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The Desolation, Part 2: The Ghosts of Victory By Greg A. Vaughan



For more than a year, the Army of Light bivouacked on the plains surrounding the city of Tsar. While the battles raged around the city's walls, these camps stood as veritable cities in their own right, only occasionally moving due to the depletion of resources or in response to counterattacks. The soldiers of this army lived, built, att, and died, in these vast camp-cities as the war raged around them, and more than one burial mound and war monument was raised among them to commemorate some lost hero or valorous deed. Eventually the forces of Tsar retreated and the city was abandoned—a victory for the Army of Light, or so the historians say. Yet when the triumphant armies packed up and departed in pursuit of their foes, they left behind a necropolis of elaborate tombs and simple graves, as well as the scarred remains of one of the most horrific attacks in the war, spread out over hundreds of square miles. What had been a victorious armed camp became a desolate, depleted plain, still haunted by its ghosts of victory.

3

# Chapter 4: The Ashen Waste

Lonely blows the wind across the Ashen Waste carrying with it the signature white dust that coats everything it touches armor, weapons, noses, throats, eyes — with a chalky layer. The horror of the bones storms can suffocate those caught in them or cause them to become separated from their companions and lose their way. The howling of the wind speaks in the voices of those souls lost long ago in the battles of ancient days and includes the keening of the horrible undead spirits known as screamers. The monotony of this bleak land is broken only by the occasional barrow mound raised by the armies of old to inter their honored dead before finally retiring from the field in the fateful flight that ended in the misnamed Forest of Hope.

### The Ashen Waste

The southeastern quadrant of the Desolation is by far the most desolate. It is called the Ashen Waste with good reason. A seemingly continuous wind crosses this region carrying with it a perpetual cloud of a fine, powdery dust. Bone storms occur most frequently in this region. The omnipresent dust gets into everything and covers it with a fine coating of chalky powder. It is not uncommon for travelers here to have coughing fits as a choking coat forms inside an open mouth. It is also often difficult to see. Even when the wind is not blowing, a constant haze hangs in the air creating a feeling as if one is within a fog bank.

It is to here that the main camp of the Army of Light was moved after the Chaos Rift was formed. The few wells and springs were jealously guarded, and many were overused until their water supply was exhausted and they went dry. The constant movement of tens of thousands of men and horses trampled the already-dry ground into the fine dust that exists today. When rains do come they create clumpy mud and quicksand pits, but these quickly dry and return to their powdery state — other than the occasional quicksand pit that remains nearly undetectable on the field as a hazard to visitors. Many speculate that the horrible curses called upon the main camp of the Army of Light by their enemies cause these conditions to persist. Whatever the reason, no plants take root here, leaving only the dusty, sterile landscape.

For random encounters while the party ventures through the Ashen Waste, consult the Ashen Waste Random Encounter Tables below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Ignore weather-related or stationary encounter results when rolling following 3 rounds of combat. Use the day or night tables as needed.

### The Ashen Waste Daytime Random Encounter Table

#### d% Encounter

01-10	Bone Storm	
11-15	Searing Wind	
15-18	Acid Rain	
19-24	1d2 Babau Demons	
25-29	1d2 Screamers	
30-35	1d6+4 Ghoul Wolves	
35-36	1d2 Ashborn Arachnae	
37	Nabasu Demon	
38-40	1d8+4 Dust Mephits	
41-42	Manticore	
43-45	1d4 Belkers	
46-50	1d6 Ghouls	
51	Vrock Demon	
52-55	Quicksand	ľ
56-00	No Encounter	
		ľ

### The Ashen Waste Nighttime Random Encounter Table

d%	Encounter	
01-10	Bone Storm	
11-13	Acid Rain	ų.
14-20	1d3+1 Screamers	
21-25	1d4 Allips	
26-28	1d2 Will-O'-Wisps	
29-38	1d10+6 Ghoul Wolves	
39-43	1d4+1 Wraiths	
44-46	Ashborn Arachnae	
47-50	1d6+5 Vargouilles	-
	Nabasu Demon	
53	Dread Wraith	
54-60	1d6+6 Ghouls	
61-64	1d3 Babau Demons	
65-66	Vrock Demon	
67-73	Quicksand	-
74-00	No Encounter	
		7

Acid Rain: These torrential downpours rise suddenly as the moisture-laden clouds of the Boiling Lands blow over the surrounding areas. The foul vapors and toxins of the Boiling Lands poison these clouds and create acid rain. A DC 20 Survival check notices the formation of the rain clouds 2d10+10 minutes prior to the beginning of the downpour, so astute parties have time to make preparations for such events. The actual downpours only

**CR** 3

last 1d10+5 rounds before the air currents blow them onward. Any creatures exposed to the rain are dealt 1d4 points of acid damage per round. Cloth and other coverings shed the rain, so an adequate shelter can prevent the party members from being exposed to the damage-causing rain. However, each time a nonmagical shelter such as a tent or tarp is exposed to the rain there is a cumulative 10% chance that is ruined and rendered useless as a shelter in the future. This effect also occurs with clothing, leather goods, rope, animal harnesses, backpacks, etc, if they are exposed to a downpour. Metal, stone, and wood are undamaged.

**Allips:** These foul undead are the remains of those soldiers who cracked under the constant strain of battle and ended up taking their own lives. They now come forth seeking revenge upon the living. They resemble a cloud of boiling shadows with a vaguely humanoid shape and gaping skeletal maw.

#### ALLIP XP 800

Pathfinder Roleplaying Game Bonus Bestiary "Allip" CE Medium undead (incorporeal) Init +5; Senses darkvision 60 ft.; Perception +7 Aura babble (60 ft., DC 15)

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex) hp 30 (4d8+12)

**Fort** +4; **Ref** +4; **Will** +4

**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits

Spd fly 30 ft. (perfect) Melee incorporeal touch +4 (1d4 Wisdom damage) Special Attacks touch of insanity

Str —, Dex 12, Con —, Int 11, Wis 11, Cha 16 Base Atk +3; CMB +3; CMD 17 Feats Improved Initiative, Lightning Reflexes Skills Fly +16, Intimidate +10, Perception +7, Stealth +8 Languages Common SO madness

**Babble (Su)** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su)** Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Touch of Insanity (Su)** The touch of an allip deals 1d4 points of Wisdom damage. A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). On each successful attack, an allip gains 5 temporary hit points.

Ashborn Arachnae: These arachnid horrors are the remnants of living weapons created by the disciples of Orcus and now gone feral, living in the depths of the Ashen Waste. They resemble giant black-furred spiders with red bands around their abdomens. They hungrily attack any travelers. If the ashborn arachnae mother at Area A8 has been slain, the surviving arachnae scatter in confusion, so treat this as no encounter.

#### ASHBORNE ARACHNAE

#### **XP** 2,400

Creature Collection III: Savage Bestiary 16 CN Large magical beast Init +5; Senses darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; Perception +20

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size) hp 76 (9d10+27)

**Fort** +9; **Ref** +9; **Will** +4

**Defensive Abilities** alien mind; **Immune** disease, poison; **Resist** acid 10, cold 5, electricity 10, fire 5, sonic 5

Spd 40 ft., climb 20 ft.
Melee bite +13 (2d6+6 plus poison)
Space 10 ft.; Reach 5 ft.
Special Attacks poison, web (+9 ranged, DC 17, effects up to Gargantuan creatures, 9 hp)

Str 18, Dex 12, Con 17, Int 10, Wis 12, Cha 6 Base Atk +9; CMB +14; CMD 25 (29 vs. trip) Feats Improved Initiative Improved Natural Atta

**Feats** Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +10 (+18 jump), Climb +18, Perception +20, Stealth +6

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must make a DC 15 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

**Poison (Ex)** Bite—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**True Seeing (Ex)** This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

**Babau Demons:** These vicious brutes sally forth from the ruins of Tsar. They have forged a truce with Malerix (see *Part 3—The Western Front* chapter 8, Area R4) who allows them to pass unmolested. At night they cloak themselves in *darkness* in order to creep close to a party in order to attack with surprise and make sneak attacks.

### BABAU DEMON C XP 2,400

**CR** 6

**CR** 6

hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

**Belkers:** These evil elemental creatures are attracted to the arid desolation of the Ashen Wastes. They attack travelers with glee but flee if half of their number are killed.

#### BELKER

**XP 2,400** NE Large outsider (air, elemental, extraplanar) **Init** +5; **Senses** darkvision 60 ft.; **Perception** +10

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size) hp 45 (7d10+7)

**Fort** +3; **Ref** +12; **Will** +5

Defensive Abilities smoke form; Immune elemental traits

**Spd** 30 ft., fly 50 ft. (perfect) **Melee** 2 wings +12 (1d6+2), 2 claws +12 (1d6+2), bite +10 (1d8+1) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks smoke claws

#### Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11

Base Atk +7; CMB +10; CMD 25 Feats Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Finesse Skills Escape Artist +12, Fly +18, Perception +10, Stealth +12 Languages Auran Combat Gear gear used in combat; Other Gear gear not used

in combat

**Smoke Claws (Ex)** A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace. The save DC is Constitution-based.

**Smoke Form (Su)** Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Bone Storm: These terrifying weather patterns form quickly and almost without warning. A DC 30 Survival check can detect the formation of the storm 1d10 minutes before it hits. The DC drops to 20 if the character has experienced a bone storm out on the Desolation before. A bone storm is very similar to a sandstorm but is denser with the powdery ash of the Ashen Waste. The blowing white cloud reduces visibility to 1d2x5 feet and provides a -4 penalty to Perception checks. A bone storm is a short affair that arises quickly and lasts 1d10+10 minutes. The tiny bone shards and bits of caustic dust that comprise the storm deal 1d4 points of damage per minute. If a member of the party makes a successful DC 20 Survival check, as a full-round action he can make preparations that make this damage nonlethal. This check can be made on multiple individuals and animals at the rate of 1 per round if it done prior to the coming of the storm. In addition to the damage caused by the storm, the fine, cloving dust carried on the winds sticks to everything, leaving a thin coat including the inside of mouths and nostrils. Those within the storm must make a DC 20 Fortitude save every minute or become blinded and begin suffering from suffocation until a wet rag is used wipe the eyes and nose or mouth of the victim. This is not possible while still exposed to the bone storm. If the Survival check for preparations was made prior to the storm, then that character receives a +5 bonus to these Fortitude saves. When suffocation begins the character can hold his breath for 2 rounds per point of Constitution. After that he must make a DC 10 Constitution check. This check must be repeated each round with the DC increasing by +1 for each previous check. If one is failed, the character falls unconscious and is considered to be at 0 hit points. In the next round he drops to -1 hit points and is dying. In the third round he suffocates and dies. Magical shelter such as tiny hut or a magnificent mansion provides protection from all of these effects as long as the spell lasts and remains sealed shut. Mundane shelter such as tents or spells such as rope trick protect from the damage but not the suffocation and blindness. A necklace of adaptation protects from any possible suffocation but not from the damage or the chance of blindness.

**Dread Wraith:** Thousands of the evil soldiers of Tsar fell in battle with the Army of Light and later returned as undead monstrosities, forever seeking revenge upon the living. However, the dread wraiths are the remnants of powerful champions of evil who fell on the field of battle. These dark figures vaguely resemble armored ogres, trolls, or even less-identifiable beasts. They emerge only at night to satiate their lust for death.

#### DREAD WRAITH XP 12,800

LE Large undead (incorporeal)

**Init** +13; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +23

**CR** 11

Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size) hp 184 (16d8+112) Fort +12; Ref +14; Will +14 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits Weakness sunlight powerlessness

**Spd** fly 60 ft. (good) **Melee** incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks create spawn

# Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24 Base Atk +12; CMB +13; CMD 40 Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

**Create Spawn (Su)** A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become freewilled wraiths. They do not possess any of the abilities they had in life.

**Constitution Drain (Su)** Creatures hit by a dread wraith's touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charismabased.

**Lifesense (Su)** A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

**Sunlight Powerlessness (Ex)** A dread wraith caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**Dust Mephits:** These creatures are attracted to the sere of the Ashen Waste. They are more curious than evil, but the desolation of the Ashen Waste has engendered a malevolence in them. They enjoy rendering travelers helpless and taking their supplies and equipment in order to leave them to the mercy of the arid wasteland and its denizens. They flee if clearly overmatched.

#### XP 800

hp 18 (Pathfinder Roleplaying Game Bestiary "Mephit, Dust")

**Ghoul Wolves:** These undead predators roam the Desolation in packs seeking carrion or fresher fare to consume. They are a persistent problem that can quickly become more than a nuisance to wounded and exhausted travelers, which they attack in preference to others.

GHOUL WOLF CR 3 XP 800 hp 19 (See Area A1)

**Ghouls:** These starving carrion eaters roam the wastes in packs looking for something edible to satiate their eternal hunger. They live in constant torment due to the slim pickings on the Desolation and eagerly attack travelers in a gibbering, slavering horde. Anyone who falls in battle is immediately beset by these as they try to devour the unfortunate soul. During the day there is a 30% chance they are accompanied by 1d2 ghasts (CR 3; hp 29 each; see *Pathfinder Roleplaying Game Bestiary* "Ghoul"). At night there is a 50% chance they are accompanied by 1d6 ghasts.

GHOUL	<b>CR</b> 1
XP 400	
he 12 (Dathfunday Dalamlaying Came a Datian	"Chaul"

**hp** 13 (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

GHAST	<b>CR</b> 2
XP 600	
<b>hp</b> 14 (See Area A4-7)	

**Manticore:** These creatures wander in from the broken hills to the east either driven out by encroaching goblinoid tribes or just on long range hunting expeditions when the pickings get slim near their lairs.

MANTICORE	<b>CR</b> 5
XP 1,600	

hp 57 (Pathfinder Roleplaying Game Bestiary "Manticore")

**Nabasu Demon:** These creatures appear through the Abyssal gate in the Chaos Rift with some regularity and hunt the Desolation for game (read: humanoids) to feed on. They are malign and will pursue potential game for many days if necessary, choosing the best moment to attack. They do not enter the Camp, sensing that a powerful undead entity rules there whose ire they do not wish to raise. They fight to the death.

#### NABASU DEMON CR 8 XP 4,800

hp 103 (Pathfinder Roleplaying Game Bestiary "Demon, Nabasu")

**Quicksand:** This is a naturally occurring hazard in the Ashen Waste. See the "Marsh Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game for rules on quicksand. At night the quicksand is much more difficult to spot, so raise the Survival check to DC 18 in order to avoid. If this encounter is rolled while the party is stationary, treat it as no encounter.

**Screamers:** These insidious undead attack in a shrieking wave and attempt to possess characters with their malevolence attacks and provoke them into suicidal actions.

CHAPTER 4: THE ASHEN WASTE CR 2 SCREAMER

2 SCREAN XP 1,200

hp 34 (See Monster Appendix)

**Searing Wind:** These strange constructs are left over from the vicious battles that raged across the Desolation. When encountered they appear to be daggers, spikes, broken blades, and barbed bits of armor collected on the ground. However, their true nature becomes evident when they leap to life in a whirlwind of steel and attack those that come near.

#### SEARING WIND XP 9,600 Creature Collection 166

N Huge construct

**Init** +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

AC 30, touch 11, flat-footed 27 (+3 Dex, +19 natural, -2 size) hp 118 (12d10+40 plus 12) Fort +6; Ref +9; Will +4 DR 10/magic; Immune construct traits

Spd 50 ft. (good) Melee 2d4+4 barbed whirls +16 (1d8+6/19–20) Space 15 ft.; Reach 15 ft. Special Attacks barbed whirl

Str 22, Dex 16, Con —, Int 3, Wis 10, Cha 1 Base Atk +12; CMB +20; CMD 33 Feats Combat Reflexes, Great Fortitude, Improved Critical (barbed whirl), Improved Initiative, Lightning Reflexes, Toughness Skills Perception +12

**Barbed Whirl (Ex)** Due to the dispersed and blowing nature of the materials making up a searing wind, it can make 2d4+4 melee attacks each round as a full-round action (roll separately each round). These are divided more or less evenly among creatures within reach. These attacks deal both piecing and slashing damage and are considered magic for purposes of overcoming damage reduction.

**Vargouilles:** Swarms of these revolting creatures roam the benighted plain in search of prey to subject to their incapacitating shrieks and terrible kisses.

#### VARGOUILLE XP 600

**CR** 2

**hp** 19 (*Pathfinder Roleplaying Game Bestiary* "Vargouille")

**Vrock Demon:** These demons originate from the ruined city. They *teleport* in and out to avoid the attention of Malerix at Area R4 in chapter 8. They roam the Desolation seeking to cause pain and destruction to all they find. They have been trying for several years to destroy the druids at Area A5, so far without success.

#### VROCK DEMON XP 6,400

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**CR** 9

hp 112 (Pathfinder Roleplaying Game Bestiary "Demon, Vrock")

**Will-O'-Wisps:** These strange, sadistic creatures venture out upon the Desolation at night and seek to lead travelers to their doom. They try to lure them toward quicksand or the nearest lair of another creature so they can hover nearby and enjoy the

**CR** 10

suffering of their victims. If they can catch someone alone, they attack and attempt to slay him themselves.

#### WILL-O'-WISP CR 6 XP 2,400

**hp** 40 (*Pathfinder Roleplaying Game Bestiary* "Will-O'-Wisp")

**Wraiths:** Emerging only at night, these are the remnants of some of the foul warriors that fell in battle against the Army of Light. As such they appear to still be outfitted in armor and carrying weapons. This has no effect upon their statistics. Now they seek only to destroy all who draw breath.

#### WRAITH

**XP 1,600 hp** 47 (Pathfinder Roleplaying Game Bestiary "Wraith")

**CR** 5

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### Fixed Encounters

The encounter areas of the Ashen Waste begin with an "A" and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the "A" and the numeral. For example the Crystalline Pool is identified as A5-3.

### AI. Screamer Sign (CR 8 and 6)

The lonely winds blowing their powdery dust are all the company you have in this ashen plain. Not even a small hill breaks the monotony around you. This changes as you spy something on the ground ahead. It looks like it may be bodies — recent if the dark stains visible upon them are any indication.

Approaching, the party finds two corpses lying on the ground. Both are but a few days dead with the blood on their clothing and armor mostly dry and a light layer of the white ash stuck to the tacky ooze. They are a chainmail-clad dwarf and a leatherclad human. Both obviously died in battle from the wounds they bear. However, a DC 20 Heal or Intelligence check indicates that the wounds on their bodies match the weapons they hold in their own hands. The human bears many thin stab wounds and still clutches a bloody rapier. The dwarf has vicious, deep cuts and gouges and still clutches the broken haft of a battleaxe. A DC 10 Perception check or just rolling his body over reveals the blade of the axe sunk deep into the calf of his right leg, seemingly self-inflicted. A DC 18 Perception check identifies that these two combatants were not engaged with any foes that left tracks. They just seemed to be fighting themselves. The check also reveals a single set of light tracks left by a Medium humanoid leading off to the northeast.

These were adventurers who ran afoul of a pack of screamers two days ago. The rogue and fighter succumbed to the screamers' malevolence attacks and killed themselves. The group's sorceress managed to escape and fled blindly into the Ashen Waste. A successful Survival check made each mile is able to follow the fleeing tracks all the way to area A5 where they are lost at the edge of the garden (see Area A5-5 for details). A *speak with dead* cast on the corpses is able to learn the adventurers' names — Farren (the rogue), Gorbit Stonebiter (the dwarf), and Vilgara (the escaped elven sorceress) — the fact that they hale from a village southwest of Bard's Gate called Crimmor, and that they came to the Desolation in search of a magical crown said to be buried with a deceased angel. (They unknowingly refer to Azarkites at Area A6 but have their facts wrong — it is actually a ring and was not buried with him but lost at the time of his death. See *Slumbering Tsar: The Hidden Citadel* for further details.) They don't know where their quarry lies and had just begun their explorations when the attack occurred. If asked, they can explain that they were attacked by ghosts but then lost control of their bodies. They watched horrified as they hacked themselves apart.

**Creatures:** If the party remains here for more than 5 minutes, a pack of **9 ghoul wolves** following the smell of carrion arrives and opts for the fresh meat of the still-living characters instead. These resemble wolves with matted fur that is torn away from their putrid flesh in patches. Stark white eyes look out above broken, yellowed fangs.

GHOUL WOLVES (9)

**CR** 2

**CR** 4

**XP 600** *The Tome of Horrors Revised* 370 NE Medium undead **Init** +2; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 18 (4d8) Fort +1; Ref +3; Will +6

**Defensive Abilities** channel resistance +2; Immune undead traits

Spd 50 ft.

**Melee** bite +7 (1d6+4 plus paralysis) **Special Attacks** paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10 Base Atk +3; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite) Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

**Development:** If the PCs return to this spot or remain here for longer than an hour, they are beset by 2 screamers drawn to the area by the recent violence.

SCREAMERS (2) XP 1,200 hp 34 (See Monster Appendix)

### A2. Sir Martimus the Lost (CR 8)

Fragments of brittle bone crunch underfoot as you cross this forlorn landscape. There is no sign of vegetation, and it seems the earth has been pounded and dried into a fine chalky dust by the tread of countless feet. The slightest breeze stirs this dust and creates a choking haze in the air. A field of boulders comes into view ahead. The clip-clop of a horse's hooves comes to your ears at the same time as you see a lonely rider slowly plod from behind one of the boulders. The rider approaches wearily with slumped shoulders, and you can see he is a knight. His armor is battered and dingy, and his shield bearing the bloody sword of Muir is marred by a great dent. Grizzled hair and beard protrude from beneath his helmet. A ragged noose dangles from around his neck. His horse is a bony nag that appears barely able to walk. Nonetheless as he lowers his crooked lance the decrepit steed breaks into a canter and then a gallop as it charges towards you.

**Creature:** This sad character is Sir Martimus, the last surviving member of Lord Bishu's company, the Fifty and One, sent to secure the city so many generations ago — surviving in the sense that he hasn't succumbed to undeath. This fallen paladin is well over 300 years old and wishes he could die, but has been cursed by his fall from grace to never die except in battle. The noose around his neck has hung there for over a century as mute testament to his attempts to end his own miserable existence. Whether it is the cynical humor of Orcus or the vengeful wrath of his betrayed patroness, fate has not allowed him to die despite his most fervent efforts.

#### SIR MARTIMUS THE LOST CR 8 XP 4,800 Male human fallen paladin 9 (Muir)

Male human fallen paladin 9 (Muir) CE Medium humanoid (human) Init +0; Perception +4

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield) hp 99 (9d10+36 plus 9) Fort +10; Ref +3; Will +8

**Spd** 20 ft.

**Melee** mwk lance +15/+10 (1d8+6/x3 plus disease) or +2 vicious heavy pick +15/+10 (1d6+4/x4 plus disease) **Special Attacks** disease

Str 18, Dex 10, Con 19, Int 13, Wis 14, Cha 6 Base Atk +9; CMB +13; CMD 23 Feats Lunge, Mounted Combat, Power AttackB, Ride-By Attack, Spirited Charge, Weapon Focus (lance) Skills Handle Animal +6, Heal +11, Intimidate +2, Knowledge (local) +7, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +4, Ride +3 Languages Common, Dwarven Gear battered half-plate, heavy steel shield, masterwork lance, +2 vicious heavy pick

**Disease (Ex)** *The Shakes:* Contact; *save* DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex; cure 2 consecutive save. The save DC is Constitution-based.

Martimus has suffered from the shakes for over 80 years. The nature of his curse keeps him perpetually infected as a carrier but will not let him deteriorate too far to function. Any personal contact with Martimus, including being struck by his weapons, risks infection and requires a Fortitude save.

Martimus is rail thin and has a wracking cough from his long, miserable existence. If his helmet visor is raised it reveals a haggard face scarred from old burns and pocked from disease. His jaundiced eyes are bloodshot and red-rimmed. His hair and beard are thin and grizzled. He trembles perpetually due to his diseased condition and appears barely able to walk, much less fight.

Martimus's steed is a shadow of its former self. Though skin remains stretched taut over its bones, it is actually an undead creature bound to its master until he is destroyed. Treat it as a **heavy warhorse skeleton** in combat.

#### HEAVY WARHORSE SKELETON CR 1 XP 400

Advanced horse skeleton (*Pathfinder Roleplaying Game Bestiary* "Horse," "Skeleton") NE Large undead

**Init** +9; **Senses** low-light vision, scent; **Perception** +0

AC 16, touch 14, flat-footed 11 (+5 Dex, +2 natural, -1 size) hp 9 (2d8) **Fort** +0; **Ref** +5; **Will** +3 **DR** 5/bludgeoning; **Immune** cold, undead traits

**Spd** 50 ft. **Melee** 2 hooves +5 (1d6+5) and bite +5 (1d4+5) **Space** 10 ft.; **Reach** 5 ft.

Str 20, Dex 20, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +7; CMD 21 (25 vs. trip) Feats Improved Initiative<sup>B</sup>

Tactics: The party first spots Sir Martimus through the haze when he is 50 feet away. Unless they immediately prepare for hostilities, his charge attack catches them by surprise. He targets his lance at the most formidable-looking character, and on a successful hit while charging deals triple damage with his Spirited Charge feat. He then continues past and wheels around. He continues to charge with his lance until a character readies a weapon against a charge attack. He then switches tactics, dropping his lance and using his heavy pick with his Ride-By Attack feat. He is not hesitant about using the +2 vicious heavy pick because he really doesn't care if he dies and welcomes the damage dealt to him by the special properties of the weapon. If his mount is destroyed, he attempts to maneuver between two of the boulders to limit the number of characters that can attack him. He fights to the death and lets out a grateful sigh when finally killed. If somehow captured, he will provide no information to the PCs, maintaining a stubborn silence, saying only that his memoirs are in the "rat's roost" (see Slumbering Tsar: The Hidden Citadel).

### A3. Dig Site (CR 6)

Through the haze of dust ahead you spy a lone figure standing on the plain. It appears to be a warrior in chainmail with no visible weapon. He does not appear to take notice of you and makes no moves.

**Creatures:** This strange individual is a **phantom**, the mysterious remnant of a warrior killed long ago on this field of battle. Many have spied this figure from a distance, but few dare to approach because of the rumors of death whispered about it. A phantom is a residual image of someone meeting a violent death, but this one bears no marks or signs of the violence it experienced. No one knows how this unnamed warrior died, and magical divinations have revealed nothing as to what horrible fate it could have met to induce such a lingering state. Its slight translucence is not even detectable until someone approaches within 30 feet at which point they are subjected to its fear gaze if they approach from its front side.

The rumors of this apparition only hint at the true danger here. The phantom is basically harmless and never moves or speaks. However, a strange symbiotic relationship has developed between it and an ancient **advanced dust digger** hidden in the powdery soil beneath it. The dust digger resembles a giant, starfish buried under the sand, its five arms played about a central fang-filled maw. It relies on the phantom's fear gaze to thin out potential opponents but the inherent curiosity that it seems to generate to draw at least one victim within range of its attack. It lies directly beneath the phantom and attacks as soon as someone steps within its clutches. The phantom never averts its gaze, so the dust digger never comes into the gaze's area of effect. The incorporeal phantom is, of course, unaffected by the dust digger's attack and continues to stand undisturbed and oblivious staring off into eternity.

**CR** 5



### ADVANCED DUST DIGGER XP 1,600

*The Tome of Horrors Revised* 176 N Large aberration **Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +10

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size) hp 68 (8d8+32) Fort +6; Ref +2; Will +6

**Spd** 10 ft., burrow 10 ft. **Melee** 5 tentacles +8 (1d6+3 plus grab) and bite +8 (2d6+3) **Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite) **Special Attacks** sinkhole, swallow whole (1d6+3 plus 1d8 acid damage, AC 13, 10 hp)

Str 16, Dex 10, Con 19, Int 2, Wis 11, Cha 10 Base Atk +6; CMB +10 (+14 grapple); CMD 20 (24 vs. trip) Feats Improved Natural Armor, Improved Natural Attack (bite), Skill Focus (Perception), Skill Focus (Stealth) Skills Perception +10, Stealth +10 (+18 sandy terrain) SQ earth glide

**Earth Glide (Ex)** A dust digger can glide through sand, loose soil, or other loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or signs of its presence. A move earth spell cast on an area containing a burrowing dust digger flings the creature back 30 feet, stunning it for 1 round unless it succeeds on a Fortitude save.

**Sinkhole (Ex)** A buried dust digger can deflate its body as a standard action, causing the sand above it to slide toward its maw. A creature standing on a space occupied by a buried dust digger when it deflates is immediately subjected to the dust digger's grab.

**Phantom:** Hazard CR 3; Causes fear by gaze to any living creature within 30 feet of it (Will save DC 15 negates). Affected creatures flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected by that phantom's fear for one day. It cannot be harmed, but a *dismissal* or *banishment* causes it to disappear for 1 round per caster level.

**Treasure:** Concealed beneath the bulk of the dust digger's body are its collected treasures. These consist of a battered suit of half-plate, an *amulet of mighty fists* +1, and an unlocked iron chest holding 55 gp, 342 sp, and a *wand of detect secret doors* (21 charges).

### A4. Tomb of the Sleeping Knight

This lonely monument is all that is left of a contingency plan left behind by the mighty Zelkor to ensure that Tsar and the surrounding plains did not fall back into enemy hands after a passage of time when others might have grown less wary. To this end the archmage commissioned a war captain and his company to serve as a reserve force. The war captain, a powerful aasimar fighter named Argos, volunteered for the duty and was placed in a magical state of suspended animation. His company of warriors was likewise placed in a similar state. Zelkor placed them in a reinforced bunker with a magical timing device that in fifty years would release Argos from his sleep. He could then wake his comrades, and a battle-ready force, who had not forgotten the terrible battles and grim consequences of failure, would be on hand to undo any extent that the followers of Orcus may have been able to recover in the city.

The move by Zelkor proved to be one of the archmage's most foresighted moments yet ill-conceived plans. He could not have known the terrible fate that awaited the Army of Light but considered that it could fail to eradicate the disciples of Orcus completely and leave an open door for them to reestablish their hold on the region. He also reckoned that it was possible that a future generation may have forgotten the horrible costs of this war and might not have the determination to see it through to the bitter end, whereas a veteran of the campaign would not have any such problem. The bunker was built to resemble a knight's tomb to divert suspicion on a plain filled with many tombs and graves and sealed against intruders. Unfortunately Zelkor underestimated the effects of the harsh climate created in the Desolation by the ravages of war. The storms and acid rain created a structural weakness that breached the tombs integrity and caused the wizard's carefully laid plans to go awry.

#### A4-1. Tomb's Exterior

The edifice rising before you from the ashen plain is constructed of some dense gray stone. A buttress emerges from the center of each of its four walls reinforcing its squat structure and making it look impregnable to any assault. On either side of each buttress is a large statue in bas-relief of an armored knight, hands crossed at his waist and resting on the pommel of a down-turned sword. His bare head is bowed with eyes closed as if asleep or grieving - or perhaps dead. Each statue is subtly different in its details, but each appears to depict the same individual. The gray walls and statues are stained darker by centuries of weathering. Atop the entire building is a dome built of the same gray stone. The look of impregnability is belied here by a large crack that has formed at the apex and runs partially down one side of the dome, probably from the years exposed to the harsh conditions of the Desolation. There is no visible entrance.

The building is much as it appears. All of the walls are at least three feet thick and composed of heavy ashlars fitted seamlessly together. The only intended ingress is a secret door well hidden on the west side of the building (DC 30 Perception check to locate) that is locked. Climbing to the roof (DC 25 Climb check) allows the party to examine the cracked dome. The stone dome is three feet thick and has a large fracture at the top and descending the south side. Careful examination of the 1-inch-wide crack reveals that in places it has broken all the way through into an open space below. The crack is not straight so it is impossible to peak through for a look inside, though widening the hole or finding some means to pass through the tiny space would allow entry.

