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slumbering TSAR

Temple-City of Orcus, Part 1
— The Tower of Weeping Sores —



By Greg A. Vaughan



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been possible.



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slumbering TSAR

Slumbering Tsar: Temple-City of Orcus, Part I – The Tower of Weeping Sores

By Greg A. Vaughan



Through the haze of the reeking pits rises a black, evil-looking fortress. It squats over the gates of the city like a demonic claw bursting forth from the earth to clutch at the hated light above. Endless spikes protrude from its outer face, many bent and broken by the machines of war, but many more still dangling the skeletal remains of those whose ill-fated attempts to breach their heights failed gruesomely. The ground before the walls is a pock-marked waste of craters and pits, some still steaming with vile gases and strange miasmas. And rising above it all, like a cyclopean spike driven into the heart of the fortress, stands a tower of scarred stone and scabrous motif – a house of untold horrors and unguessed tragedies. Rising above the fortress of Kirash Durgaut and the Black Gates of Tsar stands the Tower of Weeping Sores.

Introduction

Welcome to *Slumbering Tsar: Temple-City of Orcus*, second in the three-part *Slumbering Tsar Saga* adventure series by **Frog God Games**. If you are running this adventure, then it is likely that your players have already experienced the rigors of *Slumbering Tsar: The Desolation* wherein they were tested by the travails of the wastelands surrounding the temple-city of Tsar. If they ran through that adventure, then they should be around 11th level and have probably had the opportunity to create replacement characters or adopt one of the many NPCs available in that adventure as their own to carry on in the footsteps of one of the Desolation's many casualties.

Slumbering Tsar: Temple-City of Orcus consists of five parts: **Part 1—The Tower of Weeping Sores**, **Part 2—The Lower City**, **Part 3—The Harrow Lanes**, **Part 4—The Crooked Tower**, and **Part 5—Foundations of Infamy**. While players may be looking for a breather from the constant dangers of the wastes, they will find no such respite here. If anything, the dangers within the ruined city are worse than those that lurked without its dark walls. This adventure is designed for four to six 11th-level characters. By the end of this adventure, when the characters are ready to complete the saga in *Slumbering Tsar: The Hidden Citadel*, they should be about 16th level. As with the previous adventure, a good mix of character classes is recommended, but in the spirit of 1st Edition feel, combat abilities are crucial. Also like the prior adventure, this one is exceedingly dangerous—characters will die! There are opportunities to recover lost characters and some NPCs are available to serve as potential replacement PCs, but be forewarned that if players are loath to lose their favorite PCs they may want to roll up new characters for this adventure series.

More than just adventures, this series is a mini-campaign that can take your players' mid-level characters far on their careers, provided they survive. Each adventure is playable as a stand-alone module, but

to truly reap all of the rewards and grasp the fullness of the threat at hand, they work best as a complete series. The adventures are set in and around the environs of the ruined temple-city of Orcus known as Tsar, where a great battle was fought between the disciples of Orcus and the forces of Good. The first adventure encompassed a settlement known as The Camp, which the party likely used as its base camp during their explorations in and around the Desolation, a vast field of death and destruction left by the long-ago war. The second part of the adventure covers the abandoned ruins of the great temple-city itself—not quite as abandoned as rumor would have one believe. Here the party must explore the various nooks and crannies of the city to find the pieces necessary to assemble a magical pentagram needed to summon the great Citadel of Orcus that has been ripped from its place in reality and set adrift across the planes. Only when the citadel has been recalled to its home plane can the party venture into the third part of the series exploring the massive Citadel of Orcus and finally the hidden Caverns of the Barrier deep beneath, wherein a great secret, carefully guarded by Orcus for millennia, waits to be discovered before it is too late. Each of these adventures is like the layers of an onion that the party peels back as they progress in their exploration until, finally, they reach the ultimate goal of their quest and discover the sinister and true purpose and history of this ancient redoubt of vile wickedness.

While set in a generic world, these adventures do draw on background and information presented in the *Rappan Athuk—The Dungeon of Graves* series by **Necromancer Games**. Those adventures are not necessary to run this adventure or any in the series. If you would like to remove this adventure to your own campaign world entirely, you can do so with little effort by ignoring the fate of Orcus's followers and the pursuing Army of Light following the Battle of Tsar or tailoring it to fit the history of your own setting.



Adventure Background

Tsar the Evil, Temple-City of Orcus, the Black Gates of the Pit: all this and more has this vast center of evil been aptly named. However, known to few is the original name of this bastion of wickedness—St. Harul's Hold, shrine of a sainted patriarch of the churches of both Thyr and Muir. Who this important religious figure was and what his relevance may have been has been lost to obscurity, but it was he who first broke ground for a small fortified chapel on this out-of-the-way plot of ground. In the ages since, memory of these humble beginnings was lost to mortal man, and over time the name of the hold's name was shortened to just St. Harul's.

A thousand years ago agents of Orcus began infiltrating the order at St. Harul's and the small settlement that had sprung up around it, appearing first as mendicant monks seeking freedom from religious persecution. Why they chose to corrupt this obscure shrine none would know, but because of its obscurity no one suspected the foul influence slowly growing in the community. Subtly the corruption took hold first as town leaders — secretly in league with Orcus — increased trade to the city and began the establishment and upkeep of a north-south trade road. Then as the town prospered and grew in wealth from the plans of these leaders, the agents of Orcus gained greater political power and influence in the development of the hold and the shrine. These corrupt leaders were able to use their pull to get their own petitioners accepted as acolytes of the shrine to slowly and systematically continue their corruption from within. Within decades the last true clerics of Thyr and Muir had packed up and left St. Harul's (now shortened to Tsarul's or just Tsar among the citizenry) leaving it in the hands of politically powerful clerics who had no true faith in those benign deities. Some, in fact, truly worshipped Orcus in secret.

Within a century the small shrine and settlement had grown into a full temple-city dedicated to the vile demon prince. Led by the terrible Grand Cornu, highest disciple of Orcus on the mortal planes, and now called simply Tsar (for which the goodly churches were duly thankful, fearing the shame that would have been theirs had the name of one of their saints been used in conjunction with such a festering boil of evil), this fortified city placed a stranglehold on the lucrative trade between the great southern kingdom and the exotic northern lands. The city grew fat and rich on its prohibitive tariffs. Men and creatures of evil mien came from all over, attracted to this growing center of organized Orcus worship in the world. A road was cut through the nonhuman tribal lands to the east bringing those brutal humanoid into the fold, and a port city was established at the distant eastern coast to further expand Tsar's sphere of influence.

Finally several centuries ago the churches of Good could stand this affront no longer. The churches of Thyr and Muir, somewhat diminished from their heyday but still powerful at that time, gathered a delegation of other good and neutral faiths and approached Graeltor, the last overking to rule over the united southern kingdoms. At the behest of these religious leaders, Overking Graeltor proclaimed a grand crusade of all faiths and peoples to once and for all remove the blot that was Tsar from the face of the land. The intellectuals of the time reckoned that if they could confront all of Orcus's followers concentrated in one place in the defense of Tsar, they could forever eradicate the influence of the demon lord from the world.

At the head of this great crusade Overking Graeltor placed his most trusted advisor, the archmage Zekkor. A combined force of different races, ethos, and even planes swept through the temple-city's outer defense posts. Then this Army of Light gathered out on the Plain of Tsar for a horrific year-long siege that resulted in the creation of an ecological wasteland that became known as the Desolation. Full details on this massive military campaign can be found in *Slumbering Tsar: The Desolation*.

After a year of exhaustive battle where it seemed the Army of Light grew no closer to victory, the tide of war suddenly changed.

In a single night the precincts of the city emptied of defenders. This was accomplished by powerful magic unleashed by the reigning Grand Cornu of Orcus himself in conjunction with his entire hierarchy of priests. A dimensional gate was opened within the city through which the entire populace of the city marched only to reappear several miles to the south beyond the encircling Army of Light. The exertion necessary for this harnessing of magic drained the very life from the Grand Cornu but enabled his entire force to escape the siege intact.

The Army of Light quickly scrambled to pursue the fleeing disciples of Orcus. Suspicious of some sort of ploy, Zekkor left a company of veteran knights under the command of the paladin-lord, Bishu, to enter and secure the abandoned city. Then Zekkor led his crusader army in pursuit of the fleeing army of Orcus. Both armies disappeared into the distant Forest of Hope far to the south, and neither ever emerged. It wasn't until centuries later that adventurers discovered the Dungeon of Graves and the ultimate fate of the Army of Light, seemingly led into a trap and destroyed to a man.

Bishu and his knights likewise followed their last orders and thundered through the now-open Black Gates of Tsar. Meeting no organized resistance they swept up through the terraces of the city to the Plateau of the Demon Prince where they entered the very Citadel of Orcus. Not long after that, the entire citadel disappeared from the city, ripped from the mortal plane by powerful magic set to activate at a preordained time, taking the knights inside with it. Decades later when a single knight did emerge somehow from the lost citadel he rode his broken nag out into the Desolation, which he continued to roam and haunt until the present day (See "Martimus the Lost" in *Slumbering Tsar: The Desolation*).

Now the city remains empty save for the scavengers and creatures that have wandered in over the years to lair among the crumbling buildings and broken streets. Occasionally even these new denizens run afoul of ancient guardians left behind by the disciples of Orcus that continue to follow their last orders in defense of the temple-city. What defenses could still remain among the desolate ruins? Why did the seemingly victorious followers of Orcus never return to reclaim their sacred city? Why did the Citadel of Orcus suddenly disappear after the city and been abandoned, and what other latent magic may remain waiting some preordained time to unleash its insidious influence? All of these secrets lie sleeping within the Temple-City of Orcus.

Adventure Summary

The adventure begins as the party has won through the dangers of the Desolation to the very doorstep of the city. There are several ways for the party to enter the city, including the Black Gates themselves. However the party enters they find themselves exploring the various locations existing in the city as they head up the city's terraces towards the Citadel of Orcus, which seems to be missing. Through clues found in the city or perhaps hints whispered by a familiar midnight peddler, the party learns that the citadel has been hidden in a reality beyond this one. To bring the citadel back to this plane they must recover the *Nine Disciples* — small statuettes lost in the city — and erect them in a pentagram on the Plateau of the Demon Prince.

The quest for the *Nine Disciples* leads the party into all corners of the city as they search for the missing idols. In the process the party encounters numerous side quests and events. They also learn of the alignment-warping effects of spending the night in the cursed city, which possibly sends them back out into the Desolation for a cure to such corruption said to be found there. Finally, with the *Nine Disciples* assembled on the plateau, the adventure ends with the party able to call the Citadel of Orcus back to this plane and gain entrance. That portion is covered in the final adventure in the series, *Slumbering Tsar: The Hidden Citadel*.

