this room for 12d6 hit points of damage (DC 20 Reflex save for half damage) and will reform in one day to begin anew. If the party should depart peacefully, the Aspect will choose one party member and grant a *limited wish* (CL 20) that must be used before leaving the tower complex.

The Aspect is a unique being, which appeared in the tower shortly after one of the Salka's magical experiments. It is perhaps a minor godling, or perhaps it was brought into being by the experiment itself – even the Salka herself never learned the Aspect's true nature, for this is the one question the Aspect refuses to answer.

The Dungeon — Secrets of the Salka

40. The Pig Iron Golem (CR 13)

The stairway leads to this large entrance hall. In here are four large iron doors leading to branches of this level.

At the southern end of this chamber stands an **iron golem** cast in the shape of a savage bipedal pig with a mustache and a bad comb-over. The golem's left hand is fitted with a heavy crossbow of surprising size, crackling with energy. Its right hand is fitted with a sword wet with a highly corrosive acid. If the party advances more than 20 ft. from the foot of the stairwell, the golem will move to engage them. It will not leave this area.

PIG IRON GOLEM XP 25,600

CR 13

N Large construct Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size) hp 129 (18d10+30)

Fort +6, Ref +5, Will +6

DR 15/adamantine Immune construct traits, magic

Speed 20 ft.

Melee large iron longsword +30 (2d8+16 plus 2d6 acid/19-20)

Ranged large iron crossbow +18 (2d10 plus 2d6 electricity) Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (DC 19), powerful blows

Str 32, Dex 9, Con —, Int —, Wis 11, Cha 1 Base Atk +18; CMB +30; CMD 39

Breath Weapon (Su)

As a free action once every 1d4+1 rounds, a pig iron golem can exhale a 10-ft. cube of noxious fumes. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's caustic effects. This gas is magically created each time the golem uses this power.

Breath weapon—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex)

A pig iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals cold damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
A magical attack that deals acid or electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for each 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.

• The pig iron golem takes half damage from fire.



An iron golem is affected normally by rust attacks, such as those of a rust monster or a rusting grasp spell.

Powerful Blows (Ex)

A pig iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its melee attacks.

41. Column of Mystery

The door to this room is locked, but not trapped (DC 20 Disable Device check to open). The western half of this irregularly shaped room is host to a strange column of swirling light which reaches from floor to ceiling. The scintillating colors defy identification for more than a few seconds at a time... what appears to be red, for example, quickly shifts to another color not easily recognized by the party members and then swiftly shifts again to another hue.

The column is roughly 3 feet in diameter. If a character elects to stand inside the light, they must make a DC 15 Fortitude save; failure throws him back out onto the floor with temporary damage to his eyes that renders him effectively blind for 1d4 x10 minutes. Any character that



has once failed the save will automatically fail it again on subsequent attempts. A successful save affects the character in *one* of the following ways (roll 1d12):

- 1 The character is *geased* (CL 20) to seek out the *Beckoning Blade* (see **Room 50** and **New Magical Items Appendix**) and claim it for their own (no save to resist).
- **2-3** The character will benefit from an automatic *monster summoning VI* spell... the resulting creature will serve as a bodyguard for 24 hours before disappearing.
- **4-6** The character is able to breath out a *stinking cloud* (CL 12) three times (no time expiration limit) with no harm to themself.
- **7-9** Touching an opponent with a bare hand will allow the character to inflict the effects of a *slow* spell (CL 12) once per day for one week.
- **10-11** The character will benefit from a *greater invisibility* spell (CL 12) for 2d6 x 10 rounds.
- 12 The character will know that they can see the layout of the entire level, though they cannot bring the entire image to mind... however, they can access and verbalize the answers to five questions from the party about this level before the effect fades.

The characters will be instinctively aware of any effects bestowed upon themselves. Stepping into the column a second time will give no further benefits.

42. Storage

This appears to have once been a storage room, though it is mostly empty now except for a few empty barrels and a shattered wooden crate.