**Stone Walls and Dome:** 3 ft. thick (or more); Hardness 8; hp 90 (per foot of thickness); Break (DC 50).

Locked Stone Secret Door: This well-crafted door is part of one of the knight statues and blends virtually seamlessly in with the surrounding stonework. It is locked and there is no mechanism for opening it or unlocking it from the outside. It is also double-barred from the inside, so at least two knock spells are necessary to open it. From the inside it is easy to see and undo the locking mechanism. The door is counter-weighted, so once it has been unsecured it opens smoothly and easily.

**Locked Stone Secret Door:** 1 ft. thick; Hardness 8; hp 90; Break (DC 28).

### A4-2. Entry Chamber (CR II or 12)

This small featureless chamber is little more than a widening in the stone passageway. The ceiling is 10 feet high and there is no light source. A stuffiness lingers in this area that has not felt a current of fresh air in centuries. The secret door is easily visible from this side with a locking mechanism and two bars that are a simple matter to remove to allow the door to swing open.

**Creatures:** Zelkor left guardians in this room just in case the secret door should ever be breached. Any living (or unliving) creature that enters this area activates a dormant *summoning* left in place by Zelkor long ago. Appearing in the room are **4 azer warriors** brought for the Elemental Plane of Fire and tasked with destroying any intruders other than Argos or one of his men.

#### AZER WARRIORS (4) XP 3,200

Male azer warrior 6 N Medium outsider (extraplanar, fire) **Init** +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 24, touch 11, flat-footed 24 (+5 armor, +1 Dex, +6 natural, +2 shield) hp 70 (2d10+2 plus 6d10+6 plus 14)



**Fort** +8; **Ref** +6; **Will** +6 **Immune** fire; SR 19 **Weakness** vulnerability to cold

#### **Spd** 20 ft.

**Melee** mwk warhammer +12/+7 (1d8+2/x3 plus 1 fire) or mwk shortspear +11/+6 (1d6+2 plus 1 fire) **Ranged** mwk shortspear +10 (1d6+2 plus 1 fire) **Special Attacks** heat

Str 14, Dex 13, Con 13, Int 12, Wis 12, Cha 9 Base Atk +8; CMB +10; CMD 21 Boats Great Fortifue Davier Attack Weepon For

Feats Great Fortitude, Power Attack, Weapon Focus (warhammer), Toughness

**Skills** Acrobatics +2, Appraise +8, Climb +5, Craft (armor) +6, Craft (weapons) +6, Handle Animal +3, Intimidate +4, Perception +9, Ride +2, Stealth +5, Survival +4

Languages Common, Ignan

Gear masterwork scale mail, masterwork heavy steel shield, masterwork warhammer, masterwork shortspear

**Heat (Ex)** An azer generates so much heat that its mere touch deals an additional point of fire damage. An azer's metallic weapons also conduct this heat.

**Tactics:** The azers appear in a cloud of smoke and brimstone in the party's midst. Three immediately move to attack, attempting to flank lightly armored party members, while the fourth runs to the east to release the rasts in Area A4-2. If the rasts come to aid the azers, the Encounter Level of this area rises to 12.

### CR 7 A4-3. Rasts in the Mist (CR 9)

Read the italicized portion of the boxed text only if the azers have not previously released the rasts from their confinement.

This chamber is roughly square with a pair of bronze double doors in the south wall. Each door bears the image of a starburst bisected by a flaming sword. In the east and north walls are shallow alcoves each of which holds a small statuette — approximately waist high of a maiden, head bowed in weeping. In the center of the chamber is a short pedestal. *Whirling atop this pedestal and reaching nearly to the ceiling 10 feet overhead is a spinning vortex of red mist, like a small tornado fixed in place. Forms are faintly visible in the mist, but whom or what they are is unclear.* The room is unusually hot, and the smell of brimstone hangs strongly in the air.

The statues are meant to further the false image that this is a tomb, however a successful DC 30 check with Bardic Knowledge or the a skill check with Knowledge (history, nobility, or planes) identifies the starburst symbol on the door to be that of the aasimar hero, Argos, who disappeared from legends around the time of the Battle of Tsar hundreds of years ago. None of the legends allude that he was killed in the battle, though. This is a small hint that things are not all as they seem in this "tomb".

**Creatures:** This room holds the second set of guardians left by Zelkor to protect Argos's slumber. Swirling in the red tornado are **4 rasts**. If anyone or anything touches the red cyclone it immediately slows its spin and dissipates releasing the rasts into the room. Like the azers in Area A4-2, they attack anyone other than Argos or his henchmen. They assist the azers if given the chance. The vortex is extremely hot and inflicts 2d6 points of fire damage to anything toughing it.

**CR** 5

RASTS (4) XP 1,600 N Medium outsider (extraplanar, fire) Init +5; Senses darkvision 60 ft.; Perception +7

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 30 (4d10+4 plus 4) Fort +2; Ref +5; Will +5 Immune fire Weaknesses vulnerability to cold

**Spd** 5 ft., fly 60 ft. (good) **Melee** 4 claws +6 (1d4+2) or bite +6 (1d8+3 plus grab) **Special Attacks** blood drain, paralyzing gaze

Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12 Base Atk +4; CMB +6 (+10 grapple); CMD 17 (21 vs. trip) Feats Improved initiative, Toughness Skills Fly +10, Perception +7, Stealth +7 SQ flight

**Blood Drain (Ex)** A rast drains blood from a grappled opponent, dealing 1 point of Constitution drain each round the hold is maintained.

**Flight (Su)** A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

**Paralyzing Gaze (Su)** Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

**Trapped Bronze Doors:** These doors are locked and trapped. The only key is interred with Argos, and the trap is activated from either side of the doors if the key is not used in any attempt to open them. If the trap is activated, two *scorching rays* fire (one from each door) targeted at whoever is closest to the doors. The trap resets itself after 1 round.

SCORCHING RAY TRAP CR 7 Type magical; Perception DC 27; Disable Device DC 27

**Trigger** touch; **Reset** automatic **Effect** Atk +9 ranged touch; spell effect (*scorching ray*, 2 separate rays, 4d6 fire)

**Locked Bronze Doors:** 3 in. thick; Hardness 9; hp 60; Break (DC 28); Disable Device (DC 25).

#### A4-4. Domed Chamber (CR 13)

Motes of dust float in this chamber disturbed by a slight air current from above. A high dome arches overhead, its underside marred by a large crack running from the apex down the southern portion. The air current seems to enter through this. Chunks of stone have fallen away from the dome along this fault line leaving debris strewn across the floor. At some time in the past one such chunk tumbled directly onto a marble table sitting in the center of the room. Pieces of rubble still rest on this table along with shards of glass and bits of twisted metal where something that once stood upon the table has been smashed to bits. Standing sarcophagi covered in gold leaf rest against the east and west walls of the chamber. Each is decorated with the image of knight, eyes closed in death.

This chamber once held the time device devised by Zelkor to free Argos from his stasis when the requisite fifty years had passed. This contraption was a magical hour glass resting on the central table. When the time had passed the hourglass would automatically flip which would magically summon the guardian azers (see Area A4-2) to this room. The azers would then open the eastern sarcophagus to release Argos and serve him for a year in his mission against the followers of Orcus as stipulated in the agreement negotiated with Zelkor. Unfortunately weathering on the dome above caused the crack to appear and portions of the ceiling to fall into the room below. One such piece landed directly on the magical hourglass smashing it into a thousand pieces and preventing it from completing its function. As a result the azer were never *summoned* to release Argos and can now only be encountered as guardians if summoned to Area A4-2 by the presence of intruders. A DC 15 Knowledge (engineering) check can identify the tiny fragments of having once been part of a large hourglass.

Each of the sarcophagi is stuck shut (Break DC 20 to open) and holds a skeletal corpse in battered and dented half-plate armor. These are both warriors slain on the field of battle outside Tsar. Concealed behind each is a secret door. A DC 22 Perception check is required to locate one of these doors.

**Creature:** Currently this room serves as the lair of **Kolscillisk**, an aranea sorcerer, who enters and leaves through the dome by way of *gaseous form*. He has found this to be a relatively safe lair in the midst of the Desolation and lives here in seclusion, leaving only to hunt or explore the surrounding area for treasure. He has detected the magical trap on the northern double doors and has never tried to open them. Likewise he fears undead in the sarcophagi and has, therefore, never tried to open them. He has not discovered the secret door to the south. He is content to leave things well enough alone and just use this one chamber as a secure safe room against the dangers of the surrounding area.

#### KOLSCILLISK (HYBRID FORM) CR 13 XP 25,600

Male aranea sorcerer 9 NE Medium magical beast (shapechanger) **Init** +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +11

AC 17, touch 15, flat-footed 13 (+1 deflection, +3 Dex, +1 dodge, +2 natural) hp 74 (3d10+6 plus 9d6+18) Fort +8; Ref +9; Will +10 Defensive Abilities swarm affinity; Immune magic missile

**Spd** 50 ft., climb 25 ft. Melee bite +10 (1d6 plus poison) Special Attacks web (+10 ranged, DC 18, hp 12) **Spells Known** (CL 12th, ranged touch +10): 6th (3/day)—flesh to stone (DC 19) 5th (5/day)—interposing hand, private sanctum 4th (6/day)—confusion (DC 17), giant vermin, ice storm (DC 17), lesser globe of invulnerability 3rd (7/day)-clairaudience/clairvoyance, gaseous form, lightning bolt (DC 16), poison (DC 16), stinking cloud (DC 16) 2nd (7/day)—acid arrow, daze monster (DC 15), false life, glitterdust (DC 15), invisibility, summon swarm 1st (7/day)—bleed (DC 14), endure elements, feather fall, grease (DC 14), mage armor, magic missile 0 (at will)-acid splash, daze (DC 13), detect magic, detect poison, disrupt undead, ghost sound (DC 13), light, open/ close, read magic **Bloodline** verminous\*

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

**Base Atk** +7; **CMB** +10; **CMD** 22 (26 vs. trip)

**Feats** Agile Maneuvers, Combat Casting, Combat Expertise, Dodge<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved Initiative, Iron Will<sup>B</sup>, Stealthy, Weapon Finesse

**Skills** Acrobatics +14 (+16 jump), Climb +19, Escape Artist +13, Knowledge (arcana) +14, Perception +11, Spellcraft +14, Stealth +13, Survival +9

Languages Common, Infernal, Sylvan

**SQ** bloodline arcana, bloodline powers (vermin sight, swarm affinity, carapace of the vermin), change shape (humanoid, hybrid; polymorph)

**Combat Gear** 3 beads of force, wand of dispel magic (CL: 6, 22 charges); Other Gear ring of protection +1, ring of counterspells (fireball), brooch of shielding (87 hp)

**Poison (Ex)** Bite—injury; save Fort DC 22; frequency 1/ round for 4 rounds; effect 1d6 Strength damage; cure 1 save. The save DC is Constitution-based.

\*See Sidebox

**Tactics:** How Kolscillisk reacts to the party depends upon how they enter the chamber. If they manage to enter through the ceiling rather quietly, they are likely to catch him off guard in spider form rummaging through his treasures and gain a surprise attack against him. If they come from Area A4-3, he more than likely hears them tampering with the doors and assumes his humanoid appearance before turning *invisible* and observing them. In either case, he has no wish to give up his safe house to intruders and attacks as soon as a good opportunity presents itself. He prepares for combat by casting *mage armor* and opens combat with *confusion*. If pressed he turns *invisible* again before changing shape and climbing to the dome. He uses ranged spells from there and *grease* and his wand to discourage climbers and flyers. He tries to avoid melee and if pressed changes to *gaseous form* to escape through the cracked dome.

**Locked Secret Door:** The secret door to the south can be located with a DC 20 Perception check. If found it is also discovered to be locked. The locking mechanism can be located with a DC 25 Perception check and easily manipulated to open it. Otherwise the secret door has to be opened magically or with brute force.

**Stone Secret Door:** 4 in. thick; Hardness 8; hp 60; Break (DC 28).

**Treasure:** If pealed off of the sarcophagi (a process requiring an hour per sarcophagus), the gold leaf is worth 150 gp for each. The aranea keeps his treasures in a large gunnysack in the corner. In addition to a blanket and his food supplies (several small desiccated animals he has drained of blood and is saving for later to consume) he keeps 435 gp, 2,341 cp, a platinum scepter (1,050 gp), a +2 handaxe, and 3 blocks of *incense of meditation*.

### Verminous Bloodline

The taint of vermin and filth runs through your veins, ever calling you to the gutters and vile, dark corners of the world.

Class Skill Survival

**Bonus Spells** *endure elements* (3rd), *summon swarm* (5th), *poison* (7th), *giant vermin* (9th), *insect plague* (11th), *harm* (13th), *creeping doom* (15th), *symbol of insanity* (17th), *antipathy* (19th).

**Bonus Feats** Athletic, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Skill Focus (Knowledge [nature])

**Bloodline Arcana** You can use *beast shape* spells to assume the form of appropriately sized creatures of the vermin type as well as creatures of the animal type.

**Bloodline Powers** The spawn of vermin lurk just beneath your skin and answer to your mental call.

*Vermin Sight (Su)* At 1st level, you gain darkvision 60 ft. and tremorsense 60 ft.

*Swarm Affinity (Ex)* At 3rd level, swarms of vermin recognize you as one of their own. You can walk among vermin swarms without fear of being harmed by them at all.

*Carapace of the Vermin (Ex)* At 9th level, your flesh becomes chitinous and more rigid, increasing your natural armor bonus by +1. At 11th level, this bonus increases to +2, and at 17th level it increases to +3. In addition at 11th level, small mandibles develop in your mouth and you gain a poisonous bite attack. If used as part of a full-round action, the bite is made at your full attack bonus –5. On a hit it deals 1d6 points of damage plus half your Strength modifier. Poison (bite—injury; save Fort DC 10 + 1/2 Hit Dice + Con modifier; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save). If you already have a poisonous bite, your bite remains unchanged but the DC for the poison's Fortitude save increases by 4.

*Swarm Carrier (Su)* At 15th level, the larva of countless vermin gestate within your flesh. They are clearly visible as small lumps and masses shifting across your body as they move about beneath your skin. Once per day as a free action, you can open your mouth and vomit forth swarms from your gullet just as if you had cast a creeping doom spell (caster level 15th).

*Verminous Apotheosis (Su)* At 20th level, you are more vermin than not. You gain all of the immunities of vermin and command all vermin (including swarms) within 30 feet that have fewer Hit Dice then you. The Hit Dice of each swarm or vermin is considered separately. Once the vermin or swarms have left the area of effect, they continue to obey your telepathic commands for 1d6+2 rounds. If they come back within the area of effect they come under your control again. Three times a day as a move action you can change shape into vermin swarm of your choice. This transformation lasts for 1 round per level. You can change back at will as a move action.



### A4-5. The Black Death (CR 7)

**Creature:** Beyond the secret door is a small, 10-ft.-by-10-ft. chamber. Crammed in here and filling the floor to the depth of 3 feet is a **black pudding**. When the secret door opens it spills out gaining a surprise attack. This ooze is extremely hungry and does not retreat until it has fed.

#### BLACK PUDDING CR 7 XP 3,200

**hp** 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

### A4-6. Sepulcher of Argos (CR 7)

The secret door opens onto a musty chamber with stale air but strangely free of dust. A marble slab dominates the center of the room upon which lies a supine form draped in a gauzy, white shroud. The man's face is visible and is achingly beautiful with flawless alabaster skin, flowing blond hair, and an inner radiance of peace in death. Against the wall behind this magnificent, perfectly preserved corpse is an armor stand and weapons rack. Adorning these is a beautifully crafted suit of golden chainmail, silvery helm and mithral shield along with an assortment of weapons of the finest quality. The silence is disturbed by a sudden intake of breath. The figure on the slab stirs. **Creature:** This is the temporary resting place of **Argos**, an aasimar knight, dedicated to the eradication of demonkind and its ilk. Zelkor left this warrior here with a company of faithful followers because he felt they would be the most dedicated to carrying on the battle against any new dangers from Tsar, if necessary, without wavering or becoming distracted from the goal. Argos was a well-known hero in the Army of Light who served with distinction early in the campaign but missed the final stages due to Zelkor's plan to guard against future threats. His magical sleep remained in place until the door to his chamber was opened at which point he began to awake.

#### ARGOS XP 3,200

**CR** 7

Male aasimar fighter 7/cleric (Mitra) 1 (*Pathfinder Roleplaying Game Bestiary* "Aasimar") LG Medium outsider (native) **Init** +2; **Senses** darkvision 60 ft.; **Perception** +10 **Aura** good

AC 24, touch 12, flat-footed 22 (+9 armor, +2 Dex, +3 shield) hp 70 (7d10+14 plus 1d8+2 plus 7) Fort +9; Ref +4; Will +6 (+8 vs. fear) Defensive Abilities bravery +2; Resist acid 5, cold 5, electricity 5, fire 10

#### Spd 30 ft.

Melee+1 holy flaming longsword+13/+8 (1d8+7/19–20) ormwk silver dagger+11/+6 (1d4+2/19–20)Special Attacks channel positive energy 6/day (1d6, DC 13),spontaneous casting (cure spells)Spell-like Abilities (CL 8th):1/day—daylightDomain Spell-like Abilities (CL 1st)5/day—battle rage, touch of goodCleric Spells Prepared (CL 1st):1st—bless, detect evil, protection from evil<sup>D</sup>0 (at will)—create water, light, virtueD domain spell; Domains Good, War

Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 16
Base Atk +7; CMB +10 (+12 sunder); CMD 22 (24 vs. sunder)
Feats Cleave<sup>B</sup>, Great Cleave<sup>B</sup>, Improved Sunder, Leadership, Mounted Combat<sup>B</sup>, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)<sup>B</sup>
Skills Diplomacy +14, Knowledge (planes) +10, Knowledge (religion) +10, Perception +10, Ride +11, Swim +8
Languages Celestial, Common, Draconic
SQ armor training 2, weapon training 1 (heavy blades)
Combat Gear 5 javelins of lightning, 3 potions of cure moderate wounds (CL 5); Other Gear celestial armor, +1 mithral heavy shield, helm of minor fire resistance (functions as ring), +1 holy flaming longsword named Carathax, masterwork silver dagger, backpack with diamond worth 500 gp, 50 pp, and a silver cylinder with a crystal orb at one end worth 25 gp

**Development:** The party has several options as to how they wish to proceed here. If they are of an evil bent or particularly avarice mindset, they may covet the aasimar's equipment. It takes Argos 1 round to fully wake up, so the party could probably do him in if they so chose. If they allow him to wake, he is Friendly unless they are threatening or are pawing through his possessions, etc. He can provide all of the information in the "Army of Light" sidebar found in Chapter 3 as well as the purpose of this tomb and his magical sleep. He will immediately want to gird himself for battle and then go rouse his warriors in Area A4-7. He is aware of the black pudding in Area A4-5 and the door trap between A4-3 and A4-4, as well as, the rasts and azers in Areas A4-2 and A4-3 who were intended to serve him

after he awoke. He was not aware that Kolscillisk had taken up residency in the tomb.

Argos is provided here as a potential replacement PC if one of your players has lost his character already in the adventure, ready to carry on the quest with appropriate zeal. If his presence is not necessary he can instead choose to pursue the Army of Light to discover their fate and complete their task if he can. In this case he bestows his sword upon the party as an offering of thanks for his wakening and in exchange for a promise to continue their exploration of Tsar and to destroy any disciples of Orcus or demons within.

**Treasure:** Hanging on the rack are Argos's possessions consisting of a suit of *celestial armor*, a +1 *mithral heavy shield*, a *helm of minor fire resistance* (functions as the ring), a scabbarded +1 *holy flaming longsword* named *Carathax*, a quiver of 5 *javelins of lightning*, and a masterwork silver dagger. A small secret panel beneath the rack (Perception DC 20 to locate) conceals a small niche holding a backpack with 3 *potions of cure moderate wounds* (CL 5), a diamond (500 gp), 50 pp, and a silver cylinder with a crystal orb at one end worth 25 gp. This last item is the key to the bronze doors in Area A4-4. If touched to the doors, they immediately unlock, and the trap is deactivated until they are shut again.

### A4-7. The Ravenous Sleepers (CR 7)

A foul stench hits you like a physical blow when the stone door slides open. Beyond is a long, sectioned chamber running east and west. Spaced along the walls are dozens of stone biers. The floor of the room is a clutter of discarded armor and weapons mingled with scattered and well-gnawed bones. Many appear to have been split open to get at the marrow within.

This sealed chamber housed Argos's company, likewise in magical sleep, waiting for their commander to open the chamber and wake them and lead them once again against the foe. A total of 20 biers, each once holding an armed and armored warrior held in stasis, line the walls of this room.

**Creatures:** Unfortunately, the timing device failed and Argos never released them. Eventually some of the warriors awoke on their own only to find themselves trapped within the room with their sleeping companions. Scars on the back of the secret door attest to their failed attempts to batter their way out. Eventually those who were awake were forced to prey upon their sleeping companions in order to stave off starvation. Despite these desperate measures they starved in the end. Unfortunately their attempts to survive only resulted in undeath. Now they exist as **7 ghasts** who haunt this chamber.

GHASTS (7)	<b>CR</b> 2
XP 600	
Pathfinder Roleplaying Game Bestiary "Ghoul"	
CE Medium undead	
Init +4; Senses darkvision 60 ft.; Perception +9	

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 17 (2d8+8)

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

**Defensive Abilities** all channel resistance +2; **Immune** undead traits

**Spd** 30 ft. **Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis) **Special Attacks** paralysis (1d4+1 rounds, DC 15, effects elves normally), stench

Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18 Base Atk +1; CMB +4; CMD 18 Feats Weapon Finesse Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4 Languages Common

**Disease (Su)** Ghoul Fever: Bite—injury; save Fort DC 14; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charismabased.

A humanoid who 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.

**Stench (Ex)** The overwhelming stink of death surrounds a ghast in a 10-foot radius. Anyone within that area must make a DC 15 Fort save or be sickened for 1d6+4 minutes. The save DC is Charisma-based.

**Tactics:** Those entering the chamber are immediately subject to their stench since it so thoroughly permeates the entire area. The ghasts themselves lurk behind stone biers making opposed Stealth checks to the party's Perception checks. Crouching behind the biers they have improved cover granting a +10 bonus to their Stealth checks. They wait until some party members have succumbed to the effects of their stench or all have entered the room and can be surrounded before leaping to attack. If it appears that the secret door is going to be shut again, they make a break for it and attempt to reach Area A4-4 to continue the fight.

**Treasure:** The warriors of Argos were not interred with any treasure per se, but their equipment is of such high quality as to constitute a treasure unto itself. Though much has been damaged over time, consider there to be at least one of each type of weapon or armor listed in Chapter 6 of the Pathfinder Roleplaying Game of masterwork quality. In addition, a DC 18 Perception check locates a masterwork cold iron battleaxe buried under a pile of gnawed bones.

### A5. The Reclaimers

This strange place is the only vegetation to be found within the Ashen Waste, yet it is a verdant woodland area as thick and lush as any tropical jungle. This is due to the blessing of the neutral nature god Telophus. This mysterious and detached deity did not send his followers in support of the Army of Light so many centuries ago, not because of any alliance with the nature-destroying disciples of Orcus but because of a general disregard of anything not directly related to nature and the seasons. The mysterious druids of this religion rarely involve themselves in the affairs of the sentient races seeing their lives as insignificant eye blinks in the span of Nature's cycle. Though uninterested in the battle of Good versus Evil, the followers of Telophus took careful notice of the destruction of the natural order in what became the Desolation. This particular enclave of Nature followers have taken their strict neutrality to a degree seldom seen even among the enigmatic followers of Telophus. Here they have hit upon an unorthodox method of reintroducing nature in the wasteland and think nothing of the cost involved, which the party will undoubtedly find repellant. The druids are undisturbed by the party's disapproval, because to them the party is just another resource for them to use in their continued recovery efforts.



### A5-1. Approach to the Garden of Telophus (CR 10)

The following description applies from any direction in which the garden is approached. If the party has been guided here by Skeribar or his rangers (see *Part 1—The Edge f Oblivion*, Area 12 of The Camp), they indicate that it is the dwelling of allies but do not elaborate as they lead the PCs into the foliage. Random Encounters do not occur while the party is in this area.

Through the continuous chalky haze emerges a strangely out-of-place sight, verdant plant life, trees, and lush foliage — a seeming mirage in the wasteland. However, the vision doesn't waver as you approach proving it to be no mirage. Whitish dust steals the luster from the fringes of this green zone, but beyond the edges you see the vivid greens of leaves and vibrant colors of flowers and plants undiminished by the dust. Squawks of birds and the occasional animal call rises from this virtual paradise.

This verdant growth is just as it appears. There is no more rainfall here than elsewhere in the Desolation and no visible reason why it should exist at all, but the soil is a rich loam and obviously supports the dense foliage. The highest trees grow as tall as 80 feet, though most of the foliage thins out above 50 feet. **Creatures:** All manner of wildlife inhabitants the trees and undergrowth of this area. Most avoid visitors except for 2 **dire tigers** left here by the druids to guard against intruders. These beasts stalk anyone entering the verge of growth (opposed Stealth to the party's Perception checks) and attack those not accompanied by Skeribar or his rangers.

#### DIRE TIGERS (2) XP 4,800

**hp** 105 (*Pathfinder Roleplaying Game Bestiary* "Tiger, Dire")

**CR** 8

### A5-2. Totem Wall (CR 10)

The lush foliage and undergrowth becomes an impossible tangle here The trees and plants are now intertwined with a thick hedgerow of vines and thorny plants. It stretches in either direction as far as you can see gradually curving away from you and stretches over 30 feet high. From within this tangle, trees still rise above, though their trunks are obscured in the thicket. Dangling on the face of this hedge wall is a horribly twisted and distorted skull of possibly demonic origin. Vines grow through the eye sockets and gaping maw and firmly affix it to the hedge. To the left and right you can see other white spots on the hedge wall in the gloom beneath the tree canopy. Apparently these skulls are placed at intervals along the hedge.

The druids of Telophus have cultivated this nearly impenetrable wall of vegetation to serve as a line of defense against any creatures that may encroach from the Desolation. The skulls on the hedge are those of demons, mainly nabasu, babau, and vrocks, that were slain by the druids (identifiable with a DC 20 check of Knowledge [planes]). The skulls were hung as a warning to any trespassers in the garden.

Creatures: The hedge row itself is composed of a combination of vines and thorny shrubs that grow prolifically to the height of 30 feet and various thicknesses as shown on the map. Characters can attempt to hack their way through this heavy growth, but the plants are slightly sentient and function as an entangle spell (caster level 30) on anyone passing through. Furthermore these plants are studded with poisonous thorny growths. Every round spent in the underbrush makes character subject to an attack by these thorns. The trees growing through this thicket are quickwoods topping out at 50 feet high. They are indistinguishable from oak trees unless efforts are made to clear the plant growth around their trunks to reveal the withered humanlike visages that grow there. These sentient trees are unable to move through the tangles, but are spaced so that any given spot is within reach of two of them. They are immune to the thorns' venom. The quickwoods serve as sentries for the garden. They attack and attempt to immobilize intruders and render them unconscious until their druid masters arrive. The quickwoods alert the druids of the garden by way of a drumming vibration generated by their branches.

There is one clear entrance 20 feet wide leading through the hedge on the south side. A quickwood stands to either side of it, able to reach the far side if necessary, but they do not attack anyone accompanied by one of the druids or Skeribar's rangers.

### QUICKWOODCR 8XP 4,800The Tome of Horrors Revised 302

N Huge plant Init +3; Senses darkvision 120 ft., low-light vision, remote sensing, tremorsense 60 ft.; Perception +26 Aura fear aura (10–90 ft., DC 20)

AC 17, touch 7, flat-footed 17 (-1 Dex, +10 natural, -2 size) hp 104 (11d8+55) Fort +12; Ref +4; Will +7 Defensive Abilities fear aura; Immune electricity, fire, plant traits

\_\_\_\_\_

Spd 0 ft., (base 10 ft.) Melee 9 roots melee touch +16 (grab) and bite +15 (2d6+13) Space 15 ft.; Reach 15 ft. (60 ft. with roots) Special Attacks grasping roots

Str 29, Dex 9, Con 21, Int 12, Wis 15, Cha 12 Base Atk +8; CMB +19; CMD 28 (can't be tripped) Feats Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (root) Skills Perception +26, Sense Motive +17, Stealth +5 (+21 forested area) Languages Common, Sylvan

**Fear Aura (Su)** If a quickwood is targeted by a spell (excluding area spells) and it makes its save against the spell's effects, it takes no damage and absorbs some of the spell's energy and releases it as a fear effect (as a free action) in a 10-foot radius per level of the spell. Affected creatures must succeed on a DC 20 Will save or be affected as by a fear spell (caster level 11th). The save DC is Charisma-based and includes a +4 racial bonus.

**Grasping Roots (Ex)** If a quickwood hits with a root attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and drags the foe 30 feet closer each subsequent round (provoking no attack of opportunity). A quickwood can draw in a creature within 15 feet of itself and bite with a +4 attack bonus in the same round. A root has hardness 2 and 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a quickwood's root does not provoke an attack of opportunity. If the root is currently grappling a target, the quickwood takes a -4 penalty on its CMD to resist the sunder attempt. Severing a root deals no damage to a quickwood.

**Immunity to Fire (Ex)** A quickwood can perspire as a free action; this grants it immunity to fire for one hour. Afterwards, it must wait one minute before using this ability again.

**Remote Sensing (Su)** As a standard action, a quickwood can use a normal oak tree within 360 feet as a magical sensor to view its surroundings. This ability is similar to a clairaudience/ clairvoyance spell and allows a quickwood to see (including with darkvision) and hear through a sensor. A quickwood does not need line of sight to establish a sensor. A quickwood can establish a new magical sensor in another tree within range as a free action, though it can never have more sensors at one time than its Hit Dice. A quickwood with multiple sensors can switch between them as a free action.

An oak tree utilized as a magical sensor takes on a human-like visage (similar to a quickwood). A successful DC 20 Perception check allows a character to notice the tree's visage.

**Sentient Poison Hedgerow:** Hazard CR 4; dimensions as indicated on map. Entering is equivalent of *entangle* (caster level 30). Each round subject to attack by thorns; Atk +10 melee (1 plus poison). The hedgerow can be cleared through the use of edged weapons, though those attempting are still subject to the *entangle* effect while they work. Chopping at the hedgerow creates a safe passage 1 foot deep per round of work. Normal fire does not harm the hedgerow but magical fire clears 5 feet per application.

**Poison (Ex)** Thorn—injury; *save* DC 18; *frequency* 1/round for 10 rounds; *effect* dazed for 1d4 hours; *cure* 2 consecutive saves.

### A5-3. Crystalline Pool

An idyllic setting opens before you. The thick hedgerow opens into a clearing with a soft carpet of moss and grass. A crystal clear pool occupies its center with several weeping willows overshadowing it gently dipping their fronds into its surface. A small spring gurgles at one edge of the pond. A gentle breeze ripples the pool and provides the only sound here. Another opening in the hedge wall leads into green shadows.

Characters may find it hard to believe, but this place is just as it appears. The pool is safe to drink with a sweet, pure taste. The mosses form soft beds under the trees suitable for sleeping. Monsters do not wander in here because of the protective hedge and quickwoods.

**Creatures:** Regardless of whether the party enters here with a Skeribar escort or not, it is here that they encounter the masters of the garden. Shortly after their arrival, the druids in Area A5-4, alerted by their quickwood spies, enter the clearing. If the party is not hostile the druid's greet them as guests and invite them to stay and rest from their travails in the Desolation. They explain their mission to revitalize the Desolation and reclaim it for Nature (though they do mention any specifics). They do



not provide food or assistance to the characters, claiming their neutrality forbids them to do so, but let the party rest and refresh themselves at the pool. If Skeribar or his rangers are with the party they are greeted with familiarity and explain they are a part of the druid's endeavor to reclaim the Desolation from the corruption and foul creatures that taint it. If asked about the footprints from Area A1, they state that they have not seen anyone, but then the dire tigers that roam the woodlands often take care of any intruders. Parties can attempt Sense Motives against the druids' Bluff checks, but the fervor of their religious devotion gives them a +5 circumstance bonus to their Bluff checks.