Adventure Hooks

The primary hook for this adventure is completion of the previous adventure in the series, *Slumbering Tsar: The Desolation*. However, if you have not played that adventure, some of the adventure hooks from it have been included here to serve as a platform for launching this adventure.

1. **To Boldly Go:** The Desolation is a largely ignored and unexplored wasteland where two massive armies virtually smashed themselves to pieces. Those who have braved its depths have hurriedly passed through, studiously ignoring the battleground around them and the ruined city it surrounds. Surely something of value remains to be gleaned from such a cataclysmic conflict of old. In this instance, the party, having gained enough power to attempt it, can be one of the few to have ever tried plumbing the great unknown that is Tsar and the Desolation surrounding it. Most have deemed the city too dangerous or devoid of anything of value, but there are always legends of some great treasure that must have been forgotten there somewhere. Perhaps the party just wants to be the first to have successfully braved the ruined city and lived to tell of it.
2. **Trail Blazers:** A party of this level has many connections gained over their career. One of these, a merchant-lord and sometimes patron of their expeditions, has his eye on the lucrative trade of the distant north. There are fortunes to be made but the risks and expense are too great to make caravans through the Desolation worthwhile; great dangers stem from the ruins of the evil city. However, if a party of proven adventurers could tame the area and open a safe trade route, a monopoly on the new route could be established and fortunes made by all. Maybe he wants someone to clear the monsters out of Tsar altogether and establish a stronghold there to guard the trade route from bandit incursions. Either way such an endeavor has never been successfully accomplished, but if the right group could be persuaded to undertake the task...
3. **Land Grant:** Rewards come in many forms to parties of successful adventurers, not always just heaps of gold and magic items. For the successful completion of a recent mission a king has bestowed upon a member of the party noble title and grant to land at the farthest flung reaches of his holdings. The land just so happens to be the long-unclaimed city of Tsar. The party must come to Tsar to try to tame and refortify the ruins in order to establish their fiefdom. A variation on this theme is that a newly ennobled baron has just received such a grant and needs to hire a party of adventurers to reclaim his lands for him. Perhaps minor titles and land grants await them if they are successful.
4. **Sleepless Knights:** A cleric of Muir has located in the temple archives a set of orders issued by Zelkor during the Battle of Tsar that somehow survived and were transported back to civilized lands. These orders detail the assignment of the paladin-lord Bishu and his company, adherents to the faith of Muir, to hold the city of Tsar and await relief from the Army of Light. Lord Bishu was always thought lost in the Dungeon of Graves like the rest of the Army of Light. The fact that he never returned and the possibility that he or some of his command may have survived for some time at Tsar, holding to their duty, has ignited the church hierarchy. What did Bishu accomplish during his time in the city? Do his bones — surely now sacred relics of the church — still rest there awaiting repatriation? Could he or any of his knights somehow by the grace of the gods have survived all the intervening span of years and man their posts still awaiting relief? The church cannot afford to send any of its own on a possibly foolhardy mission into

unknown danger with only a small hope of success, but adventuring parties are often to known to undertake such assignments.

5. **Sinister Secrets:** Zelkor was not the only one suspicious of the disciples' sudden withdraw from the city after the Battle of Tsar. The record of that event is well-known and has been pondered by many since that day. Was it all just to trap and destroy the Army of Light at Rappan Athuk? If so why not reoccupy Tsar, a vast and defensible temple-city along a lucrative trade route, instead of settling for a dingy hole in the ground in some far-flung forest. Could the entire withdrawal and debacle in the Forest of Hope have been a ruse within a ruse to draw attention away from seemingly abandoned Tsar for some other, altogether unguessed reason? Questions such as these and more have been on the minds of the patriarchs of the temples of Thyr and Muir for some time. Now they wish to send in a small group to infiltrate the unplumbed ruins and discover what sinister secret may have been kept so well for so long. This hook works well with parties of a noble or holy content. It could also be used in conjunction with Adventure Hook 5 above.

GM Notes

This module, and in fact the entire series, is designed to provide the players with great freedom in where they go and what they do. Familiarize yourself with the entire adventure including the NPCs and their motivations. These NPCs and the many clues and encounters can guide the players in what directions they might go, but allow them to make their own choices. Don't be afraid to let foolish players suffer for poor decisions if they get in over their heads, but if innocent mistakes or unlucky rolls are to blame you might allow a well-played party the opportunity to withdraw from overwhelming encounters (if they are wise enough to do so).

As the party progresses through the various encounter areas, allow them to add experience points and level up, if applicable, whenever they stop to camp or rest for any significant period of time. A good way to adjudicate this is to allow let them add their experience points to their characters any time they stop long enough for the spellcasters to regain their spells. The adventure is designed to bring a party of six 11th-level characters up to 16th level by the end. Parties of four characters can reach as high as 17th or 18th level. Allow them to do so. The encounters in the adventure can be played in any order the characters see fit even if they come face to face with opponents who are too powerful for them. As mentioned, characters are likely to die, and opportunities to recover those characters or introduce replacement characters have been written into the adventure. Regardless of the order that the encounters are run, the *Nine Disciples* must be assembled on the Plateau of the Demon Prince in order for the party to gain entrance to the Citadel of Orcus covered in *Slumbering Tsar: The Hidden Citadel*.

In addition, it should be noted that due to the serial release of this adventure in sections, not all of the information necessary to run a complete campaign may be present in a single chapter. For instance, *Part 1—The Tower of Weeping Sores* covers the walls, gates, and gate fortress that guard entry into the city, they do not describe what lies beyond those entrances. Furthermore, the Pall over Tsar (as described in *Part 2—The Lower City*) affects the gates and gate fortress as well but is not repeated herein. As a result, it is better to have most or all of a given adventure's parts before running it to ensure that some vital information is not being missed.

Chapter 1:

The Black Gates of Tsar

Rising like a ruptured boil from the bleak terrain of the Desolation stand the Black Gates of Tsar. Countless prisoners being dragged in chains and opposing generals marshalling their besieging armies have looked on these massive portals and despaired. They seem to defy all who seek to enter unbidden and promise no escape for those brought in against their will. Rising from the center of the Black Gates is the great fortress of Kirash Durgaut and its Tower of Weeping Sores. Sweeping out to either side of the gates are the seemingly endless gray walls of the city festooned with formidable towers as they rise back towards the mountain face.

There are no random encounters for the gates and walls themselves other than those included in the original encounter areas themselves. Any encounters inside the walls should be rolled on the random encounter tables in the chapters describing The Grunge and The Dread Swamp (see *Part 2—The Lower City*). Any random encounters occurring outside the walls should be rolled on the table provided for the Desolation in Chapter 3 (see *Part 2—The Lower City*). The encounter areas of The Black Gates of Tsar 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 the Iron Tower is identified as B2-3.

Note: Due to the extensive size of the fortress Kirash Durgaut, it is not described in depth in this chapter. Details of this fortress and its dread tower can be found in Chapter 2: Kirash Durgaut.

Br. Kirash Durgaut And The Tower Of Weeping Sores

This massive citadel stands like a breakwater between the Black Gates, allowing opposing armies to smash themselves like waves against its battle-scarred walls. See Chapter 2 for details of this area.

A Word About Siege Undead

Throughout the Black Gates and Kirash Durgaut are references to bonemen, meatmen, and sandmen. These are all types of an undead creature known as siege undead. Siege undead first appeared in *Creature Collection II: Dark Menagerie* by Sword and Sorcery Studio, but information on them is repeated here for your convenience.

“Siege undead” is a collective term for three different types of undead creatures that may be crafted from a single corpse. The formula for doing this was hit upon by a mysterious individual found living among the dregs of the city in its Grunge quarter (see *Part 2—The Lower City* for more details) during the latter stages of the Battle of Tsar. By then the casualty count was becoming so high that there were insufficient able bodies to continue defending the city effectively and even those reanimated as undead soldiers did not number enough to meet the needs of the war. In order to maximize the value of each dead soldier who was raised to fight again for the city, the unique methodology for fashioning three undead soldiers from a single cadaver was developed. Thus from the application of this magical formula on a single corpse, each of the following three types of undead was created:

Boneman: Often mistaken for a normal skeleton, a boneman is held together by nails, rivets, and bits of wire. To create a boneman, a cadaver’s entire skeleton was carefully removed and any cartilaginous or soft-tissue attachments strengthened or replaced with the wire and

nails. Though fast, they are fairly jerky and uncoordinated. However, unlike the other siege undead forms, the brain of the cadaver remains within the boneman giving it a rudimentary intelligence and placing it in positions of authority over the other siege undead types.

Meatman: The creation of a meatman requires a cadaver’s skin to be peeled off and the entire skeleton to be removed as carefully as possible to avoid damaging the underlying muscle tissues. The bones are then replaced with wooden rods or metal bars, and the muscles are sewn back up. Because of the lack of delicate bone structures such as hands, weapons are affixed directly to the rods at the ends of the creature’s arms. In concealing clothing or armor, at a distance a meatman can be mistaken for a man holding a blade, but at a closer range, the stench of rotten meat is a dead giveaway.

Sandman: When the skin has been peeled from the cadaver for the creation of a boneman and a meatman, if this covering remains fairly intact it too can serve in the creation of an undead soldier. First it is carefully sewn back up, and then its orifices are likewise sealed shut with tar and wax, save for the mouth. Through this orifice, the entire thing is then filled with a mixture of wet sand and small stones, before the mouth, too, is sealed shut. The small stones tend to collect in and around lacerations in the skin, preventing the escape of too much sand. The result is a bulky undead creature that is slow and lumbering but extremely tough.

B2. The Black Gates

The actual Black Gates consist of far more than the portals themselves. They comprise the entire bailey and surrounding fortress structures combined to form a terrible death trap for enemy forces that should actually happen to break through the outer gates and enter a bailey where archers and javelin throwers line the walls. Standing in the midst of this parade ground is the formidable Iron Tower providing additional firepower to rain down upon enemies trapped within the bailey. The inner gates allow eventual access to the city for those powerful or fortunate enough to break through. Anchoring this entire complex is the forbidding Kirash Durgaut.

B2-1. Outer Gates (CR 9)

Massive portals of black-stained, heavily scarred wood rise 30 feet, banded with adamantine, pitted with age, but still strong. The huge hinges of these gates are protected — nested in the stone of the surrounding wall. Above these gates are shallow arches blocked by vertical iron bars. Above this are the crenellations of the stone wall walks.

