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The Desolation, Part 3
— The Western Front —

By Greg A. Vaughan



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slumbering TSAR

The Desolation, Part 3: The Western Front

By Greg A. Vaughan



The fighting was at its most intense around the walls of Tsar. The Army of Light battled its way through blood-crazed defenders again and again until within range of the walls and attacked with artillery and spell only to be driven away by the concentrated returned fire from within the city and the floods of reinforcements that rallied to beat the attackers back. This cycle repeated itself over and over like a relentless tide as months stretched into a year and still the walls were not breached. The grounds around the city became a mass open grave of the fallen where defender and attacker trod upon the bones of friend and foe alike, heedless of the fallen until they too were violently ushered into their ranks. In addition to the staggering number of casualties that piled up in the fields about the walls of the city, so too did the grounds absorb the concentrated effects of spell and bombardment releasing all manner of diabolical plague or destructive concoction. In the end the dealing of death became the only purpose to those engaged on these bloodied grounds as all sense of cause or loyalty was lost in the endless, grinding death machine that was the Western Front.

Chapter 6:

The Boiling Lands

Closer in to the precipices of the Stoneheart Mountains, the winds don't blow as strongly, shielded as the land is by that escarpment. Instead the still air of the Boiling Lands remains shrouded in an almost perpetual cloud created by the ever-present geysers that give this region its name. Like in the Dead Fields, some of the fiercest fighting of the Battle of Tsar occurred in the Boiling Lands. Unlike the Dead Fields where the fighting was mainly in the conventional mass combat sense, in the Boiling Lands all manner of magical and cursed concoctions and attacks were unleashed — a testing ground for new and more hideous forms of death dealing developed by both sides of the conflict. All of this twisted advancement in the “art” of war culminated in the disciples of Orcus creating the magical paroxysm upon the enemy encampment that resulted in that destruction of destructions—the Chaos Rift

As the destruction and plague-spawned death rained on, the attackers hunkered down into defensive positions to wait out the horrific storms of death-bringing power and to launch their own counterattacks at opportune moments. Miles of muddy trenches were dug and still criss-cross the scarred landscape. These were fortified and improved upon, becoming the last homes for many of the soldiers who fought and died on the battle plains. Great wooden towers rose from these trenches providing vantage points and artillery emplacements, though most are little more than the splintered remains of the rotten foundations.

The strange moonscape holds many geysers, pits, craters, and pools of boiling sulfur or mud, many hidden beneath deceptively thin crusts waiting for the unwary traveler to tread upon them. The stench is an unbelievable mixture of rotten eggs, soggy compost, and suffocating death. Visibility is never more than 100 feet and usually less. Unless otherwise noted, roll 1d10x10 to determine how far characters can see at any given moment. Reach or ranged attacks beyond the extent of vision are considered against targets with concealment for the first 20 feet beyond the range of visibility and total concealment beyond that. The terrain of this tortured moor should be treated as a shallow bog with its thick layer of mud and sometimes standing water. It costs 2 squares of movement to move into a square in this quadrant and the DC of Acrobatics and Stealth checks are increased by 2 as described in the “Marsh Terrain” section in Chapter 13 of the Pathfinder Roleplaying Game.

Standing water and geysers found here are full of all manner of toxins. Unless otherwise noted, anyone drinking of the water in this quadrant must make a DC 16 Fortitude save or contract blinding sickness as described in the “Diseases” section of the Appendices of the Pathfinder Roleplaying Game.

The Boiling Lands

The main fighting in the Battle of Tsar occurred in the western half of what would become the Desolation, the area closest to the walls of the city itself and what would become known as the Western Front. The Boiling Lands lie in what is the northwestern quadrant of those fields. These twisted and battle-wracked lands get their name from the many craters that dot the landscape like the boils of

a diseased beggar from the back alleys of Tsar itself. In addition the name is derived from the many geysers and boiling pools of mud that appeared during those terrible battles and in the years since. This is the wettest of the Desolation's regions, but let the traveler who dares to drink from the natural springs or boiling fountains of the area beware. Their waters can bring death as surely as the foul denizens that make their homes among them.

The reason for the strange terrain features found here, unlike elsewhere on the battlefield, is the way in which the Battle of Tsar unfolded here. For it was here that the most powerful of the clerics and sorcerers within Tsar's walls plied their worst magic against the attackers. Eldritch comets of fire and exploding stones fell like hail pounding the terrain and troops here. Likewise, hideous plagues and diseases were unleashed against the forces of good that continually attacked from this quadrant. As the casualties mounted, it was here the wizards and priests of the Army of Light responded in kind, ripping through the enemy ranks with attacks of terrible or insidious magic. Next to the Chaos Rift, where in one fell magical explosion thousands were instantly killed, it was here that the greatest numbers of defenders and attackers both were slain the most quickly in sudden onslaughts of magical might. Finally it was here that the master dweomercrafters within the Citadel of Orcus perfected their spells in preparation of the cataclysm they unleashed to create the Chaos Rift.

For random encounters while the party ventures through the Boiling Lands, consult the Boiling Lands Random Encounter Table 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 same encounter table for day and night within the Boiling Lands.

Acid Rain: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Bane Cloud: The poisonous vapors and twisted nature of

The Boiling Lands Random Encounter Table

d%	Encounter
01-11	Acid Rain
12-15	Bane Cloud
16-23	Geyser
24-26	Boiling Mud
27-30	1d6 Toxic Mudmen
31-35	1d2+1 Mature Slime Crawlers
36	Gray Render
37-38	1d2 Will-O'-Wisps
39-41	Large Water Elemental
42-45	1d4 Poisonbearer Ghouls
46-50	2d6 Plague Zombies
51-00	No Encounter

CHAPTER 6: THE BOILING LANDS

the Boiling Lands created these warped monstrosities out of air elementals summoned to fight in the Battle of Tsar. Now they roam the region in a perpetual rage, railing against what they have become and what they have lost. They appear as a low-hanging fog moving sluggishly over the earth with noxious greenish-yellow color, though this often resembles the normal exhalations of the Boiling Lands. The omnipresent fog protects it from the suns harmful rays.

BANE CLOUD

CR 4

XP 1,200

Creature Collection II: Dark Menagerie 14

CE Medium outsider (air, elemental, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 26 (4d10+4)

Fort +2; **Ref** +4; **Will** +6

Immune acid, elemental traits, weapon damage

Weaknesses vulnerability to sunlight

Spd fly 20 ft., (poor)

Melee slam +5 (1d6+1)

Special Attacks poison cloud

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

Base Atk +4; **CMB** +5; **CMD** 15

Feats Improved Initiative, Skill Focus (Stealth)

Skills Fly +3, Knowledge (planes) +6, Perception +9, Sense Motive +9, Stealth +10

Languages Auran

Poison Cloud (Ex) As a standard action a bane cloud can create a highly poisonous cloud in a 5-foot radius that lasts for 1d6 rounds. Victims caught in the cloud must succeed on a DC 14 Fortitude save each round or take 1d6 points of damage and 1d2 points of Dexterity and Constitution damage (half damage on a successful save). The save DC is Constitution-based and includes a +1 racial bonus.

Vulnerability to Sunlight (Ex) The bane cloud takes 1d4 points of damage per round of exposure to direct sunlight (not a *daylight* spell).

Boiling Mud: The Boiling Lands are rife with geothermal activity including many pools of boiling mud or water. These are easily and wisely avoided. However, occasionally a thin crust forms over one of these mud pools and renders them undetectable to casual observation. When anyone happens to walk upon them, the flimsy crust gives way dumping them into a scalding cauldron. The mud is 5 feet deep. Immersion inflicts 3d6 points of fire damage per round of exposure. The mud also encases an immersed character and continues to cause fire damage even after exiting the pool. This damage is 2d6 points in the first round after leaving the pool and 1d6 points of damage in the second round. After that the mud has cooled sufficiently to no longer cause damage. This damage can be prevented by washing the hot mud from the character's body. It is difficult to climb out of the pool through this brittle crust, requiring a DC 16 Strength check for each 5 feet moved towards the pool's edge. A rope thrown by another character alleviates the need for the Strength check to make the move, but the character can still only move as if in a deep bog (4 squares of movement for each square moved). A successful DC 20 Survival check, DC 25 Perception check, or a *detect snares and pits* can identify the ground for the brittle crust it truly is

Geyser: Like mud pools, geysers abound in the active earth of the Boiling Lands. Most are obvious, but some spout sporadically from hidden fissures and are difficult to detect by casual observation. When this encounter is rolled, it indicates that one of these hidden geysers has spouted while a character or characters are within 2d10–2 feet. The eruptions last for 1d3 rounds and extend their plumes 100 feet into the air creating damaging fallout from their scalding waters

within a 20-foot radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Gray Render: A lone gray render has wandered down from the northern hills and taken up residence in the Boiling Lands. Its hardy metabolism finds the hostile environment soothing, and it has stayed now for several years wandering in its never-ending hunt for food. It is a giant, hulking creature with a stooped frame and long sinewy arms ending in clawed hands. Six small yellow eyes dot its forehead and it has a wide, tooth-filled maw. Once this creature has been defeated, treat this roll as no encounter.

GRAY RENDER

CR 8

XP 4,800

N Large magical beast

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

Perception +9

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 125 (10d10+70)

Fort +14; **Ref** +7; **Will** +4

Spd 30 ft.

Melee bite +15 (2d6+6 plus grab), 2 claws +15 (1d6+6)

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

Special Attacks rend (bite and grapple, 2d6+9)

Str 23, **Dex** 10, **Con** 24, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +17 (+19 bull rush, +21 grapple); **CMD** 27 (29 vs. bull rush)

Feats Cleave, Great Cleave, Power Attack, Improved Bull Rush, Skill Focus (Survival)

Skills Perception +9, Stealth +0, Survival +12

Large Water Elemental: The wizards and clerics on both sides of the long ago battle summoned extraplanar allies to assist in the struggle. Many were summoned through carefully crafted spells that kept them until released by their summoner, who in many cases died without ever sending their charges home. Many of these were water elementals who have now made homes in the many pools of the Boiling Lands. Many have gone insane from their long captivity on the Material Plane and attack anyone who comes near.

LARGE WATER ELEMENTAL

CR 5

XP 1,600

hp 68 (*Pathfinder Roleplaying Game Bestiary* “Elemental, Water”)

Mature Slime Crawlers: These creatures wander the Boiling Lands searching for carrion on which to feast. They are unharmed by the toxins that abound and use some of the warm mud pools as nurseries for their young.

MATURE SLIME CRAWLER

CR 4

XP 1,200

hp 19 (See Area B6-6)

Plague Zombies: Not all who died in the Boiling Lands and arose as undead absorbed the poisons of the place and transformed into poisonbearer ghouls. Many bodies just fell unheeded into the mud and were forgotten. In many cases the mud acted as a preservative, so that when restless unlife came, wrinkled and black-stained cadavers rose rather than only skeletal remains. Many now haunt the Boiling Lands following their orders as soldiers in life: Slay the enemy. Just about any living creature looks like the enemy to a zombie.

PLAGUE ZOMBIE

CR 1/2

XP 200

Pathfinder Roleplaying Game Bestiary “Zombie”

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0**AC** 12, touch 10, flat-footed 12 (+2 natural)**hp** 12 (2d8+3)**Fort** +0; **Ref** +0; **Will** +3**Immune** undead traits**Spd** 30 ft.**Melee** slam +4 (1d6+4 plus disease)**Special Attacks** death burst**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**SQ** staggered

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su) The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

Zombie rot: slam; save DC 11; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Poisonbearer Ghouls: Many undead have risen upon the fields of the Desolation as a result of the titanic battles fought here. Of all of them, however, only the poisonbearer ghouls actually carry the poisons of the tainted land within them. Now packs of these feral beasts roam the Boiling Lands seeking to destroy and devour all they find.

POISONBEARER GHOUL

CR 4

XP 1,200

hp 39 (See Area B3-10)

Toxic Mudmen: Created by the leakage of the magical forces brought to bear upon the Boiling Lands and the poisons that remain as a result, these creatures came into being and remain to this day. They dwell in the boggiest parts of the Boiling Lands and are highly territorial of their lairs, seeking to destroy or drive away all intruders.

TOXIC MUDMAN

CR 2

XP 600

hp 22 (See *Monster Appendix*)

Will-O'-Wisps: See The Ashen Waste in *Part 2—The Ghosts of Victory*. These sadistic creatures try to lure characters to areas with thin crusts over boiling pools or to hidden geysers.

WILL-O'-WISP

CR 6

XP 2,400

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

Fixed Encounters

The encounter areas of the Boiling Lands begin with a “B” and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the “B” and the numeral. For example Mud Marauder is identified as B3-8.

Br. Rift Genesis (CR 7)

The very beginning of a shallow fissure appears in the ground here at the edge of the Boiling Lands. The terrain is drier here than in the quadrant's interior, so this shallow crevasse with rocky sides has retained its general shape, though the floor of it is lined with muck in various degrees of dryness. This is the westernmost point of the Chaos Rift where it actually crosses the trade road and enters the Boiling Lands. The depth varies at this point from 5–10 feet (roll 1d6+4) and 11–20 feet wide (roll 1d10+10). It is easy to climb in and out of requiring only a DC 10 Climb check. The area immediately surrounding the rift is dry ground, but the bottom is still considered shallow bog for movement purposes. It gets progressively drier and deeper as it approaches Area R2.

Creature: Hiding at the extreme western end of this crevasse, using the muck for concealment (+8 to Stealth checks) is an **amphisbaena basilisk**, a hideous, eight-legged creature with the head of a basilisk at each end of its body. One of the foul spawn of that cursed rift, this creature has wandered up from the depths to rest in the cool mud and prey on anything that draws close enough for it to use its petrifying gaze. The mud is deeper where it hides, so it only lifts half of its body from the muck to make its attack hoping to draw prey in closer so it can suddenly raise its other head from concealment and get an additional gaze attack against its unsuspecting foes.

AMPHISBAENA BASILISK

CR 7

XP 3,200

The Tome of Horrors II 196

N Medium magical beast

Init –2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +16**AC** 16, touch 8, flat-footed 16 (–2 Dex, +8 natural)**hp** 95 (10d10+40)**Fort** +13; **Ref** +5; **Will** +6**Immune** flanking; **Resist** cold 10**Spd** 20 ft.**Melee** 2 bites +16 (1d8+7)**Special Attacks** gaze**Str** 20, **Dex** 6, **Con** 18, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +10; **CMB** +15; **CMD** 24 (36 vs. trip)**Feats** Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +16, Stealth +10**SQ** split

All-Around Vision (Ex) An amphisbaena sees in all directions at once due to its multiple heads. It cannot be flanked.

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 19 negates. A creature petrified in this manner 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.

Split (Ex) Each of the amphisbaena's heads functions

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independently of the other. If an amphisbaena is struck by an edged weapon that deals half of its total hit points in a single blow, it is cut in half, and the damage is treated as nonlethal. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days. If an amphisbaena is struck by the decapitating ability of a *vorpal* weapon, there is a 50% chance the *vorpal* weapon merely splits the creature rather than decapitating one of its heads. If this occurs, the *vorpal* weapons damage for that strike is also considered nonlethal. Decapitation does not kill an amphisbaena unless both heads are removed, though decapitation of a head does not count as splitting the creature. An amphisbaena that has been split cannot be split again until it reattaches.

B2. Trenches (CR varies)

These muddy trenches are typically 10 feet deep and anywhere from 5–20 feet wide. After all these years of erosion most are little more than vaguely defined ditches, but many still cut through the landscape in much their original condition. The occupants of old lined them in many places with palisade walls of hewn logs to ward off charging attackers and to separate the trenches into discreet defensible sections, though most are long since shattered or reduced to rotting heaps of mulch. The shattered bases of many of the wooden towers still sit above these digs. Within the trenches themselves are the remains of many dugouts — often half-collapsed — where the soldiers of long ago slept or sheltered against attack. Often the mud-encrusted bones of those who fought and died here are visible in the muck alongside rusted and useless equipment. Entry was usually gained by wooden ladders or steps cut into the embankments, but most of these have deteriorated to uselessness. Fortunately the sides of the trenches are fairly easy to climb, though slippery with mud, requiring only a DC 15 Climb check. The front of the trenches, facing the city of Tsar, were always set with fields of sharpened stakes to break up enemy charges, but these have mainly been reduced to no more than a few rotten stumps rising from the ground.

These trenches are the favorite places for those native to the Boiling Lands to shelter. Anytime the party comes to one of these trenches, roll for a random encounter. If the party elects to camp in one of the trenches or travel its length double the frequency of random encounters. If the encounter rolled is a natural event (i.e. acid rain, geysers, thin crust, etc.), you can elect to ignore it as you see fit since there is no reason why sheltering in a trench should increase the frequency of those types of encounters.

B3. The Last Outpost

Rising above the system of trenches like a monument, is the one tower that still remains intact after all these years. Of

rough-hewn timbers sharpened into fire-hardened points at the ends, this tower weathered many battles in the war and now centuries of neglect but has not succumbed to the deterioration of its fellows. The wooden walls of this tower still bear the scars of many of these attacks including the final battle where the defenders were slain to a man by a sudden surprise attack. It and the surrounding length of trench now serve as the lair to a group of denizens with an unusual degree of organization for this desolate region.

The walls of the tower are wet, mud-slick logs, still sturdy after all of these years. At Areas B3-18, B3-20, and B3-21 the sharpened palisades create a crenellated battlement, 4 feet high, providing cover to those who stand behind it. Anyone attempting to climb over these sharpened logs must make a DC 20 Acrobatics check to avoid accidental impalement on their fire-hardened tips resulting in 1d6 points of damage and the need for another Climb check to avoid falling.

Log Walls: 1 ft. thick; Hardness 5; hp 120; Break DC 30; Climb DC 26.

Ceilings within the tower's lower floor are 20 feet high and those above are 8 feet high. All doors within are strong wooden doors, though none have functioning locks. There are no light sources other than the many arrow slits that allow in the outside illumination.

B3-1. Trench Descent (CR 7)

A small spur of the trench system provides an easy ingress in the form of a well-defined narrow stair cut into the wall of the trench and reinforced with planks. Despite shifting in the planks and some missing boards, it appears to have weathered the years well and remains stable. Its base disappears into the thick muck of the trench floor.

The floor of the trench is a foot deep in thick mud and, as with all of the terrain here in the Boiling Lands, is considered shallow bog for movement purposes. The mud stinks from all the contaminants and rotten carcasses that have fallen into over the long years.

Creatures: This portion of the trench is defended by **6 toxic mudmen** who make their home in the thick mud. A product of the magical forces and hideous poisons that have so scarred the Boiling Lands, they now attack any who dare intrude upon their mud patch in this spur. They don't attack until someone actually steps foot into the mud, then one rises and attempts to engulf with surprise while the rest fling globs to try and slow intruders until they too can be engulfed. Fighting from the stairs is considered to be on a sloped, slightly slippery narrow surface requiring a +9 penalty to any Acrobatics DC.

TOXIC MUDMEN (6)
XP 600

CR 2

hp 22 (See **Monster Appendix**)

Treasure: Deposited in the mud here and visible as little more than a muddy lump in the corner noticeable with a DC 14 Perception check is a victim who fell prey to the mudmen's suffocating attacks. Anyone scraping away the mud finds the fairly well-preserved body of a halfling in padded armor. If magically questioned he reveals only his name (Dinwiddy Tumblefoot) and that he left a caravan several months ago to try his hand at adventuring). If you would like the party to be able to *resurrect* the halfling, create stats for him as you see fit. Otherwise the party is free to take his gear which consists of *Small +1 padded armor*, a *Small+2 shortspear*, and a backpack holding a set of masterwork thieves' tools, a 50 ft. coil of silk rope and a waterskin holding 4 doses of *potion of cure light wounds* (CL 5).



B3-2. Escalade Stairs (CR 4)

Each of these marks the location of a crude stair cut into the mud and rock of the trench's forward wall. These stairs looked out over the battlefield and provided a position for guards to keep watch or for troops to muster and ascend en masse for battle. The stairs have eroded badly and now consist of little more than muddy lumps in the wall. However, they do provide some assistance in climbing reducing the check to DC 10.

Creatures: Guarding the base of the stairs at each of these locations are **2 toxic mudmen**. They attack any who dare enter their domain by trying to engulf anyone who gets near enough.

TOXIC MUDMEN (2)

XP 600

hp 22 (See **Monster Appendix**)

CR 2

B3-3. Defensive Platform (CR 7)

This defensive position provided cover for those entering the trench at Area B3-1 and allowed archers to fire from cover behind the wall on anyone approaching from the west. The palisade wall and platform are still sturdy after all this time, though the wooden ladder will sag and break if any weight is put on it. The only way to reach the platform is by *flying* or climbing either up the earthen wall of the trench (DC 15 Climb check) or around the palisade from above the trench (DC 20 Climb check).

A wooden palisade of sharpened logs rises 10 feet above the trench here providing cover for the side spur that allows entry to the trench. At the lip of the trench a wooden platform protrudes from the palisade providing a firing position for the loopholes in the log wall. The soggy remains of a wooden ladder climb the 10 feet from the trench floor to the platform above.