43. Above Meets Below (CR 12)

This large room holds several tables and chairs along with cabinets holding scrolls detailing surrounding areas. A large hole has been excavated through the floor on the east end; an expedition party of **duergar warriors** have penetrated into this area from deep below. The greedy creatures will seek to eliminate the party, since they see the adventuring party as rivals for the potential riches they can smell in this complex.

DUERGAR WARRIORS (8) XP 1,600

Male duergar warrior 6 (Pathfinder Roleplaying Game Bestiary, "Duergar") LE Medium humanoid (dwarf) Init –1; Senses darkvision 120 ft; Perception +1

AC 20, touch 9, flat-footed 21 (+9 armor, -1 Dex, +2 shield) hp 65 (6d10+24) Fort +7, Ref +1, Will +3; +2 vs. spells Immune paralysis, phantasms, poison Weaknesses light sensitivity

Speed 20 ft. Melee +1 warhammer +11/+6 (1d8+4/×3) Ranged light crossbow +8 (1d8 plus poison/19–20) Spell-Like Abilities (CL 6th;) 1/day—enlarge person (self only), invisibility (self only)

Str 16, Dex 9, Con 16, Int 10, Wis 13, Cha 4 Base Atk +6; CMB +9; CMD 18

Feats Weapon Focus (warhammer) Skills Climb +3, Craft (any) +6, Intimidate +2, Stealth +1; Racial Modifiers +2 Perception relating to stonework, +4 Stealth Languages Common, Dwarven, Undercommon

SQ slow and steady, stability Combat Gear 3 doses drow sleep poison; Gear +1

warhammer, +1 half plate, +2 shield, light crossbows, 20

bolts, mining equipment (picks, shovels, buckets, etc.), various gems (see below). The duergar leader also possesses an earth elemental gem.

If given the chance, the duegar leader will immediately *summon* a **large earth elemental** to attack the party while they provide support attacks on the flanks.

LARGE EARTH ELEMENTAL XP 1,600

CR 5

CR7

hp 68; (see the Pathfinder Roleplaying Game Bestiary, "Elemental, Earth")

The party will be able to salvage from each dead duergar 2d6 low-quality gems, 1d4 medium quality gems and 1 high quality gem of random value (see the *Pathfinder Roleplaying Game Core Rulebook*, "Gamemastering", for suggestions, if desired).

44. Trash Room

This room was used to dispose of all waste matter collected in the normal life of the tower's occupants. The grate covers a pit 60 feet deep, with the bottom ten feet or so filled with a fine silt formed from years of deposits.

45. Lower Library

This small study is a spillover from the library above. The walls are lined with mundane books, collectables, trophies, and glass jars with assorted items inside (feel free to make things up as you go along). A section of the east wall is a secret door leading to **Room 46**.

46. Hidden Knowledge (CR 10)

This room contains works of a more magical nature, stored here for safety from thieves. Many tomes of a mystical bent line the shelves. A thorough perusal will reveal the following unusual tomes:

- A scroll of magic circle against evil (CL 16)
- A tome of understanding
- A manual of bodily health
- A manual of gainful exercise
- The Waxen Opus (see the New Magical Items Appendix)
- A blessed book

This room is guarded by **3 invisible stalkers** of maximum hit points, which will attack the first person to remove any of the above magical books from a shelf. Replacing the book will do no good, and fleeing the room will only invite chase from the creatures (the stalkers will chase a thief as far as the top floor of the tower, but no further).

INVISIBLE STALKERS (3)

XP 3,200

hp 112; (see the Pathfinder Roleplaying Game Bestiary, "Invisible Stalker")

47. Warders of the Way (CR 13)

This chamber is featureless except for the padlocked door to the north (leading to **Room 50**), and a large glass sphere 3 ft. in diameter. The sphere sits on a solid wooden stand roughly 20 ft. south of the northern door, and appears to be filled with a slightly oily gas in constant movement.