These gates flank the bulk of the fortress of Kirash Durgaut. The walkways are 40 feet above the ground and 20 feet wide with crenellation along the inside and outside edges. The walkways connect between Kirash Durgaut and the curtain fortresses. The gates themselves are 8 feet thick and enchanted for strength. When the city was abandoned, Lord Bishu and his knights found the north gate open, allowing access to the city. That gate still stands open wide enough for two riders to pass through abreast. The south gate remains closed and barred. Six massive steel bars run along the inside of each gate and can only be raised with winch mechanisms

set into the inside face of the walls, further reinforcing them. Four huge adamantine chains have been attached to the insides of the gates by massive bolts. Opening the gates required four stone giant slaves tugging these chains simultaneously.

Creatures: Atop each of these walkways crouch **15 sandmen**. They do not move to engage unless attacked or until someone actually enters the bailey (Area B2-2). They then rise from their positions of cover and rain broken stones that have been piled along the inside merlons. These have only a range increment of 10 feet out from the wall but inflict +4 damage as they gain momentum from their 40-foot drop. The siege undead have cover against those on the ground.

SIEGE UNDEAD, SANDMAN ROCKHURLERS (15) CR 2 XP 600

Creature Collection II: Dark Menagerie 153

NE Medium undead

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

AC 10, touch 7, flat-footed 10 (–3 Dex, +3 natural)

hp 27 (5d8 plus 5)

Fort +1; **Ref** –2; **Will** +4

Defensive Abilities channel resistance +2; **Immune** bludgeoning and piercing weapons, undead traits

Speed 20 ft.

Melee 2 slams +6 (1d8+3)

Ranged rock +1 (2d8+4 [+8 from rooftop])

Special Attacks blinding, rock throwing (10 ft.)

Str 16, **Dex** 5, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 13

Feats Toughness^B

Blinding (Ex) When a sandman is struck by a slashing or piercing weapon, it sprays a line of sand out of the wound in the direction of the enemy that struck it to a distance of 10 feet. Anyone within that line of sand must make a DC 15 Reflex save or be blinded for 1d4



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rounds. The save DC is Strength-based.

Rock Throwing (Ex) The sandman rockhurler is an accomplished rock thrower, gaining a +1 racial bonus on attack rolls with a thrown rock. The range increment is 10 feet, but do not count the vertical drop of the rock from a battlement or rooftop as part of the range increment up to a distance of 50 feet. Add +1 damage for each vertical 10 feet that the rock falls when thrown as it picks up speed.

Adamantine-Banded Wooden Gates: 8 ft. thick; Hardness 10; hp 2,000; Break DC 75; Drag wt. to open (if unbarred or broken) 40,000 lb.

B2-2. Bailey (CR 12 or 18)

A wide parade ground occupies the area sandwiched between the gate fortresses. Lanes formed by the massive central fortress of the gate complex feed into this area from the outer gates. Smaller inner gates lead north and south into the city proper. Battlements line the roofs of the fortresses overlooking this bailey, and standing in the center of this field like a cyclopean needle is a tall tower composed of riveted iron plates coated with a patina of red rust. Narrow arrow slits look down from this strange tower in all directions, and it has no visible entrance.

Creatures: The hard-packed earth of this bailey hides a hideous defense force merely waiting for intruders to penetrate this area before rising in explosions of dried earth to attack. Buried throughout the yard are total of **50 bonemen**. Their attack is joined by the siege undead atop the curtain fortresses (Area B2-4), outer gates (Area B2-1), and the rear battlement (Area B2-5), as well as the marrow knights and siege undead from the inner gates (Area B2-6) and the attacks of the Dokkalfoer from the Iron Tower (Area B2-3). This combined force if encountered simultaneously raises the area's CR to 18.

SIEGE UNDEAD, BONEMEN (50)

CR 1

XP 400

Creature Collection II: Dark Menagerie 151

NE Medium undead

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

AC 17, touch 10, flat-footed 17 (+3 armor, +2 natural, +2 shield)
hp 13 (2d8+4)

Fort +2; **Ref** +0; **Will** +3

Defensive Abilities channel resistance +2, half damage slashing and piercing; **Immune** cold, undead traits

Speed 40 ft.

Melee longsword +2 (1d8+2/19–20) or 2 claws +2 (1d6+2)

Str 14, **Dex** 11, **Con** —, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 12

Feats Improved Initiative

Skills Climb +3, **Perception** +4

Languages Common (cannot speak)

Gear studded leather armor, heavy wooden shield, longsword

B2-3. The Iron Tower (CR 15)

Riveted plates of rusty iron compose the shell of this 80-foot tower. Its interior is a single spiral stair rising through the tower's center to an octagonal room at its peak. Arrow slits look out from each face of this top chamber. Etched into the 15-foot-high iron ceiling of this top chamber is a huge face with large, blank eyes and pronounced

cheekbones. There are no entrances in the tower's exterior, though a trapdoor at the base of the spiral stair leads to a tunnel running 20 feet below the surface of the bailey to the southern curtain fortress (area B2-4).

Creature: This tower is unoccupied save for a strange inhabiting presence known as **the Dokkalfoer**. The face etched into the ceiling of the top chamber of the tower is the focus of this unusual creature, though its body is actually the entire iron tower, which it animates to some extent. The Dokkalfoer uses its illusory powers to send a hail of arrow fire down on intruders in the bailey (Area B2-2). The damage these inflict seems real unless PCs manage to penetrate the interior of the tower to see the face in the upper room and there the truth about the absence of archers. Then a DC 32 Will save (with +15 circumstance bonus) is allowed by those PCs that witness this to disbelieve any damage sustained from these attacks. If the tower or the Dokkalfoer's focus is destroyed, then any illusory damage automatically disappears.

DOKKALFOER

CR 15

XP 51,200

hp 288 (See **Monster Appendix**)

Iron Tower Walls: 1 ft. thick; Hardness 10; hp 270 per 10-ft.-by-10-ft. section; Break DC 60.

B2-4. Curtain Fortresses (CR 11)

These long fortresses extend from tall, square towers at their western end, which anchor the inner gates to towers at their eastern end that anchor the outer gates and from which walkways connect to Kirash Durgaut. A slender, central tower in each of these fortresses marks the junction where they connect with the city walls (see Area B5). The battlements running along the top of these fortresses are 40 feet above the bailey and the walls beneath are solid stone built upon an earthen core.

The western towers are each 50 feet high with a clay tile roof. The bases of these towers are also solid stone and earth. An outer stair climbs 40 feet along the wall of these towers ending at barred wooden doors. Within is a level of guard rooms, armories, mess halls and barracks — all now abandoned. Another heavy door opens out onto the battlement of the fortress. The central towers are a single floor of strong rooms atop the battlement. Heavy doors exit onto the battlements to the east and west, and another leads to a stair that descends to the city walls. A central room in each of these towers has a spiral stair leading to a guard house atop the tower roof which is likewise surrounded by a battlement.

The southern of these towers has a secret door in the floor (DC 20 Perception check to find) that hides a spiral stair leading down into the ground and eventually to a tunnel traveling beneath the bailey that connects the fortress to the Iron Tower (Area B2-3). The eastern towers have a single heavy wooden door opening onto the battlement of the fortress, and another opening onto the wall walks that pass over the outer gates. They too consist of a single floor of guard rooms and storage areas — now long empty — covered with a clay tile roof. These roofs of the easternmost towers are smashed through and broken in many places from the bombardments by siege engines in the long-ago war, though they are still structurally intact.

Creatures: The stench of death hovers over the roofs of these fortresses. Sprawled upon the battlement roofs of each are **24 meatman archers**. They lie still, awaiting intruders in the bailey below or until they themselves are approached or attacked. If intruders enter the bailey below, they rise and begin to fire the bows that have been attached to their arms in place of hands. The creatures' own sinews serve as strings for the bows and each wears two quivers holding 40 arrows altogether.

CHAPTER 1: THE BLACK GATES OF TSAR

SIEGE UNDEAD, MEATMAN ARCHERS (24)

CR 2

XP 600

Creature Collection II: Dark Menagerie 152

NE Medium undead

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

Aura frightful presence (30 ft., DC 12)

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)

hp 22 (4d8 plus 4)

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

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

Speed 30 ft.

Ranged mwk composite longbow [+5 Str] +5 (1d8+5/x3)

Str 20, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 18

Feats Weapon Focus (composite longbow)^B

Gear studded leather armor, masterwork composite longbow [+5 Str]—attached to arm, 40 arrows

B2-5. Rear Battlement (CR 11)

This battlement is nothing more than a solid curtain wall, 30 feet high, with a platform overlooking the bailey below. A double stair descends from the rear of the platform into the city below. On each wing of this platform is a heavy winch that provides the means through which a series of chains can open or close the inner gates, though both currently stand open. Two creatures using the winches can open or close the gates in 5 rounds.

Creatures: Stationed upon this platform are **30 sandmen**. They crouch behind the platform's battlements waiting for intruders to enter the bailey below or climb atop their own position. If attacking intruders in the bailey, they hurl broken rock fragments that have been stacked against the battlement. These missiles have a range increment of 10 feet (not including vertical distance) and gain a +4 damage bonus from the velocity they gain in falling 40 feet upon attackers below.

SIEGE UNDEAD, SANDMAN ROCKHURLERS (30)

CR 2

XP 600

hp 27 (See Area B2-1)

B2-6. Inner Gates (CR 10)

These heavy wooden gates stand 30 feet high and are opened by means of winches set atop the rear battlement (Area B2-5). Both of these gates currently stand open.

Creatures: Waiting at each of these gates around the corner from the bailey, with the patience of undeath, is an attack force. Each of these groups is composed of **12 meatmen** led by **2 marrow knights**. Marrow knights resemble skeletal centaurs but are actually crafted from the skeletal torso of a knight magically bonded to the body of his own steed. They wait for intruders to enter the bailey or approach them from within the city before they attack. If they charge against foes within the bailey, sandmen at Area B2-5 immediately begin closing the inner gates behind

them to close their trap. The marrow knights charge immediately while the meatmen rush to catch up and engage the intruders.

SIEGE UNDEAD, MEATMEN (12)

CR 2

XP 600

Creature Collection II: Dark Menagerie 152

NE Medium undead

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

Aura frightful presence (30 ft., DC 12)

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)

hp 22 (4d8 plus 4)

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

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

Speed 30 ft.