Creatures: The mud in the trench below the platform is occupied by **2 toxic mudmen**. They have formed a symbiosis of sorts with **3 ooze mephits** that dwell in the undercut embankment directly beneath the platform. These creatures have learned to work together and respond to intruders by helping the other group. Parties approaching from the bottom of the trench are attacked by the mudmen who attempt to engulf while the mephits fly out and alight on the platform to use their breath weapon. If a party approaches from above, the mephits emerge to do battle while the mudmen rise in the trench and hurl mud globs.

TOXIC MUDMEN (2)

XP 600

hp 22 (See **Monster Appendix**)

CR 2

OOZE MEPHITS (3)

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Mephit, Ooze")

CR 3

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Treasure: Tucked away beneath the platform the mephits have stashed a mud-encrusted sack holding 45 sp and a spinel (45 gp).

B3-4. Dugout Shelter (CR 4)

A sagging wooden roof extends from the top of the trench over a dugout that has been cut in its bank. The overhanging roof covers about half of the trench providing a somewhat dry area for the soldiers of the long ago war. The walls of the dugout have been cut into shelves, most likely sleeping nooks, and the broken remnants of crude camp chairs and tables still rest on the earthen floor. The tattered edges of a wall map still hang listlessly from its iron tacks, and a few shreds of netting once used to hold supplies and equipment still dangle from the walls and rafters overhead. Where the roof extends over the trench, the ground is dry, but beyond its cover the trench floor is its typical morass of muck.

This dugout shelter indeed served as temporary accommodations for the soldiers who once manned this trench. The floor under this area is not considered shallow bog like that of the surrounding area. These broken remains of a military camp do not hold anything of value or interest for the characters.

Creatures: Hidden within the many nooks and crannies of this area are hundreds of centipedes. Anyone searching the area disturbs these, and they simultaneously emerge as a **centipede swarm** and attack anyone present. They do not pursue beyond the dry ground beneath the shelter.

CENTIPEDE SWARM

CR 4

XP 1,200

hp 31 (*Pathfinder Roleplaying Game Bestiary* “Centipede Swarm”)

B3-5. Bubbling Morass (CR 8)

The wooden bulk of the tower rises above the trench here and arches over it to form a shadowed tunnel of sorts. The log wall of the tower rises to a height of 20 feet where it extends completely over the trench. Above, on the west side of the trench, 10-foot-tall, thick wooden columns support the tower’s western side. Light filters through murder holes cut in the floor of the tower above. The mud here at the bottom of the trench boils and bubbles like a great cauldron. The foul odor of swamp gas hangs strongly in the air here.

The bubbling mud is simply the result of a natural vent of the noxious fumes that lie beneath the Boiling Lands. They cause no harm and the mud itself is not hot or harmful. The mud is deeper — 4 feet — and is considered a deep bog for movement purposes. It requires 4 squares of movement to move into a square. Medium or larger creatures have cover, and smaller creatures obtain improved cover (+8 bonus to AC, +4 bonus on Reflex saves).

Creature: Lying in at the bottom of this morass is what is left of one of Orcus’s subcommanders that died during an assault on this tower. He now exists as a **mohrg** and waits hungrily for any unwary traveler to pass by. He suffers the same movement penalties in the mud but ignores cover provided by the mud to other creatures because of his unnatural existence and affinity for his resting place. He remains crouched to receive improved cover against his foes while he attempts to paralyze them and let them drown in the soup.

MOHRG

CR 8

XP 4,800

hp 91 (*Pathfinder Roleplaying Game Bestiary* “Mohrg”)

B3-6. Stakes (CR 3 or more)

The defensive stakes remain in this section of the trenches rising at an angle to discourage charging attackers. Few enough remain that they easily avoided unless a character is running or is involved in combat in which case a DC 15 Reflex save is required to avoid an accidental impalement dealing 1d6 points of damage.

Creatures: The soil of this region is infested by a cluster of 7 **ankhegs**. Each round the party moves through this area there is a cumulative 10% chance of attack by an ankheg. Each round of combat has a cumulative 20% chance of drawing another ankheg. This continues until the ankhegs are all defeated or the characters leave the area.

ANKHEGS (7)

CR 3

XP 800

hp 28 (*Pathfinder Roleplaying Game Bestiary* “Ankheg”)

B3-7. Broken Perimeter Fence

A palisade wall once blocked this portion of the trench but was shattered in some attack of long ago. Now only the broken stubs of these logs remain.

B3-8. Mud Marauder (CR 3)

The trench widens here to encompass part of the tower’s base, circling around to the back side of the tower.

Creature: In case the monsters bursting from the ground and mud of the trenches so far weren’t enough, here is one more. Lurking ethereally at this junction is an **ethereal marauder**, a bipedal, lizardlike creature with a tri-mandibled mouth lined with inward curving teeth. It waits here for something more substantial than mudmen and undead to whet its appetite. In its attack it appears to leap from the muddy wall of the trench and retreat back there. The uninitiated may expend attacks and energy on the embankment against what they believe to be a burrowing creature while the marauder maneuvers for a better attack angle.

ETHEREAL MARAUDER

CR 3

XP 800

N Medium magical beast (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

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

hp 11 (2d10)

Fort +3; **Ref** +4; **Will** +1

Defensive Abilities ethereal jaunt

Spd 40 ft.

Melee bite +4 (1d6+3)

Str 14, **Dex** 12, **Con** 11, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative

Skills Perception +7, Stealth +7

Ethereal Jaunt (Su) An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back

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again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

B3-9. Tower Entrance

This corner of the tower is undercut to form a covered patio before the tower's entrance. A heavy wooden column seems to strain and bow slightly as it continues to support the tower's weight after all these years. The doorway leading into the tower's darkened interior is only partially obscured by the shattered remains of a heavy ironbound door hanging on twisted hinges.

Despite the support's appearance it is not in danger of breaking. The battered remains of the door provide accurate foreshadowing of what awaits within. A character with the Craft (carpentry) or Profession (architect or engineer) skill can repair the door back to its condition as a strong wooden door with a DC 12 skill check in an hour with the proper tools. There is a -2 penalty on the check without the proper tools.

B3-10. Undertower (CR 8)

This cavernous room carries the smell of death and the silence of the tomb. Heavy squared columns support the ceiling in the darkness overhead. Not even the squeak of a rat disturbs the stillness.

This undercroft once served the defenders of the tower as a storage for supplies and equipment as well as billeting for the troops. Its partially subterranean construction creates an ever-present mustiness and chill.

The southeasternmost column is actually hollow and has a secret door in its western face that can be located with a DC 25 Perception check. Opening the secret door (which is stuck and requires a DC 15 Strength check) reveals a shaft descending into the ground with an iron ladder bolted to the far wall. The ladder does not rise above this level, and there is no access to the levels above from here.

Creatures: This chamber is occupied by horrible undead creatures whose bodies bear the poisonous taint of the tortured Boiling Lands. These are **5 poisonbearer ghouls** that cling to the wooden columns 10 feet above the ground using their Stealth checks (+8 circumstance bonus unless the characters actively look upward). They use their Jump checks to jump down and attempt surprise attacks on characters passing below. They resemble ordinary ghouls with a greenish cast to their skin oozing sores and pustules erupting from their flesh. There is not a ghoul on the hollow column.

POISONBEARER GHOULS (5)

CR 4

XP 1,200

Creature Collection III: Savage Bestiary 93

CE Medium undead

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

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 39 (6d8+12)

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

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits

Spd 30 ft.

Melee bite +6 (1d8+2 plus paralysis, poison, and disease) and 2

claws +6 (1d4+2 plus paralysis)

Ranged spit +6 touch (poison)

Special Attacks death spray, disease, paralysis (1d4+1 rounds, DC 15, elves are immune), poison

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

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +8, Climb +11, Intimidate +11, Perception +11, Stealth +11

Languages Common, Infernal

Death Spray (Su) The instant a poisonbearer ghoul is killed or destroyed, pustules on its skin all burst simultaneously, so that all creatures within 5 feet are exposed to its ghoul fever.

Disease (Su) *Ghoul Fever*: Bite—**injury**; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid 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 poisonbearer ghoul.

Poison (Su) Spit (20 ft. range)—**contact or bite**—**injury**; *save* DC 15; *frequency* 1/round 6 rounds; *effect* 1d4 Constitution damage and ghoul fever; *cure* 2 consecutive saves, magical means must overcome SR 19. The save DC is Charisma-based.

B3-11. Guard Room

This bare room has a thin film of mud on the floor as a result of the dust and dampness. A DC 12 Survival check identifies a hodgepodge of footprints left by unshod humanoids with clawlike nails (poisonbearer ghouls).

B3-12. Stairwell (CR 7)

A stairway of planks and wooden poles for rails rises from the first to the second floor here.

Creatures: There are a total of **3 poisonbearer ghouls** between the two levels of this room. Crouching in the shadows beneath the stairs attempting to hide (Stealth +11) is one of the ghouls. The other two lurk at the top of the stairs. Their tactic is to wait for a group to attempt to climb the stairs and then attack from above and below. These ghouls howl with rage as they attack to alert the other inhabitants of the tower.

POISONBEARER GHOULS (3)

CR 4

XP 1,200

hp 39 (See Area B3-10)

B3-13. Upper Hallway (CR 6)

A long, dark wooden corridor stretches the length of the tower. A side passage branches off to the east. Arrow slits to the north and south let minimal light into this coffinlike hallway. A strange sense of unease seems to pervade the area, centered on the darkened eastern branch.

Creature: Anyone looking down the eastern passage sees only a dead-end passage with a single door opening onto it. However, a DC 18 Perception notices a faint luminescence at the end of the passage. This grows and coalesces over the period of a round into the **ghost**



of the tower's last commander, a dwarven fighter named Bashar. If the Perception check was successful, roll initiative normally. If the Perception check was failed, the creature's appearance is a surprise.

When the tower fell the commander was slain in the fighting, and his body still lies in Area B3-14. The current inhabitants of the tower largely avoid this area and have achieved an equilibrium of sorts with the ghost. However, the incursion of the party has aroused it once again to expel all invaders in the tower. Bashar appears as he did in life, an armored dwarf, but a spear transfixes his chest and ghostly blood pours from his gaping, beard-shrouded mouth. He immediately attacks and doesn't cease while anyone remains in the tower. The only way to put Bashar to rest is for his bones to be buried with proper dwarven ritual (such as could be provided by the dwarves at Area D6)

BASHAR

XP 2,400

Male dwarf ghost fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

CN Medium undead (augmented humanoid, dwarf, incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

CR 6

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

hp 46 (5d8+20)

Fort +7; **Ref** +2; **Will** +3 (+4 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, bravery +1, channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Spd fly 30 ft. (perfect)

Melee corrupting touch +6 (6d6, Fort DC 13 half) or draining touch +6 (1d4 ability drain)

Special Attacks +1 on attacks against orc and goblin subtypes, weapon training (axes +1)

Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 19 (23 bull rush or trip)

Feats Cleave^B, Great Cleave, Improved Initiative^B, Power Attack^B, Skill Focus (Perception), Weapon Focus (dwarven waraxe)

Skills Appraise +0 (+2 metals or gems), Fly +9, Intimidate +11, Perception +10 (+12 stonework), Profession (soldier) +10, Stealth +9

Languages Common, Dwarven

SQ armor training 1

B3-14. Forgotten Gaol

The stink of death is still faintly detectable even after all these years. Lying just inside the door is a short, armored skeleton, a broken spear protruding from the breastplate shrouded by the skull's flowing gray beard. The eastern half of the room has been walled off with heavy iron bars running from floor to ceiling. A cell door stands closed and locked in this wall of bars. Behind the bars is another skeletal figure. This one is large and winged, a massive vulturelike skull staring blankly into oblivion. A few dirty feathers cling to this corpse, which still wears a set of iron shackles on its bony wrists. A barred window looks out to the east.

This chamber served as gaol for the tower to hold any prisoners captured on the field of battle. One of the last was a badly wounded vrock. When the tower fell, its commander, a dwarf named Bashar, fought the enemy all the way to this room where he finally fell on a troll's spear. However, a counterattack by the Army of Light's cavalry arrived and cleared the enemy from the tower. The Great Retreat perpetrated by the disciples of Orcus occurred shortly thereafter, so the tower was never reoccupied. Abandoned with the tower was the wounded vrock who eventually died alone and forgotten. The Bashar arose as a ghost as described in Area B3-13. Anyone examining the first skeleton can easily identify it as a dwarf. A DC 15 Knowledge (planes) can determine the other skeleton to be that of a vrock. The key to the cell has long since been lost.

Iron Bar Cell Door: 3 in. thick bars spaced 6 in. apart; Hardness 10; hp 90; Break DC 30; Disable Device 22.

Treasure: All of Bashar's equipment remains on his corpse. It includes a ruined breastplate, a masterwork heavy steel shield, a masterwork dwarven waraxe, gold epaulettes signifying his rank of commander (25 gp each), and a pouch holding 26 sp and a jar of *restorative ointment* with 4 applications remaining. The vrock still bears the *dimensional shackles* it wore when it was imprisoned.

B3-15. Master of the Tower (CR 10)

This series of chambers and passage is claimed as the quarters by the new master of this tower who has managed to gather the ghouls together and enforce some semblance of organization. In addition to the decorative features mentioned above, in the largest room is a table upon which lie the recently butchered remains of a mature slime crawler. Its carcass has been cut open to gain access to its slime-producing glands at the base of its tentacles, which is used by some as a poison. If anyone touches the slime that pools beneath this carcass, see the stat block below for the effects of the crawler slime poison.

Creature: The tower's master is a greater barghest called **Tlolox** who has used the tower as a base to pick off adventurers to feed on from the trader road and the Camp for at least a century. He fights in a particularly hirsute, giant goblinlike form, wearing armor and wielding his weapons. Serving him in these chambers are 2 **poisonbearer ghouls** who follow his commands without question.

The rooms themselves are festooned with the dried viscera of past victims, like garlands at a festival. The stench is overpowering. The arrow slits looking out onto the battle platform and into central corridor are veiled by gauzy screens of cobweb obscuring vision into the darkened rooms beyond. The door to each room has been barred by the inhabitants and bears a **Trap**.

**TLOLOX****XP 3,200**Male greater barghest (*Pathfinder Roleplaying Game Bestiary* "Barghest")

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +16**AC** 26, touch 11, flat-footed 24 (+6 armor, +2 Dex, +9 natural, -1 size)**hp** 85 (9d10+36)**Fort** +9; **Ref** +10; **Will** +10**DR** 10/magic**Spd** 30 ft.**Melee** bite +9 (1d8+3) and spear +15/+10 melee and melee touch (2d6+9/x3 plus poison) or greataxe +15/+10 (3d6+9/x3), or bite +14 (1d8+6) and 2 claws +14 (1d6+6)**Space** 10 ft.; **Reach** 10 ft.**Spell-like Abilities** (CL 9th):At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door***Str** 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18**Base Atk** +9; **CMB** +16; **CMD** 28 (32 vs. trip)**Feats** Combat Casting, Combat Reflexes, Improved Initiative, Great Fortitude**Skills** Acrobatics +10, Bluff +16, Climb +11, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +12, Survival +16, Swim +11**Languages** Infernal, Goblin, Worg**SQ** change shape (goblin or wolf, *polymorph*)**Gear** breastplate, spear, greataxe

Poison (Ex) Crawler Slime: Spear—injury or contact; *save* DC 20 (DC 13 if only touch attack succeeds); *frequency* 1/round for 6 rounds; *effect* paralysis 2d4 rounds; *cure* 2 consecutive saves.

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POISONBEARER GHOULS (2)

CR 4

XP 1,200

hp 39 (See Area B3-10)

Ranged light crossbow +6 (1d8/19–20 plus poison)

Gear light crossbow, 10 crossbow bolts poisoned with spit

Tactics: The ghouls wait in the northern room and the barghest waits to the south. The ghouls fire their crossbows on any out on the platform at Area B3-17 or who enter the corridor between the rooms. The ghouls coat these crossbow bolts with their own spittle. The barghest stabs through the arrow slit with his spear at any who come in range or attempt to enter through the door to the ghouls' room. His spear is coated in crawler slime, so on a successful hit the character must save versus the higher DC due to the concentration of the poison. However, even on a miss, if the spear's attack roll succeeds at a melee touch, then the character must save versus the lower DC from coming into contact with the poison. Tlolox then charges in from behind to attack any who enter the ghouls' room. Likewise, the ghouls come to his support if his chamber is breached. All fight with a bloody frenzy until slain, confident in their ultimate victory.

Barred Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 27.

Trap: Behind each door is a wooden pole bent back and tied to release into the doorway if the trap is activated. Cemented to these poles with dried mud are the quills of a giant hedgehog that have been dipped in crawler slime. If these traps hit the character's Armor Class apply the higher save DC for the greater concentration of poison being injected. If they hit only the touch AC apply the lower save DC for simple contact. Disabling it causes it to spring against the back of the door prior to opening, which shatters its quills and renders it inoperable.

POISONED QUILL TRAP

CR 8

Type mechanical; **Perception** DC 30; **Disable Device** DC 23

Trigger touch; **Reset** repair

Effect Atk +15 melee and melee touch (3d6+2 plus crawler slime); *Crawler Slime:* Quills—**injury** or **contact**; **save** DC 20 (DC 13 if only touch attack succeeds); **frequency** 1/round for 6 rounds; **effect** paralysis 2d4 rounds; **cure** 2 consecutive saves.

Treasure: Against the southern wall of the barghest's chamber is what appears to be a huge sack composed of folds of oily human flesh. Confirming its origins is a fat, jowly humanlike head crowning it, eyeballs removed and jaw broken so that the mouth gapes like a cavernous hole. This is the remains of a fatling the barghest caught and killed. Identifiable by the PCs with a DC 15 Knowledge (dungeoneering), a fatling is an aberrant humanlike creature cursed by the gods due to its own cruel gluttony to be repulsive masses of oily, sweaty, foul-smelling flesh rolls. The creature's arms and legs have been removed by Tlolox, as have its innards. The arm and leg stumps have been sewn shut. The barghest now uses it as a grotesque treasure sack by reaching down its gaping throat to recover the items deposited in its abdominal cavity. Stored within the flesh sack are four pearls in a oilcloth sack (100 gp each), a set of *horseshoes of zephyr*, three brown jugs (one holds urine, one holds potable water and one holds a *potion of neutralize poison*—all smell equally foul), and a pair of bejeweled calfskin gloves (1,200 gp) — though to recover these items requires a DC 13 Fortitude save to avoid becoming nauseated for 1 round.

Further perils exists in the form of the **6 lard worms**, 10-inch worms with serrated beaks that live deep in the folds and recesses of a fatling's flesh, feeding off of the unwholesome substances that accumulate there. These still inhabit the abdominal cavity, ignored by the barghest who has proved impervious to their attacks. They attack with surprise anyone who attempts to recover the treasures stored in the fatling carcass.

LARD WORMS (6)

CR 1/4

XP 100

Creature Collection 123

N Diminutive vermin

Init –1; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, **touch** 13, **flat-footed** 13 (–1 Dex, +4 size)

hp 4 (1d8)

Fort +2; **Ref** –1; **Will** +0

Immune vermin traits

Spd 5 ft., **climb** 5 ft., **swim** 10 ft.

Melee type +1 (1 plus paralysis)

Space 1 ft.; **Reach** 0 ft.

Special Attacks paralysis (1d4+5 rounds, DC 10)

Str 3, **Dex** 8, **Con** 10, **Int** —, **Wis** 10, **Cha** 1

Base Atk +0; **CMB** –5; **CMD** 1

Skills Climb +7, Stealth +15, Swim +7

B3-16. Defensive Platform

A palisade battlement surrounds this platform providing cover from below, and arrow slits look out from the tower in case this position should ever be overrun. Four murder holes have been cut into the floor of the platform so defenders can rain missiles and rocks on enemies that make it into the trench below. Ground level is 10 feet below this point, and the floor of the trench lies 20 feet below.

B3-17. Tower Stair (CR 4)

A wooden stair climbs the interior of this tower from the second floor all the way to the tower top 40 feet above. Arrow slits open off the stairs at regular intervals. Eight feet above the floor, a door opens onto the parapet at Area B3-18. The stair climbs another 32 feet ending at a trap door leading to Area B3-19. The stairs here are damp and slippery, and there is no railing. If combat occurs, an Acrobatics check is required to balance to avoid falling down the central shaft of the tower. The stairs are considered a slightly slippery, narrow surface (DC 7).

Creature: A single **poisonbearer ghou** guards this stairwell. It lurks just above the door to Area B3-17 but attacks any that enter from either level with its long spear.

POISONBEARER GHOUL

CR 4

XP 1,200

hp 39 (See Area B3-10)

Melee long spear +6 (1d8+2/x3) or bite +6 (1d8+2 plus paralysis, poison, and disease) and 2 claws +6 (1d4+2 plus paralysis)

Gear long spear

B3-18. Parapet

This simple platform is surrounded by a palisade battlement and provides a good view of the trenches and the battlefield. A sloping log roof, slippery with moisture, slopes down toward Area B3-16 eight feet below. The ground is 18 feet below this platform.

B3-19. High Tower (CR 4)

<n>This high point provides an excellent vantage point over this portion of the Boiling Lands, though the view is obscured by the omnipresent steam clouds that hang over the landscape. A single catapult rests in the center, and a wooden palisade battlement surrounds the platform. Strangely the catapult appears to be in good shape despite the constant wetness. The moving parts are new and well oiled, and it stands taut in a cocked position as if ready to fire at any moment upon the ghosts of enemies from long ago. A wooden beam extends from the corner of the tower with the ancient remains of block and tackle used to haul up the catapult's heavy ammunition from the ground below.