**Development:** If the party camps in this clearing, the druids spend some time sizing them up and trying to determine if they should ambush the party themselves or send Kreeyaak, one of the druid's scythe falcon animal companion, to summon Skeribar and his rangers if they are not already present. This largely depends on how much the party has accomplished in the Desolation (foes slain, etc.), as well as, what kind of shape they are in. Depending upon the circumstances the party may be able to stay here for several days undisturbed, but eventually the druids will make their move and attempt to incapacitate and capture the PCs to serve as sacrifices on their bloody altar. Have the druids make their move whenever best suits your game, but they principally use nonlethal spells to try to capture new sacrifices. If the battle continues all the way to Area A5-5, though, they become deadly serious.

### A5-4. Druid Homes (CR 11 or 12)

The trees within the hedge provide cool shade on this clearing with two exits. Built against the boles of the large trees are crude huts of sticks and mud plastering. Roofs of grass and living moss cover these simple dwellings. At the east end of the clearing is a thick old oak with a few splinterlike branches atop its stunted trunk. Carved into this trunk is a crude face with a grim line of a mouth, well-defined nose, and two hollows for eyes. The entire carving gives the appearance of a giant wooden head resting on the ground. Green trails of ichor trickle from the hollows, like some slimy moss, collecting in a stone basin set before the old trunk.

Creatures: This serves as the abode of the Reclaimers, a group of 3 druids and their trained beasts who are allied to Skeribar's rangers in the Camp. As explained, they seek to revitalize the Desolation through special rituals and propitiation of Telophus, the Lord of Crops and the Seasons. The process for this ritual is explained at Area A5-5 below. Though the trained beasts are not actual animal companions due to their exotic natures, they essentially serve the druid's in that role without benefit of the special abilities ordinarily bestowed. Niva's trained companion is Deathmane, a kamadan, a leopardlike creature with 6 snakes sprouting from its shoulders. Jeraldus has Kreeyaak, a scythe falcon, a small intelligent falcon with razor-sharp bone on the forward edge of its wings. And Scront has Ch'h, a giant sawtoothed beetle with an oversized set of serrated mandibles for dismembering prey.

**CR** 9

#### NIVA

**XP 6,400** Female human druid 10 N Medium humanoid (human) **Init** +5; **Perception** +13

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 68 (10d8+10 plus 10) Fort +8; Ref +4; Will +8; +4 vs. fey and plants Defensive Abilities resist nature's lure; Immune poison

#### Spd 30 ft.

#### **Melee** mwk club +7/+2 (1d6–1)

**Special Attacks** spontaneous casting (summoning spells) **Spells Prepared** (CL 10th):

5th—*call lightning storm* (DC 20), *insect plague, stoneskin* 4th—*air walk, cure serious wounds, dispel magic, flame strike* (DC 19)

3rd—*call lightning* (DC 18), *dominate animal* (DC 18), *greater magic fang, protection from energy* 

2nd—animal messenger, barkskin (already cast), gust of wind (DC 17), heat metal, tree shape

1st—calm animals (DC 16), charm animal (DC 16), entangle (DC 16), goodberry, longstrider, speak with animals 0 (at will)—detect magic, guidance, know direction, stabilize, virtue

#### **Str** 8, **Dex** 12, **Con** 13, **Int** 16, **Wis** 20, **Cha** 18 **Base Atk** +7; **CMB** +6; **CMD** 7

**Feats** Combat Casting, Improved InitiativeB, Natural Spell, Skill Focus (Bluff), Spell Penetration, Stealthy

Skills Bluff +20, Diplomacy +12, Escape Artist +3, Handle Animal +12, Heal +18, Knowledge (nature) +18, Perception +13, Sense Motive +15, Spellcraft +11, Stealth +13, Survival +20, Swim +4

**Languages** Auran, Common, Druidic, Sylvan, Terran **SQ** nature bond, nature sense, trackless step, wild empathy +14, wild shape 4/day, woodland stride

**Combat Gear** *lesser metamagic rod (extend), minor circlet of blasting, elixir of hiding;* **Other Gear** mwk club, *cloak of elvenkind* 

#### DEATHMANE

#### XP 1,200

Male kamadan (*The Tome of Horrors Revised* 245) N Large magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural) hp 30 (4d10+8) Fort +6; Ref +6; Will +2

#### **Spd** 40 ft.

**Melee** 2 claws +7 (1d6+4), bite +7 (1d8+4), and 6 snakes +2 (1d4)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with snakes) **Special Attacks** sleep breath, snakes

Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 9 Base Atk +4; CMB +9; CMD 22 (26 vs. trip) Feats Dodge, Skill Focus (Perception) Skills Acrobatics +6 (+14 balance), Perception +8, Stealth +7 (+15 undergrowth)

**Sleep Breath (Su)** Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5/day); DC 14 Fortitude negates. Creatures with 4 HD or less do not receive a save to avoid the effects; they are automatically affected. Otherwise, as the sleep spell (caster level 8th). There is no HD limit to the number of creatures that



can be affected. The save DC is Constitution-based.

**Snakes (Ex)** Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to damage.

#### JERALDUS

**CR** 7

XP 3,200 Male human druid 8 N Medium humanoid (human) Init +9; Perception +11

AC 18, touch 13, flat-footed 15 (+3 armor, +5 Dex) hp 55 (8d8+8 plus 8) Fort +7; Ref +7; Will +8; +4 vs. fey and plants Defensive Abilities resist nature's lure

#### **Spd** 30 ft.

**CR** 4

Melee spear +8/+3 (1d8+1/x3) **Banged** sling with  $\pm 1$  seeking 1

**Ranged** sling with +1 seeking bullets +12 (1d4+2) **Special Attacks** spontaneous casting (summoning spells) **Spells Prepared** (CL 8th):

4th—ice storm, rusting grasp

3rd—*cure moderate wounds, sleet storm, snare* 

2nd—barkskin, cat's grace, spider climb, warp wood (DC 14) 1st—entangle (DC 13), faerie fire, obscuring mist, shillelagh, speak with animals

0 (at will)—detect magic, flare (DC 12), mending, resistance

**Str** 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13 **Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Alertness<sup>B</sup>, Augment Summoning, Improved Initiative, Natural Spell, Weapon Focus (spear)

**Skills** Craft (woodworking) +9, Handle Animal +12, Heal +9, Knowledge (nature) +15, Perception +11, Sense Motive +8, Survival +11

Languages Common, Druidic

**SQ** nature bond, nature sense, trackless step, wild empathy +9, wild shape 3/day, woodland stride

**Combat Gear** *potion of sanctuary*; **Other Gear** +1 *leather armor*, spear, sling, 25 +1 *seeking sling bullets* 

#### KREEYAAK XP 600

Male scythe falcon (*Creature Collection* 165) N Tiny magical beast **Init** +7; **Senses** darkvision 120 ft., low-light vision; **Perception** +6

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size) hp 11 (2d10) Fort +3; Ref +8; Will +2

Spd 20 ft., fly 240 ft. (average) Melee 2 talons +3 (1d4–1) and scythe wing +3 (1d6–1/18–20 plus dismemberment) Space 2-1/2 ft.; Reach 0 ft. Special Attacks dismemberment

**Str** 8, **Dex** 17, **Con** 10, **Int** 5, **Wis** 14, **Cha** 6 **Base Atk** +2; **CMB** +3; **CMD** 13 **Feats** Dodge<sup>B</sup>, Flyby Attack, Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Mobility<sup>B</sup> **Skills** Fly +8, Perception +6, Stealth +11

**Dismemberment (Ex)** If a scythe falcon scores a critical hit with its scythe wing attack, roll d6 for the results of dismemberment instead of a critical multiplier: 1 = head, victim dies instantly; 2 = right arm, victim loses 33% of current hp; 3 = left arm, victim loses 33% of current hp; 4 = right leg, victim loses 50% of current hp; 5 = left leg, victim loses 50% of current hp. 6 = torso badly slashed, victim loses 50% of normal total hp.

SCRONTCR 6XP 2,400Male orc druid 7 (Pathfinder Roleplaying Game Bestiary<br/>"Orc")N Medium humanoid (orc)Init +0; Senses darkvision 60 ft.; Perception +2

AC 18, touch 10, flat-footed 18 (+4 armor, +2 natural, +2 shield) hp 63 (7d8+21 plus 7) Fort +8; Ref +2; Will +7; +4 vs. fey and plants Defensive Abilities ferocity, resist nature's lure Weaknesses light sensitivity

#### **Spd** 20 ft.

Melee +1 scimitar +12 (1d6+6/18–20) Special Attacks spontaneous casting (summoning spells) Spells Prepared (CL 7th): 4th—cure serious wounds 3rd—poison (DC 15), spike growth (DC 15) 2nd—bear's endurance, bull's strength, cat's grace, flame blade (melee touch +10, 1d8+3 plus fire) 1st—entangle (DC 13), hide from animals, magic fang, longstrider, produce flame (melee touch +10, ranged touch +5) 0 (at will)—detect poison, guidance, mending, resistance

#### **Str** 21, **Dex** 11, **Con** 16, **Int** 8, **Wis** 14, **Cha** 6 **Base Atk** +5; **CMB** +10; **CMD** 20

Feats Cleave, Combat Casting, Power Attack, Weapon Focus (scimitar)

Skills Craft (weaving) +4, Handle Animal +5, Knowledge (nature) +5, Ride +5, Survival +14 Languages Common, Druidic, Orc

**SQ** nature bond, nature sense, trackless step, wild empathy +5, wild shape 2/day, woodland stride **Gear** hide armor, heavy wooden shield, *amulet of natural* 

**Gear** hide armor, heavy wooden shield, *amulet of natural* armor +2, +1 scimitar

#### CR 2 CH'H XP 800

Female giant saw-toothed beetle (*The Tome of Horrors II* 16) N Medium vermin

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

AC 18, touch 10, flat-footed 18 (+8 natural) hp 32 (5d8+10) Fort +6; Ref +1; Will +1 Immune vermin traits

**Spd** 30 ft., climb 10 ft. **Melee** bite +5 (2d6+3 plus grab)

**Str** 15, **Dex** 11, **Con** 14, **Int** —, **Wis** 10, **Cha** 6 **Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 15 (19 vs. trip)

**Grab** (Ex) A giant saw-toothed beetle is able to use its grab ability against of Medium size or smaller. On a successful hold, it deals automatic bite damage each round.

The huts themselves are simple affairs with little in the ways of furnishings or amenities. Each has only a few items of stick furniture and beds of fragrant leaves and soft mosses. Niva's hut holds a nest of twigs and hair for Deathmane and an old tree stump serving as a table with a few earthenware dishes. Jeraldus's hut has a perch near the rafters for Kreeyaak. Scront's hut has a floor made of entwined branches and sticks. It can hold the weight of Scront but actually covers a burrow (DC 12 Perception to locate) sinking 10 feet into the ground that serves as a den for Ch'h.

The massive wooden head is actually more than it appears. It is in fact the head of a **stick giant** crouching motionless, buried in the ground. It is nourished by the druids' sacrifices in Area A5-5. The result of these bloody rituals is the ichor that flows from the giant's eyes. This magical substance functions as a *potion of plant growth* and is how the druids are able to maintain this oasis in the midst of the Desolation. They give vials of it to Skeribar which explains the verdancy of the rangers' garden in the Camp (see Area 12 of The Camp, *Part 1—The Edge of Oblivion*). The stick giant remains dormant and inert unless attacked or unless the conditions described in Area A5-5 are met. If one of these occurs it tears itself from the ground in 3 rounds towering to its full 80-foot height and begins smashing anyone not devoted to Telophus. It appears to be composed of roughhewn and splintered wood in a roughly humanoid shape.

#### STICK GIANT XP 9,600 Creature Collection 192

N Colossal plant Init +2; Senses low-light vision; Perception +33

AC 25, touch 0, flat-footed 25 (-2 Dex, +25 natural, -8 size) hp 230 (20d8+140) Fort +19; Ref +6; Will +10 Immune plant traits Weaknesses vulnerability to fire

Spd 50 ft. Melee 2 slams +18 (2d10+10 plus splintering) Space 30 ft.; Reach 30 ft. Special Attacks needle spray, splintering

**Str** 30, **Dex** 7, **Con** 25, **Int** 14, **Wis** 19, **Cha** 13 **Base Atk** +15; **CMB** +33 (+35 bull rush); **CMD** 41 (43 vs. bull rush)

**CR** 10

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Snatch, Weapon Focus (slam) **Skills** Knowledge (nature) +22, Perception +33, Stealth +5, Survival +24 **Languages** Common, Druidic, Sylvan

**Needle Spray (Ex)** Once per day as a free action, a stick giant can cause vast quantities of tiny wood splinters to spray in every direction from its body dealing 8d10 points of piercing damage (minus the target's flat-footed armor class). Only opponents with a shield or cover are allowed a DC 22 Reflex save for half damage.

**Splintering** (Ex) When a stick giant hits an opponent with its slam attack, slivers of its wooden body beak off and become wedged in the victim's body. Every round that the victim takes any actions other than removing the splinters or staying still, he takes 1d6 points of damage. A splinter can be removed with a move action and a DC 12 Strength check but does provoke attacks of opportunity. On a failed Strength check, the victim takes the damage from that splinter as if he was taking some other action. The effects of splinters are cumulative, so a single victim hit by multiple slam attacks would take 1d6 points of damage every round from each of them.

**Development:** If the druids are attacked in this area, they retreat to Area A5-5 and make their final stand there. See that area for details of their tactics.

Treasure: Each of the druids keeps a cache of treasures in his or her hut. In Niva's hut they are hidden within the hollow tree stump (DC 17 Perception check to find the release to open the false top). Within are 6 *potions of plant growth* obtained from the stick giant, a bag of devouring, a divine scroll (CL 10: animal growth, awaken, spike growth), and 6 pieces of amber (70 gp each), a +2 sickle, a masterwork shortbow, 20 arrows, a cloak of charisma +2, a ring minor of acid resistance, an arcane scroll (CL 10: lightning bolt), a spell component pouch, and a backpack with 5 tindertwigs, a flask of alchemist's fire, 43 gp, 102 sp, and a bloodstone (50 gp). Jeraldus keeps his treasures hidden in the thatch of his hut's roof (DC 16 Perception check to locate). It consists of 3 pieces of colorful petrified wood (15 gp each), a bone tube holding 2 handfuls of dust of appearance with an air elemental gem hidden within it (DC 17 Perception check to notice unless the dust is sifted through or used). Scront's treasures are buried in the dirt and detritus at the bottom of Ch'h's burrow (DC 18 Perception check in the burrow). They include a necklace of strung human vertebrae with shards of malachite embedded in it (120 gp for the malachite), a wooden chest holding 423 cp, and a single *drum of panic* (the matching member of the pair was lost in the Chaos Rift and is currently at Area C4-6.

### A5-5. Garden of Telophus (CR varies)

This dim place seems more like a green-tinted cave than a clearing in the thickets. Thick old trees grow in a ring around the clearing's edge. Their branches arching 50 feet overhead intertwine and form a nearly solid roof of green leaves that lets in little light. At the clearing's west end is a low, flat stone block, its surface stained dark. Behind it is a large, hoary old tree standing at the clearing's very edge. A great hollow gapes in the tree's trunk near the ground, and fuzzy, green growths of moss cover many areas of the rough bark. Next to the tree is a gaping pit in the ground, roots pierce its sides and descending into its depths.

Creature: This cathedral of nature serves as the druids' shrine to their deity Telophus whom they worship in a strange, bloody aspect. Most adherents to the ways of the Old Oak would find the druids' practices here repellent at best and an abomination requiring immediate destruction at worst. Whatever the opinion of the druids' strange practices in their reverence of Telophus, they are effective as is evidenced by the lushness of growth on the otherwise sterile plain that is the Ashen Waste. To propitiate their bloodthirsty patron they perform the sacrifice of sentient beings (preferably humanoid) on the bloodstained altar stone. After cutting the victim's throat, but before he or she can bleed to death, the druids then toss the unfortunate into the great oak tree's hollow which is then revealed to be a carnivorous tree. As the tree consumes the sacrifice it triggers a hidden effect deep within the ground which results in the production of the stick giant's ichor (see Area A5-4).

The pit beside the carnivorous tree is 10 feet deep, but easy to clamber out of because of it is lined with soil and roots (DC 8 Climb check). At the bottom of the pit is **Vilgara**, a bound and gagged elf woman. She was to have been the next sacrifice to the tree, but the arrival of the party at the garden caused the druids to delay their ritual. She is the lone survivor of the group at Area A1 who escaped the screamer attack only to stumble exhausted into the garden where she was easily captured. She would be most happy to be rescued and can serve as a replacement character for anyone who has lost a character during the adventure. If not needed, she assists the party while they are in the Desolation but requests to be escorted back to the Camp or at least the road at the earliest opportunity. Her equipment is kept in Niva's hut (see Area A5-4).



CARNIVOROUS TREE XP 2,400 Creature Collection II: Dark Menagerie 34 N Huge plant Init –3; Senses low-light vision; Perception –3

AC 25, touch 25, flat-footed 25 (-3 Dex, +20 natural, -2 size) hp 150 (20d8+60) Fort +15; Ref +3; Will +3 DR 10/slashing; Immune plant traits Weaknesses vulnerability to fire

**CR** 6

**Spd** 0 ft.

Melee —

Space 15 ft.; Reach 0 ft.

Special Attacks swallow whole (3d6 bludgeoning, 2d6 acid,

21

AC 25, 30 hp, see below)

#### **Str** 24, **Dex** 4, **Con** 16, **Int** —, **Wis** 4, **Cha** 1 **Base Atk** +15; **CMB** +24; **CMD** 31 (can't be tripped)

Swallow Whole(Ex) When a creature enters the hollow in the trunk of a carnivorous tree, changes in water pressure in the roots and wood cause the bole walls to rapidly expand until the opening has swollen so tight that it doesn't allow for the passage of water or air. The wood inside the trunk continues to distend, crushing any occupants as an acidic sap fills the chamber to digest the prey. The crushing walls deal 3d6 points of damage per round, and the acid deals an additional 2d6 points of damage per round. After 4 rounds, the interior has filled with acid and any breathing creatures within begin to suffer the effects of drowning (see the "Drowning" section in Chapter 13 of the Pathfinder Roleplaying Game). After this point, any attack that deals more than 10 points of damage to a single spot on the trunk breaches the hollow and releases a spray of acid that deals 2d4 points of acid damage to anyone within 10 feet of the breach (Reflex DC 23, half). The save is Constitution-based.

#### VILGARA

**CR** 7

**XP 3,200** Female elf sorcerer 8 CG Medium humanoid (elf) **Init** +3; **Senses** low-light vision; **Perception** +10

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 38 (8d6 plus 8) Fort +4; Ref +5; Will +6 (+8 vs. enchantment) Defensive Abilities fated +2; Immune sleep; Resist acid 10

Spd 30 ft.

Melee+2 sickle +6 (1d6+2)Ranged mwk shortbow +8 (1d6/x3)Special Attacks elven magicBloodline Spell-like Abilities (CL 8th):7/day—touch of destinySpells Known (CL 8th, melee touch +4, ranged touch +7):4th (4/day)—shout (DC 18)3rd (6/day)—fireball (DC 17), fly, protection from energy2nd (7/day)—blur, false life, knock, scorching ray1st (7/day)—alarm, mage armor, magic missile, shield, shock-ing grasp, summon monster I0 (at will)—dancing lights, detect magic, disrupt undead, light,message, ray of frost, read magic, resistanceBloodline destined

#### **Str** 10, **Dex** 17, **Con** 10, **Int** 16, **Wis** 11, **Cha** 18 **Base Atk** +4; **CMB** +4; **CMD** 17

**Feats** Arcane Strike<sup>B</sup>, Combat Casting, Eschew MaterialsB, Great Fortitude, Heighten Spell, Improved Counterspell **Skills** Bluff +11, Knowledge (arcana) +14, Knowledge (history) +7, Perception +10, Profession (seamstress) +6, Spellcraft +14 (+16 identify magic items), Use Magic Device +15 **Languages** Common, Draconic, Elven, Gnoll, Sylvan **SQ** bloodline arcana

**Combat Gear** arcane scroll (CL 10: lightning bolt); **Other Gear** +2 sickle, masterwork shortbow, 20 arrows, cloak of charisma +2, minor ring of acid resistance, spell component pouch, backpack with 5 tindertwigs, a flask of alchemist's fire, 43 gp, 102 sp, and a bloodstone (50 gp)

**Tactics:** The carnivorous tree notices anyone who comes within 10 feet (including anyone attempting to reach the elf in the pit). If the druids have not been alerted to the presence of intruders, it lets out a hollow roar which brings them run-

ning in 3 rounds. Otherwise the druids use this area as their last stand against intruders. Niva always casts an extended barkskin whenever strangers are about and an extended stoneskin if battle seems eminent. She prefers to sneak about under cover in the foliage to unleash spells while Deathmane with a greater magic fang creeps around for flanking attacks. If engaged in melee she assumes the wild shape of a dire lion and casts using her Natural Spell feat as she is able. Jeraldus prepares with *barkskin*, *cat's* grace, and spider climb to take up a perch in one of the trees and snipe with sling and spells while Kreeyak makes swooping attacks against spellcasters and archers. Scront prepares himself and Ch'h with his ability enhancing spells and longstrider. He then augments Ch'h with magic fang before charging into melee astride the giant beetle. If any of Skeribar's rangers are present they use the tree trunks around the clearing for cover as they fire their bows and then engage anyone who enters the clearing to prevent them from reaching the druids.

**Development:** If the tree is killed a sudden tremor is felt to momentarily roll through the ground as the supernatural conduit between the garden and Nature is severed. This prompts the stick giant at Area A5-4 to awaken and emerge from the ground. It arrives in 5 rounds and attacks anyone it sees — including druids and rangers — in a total frenzy, having been cutoff from its divine nourishment. It fights until dead. If the carnivorous tree is slain, the special elixir is no longer produced, and the garden slowly begins to wither and die. It becomes visibly brown with many leaves falling from the trees and vines shriveling within a week. Before a year has passed it is nothing but an ash-covered cluster of cracked tree stumps in the midst of the Ashen Waste.

### Telophus, Lord of Crops and the Seasons

This nature deity revered by the Reclaimers originally appeared in Bard's Gate by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Lawful Neutral

**Domains:** Air, Animal, Earth, Fire, Plant, Water **Symbol:** Raining cloud partially obscuring a radiant sun

Garb: Green and earth tone woolen robes and vestments

Favored Weapon: Sickle

**Form of Worship and Holidays:** Telophus is worshiped by harvest and planting celebrations as well as the first frost and first thaw.

**Typical Worshippers:** Farmers and halflings, some druids revering his natural cycle aspect.

This god is the embodiment of the uncaring changing seasons. He is prayed to not so much to bring good crops, but to be convinced to hold off the early frost or bring the spring thaw. He requires appeasement and devoted following, being known to test his followers' faithfulness and resolve when it suits him

### A6. Tranquility's Face (CR 9)

The perpetual haze of dust parts to reveal a wroughtiron fence barring your way a short distance ahead. It stands only 3 feet high and does little to serve as anything but a decorative barrier. It runs in either direction where it turns away from you at right angles and continues on until turning again and meeting at the far side forming a square approximately one-quarter mile on a side. Surrounding this fence is a zone of rocky soil that has the appearance of recent upheaval as from plowing or some other such activity. Beyond the fence, within the enclosure is a peaceful-looking cemetery. White marble headstones stand in neat rows, weathered but mostly undisturbed. Only a few have fallen over or cracked. Gravel paths wander between these markers and have marble benches set along them at intervals. Near the center of this small area is fountain of some pinkish granite shaped like an angelic trumpeter in flowing robes, wings spread wide, that still lets a trickle of water fall from its trumpet to splash in the otherwise dry basin below. The few scraggly blades of grass that struggle to grow here give proof that some water is present in this otherwise arid landscape. The most arresting feature of this scene is the angelic statue's face. It is difficult to tell if it is male or female in the smooth lines, but the expression is one of absolute peace - an oasis of respite in the deadly terrain hereabouts.

**Creature:** This small cemetery is exactly as it appears and is, therefore, probably a huge red herring to the party as they try to figure out what the trick is. In fact, the only danger present is in the churned earth outside the graveyard's fences. This 30-footwide zone is the domain of a **greater earth elemental** tasked with keeping all intruders from entering the cemetery beyond. It attacks any who enter that area, whether flying, invisible, etc. It does not pursue beyond the borders of its area, however, bounded by the fence on one side and the edge of the churned earth 30 feet from the fence. If destroyed, it reforms in 24 hours and continues its vigil.

#### **GREATER EARTH ELEMENTAL** CR 9 XP 6,400

hp 136 (Pathfinder Roleplaying Game Bestiary "Elemental, Earth")

This graveyard holds a few hundred of the first soldiers of the Army of Light to fall. Among them was a trumpet archon named Azarkites. The fountain statue serves as a fairly accurate portrayal of him. Several cemeteries were established throughout the battle plains until the attack that formed the Chaos Rift occurred and the attackers realized they would never be able to properly inter the vast numbers of dead. After that they turned their full attention to the grim reality of destroying Tsar and trying to survive in the process. This small graveyard was fenced to preserve it as well as possible. No gate was installed in the fence to discourage any trespass, but the true guardian of its sanctity is the greater earth elemental that several high priests of the goodly faiths summoned to forever after preserve it inviolate. Such was the power of their magical calling that the elemental is continually rejuvenated every 24 hours to continue its service.



A bit of Azarkites's holy presence remains in this place lending it its sense of peace and tranquility, and as a result it is blessed by the gods of Good. There is no game effect from this presence other than a feeling of safety. True to its feel, this is a safe place for the party to rest and recover in the midst of the Desolation. Random encounters do not occur here and the denizens of the surrounding area do not intrude upon its fence. This is due in part to the peaceful aura that surrounds it and in part to the very capable guardian. Even flying creatures of evil don't alight within the cemetery's borders. Should the elemental be destroyed, it reforms before news of its destruction can spread, so invasions of the sanctity will not occur. The area is entirely safe; even the water, though slightly brackish, is potable and can sustain up to 20 Medium creatures per day.

**DM Note:** There is one additional effect from the blessedness of the cemetery that will not come into play until the adventurers begin to the plumb the depths of the ruined city of Tsar as described in Slumbering Tsar: Temple-City of Orcus. This additional effect is that spending a night within the bounds of the cemetery reverts a character's alignment one step on the Chaos-Law axis or Evil-Good axis if the character's alignment has been previously artificially changed towards Chaos or Evil along those axes. This effect can occur multiple times on subsequent nights until the character's alignment has returned to its original position. It cannot change it closer to Law or Good than it originally was, and it cannot undo alignment changes that occurred as a result of a character's actions as opposed to artificial means such as a curse or a *helm of opposite alignment*. Recovering an alignment in this way even precludes the need for an atonement for classes with alignment requirements.

### A7. Tark's Mound

Men of all kinds flocked to the banner of the Army of Light. One of these was the infamous warlord Tark who led his barbarian horde to assist in the attack on Tsar. This was not done out of any great loyalty or allegiance to the good deities or even the civilized realms. Rather this merely illustrated that an entity as vile as Orcus attracts enemies of all kinds. Few within the Army of Light were comfortable with the presence of the barbaric and uncouth warriors of Tark, nor even the vicious warlord himself. However, before long all were thankful for the presence of these peerless warriors and their savagery in battle.

Mere weeks after the Army of Light had encamped on the plain outside Tsar, when only the beginning skirmishes of the epic battle to come were being fought; it was Tark and his band that turned the fate of battle in favor of the cause of Good. Orcus had long anticipated just such an attack, though he had perhaps underestimated the attackers' strength and resolve. To prepare for such an event he had allied his disciples with many foul races of the Under Realms. These loathsome aberrations and creatures of all kinds had delved a tunnel beneath the plain so that it could arise far from the walls in the very midst of any besiegers' should the need arise. When the Army of Light was dug in, these foul allies from the lightless deeps completed their tunnel, opening it in the unsuspecting camp in the darkest watches of a moonless night and pouring out in a braying, gibbering horde of terror. The tunnel opened in the camp of Tark. The Under Realm horrors never had a chance.

The warriors of Tark, hardened berserkers all, were accustomed to sleeping in their light armor with weapons at hand. Their senses, sharpened through a lifetime of constant battle and feuding, detected the work of the tunnelers just before it opened among them. The barbarians were horribly outnumbered and the bloody battle raged for an hour before the nearby encampments of troops could rally and organize to join in the battle. By the time they had arrived Tark and all of his warriors were dead, lying on heaps of bodies that were once their attackers, but the backbone of the surprise attack had been broken. In the face of fresh troops the few surviving creatures fled screaming back into the Under Realms. Their defeat was so sound that their alliance with the disciples of Orcus was forever broken, divesting the defenders of Tsar of a full quarter of their forces. Realizing the enormity of what had occurred and the disaster that had been so narrowly averted, the generals and war captains of the Army of Light reverently recovered all of the barbarians' bodies, including that of Tark himself surrounded by the corpses of 2 aboleths, 6 margoyles, a drider, 10 skum, and 28 morlocks. Gathering them together they raised a barrow mound there over the spot where they fell and esteemed it as sanctified ground in honor of the valiant heroes interred therein.

Unfortunately those interred in the mound did not rest well, and with the corruption that came to the Desolation some eventually arose as undead. They have since excavated chambers within the mound where they brood over their tormented existence. Only recently has the mound been breached creating the situation as it exists currently. The tunnels and chambers in the mound have 10-foot ceilings and no lighting unless otherwise noted. Digging in the mound is relatively easy since it is composed of packed earth and stone, though there is a very real risk of a cave-in if anyone tries it. Throughout the dirt layers of the mound remain many skeletons still undisturbed, the remains of fallen barbarians who have not returned to unlife.

### A7-1. Watchers on the Mound (CR 7)

A barren dirt mound rises from the ashen plain here. It too bears a layer of the powdery dust, but from patches visible here and there it is evident that it is constructed of the actual brown soil that lies beneath the dust layer of this area. Weathering and erosion have taken their toll on what was once probably a very regular, man-made construction. Now it is pitted and scarred with erosion draws but still rises to an impressive 40-foot height. Atop this prominence you can see a few large crows staring down at you with a sense of malevolent intelligence.

The rough, uneven walls of this mound can be scaled with a DC 10 Climb check. The top is fairly flat, though still eroded.

**Creatures:** Though it is not apparent from ground level, the watching birds are actually quite large, 3 feet in length with 8-foot wingspans. These creatures are **6 dread ravens**. They observe quietly and fly away if approached or attacked to. Rather, they await for the party to emerge from the mound, hopefully wounded and exhausted when they unleash their startling powers. These creatures serve a mysterious master within the ruined city and gather intelligence for him throughout the Desolation and beyond. See *Slumbering Tsar: Temple-City of Orcus* for more details.

#### DREAD RAVENS (6)

**CR** 2

XP 600 *Creature Collection* 58 NE Small magical beast **Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) hp 13 (2d10+2) Fort +4; Ref +6; Will +2

**Spd** 10 ft., fly 80 ft. (average) **Melee** 2 talons +6 (1d3–2) and peck +6 (1d4–2)

**Spells Known** (CL 3rd, ranged touch +6): 1st (5/day)—grease (DC 11), magic missile, shield 0 (at will)—acid splash, daze (DC 10), disrupt undead, ghost sound (DC 10), ray of frost

Str 7, Dex 17, Con 12, Int 10, Wis 14, Cha 11 Base Atk +2; CMB -1; CMD 12 Feats Eschew Materials<sup>B</sup>, Weapon Finesse Skills Fly +7, Perception +10, Stealth +8 Languages Auran

Easily visible at the southwest corner of the mound is a recent excavation leading into a tunnel 5 feet high. This was recently dug by the basilisk in Area A7-2. It has not lived here long, so it has not accumulated any petrified victims to potentially warn explorers of what lurks nearby. Likewise, the dread ravens use their magic to erase its tracks and remove any trace that might alert others to its presence.