If the glass is broken (hardness 2; hp 6) or if the northern door is opened, then the contents of the sphere will explode outward to inflict 3d6 hit points of damage to all with 20 ft. One combat round later, the gaseous contents will form into the **three Warders of this area**. The Warders form up in

CR 5

CR 10

battle formation, each wielding a greataxe with different magical powers.

WARDERS OF THE WAY (3) XP 9,600 Male fighter 10 N Medium outsider (air, extraplaner) Init +4; Perception +11

AC 20, touch 17, flat-footed 16 (+2 deflection, +4 Dex, +1 dodge, +3 natural) hp 110 (10d10+20); fast healing 3 Fort +5, Ref +3, Will +2

Speed 30 ft.

Melee First Warder's axe (+3 keen human bane greataxe) +16/+11 (1d12+15/19-20x3)
Melee Second Warder's axe (+2 mithril shocking burst greataxe) +15/+10 (1d12+14 plus1d6 shock/x3)
Melee Third Warder's axe (+1 cold iron vicious wounding greataxe) +14/+9 (1d12+13 plus 2d6 plus 1 bleed/x3)
Special Attacks backswing

Str 19, Dex 19, Con 14, Int 13, Wis 12, Cha 10

Base Atk +10; CMB +14 (+16 to disarm, +21 to sunder); CMD 28 (30 against disarm, 33 against sunder)
Feats Cleave, Combat Expertise, Critical Focus (greataxe), Dodge, Greater Sunder, Greater Weapon Focus (greataxe), Improved Disarm, Improved Sunder, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Skills Acrobatics +15, Intimidate +13, Perception +11
Languages Auran, Common; telepathy 60 ft.

SQ overhand chop, shattering strike (+3), Weapon Training (axes +2, unarmed +1)

Gear First Warder's axe (+3 keen human bane greataxe), Second Warder's axe (+2 mithril shocking burst greataxe), Third Warder's axe (+1 cold iron vicious wounding greataxe)

If they are killed, the fighters and their equipment will dissolve into a gray dust which will quickly fade away; if a *Warder's greataxe* should somehow be separated from a fighter before he is killed, the weapon will remain behind. If not, the weapon will turn to dust along with the rest of the warder's equipment.

48. Empty Room

Except for the secret door in the northwest corner, there is nothing of interest in this room.

49. Room of Respite

This area contains one bed, a couch and a table with two chairs. It was here that the Salka would rest between summoning experiments. A *wand of ice storm* with 12 charges is hidden rather carelessly under the mattress.

so. The Hall of Summoning

This spacious area is adorned with carved cryptic and eldritch runes, sigils and phrases carved into the walls, floor and ceiling. Precious little blank space remains.

The eastern end of this hall is dominated by a massive rectangular block of black stone (unidentifiable to anyone even with Knowledge [geology] or stonecunning). The block is crowned with a silver frame that appears to have supported something at one time. Twenty feet away from the block is a small table with shelves built into the frame, and on the table rests the *Beckoning Blade* (see **New Magic Items Appendix**). Touching this block will automatically *teleport* the character to **Room 51**. This is a very bad thing.

51. Prison (CR 10)

This immense room holds the remains of the Salka's more dangerous prisoners and a few live ones as well. Anyone being *teleported* here will find themselves under immediate attack by the following residents still here: **a black pudding** and **two shambling mounds**.

BLACK PUDDING

XP 3,200

hp 105; (see the Pathfinder Roleplaying Game Bestiary, "Ooze, Pudding, Black")

SHAMBLING MOUNDS (2) XP 2,400

CR 6

CR 5

CR7

hp 67; (see the Pathfinder Roleplaying Game Bestiary, "Shambling Mound")

The room is littered with the bones of the many others who have died or been killed here over time. The Salka also saw fit to store some treasure here, as she saw it as one of the most secure places in her dungeon. Along the south wall, the characters will find:

• 5,600 gp in a large urn

• A quiver holding a *wand of beast shape II* (8 charges), a *wand of ice storm* (20 charges), and a *wand of detect secret doors* (25 chrages)

• A chest holding 1,200 sp, 500 cp, and a necklace of strangulation

• A satchel holding 20 gems worth 250 gp each and a scarab of death

52. Well Room

This room contained the water source for the tower complex. Now depleted, the well is 100 feet deep, reaching past the bedrock and into a dried up underground riverbed. Should the party decide to explore the river, they will be able to travel either northeast or southwest for many scores of miles before finally reaching substantial blockage on either end. Along either way, 1d3 limestone caverns will be found and 1d6 dry wells will lead to the surface. The referee should feel free to expand on this idea with side tunnels leading to other areas with underground population.