There is no ammunition for the catapult up here, but Tlolox the barghest has maintained it in ready condition as part of a **Trap**. The ground is about 50 feet below with the trench bottom another 10 feet beyond that. The beam is still sound, but the pulley is cracked and rotten and the rope disappeared long ago, so the block and tackle is no longer operational.

Catapult Snare Trap: The catapult is locked in a position to fire, and a snare has been attached to its firing arm and disguised with a thin layer of muck on the floor. Anyone stepping in the marked square activates the trap and risks being caught in the snare. Those caught by the snare when the catapult fires are whipped forward and down on the sharpened logs of the forward battlement with considerable force.

CATAPULT SNARE TRAP CR 4
Type mechanical; **Perception** DC 20; **Disable Device** DC 14

Trigger location; **Reset** manual, automatic
Effect thrown onto sharpened logs (4d6); DC 20 Reflex avoids

B3-20. Tower Cellar (CR 3)

The iron ladder descends 20 feet down a shaft into a chamber roughly dug from the rock and soil. Three thick wooden columns have been erected to support the earthen ceiling only 7 feet above. The smell of rot and wastes makes breathing in this hole nauseating.

This once served as the emergency bolt-hole for the tower garrison, though it never actually saw use.

Creature: It was recently discovered by the **doppelganger** who still remains in the room, hiding in the southern corner of the room behind one of the columns disguised as an ancient human male. He is unshod wearing only the tatters of studded leather armor that barely covers him modestly. His face is a map of creases and age spots, and a wild mane of bone white hair covers his head. His eyes are wide and bloodshot, his teeth brown and broken. His nails are long and cracked, encrusted with grime. Behind him on the floor is a small pile of dead beetles, many partially eaten. He cowers and squints when exposed to any light source. He is posing as a member of the tower garrison that has somehow miraculously survived all these years.

DOPPELGANGER CR 3
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Doppelganger")

Tactics: The doppelganger feigns fear at first, so require Diplomacy



checks by the party in their efforts to communicate with him. Regardless of their success or failure, eventually the doppelganger begins talking to them in fits and spurts of chatter and screaming. In his ranting he speaks of the tower coming under attack by Tsar and fleeing here to hide from the demons. He claims to have survived eating the worms and vermin burrowing in the walls of this chamber and fingernail scratchings in the walls lend veracity to the claim. Actually he entered the tower while the ghouls were roaming and found the cellar only to be trapped when they returned. He uses his disguise as a crazed survivor in hopes of catching the party in vulnerable position when he can secretly kill and trade places with one of them, letting the others believe the insane man fled in the night.

B4. Mass Grave (CR 8)

The ground is sunken here over a large area forming a shallow pit some 40 yards in diameter. Mixed with the muck and debris of this pit are piles upon piles of skeletal remains. There are hundreds if not thousands of bodies thrown in this pit and haphazardly buried long ago. You stand on the brink of a great charnel dump.

This is a mass grave created by the Army of Light long ago when the mounting casualties from the horrific magical and plague-spawned attacks became too great for them to properly recover and inter. Rather, they dug this huge pit and dumped thousands of dead soldiers into it in order to try and prevent the spread of plague. Many such graves cover the battlefield of the Desolation, but this one has been exposed by geological unrest in the Boiling Fields. No valuables

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were intentionally left with the bodies, though something could have always been missed by the burial detail. Feel free to add whatever trinkets you like if the party chooses to search through these skeletal remains.

Creature: Though there is, perhaps surprisingly, no conventional undead among the corpses here, that does not mean that the area is devoid of danger. While none of the corpses has found animation in all this time, the spirits of the many soldiers struck down by the unnatural attacks of the disciples of Orcus have combined to form a conglomerate undead embodying the horror and agony they suffered. Now the pit is inhabited by an **advanced spirit of the plague** that attacks any who linger in the vicinity of the mass grave for more than 5 rounds. This creature resembles an incorporeal, amorphous mass of dripping corruption.

ADVANCED SPIRIT OF THE PLAGUE XP 2,400

CR 6

Advanced-HD spirit of the plague (*Creature Collection* 188)

NE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +21

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)
hp 119 (14d8+56)

Fort +7; **Ref** +7; **Will** +9

Defensive Abilities incorporeal; **Immune** undead traits

Spd fly 20 ft., (good)
Melee plague touch +12 (plague)

Str —, **Dex** 13, **Con** —, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +10; **CMB** +11; **CMD** 24

Feats Ability Focus (plague), Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness, Weapon Focus (plague touch)

Skills Fly +22, Perception +21, Sense Motive +21, Stealth +24

Plague (Su) Anyone touched by the plague touch of the plague spirit is exposed to the disease that it carries. A new save against this disease must be made each time the individual is touched, though the effects of multiple failed saves do not stack. The plague carries by the spirit of the plague is a particularly virulent form that affects the victim immediately rather than after the normal incubation period. *Bubonic plague:* Plague touch—contact; *save* Fort DC 22; *onset* immediate; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves. The save DC is Charisma-based.

B5. Minefield (CR 8)

A wide expanse extends, unbroken by the geysers and trenches otherwise typical of the plain, toward the dark walls of the city some miles distant. The bare ground here is dry and interrupted in places by craters as if by the impact of explosive missiles. The omnipresent clouds of mist do not extend to this area of the plain.

The ground here is firm and dry causing no movement penalties, unlike the boggy terrain elsewhere in the Boiling Lands. In this no-man's land the wizards of the Army of Light created an extremely effective deterrent against attacks by the forces in the city. They seeded several miles of the plain with *reverse gravity mines*. The craters are the result of some of these mines being activated in the past. See the **Magic Items Appendix** for details on these mines.

The mines are buried under a foot of soil and one activates if anything size Small or larger comes within 10 feet of its position. This includes flying creatures that come within 10 feet of the surface

where one of these mines is located. While the party is in the area designated on the map as part of the minefield, they have a 10% chance per round of stumbling within range of one of these mines. If the characters spread out, they become subject to these chances separately. Characters can seek refuge in the 40-foot-diameter craters, but these craters are not spaced closely enough together to provide a safe route across the minefield. These mines cannot be detected by conventional Perception checks or *find traps*, but spells like *detect magic*, *dispel magic*, and *augury* or a *ring of x-ray vision* can be used to locate or disable individual mines. The northeast road out of Tsar has likewise been mined, so it does not provide any safe passage.

When a mine is activated the *reverse gravity* affects all within a 20-foot-radius. The activation causes the layer of soil and rock atop the mine to explode upward inflicting 1d6 points of bludgeoning damage on anyone in the area of effect. The rocks and anyone in the area are thrown 60 feet into air at which time the *reverse gravity* ends sending all tumbling back to the ground. Anyone without the means to arrest their fall suffers 6d6 points of damage followed by 3d6 points of additional bludgeoning damage from the debris raining to earth once again.

B6. Geyser Cluster

This location is the most geothermally active in all of the Boiling Lands. Here a series of small geysers erupt almost continually creating a perpetual cloud of mist that reduces visibility to 5 feet and provides concealment to everyone while within the area of the map. A *gust of wind* can temporarily clear the air in the area of effect for the spell's duration. Surrounding these plumes of steam are many pools of scalding water and boiling mud. The never-ending whoosh of the geysers and boiling of the pools imposes a –10 penalty to all Perception checks to listen while in this area.

Each geyser on the map is a small round fissure in the muddy soil and erupts randomly every 1d3 rounds. The eruptions last for a full round when they occur. It is impossible to time the eruptions to pass over them without possible incident. The geysers are relatively small, extending their plumes only 50 feet into the air and only creating damaging fallout from their scalding waters within a 5-foot radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Marked on the map are several pools of boiling water and mud. These are typically 5 feet deep at the edges and 10 feet deep near the center. Some have active geysers disguised beneath their bubbling surfaces. Anyone coming into contact with the water or mud of one of these pools takes 1d6 points of fire damage. Immersion inflicts 3d6 points of fire damage per round of exposure. In the case of mud, it encases an immersed character and continues to cause fire damage even after exiting the mud pool. This damage is 2d6 points in the first



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round after leaving the pool and 1d6 points of damage in the second round. After that the mud has cooled sufficiently to no longer cause damage. This damage can be prevented by washing the hot mud from the character's body.

B6-1. Break in the Mists

Read the following description whenever the party approaches this area. If they approach from the south or circle from another side around to the south, read the italicized portion.

This portion of the Desolation is extremely active with geysers. A perpetual cloud of yellowish haze smelling strongly of rotten eggs hangs over the landscape ahead. There must be dozens of geysers clustered in a relatively small area continuously erupting to create this constant cloud of swirling mist. *An errant breeze parts the mist momentarily providing a view into the area's interior. There, through an apparently safe pass between two pools of boiling mud, is some sort of construct. It looks like two large pieces of wood driven into the ground and crossed to form a giant letter "X". Something appears to be hanging on it. Just as quickly, the mist swirls back into place once again obstructing your view.*

A random wind gust parted the mists long enough to provide a tantalizing glimpse into Area B6-2. No other gusts occur to provide this view a second time.

B6-2. Warning to Merikrel (CR 6)

Two boiling pools of mud bracket the entrance to this area. Beyond is a clearing with a boiling pool of water to the north and an apparent passage around it to the northeast between the water's edge and a string of geysers. Embedded into the ground are two wooden beams scrounged from the battle ground. They are crossed at the center and secured to gather with large spikes to form an "X" shape. Dangling from this cross by spikes through its hands and feet is a crucified skeleton. It bears only the tattered remnants of clothing and nothing of value. A successful DC 20 Knowledge (planes) check identifies the skeleton as that of a fiendish hobgoblin.

This gruesome display is all that remains of an apprentice to the conjurer, Merikrel. It was left here as a warning to its former master by the soul eater at Area B6-7. After killing the fiendish hobgoblin, the soul eater scouted the battlefield for the wood and spikes to erect this grisly warning here.

Creatures: Inhabiting the mud pools on either side of the entry to this area is a total of **4 toxic mudmen** (2 in each pool). Whenever anyone attempts to pass between the pools, the mudmen attack with their thrown globs. Anyone within 5 feet of the edge of one of the pools is subject to an engulf attack. The mud globs cause an additional 1d6 points of fire damage due to the heat of the mud in the pool. Anyone engulfed by a mudman is treated to fire damage as if he had become immersed in the mud pool as described under Area B6 above. The mudmen are inured to the heat of the pools.

TOXIC MUDMEN (4)
XP 600
hp 22 (See **Monster Appendix**)

Ad Hoc XP Adjustment: Because of the difficulty in fighting the mudmen in this encounter and their increased damage, award an additional 10% XP for defeating them.

B6-3. Geyser String (CR 7)

Creatures: The four geysers here are occupied by **4 steam**

mephits. Whenever the party reaches this area, the geysers all erupt simultaneously at the mephits' behest. They emerge with the geysers' eruptions and immediately swarm to attack the party. As they emerge they use their *blur* ability. One leads off the attack by creating its rainstorm and trying to catch as many PCs in it as possible while the others attack with their breath weapons. Each round, another one uses its rainstorm ability until all have expended the ability for the day. If three are killed, the fourth retreats back into the bowels of its geyser sanctuary.

STEAM MEPHITS (4)
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary* "Mephit, Steam")

B6-4. Thin Crust (CR 3)

At the area designated on the map the open path passes between two pools of boiling mud. However, at this point the ground is little more than a thin crust that has formed atop a portion of the boiling mud pool that passes directly beneath. Any weight over 20 lb. stepping onto this area breaks through and lands in the mud below. The mud is 5 feet deep and immersion causes the same damage as mentioned under Area B6 above. It is difficult to climb out through this brittle crust requiring a DC 16 Strength check for each 5 feet moved towards the pool's edge. A rope thrown by another character alleviates the need for the Strength check to make the move, but the character can still only move as if in a deep bog (4 squares of movement for each square moved). A successful DC 25 Perception check or *detect snares and pits* can identify the ground for the brittle crust it truly is.

B6-5. Abandoned Nursery (CR 3)

Don't read the boxed text until the characters are within 5 feet of the pool.

A small pool of muck and ooze lies before you. Some sort of grotesque shriveled worm, over 4 feet long with tiny little stumps of legs and tentacles growing at its throat, lies in the pool and twitches feebly.

Creature: This small mud pool is not boiling and was once used as a nursery for the immature larvae of a colony of slime crawlers. One of those larvae is the worm still twitching in the pool. The nursery was compromised recently, so the crawlers no longer use it. The slime crawler in the pool is dead and partially digested by the **slithering tracker** engulfing it. Its twitching comes from the spasmodic movements of the creature. It was the slithering tracker that compromised the nursery and is currently digesting the final slime crawler but happily abandons its meal to pursue the fresh plasma of



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the party. The snakelike, protoplasmic mass of the slithering tracker is transparent, so a DC 17 Perception check is necessary to realize it is anything more than part of the mud pool. It tries to attack anyone approaching within 5 feet with surprise to engulf a character.

SLITHERING TRACKER XP 800

CR 3

The Tome of Horrors Revised 322

N Small ooze

Init +4; **Senses** blindsight 60 ft.; Perception +8

AC 15, touch 11, flat-footed 14 (+4 natural, +1 size)

hp 47 (5d8+25)

Fort +6; **Ref** +1; **Will** +1

Defensive Abilities ooze traits, sealed mind, transparent

Spd 10 ft., climb 10 ft.

Melee slam +6 (1d4+3 plus paralysis)

Special Attacks engulf, paralysis (1d4 hours, DC 17, also when struck by unarmed attacks or natural weapons), plasma drain

Str 14, **Dex** 10, **Con** 21, **Int** 10, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 14 (can't be tripped)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +10, Perception +8, Stealth +16

Engulf (Ex) A slithering tracker can engulf a paralyzed foe up to one size larger than itself as a standard action. It cannot make a slam attack during a round in which it engulfs. The slithering tracker merely has to move into a space occupied by a paralyzed creature, completely covering it.

An engulfed opponent is subjected to the slithering tracker's paralysis and plasma drain, and is considered to be grappled and trapped within its body.

A slithering tracker only uses this ability against a paralyzed, sleeping, or otherwise helpless opponent.

Plasma Drain (Ex) A slithering tracker drains the body fluids from an engulfed opponent. Each 5 minutes an opponent is engulfed, it takes 1 point of Constitution damage. Because it takes a long time to completely drain a foe, a slithering tracker generally only uses this ability against a paralyzed, stunned, held, or sleeping opponent.

Sealed Mind (Ex) Even though a slithering tracker has an Intelligence score, it is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) just as other oozes are.

Transparent (Ex) A slithering tracker is hard to identify, even under ideal conditions, and it takes a DC

15 Perception check to notice one. Creatures who fail to notice a slithering tracker and walk into it are automatically hit with a slam attack and subjected to the creature's paralysis attack.

B6-6. Crawler Nursery (CR 9)

Don't read the boxed text until the party is within 5 feet of the pool. The slime crawlers are resting in the muck alongside the path as the party approaches. Make opposed Perception checks versus the slime crawlers' Stealth checks. The crawlers get a +10 bonus to their Stealth check for being partially buried in a thin layer of muck.

The path ends at an expansive pool of mud. Writhing in the shallows at the edge of this mud pool are wormlike creatures — several feet long with vestigial legs and tentacles at their throats. They appear to respond to your presence as they begin wriggling toward you.

Unlike many of the other mud pools in the area, this one is comfortably warm. Only at the extreme western edge does the temperature get hot enough to begin to boil. In the shallows of this pool, a colony of slime crawlers has created a nursery for their larva. The nutrient rich muck in addition to any carrion the crawlers manage to drag back serves to nourish their brood.

Creatures: Dwelling in the pool are **6 larval slime crawlers**, segmented worms with stumpy legs and four tentacles that sprout below their toothy maws. Their skin is perpetually coated in a layer of oily slime from glands beneath the base of their tentacles. They instinctively move to attack any characters that approach their nursery. Likewise concealed in the muck of the boggy ground approaching the pool are **5 mature slime crawlers**. These resemble their larval brood save that they have grown to large proportions with fully developed legs, and tentacles that extend that extend much farther than on their immature kin. The mature worms are not covered in slime; instead it is concentrated on their tentacles and bears a paralytic quality for disabling prey. They move to flank and attack with surprise any characters that have approached the pool without noticing them.

LARVAL SLIME CRAWLERS (6) XP 400

CR 1

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N Medium aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +8

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

hp 5 (1d8+1)

Fort +1; **Ref** +2; **Will** +3

Spd 20 ft., climb 10 ft.

Melee tentacles +1 (1d3+1 plus grab) and bite +1 (1d4+1)

Special Attacks constrict (1d3+1)

Str 12, **Dex** 14, **Con** 12, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)

Feats Skill Focus (Perception)

Skills Climb +9, Escape Artist +8, Perception +8

SQ slippery

Slippery (Ex) A slime crawler exudes a thin, oily film from the glands beneath its mouth that leaves a slug-like trail behind it as its moves. A creature stepping in a space covered with this slime must succeed on a DC 11 Reflex save or slip and fall prone. The slime remains in the area for 1d2 hours before losing its potency. The save DC is Constitution-based.

MATURE SLIME CRAWLERS (5) XP 1,200

CR 4

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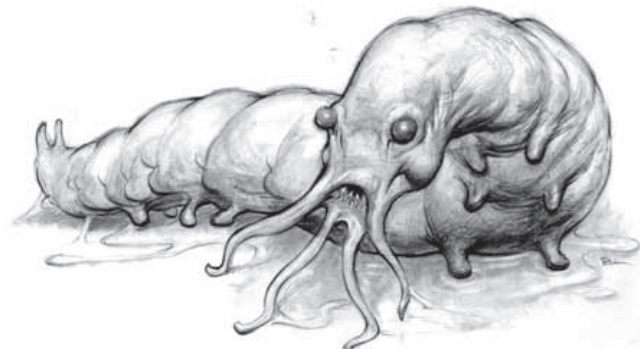
N Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 19 (3d8+6)

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



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Spd 30 ft., climb 15 ft.

Melee 4 tentacles +3 (1d4+2 plus paralysis) and bite +3 (1d6+2)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Special Attacks paralysis (2d4 rounds, DC 13)

Str 14, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

Feats Combat Reflexes, Skill Focus (Perception)

Skills Climb +14, Perception +10

B6-7. The Legacy of Merikrel (CR 7)

A DC 10 Perception check in this area detects a faint metallic squeaking sound coming from the north. Don't read the boxed text until the party is within 5 feet of the golem.

A shadow looms in the mist as you approach. At the edge of a large boiling pool, a large humanoid shape lies half-sunken at a crazy angle in the mud. It must be a least 12 feet tall and resembles a heavily armored giant, though even its face is composed of iron plate. It is pitted with rust and coated with slime and appears to be badly deteriorated. The wrist of its one exposed arm twitches feebly with a grating metallic sound as if it strives vainly to reach you.

This metal monstrosity is a half-buried iron golem. Its condition is so badly degraded that, though it remains animate, it is completely immobile and unable to attack. It is basically an inert pile of rust waiting for time and the conditions to complete its destruction. This construct once served as the personal guardian of the wizard Merikrel, a follower of Akbeth and member of the Army of Light. It was left behind when Merikrel left the field of battle and has waited through the ensuing centuries for its master to return while it has slowly succumbed to the hostile conditions.

Creature: Waiting in the mists over the pool is a **soul eater** that was summoned long ago by Merikrel to slay a high-ranking cleric of Orcus holed up in the city during the siege. The soul eater entered the city in search of its prey only to find the cleric slain in battle shortly before its arrival. Enraged — as its kind is wont to be — the soul eater returned to destroy its summoner for the affront. Having learned of the cleric's death through *scrying*, Merikrel knew the soul eater would be returning to attack him. Merikrel retreated to the cover of this geyser cluster with his apprentice Lyrranbach and his iron golem guardian. The soul eater made short work of Lyrranbach, and in a panic Merikrel *plane shifted* to the Astral Plane to escape, leaving his golem behind to deal with the outsider. Unfortunately, Merikrel was unlucky enough to appear amidst a daemon war party which quickly captured him and imprisoned him in



a hidden citadel on the Astral. The wizard still languishes in his timeless prison to this day, never growing older and unable to escape. Unable to locate the summoner since he fled to another plane of existence, the soul eater set up its vigil waiting for Merikrel to return. It was smart enough to not engage the golem, and over time the patiently waiting golem succumbed to the elements and stopped being a threat to the soul eater. Now the creature waits here for its summoner's return so it can complete its mission to kill him. Unfortunately, based on Merikrel's current fate the wait could be very long indeed. It happily attacks anyone who shows up out of the sheer boredom of its existence. The creature is little more than an inky, black cloud with long, clawed arms extending from it and the faintest semblance of eyes within.

SOUL EATER

CR 7

XP 3,200

The Tome of Horrors Revised 324

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., find target; Perception +17

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 75 (10d10+20)

Fort +9; **Ref** +13; **Will** +3

DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stun

Spd fly 100 ft., (perfect)

Melee 2 claws +16 (1d6+1/19–20 plus 1d6 Wis damage)

Special Attacks soul drain, Wisdom damage

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +11; **CMD** 28

Feats Alertness, Dodge, Flyby Attack, Improved Critical (claw), Weapon Finesse

Skills Diplomacy +13, Fly +18, Intimidate +13, Knowledge (planes) +14, Perception +17, Sense Motive +16, Stealth +19 (+29 in darkness, smoke, or concealment), Survival +13

Languages telepathy 100 ft.