### A7-2. Barrow Burrow (CR 5)

A newly dug tunnel extends back into the mound before rounding corner and opening into a low burrow.

**Creature:** This is the lair of a **basilisk**. It waits in the chamber it has dug around the corner from the entry tunnel. It Takes 10 on its Perception check (for a total of 20), and probably hears any intruders coming unless they are trying to be quiet and succeed at an opposed Stealth check. Once it hears someone approaching the corner to its room, it looks around and tries to get as many as possible with its petrifying gaze. The low ceiling (4 feet high) imposes a -2 penalty on attack roles and a -2 penalty to AC for to any size Medium creatures that walk upright (like humanoids) and precludes the use of two-handed weapons. Size Large creatures are considered to be squeezing and suffer -4 and -4 penalties. Anything larger requires an Escape Artist check as described under "Terrain and Obstacles" in Chapter 8 of the Pathfinder Roleplaying Game. The basilisk has not yet accumulated any treasure.

#### BASILISK CR 5 XP 1,600 hp 52 (Pathfinder Roleplaying Game Bestiary "Basilisk")

A DC 20 Perception check in the basilisk's lair discovers a section of the back wall that is crumbling and very thin. It can easily be cleared revealing an opening into a much older tunnel excavated within the mound.

### A7-3. Worm Trap (CR 10)

The tunnel here is much older and extends to a height of 10 feet. It is crudely dug but fairly stable. Visible in the dirt and rock that composes the walls and ceiling are bits of skeletal remains and the occasional protruding bone, all from the hundreds of barbarians laid to rest when the mound was first built.

**Creatures:** At the point marked on the map, a narrow, 3-footwide fissure leads off on either side of the passage. They area noticed with a DC 12 Perception check but otherwise just resemble shadowed depressions in the walls. This is actually a natural fault that formed in the mound and was bisected when the tunnels were dug. Each of these fissures currently serves as the abode of a **barrow worm**, an eyeless worm covered in thousands of tiny bristles. They grow to 15 feet long and 3 feet in diameter and bear a set of scythelike mandibles and gorging maw on their otherwise featureless head. These two creatures both spring out to attack (probably with surprise) anyone passing by. Each attempts to grab its victim and draw it back into the narrow fissure where it cannot easily escape and can be devoured at leisure. Anyone pulled into one of these fissures is considered squeezing as mentioned above. The worms are not affected by the tight space. Unfortunately the creatures are not smart enough to coordinate their attacks. They are both likely to attack the same victim, and if both manage to grasp him they both maintain their holds exposing themselves to attack by other party members until one of the worms succeeds at a DC 22 Strength check to pull the victim free from the other's grasp.

#### BARROW WORMS (2) CR 8 XP 4,800 Creature Collection 14 N Huge vermin

**Init** +0; **Senses** tremorsense 60 ft.; **Perception** -1

AC 16, touch 8, flat-footed 16 (+8 natural, -2 size) hp 97 (15d8+30) Fort +11; Ref +5; Will +4 Immune vermin traits Weaknesses aversion to sunlight

Spd 40 ft., burrow 20 ft. Melee bite +15 (2d8+9 plus grab) Space 15 ft.; Reach 15 ft. Special Attacks grasping mandibles

Str 23, Dex 10, Con 15, Int —, Wis 8, Cha 4 Base Atk +11; CMB +19; CMD 29 (can't be tripped) Feats Spring Attack<sup>B</sup> SQ elastic

Aversion to Sunlight (Ex) A barrow worm's flesh is extremely sensitive to the rays of bright lights. If exposed to full sunlight or a *daylight* spell it suffers 1d6 points of damage per minute. If such an exposure occurs, the barrow worm will immediately release anything trapped in its mandibles and attempt to retreat away from the light source. If exposed to a *flare* spell, the barrow worm must make a DC 15 Will save or retreat just as if it had been exposed to sunlight or *daylight*.

**Élastic (Ex)** A barrow worm can fit into any space that is at least 3 feet wide without penalty provided the space is deep enough to accommodate its 15-foot length.

**Grasping Mandibles (Ex)** When a barrow worm makes a successful hold on a grabbed opponent, it begins sawing away with its mandibles automatically dealing 4d8+18 damage each round that the hold is maintained.

Treasure: southern fissure opens into a hollow with a small crevice in the floor (all that is left of the Under Realms tunnel used in the attack centuries ago) a mere 3 feet wide. Wedged against the back wall of this hollow and noticeable with a DC 25 Perception check (unless the fissure is specifically entered and searched) is the skeletal corpse of a bugbear, the remains of a victim of the barrow worm from some time ago that was dragged up into this new lair from below and only partially devoured. It still bears some valuables consisting of a +1 guisarme, a pair of boots of elvenkind (of drow make), and a belt pouch with a small greenish stone amulet depicting a disgusting octopoid entity covered in writhing tentacles (this is worth 35 gp and depicts a foul subterranean and deep-sea god known as Kunulo that this bugbear's tribe worshipped). The guisarme is wedged tightly and requires a DC 20 Strength check or 30 minutes of excavation to remove from the fissure.

### A7-4. Shadow Den (CR 10)

Only read the italicized portion of the boxed text if the party has a light source and someone succeeds at a opposed Perception check against the Stealth check of room's occupant (who receives a +4 bonus in dim light).

A large chamber has been dug out of the mound here. It appears to have been enlarged at some point, and large gashes like claw marks still mar the walls. Several complete skeletons in reclining positions are visible in the dirt that comprises the walls of the chamber. A very narrow passage leads out through the east wall. You are startled to see that your light source is somehow projecting the shadow of a massive bear on the far wall of the chamber, poised as if to strike, yet you see no source for this strange phenomenon.

**Creature:** This chamber was dug out by the room's sole occupant, a **shadow dire bear**. This strange creature was once the trained dire bear companion of Tark and, like the rest of his horde, was killed in battle. The dire bear died fighting a foul shadowy creature from the depths of the Underdark and, as a result, later arose in its current state. It prefers to attack initially with its Strength-draining touch before becoming partially corporeal in order to maul its foes with its improved grab. It stays in this chamber, never going to Area A7-6, as it no longer feels any loyalty or affection towards its former master. It attempts to kill all who enter.

SHADOW DIRE BEAR XP 9,600 hp 90 (See Monster Appendix)

### A7-5. Claustrophobia! (CR 6)

This dugout corridor is only 2-1/2 feet wide requiring anyone who traverses it to squeeze as noted above. The concentration of burials in this section was much higher than elsewhere, so there is a preponderance of bones protruding from the walls and ceiling making the corridor seem even narrower and more claustrophobic than it is. **Creature:** Anyone following this route finds that it ends at seemingly solid wall of some cold, dark material with a full skeleton imbedded in it upright and facing down the corridor. This is the true horror of the tunnel — an **undead ooze**. It appears to be a large mass of black slime from which bones protrude at odd angles. The ooze is unaffected by the tight confines of the tunnel due to its semi-fluid state. This particular ooze has **4 skeletons** within it that it expels after it attempts to engulf someone. It pursues anywhere in the barrow mound.

### UNDEAD OOZE XP 2,400

*The Tome of Horrors Revised* 287 AL Huge undead **Init** –5; **Senses** blindsight 60 ft.; **Perception** +1

AC 3, touch 3, flat-footed 3 (-5 Dex, -2 size) hp 27 (6d8) Fort +2; Ref -3; Will +6 Immune cold, ooze traits, undead traits

Spd 20 ft., climb 20 ft. Melee slam +3 (2d4+1 plus 1d6 cold) Space 15 ft.; Reach 10 ft. Special Attacks cold, engulf, skeletons

**Str** 12, **Dex** 1, **Con** —, **Int** —, **Wis** 12, **Cha** 10 **Base Atk** +4; **CMB** +7; **CMD** 17 (can't be tripped) **Skills** Climb +9

**Cold (Ex)** The undead ooze constantly emits an aura of cold around it. Any melee hit deals cold damage.

**Engulf (Ex)** Although it moves slowly, an undead ooze can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The undead ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 15 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's cold damage, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Skeletons (Su)** As a full-round action, an undead ooze can expel 1d6 skeletons from its mass. Skeletons can act in the



**CR** 10

**CR** 6

round they are expelled, and each skeleton conforms to the basic statistics for its size (see the *Pathfinder Roleplaying Game Bestiary*). Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours. An undead ooze's form holds up to 10 skeletons.

HUMAN SKELETONS (4) CR 1/3 XP 135 hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

### A7-6. Unhallowed Hall (CR 9)

This hollowed chamber fairly seethes with evil. Shambling shapes move around the room, eyes burning with hate look out from their time-ravaged, rotten faces. One near the back of the room wears corroded banded mail and has a thick, black beard matted with filth and rot draped over its chest. Next to it kneel two great black hounds — each with two vicious heads!

This entire area is under effects of an *unhallow* due to the evil presence that has resided here for the past several centuries. As a result, the entire room is affected by a *magic circle against good* and there is a +4 bonus to resist channeled positive energy.

**Creatures:** Occupying this room are the undead remains of **Tark**, now a barrow wight, and **5 wight**s that were once barbarian warriors. In addition, Tark's favorite war hounds have somehow returned to an unnatural existence as **2 death dogs**.

#### TARK XP 1,200

**CR** 4

Male barrow wight (*The Tome of Horrors Revised* 28) CE Medium undead Init +1; Senses darkvision 60 ft.; Perception +8

AC 23, touch 11, flat-footed 22 (+7 armor, +1 Dex, +5 natural) hp 45 (6d8+18)

**Fort** +5; **Ref** +3; **Will** +6

**Defensive Abilities** channel resistance +2; **Immune** undead traits

**Spd** 20 ft.

**Melee** morning star +6 (1d8+3) or slam +6 (1d4+3 plus energy drain)

Special Attacks create spawn, energy drain, insanity gaze

Str 14, Dex 12, Con —, Int 11, Wis 13, Cha 16 Base Atk +4; CMB +6; CMD 17 Feats Blind-Fight, Power Attack, Skill Focus (Perception) Skills Climb +8, Intimidate +9, Perception +8, Stealth +9 Languages Common Gear banded mail, morningstar

**Create Spawn (Su)** A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su)** Living creatures hit by a barrow wight's slam attack gain one negative level. The Fortitude save to remove the negative level has a DC of 16. The save DC is Charisma-based. For each such negative level bestowed, the barrow wight gains 5 temporary hit points.

**Insanity Gaze (Su)** Insanity (as the spell, CL 9th), range 30 feet, Will DC 16 negates. The save DC is Charisma-based.

**CR** 3

#### WIGHTS (5) XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary "Wight")

#### **DEATH DOGS (2)** CR 2 XP 600

*The Tome of Horrors Revised* 91 NE Medium magical beast **Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 17 (2d10+4 plus 3) Fort +5; Ref +5; Will +1

Spd 40 ft. Melee 2 bites +4 (1d6+1 plus disease) Special Attacks disease, trip

**Str** 13, **Dex** 15, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6 **Base Atk** +2; **CMB** +2; **CMD** 14 (18 vs. trip) **Feats** Toughness<sup>B</sup>, Weapon Finesse **Skills** Perception +5, Stealth +3, Survival +2 (+6 tracking by scent)

**Disease (Su)** *Rotting Death:* Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.





**Tactics:** When intruders enter, the wights immediately charge, howling in a sad mockery of their former berserker existence. The death dogs, likewise, charge forward and make trip attacks until they can gang up on a prone character. Tark remains at the rear of the chamber making gaze attacks against fighters and other martial characters. When engaged, he wades into melee wielding his morningstar and fights with barbaric glee until destroyed.

**Treasure:** The main treasures of the barrow were interred with Tark. He has unearthed them, and they lie in a clutter at the rear of the chamber. They consist of a suit of +3 studded leather armor, a ceremonial obsidian breastplate (useless as armor but worth 350 gp), a +1 greatclub, and a belt of giant strength +2.

**Ad Hoc XP Adjustment:** Due to the difficulties of fighting this battle within an unhallow effect; award an additional 10% XP.

### A8. Brood Mother's Pit (CR 12)

A gaping pit mars the landscape here. The ashen turf sinks steeply toward the edge of the 20-foot-diameter hole that descends into darkness. Scattered about the pit's edge here and there are a few bones and skulls of animals and some humanoids, obviously much fresher than those you would expect to find on this ancient battlefield. It appears someone or something has taken up residence here more recently. Whether they are still in residence remains to be seen.

This pit breaks through the ceiling of a dwarven hall constructed by King Kroma and his dwarves when they first arrived with the Army of Light to serve as a fortified bunker of sorts. It was used for a time, but then much of it collapsed when the Chaos Rift was formed, and it was ultimately abandoned in favor of more mobile, less-confined camps.

The pit descends 10 feet and then breaks through the ceiling of a 50-foot-deep chamber constructed of hewn stone and supported by large groined vaulting and pillars. However to see the bottom one must either approach the edge or fly above it. The latter is much safer, as the ashen slope leading to the pit's edge is rather steep and unstable. Anyone attempting to walk on it must make a DC 15 Climb check and a DC 20 Dexterity check or else they begin to slide on the shifting surface and plummet over the lip into the pit below and take 6d6 points of damage from the fall. The bottom of the chamber is covered in a layer of the ashen dust from minor slides, as well as, the skeletal remains of the occupant's past meals. Most are still wrapped in



**CR** 12

the webbing cocoons in which they were held. The walls of the pit are loose soil and rock and require a DC 20 Climb check to scale, while the hewn stone walls below require a DC 25 Climb check.

Standing near the side passage leading from this chamber is a stone stela, 10-feet high. On its opposite face is a large blue chalcedony incised with the image of a warhammer on its face (500 gp). A DC 15 Knowledge (religion) check recognizes this as the symbol of the dwarven deity Dwerfater (see **Bard's Gate** by **Necromancer Games**). It serves as part of a shrine to that deity. If the gem is taken by someone of Good alignment, it provides that individual with the effects of a bless spell as long as it is carried whenever battling undead of dwarven origin (created by or from a creature with the dwarf subtype). If it is taken by someone of a non-Good alignment, that individual is under the effects of a permanent bane spell until the gem is returned to this shrine.

**Creature:** This buried complex now serves as the brood lair for an **ashborne arachnae mother**, a type of creature spawned by the nefarious sorceries of the disciples of Orcus during the war. Horrific spider creatures were raised and released upon the battlefield against the Army of Light. When the city was abandoned in the Great Retreat, the arachnae project was left behind, and one of the brood mother's was ultimately able to escape the confines of its spawning grounds and make a new home in the Desolation. Here its line has bred true and continues to this day, populating the wastes with its horrific brood. It is a gigantic black-and-red-banded spider with a reddish hourglass shape on its abdomen and numerous glittering red eyes. Its two fore-legs each bears an elongated talon with a serrated edge.

### ASHBORNE ARACHNAE MOTHER XP 19.200

*Creature Collection III: Savage Bestiary* 16 CN Huge magical beast **Init** +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; **Perception** +31

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size) hp 189 (18d90+27) Fort +16; Ref +14; Will +10 Defensive Abilities alien mind; Immune disease, poison; Resist acid 20, cold 10, electricity 20, fire 10, sonic 10

Spd 30 ft., climb 20 ft.
Melee bite +25 (2d8+8 plus poison) and 2 talons +25 (1d10+8)
Space 15 ft.; Reach 10 ft. (15 ft. with talon)
Special Attacks poison, web (+17 ranged, DC 24, effects up to Colossal creatures, 18 hp)

Str 26, Dex 12, Con 21, Int 10, Wis 14, Cha 11 Base Atk +18; CMB +28; CMD 39 (43 vs. trip) Feats Ability Focus (poison), Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite), Weapon Focus (talon) Skills Acrobatics +10 (+18 jump), Climb +25, Perception +3, Stealth +8 (+14 webs)

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to nonarachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must make a DC 21 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

**Poison (Ex)** Bite—injury; *save* DC 26; *frequency* 1/round for 6 rounds; *effect* 2d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**True Seeing (Ex)** This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

At the bottom of the chamber, a 20-foot-diameter passage in the east side of the pit leads slightly upward and travels 40 feet to a secondary chamber 30 feet in diameter and 30 feet high. This chamber is the arachnae's actual lair and protects her from area effect spells and attacks from above as well as preventing flooding from the occasional downpours. The walls of this chamber are covered with webbing in which are suspended hundreds (638 to be exact) of roughly 1-foot-diameter spheres held in clutches of a few dozen each. These are, of course, the arachnae's eggs waiting to hatch in the next month or so. The ashborn arachnae mother herself lurks in here and immediately attacks any who dare violate her nursery. She pursues intruders all the way to the top of the pit before giving up the chase.

**Treasure:** The incidental treasures collected by the arachnae from her many victims are scattered throughout the chamber in various portions of the webbing. She is intelligent enough to have not left any out in the pit on the corpses of her previous meals. A DC 15 Perception check and 2 hours of work can gather up the following treasures: 5,230 gp, 4,200 sp, 630 cp, 40 pp, three masterwork short swords, a +*I shortbow*, and a +*I acid resistance buckler*.

Ad Hoc XP Award: If the party makes a concerted effort to destroy all of the eggs in this chamber (fire works nicely) they will have effectively eliminated the arachnae presence in the Desolation after this generation. Award the party members 500 XP each for this service to the region.

## Chapter 5: The Chaos Rift

If the winds of the Ashen Waste howl like the spirits of the dead, the gusts that blow over the Chaos Rift play a funeral dirge as they travel across the lip and through the many fissures that comprise the great crevasse. The surrounding ground is flat and unbroken save for boulder piles (falling debris from the chasm's creation) until one reaches the edge of the vast, magically created canyon. It is barren, but not nearly as desertlike as the Ashen Waste. The floor of the rift itself is tortured and broken by the powerful forces that bent and ripped reality to create such devastation. Many caves dot the walls of the canyon, and clearly visible on these crumbling cliff faces are the striations of the various layers of earth and stone now exposed to the air. A DC 35 Knowledge (dungeoneering or nature) check, however, reveals that in many places these layers of stratification are out of order from the natural sequence — such was the chaos and upheaval caused by the catastrophic event.

This land was the original site of the Army of Light's main camp, which was moved after much of it was destroyed in the Chaos Rift's formation. Afterward they relocated south to what is now the Ashen Waste. As such, a DC 20 Perception check made while traversing the lands around the rift has a 20% chance each hour of locating some old item or piece of equipment left behind by the soldiers of old. Usually these items are worthless bits of junk or intriguing clues of once greater artifacts (the beautifully jeweled pommel of what had to have been a wondrous sword, now broken off at the hilt, for instance), though feel free to introduce any items you wish to enhance your own campaign storyline. Who says the *Eye of the Archlich* couldn't have been dropped and lost during that devastation?

Within the rift itself, the air is much cooler and more sheltered from the biting wind, though it still blows through the canyon with a perpetual hollow groaning. The floor is often shaded by the looming cliffs overhead. At the bottom are many small collection pools and rivulets from past rains or hidden springs. A DC 15 Survival check is necessary to locate one of these at locations other than those described in the encounter areas below. At its deepest point, the Chaos Rift descends close to 2,500 feet, though the average is perhaps 1,000 feet. Relative depths are indicated on the map in feet below ground level (i.e. -1,200 ft.). The bottom of the rift is a convoluted surface of broken ground, smashed boulders, and terrain scarred by heat and great blasts of catastrophic force. Movement within the rift is considered dense rubble as described under the "Mountain Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game. Such terrain costs 2 squares of movement for each square traveled and increases the DC of Acrobatics checks by 5 and Stealth checks by 2. Fixed encounter areas are considered to be normal terrain without these penalties unless otherwise specified. The walls of the rift are composed of rough rock and require a DC 15 Climb check to scale. The different depths within the rift are delineated by cliffs with the same Climb DC as above.

### The Chaos Rift

The northeastern quadrant of the Desolation is dominated by a huge rift scarring the land. This huge canyon is obviously not a natural formation and is, in fact, the result of a massive expenditure of chaotic magic in order to destroy what was the original encampment of the Army of Light. A half mile deep at some points, the shelter provided by the rift in the otherwise barren Desolation serves as home to a myriad of creatures. For here the inhabitants are protected from the horrible bone



storms, and here can be found the Desolation's most valuable commodity, a few hidden pools of potable water deep in the rift's shadowy recesses.

When the magic was unleashed from the defenders of Tsar that tore the ground asunder, those that survived the cataclysmic devastation relocated their camp to the south into what is now the Ashen Waste. Behind they left many of their dead, no small number entombed within the ground by the massive upheaval that occurred. As a result many of the undead so common to the Desolation are the incorporeal types that can move at will through the imprisoning bedrock. The corporeal undead often remain trapped within their unwelcome graves awaiting release by some unwitting group of travelers.

For random encounters while the party ventures through the Chaos Rift, consult the Chaos Rift Random Encounter Tables below. These encounters can occur regardless of whether the party is in the rift itself or on the lands above. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Ignore weather-related or stationary encounter results when rolling following 3 rounds of combat. Use the day or night tables as needed.

### The Chaos Rift Daytime Random Encounter Table

d%	Encounter
01-05	Rock Fall
06-11	Acid Rain
12-13	Chaos Beast
14-15	Flash Flood
16-18	1d4 Spitting Gargoyles
19-20	Black Pudding
21-24	Bone Storm
25-27	1d4+1 Shadows
28-31	Wyvern
32-35	Lesser Nabasu Demon
36	Greater Shadow
37-40	1d2+1 Babau Demons
41-47	1d4 Margoyles
48-52	1d4+4 Ghoul Wolves
53-55	Fresh Water
56-00	No Encounter

### The Chaos Rift Nighttime Random Encounter Table

<b>d%</b>	Encounter
01-05	Rock Fall
06-12	Acid Rain
13-17	1d2 Chaos Beasts
18-20	Spectre
21-24	Flash Flood
25-28	Black Pudding
29-31	Bone Storm
32-36	2d4 Shadows
37-40	Lesser Nabasu Demon
41-42	Greater Shadow
43-46	1d4+1 Babau Demons
47-51	1d4+1 Wraiths
52-53	Dread Wraith
54-58	1d6 Allips
59-64	1d6 Choul Wolves
52-53	Dread Wraith
54-58	1d6 Allips
59-64	1d6+6 Ghoul Wolves
65-68	Fresh Water
69-00	No Encounter

Acid Rain: See The Ashen Waste (chapter 4). If the party is in the rift, they do not have any chance to detect the coming storm before it hits because of their limited view of the sky. However, if within the rift and able to make it to the nearest canyon wall, the natural overhangs in said wall provide some cover reducing the damage from the acid rain by half.

Allips: See The Ashen Waste (chapter 4).

Babau Demons: See The Ashen Waste (chapter 4).

**Black Pudding:** These horrors creep up through the many fissures of the rift that reach to the Underdark. They creep about in the shadows looking for prey to feed upon. Occasionally they clamber even to the highlands around the rift.

#### BLACK PUDDING XP 3,200

**hp** 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

**Bone Storm**: See The Ashen Waste (chapter 4). If this encounter is rolled while the party is in the rift, they see the storm blowing above but are sheltered from its effects other than a slight haze caused by the blowing powder.

**Chaos Beasts:** These foul beasts are the result of others that have fallen victim to the Pillars of Orcus (see Area C10) and now prowl the Chaos Rift seeking to destroy any they meet. They have horrific mutable, ever-changing forms that flow from one shape to the next but always maintain at least two clawed appendages for hunting.

CHAOS BEAST XP 3,200 hp 52 (see Area C10) **CR** 10

**CR** 7

Dread Wraith: See The Ashen Waste (chapter 4).

Flash Flood: These events occur only when the party is within the rift itself. Treat this as no encounter if they are on the surface. These occur when heavy rainfalls occur somewhere in the rift above wherever the characters happen to be. They may not even be aware that rain is falling elsewhere. Three rounds before the flash flood hits, a successful DC 20 Perception check hears an approaching roar. This check reduces to DC 0 in the round before it hits. When the sound is first heard a DC 17 Survival check or prior experience with one of these flash floods reveals what is coming. Characters must either climb or fly to get above the danger zone. They must reach at least 20 feet to be safely above the level of the flood. Otherwise they are caught in the rushing waters traveling at 150 feet per round. Those hit by the wall of water are dealt 4d6 points of bludgeoning damage. They must then make a DC 30 Swim check to avoid being swept under. Even if they succeed on their Swim check they are still carried along at the speed of the water for 1d10+5 rounds. A new Swim check is necessary each round while the flood lasts. Those swept under must make a DC 40 Swim check to regain the surface. Each round that a character is swept under he suffers 3d6 points of damage from debris and bouncing off the canyon walls, and he must hold his breath as described in See the "Swim" section in Chapter 4 of the Pathfinder Roleplaying Game. Anyone caught in the flood whether swimming or being swept under cannot attempt to climb or fly out as all of their efforts are spent in staying afloat and avoiding rocks. Other characters able to keep pace out of the water can attempt to rescue them with ropes, branches, etc. The character being rescued must be in sight and on the surface of the water and must make a DC 25 Dexterity check in order to grab what-

ever rescue device is offered and a DC 20 Strength check each round in order to hang on until clear of the water. Innovative characters may use magic to rescue party members such as telekinesis, *dimension door* or a *rope of climbing*. Adjudicate such rescue attempts as necessary.

After a flash flood passes, the water quickly drains away leaving 1d10+10 sources of fresh water easily available as described below.

**Fresh Water:** These are small collection pools and tanks from rainfall, floods or seeps in the canyon wall. They only occur while the party is within the rift; otherwise they are treated as no encounter. They contain enough potable water to last 1d4+1 characters for one day. Any acidic content in the water has been leeched out by the rock, though it often leaves a bitter, acrid taste. Roll encounters every hour while the party is at one of these tanks.

Ghoul Wolves: See The Ashen Waste (chapter 4).

**Greater Shadow:** These undead denizens lurk in the shadows of the rift and the lands above. They emerge to attack the living that they hate with a passion.

GREATER SHADOW CR 8 XP 4,800

hp 58 (Pathfinder Roleplaying Game Bestiary "Shadow, Greater")

Lesser Nabasu Demon: See The Ashen Waste (chapter 4).

**Margoyles:** These are wandering creatures from Area C6 seeking travelers to torment or kill. Do not subtract any margoyles slain as random encounters from the total number at Area C6, as the tribe's numbers are not static.

MARGOYLE XP 1,600 hp 63 (See Area C6) **CR** 5

32

**Rock Fall:** This only occurs if the party is within the rift and near one of the canyon walls. Otherwise treat it as no encounter. When it occurs, an animal, shifting rock or simply a strong wind gust dislodges a small cascade of stones. Most are small and harmless, though some are large enough to cause damage. They cover an area 1d4x10 feet wide along the cliff and extend outward 10 feet. Anyone within that area is dealt 2d6 points of bludgeoning damage from the falling debris (DC 20 Reflex save for half) and must make a DC 15 Fortitude save to avoid be blinded by the dust and falling grit for 1d4 rounds. Those climbing when the rock fall occurs must make a new Climb check at -5 to avoid falling.

**Shadows:** These undead creatures lurk in the shadows of the rift and upon the plains above. They particularly like hunting in the Shattered Lands (Area C2) for the living whom they attempt to destroy with cold fury.

SHADOWCR 3XP 800hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

**Spectre:** These are the remnants of souls lost in the tragedy that formed the Chaos Rift. Now they lurk incorporeally in the rock walls and shattered grounds to attack those that pass nearby.

#### SPECTRE

#### XP 3,200

hp 52 (Pathfinder Roleplaying Game Bestiary "Spectre")

**Spitting Gargoyles:** These are denizens of the aerie at Area C6, hunting for travelers to capture or kill. Anyone unfortunate to be carried off by these creatures faces foul tortures and eventual death at Area C6 unless they manage to escape or are rescued by their companions. Like the margoyles above, do not subtract their number from those encountered at Area C6.

### SPITTING GARGOYLECR 5XP 1,600hp 52 (See Monster Appendix)

Wraiths: See The Ashen Waste (chapter 4).

**Wyvern:** A scattering of these creatures inhabit the cracks and crags along the edges of the Chaos Rift. They often soar on the updrafts above the rift and surrounding plains until they spot potential meals to swoop upon. They attempt to grab a character and fly out of range of his companions while stinging their captive. If a captive becomes too unruly, the wyvern is not above dropping it from high in their air to subdue it somewhat.

#### WYVERN XP 42,400

#### **CR** 6

hp 73 (Pathfinder Roleplaying Game Bestiary "Wyvern")

### Fixed Encounters

The encounter areas of the Chaos Rift begin with a "C" and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the "C" and the numeral. For example the Stone Garden is identified as C4-4.

### CI. Outer Fissures

At each of these locations a fissure in the wall of the rift becomes narrower and narrower as it rises from the depths of the canyon. At there farthest ends, these fissures are often no more than 5–10 feet wide. They range in depth from 30–600 feet (roll 3d20x10). It is possible to pick one's way along the bottom of these fissures to reach the bottom of the rift, but these routes are treacherous. Every 500 feet traveled requires a DC 18 Acrobatics or Climb check to balance and avoid slipping and falling into a crack. Such a fall inflicts 2d6 points of damage and requires DC 15 Reflex save to avoid becoming wedged in and trapped. Those trapped must succeed at a DC 25 Escape Artist check or else require assistance to free themselves. Wandering monsters routinely check the bottoms of these fissures hoping to find a trapped unfortunate who might make a tasty meal. Movement within the fissures is equal to dense rubble as described above.

### C2. Shattered Lands (CR varies)

At each of these locations a fissure (see Area C1 above) has widened to spread over a larger area but now is composed of a network of very narrow cracks interconnected over a much larger area creating stepping stones, usually no more than a few feet apart. A character can leap from one of these to another to

traverse the area (DC 7 Acrobatics check for size Medium creatures and larger, one jump necessary for every 30 feet traveled). A failure of this check by more than 5 results in a plummet into the crevice below. Review Area C1 to determine the depth of these crevices, and the character is automatically wedged requiring a DC 25 Escape Artist check to free himself and begin the climb back up.

The creatures that roam the Chaos Rift are very familiar with the Shattered Lands and often hunt in these areas. Incorporeal undead often lurk within the crevices waiting for someone to make the precarious leap over them. While the party is in one of these areas, Random Encounter checks should be made twice as often on the encounter tables.

### C3. Otis and Lortis (CR 8)

The description of this area assumes that the PCs are approaching from the topside of the canyon during the day. If it is night, adjust the description based on the information below. If the characters are on the floor of the rift, they are likely to fail to notice this area altogether.

A platform of rough hewn logs dangles precariously over the edge of the canyon here. Heavy support struts sunk into the bedrock secure it in place. Hanging beneath the platform is wooden deck suspended by ropes at its four corners. These ropes come together at a point 10 feet above this deck and combine into one heavy rope which runs upward through a pulley on the platform above and finally to a massive winch. It appears to be some sort of crude lift, though it looks like it would take a lot of brute strength to operate it. Next to the platform on the brink of the cliff is a large log cabin. Mud stops the cracks in the walls and the gaps in the ill-fitting shingles of its roof. Beside the front door hangs a tarnished bell. Below it is a sign painted in crude black letters that reads in Common, "KLOSED TIL NITEFALL".