Melee 2 blades +8 (1d6+5/19–20)

Special Attacks rend (2 blades, 2d6+7)

Str 20, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 18

Feats Toughness^B

Gear studded leather armor

MARROW KNIGHTS (2)

CR 5

XP 1,600

Creature Collection Revised 120

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +15

AC 20, touch 10, flat-footed 20 (+8 armor, +2 natural)

hp 90 (12d8+24 plus 12)

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

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

Speed 60 ft.

Melee lance +13/+8 (2d6+6/x3) and 2 hooves +7 (1d6+2) or greatsword +12/+7 (3d6+6/19–20) and 2 hooves +7 (1d6+2) or 2 claws +12 (1d6+4) and 2 hooves +7 (1d6+2)

Ranged longbow +10/+5 (1d8/x3)

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

Special Attacks spurs, trample (2d6+6, DC 20)

Str 18, **Dex** 14, **Con** —, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** +14; **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (lance)

Skills Acrobatics +7, Perception +15, Stealth +10, Survival +12

Languages Common

Gear half-plate, lance, greatsword, longbow, 20 arrows

Spurs (Ex) Bone spurs protruding from the flanks and limbs of a marrow knight serve as a measure of defense against those attempting grapple them in combat (including attempts to leap on its back, bite attacks, or combat maneuvers that involve bodily contact) must make a DC 20 Reflex save each round of potential contact or take 1d10 points of damage. The save DC is Strength-based.

B3. Sunken Gates

The northeastern gates to the city of Tsar guarded access for the secondary road known as the Dolorous Way. These towers of black stone once stood 50 feet high flanking the heavy gates between them. After the fall of the city and the flooding of the city's northern sections, the foundations of the Dolorian Gate were undermined and have since begun to sink. Now the formidable gates stand in a dark pool of stagnant water as they slowly succumb to gravity and sink ever further into the swamp.

B3-1. Gate Pool

Two towers stand in the center of a swampy pool that extends out from the city's northernmost gate and covers more than five acres of the surrounding land. Though once probably a formidable barrier, the gates themselves are missing — rusted and broken hinges bearing mute testimony to the effects of decay and the ever rising water on the former portals. In addition, the flooding seems to have undermined the foundations of the flanking gate towers. The southern tower still rises a majestic 40 feet above the pool, but the northern tower has subsided quite a bit, rising barely 20 feet above the pool, leaning slightly to the south and showing obvious signs of collapse and deterioration. It looks like its ready go over at any moment. On the eastern edge of the pool an old rowboat has been pulled up and beached on the muddy, reed-grown bank.

Though old and battered, the rowboat is perfectly safe. It can hold up to eight Medium creatures if they crowd in, and lying across its benches is a pair of oars seemingly waiting to be placed in the oarlocks and put to use. Despite its suspicious nature, there is nothing unusual or dangerous about the boat. The water of the pool is brackish and murky with visibility of only a few inches. The bottom of the pool is a slick, silty muck and drops away quickly from the edge to a depth of 20 feet at the pool's center.

Wooden Rowboat: 2 in. thick; Hardness 5; hp 20; Break DC 25.

B3-2. Boggy Waters (CR 11)

The rising gate towers seem to lean together menacingly above the flooded gateway. Their bulky shadows block the light of day and keep this opening in a perpetual boggy twilight. Water lilies float on the still surface and reeds grow out of the pool in clumps around the towers' bases. Fooled by the omnipresent gloom, the sounds of nocturnal frogs become clearly audible the closer one gets to the gateway. Further completing the picture of twilight are the fireflies or glowing swamp gases that bob above this benighted pool.

Creature: The span of water between the gate posts is the demesne of a **living bog**. This bloated creature lurks here feeding on the frogs and water birds that wander through the area. It is an amorphous creature that comprises the entire boggy section in between the gate towers. Some sadistic denizen of the city learned of the creature's presence and left the inviting rowboat at the pool's edge. The bog is aware of the mummies at Area B2-4 but does not interfere with them since it instinctively knows that they sometimes leave it diseased corpses to feed on. Anyone swimming, rowing or otherwise traveling into the living bog's area must make a DC 20 Survival check to notice anything out of the ordinary. It opens its attacks by detonating a swamplight to try and destroy any watercraft intruders may be employing and deposit them in its grasp. The bog mummies at B3-4 are unaffected by these blasts since they lie beneath the water.

LIVING BOG

XP 12,800

Creature Collection III: Savage Bestiary 136

N Gargantuan ooze (aquatic)

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 1, **touch** 1, **flat-footed** 1 (–5 Dex, –4 size)

hp 138 (12d8+84)

Fort +11; **Ref** –1; **Will** –1

Immune ooze traits

Speed 20 ft., **swim** 20 ft.

Melee slam +16 (4d6+16 plus poison and grab)

Space 20 ft.; **Reach** 15 ft.

Special Attacks create swamplights, incendiary burst, swamp gas

Str 33, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +24 (+28 grapple); **CMD** 29 (can't be tripped)

Skills Swim +19

SQ boglike

Boglike (Ex) A motionless living bog so closely resembles a stretch of boggy ground that a creature about to walk into one must make a DC 20 Survival check to discern the difference.

Create Swamplights (Su) At will, as a standard action, a living bog can create swamplights, small hovering spheres of light similar to those made by a *dancing lights* (caster level equals the living bog's HD).

Incendiary Burst (Ex) Seven times per day, as a free action, a living bog can cause one of its swamplights to explode. The resulting 50-foot burst deals 7d6 points of fire damage to any creature within the area (DC 23 Reflex, half). The save DC is Constitution-based.

Poison (Ex) Slam—injury; *save* DC 23; *frequency* 1/round for 10 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Swamp Gas (Ex) At will, as a standard action, a living bog can release a cloud of swamp gas similar in effect to a *stinking cloud* (DC 23). Twice per day, it can make this cloud similar to a *cloudkill* spell (DC 23). In each case, the area of the cloud is 30 feet radius, but it otherwise functions as the appropriate spell. The save DCs are Constitution-based.

Treasure: For anyone diving to the bottom of the pool 12 feet down, a DC 18 Perception check locates a charred troll skeleton half-buried in the silt. Upon one finger is a bluestone *ring of climbing*.

B3-3. South Tower

Though superficially intact, this tower is actually in far worse shape than the northern tower. The bottom floor of the tower is under 10 feet of water. The roof and every floor below have collapsed filling the bottom with flooded rubble and leaving the walls of the tower as a brittle, hollow shell. Anyone climbing on these walls or causing structural damage (i.e. with a battering ram, explosive spells, etc.) has a 35% chance each round or with each attack to cause a partial collapse dealing 6d6 points of damage to anyone within 20 feet (DC 17 Reflex save for half).

B3-4. Mudbars (CR 8 or 9)

The side of the crumbling, leaning northern tower has a gaping hole opening at water level just north of this position. Standing silently in this shadowy, cavelike opening is a single humanoid figure. At this range it is difficult to tell if it is a statue or living creature just standing impossibly still.

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Beneath the murky water at this location, large mudbars of silt have formed only a foot below the surface. If the party is in a boat, unless someone is taking soundings or they just happen to take the right route the boat grounds on the mudbar and characters must get out and make a DC 22 Str check (+2 for every 100 lb. in the boat) to push it off.

Creatures: This is not as easy as it sounds, as **2 bog mummies** lie on these mudbars (one on each) and arise to attack as soon as PCs intrude upon their resting place. As soon as combat begins, one of the bog mummies at Area B3-5 stalks across the silt to join in the fray. The bog mummies look like desiccated humans wrapped in mud encrusted rags, their flesh stained almost black from long exposure to the mud. Movement on the mudbar is the equivalent of a shallow bog as described in the “Marsh Terrain” section in Chapter 13 of the Pathfinder Roleplaying Game.

BOG MUMMIES (2)

CR 6

XP 2,400

The Tome of Horrors Revised 42

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 60 (8d8+16 plus 8)

Fort +4; **Ref** +2; **Will** +8

DR 5/—; **Immune** undead traits; **Resist** fire 10

Weaknesses vulnerability to cold

Speed 20 ft., marsh move

Melee slam +10 (1d6+4 plus bog rot)

Special Attacks create spawn

Str 17, **Dex** 10, **Con** —, **Int** 6, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +9; **CMD** 19

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

Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

Bog Rot (Su) Supernatural disease—slam; *save* Fort DC 16; *onset* 1 day; *frequency* 1 day; *effect* 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4); *cure* —. Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. The save DC is Charisma-based.

Create Spawn (Su) Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a remove disease is cast (within one day after death) or the creature is brought back to life (raise dead is ineffective, but resurrection or true resurrection works). Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Despair (Su) All creatures within a 30-foot radius that see a bog mummy must make a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same bog mummy's despair ability for one day. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

Marsh Move (Ex) Bog mummies can move at their normal movement speed through mud, marshes, and swamps with no penalty.

B3-5. Flooded Overlook (CR 9)

The outer wall of the gate tower has collapsed here leaving one entire side of a room open to the swamp pool beyond. Two of the room's other walls have partially collapsed inward leaving treacherous rubble piles to support the sagging ceiling. A broken and sagging door exits through the room's one intact wall. The floor of this chamber is under about an inch of water almost all the way to the northern door.

Creatures: This room serves as the resting place for **3 bog mummies**. Unless it has already been encountered at Area B3-4, one is always standing silently at the edge of this chamber looking out over the submerged mudbars. The other two slump in corners of this room and attack only if the area is entered. These are all the remains of members of the tower guard who fell in battle during the war. Their bodies were stored in the tower's cellar for later burial and forgotten. As the swamp crept in and the tower sank, they were preserved and eventually rose as mummies. After managing to burrow themselves out from the bottom of the pool they began using the tower as their lair.

BOG MUMMIES (3)

CR 6

XP 2,400

hp 60 (See Area B3-4)

B3-6. Collapsed Guard Room (CR 5)

Once a guard room, the collapsing roof of the tower above and walls of this chamber have fallen together to form a dome of rubble that seems to be fairly stable. A narrow tunnel leads out of this room to the west, and an old corridor, now caved-in after only a few feet, once headed east. A dried, desiccated humanoid corpse, its legs pinned beneath the rubble of this collapse, lies on the floor here.





Creature: Near the end of the battle for Tsar, an attack by a siege engine caused part of this tower's roof to cave in. A guardsman was pinned in this collapse and left for dead when his comrades joined the retreat from the city. Left alone and trapped, he eventually died, though he did not rest easy. The guardsman now exists as a **mummy**. He entered his current state before the flooding of the tower and thus is not a bog mummy like the others found here. Though it appears, to be pinned by its legs, the mummy has actually managed to tear off its own legs below the knees and is quite capable of movement. It just likes to lie by the rubble pile giving the appearance that it is pinned to draw potential victims closer before it attacks.