SQ link to caster

Find Target (Sp) When ordered to find a creature, a soul eater does so unerringly, as though guided by *discern location*. The being giving the order must have seen the creature to be found and must know the target's name. This ability is the equivalent of an 8th-level spell.

Link to Caster (Ex) When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed before the creature can devour its soul, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by its target, the creature returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster (again as though guided by *discern location*). If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters a plane the caster is on, the link is immediately restored.

Soul Drain (Su) When a soul eater slays a foe, it devours the victim's soul. Such a creature cannot be returned to life by any means save a deity's intervention.

Wisdom Damage (Su) A creature hit by a soul eater's claw attack must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based. A creature brought to Wisdom 0 dies.

Treasure: The soul eater has kept the items it took from Lyrranbach's corpse. These have been deposited at the center of the boiling pool. Anyone braving its depths and its geyser eruptions can find the small cache with a successful DC 23 Perception check. The surviving treasures include a +1 *anarchic punching dagger*, a *headband of vast intelligence* +2, and a *pearl of power* (3rd).

Chapter 7:

The Dead Fields

While the Boiling Lands sustained an equal brunt of the fighting during the Battle of Tsar, no region of the Desolation saw a deployment of troops in greater numbers or more bloodshed by the conventional means of claw and sword than did the Dead Fields. What were once rolling fields of grain and crops and occasional corpses of trees became a hotly contested no-man's land of the dead. Countless charges and marches crushed the vegetation underfoot. The battle lines shifted and moved back and forth as the fortunes of war changed. The ground was so hotly contested and so perilous that eventually corpses created a virtual carpet for miles. In many places the bodies stacked high, unclaimed by either side in their fervor to continually press the battle.

Today the Dead Fields exist as a hardened plain of bare rock, thin soil, and brittle bones. While not as arid as the Ashen Waste, it is still susceptible to the occasional bone storm when the winds are just right. The entire brown expanse is dotted with gleaming white patches where bones and bone fragments protrude from the hard earth, and every step in this region produces a crunch as these remains are reduced to powder and white flakes underfoot. Amidst the many dead are the skeletal remnants of many siege weapons. Rolling towers, covered rams, armored battle wagons, and crude breastworks dot the plains and hills, all in extremely poor repair.

The mass of abandoned bodies produced several incidents of plague that swept through both sides of the conflict during the war, and to this day spontaneously generated undead still arise and stumble through the nights with alarming frequency. Despite its name, the Dead Fields are never truly at rest.

The Dead Fields

Like in the Boiling Lands above, some of the heaviest fighting occurred in the southwestern quadrant nearest the city walls. As a result this region has become known as the Dead Fields. This area once served as the bread basket for the temple-city and its outlying holdings. Great fertile fields of grains stretched for miles across the land. When war came, hordes of troops and cavalry regiments thundered across its expanse trampling the fields flat.

The crushed crop stacked up with the multitude of corpses that fell atop them. This close to the embattled walls of the city, the bodies remained unclaimed by either side. It was too close to the enemy for either side to gather their dead from the field. As a result, as the weeks progressed and clashes continued, the living more and more fought atop the remains of the dead. The corpses and ruined fields created a morass of death that both armies marched across to do battle and occasionally encountered spontaneously generated undead rising from the unburied fallen. Sickness and plague arose from this stinking mire striking both sides of the conflict and was invariably blamed upon the clerics among their opponents. By the end of the Battle of Tsar when both armies withdrew, there remained only this muddy field of death festooned with the corpses and bones of the fallen. The ground dried into a hard crust still littered with bones and became known as the Dead Fields.

For random encounters while the party ventures through the Dead Fields, consult the Dead Fields 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 Dead Fields Daytime Random Encounter Table

<n>d%	Encounter
01-06	Acid Rain
07-10	1d6+6 Ghoul Wolves
11-13	Bone Storm
14-17	2d6 Dread Ravens
18-20	1d2 Babau Demons
21-26	1d2+1 Blight Wolves
27-33	1d6 Ghouls
34	Lesser Nabasu Demon
35-43	2d10 Skeletons
44	Clay Golem
45-47	1d2 Wights
48-50	Mohrg
51-54	1d3 Ghosts
55-00	No Encounter

The Dead Fields Nighttime Random Encounter Table

<n>d%	Encounter
01-08	Acid Rain
09-14	1d6+6 Ghoul Wolves
13-15	Bone Storm
16-20	1d3 Babau Demons
21-24	1d2 Blight Wolves
25-30	1d12 Ghouls
31-33	Lesser Nabasu Demon
34-42	2d10 Skeletons
43-46	1d4 Wights
47-49	1d4 Allips
50-53	1d6 Ghosts
54-57	1d4+1 Wraiths
57-60	1d6+5 Vargouilles
61-62	Dread Wraith
63-00	No Encounter

Acid Rain: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Allips: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Babau Demons: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

CHAPTER 7: THE DEAD FIELDS

Blight Wolves: These twisted creatures have only appeared on the Desolation within the last hundred years. Exactly what spawned them is unknown, but they seem to only be encountered in the Dead Fields. They are amalgam creatures with the dark, furry head of a wolf, and a lupine, back-scaled body. Cruel talons tip their paws, and batlike wings sprout from their shoulders. Their scaly tails end in an iron-hard barbed tip. The have eyes like pools of blackest night and their howls sound like winds blowing from the netherworld.

BLIGHT WOLF

CR 6

XP 2,400

Creature Collection 19

CE Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

AC 22, touch 14, flat-footed 17 (+4 Dex, +1 dodge, +8 natural, -1 size)

hp 84 (8d10+40)

Fort +11; **Ref** +10; **Will** +2

DR 2/—; **Immune** mind-affecting effects, paralysis, nonlethal damage

Spd 90 ft., fly 60 ft. (poor)

Melee 2 claws +10 (1d6+3), bite +10 (2d6+3 plus poison), and tail slap +5 (1d8+1) or tail slap +10 (1d8+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks chilling howl

Str 16, **Dex** 18, **Con** 20, **Int** 5, **Wis** 10, **Cha** 3

Base Atk +8; **CMB** +12; **CMD** 27 (31 vs. trip)

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Skill Focus (Perception)^B

Skills Fly +3, Perception +9 Stealth +6

Chilling Howl (Su) Blight wolves can emit a baleful howl as a standard action once per day that strikes terror in any who hear it. Victims must succeed on a DC 19 Will save or become panicked for 1d6 rounds. They can only do this howl during the hours of darkness. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* DC 21; *frequency* 1/round for 10 rounds; *effect* 1d3 Constitution damage; *cure* 3 consecutive saves. The save DC is Constitution-based with a +2 racial bonus included.

Bone Storm: See The Ashen Waste in *Part 2—The Ghosts of Victory*. These storms are not as harsh and the dust not as fine as in the Ashen Waste, so they do not carry the danger of suffocation like they do in that more arid region.

Clay Golem: A single berserk clay golem, a siege construct whose master died in battle, wanders the Dead Fields looking for something to smash. It attacks anything that moves. Strangely at night it lies dormant until dawn.

CLAY GOLEM

CR 10

XP 9,600

hp 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)

Dread Ravens: These malevolent carrion birds fly over the Dead Fields in search of new flesh to feast upon. Anything that seems too lively is subjected to a barrage of spells from a safe height. There is a 10% chance than any flock of dread ravens encountered is serving as spies for the master of the Crooker Tower in the ruined city. If so, they merely swoop low for a good look at travelers before flying away to report to their master, only retaliating if attacked. It is up to you to decide what effect, if any, their spying has on the game.

DREAD RAVEN

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^B, Weapon Finesse

Skills Fly +7, Perception +10, Stealth +8

Languages Auran

Dread Wraith: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Ghosts: Unlike their less-intelligent kin, these travel in smaller numbers hoping to surprise and ambush potential meals in their existence of eternal hunger. If a way is found to communicate with one, it might let slip their one of their kind went “civilized” not long ago and now plays with his food before he eats it (see Area 15 of The Camp in *Part 1—The Edge of Oblivion*).

GHAST

CR 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 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), stench (10-ft. radius, DC 15)

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, Disguise +9, Perception +9, Sense Motive +9, Stealth +9, Swim +5

Languages Common

Ghoul Wolves: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Ghouls: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Lesser Nabasu Demon: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Mohrg: Some of the vilest offenders who died upon the plain have come back not as skeletons but as mohrgs. They hide among their lesser brethren, remaining stationary upon the ground until someone wanders by within striking distance or stops to rest nearby. They try to blend in with the many bones that lie in the dust. A successful DC 15 Perception check notices their unusual visceral growths from a distance of 20 feet, alerting the traveler that all is not as it seems.

Dr. Life After Death (CR 8)



A single leathery wing rises high into the air like a malignant sail. Ahead is the ponderous bulk of a massive dragon, lying on its side, its scales a dull, charcoal gray. It lies on the ground completely still. One wing extends skyward, locked into its current position. Its other wing is curled beneath its bulk at an awkward angle. Its skull-like head stares vacantly ahead into eternity. The carrion stench floating on the breeze is horrifying.

This is the corpse of an old black dragon named Karkuune, once a powerful inhabitant of the ruins of Tsar (*Slumbering Tsar: Temple-City of Orcus* for further details). It has been dead for six days, and its decomposition is quite advanced. Despite its obvious condition, there is no clue as to what killed this magnificent predator other than the trail of blood and bile dried around its lips and on the ground around its maw.

Creatures: The fate of this dragon still remains a threat to the party. Recently the dragon feasted upon some carrion in the Desolation and unknowingly swallowed a **gore beetle swarm** in its nest. The dragon made it this far before suffering from the resultant acute gastric distress. In extreme pain it landed in a crumpled heap and died soon after as the gore beetles consumed its vital organs. Now it is nothing more than a massive bloated sac serving as the gore beetle swarm's new nest. Anyone approaching within 20 feet of the corpse catches the swarm's notice. It bursts forth from the corpse, the hide splitting and disgorging the beetles in a disgusting display of viscera, and swarms toward the nearest character. Gore beetles are armored insects the size of a small dog whose heads have four composite eyes and sawlike mandibles.

MOHRG

XP 4,800

hp 91 (*Pathfinder Roleplaying Game Bestiary* "Mohrg")

CR 8

Skeletons: These creatures seem to spontaneously generate from among the countless number of unburied dead that still lie on the field, bones bleaching in the sun. They wander aimlessly attacking all who come near unless rounded up by someone more powerful who puts them to work for his own nefarious ends.

HUMAN SKELETON

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton")

CR 1/3

Vargouilles: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Wights: These undead walk the Dead Fields with an angry grudge against all who live. They look like sun-darkened, wind-dried corpses, their tendons standing out in their leathery flesh. Sometimes they serve more powerful undead.

WIGHT

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

CR 3

Wraiths: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Fixed Encounters

The encounter areas of the Dead Fields begin with a "D" and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the "D" and the numeral. For example the Old Wagon Road is identified as D4-1.

GORE BEETLE SWARM

XP 4,800

Creature Collection 87

N Tiny vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +0

CR 8

AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size)

hp 136 (16d8+64)

Fort +14; **Ref** +6; **Will** +5**Defensive Abilities** half damage slashing and piercing weapons, swarm traits; **Immune** vermin traits**Spd** 90 ft., climb 90 ft.**Melee** swarm (4d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 22), gas sacs**Str** 2, **Dex** 13, **Con** 18, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +12; **CMB** —; **CMD** —**Skills** Climb +9

Gas Sacs (Ex) Gore beetles shunt waste gases from their digestive processes into a series of sacs located underneath their armor. When threatened they vent this gas once per day as a free action, affecting anyone within 10 feet. Those within the area of effect must make a DC 22 Fortitude save or suffer from nausea for 1d4 rounds. The save DC is Constitution-based.

D2. The Bone Collector (CR 6)

Creature: Hiding amidst the scattered remains of warriors long past is a **bone lord**, a colony of small fungal organisms that knit a pile of loose bones together into a random conglomeration with a

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kind of communal intelligence. It has collected a number of more recent bones from many humanoids into its mass and is virtually indistinguishable from the older bones covering the ground around it. Only a DC 23 Perception check notices the fresher bones, perhaps betraying a slight movement, before it lunges up at a passing party member.

BONE LORD

CR 6

XP 2,400

Creature Collection 21

NE Large aberration

Init +4; **Senses** darkvision 60 ft.; Perception +20

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 90 (12d8+36)

Fort +9; **Ref** +4; **Will** +13

Immune *polymorph*; **Resist** cold 20

Weaknesses vulnerability to fire

Spd 60 ft.

Melee multiple claws +12 (1d8+4)

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

Special Attacks multiple claws

Str 18, **Dex** 10, **Con** 16, **Int** 9, **Wis** 20, **Cha** 5

Base Atk +9; **CMB** +14; **CMD** 24 (can't be tripped)

Feats Blind-Fight, Diehard, Endurance, Great Fortitude, Improved Initiative, Skill Focus (Stealth)

Skills Climb +19, Perception +20, Stealth +17

SQ alter anatomy

Alter Anatomy (Ex) As an immediate action, the bone lord may alter the form of its conglomeration each round with a successful DC 15 Dexterity check in order to take best advantage of the surrounding terrain. The bone lord may do this in order to pass through small openings, stretch over chasms (up to 20 feet), or flatten itself to gain total concealment in tall grass, etc. It is up to you to determine the effectiveness of what the bone lord may attempt.

Multiple Claws (Ex) In combat, the bone lord is capable of manifesting numerous natural weapons from its bony stockpile to fight its enemies. These consist of fanged maws, claws, or sharpened bones, though all are considered claws. At the beginning of combat, the bone lord manifests 1d4 of these claws to attack with, and each round another is manifested and added to its attacks up to a maximum number equal to the bone lord's Hit Dice.

D3. Restless Warrior (CR 13)

The rolling hills of this area are strangely devoid of the bony remains you have seen elsewhere. Instead a fine white powder seems to coat the terrain, smoothed into an even surface. A faint grating rumble comes to your ears and begins to grow louder.

These hills serve as the eternal demesne of one survivor of the long-ago war. At the height of the battle, the engineers and wizards of the two armies sought to create ever more effective means of deploying troops in combat and destroying enemy ranks. Massive shield walls and flame-throwing artillery pieces were developed and used on the field of battle with varying degrees of success. One of the most successful and durable creations, however, was the battlehulk. Part armored troop carrier, part assault platform, and part troop-smashing battle ram, the battlehulk was a construct built to disrupt troop formations and leave a swath of destruction in its wake, crushing into powder anything that happened to get in the way.

Creature: Not many battlehulks were made because of their great expense and lengthy construction time. Those that were made

served well in battle for the Army of Light and became particular targets of the disciples' of Orcus attacks in order to remove their threat from the battlefield. As a testament to their extreme durability, a functioning **battlehulk** still exists here following its last command to destroy anyone not bearing a banner of the Army of Light. The only remaining intact specimens of such banners can be found in a few museums in Bard's Gate and once important capital cities of centuries ago. If anyone should be able to procure such an item or a reasonable facsimile (Knowledge [history] DC 30 to be able to recreate), the battlehulk ceases its attack and ignores those bearing such a standard. It will not follow commands, its command words having been lost long ago.

BATTLEHULK

CR 13

XP 25,600

hp 177 (See **Monster Appendix**)

Tactics: The battlehulk arrives over the crest of a hill 50 feet away 2 rounds after the party first notices the noise of its approach. It immediately accelerates and attacks with its crush or ram and flails with its slams at those standing in range. The hills are gentle slopes only, and do not interfere with the movement of characters or the battlehulk. Once the battlehulk has sighted targets, it pursues relentlessly until destroyed or its quarry escapes through means such as flight, *invisibility*, or climbing the nearby mountain face. After disengaging, the battlehulk makes its way back to this spot, the location of its final programmed orders.

D4. Firebase of the Damned

This is a small, flat-topped hill rising above the plain. Its top is no more than 15 feet higher than the land around it, but the sides are very steep and gravelly (DC 15 Climb check). Only the south face descends at a gradual slope. This natural high point served as an artillery emplacement for the Army of Light to fire their heaviest catapults onto enemy troops with heavy stones and more esoteric, exploding ordinance. One of many firebases, this is the only such position that wasn't overrun and destroyed at some point or other during the battle. Near the end, when the Army of Light tightened its noose around the besieged city, the disciples of Orcus wanted to eliminate this field artillery as a threat by preventing it from being moved within range of the city walls. To accomplish this, a single wizard flew invisibly one night above the hill and encompassed it within several *circle of death* spells killing all of the artillerists and soldiers defending the position. Shortly thereafter the followers of Orcus made their dramatic escape, and the Army of Light gave pursuit, abandoning any attempts to reuse the abandoned catapults.

This hill top is visible from a mile distance in any direction, and it is obvious that there is some sort of construction atop it. The nature of this construction is not evident until observers come within a quarter mile of the hill. Anyone approaching from the south or east comes across the faint traces of the wagon road.

D4-1. Old Wagon Road

The faint tracery of a road here takes on a more obvious aspect as it begins rising from the ground on an incline up towards the top of the low hill ahead. Where it reaches the crest of the hill, the road seems to be partially blocked by some sort of palisade wall. To the side of the road the ancient remains of a wagon lie half-buried in the hard soil. Two of its broken-spoked wheels point skyward. The skeletal remains of at least one, or possibly two, draft horses or oxen still lie in their traces, likewise partially buried in the ground.

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The road rises gradually to the defended entrance to the fire base. When the evil wizard unleashed his *circle of death* spells the wagon was just leaving the fortified position after delivering a load of ammunition to the artilleryists. All such deliveries were made under cover of darkness to avoid surprise attacks by the enemy, but such precautions availed this wagoner not. The driver and horses were immediately slain by the fell magic and the wagon tumbled over the edge of the roadway and down the embankment where it has rested to this day. The driver's skeleton is barely visible beneath the wagon, almost completely buried by long years of wind and weather. While the party may suspect some undead danger here, it is in fact nothing more than it appears.

D4-2. Guarded Road (CR 11)

Here where the small hillock is lowest and accessed by a wagon road, a palisade of sharpened logs has been erected to bar access. The logs are planted in the ground about 4 feet high, pointing outward at a 45 degree angle. Ropes once bound them together providing further reinforcement, but those have long since rotted away causing the once-solid barrier to shift and lose its cohesiveness, though it is still an effective impediment to approach. Where the road passes through this barrier, there was probably once a moveable gate, now nothing more than a haphazard stack of more logs.

Constructed when the fortunes of war had turned in favor the Army of Light, the artilleryists never feared a concentrated attack on this position, though a surprise cavalry charge was always a danger. Construction upon a steep-sided hilltop prevented much of that threat, but this barrier served to close up the remaining vulnerability posed by the gently sloping southern flank. Though the log wall has degraded seriously, it still makes an effective barrier. Because of the extreme angle of the outward angled logs and the sloping ground below, it requires a DC 20 Climb check to surmount. Any attempt to do so requires a DC 23 Acrobatics check to avoid impalement, which deals 1d6 points of piercing damage. If struck while attempting to cross this barrier, the character must make another Acrobatics check to avoid falling backward off the barrier *and* taking the damage. Jump checks to go over the wall suffer a -4 penalty because of the angled logs.

The narrow entrance is partially blocked by stacked logs 4 feet high requiring a DC 10 Climb check to surmount and has no chance of impalement. It causes no penalties to Jump checks.

Creatures: Though they didn't fear a concerted attack, a small garrison was assigned here to hold the position against any possible assault until reinforcements could arrive. That entire garrison was slain by the wizard's spell. Now they exist as **20 juju zombie spearmen** who still guard their positions to this day. They resemble regular zombies, but their skin is gray and as tough as hardened leather, and small pinpoints of crimson fire glow in their eyes. wear breastplates and use longspear. They crouch behind the barrier with readied actions waiting for anyone to approach. Being undead they have limitless patience. Anyone coming within range of their reach weapon is subjected to attack as they rise and stab over the wall. They gain cover from the wall (not calculated into their AC). Though determined, they are not very imaginative. They respond to intruders from other parts of the hilltop, so a diversion could be used to draw them away from this position and allow entry at this point.

JUJU ZOMBIE SPEARMEN (20) XP 800

CR 3

Male human juju zombie fighter 3 (*The Tome of Horrors* Revised 411)
NE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +2

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)
hp 40 (3d10+18)

Fort +5; **Ref** +4; **Will** +1

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits;
Resist fire 10

Spd 30 ft.

Melee longspear +9 (1d8+7/x3) or slam +8 (1d6+7)

Str 20, **Dex** 16, **Con** —, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8 (+10 sunder); **CMD** 21 (23 vs. sunder)

Feats Alertness, Cleave^B, Improved Initiative^B, Improved Sunder^B,

Power Attack^B, Toughness^B, Weapon Focus (longspear)

Skills Climb +14, Jump +6, Perception +2, Ride +4,

Sense Motive +2

Languages Common

SQ armor training 1

Gear breastplate, longspear

D4-3. Ruins

The walls of an ancient adobe building rise here. It is roofless and gutted, nothing more than a bare shell of a building. Though hastily constructed to serve as quarters for the troops garrisoned here, the walls themselves have weathered the years well and stand 7 feet tall. Only an open doorway breaks their continuity. There is nothing of interest here, though it could serve as a reasonably sheltered campsite for travelers if the undead are dealt with.