Creatures: A pair of entrepreneurial troll brothers has set up shop here and attempt to make a living off the few travelers or creatures foolish enough to try and plumb the depths of the Chaos Rift. Fairly intelligent for there kind, these 2 rock trolls emerge from their cabin only after dark. If anyone rings the bell a gruff voice from within the cabin yells, "No open! Go 'way 'til dark!". The door to the cabin is locked and the party gets no further response until sunset. If they try to break in, see Tactics below. After dark, these two trolls emerge from the cabin and explain their operation in broken Common. They lower anyone who pays a toll to the floor of the rift 900 feet below. The cost is 100 gp per person and no Large animals are allowed. If questioned about mounts, they point to a shoddy hitching post nearby with suspicious, dark stains on the ground beneath it. They say any horses can be tied there and they'll watch them free of charge — as they lick their lips. They explain that there is a bell at the bottom of the rift, and they will lower the elevator deck to anyone who rings it to bring them back up.

### OTIS and LORTIS, ROCK TROLL BROTHERS CR 6 XP 2,400

Male rock troll (*The Tome of Horrors Revised* 351) CN Large humanoid (earth, giant) **Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1

size)

hp 92 (8d8+56); fast healing 5 (while underground) Fort +13; Ref +3; Will +1 Weaknesses vulnerability to sunlight

**Spd** 30 ft., burrow 20 ft. **Melee** 2 claws +12 (1d6+7) and bite +12 (1d6+7) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** rend (2 claws, 2d6+10)

Str 25, Dex 12, Con 25, Int 6, Wis 9, Cha 6 Base Atk +6; CMB +14; CMD 25 Feats Alertness, Intimidating prowess, Power Attack, Skill Focus (Craft [carpentry]) Skills Craft (carpentry) +4, Intimidate +8, Linguistics –2, Perception +7, Sense Motive +3 Languages Common, Giant

**Fast Healing (Ex)** A rock troll heals only if it is underground and touching dirt or earth.

**Vulnerability to Sunlight (Ex)** A rock troll exposed to sunlight (not merely a *daylight* spell) can only take a single move or attack action and is instantly turned to stone (as if by a *flesh to stone* spell) in the next round if its fails a DC 17 Fortitude save. This effect is permanent, but can be dispelled if the rock troll is removed from the source of the sunlight and *stone to flesh* is cast on it. A rock troll must make a new saving throw each round it remains in sunlight.

The troll brothers are fairly honest (though they promptly eat any mounts that are left in their care) and, true to their word, lower anyone who pays the toll. At the bottom of the rift there truly is a bell which summons the trolls to lower the elevator (though not until after dark). Even then the first thing lowered is a large bucket that says "Tolls", and anyone wishing a ride is expected to place another 100 gp into that bucket per person wishing to ride. It is then drawn back up before the elevator is lowered.

If the trolls are slain, the party can still use the elevator, though someone must remain up top to operate the winch. The elevator deck itself weighs 750 lb. and can hold an additional 2,000 lb. Anything over that has a cumulative 5% chance of breaking the rope per additional 20 lb. added. You can determine what height the elevator deck is at when the rope breaks as you see fit. The operator of the winch must have a Strength score high enough to drag the combined weight of the elevator deck and its occupants to be able to lift or safely lower the elevator. If the elevator begins to fall out of control, there is a brake on the winch that can be engaged to arrest its plummet. However, this leaves it suspended in space until it is moved once again. The elevator can be raised or lowered at a rate of 5 ft. per round, so it takes 18 minutes for it to complete a journey. Roll once for Random Encounters on the appropriate Daytime or Nighttime table for each trip that the elevator makes. If an airborne encounter is rolled, the elevator is attacked in transit. Ignore any earthbound encounter rolled. The trolls do not assist in any such combat, and the encountered creatures never attack the elevator or ropes because of the easy victims it often provides.

**Tactics:** Being rock trolls, the brothers have a distinct fear of the sun and don't venture outside during daylight for any reason. Attempts to lure or force them outside are virtually fruitless — even burning the cabin down does not succeed. In fact the cabin is nothing other than a hollow shell over a heavy trapdoor that is always locked from the underside (it has the same stats as the front door). Beneath this is short tunnel leading to a large cave, 40 feet on a side with a 15-foot ceiling. It is here that the trolls dwell, and they attack with abandon anyone who intrudes

33



knowing it is their only true sanctuary from the hated sun.

When the trolls pull anyone up from below, they carefully count the passengers on the elevator deck when it is still about 200 feet below and compare the number to the tolls within the bucket. If the numbers don't match they lower the elevator back down and ignore any further entreaties from below for a full day. Though they are loathe to do so, they cut the rope if anyone who looks dangerous to them attempts to climb it.

**Locked Wooden Door:** 2 in. thick; Hardness 5; hp 20; Break (DC 25); Disable Device (DC 25).

Wooden Elevator Deck: 6 in. thick; Hardness 5; hp 60; Break (DC 35).

**Elevator Rope:** 6 in. thick; Hardness 0; hp 12; Break (DC 30).

**Treasure:** The troll brothers keep their treasures gained from years of taking tolls and looting the occasional victim in their cavern home. This hole in the ground is strewn with filth and stinks horribly but has these various items thrown haphazardly about. A DC 15 Perception check uncovers one of these treasures in each round of searching. The treasures include 7 large leather bags holding 500 gp each (these can be found one at a time), a +2 goblinoidbane longsword with the name "Orc Kissed" written on its blade in Draconic, a Small suit of +1 chainmail, a vial holding oil of bless weapon, and a griffon statuette carved of rock crystal (450 gp).

### C4. Old Death's Hollow

The northernmost reaches of the Chaos Rift are avoided by all other denizens of the place. No random encounters occur here due to the reputation of the creature that has made its home here for the last century — the dracolisk Old Death. This foul beast hunts its domain for any who dare pass between the great rock pillars that separate his home from the rest of the rift.

### C4-1. Hunting Grounds (CR 10)

Between the three great pillars that demarcate this hollow from the rest of the rift and the small box canyon that houses Old Death's lair is a short plain of dust and broken statues. The statues are a hodge-podge of animals, creatures found in the Chaos Rift, and humanoids — typically dressed as travelers or adventurers. The humanoids are in various postures of fear or battle. It is quite obvious that these statues are the victims of a petrifying attack of some sort. All have been smashed or partially destroyed so attempts at *stone to flesh* just result in a gory mess. A DC 20 Perception check locates the occasional track in the dust of a large, three-clawed reptilian beast. A DC 15 Knowledge (arcana) check confirms them to be basilisk tracks of a particularly large specimen. The tracks are sporadic and don't last long in the soft dust, so they cannot be followed.

**Creature:** Any denizens of the rift who brave this area assume they are seeing the results of Old Death's hunting. However, this is actually the work of an **abyssal greater basilisk**.

This extraplanar beast somehow appeared on this plane through the chaotic fluctuations of the Pillars of Orcus. It made its way to Old Death's hollow where the dracolisk was able to gain control of it through intimidation and manipulation. Now this horror wanders the area outside Old Death's box canyon sparing Old Death the need to hunt intruders on his own. The basilisk does not keep a lair, merely continually wandering its demesne, sleeping wherever it lays its head. Likewise it keeps no treasure, petrifying its victims and then smashing or devouring them. It locates the party within 1d10+10 minutes of their passage beyond the pillars marking the hollow's border. It immediately charges to attack, sweeping the entire party with its gaze attack and then closing to bite with its smite good ability.

#### ABYSSAL GREATER BASILISK CR 10 XP 9,600

Advanced fiendish basilisk (Pathfinder *Roleplaying Game Bestiary* "Basilisk," "Fiendish Creature")

CE Large outsider (augmented magical beast, extraplanar) Init +3; Senses darkvision 60 ft., low-light vision; Perception +28

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size) hp 171 (18d10+72) Fort +12; Ref +12; Will +14 DR 10/good; Resist cold 15, fire 15; SR 17

Spd 20 ft. Melee bite +25 (2d8+10) Space 10 ft.; Reach 5 ft. Special Attacks gaze, smite good

Str 24, Dex 8, Con 19, Int 3, Wis 13, Cha 15 Base Atk +18; CMB +26; CMD 35 (47 vs. trip) Feats Blind-Fight, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +28, Stealth +26

**Gaze (Ex)** Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 23 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

**Smite Good (Su)** Once per day an abyssal greater basilisk can make a melee attack with a +2 on the attack roll to deal an extra 18 points of damage against a good foe. The smite persists until the target is dead or the abyssal greater basilisk rests.

### C4-2. Canyon Entrance (CR 5)

A side draw penetrates the cliff walls here heading in a northwesterly direction. The walls rise steeply in crumbly crags on either side. Shreds of wispy spider web dangle here and there occasionally disturbed by the canyon's breezes. Ahead the draw narrows further and is obstructed by a larger concentration of webbing that completely blocks passage. Within this webbing is a massive spider, large enough to touch either side of the draw with its bloated body. Its many jointed legs twitch as it peers at you ominously.

**Creatures:** The spider in the webs is actually a fake constructed by the **2 ettercaps** that inhabit this area and serve Old Death. It is composed of large wads of webbing wound tightly with branches and sticks attached to serve as legs. The entire construction is suspended in thick webbing that hangs completely across the draw. The breezes that blow through create the illusion that the spider twitches and moves. Since the spider is obscured by the webs blocking the path, its true nature is not evident until characters come within 5 feet unless significantly damaged by ranged weapons.

#### ETTERCAPS (2) XP 800

**CR** 3

hp 30 (Pathfinder Roleplaying Game Bestiary "Ettercap")

**Tactics:** While the party deals with the fake spider, the ettercaps clamber along the rock walls 50 feet above the PCs' heads attempting to remain hidden. When the party is distracted they launch web attacks hoping to entangle a few party members before they climb down to engage in melee. The webbing blocking the path is equal to the ettercaps' web ability for purposes of moving through it or escaping it.

**Treasure:** The ettercaps make their lair around a bend in the draw beyond the fake spider. It is a ledge 20 feet above the canyon floor only noticeable with a DC 15 Perception check by someone at ground level. The ledge itself has a scattering of web-shrouded bones and debris. Mixed in with this detritus and found with a DC 17 Perception check is a human skull with two diamonds (500 gp each) in its eye sockets and four small emeralds (250 go each) in its jaw. This may resemble a demi-lich to experienced adventurers but is actually merely an artistic expression of the ettercaps.

#### C4-3. The Box Canyon (CR II)

The draw opens into a short box canyon, the walls rising steeply to the top of the rift above. To the southwest is a large collection of stony debris, largely indiscernible from here. The canyon's most immediate feature, however, is the massive cave opening in the canyon wall before you. It opens 40 feet above the canyon floor and is studded with wickedly pointed stalactites. Occasional wisps of mist emerge from it, almost like a great maw exhaling into the canyon.

**Creature:** The cave opening is detailed at C4-6 and serves as the entrance to the lair of **Old Death**, an advanced blue dracolisk. This creature passes his time in his lair listening for intruders (Taking 10 on its Perception check), so unless the party was extremely quiet in dealing with the ettercaps at Area C4-2 Old Death is probably aware of their presence. He lurks in the shadows just inside the cave mouth using the ledge's concealment to hide. He waits until someone approaches within 60 feet of the cliff base before unleashing his lightning breath weapon without exposing himself. He then withdraws to the back of Area C4-6 to await the invaders.

**OLD DEATH XP 12,800** hp 175 (see Area C4-6) **CR** 11

#### C4-4. Stone Garden (CR II)

This looks like somebody's twisted idea of a statuary exhibit. Dozens of stone statues stand in here in all manner of poses. Most appear to be humanoids of various sorts in a combative stance, though many appear to be surprised or cowering. Mixed in with them are examples of local wildlife and less common creatures. Nearly all of them show signs of damage or cracking.

Old Death maintains this collection of his favorite victims from his petrifying gaze attack. He has moved them all here to spare them from destruction and possible consumption by the abyssal greater basilisk at Area C4-1. That creature knows better than to enter Old Death's private box canyon. Regardless, Old Death typically damages his statues to prevent any rescue and risk of facing the same adversary again. This is evident to any who would attempt to apply *stone to flesh* to one of these victims. Readily apparent are cracks and damage at lethal locations on the statues. However, if you would like to insert an NPC or a replacement PC for a player who has lost there character, feel free to insert and undamaged statue in the midst of the others.

**Creature:** Amongst the other statues is what appears to be a petrified ogre warrior. This is actually a stone golem constructed in that fashion. Its creator, a human wizard, was petrified by Old Death and dragged back to this collection. Unbeknownst to the dracolisk the stone golem, that had been distracted at the time by the basilisk, fought its way through (there were once 3 ettercaps at Area C4-2) and followed its master to this place. Old Death has not noticed this intrusion and has not visited his collection since. Now the golem stands silently next to the damaged remains of its master and waits for someone to come within 20 feet before attacking.

#### STONE GOLEM XP 12,800

**CR** 11

hp 107 (Pathfinder Roleplaying Game Bestiary "Golem, Stone")

### C4-5. Rotting Pool (CR 6)

A small fissure in the canyon wall releases a trickle of water to form a pool in this narrow hollow. Growing in the shade around the edges of the pool are many toadstools and other types of fungus, some of them growing as high as 4 and 5 feet. A sickening smell, like the odor of rotted meat, fills this area – possibly from some of the forms of fungus present.

The foul odor of this area actually emanates from the pool itself. This pool is no more than 5 feet deep and appears otherwise harmless but is actually tainted. Anyone exposed to contact with the water must make a DC 14 save or contract slimy doom. Anyone drinking the water must save against the slimy doom and make a DC 16 Fortitude save or contract blinding sickness. The effects of these diseases can be found in the "Diseases" section in the Appendix of the Pathfinder Roleplaying Game.

**Creatures:** To add to the danger of this area are the **3 violet fungi** that grow at the pool's edge camouflaged among the other fungi. They attach anyone that approaches the pool. These

fungi give off the rotten odor faintly from absorbing the water of the pool, so a party may believe they are the true source of the stench rather than the water.

VIOLET FUNGI (3) XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Violet Fungus")

**CR** 3

### C4-6. Old Death's Lair (CR 11 or 12)

Old Death's tactics upon the approach to his lair are described under Area C4-3. Read the following after the party has mounted the ledge leading into the lair.

A wide natural cavern extends back from the ledge and curves around to the left. Stalactites and stalagmites line the cavern's edges, but the center has been cleared of such obstacles by the passage of something large. Scrapes and scratches mar the floor and the closest rock formations, and the occasional brownish-blue scale lies brushed into a nook.

Directly ahead stands the statue of an armored warrior, one arm snapped off at the shoulder, the other raised and pointing towards the cave's entrance.

The statue is another one of Old Death's petrified victims, and like much else in this area, is intended as a red herring for anyone foolish enough to invade his lair. Old Death purposely hopes the scales lead intruders to believe that he is simply a blue dragon or behir, so he can catch them off guard with his gaze attack. He hopes they attribute the many petrified victims to the work of the abyssal great basilisk. Behind the statue are a 5-foot ledge and a narrow passage that leads to Area C4-7. See **Tactics** below for how intruders are dealt with by the inhabitants of these areas.

**Creature:** Southwest of the entrance is the lair of **Old Death** and here the dracolisk lurks awaiting his prey. A clear pool of potable water occupies the caverns far end, beside which is the dracolisk's bed of shed scales and treasures. At the north end of this lair is another 5-foot ledge that leads into Area C4-7.

#### OLD DEATH CR 11 XP 12,800 Male advanced half-blue dragon basilisk (Pathfinder Role-

playing Game Bestiary "Half-Dragon") NE Large dragon (earth) **Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

AC 19, touch 7, flat-footed 19 (-2 Dex, +12 natural, -1 size) hp 175 (14d10+98) Fort +18; Ref +9; Will +7 Immune electricity, sleep, paralysis

**Spd** 20 ft., fly 40 ft. (average) **Melee** bite +24 (1d8+11) and 2 claws +24 (1d6+11) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** breath weapon (60-foot line of electricity, 14d6 electricity damage, Reflex DC 24 half), gaze (DC 24)

Str 32, Dex 6, Con 25, Int 8, Wis 13, Cha 13 Base Atk +14; CMB +26; CMD 34 (40 vs. trip) Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lighting Reflexes, Skill Focus (Perception)


**Skills** Fly +13, Intimidate +18, Knowledge (local) +15, Linguistics +3, Perception +24, Stealth +11 **Languages** Draconic, Undercommon

**Gaze (Ex)** Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 24 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

**Tactics:** When the party gains entrance to the lair, the **derro** in area C4-7, already alerted by Old Death, is waiting in hiding on a ledge behind the warrior statue with total cover. When he hears the party in the cavern he begins to cast spells using the statue for cover and attempting to make it appear as if the spells are originating from the pointing statue itself. An opposed Perception check against the derro's Bluff is necessary to detect that the spells are actually coming from something casting behind the statue. He uses *lightning bolt, magic missile* and *scorching ray* to blast the party from a distance. If approached, he retreats back into Area C4-7. However, anyone approaching the statue exposes themselves to the lightning blast from Old Death who has readied an action for just such an opportunity. Characters that then attack the dracolisk find themselves subject to its gaze attack and further spell attacks from the derro on his ledge.

**Treasure:** Piled in his bed of molted scales, crumbled statue bits, and droppings are the following treasures: 12,600 gp,

6,500 sp, 10,000 cp, an assortment of 31 gems (total value 8,700 gp), an electrum necklace (250 gp), a gold tiara set with a tourmaline (480 gp), a masterwork silver longsword, a +1 light mace, a helm with gold inlays (200 gp), a backpack with two sunrods, an everburning torch, and four thunderstones, a silver scroll case (100 gp) holding a divine scroll (CL 9: raise dead), and a single drum of panic (matching the one at Area A5-4).

## C4-7. Cave of The Whisperer (CR 10)

Creature: While Old Death is smart for his species, he is incapable of coming up with the insidious tactics and dodges concocted for the defense of his lair, including the manipulation of the basilisk at C4-1. This small cave serves as the home of the true brains behind the beast. Here resides the derro savant known as The Whisperer. This decrepit creature found his way into the Chaos Rift through a crevice in the rift floor after narrowly surviving an encounter with an elder black pudding deep in the Under Realms. Both of his legs were lamed and he lost his eyesight. Furthermore, the acid attacks of the ooze burned his throat reducing his voice to a hoarse whisper. The derro managed to drag itself to Old Death's lair and was able to begin manipulating the dracolisk who, fortunately for the derro, spoke Undercommon. Old Death has never seen the true form of The Whisperer who remains concealed in his small cave and cloaks himself in invisibility if he ever emerges. Now the dracolisk typically reclines on his bed of treasures and filth while the derro whispers his foul plottings into his ear throughout the night.

## THE WHISPERER XP 9,600

**CR** 10

Male derro savant sorcerer 7 (*Pathfinder Roleplaying Game Bestiary* "Derro") CE Small humanoid (derro) **Init** +6; **Senses** blindsight 60 ft.; **Perception** +7

AC 16, touch 14, flat-footed 14 (+1 deflection, +2 Dex, +2 natural, +1 size) hp 56 (3d8+3 plus 7d6+6 plus 10) Fort +4; Ref +5; Will +11 Immune insanity, confusion; SR 21 Weaknesses vulnerability to sunlight

Spd 5 ft. (lame)

**Melee** +1 keen punching dagger +8 (1d4+1/19–20/x3 plus poison)

Space 5 ft.; Reach 5 ft. (10 ft. with melee touch attacks) Special Attacks long limbs, poison, sneak attack +1d6 Spell-like Abilities (CL 3rd):

At will—*darkness, ghost sound* (DC 13) 1/day—*daze* (DC 13), *sound burst* (DC 15) **Bloodline Spell-like Abilities** (CL 7th):

 $1/d_{\text{res}}$   $n = i \frac{d}{d_{\text{res}}} + 2$ 

4/day—*acidic ray* (ranged touch +7)

**Spells Known** (CL 7th, melee touch +7, ranged touch +7): 3rd (5/day)—*lightning bolt* (DC 16), *major image* (DC 16), *tongues* 

2nd (7/day)—invisibility, levitate, scorching ray, see invisibility

1st (7/day)—enlarge person, floating disc, mage armor, magic missile, ray of enfeeblement, unseen servant

0 (at will)—detect magic, message, open/close, ray of frost, read magic, resistance, touch of fatigue **Bloodline** aberrant

**Str** 10, **Dex** 14, **Con** 13, **Int** 14, **Wis** 5, **Cha** 16 **Base Atk** +5; **CMB** +4; **CMD** 13

**Feats** Blind-Fight, Eschew Materials<sup>B</sup>, Improved Initiative, Quick Draw, Silent Spell<sup>B</sup>, Toughness, Weapon Finesse **Skills** Bluff +16, Knowledge (dungeoneering) +12, Perception +7, Spellcraft +15, Stealth +16 **Languages** Aklo, Draconic, Dwarven, Undercommon

**SQ** bloodline arcana, madness, poison use **Combat Gear** vial of greenblood oil (7 doses); **Other Gear** *ring of protection* +1, +1 *keen punching dagger* poisoned with greenblood oil, *ring of sustenance* 

**Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison (Ex)** Greenblood Oil—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Constitution damage; *cure* 1 save.

**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison.

**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

**Description:** If ever seen in his true form, this derro presents a pathetic appearance: pale blue-white skin, his legs ending in horribly scarred stumps at the knees, more acid burn scars at his throat and across his face and eyes leaving burned hollows where his sockets are, and scraggly patches of white hair for his scalp and beard between the many areas of scar tissue. He is completely blind but has developed extremely acute hearing and now compensates for his loss of eyesight with no penalties.

**Tactics:** The Whisperer's tactics in defending Old Death's lair are described in Area C4-6. However, if his own lair is actually entered he uses the tactics found here. In that case he abandons Old Death to his fate, cloaks himself with *invisibility* and uses *major image* to create the illusion of a rust monster in the cave hoping to separate the less heavily armored characters from the main fighters. He then casts darkness and attacks these individuals while within this concealment suffering no penalties due to his adaptation to sightlessness.

**Treasure:** Concealed in a hollow at the base of a stalagmite (DC 20 Perception check to locate) are the derro's few treasures. They consist of four moonstones (50 gp each), a silver statuette of an aboleth (55 gp), and a vial of dragon bile (see the "Poison" section in the Appendices of the Pathfinder Roleplaying Game).

## C5. Chaos Falls (CR 10)

A strange sight greets the eye here. A small dell, shadowed by the overhang of the nearby cliff wall, exists here in peaceful seclusion. A carpet of low grass surrounds a pool of water, and a few stunted trees struggle to grow in the rocky soil. A narrow stream leaves the pool and flows to the northeast. Strangest of all is the pool's source. A thin waterfall seemingly emerges from thin air 30 feet above the pool's center and tumbles in a continuous stream into the basin. There is no visible origin for this waterfall, but it seems real enough based on the slight mist that reaches you from its shower.

This is truly one of the more bizarre results of the magic that spawned the Chaos Rift. Here the powerful chaos magic opened a gap in reality from which issues this flow. There is no visible opening, and nothing can pass back through to the other side. Nonetheless the water is fresh and pure like that of the sweetest spring. The pool is 40 feet in diameter and reaches no more than 10 feet in depth. The stream leaving the pool travels northeast before tumbling over the edge of the precipice into the area lying 300 feet lower. There it remains in a collection pool until it seeps into the ground or evaporates. The water is safe and delicious everywhere along the length of this watercourse.

**Creature:** Unfortunately the dimension-spanning turbulence has also spawned a guardian for this pool. A foul **howling abomination** dwells here ethereally and attacks any who dare use the pool that it considers its own property. When fully visible it looks like a churning distortion in space composed of a mass of dozens of fanged maws stacked atop each other in a never-ending frenzy of self-cannibalization. From between these sprout writhing tentacles each ending in a clawed barb. When it attacks, the wild ululations of its disparate mouths sound in an eerie ceaseless howl. It lurks above the waterfall until it has the opportunity to make a sneak attack, preferably against a spellcaster. Then it activates its frightful presence while it continues its attack, focusing on one character at a time. This creature fights fanatically until dead.

**CR** 10

## HOWLING ABOMINATION XP 9,600

*Creature Collection II: Dark Menagerie* 95 CE Huge outsider (chaotic, evil, extraplanar) **Init** +5; **Senses** darkvision 60 ft.; **Perception** +19 **Aura** frightful presence (30 ft., DC 12)

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, -2 size)

hp 85 (10d10+30) Fort +6; Ref +8; Will +7 Defensive Abilities blink, ethereal jaunt

Spd fly 60 ft. (perfect) Melee 1d4 bites +16 (2d6+8/19-20) and 2 claws +16 (1d8 + 8/19 - 20)Space 15 ft.; Reach 10 ft. (15 ft. with claws) Special Attacks death warp, sneak attack +5d6 Spell-like Abilities (CL 10th): Continuous—blink

Str 27, Dex 12, Con 16, Int 9, Wis 11, Cha 5 Base Atk +10; CMB +16; CMD 31 Feats Critical Focus, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Skill Focus (Perception) Skills Fly +18, Knowledge (planes) +12, Perception +19, Stealth +5, Survival +10 Languages Abyssal

**Death Warp** (Su) When a howling abomination is slain, its pocket dimension collapses violently. All those within 30 feet must make a DC 18 Reflex save or be moved 1d4x5 feet in a random direction. Those that materialize in a solid object are ejected as per the blink spell. The save DC is Constitutionbased.

Ethereal Jaunt (Su) A howling abomination can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL 15th).

Treasures: The few treasures the creature has collected rest in the depths at the center of the pool, taken from past victims. They consist of 27 gp and the marble head of a large statue depicting a fair-faced nobleman. How this came to be here is unknown but its artistic value makes it worth 150 gp.

## C6. Spitters' Canyon

This box canyon branches off from the main rift and is avoided by most other denizens of the Chaos Rift - for good reason. High up on the northern cliffs at the entrance to this canyon is the aerie of a unique type of gargoyle previously unseen outside the Desolation. This nasty (the term for a gargoyle tribal group) of spitting gargoyles lords it over the other earthbound dwellers of the Desolation. Only the hardiest of demons is willing to take on these gargoyles in combat due to their horrible acid attack. The spitting gargoyles are loosely aligned with the mercenary leader Clantock at Area 14 of the Camp (see Part 1-The Edge of Oblivion). Recently Clantock set up an ambush on the mercenary group known as the Pounders and the Bard's Gate caravan they were escorting. The gargoyles are still flush from this victory and are anticipating more victims being brought to them by Clantock's mercenaries.

## C6-1. Approach to Spitters' Canyon (CR varies)

Whether the party approaches up the canyon, over the top or in the air, they have a good chance of being spotted by the sentries at Area C6-2. Have the party make opposed Stealth checks to the gargoyles' Perception checks (who are Taking 10 unless alerted) if the party trying to be stealthy. If the party is accompanied by Clantock's mercenaries, the gargoyles do not attack immediately. Rather they raise the alarm in Areas C6-3 and C6-4 and prepare to ambush whatever travelers are

with the mercenary company, who will then turn on those they are guiding and join the gargoyles. If the party is alone, whichever gargoyles notice them attack and attempt to finish them and claim their loot for themselves. If they are unsuccessful after 5 rounds, they then return to the aerie to raise the alarm as before. From the floor of the canyon or the cliff overlooking the lair, the aerie can only be noticed with a DC 20 Perception check unless the PCs know what they are looking for.

## C6-2. Watch Posts (CR 8)

Creatures: Each of these ledges serves as a lookout point for the spitting gargoyles' servants — a group of margoyles. On each of these ledges perch 3 margoyles (gargoyles with a stonier hide that resembles a natural rock outcropping rather than a carven statue) Taking 10 on their Perception checks as mentioned above. The relative height from the canyon floor for each of these ledges is listed on the area map. The margoyles of the lowest ledge send one of their number patrolling down the canyon every few minutes, and the margoyles of the highest ledge likewise send one of their number to fly up over the top of the cliff on patrol. When the party approaches by one of these routes there is a 20% chance one the margoyles is currently on patrol and actively making Perception checks. Otherwise they are fairly inattentive as described above and only have a chance to notice the party when they come within sight of one of the ledges. The margoyles of the three ledges do not coordinate their attacks, attempting to attack intruders as far away as possible without alerting the others so they can keep all the spoils for themselves.

## MARGOYLES (9) XP 1,600

**CR** 5

The Tome of Horrors Revised 212 CE Medium monstrous humanoid (earth) Init +2; Senses darkvision 60 ft., low-light vision; Perception +12

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) **hp** 63 (6d10+24 plus 6) **Fort** +6; **Ref** +7; **Will** +6 DR 10/magic

Spd 40 ft., fly 60 ft. (average) **Melee** 2 claws +9 (1d6+3), bite +9 (1d6+3), gore +9 (1d6+3)

Str 17, Dex 15, Con 19, Int 8, Wis 12, Cha 8 Base Atk +6; CMB +9; CMD 21 Feats Power Attack, Skill Focus (Fly), Toughness Skills Fly +14, Perception +12, Stealth +10 (+16 stony environs), Survival +7 Languages Common, Terran SQ freeze

Freeze (Ex) A margoyle can hold itself so still it appears to be a statue. A margoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

## C6-3. Margoyle Den (CR 12)

This filthy cavern is littered with bones, the remains of past meals and excrement. The walls are rough and craggy and a few small stalactites and stalagmites protrude from the floor and 40-foot ceiling. The smell of decay hangs strongly in the air.



**Creatures:** This cavern serves as home to **12 margoyles** that comprise the remainder of the nasty that serves the spitting gargoyles in Area C6-4. They have no leader, the former one having been slain when the spitting gargoyles usurped control of the group. The margoyles lurk against the walls of this cavern using their Stealth and freeze abilities when intruders enter. With their craggy appearance, the margoyles are only spotted against the natural cavern walls with a DC 20 Perception as anything other than natural, though strangely, shaped rock formations. If combat occurs here, the gargoyles in Area C6-4 do not come to assist, though they are likely alerted and on guard against intruders.

#### MARGOYLES (12) XP 1,600 hp 63 (See Area C6-2)

**CR** 5

**Treasure:** Scattered about the room intermingled with the remains of their past victims are the collected treasures of the margoyles. These can be found with a DC 15 Perception check though it requires an hour to gather all of the loose coins and gems. They consist of 234 gp, 1,040 sp, 648 cp, 5 pp, thirteen bloodstones (50 gp each), a black pearl (500 gp), and a single gold-coated feather (75 gp).

## C6-4. Aerie of the Spitting Gargoyles (CR 13)

Be careful before allowing your players to enter this area; it can be a very deadly encounter. Across the front ledge there are always **3 spitting gargoyles** using their freeze ability and keeping a watch out. If they spot anyone approaching they sound an alarm to their comrades and then fly out to engage the interlopers. The remaining **14 spitting gargoyles** then emerge at a rate of 1d4 per round to join in the fracas while one heads to area C6-3 to rouse the margoyles for combat. These, too, begin arriving at the same rate as the spitting gargoyles though not until the fifth round. The lone spitting gargoyle that rallied them joins in their first wave to arrive. Thy gargoyles and margoyles retreat to their respective lairs if more than half of their numbers are slain. The spitting gargoyles sit up on the ledge and attempt to shoot down any fliers and climbers with their spit attacks.

This cavernous chamber rises over 60 feet into the air. Stalactites hang down from this ceiling like menacing fangs, matched by the stalagmites rising from below. Water drips in several places forming small pools on the floor. Around the circumference of the chamber are several ledges 20 feet above the floor. In the room's center a tall, flat-topped stalagmite rises like a great column 40 feet into the air. Whimpering sobs echo through this natural cathedral punctuated occasionally by moans of pain.

**Creatures:** This great chamber serves as the home for the entire nasty of **17 spitting gargoyles** as described above. The gargoyles perch upon all the ledges using their Stealth and freeze abilities when intruders enter except for the easternmost, which leads to Area C6-3, and the southeastern which leads to Area C6-6. Likewise the centermost spire is described under C6-5 and does not have any gargoyles currently lurking on

it. In the chamber's northwest corner a boulder blocks an exit tunnel. This concealed exit can only be located with a DC 14 Perception check. A DC 24 Strength check is necessary to scoot the boulder aside. If fighting occurs in this room, the gargoyles swoop in groups of 2 or 3 to make Flyby Attacks while the remainder stay on their ledges and use their spit attacks.