MUMMY **CR 5**
XP 1,600
hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")
Speed 10 ft. (due to its legs being severed at the knees)

B3-7. Hidden Entrance

Concealed back in the shadows of the tower's corner is an out-of-the-way entrance noticeable on a DC 18 Perception check. Once an arrow slit, the mortar and stone collapsed outward forming a narrow doorway. The lip of this entrance is just above water level, though as the tower sinks it will eventually flood. The water beyond its edge is a full 20 feet deep. The remnant of a room beyond still has an intact door leading to Area B3-8 as well as a narrow passage through the rubble to Area B3-6.

B3-8. Abandoned Quarters (CR 7)

Once somebody's quarters, this chamber has weathered the sinking and collapse of the tower better than other parts. The rotten remains of a bed lie in a pile against the south wall. On the north wall is a splintered weapons rack. A single arrow slit looks out over the bog and allows creeping vines and mosses to grow in the room. Protruding from the alcove is a hoary, old tree trunk that appears to have grown through the floor at one time long ago.

Creature: Once the gate commander's quarters, it is now the lair of a **bonesucker**. It stands in the shadowy alcove and is easily mistaken for a tree trunk unless a DC 21 Spot check is made or someone approaches within 10 feet of it. It attacks if anyone attacks or comes in range. Otherwise it attempts to snatch the last person to leave the room. It goes out through Area B3-7 to hunt in the swamp and leaves the mummies alone, seeing them as useful guards for its lair.

BONESUCKER **CR 7**
XP 3,200

The Tome of Horrors Revised 47

NE Large aberration

Init +5; Senses all-around vision, darkvision 90 ft.; Perception +19

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

hp 60 (8d8+24)

Fort +5; Ref +5; Will +7

DR 10/magic; Immune flanking

Speed 20 ft.

Melee 4 tentacles +9 (1d4+4 plus grab and liquefy bones)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d4+4 plus liquefy bones)

Str 18, Dex 13, Con 17, Int 10, Wis 12, Cha 13

Base Atk +6; CMB +11 (+15 grapple); **CMD 23**



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Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Climb +15, Perception +19, Stealth +8, Swim +15

Languages Aklo

All-Around Vision (Ex) A bonesucker's symmetrically placed eyes allow it to look in any direction, bestowing a +4 racial bonus on Perception checks. Bonesuckers cannot be flanked.

Liquefy Bones (Ex) A bonesucker that has successfully grappled an opponent deals 1d2 points of Strength and 1d2 points of Dexterity damage to an opponent as long as the hold is maintained.

Treasure: On the floor of the alcove, hidden by the bonesucker's bulk is the boneless carcass of a gnom, the creature's last meal, as well as its collected treasures. These consist of 338 sp and a garnet worth 25 gp.

B4. Broken Gates (CR 13)

Whatever gate towers once blocked entrance to the city here have been reduced to massive piles of rubble standing in the wall's midst. The destruction of this gate is complete, leaving no intact structures and effectively blocking this road into the city without climbing over the rubble or digging through.

This gate once guarded the Woeful Road leading southeast out of the city. Climbing on the 30-foot pile of rubble is relatively easy requiring only a DC 5 Climb check. However, anyone doing so must make a DC 15 Perception check to notice a subtle vibration in the rubble pile. Anyone making this observation and then actively listening can hear a faint grinding hum coming from somewhere in the buried depths.

Creature: Anyone digging into the rubble pile from the south unearths the source after 5 man hours of digging. This source is revealed to be the **battlehulk** that was reducing these towers to dust when one collapsed on it burying it centuries ago. Once released, it continues its last command to destroy any enemy soldiers it finds. It classifies anyone found within the vicinity of the gate towers as enemies unless they have its controlling amulet (long since lost, of course). This battlehulk pursues those it perceives as enemies until destroyed, though it could be fooled by a party splitting up for instance or traveling to an area it cannot physically reach (such as a mountaintop).

BATTLEHULK

CR 13

XP 25,600

hp 177 (See Monster Appendix)

B5. The Walls of Death (CR varies)

The foreboding walls of Tsar stand intact after all these years. They are composed of a rough, dark gray stone quarried from the Stoneheart Mountains, and the massive blocks fit together seamlessly. In many places the walls show the scars from long ago battle, and bone fragments and the crumbling remains of siege engines are not uncommon at their base. The walls themselves stand 30 feet high and 25 feet thick at the base, tapering slightly to 20 feet thick at the top. The top of the wall is a wide parapet with battlements along the inside and outside edges. The parapet is wide enough for two chariots

to pass one another, and such conveyances were often used upon the walls to ferry troops quickly from one location to the other. Access to the parapets is gained by multiple stairways and ramps on the inside face of the walls. They are called the Walls of Death because of the city's penchant for mounting the heads or entire corpses of executed prisoners on wickedly sharp steel spikes that jut up from the battlement here and there. None of the spikes are currently occupied, but the wall's current defenders will impale any intruders who fall victim to them upon one of these.

The wall is pierced by only three gates and has towers at fairly regular intervals. These towers are 40 feet high and protrude outward from the wall. They are connected to the parapet by a heavy door, and are composed of solid stone except for the top level which holds barracks, armories, etc. The roofs of these towers are wide battlements equipped with the broken remains of apparatuses for heating oil and water to be poured upon attacking troops, as well as the crumbled ruins of siege equipment. All of these are now inoperable, and the towers have been abandoned by any living defenders.

Where the walls abut the cliff terraces and mountain face, they abruptly end, seamlessly joining the natural stone. In the case of the terraces, they begin again atop the cliffs and continue their perimeter. On the terraces themselves, small extensions of the walls with small towers extrude outward often along the edges of the terrace, providing additional defense against enemies that might wish to circumvent the city walls by gaining the heights above the city. These extending walls were connected to the main walls by wooden bridges that could be removed if one of the secondary walls was overrun so that they would not provide access over the city walls. Those bridges have all long since fallen leaving 20-foot gaps between the secondary walls and the city walls. These secondary walls are now completely abandoned.

When the disciples of Orcus abandoned Tsar, they did not leave it entirely undefended. Hordes of **siege undead** still roam the Walls of Death and wait within many of the towers thereon. Every time the walls or one of their adjacent towers are approached, roll on the encounter table below to determine what troops may be present to try and repulse them. Reroll every time the walls are approached again. If the party stays upon the walls, roll again for another encounter every 5 minutes. There is a virtually limitless supply of siege undead guarding the more than 3 miles of wall that surround the city. Fortunately, these undead have orders to guard the walls only and do not come down inside or outside the city, not even to pursue quarry.

The Walls of Death Random Encounter Table

Roll d6	Encounter
1	No encounter
2	1d10 bonemen: See Area B2-2
3	1d4 meatmen: See Area B2-6
4	2d10 bonemen: See Area B2-2
5	1d12 sandmen: See Chapter 2, Area 23
6	1d4 sandmen: See Chapter 2, Area 23, and 2d8 meatmen: See Area B2-6

Chapter 2:

Kirash Durgaut

The great gate fortress Kirash Durgaut and its Tower of Weeping Sores rises above the Black Gates of Tsar like a mountain — a replica in miniature of the mighty Stoneheart escarpment behind the city. With the Black Gates themselves opening on either side of the lower fortress, Kirash Durgaut stands like a breakwater against incoming tides of enemies. To successfully attack the gates, enemy forces must expose themselves beneath the grim walls of this citadel. Atop the lower fortress stands the tower itself overseeing all that lies before the city and silently conveying its ominous threat to invaders. There is a reason why the Black Gates never fell before the assaulting Army of Light — Kirash Durgaut is that reason.

As mentioned Kirash Durgaut consists of a massive lower fortress, largely composed of solid stone and fill to prevent frontal attacks from penetrating the city's defenses. The fortress walls rise 40 feet before topping off at a great platform from which siege engines could fire out upon besieging foes. Rising like a sentinel from this platform stands the Tower of Weeping Sores to a height of another 110 feet. The watch post at this tower's pinnacle is said to be able to see the whole of the Desolation spread out before it. The veracity of this claim has yet to be tested, as no living being has stood upon that perch since long before the city's fall.

The Tower of Weeping Sores if so named because of the great, stained craters that mar the walls of the tower and fortress from some long-ago and long-forgotten engagement, predating even the Battle of Tsar. Whatever powerful weapons caused these impacts, they were obviously ineffective, as the walls of Kirash Durgaut continue to stand strong and unbroken. Direct command of the tower was turned over to a powerful general long ago by the Grand Cornu. The legendary General Myrac created in the tower his own demesne, recruiting and training his own troops and barring even the disciples of Orcus from all but support and advisory roles. He gathered information about the enemies of the city through his own intelligence network, and the tortures that his underlings performed upon captives within the tower became legendary. This, too, added to tower's fell reputation and the results of these torments proved the name of the tower to be an apt moniker.

The Grand Cornu did not mind this as long as the general's loyalties continued to lie with the city and its devotion to Orcus. This the general did, and his incredible longevity carried him through the reigns of many generations of Grand Cornus. How he survived so many centuries none could say — rumors speaking of demonic heritage and worse. Nevertheless, General Myrac himself commanded the defense of the tower during the Battle of Tsar, and none can say what became of him afterward, though rumors persisted that he did not accompany the Great Retreat from the city.

The truth of the matter is that the enigmatic general holds his command of Kirash Durgaut to this day, though he rarely leaves his personal chambers. There he lives in whatever reverie his alien mind concocts while his troops continue to perform their functions like the automatons that they are. Where once, highly trained and disciplined soldiers manned the tower, now mindless undead guardians perform the duties, their living predecessors having fallen in the battle or been pressed into service for the battles outside the city. With the might facing the city and dire straits of its defenders General Myrac was unsuccessful in deterring the Grand Cornu from this requisitioning of his elite troops. Nor, since he had so firmly entrenched his command outside the hierarchy of the Disciples' ordinary command structure, was he able to sally forth to lead his own men in battle. Instead

he was left to continue to hold the gate against the invaders. The Grand Cornu reasoned that mindless undead could easily serve in this function while intelligent and trained troops would be of more worth out in the fluctuating terrain of battlefield strategy. Ironically, General Myrac did resume command of most of his loyal troops after their corpses were brought back from the fighting and reanimated for the defense of the city.