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D4-4. Watchtower

Four wooden stumps rise from the ground here forming a square. Each has broken off a few feet above the ground. To the east of the stumps are the partially buried timbers and beams of a tower that once stood here but succumbed to the elements long ago. From atop this tower spotters once surveyed the effectiveness of artillery barrages and gave instructions for adjusting fire.

D4-5. Artillery Emplacement (CR 12 or 14)

A ridiculous caricature of life plays out before you. Three massive siege engines — onagers — stand on this level field. All are cocked back in their armed position, and crews of corpses man them. At each of these machines great ogre zombies lift heavy rocks and place them in the tatters of the onagers' slings. The rocks of course fall straight through to the ground, but none of the artillery crews seem to notice. Instead the ogre zombies simply pick the rocks up and replace them on the nearby ammunition piles. One leathery human corpse takes a sighting along the weapon's firing arm and then steps back. Another then pulls the release lever. Of course all of the ropes and cables that once operated these machines have long since fallen prey to the long years, so the catapults remain inert. Another corpse begins turning the crank to once again cock the siege engine even though the crank no longer functions but instead spins uselessly. Then an ogre zombie drops another heavy rock through the weapon's sling and the process is repeated.

Creatures: These are the massive engines of war that the disciples of Orcus wanted to prevent being used against the walls of their city. These huge machines could hurl 500-lb. boulders nearly a mile and reduce walls to rubble or shatter troop formations. They are still manned by their crews consisting of a total of **18 juju zombies** and **3 ogre zombies**. The ogre zombies were already dead when the wizard came, and were used as laborers. The juju zombies are all that remain of the artillerists. Unlike the ogres who are truly mindless, the juju zombies only pretend to mindlessly follow their programming after they have noticed the party. Instead they wait for the party to approach within striking distance before suddenly charging to attack. Once battle is joined the mindless ogres likewise catch on and join in the fight. The juju zombies groan in anger at the living, so unless they are somehow silenced the guards at Area D4-2 hear any battle and come over to join in after 3 rounds.

JUJU ZOMBIES (18)

CR 3

XP 800

Male human juju zombie fighter 3 (*The Tome of Horrors Revised* 411)

NE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +2

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)
hp 40 (3d10+18)

Fort +5; **Ref** +4; **Will** +1

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

Spd 30 ft.

Melee longsword +9 (1d8+5/19–20) or slam +8 (1d6+7)

Str 20, **Dex** 16, **Con** —, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8 (+10 sunder); **CMD** 21 (23 vs. sunder)

Feats Alertness, Cleave^B, Improved Initiative^B, Improved Sunder^B, Power Attack^B, Toughness^B, Weapon Focus (longsword)

Skills Climb +13, Jump +5, Perception +2, Ride +3, Sense Motive

+2

Languages Common

SQ armor training 1

Gear chainmail, longsword

OGRE ZOMBIES (3)

CR 2

XP 600

(*Pathfinder Roleplaying Game Bestiary* “Ogre, Zombie”)

NE Large undead

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 14, touch 7, flat-footed 15 (+4 armor, –2 Dex, +3 natural, –1 size)

hp 33 (6d8+6)

Fort +2; **Ref** +0; **Will** +5

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

Spd 30 ft.

Melee greatclub +8 (2d8+9) or slam +8 (1d8+9)

Ranged javelin +1 (1d8+6)

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

Str 23, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +11; **CMD** 19

Feats Toughness^B

SQ staggered

Gear hide armor, greatclub, 4 javelins

D4-6. Munitions Stores (CR 10)

The remains of an old adobe structure still stand here. Half of the building has crumbled and is gone, but their other half stands and even has part of a roof covering its shadowy interior. Metal shards and splinters cover the ground on what was once the floor of this building.

This building once served as storage for special munitions for the onagers. A delivery wagon had just dropped off a load before the artillery crews were slain, so this building was left full. The metal slivers are fragments of heavy brass canisters that once held special explosive ordinance. Some were smashed when the roof collapsed and others deteriorated over time from exposure. Fortunately the incendiary mixture had also deteriorated and become inert. However, at the back of the building are three of the large brass canisters that are still intact. They are no longer durable enough to be used as missiles, but they can easily be opened to find five intact flasks of still-volatile alchemist's fire in each.

Creature: Unfortunately for the party, these canisters are not all that has remained intact in this building. Because of the fragile nature of these canisters the artillerists trusted only the steadiest of hands to carry them. To this end they kept a **clay golem** to guard the munitions and carry them to the catapults when necessary. It is standing in the shadows at the back of the building next to the intact canisters. It attacks anyone not wearing the uniform of the old Army of Light. If it goes berserk it smashes one of the canisters causing the effects of all five flasks within breaking to anyone within the area of effect. One canister exploding does not detonate the others since they are largely fire proof.

CLAY GOLEM

CR 10

XP 9,600

hp 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)

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D5. Carrion Birds (CR 12)

Something must be dead or dying based on the flight of carrion birds you see circling in the sky not far ahead. Three large vultures make long, lazy circles in the air, patiently awaiting the inevitable result of the age-old drama playing out on the ground below. There at the very edge of your sight in the broken terrain is a huddled form, moving only slightly — obviously wounded.

Lying on the ground 250 feet in front of the party is a wounded **dire wolf**. Its fur is blood covered and marked by great slashes. Unless the party has magical means of sight, they will have to get within 50 feet of the wolf to have a clear view of it. It wandered down from the northern hills and was separated from its pack before falling prey to some of the Desolation's own predators. It is incapable of attacking and will die in a few hours if not tended.

Creatures: The true threats in this area are the vultures, for they are actually **3 vrock demons** from the city of Tsar. It was they who actually attacked the wolf and are now cruelly waiting for it to die of its wounds. They fly with their arms and legs tucked up against their body 500 feet in the air. Their body positions, in combination with a simple optical illusion, give them the appearance of normal vultures flying at a lower altitude. However, a successful DC 25 Knowledge (nature) check notices that they aren't, in fact, vultures or any ordinary type of bird. If that observation is successful, then a DC 20 Knowledge (planes) recognizes them for the demons they are.

VROCK DEMONS (3) CR 9 **XP 6,400**

hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

Spell-like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lb. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35% or 2d10 dretches 35%)

WOUNDED DIRE WOLF CR 3 **XP 800**

hp 37, currently –1 (*Pathfinder Roleplaying Game Bestiary* “Wolf, Dire”)

Tactics: If the players converge to examine the wounded dire wolf, the vrocks, sensing an opportunity for more fun and mayhem, begin to slowly descend towards the party hoping to avoid notice. Unless someone is actively watching the vrocks, this subtle lowering is not noticed without a DC 30 Perception check (check each round). When the vrocks have reached an altitude of 160 feet they attempt to summon dretches, which then rain down on the party below. The dretches are unlikely to survive the fall, but these malicious entities do attempt to cause as much harm as possible as they die. Allow each dretch to make a single ranged touch attack at a –4 penalty. Success means they have struck a character with their bulk dealing 4d6 points of bludgeoning damage. They ignore the dire wolf in favor of more lively targets. The vrocks follow this by swooping in to attack. If the party does not approach the wolf, the vrocks continue their circles for now but keep on eye on which direction the party travels. They then attempt to follow the party and attack at night after they have camped. Determine if the vrocks are successful in following the party based on how far the party traveled and what precautions they may have taken to prevent discovery of their camp (a campfire is a dead giveaway, though).

SUMMONED DRETCH DEMONS (varies) CR — **XP —**

hp 18 (*Pathfinder Roleplaying Game Bestiary* “Demon, Dretch”)

Development: If the dire wolf is cured and offered food and water it will bond with any character doing so and can become a faithful animal companion. Even if its presence is not wanted, if healthy it will attempt to follow its benefactor at a distance only stepping in if the benefactor is badly injured or incapacitated. In that case it rushes in to stand protectively over the character baring its fangs in a threatening manner to any who approach. This can create a sticky situation for any allies who wish to help their fallen comrade requiring them to make a successful wild empathy check to turn its unfriendly attitude to friendly or make a DC 30 Handle Animal check.

Ad Hoc XP Award: Slaying the wounded dire wolf earns no XP, but successfully befriending it earns XP as if it had been defeated in battle.

D6. Embattled Dwarves

A small mound rises from the plain. It appears to be somewhat fortified at the top, and a stair has been cut in the side on the south face. Just west of the mound is a large excavated pit surrounded by fresh piles of dirt. Between the excavation and mound is what appears to be a pile of debris. Short stocky, bearded figures labor in the excavation with pick and shovel. More stand as sentries atop the mound, crossbows at the ready.

At this location a band of dwarves has set up camp and begun an excavation. They work on the excavation during the day and huddle in the defensive works atop the hill at night. If the party approaches visibly in a nonthreatening manner during the day, the dwarven sentries hail them in a friendly manner and invite them to the base of the mound while all of the dwarves gather around. If the characters are violent or approach at night they are met with crossbow bolts and dwarven curses.

These dwarves hail from a dwarven kingdom of the Stoneheart Mountains. Centuries ago their king, Kroma, led the allied dwarven clans of the Stonehearts to join the Army of Light in the Battle of Tsar. King Kroma fell upon the field of battle. His body was never recovered, and most of the dwarves were lost when they joined in the great pursuit of the disciples of Orcus. Now all these years later the dwarves of Kroma's clan, led by one of his own descendants, has returned to the ancient battlefield to recover the bones of their beloved king and bring them home to rest in the halls of his fathers.

The leader of these dwarves is thethane of a clan that has lost much influence and power since the days of his ancestor Kroma. He hopes to reverse the fortunes of his failing house by reclaiming Kroma's bones and removing what he sees as a mark of shame on his house for the abandonment of their dead. Clan tradition held that King Kroma was lost on the field of battle just west of a low hill in this area of the Desolation. They located this site three weeks ago and began to dig believing that their lost king's bones must lie somewhere in the vicinity.

Creatures: The dwarves here are doughty warriors all and are led by the doughtiest, but all bear bandages and signs of recent injury. **Thane Fenris** is ruddy-cheeked and has a blonde beard forked and tucked into his ornate belt. He wears fine but travel-worn apparel, since he and his men have traveled far in their quest for King Kroma's bones. His initial attitude if approached in daylight is Indifferent, but characters receive a +5 bonus to their Diplomacy checks with him since the sight of living people lifts his spirits significantly. His warriors are all of the same clan and bear something of a familial resemblance, though their harness and weapons are not of equal quality to that of their leader. Fenris's de facto second-in-command is the cleric **Gorrak** who is much older than any of the others and chooses to wear threadbare mendicant clothing in mourning for his clan's lost status, though his weapons and armor are in excellent condition. The other **7 dwarves** are all warriors.

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THANE FENRIS

XP 4,800

Male dwarf fighter 7/dwarven defender 2

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +8

AC 22, touch 14, flat-footed 22 (+8 armor, +2 Dex, +2 dodge)

hp 99, currently 89 (7d10+21 plus 2d12+6 plus 16)

Fort +11; **Ref** +6; **Will** +6 (+8 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, bravery +2, defensive stance, uncanny dodge

Spd 20 ft.

Melee +1 *dwarven urgrosh* +12/+7 (1d8+5/19–20/x3) and +1 *dwarven urgrosh* (offhand) +12 (1d6+3/19–20/x3)

Ranged light crossbow +11/+6 (1d8/19–20)

Special Attacks +1 attack rolls against orc and goblin subtypes, weapon training (double +1)

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

Base Atk +9; **CMB** +12; **CMD** 16 (20 vs. bull rush and trip)

Feats Alertness, Dodge, Endurance, Improved Critical (dwarven urgrosh)^B, Lightning Reflexes, Rapid Reload^B, Toughness, Two-Weapon Defense^B, Two-Weapon Fighting^B

Skills Appraise +3 (+5 metals and gems), Bluff +10, Craft (stonemasonry) +8, Knowledge (history) +7, Perception +8 (+10 stonework), Profession (miner) +6, Sense Motive +8



CR 8

Languages Common, Dwarven, Terran

SQ armor training 2

Combat Gear *potion of bull's strength*; **Other Gear** masterwork half-plate, +1 *dwarven urgrosh*, light crossbow, 20 crossbow bolts, *belt of mighty constitution* +2, belt pouch with 30 gp and a tiger eye agate (100 gp)

Defensive Stance (Ex) Once per day as a swift action Fenris as a dwarven defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender's hit points by 2 per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. The extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Jump. A defensive stance lasts for a number of rounds equal to 3 + the defender's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a –2 penalty to Strength for the duration of that encounter.

OLD GORRAK

CR 7

XP 3,200

Male dwarf fighter 4/cleric 4 (Dwerfater)

LG Medium humanoid (dwarf)

Init +4; **Senses** darkvision 60 ft.; Perception +7

Aura good

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

hp 56, currently 48 (4d10+4 plus 4d8+4 plus 4)

Fort +9; **Ref** +4; **Will** +8 (+9 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, bravery +1

Spd 20 ft.

Melee +1 *ghost touch dwarven waraxe* +11/+6 (1d10+5/x3)

Ranged heavy crossbow +7 (1d10/19–20)

Special Attacks +1 attack bonus against orc and goblin subtype, channel positive energy 3/day (DC 12, 2d6), spontaneous casting (cure spells)

Domain Spell-like Abilities (CL 4th):

6/day—*acid dart* (ranged touch +7, 1d6+2 acid), *touch of good*

Spells Prepared (CL 4th):

2nd—*align weapon*, *consecrate*, *soften earth and stone*^D, *spiritual weapon* (Atk +10/+5, Dmg 1d8+1)

1st—*bless*, *detect undead*, *divine favor*, *protection from evil*^D, *shield of faith*

0 (at will)—*create water*, *guidance*, *purify food and drink*, *resistance*

D domain spell; **Domains** Earth, Good

Str 15, **Dex** 10, **Con** 13, **Int** 11, **Wis** 17, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 19 (23 vs. bull rush and trip)

Feats Diehard, Endurance, Improved Initiative, Lightning Reflexes, Point Blank Shot^B, Weapon Focus (dwarven waraxe)^B, Weapon Specialization (dwarven waraxe)^B

Skills Appraise +5 (+7 metals and gems), Heal +7, Knowledge (history) +4, Knowledge (religion) +4, Perception +7 (+9 stonework), Profession (miner) +7

Languages Common, Dwarven

SQ armor training 1

Combat Gear *oil of bless weapon*, *potion of cure moderate wounds*, *divine scroll* (CL 5: *glyph of warding*); **Other Gear** splint mail, heavy wooden shield, +1 *ghost touch dwarven waraxe*, heavy crossbow, 20 crossbow bolts, 10 +1 *distance crossbow bolts* (light generating), wooden holy symbol of Dwerfater, belt pouch with 24 gp and 16 sp

CHAPTER 7: THE DEAD FIELDS

GLOMI, BRUITT, KARGESH, ROMNI, RAGNAR, THULBINE, and BEREK
DWARF WARRIORS (7)

CR 1

XP 400

Male dwarf warrior 3

LG Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; **Perception** +3

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 25, each is currently down 1d4+2 hp (3d10+6 plus 3)

Fort +5; **Ref** +1; **Will** +1; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype

Spd 20 ft.

Melee warhammer +5 (1d8+1/x3) or heavy pick +4 (1d6+1/x4)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks +1 attack bonus against orc and goblin subtype

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 11, **Cha** 6

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. bull rush and trip)

Feats Endurance, Weapon Focus (warhammer)

Skills Appraise +0 (+2 metals and gems), **Perception** +3 (+2 stonework), **Profession** (miner) +6

Languages Common, Dwarven

Gear chainmail, light wooden shield, warhammer, heavy pick, shovel, heavy crossbow, 2 quivers with 20 crossbow bolts each, belt pouch with 1d10 sp and 2d12 cp

Development: Fenris explains his party's purpose and invites guests to stay the night in the security of his encampment. He claims that attacks by undead occasionally occur at night and adds that it is always safer in numbers out in the Desolation. He does not yet reveal that his people have been attacked every night by concerted undead assaults for the entire three weeks that they have been camped here, though a Sense Motive check opposed by his Bluff check reveals that he appears to be hiding something. He denies this but elaborates no further. The characters will find out the truth soon enough. See the "Events" section following the area descriptions for the order of occurrences after the characters' arrival at Fenris's camp. Because of the constant nightly battles, there are no chances for random encounters here after dark.

Old Gorrak takes an immediate shine to the party, seeing something of his own youth spent traveling far and wide in pursuit of adventure. He is included as a potential replacement character for one of your players if the party has suffered attrition and has been unable to replenish their numbers. If you intend to use him in this fashion, strive to keep him alive through the events that occur at the encampment. Feel free to replace him with any other character you would rather introduce, though a dwarven character works much better with the context of the encounter area.

D6-1. The Excavation

This is a large pit of varying depths between 3 and 5 feet in different portions. Fenris's dwarves have painstakingly dug this pit with pick, shovel, and back-breaking labor over the last three weeks in search of their lost king's remains. Bits of bone and ancient equipment protrude from the walls of the pit but only down to the depth of 3 feet. Below that level is only sterile soil. Fenris intends to abandon this excavation soon and move to another location to try again since the intended bones have not been found and the dwarves seem to have reached the deepest layers of the remains from the battle of long ago. Surrounding the pit are several large dirt piles deposited by the dwarves from their excavation. These dirt piles are rife with more broken bone, weapons, and armor that have been examined by the dwarves and discarded as not belonging to whom they seek. During the day there are 1d4+1 dwarven warriors in addition to either Fenris or Old Gorrak (50% chance of either) at work in the pit. Their armor and weapons lie at the edges of the pit and they are equipped with only picks and shovels.

D6-2. Bone Pile (CR 7)

A large pile of shattered bone and weaponry rises here between the

mound and the excavation pit. There are the remnants of hundreds of skeletons here. If any of the dwarves are asked about their source, he will cough and say that they were taken from the dig (Sense Motive opposed to Bluff to realize this is a lie). If the bones are examined, a DC 18 Int check realizes that the bones and weapons do not appear to be dirty enough to have been recently pulled from the ground. These are in fact the remains of the many skeletons that the dwarves have been battling for the past three weeks. Each morning after battle the dwarves gather up the bones of the undead they have destroyed and deposit them here.

Creatures: Buried in this pile of bones are **5 wights**. They snuck in here under cover of the last battle and wait for the proper moment to rise and strike. One can be discovered if anyone sifts through the bone pile and succeeds at a DC 15 Perception check. If one is discovered it attacks and the other four rise to do battle alongside it.

WIGHTS (5)

CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

D6-3. Cemetery

Dozens of fresh mounds of earth mark new graves in this makeshift cemetery. At the head of each rises a broken weapon haft to serve as marker. There are exactly 21 graves and each holds the corpse of a dwarf. These were all originally members of Fenris's company and all have fallen in battle during the nightly attacks. The breaking of the haft of a warrior's weapon (usually an axe, hammer, or pick) is a tradition in their clan to denote death in battle. If Fenris is asked about all the graves, he merely looks grim and states that it is dangerous in the Desolation.

D6-4. Hilltop Encampment

The sides of this hill rise 15 feet above the surrounding land at a steep slope (see the "Hills Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game*). A stairway has been cut on the southwestern face providing easier access to the summit. At the summit, the dwarves have dug a defensive position 3 feet deep from which they fight, allowing them to duck down for cover if necessary yet still retain their higher ground advantage against attackers. The dugout is little more than a bare dirt floor in which the dwarves have laid their bedrolls and cut a few fire pits. A supply of wood (carried by the dwarves down from the mountains) is stacked next to the fire pits, and they are kept alight throughout the night. Likewise, at night all of the dwarves' picks and shovels are stored within the encampment alongside the dwarves' provisions (there is enough food and water stored within to feed 20 men for three weeks). The dwarves remain in their armor and half are always awake awaiting the inevitable attack of the undead. During the day any dwarves not at work in the excavation are on guard duty here atop the mound. If more than 3 dwarves are atop the mound during the day, half of them are napping in their armor.

Events at the Hilltop Encampment

Event 1: Uninvited Guest (CR 7)

This event occurs on the day of the party's arrival at some point when they are in or near the excavation at Area D6-1.

A deep-throated shout rises from the excavation pit. Pick-wielding dwarves scatter as something huge rises from the dirt of the pit. It is a gigantic skeleton of some bipedal dragonlike creature. It charges at the scattering dwarves with its daggerlike fangs bared.

The dwarves in the pit head towards the edges where they have laid their weapons and armor. They do not have time to put their armor on, so instead they merely grab hammers and prepare to do battle.

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Meanwhile those dwarves on guard at Area D6-4 charge down the hill to assist their comrades. Hopefully the party will join in as well.

Creatures: Attacking the dwarves is a **tyrannosaurus skeleton**. In the Battle of Tsar, some rare and strange creatures were used by the forces of Tsar. An advanced megaraptor was one such creature, and it fell in battle at this site. Its bones lay in the shallowest part of the excavation just below the level the dwarves had reached. Remembering the presence of the megaraptor at the long ago battle, the lich coordinating the assaults of undead upon the dwarves snuck into the excavation during the previous night's assault, unearthed a portion of the skeleton and animated it. He reburied what he had unearthed and commanded it to rise and attack whenever the dwarves unearthed it again, which is exactly what just happened. It attacks until destroyed.