53. Empty Chamber

This area has no features of interest.

54. Hidden Laboratory of the Salka (CR Varies, 5-13)

The secret door from **Room 53** is set on a central swivel. Turning the door clockwise will arm the pit trap 20 feet up the corridor; turning it counterclockwise will allow safe passage. The pit trap is 50 feet deep and will release when 100 lbs or more of weight is placed on it. Once triggered, the cover will return to its normal position and re-lock. Divination spells will not reveal it; only characters with trapfinding have a chance to discover the pit.

HIDDEN PIT TRAP

Type mechanical; Perception DC 30; Disable Device DC 20 Trigger location; Reset automatic

Effect 50-ft.-deep pit (5d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Past the pit trap, the corridor has collapsed in on itself for 30 feet and access is completely blocked. The size and weight of the rubble will require 8 man-hours hours to force a usable path through the debris.

Once past the rubble, a single oaken door, ornately carved with obscure runes and sigils, blocks access. One sigil in the lower right corner must

be touched in order to avoid the magical trap beyond (give each examiner a DC 20 Perception check to notice one sigil that seems to be more worn than the others – although if they specifically look for one that's worn down, they will find it easily and immediately [DC 10 Percepton check]). The door itself is locked (DC 20 Disable Device to unlock). If it is opened without touching the releasing sigil, a *sigil of sharpness* will appear on the other side of the door (see the **New Spells Appendix**, *Sigils of the Salka*).

This large, irregularly shaped room is filled with many benches and tables crowded with utensils of all descriptions. A cold fireplace with no chimney sits on the north wall, and all is covered with dust. Various racks holds what appear to be metal body parts... arms, legs, and the occasional torso... used for iron golem creation. One of the racks contains the frozen globe encasing the letter from Ozol to the Salka (see below).

The southern section of this room holds the last great experiment of the Salka. **Three realistic statues of chimerae** sit in a row facing north. A small table before them holds some scribbled notes (impossible to decipher due to bad penmanship) and a bowl holding 8 jelly-like pills of an ounce each in weight. Should a pill be dropped, it will disintegrate into a gray cloud of dust; should the pill be dropped within ten feet of any one statue, that sculpture will re-animate and attack the party.

CHIMERAE (3) CR 7 XP 3,200

hp 85; (see the Pathfinder Roleplaying Game Bestiary, "Chimera")

The pills will also turn anyone who has been petrified back into flesh (as if a CL 16 *flesh to stone* spell had been cast), with one pill being sufficient for two subjects.

In the northwest corner sit four urns, each roughly 4 feet high and sealed with wax. Into the wax are carved many runes of warding, which will activate to protect the contents if they are broken.

Urn 1: Protected with a *sigil of sending* (see the **New Spells Appendix**). This urn holds 250 gemstones of the following values: 10gp (x75), 50gp (x50), 100gp (x50), 125gp (x75).