When the disciples of Orcus chose to flee the city, General Myrac defied their orders and remained in his tower. The Grand Cornu, in no position to try and root out his errant subordinate and knowing full well that the slow undead of Myrac's command would better serve as a final defense of the city rather than on the forced march of the Disciples' flight, allowed General Myrac to remain behind in his bastion uncaring of his former commander's fate. When Lord Bishu and his knights stormed the city, they found the Black Gates open and received no harassment from the forbidding heights of Kirash Durgaut. Myrac no longer cared for the fate of the city, choosing instead to ensconce himself as supreme commander within Kirash Durgaut, and the rest of the world be damned.

This situation remains today. The tower is now primarily defended by skeletons and siege undead, and Myrac takes no interest in the goings-on outside his walls. Woe be unto him, however, that should try to set foot within his domain. For within, Myrac's programmed undead continue to man their posts in simulation of the general's former elite troops, and the defenses still remain effective and deadly.

The Fortress

Kirash Durgaut is built of some incredibly dense, unidentifiable black stone quarried from deep beneath the Stoneheart Mountains. All of the stone is considered magically treated. Whether this is a natural effect of whatever eldritch source it came from or a later treatment applied by the Disciples is unknown, but it has the same net effect of making the walls extremely tough. The first 10-foot thickness of walls, exterior or interior, is this magically treated stone (ergo if the wall is 20 feet thick it is solid stone because the first 10 feet from each side is solid stone). If the wall is thicker than that, then the interior is a combination of tightly packed gravel and dirt fill interspersed with great columns of the treated stone for stability.

The exterior of the tower is huge blocks of this stone placed together nearly seamlessly. The front portion of the fortress (facing outward from the city) is pin-cushioned with outward projecting iron spikes up to a height of 20 feet. Originally these were 3 feet long, but time and rust makes them range from stunted nubs to their full length and everything in between. Spaced in between these iron spikes at 5-foot intervals are great, iron-reinforced stone spikes extending up to 10 feet long. The iron spikes served to dissuade enemy soldiers from attempting to reach the wall. These stone spikes likewise prevented large siege engines from having easy access. The base of the fortress sits on exposed bedrock out to a distance of about 30 yards from the wall. Set into this bedrock in a band 20 feet wide running along the base of the fortress (ending at the two gates) are 2-foot iron spikes pointing straight upward. Once again many of these are broken, bent or missing, but they still serve as a deterrent to foes trying to approach the wall. From the long ago war, countless

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skeletons lie crumpled within the spike field where they fell while attacking the fortress. A few still stand upright against spikes on the wall that they somehow managed to become impaled on. The net result of this hedge of spikes is that the wall cannot be approached easily (half speed for a character on foot to pick his way through, mounted characters and engines cannot approach at all unless a path is somehow cleared), but the wall can easily be scaled at least up to the height of 20 feet (Climb DC 5) due to all the projections to use as hand and footholds. However, a fall onto the spike field results in impalement on 1d6 of the spikes (2d6 for a Large creature) that deal damage as a spear plus falling damage. Likewise, running into the wall results in impalement on 1d4 spikes (no falling damage).

Interior walls between rooms are usually 1 foot thick. Ceilings are 17 feet high and supported by great stone groins giving the chambers a feeling of vast, empty spaces. The thickness of stone between the floors is 3 feet. There are no light sources unless otherwise noted, however many rooms have arrow slits. These are not equipped with shutters and allow in outside lighting as well as weather conditions. The arrow slits provide improved cover and concealment for those behind them and are too small for anything larger than size Tiny to squeeze through with an Escape Artist check (DC 30 for Small creatures). As a whole, the fortress is a damp, cold place that often seems more like a cavern than a building. Roofing is composed of heavy, 1-foot-thick slate tiles mortared into place to prevent fires and bombardments from causing significant damage.

Doors are heavy affairs of iron bound wood that can be barred from the inside by heavy wooden beams. If the room beyond has occupants that are capable of doing so, then the door usually is barred unless otherwise noted. A Disable Device roll will not work on a barred door. Brute strength or some magical means is necessary to obtain entry.

Magically Treated Superior Masonry Walls: 1–20 feet thick; Hardness 16; hp 180 per foot of thickness; Break DC 55; Climb DC 20 (DC 5 where there are projecting spikes).

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25.

1. Main Gate and Entry Hall (CR varies)

The main gate of Kirash Durgaut opens out onto the Black Gate Bailey. Normally anyone approaching these doors would be subjected to attacks by troops stationed at the arrow slits and battlements above. Currently, however, none of these are manned so the approach is free from attacks within the fortress. The gates themselves are massive iron portals inscribed with runes and symbols both arcane and foul. A DC 20 Knowledge (arcana) check can determine that while the gate was defended by powerful magic and curses at one time, none of the symbols present hold power any longer. The only things securing the gates now are the materials of their construction and the heavy iron bar securing them from the inside.

Iron Gates: 6 in. thick; Hardness 10; hp 180; Break DC 45.

Read the following only after the party has entered the hall beyond the gates. When the party first enters this area, all the portcullises are up.

A cavernous hall runs from the main gate seemingly into the very heart of the fortress. The hall is partitioned into four sections by stone walls with arched openings in them. A large, wooden double door leads out to the east. Lining the north and south walls are rows of arrow slits looking out into the hall. The ceiling high above is perforated with murder holes. The entire length of the hall is lit by flickering stone torches set every 20 feet in the north and south walls.

Creature: This is the first line of defense against enemies that somehow manage to breach the fortress's gates. The eastern double doors are barred and are just like the standard doors of the fortress. The stone torches are everburning torches; there are a total of twelve, though they are made of stone and weigh 10 lb. apiece. Each of the stone archways has a portcullis currently in the up position. Each of the portcullises is a **Huge animated object**. They remain quiescent with readied actions until someone passes beneath them (see **Tactics** below).

ANIMATED PORTCULLISES (3)

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary "Animated Object"

N Huge construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

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

hp 78 (7d10+40)

Fort +2; **Ref** +0; **Will** –3

Defensive Abilities hardness 10; **Immune** construct traits

Speed 0 ft.

Melee slam +15 (2d6+12 plus grab)

Space 15 ft.; **Reach** 5 ft.

Special Attacks constrict (2d6+12)

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 27 (can't be tripped)

SQ construction points (4), metal

Tactics: Anyone peering through one of the arrow slits sees the skeletons at Area 2 standing silently at attention, bows in hand. However, no attack comes until the party has penetrated to at least the second section of the hall (either east or west). Once most of the party members have passed beneath a portcullis, it uses its readied action to drop on a PC passing beneath (preferably to pin him to the floor as a grapple attempt) cutting the party members off from one another. The clanging of this portcullis dropping is the signal for the attack. All of the other portcullises immediately drop further limiting the party's maneuverability. The skeleton archers in Area 2 step up to the arrow slits and begin firing at anyone in the section their arrow slit looks out upon. They continue firing until there are no more moving targets (playing dead works well here). Meanwhile the sandmen in Area 23 begin overturning the cauldrons of boiling oil above the sections of the hall that have intruders within them. This occurs 1 round after a section has been entered following the initial signal. The boiling oil deals 3d6 points of fire damage to all within the section. Those struck by the oil are dealt 2d6 points of fire damage in the following round and 1d6 points of damage in the round after as the oil cools. If cold spells or large amounts of water (at least three waterskins worth) are used to cool the oil affecting a character, then the subsequent rounds of damage are avoided. Each section of the hall can be subjected to the boiling oil twice before the supply is exhausted. It takes 10 minutes for them to be replenished.

2. Archer Posts (CR 8)

There are actually only two of these rooms, one to the north of Area 1 and one to the south, but each is subdivided into smaller sections to prevent area spells cast through the arrow slits from effecting more than a handful of the archers at one time. Even channeling energy attempts only affect the skeletons in the immediate sections targeted because the arrow slits and dividers block the line of effect.

Creatures: There are a total of **44 skeleton archers** in each of these rooms. Most of them are human or orc skeletons, and all are the equivalent of human skeletons. There are 2 skeletons for every arrow slit, and each bears a shortbow that it is capable of using and a quiver holding 20 arrows. One skeleton mans each arrow slit while

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the second waits in reserve in case the first is destroyed or runs out of arrows. If attacked in melee they abandon their bows and fight with their claws.

SKELETON ARCHERS (44) XP 135

CR 1/3

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

Ranged shortbow +2 (1d6/x3)

3. Killing Chamber (CR 6 or 12)

A wide bare trapezoidal chamber stretches out from the western doors. Directly opposite them is another set of iron-bound doors leading deeper into the fortress. Additional sets of double doors exit to the northwest and southwest. Twenty-five feet above, scores of arrow slits look down on the chamber conspicuously absent only directly above the eastern and western sets of doors.

This is designed as a death trap for troops invading the tower who have made it this far. All of the doors are barred.

Tactics: When invaders to the fortress penetrate this far, they immediately come under attack by the skeleton archers in Areas 19 and 21. Furthermore if the invaders manage to break through one of the other doors or activate the trap in Area 4, then the siege undead come pouring into the room from Area 5 to engage them and attempting to make flanking attacks while the archers continue their sniper fire.

4. Death Trap (CR 11)

A short hall, 20 feet long, ends at another ironbound door. No arrow slits or murder holes pierce the walls or ceiling of this anteroom.

This chamber is designed to lure the lead elements of enemy forces into its confines and then eliminate them all with its deadly trap.

Death Trap: The doors on the east wall give all appearances of being identical to the preceding ones, even to the point of being apparently barred from the opposite side. However, they are actually false doors. Anyone succeeding in bashing through these doors or otherwise opening them finds a blank stone wall. However, the act of opening them or breaking through them activates the trap. A massive block of stone, 20 feet on a side, hangs suspended 17 feet above the floor of this room. When the trap is activated this block is released to fall, filling the entire chamber with its crushing weight and blocking all further access. The groins that seem to support this faux ceiling are for show only and crumble immediately when the block is released. Massive winches in Area 20 are used to haul the stone block back up by the heavy chains attached to its top surface. Anyone crushed by the ceiling is trapped unless succeeding at a DC 30 Escape Artist check or somehow freed.

CRUSHING BLOCK TRAP

CR 11

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger touch; **Reset** repair

Effect no attack roll required (18d6, crush); multiple targets (all targets in a 20 ft.-by-20-ft. room)

5. Mustering Chamber (CR 9)

These bare chambers served as staging areas for the fortress's garrison to muster in order to repel invaders.

Creatures: Siege undead stand in close ranks filling the room. There are currently **9 meatmen** and **9 bonemen** in each of these chambers. They await only the signal of battle to lift the bar from the door of their chamber in order to charge into battle in Area 3. See **Tactics** in Area 3 for details. Because of the enclosed space and the presence of the meatmen, both of these chambers carry the foul stench of rot.