TYRANNOSAURUS SKELETON

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary "Dinosaur, Tyrannosaurus; Skeleton"

NE Gargantuan undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +0

AC 14, **touch** 8, **flat-footed** 12 (+2 Dex, +6 natural, -4 size)

hp 81 (18d8)

Fort +6; **Ref** +8; **Will** +11

DR 5/bludgeoning; **Immune** cold, undead traits

Spd 40 ft.

Melee bite +20 (4d6+22 plus grab) and 2 claws +20 (2d6+11)

Space 20 ft.; **Reach** 20 ft. (10 ft. with claws)

Str 32, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 40

Feats Improved Initiative^B

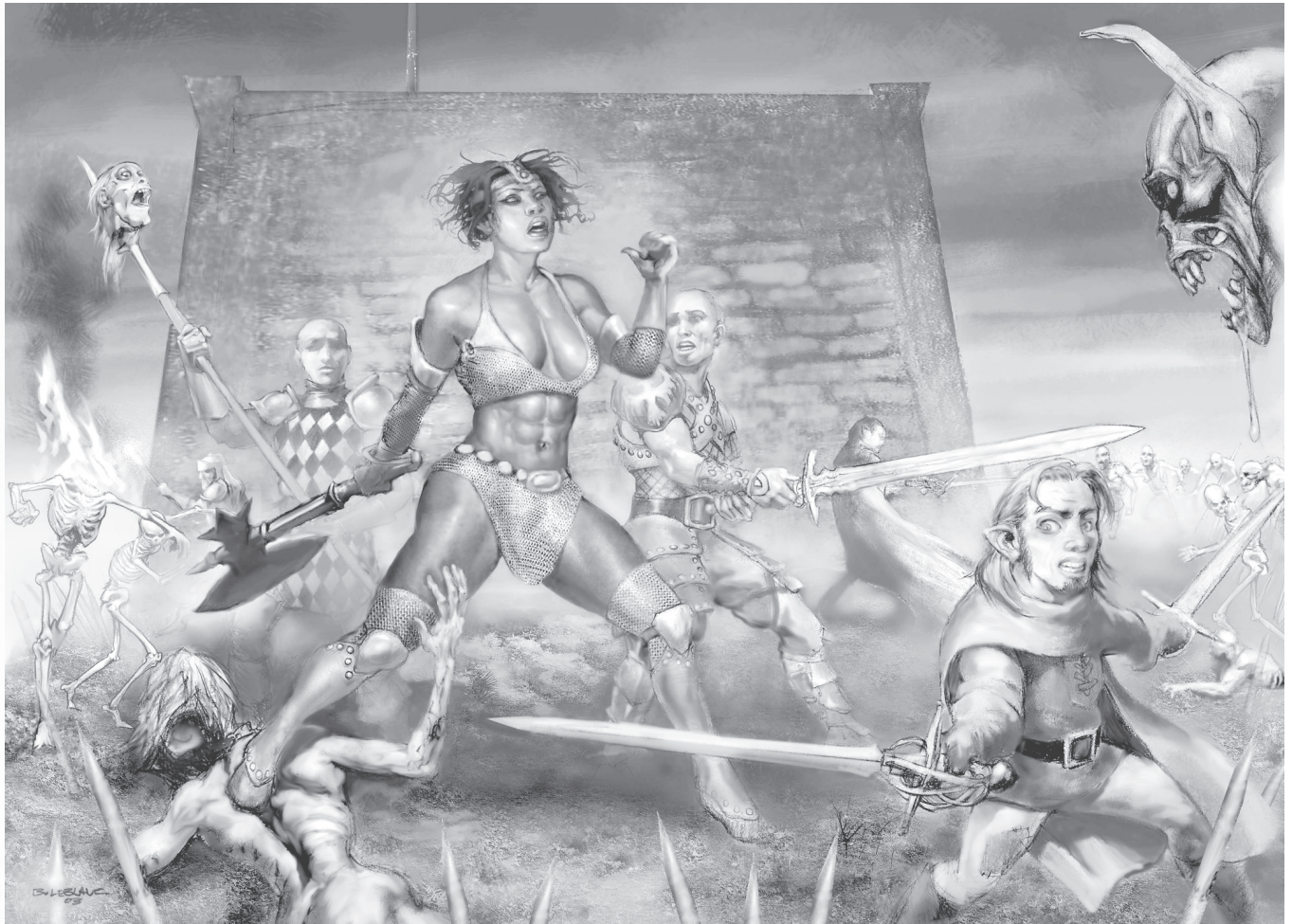
SQ powerful bite

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Event 2: Darkness Falls

As mentioned, Fenris is extremely excited to see the arrival of the party. The constant battles have caused a great deal of attrition in his forces, and he fears he will be unable to complete his quest if something doesn't change soon. He therefore welcomes the party and invites them to enjoy the hospitality of his camp for the night, after all, the Desolation is extremely dangerous at night. When night does fall he advises them that there has been a lot of undead activity in the area. He suggests they remain armored with weapons at hand and that no more than half of them sleep at once. A DC 15 Sense Motive detects he is extremely nervous as he grimly clutches his weapons.

A DC 20 Diplomacy or Intimidate convinces Fenris to admit that he has not been entirely forthcoming with the PCs. He states that there has been very regular undead activity since they arrived at the excavation site. In fact, the activity is quite unusual compared to what he has experienced elsewhere in the Desolation. They occur every night and appear to be organized by some malign intelligence. His dwarves are forced to fight a pitched battle with hordes of undead. Typically after one wave of assault they disappear and all is quiet until morning. Occasionally a second, smaller foray occurs but usually nothing more than a probe of their defenses. In these battles Fenris admits they have lost 21 dwarves, including their main cleric early on leaving only Old Gorrak to tend to the



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wounded. If asked about the composition of the attacking undead, Fenris states it has been wave after wave of skeletons which they smash in droves and later deposit in their bone pile. However, he says he has sometimes seen dark, humanoid shapes lurking in the rear ranks. Unfortunately they have never been able to destroy or even identify one of these.

After dark the dwarves remain on guard as described in Area D6-4 above. Allow the party to take whatever precautions and station themselves on guard as they see fit. The dwarves are in sore need of reinforcements and are open to most any idea the characters have, though the dwarves themselves will remain within their defensive perimeter rather than making forays out.

Event 3: Waves of Doom (CR 11)

The still night is broken suddenly by a clattering and clicking from somewhere out in the darkness, like the rattling of sticks. It seems to come from all sides. It is quickly followed by a clicking shuffle, and advancing into your range of vision is rank upon rank of animated skeletons bearing the bits of arms and armor they fell in battle with so long ago.

This event occurs approximately 3 hours after nightfall. The skeletons of the lich lie strewn upon the fields surrounding the area like so many of the bones already lying upon the field. At their masters command they quickly assemble into ranks ready for battle, so there are no troop movements for the party to detect prior to the battle through whatever reconnaissance they may attempt.

Creatures: Approaching the hill are **100 human skeletons**. They advance from the north, east, and south sides spaced fairly evenly in two ranks. These mindless undead have only one task: swarm over the hill and kill anything that lives. They continue in their attack until all are reduced to harmless piles of bone.

HUMAN SKELETONS (100)

CR 1/3

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary* “Skeleton”)

Event 4: Waves of Doom Redux (CR 10)

This event occurs a mere hour after the previous attack. By this time the dwarves have settled in to rest. They still maintain their armor and watches but are not really expecting any more trouble this night. However, the lich has seen the arrival of the party and knows that the weakened dwarves were on the verge of collapse before their arrival. He has been preparing some additional attacks for some time and chooses to unleash them now before anymore travelers can come to the dwarves’ aid.

A look of confusion and trepidation comes over the faces of those dwarves who are still wakeful at this late hour. The resounding echo of clicking and clattering floats across the plain. More skeletons are marching on the hill.

Creatures: Another wave of skeletons is indeed approaching. This time there are only **50 human warrior skeletons**, but mixed in with them are another type of undead the lich has been marshalling to his cause. In the midst of the skeletons are **10 cadavers**. They appear to be zombies, though a bit gaunter and decayed than fresher specimens. During this battle anyone actively attempting a Perception check in the darkness beyond the mound can notice several dark shapes slinking around with a successful DC 25 check. If anyone chooses to follow or engage these individuals, proceed with Event 6. The goal of this attack is to allow the skeletons and cadavers to breach the hills defenses before all are destroyed. Then the cadavers begin their



reanimation process hopefully in the middle of the camp. They have been commanded to not arise and attack until all that are able can do so, so their attack will be en mass. This attack by the cadavers triggers Event 5, described below.

HUMAN SKELETONS (50)

CR 1/3

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary* “Skeleton”)

CADAVERS (10)

CR 2

XP 600

The Tome of Horrors II 22

CE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +0

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 16 (2d8); reanimation

Fort +0; Ref +1; Will +3

DR 5/bludgeoning; Immune cold, undead traits

Spd 30 ft.

Melee 2 claws +2 (1d4+1 plus disease) and bite +2 (1d6+1 plus disease)

Str 13, Dex 13, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +2; CMD 13

Feats Improved Initiative^B

Disease (Ex) *Filth fever*: Claw and bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Charisma-based.

Reanimation (Su) When reduced to 0 hit points or less, a

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cadaver is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

Event 5: Anathema! (CR varies)

The sound of scraping and scratching earth comes from the mound's northwestern flank. Dwarven howls of rage and shock arise, and you quickly see the source of their outrage. Down in their makeshift cemetery, weapon haft markers fall aside as clawed hands emerge from the fresh graves and the horribly animated corpses of the fallen dwarves rise from their resting places.

This event occurs when the cadavers from Event 4 reanimate and continue their attack, hopefully within the dwarves' defensive perimeter, if all goes according to the lich's plan. If the cadavers fail to reanimate, then this event occurs 30 minutes following the previous attack. Read the following whether in the midst of combat with the cadavers or if all is temporarily quiet.

Creatures: To dwarves the idea of undead is a blasphemy. Witnessing some of their own animated with undeath is anathema. The lich is well aware of the dwarves' outrage at such an act. During previous nights' assaults he has been surreptitiously sneaking into the cemetery and disturbing the graves as he created **21 dwarven zombies**. He then left them quiescent until he could use them later to his advantage in battle.

That time is now. Any surviving NPC dwarves immediately stop whatever else they are doing and charge down the hill to destroy their violated kinsmen. When the dwarves are engaged in battle with the zombies, the **5 wights** hiding at Area D6-2 burst from their concealment and charge in to flank the dwarves (if they have not previously been discovered and destroyed). Anyone purposely attempting a Perception check during this fracas notices several dark shapes lurking in the dig site on a successful DC 20 check. Anyone approaching these figures should proceed to Event 6.

DWARVEN ZOMBIES (21)

CR 1/2

XP 200

NE Medium undead

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

AC 18, touch 9, flat-footed 18 (+6 armor, -1 Dex, +2 natural, +1 shield)

hp 12 (2d8 plus 3)

Fort +5; **Ref** -1; **Will** +3

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

Spd 20 ft.

Melee slam +3 (1d6+3)

Str 15, **Dex** 9, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Toughness^B

SQ staggered

Gear chainmail, light wooden shield

WIGHTS (5)

CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")



Event 6: Dark Lurkers (CR 5)

This event occurs if anyone has managed to spot the shadowy figures stalking on the periphery of the battlefield. If approached they do not retreat, rather relishing the opportunity to feed.

A hissing figure of malevolence embodied stands here in the dark. His fine features are marred by angular cheekbones and a spiderweb tracery of dark veins across his face. Wicked-looking fangs protrude behind bright-red lips. With him are two crouching figures of leathery, desiccated flesh.

Creatures: The creatures here are a **vampire spawn** — a field commander of the lich's forces — and **2 wights** serving as the spawn's guards. They gladly lunge forward to feast upon any foes. If the vampire is reduced below 10 hp he changes to *gaseous form*, easily mixing with the night mists, and retreats back to the south to rejoin his commander. The vampire spawn has a coffin hidden out on the Desolation in a shallow grave three miles away.

VAMPIRE SPAWN

CR 4

XP 1,200

Pathfinder Roleplaying Game Bestiary "Vampire"

LE Medium undead

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

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8); fast healing 2

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

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Spd 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, blood drain, dominate (DC 14), energy drain (1 level, DC 14)

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

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16

Languages Common

SQ gaseous form, shadowless, spider climb

WIGHTS (2)

CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

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Event 7: Final Assault (CR varies and 13)

This event occurs an hour before dawn when the exhausted defenders are likely nodding off and recovering from their wounds.

It seems this night will never end. Mists rise from the ground in the predawn darkness cloaking the Desolation in an ethereal blanket. You nervously watch the mists for any disturbances that would indicate something creeping along beneath its cover.

Creatures: Allow anyone on watch to make a Perception check. Anyone making a successful DC 15 check notices several small clumps of the mist breaking from and rising up over the north slope of the mound and into the camp itself. These are either **5 or 6 vampire spawn** (depending if one survived Event 6 above) in *gaseous form* that materialize in the camp's midst. If they are not noticed, they materialize and attack with surprise. During the battle allow each player to make a DC 18 Perception check to notice a short, stocky figure standing in the mists east of the mound flanked by two taller, crouching figures. These are the **lich** and **2 wights** guarding him.

The vampire spawn are all the creations of the vampire Belishan, Master of the Crooked Tower in the city of Tsar (see *Slumbering Tsar: Temple-City of Orcus* for more details on Belishan) who has sent them to the Desolation to serve the lich. The lich does not join in the battle but rather observes from a distance of 50 feet, gauging the strengths and weaknesses of his enemies. The lich, if approached is a short, stocky specimen for his kind and has a full, gray beard descending from his skull-like head. One of his eyes is a burning point of light, and the other is a dull iron orb inset in the eye socket. He is garbed in ancient armor and tattered finery, and atop his brow is a distinctive golden battlecrown. Any dwarf of Fenris's group who sees him instantly recognizes by his bearing and distinctive clothing to be none other than King Kroma for whom they have searched. Kroma was not killed on the field of battle as had been reported by the few survivors returning from that long-ago conflict. Rather, when he went down in the center of a horde of demons he was captured and secretly carried back to the city of Tsar. There under the torturous ministrations of the Disciples of Orcus and the evil influences of the city itself, Kroma's will was broken and he was converted to evil. Once a devout cleric of Dwerfater, he accepted Orcus as his new patron. With the assistance of his new benefactors he underwent the transformation to a lich and was charged with guarding the Desolation when the followers of Orcus fled the city. Since then Kroma has wandered the Desolation marshalling his undead forces and putting down what he saw as any organized threats to the city. When he discovered his own kin searching for his remains, he was instantly overcome with hate and guilt and has made a special effort to destroy them and keep hidden his secret shame.

VAMPIRE SPAWN (5 OR 6) CR 4
XP 1,200
hp 26 (See Event 6)

WIGHTS (2) CR 3
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

KING KROMA CR 12
XP 19,200
Male dwarf lich cleric (Orcus) 11
NE Medium undead (augmented humanoid, dwarf)
Init +1; **Senses** darkvision 60 ft.; Perception +21
Aura destructive aura (30-ft. radius, 11 rounds per day), evil, fear (60-ft. radius, DC 17)

AC 27, touch 13, flat-footed 26 (+9 armor, +2 deflection, +1 Dex, +5 natural)
hp 86 (11d8+22 plus 11)

Fort +11; **Ref** +6; **Will** +16; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge against giant subtype, channel resistance +4, rejuvenation; **DR** 2/—, 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Spd 20 ft.

Melee +2 *unholy wounding heavy flail* +12/+7 (1d10+4/19–20 plus 1 bleed) or touch +10 (1d8+5 plus paralyzing touch)

Special Attacks +1 attack bonus against orc and goblin subtype, channel negative energy 5/day (DC 17, 6d6), destructive smite 8/day (+5 dmg), paralyzing touch (DC 17), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 11th):

8/day—*bleeding touch* (melee touch +10, DC 15, 5 rounds)

Spells Prepared (CL 11th):

6th—*create undead^D*, *harm* (melee touch +10, DC 21)

5th—*doomwail** (DC 20), *flamestrike* (DC 20), *righteous might*, *slay living^D* (DC 20)

4th—*divine power*, *inflict critical wounds^D* (melee touch +10, DC 19), *poison* (melee touch +10, DC 19), *summon monster IV*, *unholy blight* (DC 19)

3rd—*animate dead^D*, *bestow curse* (DC 18), *contagion* (melee touch +10, DC 18), *dispel magic*, *invisibility purge*, *searing light* (ranged touch +9)

2nd—*darkness*, *death knell^D* (DC 17), *desecrate*, *hold person* (DC 17), *shatter* (DC 17), *spiritual weapon* (Atk +13/+8, Dmg 1d8+3)

1st—*bane* (DC 16), *cause fear^D* (DC 16), *command* (DC 16), *curse water*, *deathwatch*, *doom* (DC 16), *entropic shield*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D domain spell; **Domains** Death, Destruction

Str 15, **Dex** 12, **Con** —, **Int** 14, **Wis** 21, **Cha** 15

Base Atk +8; **CMB** +10; **CMD** 23 (27 vs. bull rush and trip)

Feats Combat Casting, Command Undead, Empower Spell, Eschew Materials, Iron Will, Leadership

Skills Appraise +2 (+4 metals and gems), Knowledge (arcana) +16, Knowledge (religion) +16, Perception +21 (+23 stonework), Sense Motive +22, Spellcraft +16, Stealth +6

New Spell

This spell in King Kroma's repertoire originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

DOOMWAIL

School necromancy [fear, sonic]; **Level** bard 5, cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

All those caught within the *doomwail* must make a Fortitude saving throw. Those who succeed avoid the worst of the effects but are shaken for 2d4 rounds. Those who fail are shaken for 2d4 rounds and roll d% on the following table to determine the individual effect. These effects persist until magically cured.

d%	Effect
1–50	deafened
51–75	paralyzed
76–00	deafened and paralyzed

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Languages Abyssal, Common, Dwarven, Gnoll

SQ death's embrace (can be healed by positive energy as well as negative)

Gear +3 *adamantine breastplate*, +2 *unholy wounding heavy flail*, unholy symbol of Orcus, *cloak of resistance* +2, *golden battlecrown of Kroma* (grants +2 deflection bonus as a *ring of protection*)

Death's Embrace (Ex) Since becoming undead himself, Kroma's death's embrace ability has changed somewhat. Now he heals hit points from both channeled negative energy and channeled positive energy.

*See sidebar

Tactics: Kroma does not join in the battle on the hilltop, both enraged by the presence of his kin yet afraid that they might see and identify him; he is held in indecision. If he is approached, he breaks free of his hesitation and attacks wholeheartedly. The wights rush in to engage any fighters and Kroma first prepares with *entropic shield*, *divine power* and *desecrate*, casts *summon monster IV* to bring in a fiendish giant wasp to harass spellcasters and makes ranged attacks with *spiritual weapon*, *flamestrike*, *doomwail*, and *hold person* or *death knell* before casting *righteous might* and closing for hand-to-hand combat with his heavy flail and touch spells. If Kroma sees the icon of Dwerfater from the arachnae pit in the Ashen Waste (see The Ashen Waste in **Part 2—The Ghosts of Victory**), he gains the shaken condition as long as it is in sight. Kroma will not retreat from battle, secretly welcoming the release of death now that he has faced his own kin and recognized the true horror of his current situation.

Development: If Kroma is not engaged, he departs the battlefield after his vampire spawn are slain and plots a new wave of attacks.

The dwarves receive a brief respite while Kroma gathers additional forces. If Kroma was not recognized for who he is, the dwarves give up their dig at this site in a few days and move to another possible location to start over again. If this occurs, have the party find them again at some point in the future, their camp destroyed and all of the dwarves staked to the ground and flayed alive, the results of Kroma's vengeance. If the party stays with the dwarves, orchestrate similar raids against them starting several days later as Kroma once again attempts to eradicate the invaders of the Desolation.

If the dwarves are aware of the lich's true identity, they pack up and depart the next dawn. They head back to their homeland to spread the word of the abomination their lost king has become and begin to raise a dwarven army to return and destroy King Kroma. This will not occur for many months and will be unlikely to affect the course of the adventure.

Kroma's phylactery is the iron orb inset in his left eye socket (Hardness 20, hp 40, Break DC 40). If Kroma is slain and his phylactery destroyed, his body is immediately immolated by holy fire sent by Dwerfater. These searing flames burn away the centuries of corruption that has consumed the old dwarf leaving only his equipment and gleaming smooth bones with a gray-bearded skull. Fenris offers the party all of the equipment, including his flail, which becomes a +2 *holy wounding heavy flail* in the purifying fire, keeping only the bones and crown. These they reverently bind in silken wraps and bear them home for interment. This act does indeed break the curse of ill luck that has plagued the clan and Fenris (if he survived) quickly climbs to a place of great importance in his kingdom, providing a potential ally to developed as you please for some later adventure.

Chapter 8:

The Crossroads and Tsar

Once long ago, the plains outside the walls of Tsar were an important crossroads for the civilized world. A great trade road ran between the southern kingdoms and the exotic lands of the north, seeing a constant stream of traffic. From behind the mighty walls of Tsar itself, great trade caravans emerged to travel in either direction. Likewise the road from the Black Gates of Tsar ran east to the far distant sea coast where a great port city likewise carried trade to points throughout the known world. Taxes on the goods traveling these two roads made Tsar rich and gave the city leaders great international influence.