SIGIL OF SENDING TRAPCR 6Type magic; Perception DC 31; Disable Device DC 31Trigger proximity (alarm); Reset noneEffect spell effect (sigil of sending, CL 16)

Urn 2: Protected with a *flesh to stone* spell. This urn holds 39 + 1 *arrows, a slaying arrow (dragons), and a* +3 *short bow.*

FLESH TO STONE TRAP

Type magic; **Perception** DC 31; **Disable Device** DC 31 **Trigger** proximity (*alarm*); **Reset** none

Effect spell effect (flesh to stone, CL 16, DC 22 Fortitude negates)

Urn 3: Protected with a *baleful polymorph* spell, which will transmute the offender into an insect of the GM's choice. This urn is full of sand. Closer examination will reveal the inside is actually cloth, and retrieving the cloth will produce a *major cloak of displacement*

CR 5

BALEFUL POLYMORPH TRAP

Type magic; **Perception** DC 31; **Disable Device** DC 31 **Trigger** proximity (*alarm*); **Reset** none

Effect spell effect (baleful polymorph, CL 16, DC 21 Fortitude negates, Will partial)

Urn 4: Protected with a *summon monster VIII* spell which will summon guardians that will attack the party on sight. This urn will also full of sand; an examination of its contents will reveal a skeletal hand with seven digits. The smallest two digits will wear a *ring of x-ray vision* and a *ring of wizardry I*.

MONSTER SUMMONING VIII TRAP CR 8 Type magic; Perception DC 33; Disable Device DC 33 Trigger proximity (alarm); Reset none

Effect spell effect (summon monster viii, summons 5 erinyes devils)

As described above, one of the racks in this room contains a sphere of ice with a parchment scroll frozen within. The scroll reads as follows:

By the time you read this, my dear, your tower will be entombed in ice – far more than your paltry abilities can cope with. How ironic. Now you have a choice, which I so kindly offer you. Die in your ice-buried stronghold, or step into my power. I offer no guarantees of mercy, and you would not expect them from me. Speak the word "Remissary" while standing anywhere in your summoning pentacle, and I shall trade a basilisk for you. How appropriate, is it not?

The scroll is signed only with the name "Ozol."

Concluding the Adventure

Once the adventure is concluded, the party might wish to follow up on the cryptic note left behind. Clearly, the Salka chose to place herself into the power of the mysterious "Ozol" in order to escape from the tower. It appears that Ozol is the source of the great ice flow, and is clearly a very powerful person (or creature) indeed.

Expanding the adventure into a hunt for Ozol and the Salka is left to the individual referee, although it is possible that a sequel adventure will be published in the future. If you do not wish to expand the adventure further, allow the party members to teleport, by speaking the word "Remissary" in the summoning pentacle ... but the teleportation takes them to a ruined castle in the mountains, abandoned years ago by Ozol, taking the Salka with him and leaving no clues behind.

CR 6

Appendix - New Spells

SIGILS OF THE SALKA School evocation (force); Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a pinch of powdered metal) Range close (25 ft. + 5 ft./2 levels) Effect see below Duration 1 min./level and see below Saving Throw Reflex negates and see below; Spell Resistance yes

Similar to the clerical spell *blade barrier*, a *sigil of the salka* creates a large spinning rune capable of occupying up to a 20 ft. cube. The sigil created will revolve on all three axes in a fixed pattern. Anyone touching the sigil will suffer the effects as listed below.

Bypassing one of these runes is a difficult prospect at best. Since it revolves on three different axes, the PC wishing to bypass it must spend 1d4 minutes studying the pattern. Attempting to slip past in the middle of a revolution will require the PC to make a successful Reflex save. Failure means the PC has touched the *sigil* and may suffer its effects, as follows:

Sigil of Suffering: touching this rune will force the PC to make a Fortitude save or rapidly develop cankerous sores all over his body. The sores will reduce the PC's hit points by 1d4 per caster level and Dexterity by 1d3 points. Further, the PC cannot engage in any strenuous activity without making a further save each round. Additional failed saves do not increase damage taken. In any case, the PC will feel constantly weak and ill for the duration of the spell (treat as if under the sickened condition). The effects of the sickened condition will stay with the victim for 1d3 days or until a *remove disease* spell is applied.

Sigil of Sharpness: touching this rune will force it to wrap around the

PC for 1d3 rounds and inflict 1d12 severe cuts on the PC each for 1d6 hit points of damage. The PC may successfully make a Reflex save for half damage. Each attack will further inflict a point of bleed damage for successive rounds equal to the number of attacks inflicted (10 attacks will inflict 10d6 hit points of damage on the first round, and then 9 hit points bleed damage the next round, 8 hit points the next round, etc). After the attack, the *sigil* will return to its normal routine until touched again or its expiration.