## SPITTING GARGOYLES (17) CR 5 XP 1,600 10 45 ( 5) (0 N 4 N

**hp** 56, 51 (x3), 48, 45 (x7), 38 (x5) (See **Monster Appendix**)

**Development:** Since these gargoyles are more intelligent than their lesser kin and have made bargains with humanoids in the past, a party that acquits itself well against them has an opportunity to parley. If the gargoyles are reduced to a third of their number or less, they all fly to their ledges and the one with the highest remaining hit points calls for a truce in Common. If there is a lull in hostilities, the gargoyle explains he speaks for their leader who is missing. He offers a trade. If the party can locate their lost leader, then they will allow them to leave in peace with promises of no further hostilities as well as a reward of treasure or information. If the party wins an opposed Diplomacy check they can likewise secure the release of the prisoner at Area C6-5 as part of the reward.

If the party agrees, the gargoyle tells them that their leader went through the boulder-blocked passage to the northwest nine days ago and never returned. The passage had been blocked for as long as the gargoyles have inhabited the cave, and this was the first time anyone ever attempted to explore. After their leader failed to return, they blocked the passage again out of superstitious fear. They want the party to locate and rescue their leader or bring back proof of his death (not at the hands of the party). If the PCs do so, they allow each surviving party member to take one pick of the treasures at Area C6-6 or promise them valuable information. If the party accompanied Clantock's band to this area, then they don't offer the information since the party is well aware of the mercenaries' duplicity by now. If he party succeeds at their quest and opts for the information, the gargoyle explains the arrangement that their leader had with the mercenary Clantock and how he arranged for the Bard's Gate caravan to be attacked and destroyed. He does not mention the prisoner at Area C6-5, but if the party discovers him the gargoyle readily admits to his identity as a member of the caravan. This information could be most useful upon returning to the Camp if they wish to seek vengeance against the mercenaries or at least avoid hiring their services.

## C6-5. Torture Tableau (CR 3)

Creature: The top of this flat stalagmite is a gory scene of blood and acrid fuming puddles of acid. Fastened to the rock by chains holding his wrists and ankles is a horribly mangled elf. He has had large sections of his skin pealed back on his arms and torso, both legs broken, and precise acid burns to his face and chest. This unfortunate individual is Holcolm Gardreue, a minor functionary of Bard's Gate. He was sent with the diplomatic caravan that was meant to reach the northern lands and open a trade route. He is stable and if brought to consciousness can relate that his group, accompanied by the Pounders (see Area 5 of The Camp, Part 1-The Edge of Oblivion), was suddenly attacked by strange acid-spewing gargoyles on the road a half day north of the bridge. He rightly believes he is the only survivor and has no idea how long he has been held here and systematically tortured by the gargoyles. If the party has reached a truce with the gargoyles and questions why they have been torturing this man, the gargoyles look perplexed and simply shrug saying that is just what they do (they are chaotic evil after all). As mentioned above the party can win the prisoner's freedom with a successful opposed Diplomacy check or they

will accept 500 gp in gems as a ransom. If Holcolm is rescued and returned to the Camp, Sammar (Area 12 of The Camp) sends word back to Bard's Gate. Four weeks later an escort arrives to return Holcolm home and leaves a 1,500 gp reward with Sammar to give to the rescuers.

# HOLCOLM GARDREUECR 3XP 800Male elf aristocrat 1/expert 4NG Medium humanoid (elf)Init +1; Senses low-light vision; Perception +12AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 31, currently -1 (1d8+1 plus 4d8+4) Fort +2; Ref +2; Will +8 (+10 vs. enchantment) Immune sleep

#### **Spd** 30 ft.

Melee unarmed strike +3 (1d3/nonlethal)

#### Str 11, Dex 13, Con 12, Int 18, Wis 14, Cha 15 Base Atk +3; CMB +3; CMD 14 Feats Persuasive, Skill Focus (Diplomacy), Skill Focus (Pro-

feats Persuasive, Skill Focus (Diplomacy), Skill Focus (Profession [diplomat])

**Skills** Appraise +11, Bluff +10, Diplomacy +15, Disguise +10, Intimidate +12, Knowledge (geography) +12, Knowledge (nobility) +12, Perception +12, Profession (diplomat) +13, Sense Motive +10

Languages Common, Draconic, Dwarven, Elven, Goblin, Sylvan

Ad Hoc XPAward: If the party rescues Holcolm, award them XP just as if they had defeated him in battle.

## C6-6. Leader's Lair

A filth-strewn hollow extends back from the ledge. This served as the lair of the gargoyles' leader prior to his recent disappearance. Here the treasures of the aerie are kept collected from travelers and caravans they have ambushed on the road. They consist of three crates of silk (300 gp each), a straw-filled barrel holding 14 bottles of exotic wines (100 gp per bottle), a finely carved cherry case with a brass latch (150 gp) holding a matched pair of +1 silver daggers, a heavy iron chest with a broken lock holding 548 gp, 1,230 sp, and 180 pp, a +1 composite shortbow [+2 Str], a gold urn (50 gp) holding 340 assorted gems (50 gp each), a divine scroll (CL 14: resurrection, heal, greater glyph of warding), a case holding 50 +1 crossbow bolts, a gold idol depicting an archdevil (750 gp), and a tome of understanding +2.

## C6-7. Overlook and Waterfall

Beyond the boulder, a passage extends north before ending abruptly at a 100-foot cliff. A waterfall can be heard falling far below, and a light mist rises from the depths. The waterfall is 70 feet down and falls only 30 feet to its catch pool. The mist makes the cliff face slippery and increasing the Climb DC to 25. The pool at the bottom is 3 feet deep and holds only a few of the obligatory blind cave fish. Most of the water escapes through a natural drain, but a small stream exits down a sloping passage to the east.

## C6-8. Chamber of the Slime Pool (CR 8)

The sluggish runnel of water eventually empties into this ovoid chamber where a stagnant green pool collects. Something large slowly emerges from the pool. It is dripping with the greenish scum that covers the pool so that its shape is distorted beyond being vaguely humanoid. However, the slime-covered wings that sweep back from its shoulders are very noticeable.

**Creatures:** In this room did the gargoyle leader meet his fate. Now he exists as a **slime zombie** that lurks in the pool. The pool itself is only 5 feet deep and holds nothing of interest. Unfortunately for the party **3 patches of olive slime** cling to the ceiling above the room's entrance. These attempt to drop on any creatures that pass beneath while they are possibly distracted by the slime zombie.

#### SLIME ZOMBIE SPITTING GARGOYLE CR 5 XP 1,600

*The Tome of Horrors Revised* 394 N Medium plant **Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 95 (10d8+40 plus 10) Fort +11; Ref +4; Will +3 DR 10/—; Immune electricity, plant traits Weaknesses vulnerability to green slime

#### **Spd** 30 ft.

Melee slam +10 (1d6+4) Special Attacks infestation (DC 19)



Str 17, Dex 12, Con 18, Int 2, Wis 10, Cha 1 Base Atk +7; CMB +10; CMD 21 Feats Hover\*, Skill Focus (Fly)\*, Toughness Skills Perception +13 Languages telepathic bond SQ death throes, mind link \*Can't use

**Olive Slime (3 patches):** Hazard CR 4; 5-foot square patch; drops when it detects movement below. Deals 1d6 points of Con damage per day. Can be burned, frozen, or cut away (dealing an equal amount of damage to the host as well). Anything that deals acid, cold or fire damage, or a remove disease spell destroys a patch of olive slime. At Constitution 0, the host dies and its body transforms into a slime zombie (see *The Tome of Horrors Revised* by **Necromancer Games**).

## Olive Slime

When a patch of olive slime drops and attaches to a foe (the host), it secretes a numbing poison that makes its presence go almost unnoticed (DC 18 Wisdom check to notice). A creature viewing the host can successfully notice the olive slime if it succeeds on a DC 15 Wisdom check. Within 5 feet of the host, the olive slime is easily noticed.

An olive slime that has attached itself affects the thinking pattern of its host so the host's main concern becomes how to feed and protect the olive slime (including keeping the creature hidden from any adventuring companions). This effect is similar to a charm monster spell (caster level 6th). If a creature attempts to remove the olive slime from the host, the host either attacks that creature or attempts to flee the area. The only way to successfully break the brain link is to destroy the olive slime, destroy the host, or remove the olive slime from the host.

A single patch of olive slime deals 1d6 points of Constitution damage each day as it devours flesh, replacing skin and muscle tissue. Additionally, the host must double its normal food intake each day or sustain an additional 1 point of Constitution damage each day. On days the host does not eat twice its normal food intake it does not naturally heal any damage (including ability damage). At Constitution 0, the host dies and its body transforms into a slime zombie (see The Tome of Horrors Revised by Necromancer Games). Olive slime can be burned, frozen, or cut away (dealing an equal amount of damage to the host as well). Anything that deals acid, cold or fire damage, or a remove disease spell destroys a patch of olive slime.

**Development:** If the party defeats the slime zombie, there is enough of its stony bone structure (horns, wings, etc.) underneath the slime layer to bring back to the rest of the gargoyles and confirm that they have found the gargoyle leader if they so wish.

42

## Creating a Slime Zombie

In case any PCs become infested with olive slime and transform into a slime zombie, an updated version of the slime zombie template from *The Tome of Horrors Revised* by **Necromancer Games** has been included here.

"Slime Zombie" is an acquired template that can be added to any corporeal creature (other than undead, constructs, and outsiders with the elemental subtype), referred to hereafter as the base creature.

**Challenge Rating:** This depends on the creature's new total number of Hit Dice, as follows:

HD	CR	XP
Up to	1	400
2-3	2	600
4-6	3	800
7-8	4	1,200
9-11	5	1,600
12-15	6	2,400
16-17	7	3,200
18-19	8	4,800
20	10	9,600

Alignment: Always neutral.

**Type:** The creature's type changes to plant, and it loses any subtypes it has. It does not gain the augmented subtype. It uses all of the base creature's statistics and special abilities except as noted here.

**Armor Class:** Natural armor bonus increases over the base creature's natural armor based on the slime zombie's size:

Slime Zombie Size	Natural Armor Bonus Increase
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Tiny or smaller	+1		
Small	+2		
Medium	+3		
Large	+4		
Huge	+5		
Gargantuan	+6		
Colossal	+8		

**Hit Dice:** Drop HD gained from class levels (minimum of 1). Double the number of racial HD and change them to d8s.

**Saves:** Base save bonuses are Fort +1/2 HD +2, Ref +1/3 HD, and Will +1/3 HD.

**Defensive Abilities:** Slime zombies lose their defensive abilities and gain all of the qualities and immunities granted by the plant type. Slime zombies gain immunity to electricity and damage reduction based on their new total number of Hit Dice as follows:

HD	DR
Up to 5 6–10	5/
6–10 11 or more	10/— 15/—

**Weaknesses:** Slime zombies gain the following weakness: **Vulnerability to Green Slime (Ex)** A slime zombie takes 2d6 points of damage per round it touches green slime. If brought to 0 hit points, the slime zombie does not transform into a patch of olive slime.

**Speed:** The base creature's speed decreases by 10 feet (to a minimum of 20 ft.). If the creature had a swim speed it remains the same. All other types of movement are lost.

Attacks: A slime zombie loses all the attacks of the base creature and gains a slam attack if it did not already have one. The slam attack deals damage depending on the slime zombie's size, but as if it were one size category larger than its actual size (see *Pathfinder Roleplaying Game Bestiary* "Table 3-1"). Use the base creature's slam damage if it's better.

**Special Attacks:** The slime zombie loses all the special attacks of the base creature, but gains the following:

**Infestation (Ex)** Any creature hit by the slime zombie's slam attack must succeed on a Fortitude save (DC 10 + 1/2 the slime zombie's HD + the slime zombie's Constitution modifier) or be infested with olive slime (see sidebox). The save DC is Constitution-based.

**Abilities:** Str +2, Dex –2. Its Int becomes 2, its Wis becomes 10, and its Cha becomes 1.

**BAB:** A slime zombie's base attack is equal to 3/4 its Hit Dice.

**Skills:** A slime zombie loses all skills but gains Perception and Stealth as class skills. It can never possess any skills other than these two. It has skill points equal to 2 + Int modifier (minimum 1) x (HD).

**Feats:** A slime zombie retains all of the base creature's feats (but may not be able to use a feat if it loses the prerequisites). It does not gain feats from its increase in Hit Dice from acquiring the template.

**Special Qualities:** The slime zombie loses all of the special qualities of the base creature, but gains the following:

**Darkvision** (Ex) A slime zombie gains darkvision out to a range of 60 feet.

**Death Throes (Ex)** When a slime zombie is brought to 0 hit points, its structure collapses and it transforms in a single round as a pool of olive slime (see sidebox).

**Mind Link (Su)** A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles. Both the slime zombie and olive slime must be on the same plane of existence.

**Telepathic Bond (Su)** Olive slime zombies have a telepathic bond with each other to a range of 100 feet if they were created by the same olive slime. This bond allows them rudimentary communication with one another.

## C7. Wolf Pack

A lone spire of rock rises from the top of one of the Chaos Rift's many plateaus. Unlike many of the others, however, no fissures or trails lead to its top. The only access to the top of this plateau and the spire sitting upon it is a rickety rope bridge constructed by its current inhabitants — a cutthroat criminal and his gang of lycanthropes. A trail starts on the edge of this rock spire and rises in a spiral all the way to its peak. Several caves open off the path serving as lairs for the members of the pack.

## C7-1. Suspension Bridge (CR 10)

The chasm between the rift edge and one of the rift's many plateaus narrows here to a mere 50 feet. Across this space someone has constructed a bridge of rope and wooden planks. The construction is crude but appears sturdy enough. Beyond the bridge, out on the plateau, a rocky outcrop rises to dual peaks — the highest being perhaps 90 feet and the other slightly less than that. Standing silently on the far end of the bridge like a lone sentinel is a large, gray-furred wolf.

This bridge was constructed by the inhabitants of this area and is safe to cross except for the Traps they have left to thwart intruders. The wolf does not react to attempts to cross the bridge and is described in detail at Area C7-2. The trap itself is nothing more than a series of planks that have been carefully sawn almost all the way through, though this is not evident without careful inspection. Any weight over 20 lb. placed on them causes them to break through. This trap cannot be removed but can be easily avoided, if discovered, by simply stepping over the affected planks. Unfortunately there is only one safe plank on the far side of the trap before a second section of weakened planks has been prepared. Therefore, if a character triggers the first trap and makes his Reflex save, then there is a 50% chance he leaps forward and lands on the second trap while trying to escape the fall. If this occurs, a second Reflex save is required with a -5 circumstance penalty. The chasm below the bridge is 600 feet deep.

#### WEAKENED PLANKS TRAPS (2) CR 8 Type mechanical; Perception DC 20; Disable Device DC N/A

Trigger location; Reset repair

Effect 600-ft.-deep chasm (20d6 falling damage) DC 23 Reflex avoids

## C7-2. Ambush Site (CR 4 or II)

**Creatures:** There are **3 wolves** lurking in the tall grass between the bridge and the rock. Only one is visible when the party first approaches the bridge, but the other two come out of their total concealment when the party attempts to cross the bridge, and all three begin baying to alert the other inhabitants of the rock. With their scent ability they have a chance to detect even *invisible* foes. Determine the direction of the wind at random if necessary.

#### WOLVES (3) CR 1 XP 400

**hp** 13 (*Pathfinder Roleplaying Game Bestiary* "Wolf")

**Tactics:** If the wolves manage to alert the rest of the pack, the wolves and werewolves in Area C7-4 assume their lupine forms

and charge down the trail to join the attack. They arrive to join in the battle in the third round of combat. The rogues in Area C7-5 remain in human form and head down the path, using it for cover and attempting Stealth, to Area C7-3 where they take up firing positions and begin attacking from cover with their shortbows in the fourth round. Bartileus in Area C7-8 likewise takes up his bow and begins firing from Area C7-6 in the fourth round. If this turn of events occurs, the CR of the encounter rises to 11. The wolves and werewolves on the ground fight to the death. The rogues retreat to their cave if seriously threatened, and Bartileus moves to await the invaders at Area C7-7.

## C7-3. Lower Firing Position

This widening in the path is where the werewolf archers set up if a battle occurs at Area C7-2. The ledge is 20 feet above the ground and the rock is steep requiring a DC 15 Climb check to surmount here or elsewhere (unless otherwise noted) without using the path. There is enough of a lip that archers firing from this point have cover against targets on the ground below.

## C7-4. Wolves' Den (CR 7)

This elongated cave is mangy and smells of carrion and wet fur. Bones and debris litter the floor. It appears to be the den of wild animals.

**Creatures:** This shallow cavern is shared by the wolves and common werewolves and serves as their den. Unless they have joined in the battle at Area C7-2, there are **2 wolves** and **4 werewolves** currently herein. The werewolves typically prefer to remain in their wolf form and are virtually indistinguishable from the normal wolves. They attack anyone who is not of their pack viciously giving and expecting no quarter. These werewolves are all peasants who became victims of Bartileus's band and were afflicted with their disease by the bandit leader himself. Originally unwilling participants, they have now given in to their feral nature and are thoroughly dominated by Bartileus.

#### WOLVES (2) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

## WEREWOLVES (4)

#### **CR** 2

**CR** 1

#### XP 600

**hp** 19 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope, Werewolf")

## C7-5. Rogues' Gallery (CR 6)

The path reaches a height of 40 feet at this cave opening. The secret entrance can be discovered with a DC 20 Perception check. The rogue werewolves use it to ambush anyone approaching their lair. Read the following if the party actually enters the cave.

This dismal chamber is lit by a single oil lamp dangling from a spike hammered into the rock wall. Beneath it rests a cask of lamp oil. To the right of the entrance hangs a heavy, leather curtain. Near the lamp are a crude table cobbled together from scrap wood and two benches made from a split log. Against the back wall are three bedrolls, each replete with animal hair. A foul-smelling bucket rests near the entrance.

**Creatures:** This cave serves as the lair of **3 werewolf rogues**. The only surviving members of Bartileus's gang, they were each infected with lycanthropy by their boss. On the table is a deck of greasy playing cards (marked). The cask holds lamp oil and the bucket holds waste. The werewolves dump it over the ledge infrequently. Behind the curtain is a small side cavern with another entrance that they have disguised with a canvas secret door painted to resemble the surrounding rock. There is a small peephole in the center of this door that allows them to observe the trail below. While lamp light does escape through the cave's main entrance, the curtain prevents any light from giving away the location of the peephole.

#### WEREWOLF ROGUE (HUMAN FORM) XP 800

**CR** 3

Male human infected werewolf rogue 3 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope") CE Medium humanoid (human, shapechanger) **Init** +8; **Perception** +5

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex) hp 19 (3d8+3 plus 3) Fort +2; Ref +7 (+8 traps); Will +0 Defensive Abilities evasion, trap sense +1

Spd 30 ft. Melee short sword +6 (1d6+1/19–20) Ranged +1 shortbow +7 (1d6+1/x3) Special Attacks sneak attack +2d6

**Str** 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8 **Base Atk** +2; **CMB** +3; **CMD** 17

**Feats** Improved Initiative<sup>B</sup>, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +9, Climb +6, Craft (traps) +6, Disable Device +10, Intimidate +5, Perception +5 (+6 locate traps), Sleight of Hand +9, Stealth +9, Survival +2 Languages Common SQ change shape (human, hybrid, and wolf; polymorph),

**So change shape (numan, nyorid, and worr, porymorph),** rogue talent (fast stealth), trapfinding **Combat Gear** *potion of aid*; Other Gear studded leather armor, short sword, +1 shortbow, 30 arrows

## WEREWOLF ROGUE (HYBRID FORM) CR 3 XP 800

Male human infected werewolf rogue 3 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope") CE Medium humanoid (human, shapechanger) Init +8; Senses low-light vision, scent; Perception +7

AC 21, touch 14, flat-footed 17 (+3 armor, +4 Dex, +4 natural) hp 22 (3d8+6 plus 3) Fort +3; Ref +7 (+8 traps); Will +1 Defensive Abilities evasion, trap sense +1; DR 5/silver

**Spd** 30 ft. **Melee** short sword +6 (1d6+2/19–20) and bite +2 (1d6+1 plus trip) **Ranged** +1 shortbow +7 (1d6+1/x3) **Special Attacks** sneak attack +2d6

**Str** 15, **Dex** 18, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8 **Base Atk** +2; **CMB** +4; **CMD** 18

**Feats** Improved Initiative<sup>B</sup>, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +9, Climb +7, Craft (traps) +6, Disable Device +10, Intimidate +5, Perception +7 (+8 locate traps),

Sleight of Hand +9, Stealth +9, Survival +4

Languages Common, lycanthropic empathy (wolves and dire wolves)

**SQ** change shape (human, hybrid, and wolf; polymorph), rogue talent (fast stealth), trapfinding

**Combat Gear** *potion of aid*; **Other Gear** studded leather armor, short sword, +*1 shortbow*, 30 arrows

WEREWOLF ROGUE (WOLF FORM) CR 3 XP 800

Male human infected werewolf rogue 3 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope") CE Medium humanoid (human, shapechanger) Init +8; Senses low-light vision, scent; Perception +7

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 22 (3d8+6 plus 3) Fort +3; Ref +7 (+8 traps); Will +1 Defensive Abilities evasion, trap sense +1; DR 5/silver

**Spd** 50 ft. **Melee** bite +7 (1d6+3 plus trip) **Special Attacks** sneak attack +2d6

Str 15, Dex 18, Con 15, Int 10, Wis 12, Cha 8
Base Atk +2; CMB +4; CMD 18 (22 vs. trip)
Feats Improved Initiative<sup>B</sup>, Weapon Finesse, Weapon Focus (bite)
Skills Acrobatics +9, Climb +7, Craft (traps) +6, Disable Device +10, Intimidate +5, Perception +7 (+8 locate traps),

Device +10, Intimidate +5, Perception +7 (+8 locate traps), Sleight of Hand +9, Stealth +9, Survival +4 (+8 tracking by scent)

**Languages** lycanthropic empathy (wolves and dire wolves) **SQ** change shape (human, hybrid, and wolf; polymorph), rogue talent (fast stealth), trapfinding

Tactics: These werewolves prefer to fight in human form when using their ranged weapons but assume hybrid form for hand-to-hand fighting. If they are expecting trouble, one remains in the curtained alcove looking through the peephole. When foes approach he signals his comrades. One steps out of the cave entrance in human form and takes up a position just west of the entrance to lure people in. When he is approached, another in hybrid form attacks from hiding in the cave entrance to flank and sneak attack the opponent engaged in melee with the first werewolf. The third werewolf then makes a sneak attack with surprise through the canvas secret door in hybrid form to and attempts to bull rush someone in the rear ranks of the party over the edge (a fall results in 5d6 points of damage). He then attempts to flank opponents between himself and the werewolves at the front of the party. The first werewolf assumes hybrid form on his first attack and the battle begins in earnest. If two are killed, the third attempts to flee across the bridge and disappear into the countryside.

**Treasure:** Hidden in their pallets are the treasures that Bartileus has allowed them to keep. These consist of 27 gp, 340 cp, a gold holy symbol of Muir (40 gp), a large opal (500 gp), and a *ring of improved jumping*.

## C7-6. Upper Firing Position

The trail descends here below the northern peak of the rock to a point 15 feet above the trail below and 35 feet above ground level. As described in Area C7-2, Bartileus fires his composite longbow from here if he is alerted. An archer here has cover from both the ground and the path below.

45

## C7-7. The Narrows (CR 2 or 10 if Bartileus is present)

The path splits the peak of the rock in two here and climbs up between them. The rock is very steep and crowded providing only 5 feet of space between the sheer walls (DC 25 to Climb if the characters want to try). Bartileus has rigged a **Trap** with a tripwire to drop a deadfall of rocks from above.

## ROCK DEADFALL TRAPCR 2Type mechanical; Perception DC 20; Disable Device DC 20

**Trigger** touch; **Reset** manual **Effect** Atk +12 melee (3d6, rocks)

**Tactics:** If alerted Bartileus stations himself in human form just beyond the **Trap** to engage anyone in melee after they have triggered it. The path here is steep enough that combatants gain a +1 attack bonus for being on higher ground against anyone west of their position. If he is reduced to half of his hit points, Bartileus assumes his hybrid form and retreats up the path to Area C7-9 to make his final stand.

## C7-8. The Cave of Bartileus (CR 10)

A leather curtain blocks the entrance to this cave.

Natural steps descend 5 feet into a cozy cave stacked with crates and chests. Candles glow from their perches atop these stacks illuminating the cavern. A fur-covered bed stands with its mahogany headboard against the back wall. A small keg serves as a stool next to an ornate, portable writing desk upon which sit quill and parchment. A natural stone basin near the east wall holds a small pool of clear water, a silver spoon serving as a ladle. Above the bed hangs the portrait of a richly dressed, glowering nobleman.

The parchments on the writing desk are mainly wanted posters for Bartileus describing his many bloody crimes and promising a reward of 5,000 gp from Lord Arb Angus of Dun Eamon if he is captured or killed. The other parchments are a careful record of the many crimes Bartileus has staged and the profits gained from each. Bartileus's vanity knows know bounds, but he hasn't considered how damning such evidence in his own hand writing would be if he ever made it to trial. Anyone making a DC 20 Knowledge (nobility) recognizes the noble in the portrait as Lord Angus of Dun Eamon. Bartileus managed to purloin it from the lord's manor itself during the heist and slaughter that he perpetrated with his gang in that town.

**Creature:** These richly appointed quarters serve the natural werewolf **Bartileus**, a wanted bandit and murderer known as the Butcher of Eamonvale. Bartileus has been in hiding for several years after the massacre that he perpetrated at the Grey Citadel of Dun Eamon half a decade ago. While he was on the run he and his gang continued to prey upon caravans and travelers out in the countryside. Some of his gang rebelled, and in the ensuing slaughter all of those who survived became afflicted with lycanthropy themselves. To rebuild the gang they managed to capture a few peasants and infect them as well. Now they hide here making occasional raids and waiting for the heat to die down. By some quirk of fate Bartileus's condition manifests as a dire wolf while his victims only become normal wolves. His chain shirt has been modified to expand to fit him while in Large hybrid form, though its armor bonus is reduced by 1 in

this circumstance.

#### BARTILEUS (HUMAN FORM) XP 9,600

Male human natural werewolf fighter 10 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope") CE Medium humanoid (human, shapechanger) **Init** +2; **Perception** +20

**CR** 10

AC 23, touch 12, flat-footed 21 (+6 armor, +2 Dex, +5 shield) hp 109 (10d10+40 plus 10) Fort +13; Ref +7; Will +6 (+9 vs. fear) Defensive Abilities bravery +3

#### **Spd** 30 ft.

Melee +2 bastard sword +20/+15 1d10+11/17–20) Ranged mwk composite longbow [+4 Str] +13/+8 (1d8+4/x3)

**Str** 20, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 12 **Base Atk** +10; **CMB** +15; **CMD** 27

**Feats** Cleave<sup>B</sup>, Combat Reflexes<sup>B</sup>, Exotic Weapon Proficiency (bastard sword)<sup>B</sup>, Improved Critical (bastard sword)<sup>B</sup>, Improved Critical (bite), Improved Natural Attack (bite), Power Attack<sup>B</sup>, Run, Skill Focus (Perception), Weapon Focus (bastard sword)<sup>B</sup>, Weapon Focus (bite), Weapon Specialization (bastard sword)<sup>B</sup> **Skills** Acrobatics +6, Climb +12, Craft (traps) +7, Perception +20, Stealth +9, Survival +8

Languages Common, lycanthropic empathy (wolves and dire wolves)

**SQ** armor training 2, change shape (human, hybrid, and wolf; polymorph), weapon training (heavy blades 2, natural 1) **Gear** +2 mithral shirt, +3 heavy wooden shield, +2 bastard sword, belt of physical might +2 (Strength and Constitution), cloak of resistance +2, masterwork composite longbow [+4 Str], 2 quivers of 20 arrows each

#### BARTILEUS (HYBRID FORM) CR 10 XP 9,600

Male human natural werewolf fighter 10 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope") CE Large humanoid (human, shapechanger) **Init** +2; **Senses** low-light vision, scent; **Perception** +20

AC 26, touch 11, flat-footed 24 (+5 armor, +2 Dex, +5 natural, +5 shield, -1 size) hp 119 (10d10+50 plus 10) Fort +14; Ref +7; Will +6 (+9 vs. fear) Defensive Abilities bravery +3; DR 10/silver

#### **Spd** 30 ft.

Melee +2 bastard sword +18/+13 (1d10+11/17–20) and bite +12 (2d6+4/19–20 plus trip and curse of lycanthropy) Ranged mwk composite longbow [+4 Str] +10/+5 (1d8+4/x3) Space 10 ft.; Reach 10 ft.

**Str** 22, **Dex** 15, **Con** 20, **Int** 10, **Wis** 12, **Cha** 12 **Base Atk** +10; **CMB** +17; **CMD** 29

**Feats** Cleave<sup>B</sup>, Combat Reflexes<sup>B</sup>, Exotic Weapon Proficiency (bastard sword) <sup>B</sup>, Improved Critical (bastard sword) <sup>B</sup>,

Improved Critical (bite), Improved Natural Attack (bite), Power Attack<sup>B</sup>, Run, Skill Focus (Perception), Weapon Focus (bastard sword)<sup>B</sup>, Weapon Focus (bite), Weapon Specialization (bastard sword)<sup>B</sup>

**Skills** Acrobatics +6, Climb +13, Craft (traps) +7, Perception +20, Stealth +5, Survival +8

Languages Common, lycanthropic empathy (wolves and dire wolves)

**SQ** armor training 2, change shape (human, hybrid, and wolf; polymorph), weapon training (heavy blades 2, natural 1)

**Gear** +2 mithral shirt, +3 heavy wooden shield, +2 bastard sword, belt of physical might +2 (Strength and Constitution), cloak of resistance +2, masterwork composite longbow [+4 Str], 2 quivers of 20 arrows each

#### BARTILEUS (DIREWOLF FORM) XP 9,600

**CR** 10

Male human natural werewolf fighter 10 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope") CE Large humanoid (human, shapechanger) **Init** +2; **Senses** low-light vision, scent; **Perception** +20

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 119 (10d10+50 plus 10) Fort +12; Ref +5; Will +4 (+7 vs. fear) Defensive Abilities bravery +3; DR 10/silver

**Spd** 50 ft.

**Melee** bite  $+17 (2d6+10/19-20 \text{ plus trip and curse of lycan$ thropy)**Space**10 ft.;**Reach**5 ft.

Str 22, Dex 15, Con 20, Int 10, Wis 12, Cha 12 Base Atk +10; CMB +17; CMD 29 (33 vs. trip) Feats Cleave<sup>B</sup>, Combat Reflexes<sup>B</sup>, Exotic Weapon Proficiency (bastard sword)<sup>B</sup>, Improved Critical (bastard sword)<sup>B</sup>, Improved Critical (bite), Improved Natural Attack (bite), Power Attack<sup>B</sup>, Run, Skill Focus (Perception), Weapon Focus

(bastard sword)<sup>B</sup>, Weapon Focus (bite), Weapon

Specialization (bastard sword)<sup>B</sup>

Skills Acrobatics +6, Climb +13, Craft (traps) +7, Perception +20, Stealth +5, Survival +8 (+12 tracking by scent) Languages Common, lycanthropic empathy (wolves and dire wolves)

**SQ** armor training 2, change shape (human, hybrid, and wolf; polymorph), weapon training (heavy blades 2, natural 1) **Gear** *belt of physical might* +2 (Strength and Constitution)

**Tactics:** Bartileus prefers not to fight in his own quarters. His tactics are described at Areas C7-2 and C7-7.

**Treasures:** Bartileus has many treasures stashed in his room. They include the above-mentioned portrait (250 gp), a keg of beer (15 gp), bedding composed of several fine furs and pelts (total value 200 gp), a large silver spoon used as a ladle (10 gp), a heavy mahogany head board weighing 150 lb. (175 gp), a collapsible writing desk weighing 25 lb. that can fit in a backpack (350 gp), and several crates that hold various fine textiles (total value 1,200 gp), a silver ewer (25 gp), three masterwork breastplates and an adamantine breastplate, a collection of six spellbooks holding all arcane spells on the "Sorcerer/Wizards Spells" list in Chapter 10 of the Pathfinder Roleplaying Game of levels 1–3, an ornate jade bull mask (500 gp), and a locked silver coffer (150 gp) requiring a DC 25 Disable Device check that holds a *ring of shooting stars* on a velvet cushion within.