Then a shadow fell upon the city. The priesthood of Orcus came to power and slowly gained sway over the city. Harsher tariffs and city-sponsored marauders harassed traffic along the roads. Eventually the far distant coastal city shriveled and died as its only major land route for goods was choked off. The southern kingdoms and northern lands became more distant and estranged from each other as travel between the two became a chancy thing. Eventually the first caravan to brave the route for some time discovered that the city of Tsar had grown into a massive citadel and temple-city devoted solely to the foul worship of the Demon Prince of Undead — a blight upon the land. Trade all but ceased save for the slave caravans and bandit companies brave or foolish enough to do business with the decadent disciples of Orcus.

Now the east-west road tapers into nothing only a few miles beyond the edge of the Desolation where it enters the broken, goblin-ridden hills. The north-south road still sees some traffic, supported by the ignoble trade community known as the Camp, and still runs from Bard's Gate to the now-unknown northern lands. The road itself is a bare hardpan sunken at least a foot below the surrounding ground from the centuries if not millennia of travel it has seen. Tracks do not linger long on this hard surface as windblown dust quickly erases them.

The Crossroads

The roads consist of the trade road that runs north-south through the Desolation and the east-west running road that leads from the Black Gates of Tsar before waning in the distant eastern hills. The crossroads are where these two roads meet near the exact center of the Desolation. Two other gates opened out of Tsar's walls, but the roads leading from them petered out in the midst of the battlefields of the Boiling Lands and the Dead Fields. Those roads are little more than fading traces of hard-packed earth and are not included in this section. They should be considered a part of the quadrants into which they run.

For random encounters while the party travels on these roads or visits the crossroads, consult the Crossroads Random Encounter Tables below. Encounters should be rolled on these tables once every six hours.

Acid Rain: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Bone Storm: See The Ashen Waste in *Part 2—The Ghosts of Victory*. No chance of suffocation exists if the storm does not occur on a section of the road bordering the Ashen Waste.

Crossroads Daytime Random Encounter Table

d%	Encounter
01-08	Acid Rain
09-14	1d4+1 Margoyles
15-21	Bone Storm
22-24	Chimera
25-30	1d6+2 Ghoul Wolves
31-00	No Encounter

Crossroads Nighttime Random Encounter Table

d%	Encounter
01-10	Acid Rain
11-17	1d6 Ghouls
18-21	Bone Storm
22-30	1d8+2 Ghoul Wolves
31-33	The Lost Caravan
34-00	No Encounter

Chimera: This lone beast has a red dragon head. It flies in from the northern hills to hunt and sticks to the roads, preferring the soft prey found there to the gamey undead elsewhere. It only hunts during daylight hours. If reduced to 25 hp it flees to lick its wounds, though it may return later with a vengeance. If defeated, treat future rolls for this as no encounter.

CHIMERA

CR 7

XP 3,200

hp 85 (*Pathfinder Roleplaying Game Bestiary* “Chimera”)

Ghoul Wolves: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Ghouls: See The Ashen Waste in *Part 2—The Ghosts of Victory*.

Margoyles: See The Chaos Rift in *Part 2—The Ghosts of Victory*.

The Lost Caravan: This strange phenomenon has been reported by more than one traveler braving the roads of the Desolation. Seemingly out of nowhere, the traveler finds himself in the midst of a convoy of zombie pack handlers. They carry tattered rucksacks and litters loaded with cracked and broken chests and baggage. Some hold broken halters that drag upon the ground as if leading nonexistent pack animals. Adding to the strangeness of this scene are the sounds. The zombies themselves are stone silent, but clearly audible are the clip-clop of many hooves and the creaking of wagon

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wheels intermixed with the grunts of heavily laden beasts of burden and the occasional shouted command. It sounds as though dozens of caravanners and their outfits are driving by; there are even the distinct of trumpets of a few elephants. However none of this is visible — not even to magical scrutiny, nor is it substantial in any way.

Other than to create disquiet in the party, this encounter is harmless and the group passes by and disappears from sight completely in 2 minutes. It cannot be followed, always seeming to stay just far enough ahead of pursuit or vanishing like a mirage just as someone gains on it. However if someone bothers the zombies or attempts to disturb the insubstantial wayfarers, the **23 human zombies** immediately drop their loads and move to attack until destroyed, while the rest of the caravan moves on. The packs and luggage of the zombies, if searched, contain only dust, as if their contents moldered and disintegrated long ago. Any zombie corpses or packs disappear with the coming of the dawn.

Many guess as to the origin of this strange caravan and its mysterious invisible members. Some say it is all that remains of a group of priests who attempted to break out of Tsar during the battle and escape long ago. Others say it is the cursed fate of the very first caravan to attempt to cross the haunted Desolation centuries ago after the city had been abandoned. Whatever the reason, most travelers know that it roams these roads seemingly randomly always disappearing without providing a clue as to its origin or purpose.

HUMAN ZOMBIES (23)

CR1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* “Zombie”)

<1>Fixed Encounters

<n>The encounter areas of the Crossroads begin with an “R” and are followed by a numeral designating the specific encounter. The northeast and southeast roads emerging from Tsar are not considered a part of the Crossroads but are rather a part of the Boiling Lands and the Dead Fields respectively.

R1. The Crossroads of Tsar (CR 6)

Two sunken roads meet here in a depression in the center of the desolate plain. West lie the Black Gates of Tsar, east unknown hills rumored to occupied by goblinoids, orcs, and worse. South leads back to the Camp and Bard’s Gate, and to the north are the fabled lands of spice and riches which have drawn so many to brave these deadly lands in search of their fortune. Surely any who make it this far find their enthusiasm curbed by the sobering scene.

Great scaffolds of heavy wooden beams rise at each corner of this intersection. Suspended from their many yardarms are heavy iron cages like malignant fruit on an infernal tree. These cages hold the picked clean bones and dangling tatters of the unfortunates who have been imprisoned in them and left for the crows. Several of the bones have fallen to the ground beneath the cages and a couple of the cages have fallen to the ground themselves, their heavy chains rusted through and no longer able to support their great weight.

Many cultures place their vilest offenders in cages at crossroads on the superstitious hope that their spirits would be unable to find their way home to visit vengeance upon their prosecutors. The disciples of Orcus, well-versed in vile offenders and vengeance from beyond the grave, were no exception. Strangely no vengeful spirits actually inhabit this lonely place, though random encounters occur at double their normal frequency.

The cage scaffolds stand 30 feet high with 1d6+6 arms from which are suspended a like number of cages (though a few have fallen off).

The cages themselves are rusted iron (Hardness 10, hp 60, Break DC 25) and the keys to their locks have long since been lost. They can be opened with a DC 28 Disable Device, though they contain nothing of value or interest.

Creature: Every night the crossroads is visited by a strange outsider known as the **Dweller at the Crossroads**. This enigmatic, hooded figure appears wearing a black cloak concealing its face and form to anyone present at exactly midnight. It offers the traveler his heart’s desire relating to an immediate need or the completion of a quest. Mundane desires are not fulfilled. It can fulfill a single wish each night, but the outcome of the wishes is always horribly twisted to the detriment of the wisher. If attacked it instantly vanishes and does not reappear until the next night.

DWELLER AT THE CROSSROADS

CR 6

XP 2,400

Creature Collection 66

NE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Perception** +18

AC 23, **touch** 16, **flat-footed** 17 (+5 Dex, +1 dodge, +7 natural)

hp 84 (8d10+40)

Fort +9; **Ref** +13; **Will** +10

Defensive Abilities vanish; **DR** 15/cold iron and magic; **Immune** disease, energy drain, mind-affecting effects, negative energy effects, paralysis, poison; **SR** 20

Spd 60 ft.

Str 19, **Dex** 20, **Con** 20, **Int** 20, **Wis** 19, **Cha** 18

Base Atk +8; **CMB** +12; **CMD** 28

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes

Skills Appraise +16, Bluff +18, Diplomacy +18, Escape Artist +16, Intimidate +18, Knowledge (history) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +18, Sense Motive +18, Stealth +19

Languages *tongues*

SQ wish

Vanish (Su) If attacked, as an immediate action the Dweller at the Crossroads can disappear into the Outer Planes, evading all attacks,



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pursuit, or capture, magical or mundane. However, when it does so, it cannot return to the Material Plane until the next night.

Wish (Su) The Dweller at the Crossroads can fulfill a single wish (as the spell) for a single mortal once per night. The wish is dependent upon the conditions set by the Dweller at the Crossroads in the manner of a bargain with the mortal in question.

Development: Some potential wishes the party may make and the twisted way in which they are granted are presented below. Use these as a guide to prepare an appropriate response to any other wishes the PCs may make.

I wish to find any survivors of the Bard's Gate caravan. The wisher (and the wisher alone) is instantly *teleported* to Area C6-5.

Show me where to find the anvil sought by the ghost of Gerrant. Details for this can be found in *Slumbering Tsar, Part 2: Temple-City of Orcus*, but the path shown by the dweller leads the party through every trap and deadly encounter on the way to that goal, without warning of the potential dangers.

Give me a weapon capable of defeating the tar dragon / greater barghest / lich / etc. The dweller presents the wisher with the *Hammer of Mordecai's Doom* (see **Magic Items Appendix**.)

Remove the tar dragon that guards the gates of Tsar. A huge explosion occurs in the air to the west above Tsar. It is the result of an **ancient black dragon** that happened to be wandering through the area and was attacked by the tar dragon. The explosion was what remained of the tar dragon's body as the black dragon destroyed it and caused its tarry body to combust from its caustic acid. Unfortunately the black dragon now chooses to occupy the tar dragon's territory and continues to guard the approach to the city as his predecessor had done.

ANCIENT BLACK DRAGON

CR 16

XP 76,800

hp 297 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Black")

R2. The Broken Span (CR 7)

A wide chasm cuts across the road here. It extends out of sight to the west and expands into a massive canyon to the east. Here it is about 30 feet wide and has steep rocky sides descending into the depths below. The wooden pylons that once flanked the entrance to a wooden bridge still stand on this edge of the chasm and on the far side, but the bridge itself extends out only a few feet before ending in a jagged, charred, broken edge. There does not appear to be any easy way across.

A wooden bridge was built a number of years ago to cross this obstacle, but it was recently destroyed. The last group to use the bridge to cross was the Bard's Gate caravan found at Area R3. The broken remains of the bridge lie shattered and burned at the bottom of the rift. The chasm is 30 feet across and 20 feet deep with a dry, stony floor. A DC 15 Climb check is necessary to scale the walls of the rift.

Creature: Unfortunately for the party, the creature that destroyed the bridge has found this part of the chasm to its liking and now lairs within. A **fiendish five-headed pyrohydra** recently emerged from the Chaos Rift and now rests beneath a stony overhang directly below the southern end of the bridge. It is actively listening for the approach of any potential snacks (taking 10 on Perception checks). If it hears anyone approach the edge, it climbs halfway up the chasm wall and uses the reach of its necks to try and grapple one or two

PCs and pull them into the chasm where it can deal with them at its leisure (it releases them if it manages to pull them over the edge so they suffer 2d6 points of falling damage). It has not yet collected any treasure since it relocated here.

FIENDISH PYROHYDRA

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary "Hydra, Fiendish Creature"

NE Huge magical beast (evil, extraplanar, fire)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

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

hp 47 (5d10+20); fast healing 5

Fort +9; **Ref** +7; **Will** +3

DR 5/good; **Immune** fire; **Resist** cold 10; **SR** 12

Weaknesses vulnerability to cold

Spd 20 ft., climb 20 ft.

Melee 5 bites +6 (1d8+3 plus grab)

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

Special Attacks breath weapon (each head, 15-ft. cone, 3d6 fire damage, Reflex DC 16 for half, every 1d4 rounds), pounce, smite good 1/day (+5 dmg)

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Climb +11, Perception +10

SQ hydra traits, regenerate head

R3. Caravan Carrion (CR 4)

The stench of death and the buzz of flies fill the air on the road ahead. Shattered wagons and slaughtered draft animals lie strewn like toys. The corpses of men and ogres are likewise tossed about like rag dolls. The ogres and humans do not appear to have died in battle with one another. Rather by the positioning of their corpses they seem to have fought side-by-side. All bear similar marks of tooth and claw and several bear horrible acid burns.

The 23 men and 8 ogres have been dead for a week or so and have deteriorated and been picked at by scavengers quite a bit. Many pieces of mundane equipment and weapons lie around, but nothing of masterwork or better quality remains, and the wagons' crates have all been broken open and rifled. Anything of particular value has been removed. These are the remains of the Bard's Gate caravan and the mercenaries known as "The Pounders" (see Areas 5 and 12 of The Camp in *Part 1—The Edge of Oblivion*). They were destroyed by an ambush of the gargoyles (see Area C6 in *Part 2—The Ghosts of Victory*). Anything of value has been removed.

Creature: Munching contentedly on one of the dead horses is a single **mature slime crawler**. It readily abandons its meal for a livelier repast but shouldn't prove to be much of a threat to the party.

MATURE SLIME CRAWLER

CR 4

XP 1,200

hp 19 (See Chapter 6, Area B6-6)

R4. The Tar Pits of Malerix (CR 15)

Some distance away rise the stained and pitted walls of the evil city itself. Even the ramparts still seem somehow evil after all these years. They stand against the backdrop of the high escarpment of the mighty Stoneheart Mountains. The shadow of that forbidding massif makes the city beneath appear to lie under a pall while taking nothing away from the forbidding appearance of the walls. Between you and the city sits a ring of stinking tar pits. Paths appear to lie between these morasses but the way appears treacherous. Nothing grows in this brown ring around the city.

Here lies the party's final obstacle to reaching the temple-city of Tsar. Unfortunately it is also the most deadly obstacle. The tar pits lie beyond the city walls at the extreme range of the city's largest catapults. During the battle they threw all sorts of poisons and foul concoctions at the encircling enemy. The result is this ring of tarry pools and sterile soil out to that range. The characters can easily avoid the tar pits and find safe passage through them or merely fly over them if they have the means. The tar pits should be treated as quicksand for the purposes of swimming in them or rescuing characters from them, but add +5 to all DCs related to these tasks, as the tar is much thicker and more difficult to move in than quicksand (see the "Marsh Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game).

Creature: This area has become the abode of Malerix, a powerful **mature adult tar dragon**. He resides in the shallow tar pools and patrols all of the area within their radius. Treat Malerix as a *deus ex machina* to prevent the party from attempting entry into Tsar prematurely. Let them realize they need to gather some power and experience levels by exploring the Desolation in order to face this challenge. If the party just naively approaches, let them see signs of the dragon or catch hints of its approach (a bubbling tar pit, a shadow over the sun, the flapping of massive wings) and retreat without incident. If they fail to realize their danger, perhaps the dragon is full and merely in a playful mood. Have him let the party go after killing only one or two of the characters. If the party foolishly chooses to press ahead, let the chips fall where they may. The players can always roll up new characters and use their newfound wisdom to avoid similar mistakes in the future. The bottom line is that the party should not try to enter the city until they are powerful enough to have a realistic chance to defeat the dragon. Use the tar dragon as necessary to steer the players in the direction you want them to go. The dragon has not built up a collection of treasure, seeing instead the entire ruined city as his personal hoard (though the inhabitants of the city probably have different ideas).

MALERIX

CR 15

XP 51,200

Male mature adult tar dragon (*Creature Collection* 51 and *Pathfinder Roleplaying Game Bestiary* "Dragon")

CE Gargantuan dragon (earth)

Init +3; **Senses** blindsight 60 ft., darkvision 1,000 ft., low-light vision, tremorsense 60 ft.; **Perception** +27

Aura frightful presence (210 ft., DC 19)

AC 35, touch 5, flat-footed 35 (–1 Dex, +30 natural, –4 size)

hp 212 (17d12+102)

Fort +16; **Ref** +9; **Will** +13

Defensive Abilities tarred skin; **DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 25

Spd 40 ft., 250 ft. (clumsy), burrow 40 ft. (includes tar)

Melee bite +25 (4d8+18/19–20), 2 claws +25 (4d6+12), 2 wings +23 (2d6+6), tail slap +23 (2d8+18)



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Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (120-ft. line, DC 24, 4d6 acid plus entangle), crush (4d6+18, DC 24), great bite, swallow whole (2d12+12 acid damage, AC 25, 21 hp), tail sweep (30-ft. radius, 2d6+18, DC 24)

Str 35, **Dex** 9, **Con** 22, **Int** 15, **Wis** 16, **Cha** 12

Base Atk +17; **CMB** +33; **CMD** 42 (46 vs. trip)

Feats Alertness, Cleave, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Power Attack, Vital Strike

Skills Bluff +21, Intimidate +21, Fly +13, Knowledge (local) +22, Perception +27, Sense Motive +27, Stealth +7, Swim +32

Languages Abyssal, Common, Draconic

Breath Weapon (Su) The tar dragon's breath weapon is literally its vomit, which it can disgorge in a 120 ft. line. This foul-smelling load of bile is inky black and mucilaginous. Any victim that fails a Reflex save (DC 31) is entangled completely within the adhesive puke and is subject to drowning rules and 4d6 points of acid damage per round of being entangled. A victim so caught may attempt a Strength check (DC 22) to pull himself part way out and then another Strength check (DC 18) to extricate himself completely. These Strength checks count as a move actions. Those who make the Reflex save are only partially caught requiring only the second Strength check to escape. A victim is considered entangled until he completely escapes the tarry bile.

The Strength checks are based on the minimum-required discharge for the size of the opponent. The dragon can store four loads at any one time. It regenerates a load every second round. One load is required to capture a Medium or smaller opponent, while a Large opponent requires two loads. A Huge opponent requires three loads, and a Gargantuan opponent requires four loads. It can discharge all of its stored loads at once if it wishes. Anything less than the required load only partially captures the opponent on a failed Reflex save, and a successful save allows it to escape completely.

The Reflex save is Constitution-based.

Great Bite (Ex) On a successful critical hit with its bite (or a normal hit upon an immobilized or helpless opponent), the dragon swallows whole a victim of up to Huge size.

Tarred Skin (Ex) Bludgeoning and slashing weapons that succeed in hitting the dragon's touch AC become stuck in the tarry substance that coats its body (identical to the substance of its breath weapon). The dragon keeps itself covered with its own tar, administering a load

every few hours. Stuck weapons can be pulled free with a DC 16 Strength check (as a move action).

R5. Temple-City of Tsar

This city is detailed in the upcoming adventure *Slumbering Tsar: Temple-City of Orcus* by Frog God Games.

Beyond the Desolation

It is very likely that the players will choose to venture somewhere beyond the map of the Desolation and get into trouble you are not prepared to adjudicate. To the west are the virtually impenetrable cliffs of the Stoneheart Mountains stretching for hundreds of miles to the north and south, but in every other direction the party eventually arrives at low, broken hills as described in the chapter introduction above. If the party elects to go in one of these directions, this is the perfect opportunity to use your copy of *The Mother of All Encounter Tables* by **Necromancer Games** to great effect. Role on the *Overland Encounters* table for *Temperate Daytime* or *Temperate Night* as necessary in Hills. If you do not have access to that resource, then use your own favorite encounter table or use the one provided below.

Off the Map Random Encounter Table

d%	Encounter
01-03	Hill Giant: CR 7; hp 85
04-10	1d2 Grizzly Bears: CR 4; hp 42
11-13	1d2 Manticores: CR 5; hp 57
14-15	Bulette: CR 7; hp 84
16-17	Chimera, red dragon-headed: CR 7; hp 85
18-25	1d10+10 Orcs: CR 1/3; hp 6
25-27	1d4+1 Dire Boars: CR 4; hp 42
28-33	2d12 Goblins: CR 1/3; hp 6
34-35	1d2 Griffons: CR 4; hp 42
36-00	No Encounter

Monster Appendix

Battlehulk

A massive block of stone rolls ponderously toward you on great stone rollers. Iron plates armor this stone monstrosity, the front of which is studded with spikes of iron, adamantine and stone. Great stone clubs capped in iron sprout from loopholes in the sides like the arms of a giant. The top of this huge structure is a platform surrounded by stone merlons to provide cover for any defenders riding upon it. At the back edge of this platform extend two chains that end in great stone spheres that spin on a pivoted base and lay waste to anyone behind the mobile fortress.