SIEGE UNDEAD, BONEMEN (9) XP 400

CR 1

hp 13 (See Area B2-2)

SIEGE UNDEAD, MEATMEN (9) XP 600

CR 2

hp 22 (See Area B2-6)

6. Guard Room (CR 5 or 3)

Each of these rooms is empty of all save a few splintered sticks of furniture, an old water barrel (long since emptied and broken), and a stone stair rising to Area 22 above. The doors are kept barred.

Creatures: Guarding these chambers are undead with orders to allow no one admittance unless he comes from above — not even the undead soldiers found on this floor. Anyone coming down from above is ignored by the guardians, but the door will be barred behind them when they leave and access denied if they try to come back through. The northern guard room is guarded by an **ettin skeleton**. The southern room is guarded by a **minotaur zombie**.

ETTIN SKELETON

CR 5

XP 1,600

Pathfinder Roleplaying Game Bestiary “Skeleton”

NE Large undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +0

AC 18, **touch** 9, **flat-footed** 18 (+7 armor, +2 natural, –1 size)

hp 45 (10d8)

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

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

Speed 40 ft.

Melee 2 flails +12/+7 (2d6+6) or 2 claws +12 (1d6+6)

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

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

Base Atk +7; **CMB** +14; **CMD** 24

Feats Improved Initiative^B

Gear splint mail, 2 flails

MINOTAUR ZOMBIE

CR 3

XP 800

Pathfinder Roleplaying Game Bestiary “Zombie”

NE Large undead

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

AC 15, **touch** 8, **flat-footed** 15 (+4 armor, –1 Dex, +3 natural, –1 size)

hp 44 (8d8 plus 8)

Fort +2; **Ref** +1; **Will** +6

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

Speed 30 ft.

Melee greataxe +10/+5 (3d6+7/x3) and gore +5 (1d6+2) or slam +10 (1d8+7) and gore +10 (1d6+5)

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

Str 21, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 22

Feats Toughness^B

SQ staggered

Gear chain shirt, greataxe

7. Stables

Long rows of dusty, stone horse stalls disappear into the darkness of this vast hall. They are unoccupied, long since emptied of their occupants to fight in that long ago war, from which none of the mounts or their riders ever returned.

These military stables are no longer used and nothing ever wanders through here, so they could serve admirably well for any mounts that the party may have. Each stall has an empty stone trough and old bucket for feed and water. Neither of these has anything in them other than dust. The eastern end of each of these long chambers holds many racks, hooks and stands for saddles, barding and tack. These are long gone save for the occasional item that was left behind for repair. The southern stable also has a portable forge set up with the tools and supplies necessary for shoeing horses.

Treasure: A DC 20 Perception check around the forge reveals a hidden compartment in its side. Hidden within are four *horseshoes of a zephyr* awaiting the steed of some field commander who never returned from battle.

8. Guard Room

Each of these rooms holds tables and benches as well as ample room for drilling by the guards who were on duty here. Now, however, they are empty — abandoned after the departure of the troops for battle. Each of these rooms has a spiral stair rising to the floor above and a partitioned-off latrine capable of servicing a half-dozen soldiers at once. These latrines open into 40-foot-deep pits that are now empty of any refuse.

9. Main Armory

Filling this chamber are countless racks and stands for holding armor and weapons. Most have long since been emptied of their contents, though the odd polearm, blade, or suit of armor still remains unclaimed under a layer of dust. A wide spiral stair climbs through the ceiling of an alcove.

The main armory of Kirash Durgaut, most of the weapons and armor were taken into battle or used in the creation of the various siege undead now defending the fortress. There is a 25% chance that any simple or martial weapon or any armor or shield from Chapter 6 of the Pathfinder Roleplaying Game can be found here. Once found, there is a 10% chance that the item is masterwork. All items found here are sized for Medium creatures.

10. Forges of Kirash Durgaut (CR 4)

A cavernous chamber stretches back into the very foundations of the tower. Rows of anvils, racks of tools, and cooling barrels stand in silence. Scraps and bits of metal debris still cover the floor, scooted out of the way of the main areas of traffic. A row of now-cold forges lines the north wall. Doors to various storage rooms stand ajar across from them. A single blue flicker provides dim illumination, a tiny, lone flame dancing in one of the forges.

In the days of Tsar these forges produced a perpetual cloud of black smoke over the city as General Myrac's smiths churned out armor and weapons for his troops. These craftsmen were all either slain in battle or retreated from the city with the rest of the disciples of Orcus.

Creature: Today a solitary **forge wight** calls this place home. It resides in the forge marked with an "x". It appears as a flickering tongue of pale flame. Once a powerful elemental tasked to keep the forges hot, lack of fuel and isolation have reduced it to its current state. It can be temporarily placated if the characters throw in hot coals to feed its fire but otherwise attacks anyone in range with its heat metal ability.

FORGE WIGHT

CR 4

XP 1,200

Creature Collection Revised 76

N Tiny outsider (elemental, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +6

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

hp 63 (6d10+24 plus 6)

Fort +9; **Ref** +10; **Will** -1

Immune electricity, elemental traits, fire, mind-affecting effects; **SR** 17

Weaknesses vulnerability to cold

Speed 0 ft.

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks heat metal

Str 5, **Dex** 16, **Con** 18, **Int** 4, **Wis** 4, **Cha** 4

Base Atk +6; **CMB** +1; **CMD** 14

Feats Improved Initiative, Lightning Reflexes, Toughness

Skills Bluff +6, Perception +6, Stealth +20

Languages Ignan

Heat Metal (Su) A forge wight, as a standard action, can impart blistering heat to any metal objects on one target within 30 feet. Weapons become red-hot and deal 1d4 points of fire damage per round of contact. Metal armor and shields cause damage to the wearer equal to their armor bonuses each round. The forge wight can use this effect against one target per round but may use the power an unlimited number of times. The effect lasts 2d4 minutes.

Treasure: Hidden within the cold ashes beneath the wight (DC 17 Perception check to notice) is a +2 *adamantine dagger* thrown in as a sacrifice to the gods of the forge long ago.

11. Storage Chambers

These various rooms spaced around the fortress held crates, bins and stacks of whatever supplies were pertinent to that portion of the fortress. For instance, the rooms near Area 10 held metals, fuel, and supplies necessary for the creation of arms and armor. Now these rooms are largely empty with empty crates and boxes or holding

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items deteriorated beyond use from the long years in the damp fortress. It is up to you if you would like to place anything useful in these chambers.

12. Interior Guard Room (CR 5)

Both doors to this chamber are barred from within cutting off access to the eastern portion of this level. Both doors have a spy hole at eye level with a metal shutter that can be opened and closed from the inside.

A wooden table scooted against the south wall has a half-dozen chairs around it. Above the table dangles a metal bar on the end of a chain suspended from the ceiling. Empty sconces in the walls once held torches. An old waste bucket sits in the corner.

This guard room once controlled access between the prison and storage areas and the rest of the fortress. A password was necessary to gain access in either direction. The hanging metal bar served as an alarm that could be heard as far as Areas 8 and 15. The metal clapper for striking the bar lies in the dust below the table. Though the room is no longer guarded, the eastern door is bears a **trap**.

Door Trap: Anyone opening the eastern door (including breaking it down) without first hitting a hidden catch on the inside of the frame (DC 20 Perception check to find) activates a volley of darts that fires from the ceiling directly at the doorway. Anyone standing in the doorway or the 10-foot-square just west of the doorway is subject to being hit by these missiles.

FUSILLADE OF DARTS

CR 5

Type mechanical; Perception DC 19; Disable Device DC 25 (or locating hidden switch)

Trigger location; **Reset** manual

Effect Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area)

13. Well Room

The odors of dampness and rot fill this chamber. The waist-high brick lips of three wells rise from the floor of this room. A pulley on the ceiling above each suspends a steel bucket on a chain. The warped and rotten remnants of water barrels are scattered about the floor.

The wells here descend 60 feet into the bedrock and each holds 20 feet of water. The water is pure and drinkable but has an unpleasant metallic taste to it. The buckets and pulleys are still functional and can be used to draw water from these wells if necessary.

14. Occupied Storeroom (CR 6)

The largest of the fortress's storage rooms, this chamber has walls partitioning it into three different sections. It still holds stacks of crates and barrels (most empty) that were never removed. At the back of the chamber is the lip of another well. This one descends only 20 feet to a 5-foot-diameter underground stream that runs through the bedrock. The rotten remains of a wooden bucket and coiled line lie next to the well.

Creature: Hiding in the crates and barrels near the well is a **cave**

leech. Its appearance is that of a sickly yellow, semi-translucent, flattened fluke with eight whiplike tentacles surrounding a frontal maw ringed with dozens of needlelike teeth. Hundreds of smaller tentacles and cilia cover its body. Roll Perception checks opposed to the creature's Stealth check to determine if it is noticed. It lashes out at the rearmost party member that passes it by to examine the well and stays back within the piles to prevent attacks from any direction other than frontal. It crawled up through the well years ago and made a lair in this chamber. It returns to the well when it needs to hunt.



CAVE LEECH

CR 6

XP 2,400

The Tome of Horrors II 24

N Medium magical beast

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

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 76 (8d10+24 plus 8)

Fort +9; **Ref** +6; **Will** +3

DR 10/piercing or slashing

Speed 40 ft., swim 30 ft.

Melee 8 tentacles +11 (1d4+2 plus grab), bite +10 (1d6+2 plus grab and blood drain)

Special Attacks constrict (1d4+2)

Str 15, **Dex** 11, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Toughness, Weapon Focus (tentacle)

Skills Perception +7, Stealth +10, Swim +14

Blood Drain (Ex) If a cave leech makes a successful grapple after hitting with its bite attack, deals 1d4 points of Constitution damage each round from blood drain.

15. Guard Room

Both doors to this chamber are barred from the inside.

An air current raises a swirl of dust momentarily from the center of this room. An unlit lantern hangs from the ceiling. Two tables have been scooted against the walls, each with three chairs. Pewter tankards still stand on their surface. A loaf of black bread sits on one table beneath a layer of dust. Hanging from hooks on the walls are three barbed scourges, two sets of manacles, and a ring of keys. A door on the opposite wall of this room is also barred.

This room is empty of occupants. The air current was merely caused by the party's entry into the room. The tankards hold only the dried remnants of beer and the black bread is completely eaten through by weevils (no longer present). Under one of the tables is a small cask of lamp oil for the lantern. The manacles hanging on the wall are masterwork, and the keys are part of the sets. How this room was abandoned and left with both doors barred from the inside is a mystery.