## C7-9. Pinnacle of the Rock

The trail leading up here is little more than a slight ridge climbing steeply up to the 90-foot peak of this rock outcropping. The northern peak 20 feet away reaches only 75 feet in height but has no path accessing it. To follow the path up the southern peak requires a DC 20 Climb check and is considered a sloped, narrow surface (6 in. wide) requiring a DC 17 Acrobatics check. If sorely pressed Bartileus retreats to the very top and makes his stand there, balancing on the only ledge allowing access. He gains a +1 attack bonus on all who fight him from lower ground. A fall from the top results in a tumble to the path

50 feet below causing 5d6 points of damage.

# C8. Sepulcher of the Last Justicar

Deep at the back of this box canyon, beyond the perils of the spitting gargoyles at Area C6, lies the most carefully guarded secret of the Chaos Rift. Only a few of the Abyss's spawn even know of the existence of this place, but those that do want to ensure that it is never found by the forces of Light. For here is the tomb of one of the Holy Order of the Justicars, paladin-champions of the goddess Muir known for their relentless crusade against evil and chaos generally and the machinations of Orcus specifically. In the days that the last grandmaster of the Justicars, Karith, died and his famous sword was stolen by demon spawn (see "The Pit of Despair" in L1: Demons and Devils by Necromancer Games) the denizens of the lower planes rejoiced. However, at this location one of Karith's successors, the Justicar Gerrant, has been laid to rest. And here, should the proper circumstances arise, can the last Justicar once again arise and inflict great harm upon the cause of Orcus.

At that time of the Battle of Tsar the Holy Order of the Justicars had fallen into decline and the Justicars, Alaric of Tircople and Gerrant of Gilboath, were the last known members of the holy order. Nevertheless they fought valiantly and tirelessly for the Army of Light. The tide of many a skirmish and full-scale engagement was turned by a timely charge led by one or both of these heroes. Where others fell by the wayside or succumbed to mortal frailty, these two - blessed of their goddess - stood strong and led the fight. The Disciples of Orcus had no answer for these two on the field of battle and lost many minions in attempting to bring about their demise. Unfortunately, the reach of Orcus is long and he plots wheels within wheels. A longprepared scheme finally came to fruition, and during the Battle of Tsar Orcus's minions managed to provoke a massive barbarian attack on the faraway holy city of Tircople, the protectorate of Alaric. Alaric received a magical missive from Elanir, High Lady of Tircople, warning him of the attack. Loathe to leave the field of battle but knowing that duty called him home, Alaric reluctantly quit the field for the long journey to Tircople, well-knowing that the battle for the holy city would likely be lost long before his arrival. He hoped that perhaps he could arrive in time to at least spare the High Altar of Tircople from violation and corruption by the invaders. In Alaric's absence, the disciples managed to lay an intricate trap and slay Gerrant with a foully enchanted and poisoned spear. Unable to be revived from the corrupted wound, Gerrant was laid to rest in a tomb built on the plain. When the Chaos Rift was created, the tomb remained intact but fell far into the ground and was buried. Now it exists partially exposed at the bottom of the rift, carefully guarded by demons who seek to prevent the awakening of the power within.

## C8-1. Memorial Columns (CR 8)

Here at the base of the cliff, a structure of white marble embedded within the rift wall is partially exposed. A heavy stone slab blocks its doorway. Situated in a semicircle around the structure are a ring of free-standing, fluted marble columns. All of them show signs of cracking and weathering; many are little more than broken stumps of shattered stone. A pall of despair seems to hang over the entire area within ring of columns.

The exposed building is flat-roofed and 15 feet high. The only visible entrance is through the marble slab that blocks the doorway. The ring of columns surrounding the sepulcher was erected as a memorial to the fallen hero interred within.

**Creatures:** Now the area serves as the abode of **5 azizou corruptor demons**. These jackal-headed demons lurk within the ring invisibly waiting for anyone to dare and cross its boundary. They have gray skin with patches of coarse black hair, and their hands and feet end in sharpened claws. The palpable sense of gloom about the place is a result of the continually renewed *desecrate* spells cast by the demons to block this sanctified spot from its connection with Muir.

#### AZIZOU DEMONS OF CORRUPTION (5) CR 4 XP 1,200

*The Tome of Horrors Revised* 106 CE Small outsider (chaotic, demon, evil, extraplanar) **Init** +2; **Senses** darkvision 60 ft.; **Perception** +11

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size) hp 22 (4d10) Fort +1; Ref +6; Will +4 DR 5/cold iron; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 12

Spd 30 ft., fly 50 ft. (good) Melee 2 claws +8 (1d4+2) and bite +8 (1d6+2) Special Attacks whisper of madness\*, rend (2 claws, 2d4+3) Spell-like Abilities (CL 7th): At will—cause fear (DC 11), desecrate, detect good, detect thoughts (DC 12), invisibility (self only), scare (DC 12), stinking cloud (13) 1/day—summon (level 3, 1 azizou 35%) \*Not applicable to this adventure

Str 14, Dex 15, Con 11, Int 8, Wis 10, Cha 10 Base Atk +4; CMB +5; CMD 17 Feats Weapon Focus (claw), Weapon Focus (bite) Skills Acrobatics +6, Escape Artist +6, Fly +15, Perception +11, Stealth +13

Languages Abyssal, Common; telepathy 100 ft.

**Tactics:** The corruptor demons remain *invisible* while they attempt to summon other azizou demons hoping the party will concentrate their attacks on these new arrivals. The demons then attack with *scare* and *stinking cloud* to separate and incapacitate the party members before closing in with their rend attacks.

Heavy Stone Door: This massive slab blocks entrance to the tomb. It is not hinged and must be physically scooted aside to gain entry.

**Stone Door:** 4 in. thick; Hardness 8; hp 60; Open (Strength DC 25).

## C8-2. Chamber of Contemplation (CR 6)

This chamber is quiet and peaceful. Stucco walls still hold cracked murals — images showing the life of a pious man in white robes tending to the sick, giving to the poor, and helping the needy. Stone benches line the walls with shallow stone dishes resting on the floor between them for offerings of alms. Whatever violence deposited this structure at the base of the rift did not do so without leaving its mark. The floor is slightly canted and great cracks mar the walls and ceiling, though they are otherwise intact. In the center of the room sits a small stoppered flask made of iron. This chamber once served as a spot for any future pilgrims to sit and quietly contemplate the deeds and service of Gerrant — pictured in the murals. The Chaos Rift was formed and the sepulcher was lost before any pilgrims actually visited, however. Now the rooms are all off-kilter though still intact. Their ceilings are 12 feet high unless the room description says otherwise. The quasit Rat-bait (see Area C8-4) has converted this room into a trap to kill the unwary.

The iron flask on the floor is a decoy. It is actually nothing more than an ordinary flask. However, if the flask is picked up or moved it activates the **Trap** that Rat-bait has constructed. The quasit managed to swindle an erinyes out of some lemure slaves a century ago. He ate one of them but then devised a trap for this room with the other **7 lemures**. A tiny hollow in the floor beneath the flask holds the magically compressed forms of the trapped lemures. They spring out once the trap is activated and attack anyone they see.

IRON FLASK AND LEMURE TRAP CR 6 Type mechanical; Perception DC 20; Disable Device DC 25

**Trigger** touch; **Reset** none **Effect** releases 7 lemures

#### LEMURE DEVILS (7) XP 400

**hp** 13 (*Pathfinder Roleplaying Game Bestiary* "Devil, Lemure")

**CR** 1

## C8-3. Refreshment Cell (CR 7)

This room appears to have been warped by its burial in the rift. The walls and ceiling cant away from the door at a 45 degree angle, but the tan stone of the floor remains perfectly level. In the center of the far wall is a cracked basin that once appeared to be part of a fountain, though it has long since gone dry.

This room was originally intended to serve as a place of rest and refreshment for visiting pilgrims. Pallets could be laid on the floor, and a small fountain fed fresh water to the basin.

**Creature:** The room now rests at a 45 degree angle, but the seemingly level floor is actually a **dun pudding**, a variety of black pudding with an earthy-brown coloration, that completely covers the true floor. A DC 18 Intelligence check notices that the tan floor here is different than the previous floors in of the tomb, which are composed of marble under a tan layer of gritty dirt. The dun pudding attacks anyone standing in the doorway with its reach. It has no treasure.

# DUN PUDDINGCR 7XP 3,200The Tome of Horrors Revised 297N Huge oozeInit -5; Senses blindsight 60 ft.; Perception -5

AC 3, touch 3, flat-footed 3 (-5 Dex, -2 size) hp 87 (10d8+50) Fort +8; Ref -2; Will -2 Defensive Abilities split; Immune ooze traits

Spd 20 ft., climb 20 ft.
Melee slam +8 (2d6+4 plus 2d6 acid plus grab)
Space 15 ft.; Reach 10 ft.
Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

Str 17, Dex 1, Con 21, Int -, Wis 1, Cha 1 **Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped) Skills Climb +11

Acid (Ex) A dun pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a dun pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 20 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a dun pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. If a dun pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 20 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a dun pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a dun pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

## C8-4. Anteroom (CR 12)

Creatures: This room once served as the waiting room between the contemplation chamber and the altar where pilgrims could pay homage to the lost Justicar interred here. It is featureless save for the two inhabitants: the quasit Rat-Bait who discovered this tomb and is the mastermind behind its defense and his daraka demon companion. The daraka demon is a large, dark-skinned humanoid with a black-furred rams head and downward-curving horns and whose flesh is covered by a roiling mass of black scorpions. The daraka demon is under a powerful curse very similar to a *feeblemind* spell. As such his Intelligence has been lowered drastically and the quasit is able to manipulate him and use him as a lumbering bodyguard.

#### **RAT-BAIT XP 600**

Male quasit demon (Pathfinder Roleplaying Game Bestiary "Demon, Quasit")

AC 19, touch 14, flat-footed 17 (+3 armor, +2 Dex, +2 natural, +2 size)

#### **hp** 26

Gear bracers of armor +3 and a bag of holding (Type III) containing 800 gp, 240 pp, an *oathbow*, and a *periapt of proof* against poison

#### **CURSED DARAKA DEMON** XP 19,200

**CR** 12

**CR** 2

The Tome of Horrors Revised 108 CE Large outsider (chaotic, demon, evil, extraplanar) Init +0; Senses darkvision 60 ft.; Perception +26

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size) hp 162 (12d10+96) **Fort** +16, **Ref** +8, **Will** +12 Defensive Abilities scorpions; DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 20

Speed 40 ft.

Melee 2 claws +21 (1d8+9) and bite +20 (2d6+9) Ranged scorpions +11 (1d6 plus poison) Space 10 ft.; Reach 10 ft. Special Attacks scorpions

#### Spell-like Abilities (CL 12th):

At will—chaos hammer (DC 19), deeper darkness, detect good, dispel magic, greater teleport (self plus 50 pounds of objects only), invisibility (self only), unholy aura (DC 21) 3/day—chill touch (DC 16)

1/day—feeblemind (DC 20), shatter (DC 17)

Str 28, Dex 11, Con 27, Int 18 (currently 3 due to curse), Wis 18, Cha 20

Base Atk +12; CMB +22; CMD 32

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claws)

Skills Bluff +17, Climb +21, Intimidate +17, Knowledge  $(arcana) + 8^*$ , Knowledge (Planes) + 8\*, Perception + 26, Sense Motive +18, Spellcraft +16, Stealth +12, Survival +16 \*-8 included due to curse

Poison (Ex) Daraka Scorpion Poison-injury; save Fort DC 24; frequency 1/round for 2 rounds; effect 1d6 Strength damage; cure 1 save. The save DC is Constitution-based.

Scorpions (Ex) A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically bitten for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above).

Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the biting and stinging scorpions and is subjected to their poison. A grappled creature is likewise subjected to the biting of a daraka's scorpions just as if it had attacked the daraka unarmed (see above).

A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

Tactics: The daraka demon can still use his spell-like abilities and does so at the telepathic commands of Rat-Bait but can no longer summon demons or use its own telepathy due to its diminished mental capacity. Rat-Bait ordinarily sits invisibly



on the daraka's shoulder (impervious to the scorpion attacks) and coaches it in using its spell-like abilities on attackers. If the daraka becomes engaged in melee, Rat-Bait flies to the ceiling and changes to its alternate form of a monstrous centipede. He then continues to give the demon telepathic battle instructions. If a good opportunity presents itself, Rat-Bait uses his cause fear to try and scatter party members. This attack makes him visible, and he then becomes invisible again as soon as possible. Opposed Perception checks must be made against his Stealth check to notice the monstrous centipede clinging to the ceiling in the far corner of the room. Rat-Bait attempts to flee if the daraka is overcome.

## C8-5. Altar of Homage (CR 6)

The walls of this room are white stucco, cracked with age and past upheavals of the earth. Murals, now peeling badly, still show the valorous deeds of a knight clad in shining silver armor and wielding a brilliant sword. As they continue around the room's perimeter, they show him defeating all manner of enemies, including rank upon rank of enemy soldiers in some vast conflict of long ago. The murals meet at the center of the back wall where they show the shining knight, mortally wounded, surrounded by many shadowy, evil-looking opponents, the largest of whom bears a massive black spear - the knight's blood on its tip. Before this final mural stands a great block of the finest marble forming an altar. Blue velvet cushions, faded and dusty with age, rest on the floor directly before the altar. Crouched atop the altar is a hideous, vultureheaded, winged demon glaring at you. A mithral chain wraps around its neck and dangles at its side, but does not seem to impede its movements in any way.

This room held the altar where pilgrims could come and give their devotions and last respects to the fallen Justicar. The velvet cushions were for kneeling pilgrims as they prayed at the altar. Hidden beneath the altar is a secret door with an iron ladder leading 30 feet down to Area C8-6 (DC 20 Perception check to notice the faint scratches on the floor and locate the door). The altar can be moved by sliding it aside with a successful DC 25 Strength check.

Creature: As a blessing upon this place Muir sent an angelic hope to greet pilgrims and watch over them. It remained here even after the formation of the Chaos Rift. When Rat-Bait and his minions arrived, they battled the hope, and Rat-Bait managed to ensnare the celestial with his chain of beguiling. Rat-bait gave the hope the appearance of a vrock demon, and now the hope continues in its corrupted duties seeking to slay all visitors to this room seeing them as violators of Gerrant's tomb. Though it fights under the illusion of a vrock, the hope uses its own abilities, weapons and tactics. The illusion of the vrock nullifies the outsider's aura of hope and protective aura. A character with Knowledge (the planes) can make a DC 19 check to realize that the creature is small for a typical vrock and is not using typical vrock abilities. If successful, a second check of DC 26 can then determine that the abilities displayed correspond to those of a hope. The hope can only be rescued from its current state if the chain of beguiling is removed. If that occurs it will continue its duties as guardian of the tomb but will allow the party passage to Area C8-6 if they wish. See the Magic Items Appendix for information on the chain of beguiling. In its natural form, the hope resembles celestial humanoid with feathery wings of purest white, similar in all ways to an angel.

#### **BEGUILED HOPE XP 2,400**

*Creature Collection II: Dark Menagerie* 94 NG Medium outsider (angel, good, shapechanger) **Init** +5; **Senses** darkvision 90 ft., low-light vision; **Perception** +13

Aura protective aura, aura of hope

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural) hp 45 (6d10+12); fast healing 5 Fort +4; Ref +10; Will +19 DR 10/magic; Immune acid, cold, petrification, poison; Resist electricity 10, fire 10; SR 20

**Spd** 30 ft., fly 90 ft. (good)

**Ranged** +1 *composite longbow* +10/+10/+5 (1d8+1/x3) **Spell-like Abilities** (CL 6th):

Continuous—detect evil, see invisibility

At will—aid, bless, charm person (DC 17), consecrate, continual flame, hold person (DC 18), remove blindness/ deafness, remove curse, remove disease, remove fear, remove paralysis

3/day—*cure light wounds, cure serious wounds, restoration* 1/day—*atonement, dispel evil* (DC 21), *sunspear*\* (melee +7/+2, dmg 1d8+1/x3, melee touch +7, ranged touch +12, DC 20)

\*See sidebox

Domain Spell-like Abilities (CL 6th)

7/day—rebuke death, touch of good

Spells Prepared (CL 6th):

3rd—*bestow curse* (DC 17), *cure serious wounds*<sup>D</sup>, *dispel magic, meld into stone* 

2nd—*bull's strength, cure moderate wounds*<sup>D</sup>, *death knell* (DC 16), *inflict moderate wounds* (DC 16), *shatter* (DC 16)

1st—bane (DC 15), cause fear (DC 15), cure light wounds<sup>D</sup>, divine favor, inflict light wounds (DC 15) 0 (at will)—detect magic, guidance, light, resistance

D domain spell; Domains Good, Healing

Str 10, Dex 20, Con 14, Int 18, Wis 18, Cha 22
Base Atk +6; CMB +6; CMD 21
Feats Point Blank Shot, Rapid Shot, Skill Focus (Diplomacy)
Skills Acrobatics +11, Craft (arrows) +10, Diplomacy +18, Fly +17, Heal +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +13, Perform (oratory) +12, Sense Motive +13, Spellcraft +10
Languages Auran, Celestial, Common, Draconic, Sylvan; telepathy 100 ft., truespeech
SQ change shape (humanoid, polymorph), healer's blessing Gear chain of beguiling, +1 composite longbow, 20 arrows

**Aura of Hope (Su)** All creatures of good alignment within 100 ft. of a hope in its true form receive a +2 morale bonus to attack, damage, saving throw, and skill check rolls. Additional hopes do not increase this bonus. The aura of hope dispels the effect of the induce despair ability of the hope's opposite numbers, the despair (see *Creature Collection II: Dark Menagerie* by Sword & Sorcery Studio).

**Change Shape (Su)** A hope can assume the shape of any humanoid race at will and for as long as desired. This ability conforms in all ways as detailed in the *Pathfinder Roleplaying Game Bestiary*.

Ad Hoc XP Award: If the hope is freed, award XP just as if it had been defeated. If it is slain by good characters, it is up to you to determine what penalties occur (if any) for violating their alignment. At the very least, don't award XP to good characters for killing the hope, since the challenge to be bested was the salvation of the hope, not its destruction.

## New Spell

One of the hope's spells originally appeared in Relics & Rituals by Sword & Sorcery Studios. It is included here for your convenience.

#### SUNSPEAR

School evocation [force, light]; Level cleric 3 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Target, Effect, or Area see text Duration 1 minute/level (D) Saving Throw Fortitude partial; Spell Resistance yes

This spell creates a glowing spear of white energy positive energy. At the caster's discretion, the weapon can appear and function as a shortspear, a spear, or a longspear. The caster can wield the *sunspear* proficiently as a melee weapon with an enhancement bonus to attack and damage rolls of +1, plus an additional +1 per 3 caster levels above 5th level. The spear glows brightly providing illumination as per the *light* spell.

The caster can also use the sunspear to make a single melee touch or ranged touch attack in order to cure or inflict damage. The *sunspear* 's enhancement bonus applies to this attack. The *sunspear* can be hurled up to the maximum range of the spell with no penalty to the roll. A successful attack results in a brilliant blast of positive energy inflicting 2d4+2 points per caster level. The victim must also make a Fortitude save or be blinded for 1d4 rounds.

If the caster elects to use the healing effect, she must touch a willing ally or make a ranged touch attack to a distant ally. If successful, the recipient is surrounded in a bright nimbus of white light and cured of 2d4+2 points per caster level. As with other positive energy effects, this effect damages undead. Any excess hit points over the target's normal maximum, gained for the effect, remain for 1 round per caster level as temporary hit points.

When the *sunspear* is used for either the special attack or healing effect, the spell ends regardless whether or not the touch was successful.

## C8-6. Burial Chamber of Gerrant (CR 18)

This chamber is under the effects of a permanent *hallow* spell with the secondary effect of *zone of truth*.

A feeling of immense peace and sanctity fills this vaulting subterranean chamber. White stucco covers the walls and domed ceiling, and unlike elsewhere, shows no signs of cracking or peeling. The murals painted here are still as vivid as if they were done yesterday. All along the walls are painted rows of kneeling robed pilgrims, heads bowed with reverence or despair, all facing the far end of the room. The holy symbols of many good and neutral religious orders are present on their robes and in their hands. The 20-foot dome above is painted like a cerulean sky with wispy white clouds. Gathered among these clouds are numerous angels and celestial beings, all weeping and likewise facing the room's far end reverently.

Near the room's far end is a pedestal holding a massive spear point still attached to part of a broken shaft. The point itself is of some dark metal pitted with corrosion and stained with long-dried blood and foul ichors. Next to this wicked-looking weapon on the pedestal is a large blacksmith's hammer forged of cold iron and heavily scarred with a network of fine cracks in its head. Between these two is a cloven skull. Beyond the pedestal rests a crystal bier. Upon it is the beatific form of handsome knight — the one depicted in the murals — lying in repose with a peaceful expression as if merely sleeping. Shining plate armor covers the knight from neck to feet, marred only by a large gash in the breastplate. Clasped in his gauntleted hands upon his breast is a sword that glows with light like a torch.

This is the final resting place of Gerrant the Last Justicar who was slain during the Battle of Tsar by a foul cambion cloud giant. The corpse is perfectly preserved by a permanent *gentle* repose effect, though it cannot be resurrected due to the nature of its death. The corpse wears full plate armor that was once magical but has been irreparably damaged by the huge gash in its breastplate that shows signs of acidic corrosion around its edges. The sword clasped in its hands is a +2 holy brilliant energy bastard sword, the famed Sword of Gerrant. Hidden beneath the suit of armor (DC 21 Perception check) are an amulet of natural armor +3 and a silver holy symbol of Muir (25 gp). The weapons on the pedestal are the cambion's spear that slew Gerrant and the hammer that forged it. The spear is of Huge size and is forged of some unidentifiable metal pitted and corroded. A palpable feeling of evil hangs over it though its enchantment was broken when the weapon itself was destroyed. It cannot be salvaged. The hammer is cold iron but was so badly damaged in the creation of the giant's spear that its head will fracture into a thousand pieces if ever struck against anything. It cannot be repaired either. The skull is that of a human, the wound obviously fatal.

**Creature:** Five minutes after the party enters this chamber, or sooner if they disturb the body or any of the weapons, they encounter the **ghost** of Gerrant. This spectral figure appears above the corpse on the bier and has ethereal versions of the armor and sword, though the ethereal armor is undamaged. Its sword functions as a *ghost touch* blade in its hands rather than brilliant energy. It does not attack but will defend itself if necessary. If the party has no characters of chaotic evil alignment, the ghostly Justicar speaks to them. Read the following text.



"I am Gerrant of the Holy Order of the Justicars. Look upon my mortal remains and weep, for I was laid low by betrayal most foul. I swept through the hordes of Orcus beside my boon companion Alaric, and none could stand before us on the field of battle. Demons quailed at our approach. Where united we could not fall, in division the Demon Prince created our undoing. Alaric was called away to defend his home at the holy city of Tircople from barbaric invasion instigated by Orcus. I alone remained of the Justicars to fight for our cause.

"A captain of the Army of Light, whose name has been stricken from memory by the gods for his betrayal, led his company into an ambush knowing that I would come to help them at their call. I arrived to find it all an elaborate trap. The captain's company consisted of only the walking dead, previously slain through treachery and raised again to lure me to my peril. The company of undeath turned on me as did their attackers, a swarm of demons. But last came the linchpin in the ambush, a foul cloud giant of demonic blood wielding a spear forged of darkness. I smote the captain and called upon the power of Muir to rout the demons and undead, but the fiend-giant used my distraction to pierce my chest and lay me low.

"The betrayal weighs heavy on my soul, and I cannot rest easy. The treacherous captain has been dealt with, and the fiend-giant was slain by my vengeful allies, his wicked spear destroyed. Even the hammer that forged the instrument of my demise was claimed from the field of battle. All that remains is the anvil upon which the spear was formed. The existence of that is all that anchors me here to this place. Any who would recover the anvil from the ruins of the city and return with it here would be forever called my friend. I know not where it lies; only that it still exists within the precincts of the temple-city. Despoil not my tomb and return with the item I seek so that I may rest, and I will grant you a boon of inestimable worth. Heed the words of the Last Justicar, and serve the will of the Three Gods."

After giving his monolog, the ghost disappears. It reappears only if the party returns to the tomb with the anvil in question or if someone attempts to despoil its mortal remains. The anvil can be found in the ruins of Tsar, and that outcome will be covered in the upcoming adventure Slumbering Tsar: Temple-City of Orcus. If anyone attempts to despoil the fallen knight, then the ghost appears and fights until all such intruders are destroyed. If the ghost is destroyed it forms again after 24 hours once again with ethereal versions of its equipment. See the appendix for information on the Justicar prestige class by Necromancer Games.

#### **GERRANT OF GILBOATH CR** 18 XP 153.600

Male human ghost paladin 10 /Justicar of Muir 7 (see Prestige Class Appendix)

LG Medium undead (augmented humanoid, incorporeal) Init +7; Senses darkvision 60 ft.; Perception +25 Aura aura of courage (10 ft.), aura of resolve (10 ft.), good

AC 18, touch 18, flat-footed 10 (+7 deflection, +1 Dex) (vs. ethereal) AC 27, touch 11, flat-footed 26 (+13 armor, +1 Dex, +3 natural)

**hp** 227 (10d10+70 plus 7d10+49 plus 10) **Fort** +25; **Ref** +15; **Will** +23

Defensive Abilities channel resistance +4, divine grace, incorporeal, rejuvenation; Immune charm, disease, fear, illusions, undead traits

Spd fly 30 ft. (perfect)

Melee +2 holy ghost touch sword +24/+19/+14/+9 (1d10+6/19-20) or corrupting touch +20 (18d6, Fort DC 25 half)

Special Attacks channel positive energy (DC 22, 5d6), enemy of evil, mark of justice, scourge of evil, smite evil 4/day (+7 Atk/+10 dmg), sword of courage, telekinesis

**Spell-like Abilities:** 

At will—detect evil (CL 10th) 2/day—zone of truth (DC 19, CL 17th)

Spells Prepared (CL 14th):

4th—break enchantment, neutralize poison

3rd—daylight, dispel magic, magic circle against evil, remove blindness/deafness

2nd—eagle's splendor, owl's wisdom, remove paralysis, resist energy, shield other

1st—bless, bless water, cure light wounds (x2), lesser restoration, protection from evil

Str — (19 ethereal), Dex 16, Con —, Int 15, Wis 18, Cha 24 Base Atk +17; CMB +20 (+21 vs. ethereal); CMD 37 (34 vs. ethereal)

Feats Blind-Fight, Exotic Weapon Proficiency (bastard sword)<sup>B</sup>, Improved Bull Rush, Improved Initiative<sup>B</sup>, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Unseat, Weapon Focus (bastard sword)

Skills Diplomacy +20, Fly +6, Handle Animal +18, Heal +17, Knowledge (nobility) +15, Knowledge (religion) +15, Perception +25, Ride +18, Sense Motive +17

Languages Celestial, Common, Giant

SQ celestial companion (none currently), discern lies 2/day, divine bond (mount—none currently), lay on hands 12/day (5d6), mercy (fatigued, sickened, poisoned), shield of truth, true seeing

**Gear** +4 full plate armor, amulet of natural armor +3, +2holy ghost touch bastard sword, silver holy symbol of Muir (25 gp)

## Muir, Goddess of Virtue and Paladins

This deity appeared in Bard's Gate and other products by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Lawful Good

Domains: Law, Good, Protection, War Symbol: Blood-red upraised sword on a white background Garb: White wool robes with an upraised sword and hand in red.

Favored Weapon: Longsword or bastard sword Form of Worship and Holidays: Regular worship and fasting on the eve before known battle or before confirmation or promotion of the ranks of the faithful.

Typical Worshippers: Humans and paladins

Muir is the sister of Thyr. While he represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a darktressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of paladins known as the Justicars are sworn to her service. Muir expects self-sacrifice, humility, and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Justicars, a prestige class of paladins imbued with even greater holiness. Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. Her worshipers must be lawful good. The falcon is her sacred animal. She is the tireless foe of all evil creatures and undead, demons, and devils in particular are her sworn enemy.

## C9. The Chaos Deeps (CR II)

This section of the rift lies the deepest beneath the ground at almost 2,500 feet. The broken ground rises gradually around it to around 2,000 feet, though even that portion lies in a narrow canyon between two high points so that the bottom here is almost perpetually in shadow. In addition a chill breeze seems to perpetually blow through this portion making a constant susurrus that provokes travelers to continually glance over there shoulder as if expecting to find someone standing behind them. Whether a result of the temperature or this eerie sensation of not being alone, anyone in the Deeps finds themselves subject to constant goose bumps and sudden chills.

The remnants of Chaos and the anguish it brought remain especially strong here. While in this area roll encounters on the Random Encounter tables in Chapter 3 twice as often as usual. If the result is not a chaos beast or some form of incorporeal undead, roll again. If it still comes up with a result other than one of those, then there is no encounter as those are the only creatures that willingly enter this area.

When the party has descended to this lowest point, read the following boxed text:

The canyon walls feel as if they are closing in on you as you descend ever lower. The temperature drops and a whispering wind picks up around you prompting you to fancy catching glimpses of something out of the corner of your eye. Finally you reach what must be the bottom of the rift. Here the land seems to rise all around you. Strangely in the shadowed darkness you see what appears to be a pattern of luminosity on the rock wall that spreads up and away from you in both directions. Closer examination reveals it to be white bones, partially exposed to the air, buried in the rock face in complete humanoid skeletons. It appears as if rank upon rank of dead warriors stand above and around you in ever-silent parade rest. There are hundreds of this extraordinarily intact skeletons imbedded in the wall. Then you notice that each has extra bones at its shoulders, like those of great wings, and here and there in the rock still exists a feathery imprint. It is with a sinking in the pit of your stomach that you realize the true horror and impact of what you are seeing. Before you are the remains of hundreds of slaughtered angels!

This area truly holds the rift's most horrible secret. Tens of thousands of members of the Army of Light were killed when the magic was unleashed that formed the Chaos Rift. Hit the hardest though, were the celestial contingents sent to assist the cause of men in their deadly strife against the demon priests. The bulk of this heavenly host of angels, archons, and celestials was thus destroyed in one fell blow; thousands of souls of light forever lost to their homes in paradise. Among those who fell here were the great celestial generals Nimrod and Lord Karask. Such was the might of the magical devastation that these corpses were buried nearly a half mile under the earth. Yet so hardy was the stuff of their substance that they remained largely intact and soon became exposed again as erosion took its toll on the rift walls. The angelic skeletons extend hundreds of feet back into the bedrock here.

Creature: Unfortunately what should be a sanctified place in memoriam to the tragic loss that occurred is so infected with the remnants of Chaos magic and death that the party will find little respite here. The effects of these combined with the vast

quantity of bones available has spontaneously generated an ossuary golem. This massive construct rips itself free from the canyon wall in one round, the skeletons tumbling in to assume their place in this massive conglomerate, whenever living beings pass within 30 feet of it. When the battle is over, unless destroyed, the bones separate and resume their positions in the rock wall.