BATTLEHULK

XP 25,600

N Huge construct (good)

Init -4; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 27, touch 4, flat-footed 27 (+2 armor, -4 Dex, +21 natural, -2 size)

hp 177 (25d10+40)

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

DR 15/adamantine; **Immune** acid, cold, electricity, fire, construct traits; **SR** 20

Spd 10 ft.; charge

Melee ram +38 (4d8+22) and 4 slams +38 (2d10+15)

Space 15 ft.; **Reach** 5 ft. (10 ft. with slams)

Special Attacks bull rush, charge, ram, sweep, trample (8d8+44, DC 37)

Str 40, **Dex** 3, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +42 (+46 bull rush); **CMD** 48 (52 vs. bull rush, can't be tripped)

Feats Greater Bull Rush^B, Improved Bull Rush^B

Environment any relatively flat and dry terrain

Organization solitary

Treasure none

Bull Rush (Ex): If the battlehulk is charging it can opt to make a bull rush attack without provoking an attack of opportunity. If the bull rush is successful, the defender is automatically pushed back the distance that the battlehulk moves forward past his position. The battlehulk does not require a check result of 5 or more higher than the defender's check result to determine how far back the defender can be pushed. The battlehulk can bull rush as many opponents

CR 13

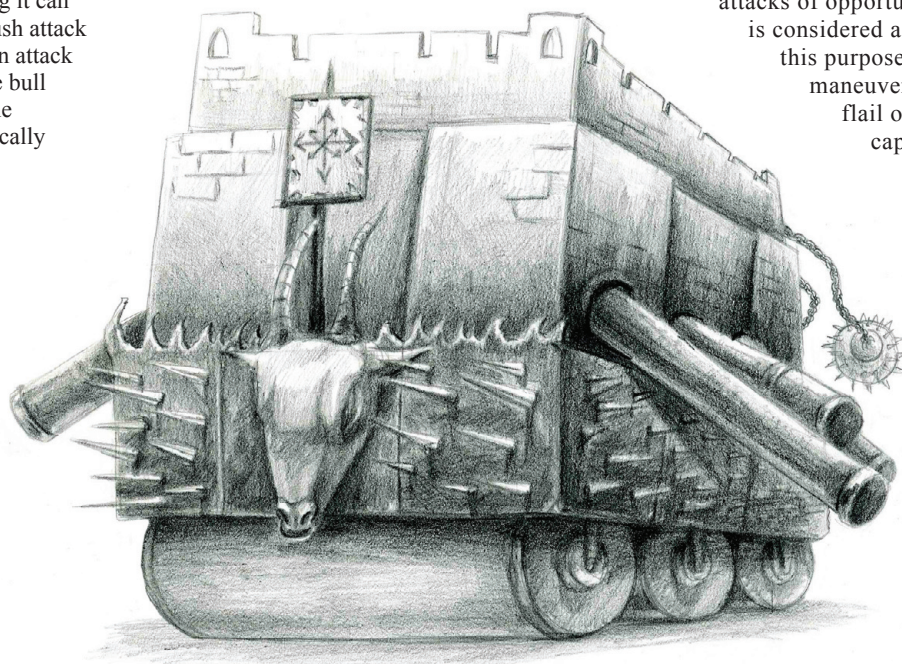
as occupy the squares in its path of travel with the usual -4 penalty to additional combat maneuver checks.

Charge (Ex): Each round a battlehulk double moves in a straight line, it adds an additional 10 ft. to its speed as its weight and inertia propel it forward. It can reach a maximum speed of 80 feet in this way. A battlehulk can stop after charging only by striking an unyielding obstacle (like a mountain) or by gradually slowing. It can reduce its speed by 10 feet per round as it slows its momentum. A battlehulk can only turn when going at a speed of 30 feet or less. If traveling downhill on a steep slope, the battlehulk accelerates twice as fast (i.e. it goes from 10 feet, to 30 feet, to 50 feet, etc.) and decelerate twice as slow (i.e. it takes 2 rounds to decelerate from 80 feet to 70 feet and so on). Likewise if traveling up hill on a steep slope it decelerates twice as fast and accelerates twice as slow.

Ram (Ex): The ram attack of the battlehulk is with the iron-plated and spike-studded front face. The damage this attack deals is considered both piercing and bludgeoning. Because of the different metal compositions used in the spikes and enchantments placed on this front facing, this attack is both cold iron and adamantine and is considered magic and good-aligned for the purpose of overcoming damage reduction. This attack is particularly useful against evil outsiders.

Sweep (Ex): As a full round action a battlehulk can make a bull rush attack with each of its slamming arms on targets within range without provoking attacks of opportunity. Each stone arm is considered a Large creature for this purpose and has a combat maneuver bonus of +45. The flail on the back is also capable of making this bull rush attack on any targets atop the platform (roll separately for each target). Anyone moved off the platform results in a 15-foot fall to the ground below for 1d6 points of damage.

Immunities (Ex): A battlehulk is immune to acid, cold, electricity, and fire and confers this immunity to



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anyone sealed within its inner compartment.

Battlehulks are constructs crafted for war. They were created by the Army of Light to roll over enemy lines, smash enemy fortifications and, if necessary, fight toe-to-toe with even the mightiest balor demon.

It resembles a squat stone building surmounting massive stone rollers that provide it mobility. From embrasures in the sides (one on each side and one in back) project long stone arms capped in iron that the construct uses for slam attacks. In addition at the upper edge of the back is a massive swivel-mounted double flail that also provides a slam attack.

The front is studded with many spikes for ramming opponents. Defenders can ride atop the platform and obtain cover from its merlons while firing down on enemy troops. Normally they would lower a rope or ladder to allow other riders on — otherwise it requires a DC 25 Climb check (DC 35 if the battlehulk is moving). The battlehulk is able to reach those atop it with its flail slam if enemies reach that position, though not with its club slams.

In the center of the platform is a secret door (DC 25 Perception check to locate) leading to an interior chamber large enough to hold two Medium creatures. This compartment is sealed against water and air and holds enough air to supply two Medium creatures for 10 minutes before the door must be opened again or suffocation begins. Ordinarily the controller would ride here. Anyone opening this door other than the controller must make a DC 40 Strength check or deal 60 points of damage against a Hardness 8. These hit points are not deducted from the battlehulk's total. Slaying the controller does not stop the battlehulk, which continues to carry out the controller's last command.

A battlehulk is a 15-foot cube atop three 5-foot diameter stone rollers. It weighs about 50,000 pounds.

A battlehulk is nonintelligent and has no forms of communication, taking direction telepathically from its controller. It rolls with a grinding rumble, crushing anything in its path. Despite its bulk it is able to maneuver well since its rollers are able to swivel individually to some extent.

A battlehulk is a terror to behold in combat, and very few will willingly stand against one. Entire enemy formations are often routed by the mere presence of a battlehulk on the field. Against obstacles and large masses of troops, the battlehulk usually attempts its bull rush, ram, and trample attacks, flailing with its slamming arms at any who linger near. Against smaller groups it divides its slam attacks against those within range and focuses its ram and trample attacks at those who appear to be inflicting the most damage.

Construction

A battlehulk is constructed from a single block of granite and exotic metals and processes that cost 10,000 gp. When created it is attuned to an amulet or ring that is worn by a controller who can command the battlehulk telepathically within a quarter mile.

BATTLEHULK

CL 18th; Price 250,000 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, *align weapon*, creator must be caster level 18th; **Skill** Craft (sculptures) or (stonemasonry) DC 18; Cost 70,000 gp.

Toxic Mudman

A 4-foot-tall, stocky, humanoid-shaped being rises from the foul pool of mud before you. It has long, thick arms, bandy legs, and a round featureless head. Its body appears to be composed of mud and debris. The stench rising from this creature is enough to make your eyes water.

TOXIC MUDMAN

XP 600

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., tremorsense 120 ft.; **Perception** +7

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

hp 22 (4d10)

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities dormant state; **DR** 10/magic; **Immune** elemental traits, mind-affecting spells and effects

Weaknesses *dispel magic*, *transmute mud to rock*

Spd 10 ft.

Melee slam +6 (1d4+3 plus poison)

Ranged ranged touch +5 (mud glob plus poison)

Special Attacks engulf

Str 14, **Dex** 10, **Con** 11, **Int** 1, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 16

Feats Power Attack, Weapon Focus (mud glob)

Skills Perception +7

CR 2

Environment temperate and warm water, and underground

Organization solitary, gang (3–6), or pack (7–12)

Treasure none

Dormant State (Ex) In their natural form, toxic mudmen are effectively invisible in mud until they attack. In this form, they can still be attacked with spells.

Engulf (Ex) A toxic mudman can hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack destroys the mudman and covers a Medium or smaller creature with mud that instantly solidifies around the opponent's head and upper body. A creature caught in this manner begins to suffocate (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game) and suffers from the mudman's poison. The hardened mud is AC 2 and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. Also the hardened mud can be pried off by making two successful DC 25 Strength checks. A toxic mudman that misses with its attack assumes its natural state and must spend 1 full round reforming.

Mud Glob (Ex) A toxic mudman attacks by hurling globs of

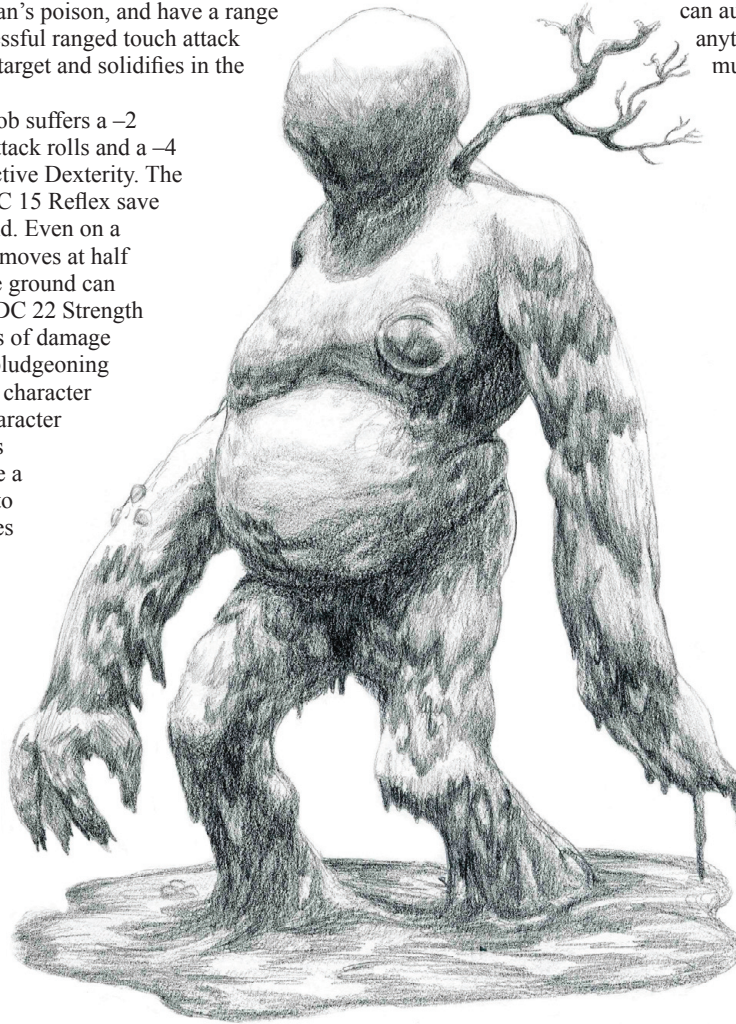
MONSTER APPENDIX

mud at its opponent. These globs deal no damage, other than the effects of the mudman's poison, and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob suffers a -2 circumstance penalty to its attack rolls and a -4 circumstance penalty to effective Dexterity. The creature must succeed at a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A creature stuck to the ground can break free with a successful DC 22 Strength check or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon (AC 2). Once free, a character can move at half speed. A character capable of spellcasting that is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and crumbles away after 20 minutes, ending all movement and other penalties.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not increase with each successive hit.

Poison (Ex) Any hit by a toxic mudman with either a slam attack, mud glob, or engulf attack subjects the victim to the poisons built up in the mudman's tainted substance. Contact; save DC 14; frequency 1/round of contact; effect 1 Constitution damage; cure 1 save. The save DC is Strength-based.



Tremorsense (Ex) A toxic mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

Vulnerabilities (Ex) *Dispel magic* acts similar to a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all toxic mudmen in a 30-foot radius (save half). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all toxic mudmen in the area of effect.

Toxic mudmen are creatures of the Elemental Planes of Earth and Water. They form where these Elemental Planes commingle in the multiverse at a point where poisons and corruption have wracked the land. In their natural form they resemble a 5-foot-diameter pool of polluted mud indistinguishable from normal debris-choked mud. Though not evil, toxic mudmen look with disdain on any who trespass in their mud pools.

When a living creature enters a mud pool, the toxic mudman forms its humanoid shape (as a move action) and attacks until the opponent is slain or leaves the mud pool. It attacks by pummeling a foe with its fists or by hurling mud globs. Toxic mudmen are bound to the pool

where they are formed or where they enter the Material Plane and cannot leave their mud pool.

Magic Item Appendix

Reverse Gravity Mine

Aura strong transmutation; **CL** 16th
Slot none; **Price** 5,600 gp; **Weight** 16 lb.

DESCRIPTION

This small, often rusty, iron ball is marked with many magical sigils and glyphs. When activated by a command word it can be buried in up to a foot of soil or other matter and activated when anything size Small or larger approaches within 10 feet. It can likewise be deactivated by a command word that can be shouted from outside the area of its effect. When a mine is activated the *reverse gravity* affects all within a 20-foot-radius. The activation causes the 1-foot layer of whatever substance is atop the mine to explode upward, this deals 1d6 points of bludgeoning damage on

anyone in the area of effect if the mine was buried in a typical rocky soil. Determine damage for other substances as you see fit. The soil and anyone in the area are thrown 60 feet into air at which time the *reverse gravity* ends sending all tumbling back to the ground. Anyone without the means to arrest their fall suffers 6d6 points of damage followed by 3d6 points of additional bludgeoning damage from the debris raining to earth once again for typical soil or other damage as you deem appropriate for other substances.

CONSTRUCTION

Requirements Craft Wondrous Item, Widen Spell, *reverse gravity*;
Cost 2,800 gp

Minor Artifact

HAMMER OF MORDECAI'S DOOM

Aura strong conjuration, evocation, and necromancy [good]; **CL** 15th
Slot none; **Weight** 10 lb.

DESCRIPTION

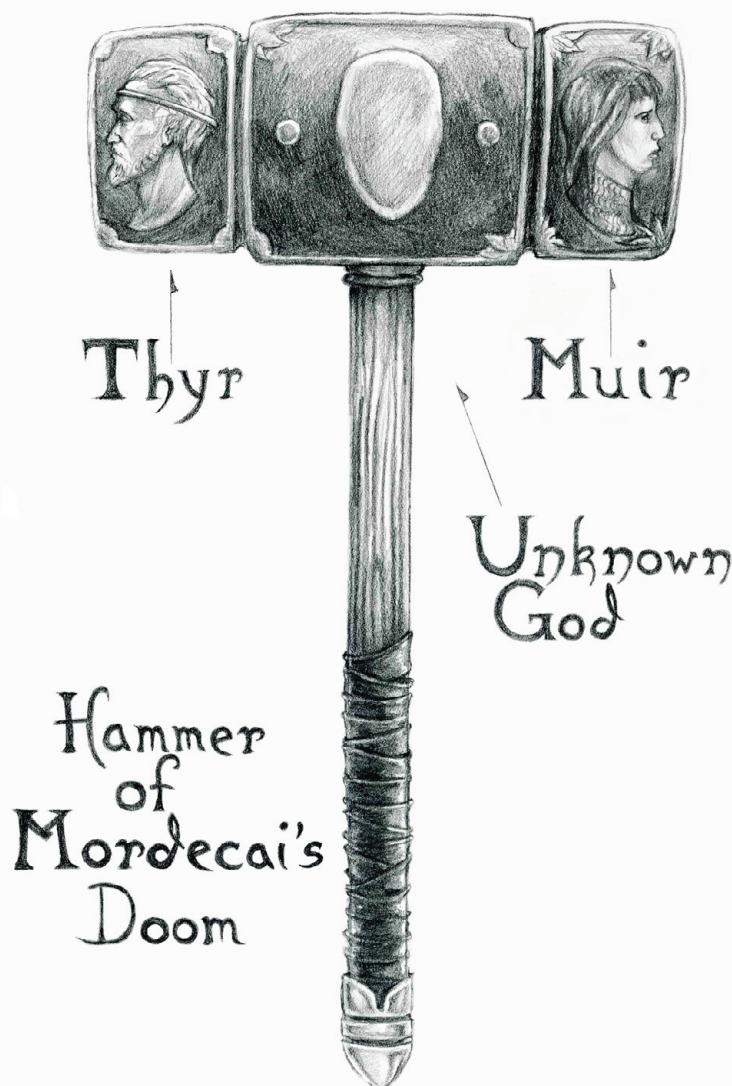
This massive two-handed warhammer is a +3 *adamantine holy thundering warhammer*. It is considered an exotic weapon (Dmg 1–10, Crit x3). Its head bears engravings depicting Thyr, Muir and a third faceless deity. It constantly emits light as a *light* spell. Belonging to a powerful priest of good long ago named Mordecai, it was lost to the knowledge of men before the rise of Orcus in Tsar. In addition to dealing x3 damage and 2d8 points of sonic damage on a critical hit, it also unleashes a *holy smite* (caster level 15) upon the creature that was struck.

Unfortunately this weapon is also under a powerful curse that cannot be removed with anything short of divine intervention. As it betrayed its former owner to his death, it too will betray its current owner. On any critical hit where the sonic and *holy smite* damage are sufficient to kill the creature struck, apply only the weapon damage and instead of the sonic and *holy smite* effects the target creature is affected as if by a *heal* spell (caster level 15) unless it is undead, in which case it receives the benefits of a *harm* spell (caster level 15). The curse effect of this weapon cannot be learned through an *identify* or *analyze dweomer*.

Further aspects of the *Hammer of Mordecai's Doom* will be revealed as *The Slumbering Tsar Saga* unfolds.

DESTRUCTION

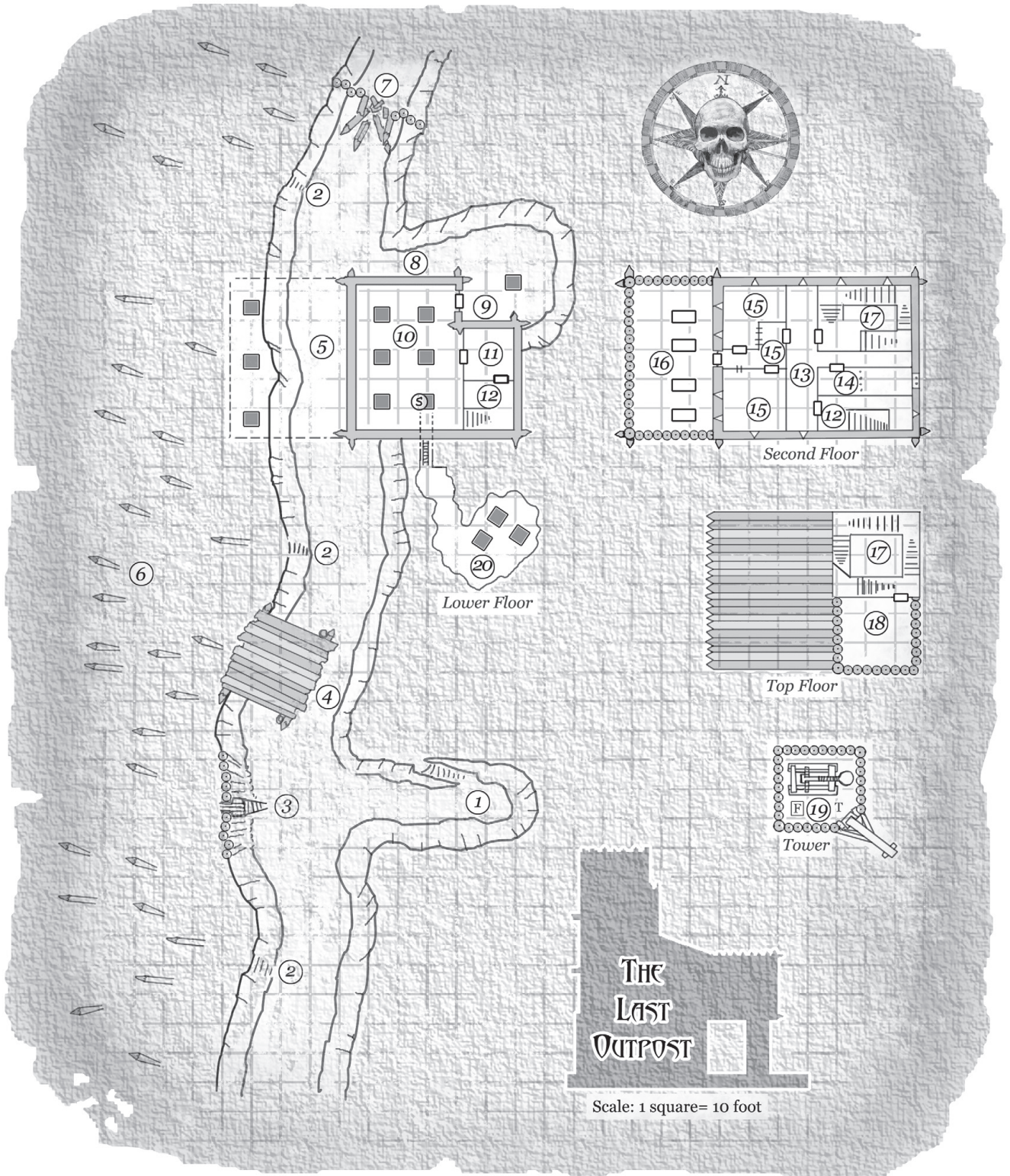
If a Patriarch of St. Harul's Hold is slain by the hammer or brought to his doom by the hammer's curse, the Hammer of Mordecai's Doom will crumble to rusting fragments.







MAP APPENDIX



MAP APPENDIX







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