Sigil of Sending: touching this rune will force the PC to make a Will save or be *teleported* a random direction and distance as follows:

Height variation (roll 1d6): 1-2 straight up, 2-5 no variation in altitude, 6 straight down

Distance: 1d100 feet + 10 ft. per level of caster over 11th

DIRECTION (ROLL 1D8)

1. North	5. South
2. Northeast	6. Southwest
3. East	7. West
4. Southeast	8. Northwest

The nuances of the *sigil* magic will not allow the victim to be *teleported* into anything solid since anything denser than the victim cannot be displaced, though being placed underwater is permissible due to the water's fluidity. If the distance calculated indicated solid rock or other denser material, simply adjust to place the victim in the nearest available area. If no area is available within 30 ft., the *teleportation* direction must be rerolled.

Appendix – New Magical Items

The Beckoning Blade

Aura strong conjuration; CL 18th Slot none; Price 204,630 gp; Weight 4 lbs.

DESCRIPTION

This +1 summoned creature bane longsword is a special and unique blade forged to find and defeat summoned creatures. The sword is etched with runes associated with various spirit realms and encrusted with precious gems. The hilt of the sword is of unusual length so as to form a crucifix shape when the flat side is presented.

Up to three times per day, he Beckoning Blade, when in the presence of any summoning portal or gate, can potentially draw out a denizen of the contacted plane. Once the gate is open, the wielder may thrust the blade into the gate, and name one particular type of denizen known to exist on the other side. The Blade provides a base 50% chance of drawing the denizen through the gate against its will (DC 20 Will save to negate the drawing). For each point of Wisdom above 14 possessed by the wielder of the Blade, an additional 5% is added to the drawing attempt. Spell resistance of the target creature does not apply to the drawing attempt.

The Beckoning Blade provides no means of controlling whatever comes through the gate other than the ability to force the summoned denizen back through. If the wielder feels the need to dismiss the creature, he must present the flat side of the blade as if it were a crucifix and command the creature to leave. Using the Blade in such a manner gives a 100% base chance of dismissal, -5% per hit dice of the target denizen.

If the summoned creature is not controlled, or is not forced back to its home plane with the Blade or by other means, it is free-willed and may act as it sees fit.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, summon monster IX, creator must be a conjurer; Cost 102,315 gp

The Waxen Opus

Aura strong universal; CL 16th Slot —; Price 78,450 gp; Weight 15 lbs.

DESCRIPTION

This book measures two feet tall, one foot wide, and seven inches thick. Its filmy white cover appears to be dragon skin preserved in some unknown fashion; handling the cover will leave behind a silky white substance that will not easily come off the hands.

The Waxen Opus is a minor spell primer last owned by the Salka. A study of its contents will reveal at least four different writing styles, with the last one being that of the Salka herself.

The following arcane spells are written in the pages of this tome:

2nd—bull's strength, continual flame, mirror image, web
3rd—explosive runes, hold person, water breathing
4th—ice storm, polymorph other, remove curse
5th—cloudkill, magic jar
6th—sigils of the salka*

*See New Spells Appendix

A claim of ownership made over this tome will bestow the following effects on the PC:

1. The PC will rapidly gain a healthy tolerance for cold temperatures; with normal clothes on, the PC will be able to freely operate in temperatures as low as 0° F with no discomfort, and with adequate protection will tolerate temperatures as low as -30° F for up to six hours with no effect.

2. The skin of the PC will take on a filmy texture that will rub off on all things touched. The film will have no physical effect on the PC other than perhaps making him somewhat easier to track or find (-2 penalty on Stealth checks, and opponents receive a +2 bonus on Perception checks to track the target).

CONSTRUCTION

Requirements Craft Wondrous Item, endure elements, limited wish; **Cost** 39,725 gp

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