#### **OSSUARY GOLEM** XP 12,800

**CR** 11

hp 96 (see Monster Appendix)

## C10. The Pillars of Orcus (CR varies)

Read the italicized portion of the boxed text if the party is seeing it at night.

Two rock pinnacles soar high from the base of the rift to the level of the lands above — over 1,500 feet in all. Their sides are darkly shadowed or stained as if composed of an entirely different rock than the rest of the rift. At the top, dark birdlike shapes are visible perched on the edge of the precipice. At the base of both of these rock pillars are massive crystals embedded in them and the surrounding bedrock. Great bolts of energy arc between the two columns with a green glare. They seem to originate at the crystals and then climb the space between the rocks before dissipating at the top. A faint buzz sounds and you catch a whiff of ozone on the air.

These strange pinnacles are of a different stone than that naturally occurring here. In fact, the shadowy black rock originates from the Abyss itself, Orcus's home plane, and came here as a byproduct of the powerful forces unleashed in the devastation. They are known as the Pillars of Orcus. The rock has a slightly greasy feel to the touch, but otherwise has all of the qualities of the terrestrial stone of the rift. The huge crystals embedded in the rock and the surrounding ground also appeared as byproducts of the magical catastrophe and are, in fact, residual manifestations of the great amounts of chaos magic that were used here. They are dormant during the day, but at night part of their ambient magic is released in the electrifying light display described above. These arcs of power only occur directly between the two columns. Anyone foolish enough to step into this area while they are active must make a DC 30 Fortitude save or take 10d6 points of electricity damage and 5d6 points of chaos damage. A successful saving throw results in half damage. Anyone slain by this energy is immediately transformed into a chaos beast.

Every minute that the party spends at the base of one of these pillars, day or night, they have a 20% chance of encountering a chaos beast. They immediately attack anyone they see, even each other if they encounter examples of the other species.

At the base of each of the pillars of rock on the eastern side is the beginning of a hidden trail that rises to wrap around it in ever ascending circuits all the way to the top. These paths can be located by DC 23 Perception checks. They rise 1,500 feet to the top of the pillars at a fairly steep slope and are no more than 2 feet wide. The tops of the pillars are flat, featureless plateaus that are used day and night as roosts for large numbers of dread ravens. These evil avians are naturally drawn to the evil nature of the rock formations and the tops are strewn with their foul droppings and molted feathers. At any given time there are 3d6

dread ravens atop each pinnacle. They defend their territory against all intruders whether by trail, climbing, or flight.

While the pillars are strange and dangerous enough as is, they have one other hidden feature that is not discoverable except under certain circumstances. If one of the trails up the side of the pillars is climbed after dark, the climber finds a destination unlike they expected. For after dark, the act of following these strange paths causes the climber to pass through a portal into the layer of the Abyss that serves as home to the Demon Prince of the Undead himself. This affect only occurs at night if one of the paths is climbed from bottom to top. Climbing the side of the pillar, flying to the top or walking the path from top to bottom rather than bottom to top precludes the character from encountering the portal. It is possible for one character walking up the path to encounter the portal while one flying beside him would merely see him disappear. Those actually on the path are unaffected by the arcs of electricity between the pillars. This strange phenomenon has caused the mysterious disappearance of more than of the few adventurers who have dared brave the dangers of the Chaos Rift.

The entrance into this portal is a sudden event that occurs, not a gradual process. The only change noticeable to the walker is that the wind suddenly picks up and that the stars fade from sight. At that point the walker is in a transitional point in between the planes. The path suddenly widens to 10 feet and around the next corner awaits a **glabrezu demon** guardian. Only if the character or characters somehow win past the demon and reach the top of the pillar by way of the path are they fully transported into the Abyss. Prior to reaching the top they can turn back or leave the path and return to their own world. Once the top is reached, the portal closes and the character has to find his own way home — a great reward for disciples of Orcus, but a less appealing prospect for others. For all practical purposes consider a PC who makes the journey as lost, unless you wish to prepare encounters and play out the character's (probably short) adventures in the Abyss. The disciples of Orcus are unaware of the peculiarity of this site but would find such information extremely valuable and would likely move in force to control the area.

#### CHAOS BEAST

**XP 3,200** 

CN Medium outsider (chaotic, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +11

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) hp 52 (8d10+8) Fort +6; Ref +6; Will +2 Immune critical hits, transmutation; SR 15

#### **Spd** 20 ft.

**Melee** 2 claws +10 (1d4+2 plus corporeal instability) **Special Attacks** corporeal instability Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +8; CMB +10; CMD 21 Feats Alertness, Dodge, Improved Initiative, Mobility Skills Acrobatics +9, Climb +10, Escape Artist +9, Perception +11, Sense Motive +10, Stealth +9

**Corporeal Instability (Su)** A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils.

The save DC is Constitution-based. An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not an affliction and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration, heal,* or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

#### DREAD RAVENS (3d6) CR 2 XP 600

**hp** 13 (see Area A7-1)

**CR** 7

#### GLABREZU DEMON CR 13 XP 25,600

hp 186 (Pathfinder Roleplaying Game Bestiary "Demon, Glabrezu")

The exploration of the Desolation continues, and finally glimpsed are the walls of the wretched city itself. But what cruel dangers and tragic tales await those who trod where thousands fought and died in *Slumbering Tsar: The Desolation, Part 3—The Western Front*?

# Monster Appendix

## Gargoyle, Spitting

A grotesque winged humanoid, it has a stony hide and wickedly-pointed horns. Its mouth is a gaping "O" like a water spout, and its chin is stained with a green patina of corrosion.

## SPITTING GARGOYLECR 5XP 1,600CE Medium monstrous humanoid (earth)Init +2; Senses darkvision 60 ft.; Perception +10

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 52 (5d10+20 plus 5) Fort +5; Ref +6; Will +4 DR 10/magic

**Spd** 40 ft., fly 60 ft. (average) **Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2) **Special Attacks** acid spit

Str 15, Dex 14, Con 18, Int 10, Wis 11, Cha 7 Base Atk +5; CMB +7; CMD 19 Feats Hover, Skill Focus (Fly), Toughness Skills Fly +13, Perception +10, Stealth +12 (+16 stony environs), Survival +8; Racial Modifiers +2 Perception, +2 Stealth (+6 in stony environs)

Languages Common, Terran SQ freeze

#### Environment any

**Organization** solitary, pair, or nasty (5–16) **Treasure** standard

Acid Spit (Ex) 30-foot line, once every 4 rounds, damage 3d6 acid, Reflex DC 16 half. The save DC is Constitution-based. Freeze (Ex) A spitting gargoyle can hold itself so still it appears to be a statue. A spitting gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Like its cousin the common gargoyle, spitting gargoyles are cruel creatures taking great delight in torturing others just to watch their suffering. Before closing to attack with their melee attacks, spitting gargoyles often dive to use their acid spit attacks initially to soften up their targets. Other than the variations mentioned here, they in all other ways conform to the standard gargoyle as detailed in the *Pathfinder Roleplaying Game Bestiary*.



#### MONSTER APPENDIX

## Golem, Spontaneous - Ossuary Golem

A massive amalgamation of jagged bones bears a multitude of wickedly-clawed arms and a head formed of numerous skulls held in place together. It moves quickly on its many limbs before rising to its full height of 12 feet and bringing its four skeletal arms to bear.

#### **OSSUARY GOLEM**

**CR** 11

XP 12,800 N Large construct Init +4; Senses darkvision 60 ft., low-light vision; Perception +20

AC 13, touch 9, flat-footed 13 (+14 natural, -1 size) hp 96 (12d10+30) Fort +4; Ref +6; Will +6 Defensive Abilities disassemble; DR 10/adamantine and bludgeoning; Immune construct traits, magic

Spd 40 ft. Melee 4 slams +18 (2d10+6 plus wounding) Space 10 ft.; Reach 10 ft. Special Attacks wounding

Str 22, Dex 10, Con —, Int 2, Wis 14, Cha 10 Base Atk +12; CMB +19; CMD 29 (37 vs. trip) Feats Cleave, Improved initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (slam) Skills Disguise +0 (+20 as pile of bones), Perception +20, Stealth –4 (+26 among other bones); Racial Modifiers +20 Disguise as pile of bones, +30 Stealth when among other bones such as battlefields, catacombs, etc.

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

Disassemble (Ex) When at rest with no living prey nearby, an ossuary

golem as a free action separates into its component skeletons that lie inert in true death. In this form it is immune to all damage short of disintegration. As a free action, an ossuary golem can reassemble into its conglomerate form to attack. While living prey is nearby, an ossuary golem will not use its disassemble ability. Use of this ability does not provoke attacks of opportunity. **Immunity to Magic (Ex)** An ossuary 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.

An *animate dead* spell causes several of the golem's bones to temporarily fall away from its body which slows (as the slow spell) the golem for 1d4 rounds.

A raise dead spell with a successful touch attack deals 5d6 points of damage.

A resurrection spell with a successful touch attack deals 1d6 points of damage per caster level (15d6 maximum).

A speak with dead spell stuns the golem for 1 round as the spirits of the many deceased temporarily confuse it while vying for control of their individual bodies.

A *true resurrection* spell with a successful touch attack deals 10 points of damage per caster level to a maximum of 150 points at 15th level (as the harm spell).

**Wounding** (Ex) The jagged, bony claws of an ossuary golem function as *wounding* weapons, dealing 1 point of bleed damage per hit. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a 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. Creatures immune to critical hits are immune to this bleed damage.

Spontaneous golems are constructs, much like the more common golem varieties, but they have no creator and are completely independent. A place of great pain, great fear, or great sorrow may, if conditions are just right, become the birthplace of one of these hideous, soulless things. These rare and possibly unique creatures possess a degree of cunning spurring them on in whatever violent impulse takes them. Ossuary golems form only after many souls were slain in some catastrophic calamity and large quantities of intact bone lie exposed for long periods of time.

An ossuary golem cannot speak. It walks with a spindly though agile gait. Composed entirely of dry bones calcified into hardened rods, it weighs only 200 pounds.

An ossuary golem is vicious in combat raking with its many claws leaving horrid wounds in their wake. Typically it focuses its multitude of attacks on a single opponent until the target is reduced to bloody ribbons before moving on to another.

Based on the Spontaneous Golem type from *Creature Collection III: Savage Bestiary* by Sword & Sorcery Studios.



57

#### **MONSTER APPENDIX**

## Screamer

Racing toward you is a ghostly form like the tattered shreds of a translucent pennant. It retains a vaguely humanoid form trailing behind its forward-facing head. Hollows mark its eyes above its most distinguishing feature, a gaping mouth locked in a perpetual scream—like a maw opening into eternal darkness.

**CR** 4

SCREAMER XP 1,200 CE Medium undead (incorporeal) Init +7; Senses darkvision 60 ft.; Perception +6

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex) hp 34 (4d8+16) Fort +5; Ref +4; Will +4 Defensive Abilities channel resistance +2, incorporeal, rejuvenation; Immune undead traits

**Spd** fly 80 ft. (perfect) **Melee** incorporeal touch +6 (1d4 Charisma drain) **Special Attacks** Charisma drain, malevolence, scream of hopelessness, suicidal frenzy

Str —, Dex 16, Con —, Int 6, Wis 11, Cha 18 Base Atk +3; CMB +6; CMD 20 Feats Flyby Attack, Improved Initiative Skills Fly +16, Perception +6, Stealth +9

**Environment** any **Organization** solitary, gang (2–4), or swarm (6–11) **Treasure** none

Charisma Drain (Su) A screamer causes 1d4 points of Charisma drain each time it hits with its incorporeal touch attack. On each successful attack, it gains 5 temporary hit points. Malevolence (Su) Once per round, a screamer can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the screamer's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability the screamer must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 16 Will save, but the target adds (or subtracts) its Charisma modifier to this saving throw roll. A creature that successfully saves is immune to that same screamer's malevolence for 24 hours, and the screamer cannot enter the target's space. If the save fails, the screamer vanishes into the target's body. Screamers prefer to use this attack after having made several Charisma drain attacks to weaken a target's resistance. The save DC is Charisma-based.

**Rejuvenation (Su)** A screamer cannot be killed through simple combat. If reduced to 0 hit points it disappears only to reform 24 hours later. The only way for a screamer to be truly laid to rest is for it to die while possessing a host body with its malevolence ability. When the body dies, the screamer spirit ceases to exist.

**Scream of Hopelessness (Su)** Once every hour, a screamer can loose a horrific, mournful scream. Any living creature within hearing distance of this scream (it can carry up to a mile outdoors) must succeed on a DC 16 Will save or become shaken for 2d4 rounds. This is a sonic, mind-affecting fear attack. Creatures that successfully save cannot be affected by the same screamer's scream of hopelessness for 24 hours. The effects of multiple screamers' screams cannot stack. The save DC is Charisma-based.

**Suicidal Frenzy (Su)** If a screamer succeeds in possessing a target with its malevolence ability, it immediately begins to make suicidal attacks on the possessed body with the body's own weaponry. Each round, the screamer uses the body's full



attacks to direct its weaponry against itself. It uses the possessed victim's attack and damage modifiers and must only succeed on an attack against the body's flat-footed armor class. Damage, including the possibility of critical hits, is rolled normally. Due to the inhabiting spirit, the possessed body continues its attacks even between -1 and -9 hit points, though only single attacks can be made at this point. If the possessed body is made helpless the screamer departs to find another target. If the possessed body dies, the screamer's spirit is destroyed as it goes to its final rest.

These terrible undead are the remnant of soldiers who have fallen to the horrors of mass conflict and warfare. Whether each of these creatures is the remains of a single fallen soldier or a conglomerate of the scarred psyches of several such casualties remains up for debate, however what is known as that all of these creatures harbor an unending hatred of the living and an unceasing quest for the release of death. These mutual drives combine to create a horrifying fate for all those unfortunate enough to encounter a screamer.

A screamer retains no language.

In combat a screamer emits a continual piercing keen which rises in volume and pitch to become its scream attack. It uses this in conjunction with its charisma-draining touch to wear down its victim and make them susceptible to its malevolence attack. A screamer attack that is completely successful always ends in the creature's own destruction.

#### MONSTER APPENDIX

## Shadow Dire Bear

A looming shadow like that of a massive bear with claws like sickles rises before you.

#### SHADOW DIRE BEAR CR 10 XP 9,600 CE Large undead (incorporeal)

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

AC (incorporeal) 13, touch 13, flat-footed 11 (+2 deflection, +1 Dex, +1 dodge, -1 size) *or* AC (partially corporeal) 18, touch 11, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, -1 size) hp 90 (12d8+24 plus 12) Fort +6; Ref +5; Will +9 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits

**Spd** fly 40 ft. (good) **Melee** 3 incorporeal touches +10 (1d6 Strength damage) or claw +19 (1d6+10 plus grab) and bite +18 (1d8+10) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** create spawn

Str 31, Dex 13, Con —, Int 2, Wis 12, Cha 14 Base Atk +9; CMB +11 (incorporeal) or +20 (partially corporeal); CMD 24 (incorporeal) or 32 (partially corporeal) Feats Dodge, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (claw), Weapon Focus (incorporeal touch) Skills Fly +10, Perception +11, Stealth +4 (+8 dim light);

Racial Modifiers +4 Stealth in dim light (-4 in bright light) SQ partially corporeal

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

**Create Spawn (Su)** Any animal reduced to Strength 0 by a shadow dire bear becomes a shadow animal within 1d4 rounds. It is not under the control of its killer but attacks all living targets immediately.

Grab (Ex) While partially corporeal, a shadow dire bear that hits with a claw attack can then attempt to start a grapple as a free action without provoking an attack of opportunity. The grapple is lost if the shadow dire bear becomes incorporeal again. If the shadow sire bear gains a hold, it automatically deals bite damage each round that the hold is maintained. Partially Corporeal (Su) As a move action a shadow dire bear can become partially corporeal without provoking attacks of opportunity. It can likewise resume its incorporeal state as a move action without provoking attacks of opportunity. While in its partially corporeal state the shadow dire bear benefits from its natural armor and its Strength bonus for attacks and damage. In this state its attacks have a 20% chance to ignore natural armor, armor, and shields. Likewise, though attacks against it with magic weapons can hit normally, it can ignore damage from attacks with normal weapons from a corporeal source 50% of the time. It does not retain any of the other incorporeal traits while in this state.

**Strength Damage (Su)** The touch of a shadow dire bear while incorporeal deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

A strange incarnation of sentient darkness and feral rage, this is an incorporeal form of a dire bear that resembles its earthly form in all other respects. Its origin lies in the strange result of a shadow's create spawn ability affecting an animal. How such an outcome occurred is anyone's guess, but sages in the lore of undeath have been unable to recreate it since.

It is difficult to see in dark or gloomy places but is clearly visible in bright illumination. Like a dire bear the shadow dire bear is over 12 feet long, but it is weightless except when partially corporeal when it weighs about 1,000 lb.

A shadow dire bear attacks aggressively like its living counterparts with its incorporeal claws and bite alternating this with its grab and tearing claws as it becomes partially corporeal.

# Magic Item Appendix

## **CHAIN OF BEGUILING**

Aura moderate enchantment, illusion; CL 10th Slot none; Price 90,000 gp; Weight 2 lb.

#### DESCRIPTION

A 10-foot length of mithral chain, these silvery links when wrapped around a size Large creature or smaller require a DC 24 Will save, or the creature comes under the influence of a suggestion as if cast by the wielder of the chain. Penalties to this suggestion apply based on its reasonableness just as the spell. The affected creature will not willingly remove the chain and will perform this suggestion as long as the chain remains upon it. In addition, the wielder of the chain can create a *seeming* effect to mask the creature as the spell as long as it wears the chain (Will DC 25 to disbelieve if interacted with). The chain itself remains visible but can be disguised as a decorative belt of links, etc. if the wielder so chooses. The chain can easily be removed if the recipient is so commanded by the wielder but will not do so otherwise. Anyone else attempting to remove the chain must succeed at grappling and then pinning the creature long enough for another to remove it with a standard action. If the creature is incapacitated, the chain can be removed with ease.

#### CONSTRUCTION

Requirements Craft Wondrous Item, mind fog, seeming, suggestion; Cost 45,000 gp

# Prestige Class Appendix

The following prestige class originally appeared in association with *D1: The Tomb of Abysthor* by **Necromancer Games**. It is updated and included here for your convenience.

## Justicar of Muir

A Justicar of Muir is the living embodiment of the first and most important of the triune virtues of Muir — Truth. As an embodiment of truth, and in keeping with the strictness of Muir, a Justicar of Muir must follow an extremely strict moral code beyond that required of a common paladin. The benefit of this purity and stricture is awe-inspiring — eventually allowing the Justicar of Muir to become an avatar of Muir herself.

**Role:** Justicars of Muir are the elite paladins in the worship of Muir. While there may be many paladins of Muir, there can never be more than 13 Justicars of Muir alive at any one time. The leader of the Justicars of Muir is known as the Grandmaster. The grandmaster must be a Justicar of at least 8th level.

Because the worship of Muir has waned substantially, it would be appropriate if there were no current Justicars in your game world and no priests of the necessary level to ordain a Justicar — thus requiring the PCs to find Flail's spirit or free Abysthor to locate a priest capable of ordaining a Justicar (see *D1: The Tomb of Abysthor* by **Necromancer Games**).

Alignment: Lawful good.

Hit Die: d10.

## Requirements

To qualify to become a Justicar of Muir, a character must fulfill all of the following criteria.

**Class:** A Justicar must have at least 3 paladin levels and may not be a ex-paladin. In addition, the PC must have taken his last level as a paladin prior to becoming a Justicar. Thus a person who takes 3 levels of paladin and then 7 levels of cleric cannot be a Justicar, though a person who has taken 7 levels of cleric and then 3 levels of paladin could be a Justicar.

#### Deity: Muir.

**Skills:** Knowledge (religion) 8 ranks, Sense Motive 2 ranks, Diplomacy 2 ranks.

Quest: A Justicar-to-be must complete an arduous quest of some significance to Muir to demonstrate his worth to Muir before he may be ordained (see below).

**Ordination:** This is the most difficult of the requirements to become a Justicar. A Justicar of Muir must be ordained by a person with to power to ordain Justicars. This power is only held by clerics of Muir of 13th level or higher and clerics of Thyr of 16th level or higher. Once the Justicar-to-be proves himself worthy by a quest (see above), the ordaining priest must cast *bless, zone of truth, prayer, discern lies, mark of* 



*justice, righteous might,* and *holy word* upon the Justicar-tobe. This ordination ritual also requires the presence of a holy relic of Muir, such as the *Stone of Tircople,* the *Holy Sword of Karith,* or the *Sword of Gerrant.* Ordination should be a difficult and arduous process. A PC should not be allowed to become a Justicar of Muir simply because he meets the other prerequisites.

## **Class Limitations**

Justicars must follow a strict and rather unforgiving moral code. Failure to follow these rules may result in the PC becoming a ex-Justicar.

**Alignment:** A Justicar must be lawful good. In addition to the strictures placed on a paladin, a Justicar must live by the following additional limitations:

**Reject Cohorts and Henchmen:** A Justicar may never gain followers, cohorts, henchmen, or hirelings. If, at the time of becoming a Justicar, the character has followers, cohorts, henchmen, or hirelings, he must renounce them and free them of their bonds of fealty or obligation. In addition, a Justicar may not hire men-at-arms. A Justicar may retain his special mount, if gained while a paladin. Once slain, however, a Justicar may not call a new mount. The only exception to this limitation is that a Justicar may retain his falcon familiar (see below) as long as he remains a Justicar. Willful disobe-

#### PRESTIGE CLASS APPENDIX

dience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (accidentally obtaining a cohort because the cohort was enchanted to follow you, for example) requires *atonement* and the Justicar must break the enchantment and rid himself of the cohort as quickly as possible. A simple offer by a prospective follower or cohort to follow you, if rejected, does not constitute disobedience. This requirement does not prevent a Justicar from traveling with companions.

**Reject Property:** A Justicar may not own real property land, buildings or other holdings, nor may he circumvent this by having agents or friends hold such property in his name. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inherited land, for example) requires *atonement*. A gift of land, if rejected, does not constitute disobedience.

**Reject Wealth:** A Justicar may not possess more material wealth than is required to feed, clothe, and house his person in a modest fashion (usually no more than 100 gp). Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inheriting wealth, for example) requires *atonement*. A gift of money or wealth, if rejected, does not constitute disobedience.

**Reject Material Property and Magic:** A Justicar may not carry more than his arms and armor, a pack with simple equipment, equipment for his mount, simple religious items, and simple clothes. He may not possess ornamental items. He may not possess magic items other than his arms and armor. He may, however, carry and use potions and scrolls created by priests of Thyr and Muir. Aside from arms and armor, all a Justicar need possess is faith in Muir. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience requires *atonement*. Having a barred item hidden on you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately rejects the item once discovered.

Reject Disguise: As an embodiment of Truth, a Justicar may not thwart truth, regardless how noble the goal. Though he may tolerate it in others, a Justicar will not willingly disguise himself, accept magic intended to conceal or disguise his person or qualities, nor may he use protective magic based on disguise or hidden appearance. He will counsel against his companions using such tactics, though he will not split with persons who are otherwise good-aligned as a result of their use of such tactics. The Justicar simply will not take part in them. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (having a disguising spell cast upon you by a friend against your will) requires atonement. Having a disguise or concealment spell cast upon you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately seeks to undo the disguise.

**Reject Falsehood:** A Justicar may not lie, regardless of how noble the goal. Lying means active deception. Standing silent or failing to answer a question is not lying. However, if a Justicar fails to answer a question because of an intent to deceive, he must do atonement. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (being magically compelled or otherwise forced to lie against your will, for example) requires *atonement*. Because a Justicar embodies Truth, the GM is encouraged to demand the strictest compliance to this principle.

**Ex-Justicars:** If a Justicar violates any of the strictures above, he becomes an ex-Justicar. He loses all Justicar spells and

## Justicars in the Necromancer Games / Frog God Games World

The world in which The Slumbering Tsar Saga and the modules of Necromancer Games are set, depicts a time when newer gods have replaced the older gods, such as Thyr and Muir. Their powers are on the decline. There are currently no living Justicars of Muir in the world, nor were there any when Canaara came to visit the priests of Thyr and Muir and captured the famed Holy Sword of Karith (see module L1: Demons and Devils by Necromancer Games for more details). The heyday of the Justicars was the time of the rule of the Second and Third High Lords, who ruled from the holy city of Tircople before its downfall during the time of the Battle of Tsar. The ordination of a Justicar of Muir should be an event for the world to notice symbolizing the resurrection of the power of the older gods and a warning sign to all creatures of evil. Most current religions believe Justicars are but exaggerated myths. Using a similar theme of decline and redemption in your campaign would serve to highlight even further the PC's quest to become a Justicar. Certainly, recovering the Holy Sword of Karith (L1: Demons and Devils), freeing Abysthor from his imprisonment (D1: The Tomb of Abysthor), or resolving the ancient mystery of the slumbering city of Tsar (The Slumber*ing Tsar Saga*) would justify ordination as a Justicar.

class features (including the service of the Justicar's falcon familiar, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as a Justicar, nor can he ever regain his status as a Justicar. Muir is a strict and demanding goddess.

**Torment:** The above rules allow evil NPCs (or characters) to torment Justicars — attempting to give them wealth, magically disguising them against their will, etc. An evil creature can never cause a Justicar to become an ex-Justicar by such torment unless the Justicar willingly joins or fails to reject the evil character. At worst, such actions may require the Justicar to do *atonement*. Note that in the case of such torment, a Justicar is free to attempt to slay the tormenting evil NPC prior to attempting to undo the source of the torment (breaking the spell on a charmed cohort, dismissing the *obscuring mist* spell placed upon him, giving away treasure, etc.). The only exception is lying. If a Justicar willfully lies, even to an evil opponent, he becomes an ex-Justicar.

## Class Skills

62

The Justicar's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). The following skills are prohibited to the Justicar: Bluff, Disguise, Intimidate, Sleight of Hand, and Stealth. **Skill Ranks per level:** 2 + Int modifier.

#### PRESTIGE CLASS APPENDIX

## Justicar of Muir

Atk Level	Fort Bonus	Ref Save	Will Save	Save	Special	Spells per Day
1	+1	+1	+0	+2	Resist illusions, zone of truth, enemy of evil, celestial companion	+1 lvl of existing class
2	+2	+2	+0	+3	Discern lies	+1 lvl of existing class
3	+3	+2	+1	+3	Shield of truth	+1 lvl of existing class
4	+4	+3	+1	+4	Mark of justice	+1 lvl of existing class
5	+5	+3	+1	+4	Immunity to illusions	+1 lvl of existing class
6	+6	+4	+2	+5	Sword of courage	+1 lvl of existing class
7	+7	+4	+2	+5	True seeing	+1 lvl of existing class
8	+8	+5	+2	+6	Armor of honor	+1 lvl of existing class
9	+9	+5	+3	+6	Holy word	+1 lvl of existing class
10	+10	+6	+3	+7	Avatar, demon-bane	+1 lvl of existing class

## **Class Features**

All of the following are class features of the Justicar of Muir prestige class.

**Weapon and Armor Proficiency:** Justicar's gain proficiency in the bastard sword as an exotic weapon per the feat Exotic Weapon Proficiency (bastard sword).

**Spells per Day:** When a Justicar of Muir level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If a character had more than one spellcasting class he adds the new spell level for purposes of determining spells per day.

**Resist Illusions (Su):** A Justicar gains a +4 divine bonus on Will saves against illusion magic. In addition, Justicars are allowed to save to disbelieve illusions without having to interact with the illusion, even if that is normally required to disbelieve the illusion.

**Zone of Truth (Sp):** Once per day for every three Justicar levels, a Justicar can cast the spell *zone of truth* as a spell-like ability. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Enemy of Evil (Su):** A Justicar gains a +2 divine bonus to attack and damage rolls against evil-aligned undead and outsiders.

**Celestial Companion (Su):** A Justicar gains a celestial falcon — the holy animal of Muir — as a companion per the druid animal companion rules (see "Druid" in Chapter 3 of the Pathfinder Roleplaying Game).

**Starting Statistics: Size** Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores Str** 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 14, **Cha** 10; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or

the celestial falcon rests); **Special Qualities** darkvision 60 ft., low-light vision, **DR** and energy resistance per *Pathfinder Roleplaying Game Bestiary* "Celestial Creature", **SR** equal to class level +5

**4th-Level Advancement:** Ability Scores Str +2, Con +2.

**Discern Lies (Su):** At 2nd level, a Justicar can *discern lies* as the spell once per day and an additional time per day for every 3 Justicar levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Shield of Truth (Su):** Beginning at 3rd level, a Justicar can invoke Muir's shield of truth once per day. Invoking this ability either enhances the Justicar's current shield or temporarily creates a supernatural shield for the Justicar to use. The shield has the following abilities: +2 divine truth bonus (if the shield is created, this is the only armor benefit it provides) and becomes a *blinding shield* (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game), except the blinding effect only affects evil creatures. In addition, the shield radiates the effects of a *prayer* spell for its duration. This ability lasts for 30 minutes. Shield of truth cannot be used in combination with either sword of courage or armor of honor until the Justicar gains the avatar ability.

**Mark of Justice (Su):** Beginning at 4th level, the Justicar gains the ability to pass holy judgment on others once per day and place a *mark of justice* on persons so judged as the spell (but as a standard action). The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Immunity to Illusions (Su):** Beginning at 5th level, a Justicar is immune to all illusions. A Justicar notes the presence of illusions but recognizes them for what they are and disbelieves them immediately and automatically.

**Sword of Courage (Su):** Beginning at 6th level, a Justicar can invoke Muir's sword of courage once per day. Invoking this ability either enhances the Justicar's current sword or temporarily creates a supernatural magical bastard sword for the Justicar to use. The sword gains a +2 divine courage bonus to attack and damage rolls. The sword also becomes a *holy weapon* (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) for its duration. In addition, the sword radiates *remove fear* in a 30-foot radius for its duration

(caster level equal to the Justicar's total character level). The ability lasts for 30 minutes. Sword of courage cannot be used in combination with either shield of truth or armor of honor until the Justicar gains the avatar ability.

**Scourge of Evil (Su):** At 6th level, a Justicar gains an additional +1 divine bonus to attack and damage rolls and double the normal critical threat range against all evil-aligned creatures (of all types). This ability stacks with the enemy of evil ability and the Improved Critical feat or keen weapon quality if the Justicar has these as well.

**True Seeing (Su):** Beginning at 7th level, a Justicar can use *true seeing* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Armor of Honor (Su):** Beginning at 8th level, a Justicar can invoke Muir's armor of honor once per day. Invoking this ability either enhances the Justicar's current armor or temporarily creates a suit of magical chainmail around the Justicar. The armor gains a +2 divine honor bonus to AC. The armor also has the qualities of *moderate fortification, invulnerability,* and *spell resistance* (15) (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) for its duration. This ability lasts for 30 minutes. Armor of honor cannot be used in combination with either shield of truth or sword of courage until the Justicar gains the avatar ability.

**Holy Word (Su):** Beginning at 9th level, a Justicar can speak a *holy word* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Avatar (Su):** At 10th level, a Justicar can use shield of truth, sword of courage, and armor of honor at the same time up to once per week. When all three powers are invoked at the same time it seems as if a spectral figure of Muir herself overlaps the body of the Justicar and mimics his every movement. In combat against evil creatures the figure of Muir becomes even more apparent. In addition to allowing all three powers to operate in unison, when a Justicar becomes an Avatar of Muir he is treated as if under the effects of a *greater heroism* spell (caster level equal to the Justicar's total character level) for the duration of the ability. The avatar ability lasts only so long as all three abilities — shield of truth, sword of courage, and armor of honor — are in effect at the same time.

**Demon-bane (Su):** At 10th level, a Justicar becomes an evilkilling machine. His critical threat range is doubled against evil undead and outsiders. This ability stacks with both the scourge of evil ability (see above) and the Improved Critical feat or *keen* weapon quality if the Justicar has these as well.



















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