16. Prison (CR 6)

Rows of heavy ironbound doors with tiny barred windows line these narrow halls. A heavy lock secures each one. Behind each is a cramped cell of cold stone walls, a few pieces of moldy straw on the floor and suspicious stains and scratches marring the stones. Several of the cells hold the bones of their last occupants, stark white against the dark stone of the floors. A feeling of bleakness and abject misery seems to rise from these hellholes like a stench.

It was here that the unfortunate prisoners of Kirash Durgaut were held for questioning and torture for sport. This rumored dungeon and the horrors it spawned was largely responsible for the naming of the tower. Those less fortunate were taken up into the tower itself for the ministrations of General Myrac and his personal torturers (see Area 79).

At the center of this area's narrow corridors is a wide space where the overseer of the prisoners maintained his vigil. A door in the east wall leads into Area 17 from there. Beside the door are seven rings of keys, one for each of the dungeon's aisles. The broken remnants of a table lie in the center of this area, and an empty iron scone is mounted on the wall on either side of the door.

Creature: Slumped in the corner of this area is an **athach skeleton** (misshapen giant-sized skeleton with three arms), the last jailer of the cell block. If someone enters the central area the skeleton rises to attack. It pursues any characters who attempt to flee.

ATHACH SKELETON

CR 6

XP 2,400

Pathfinder Roleplaying Game Bestiary "Skeleton"

NE Huge undead

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

AC 17, touch 10, flat-footed 15 (+4 armor, +2 Dex, +3 natural, -2 size)

hp 63 (14d8)

Fort +4; **Ref** +6; **Will** +9

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

Speed 35 ft.

Melee greatclub +16/+11 (3d8+12), claw +11 (1d8+4), and bite +11

(2d8+4)

Space 15 ft.; **Reach** 15 ft.

Str 26, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +20; **CMD** 32

Feats Improved Initiative^B

Gear hide armor, greatclub

17. Torture Chamber (CR 9)

A short flight of stairs descends into this sunken chamber. Instruments of torture occupy the floor space. Rows of tight cages stacked three high — one atop the other — line the walls. Several hold the skeletal remains of former prisoners. A wooden platform suspended from a swiveling arm provides access to the various cage doors. A heavy winch in the corner allows this contraption to swing around and raise and lower the platform. A black-robed skeleton lies impaled at an awkward angle on a spiked bed.

This torture chamber was abandoned when the city was deserted and has not been opened since. A search of the black-robed skeleton reveals a spiked heavy mace at its belt and a silver ram skull symbol around its neck. A DC 23 Perception check notices that one of the cage doors on the second row has been wrenched open and hangs askew.

This skeleton is a former cleric of Orcus. While Myrac's troops did not remain a part of the Disciples' regular army, he did understand the value that their vile priesthood brought to the table in the specialization of torture. This cleric was alone with the prisoners in the dungeon about to give orders to execute all of them before joining the Disciples' flight in the Great Retreat when one of the prisoners, a brawny half-orc, managed to break open his cage and attack the priest. Before the cleric could even draw his weapon, the escaped half-orc managed to slam him down, impaling him on a bed of spikes to the cheers of the other prisoners.

Unfortunately the prisoner's freedom was short-lived. The room's guardian, an iron maiden golem, that had long stood quietly as just another instrument of torture, jolted into action by the prisoner's escape, quickly captured the half-orc and dragged him inside to his doom. The half-orc's dried husk still remains impaled within the golem. The other prisoners remained trapped in their cells until they died of thirst, as no one ever came to check on this room again. More details on this dead cleric are given in Area 75.

The winch and elevator platform have rusted in place and are no longer functional.

Creature: The **iron maiden golem** still stands against the west wall of the room alongside two ordinary iron maidens. Long quiescent, it takes 3 rounds after characters enter the room before it lurches back to life and attacks. Its goal is to quickly capture another victim to drain his life essence while it fights. To do so it releases the half-orc's husk that still remains within as a zombie.

IRON MAIDEN GOLEM

CR 9

XP 6,400

The Tome of Horrors II 83

N Large construct

Init +0; **Senses** low-light vision, darkvision 60 ft.; Perception +2

AC 29, touch 9, flat-footed 29 (+20 natural, -1 size)

hp 118 (12d10+30 plus 22)

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

DR 15/adamantine; **Immune** construct traits, magic

Weaknesses vulnerability to rust

Speed 20 ft.

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Melee 2 slams +19 (2d10+12 plus grab)

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

Special Attacks animated host, bladed lid, steal essence

Str 27, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 31

Feats Toughness

Skills Perception +2

Animated Host (Su) Once a victim trapped within an iron maiden has died, it reanimates as a zombie in the next round (as if by an animate dead spell). It cannot escape, however, and serves only to fuel the iron maiden and provide it with skills and abilities. While it is trapped, the zombie cannot be attacked, damaged, turned, rebuked, or commanded, and it doesn't suffer any damage from the bladed lid. If the lid of the golem is somehow forced open, the zombie has the normal abilities of a Medium zombie (as detailed in the *Pathfinder Roleplaying Game Bestiary*). The victim of an iron maiden golem must be alive when it is placed inside and the lid is closed or the golem's animate host ability fails.

Bladed Lid (Ex) A living creature inside an iron maiden when the

lid is closed is pierced by twenty dagger-like blades, dealing a total of 50 points of piercing damage each round. The lid automatically seals with an *arcane lock* spell with a caster level equal to that of the iron maiden golem's creator (14th level usually). The lid can be forced open with a successful Strength check (DC 34) or by casting *dispel magic*. The *knock* spell has no effect on the lid. The check DC is Strength-based and includes a +10 bonus from the *arcane lock* spell.

Because of the shape of the iron maiden, only a Medium humanoid can be sealed inside.

Immunity to Magic (Ex) An iron maiden golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron maiden golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the iron maiden golem and heals

1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Steal Essence (Su) An iron maiden golem that has created a host using its animate host ability (see above) gains 10 temporary hit points, uses its own base attack bonus or the host's (whichever is higher), and can make normal use of the victim's skills, feats, and non-magical class abilities.

The golem must substitute its own ability scores when determining its total skill bonuses; therefore it cannot use skills requiring Constitution or Intelligence, and since it cannot speak, many Charisma skills are severely limited. Likewise, the iron maiden golem must meet the requirements for any feat in order to make use of that feat (thus feats such as Dodge and Combat Expertise are unavailable to the golem). An iron maiden cannot use any divine spells or divinely granted special abilities, since the host within is no longer able to receive such abilities from her deity. An iron maiden likewise cannot use any arcane spells as its inherent magic immunity disrupts any attempt to do so.

Vulnerability to Rust (Ex) An iron maiden golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

HALF-ORC ZOMBIE

CR 1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

Treasure: A pouch on the dead cleric holds 32 gp, 7 pp, and a still-sealed flask of acid. At his belt is a +2 *spiked heavy mace* (see **Magic Items Appendix**). The silver unholy symbol of Orcus is worth 25 gp.

18. Duty Sergeant (CR 6)

A spiral stair rises through the floor of this room. Two doors exit to the east. Numerous arrow slits in the west wall overlook a room below. A table stands before the north wall. Next to it sits a large iron chest, lid open, smashed padlock on the floor next to it. Slumped back in the chair is an orc soldier in a black tabard, a short sword protruding from his breastplate. He appears to be dead, though he is largely intact. His flesh is swollen and taut with the effects of decomposition but has not yet begun deteriorate.

This room served as the office of the duty sergeant and payroll master for the fortress. Though this fellow does not look like it, he was actually murdered shortly after the Battle of Tsar by a deserting soldier who then stole the payroll from the chest. The tabard bears



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the image of a red tower (crest of Kirash Durgaut). The body itself has defied decay for all this years largely through a strange reaction with a colony of **yellow mold** that infests the corpse. The mold grows beneath the corpse's flesh and has some property that has slowed down its external decay, though the inside is largely a hollow shell with a mold-encrusted skeletal structure. The gases given off by the mold have given the orc's skin its bloated texture. If the orc is touched, the paper-thin flesh tears and immediately releases a cloud of yellow mold spores in a 10-foot-radius. Disturbing the table or chest has a 35% chance of resulting in a bump against the body that likewise provokes a release of spores.

Yellow Mold: CR 6; see Chapter 13 of the Pathfinder Roleplaying Game.

19. Guard Room (CR 4)

Splinters of wood mark where tables and chairs once stood in this room. A spiral stair leads to the floor below. Arrow slits look out to the west, and a door exits east.

This guard room overlooks the killing zone in Area 3.

Creatures: There are **10 skeleton archers** of humans and orcs in here that are the equivalent of human skeletons. Each is armed with a shortbow and fires through the arrow slits when anyone enters Area 3. The second steps up when the first has exhausted its arrow supply. One rank attempts to repel intruders in this room with claws while the second stays back and fires into the melee.

SKELETON ARCHERS (10)
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton, Human Skeleton")
Ranged shortbow +2 (1d6/x3)

20. Barracks

The boxed text applies for the easternmost of the barracks. Adjust the description accordingly for the other two and feel free to add different treasures that can be found in them.

Hundreds of bunks fill this massive chamber. It appears that the majority of the fortress's garrison once resided here. Now it is eerily empty. A rail surrounds a stair that descends through the center of the floor. At the middle of the west wall are two massive winches, each requiring dozens of operators on their massive handles. Huge chains rise from the winches through holes cut in the ceiling.

With the commandeering of Kirash Durgaut's forces for the battle and replacement with undead troops, this room fell into disuse. The winches attach to huge pulleys in the ceiling that connect to the massive stone block in Area 4. Each winch requires a DC 40 Strength check simultaneously to raise the massive block after the trap is activated. Ordinarily groups of giants or ogres aiding one another would have been used for this task.

Treasure: Beneath the bunks are footlockers once belonging to the soldiers of Kirash Durgaut. Anyone searching through these can find one of the following for every 10 minutes spent searching (1 hour to find them all): a crudely carved ivory good luck charm (10 gp), an old sock holding 9 gp, a miniature portrait of a woman (15 gp),

a light masterwork weapon of your choice, a *potion of cure light wounds*, or a set of loaded bone dice (5 gp).

21. Defensive Chamber (CR 7)

These are large bare rooms with arrow slits overlooking Area 3. Their purpose is to allow archers to fire down on invaders below.

Creatures: Each of these chambers holds **24 skeleton archers** standing silently in ranks. The skeletons are all human or orcish and bear shortbows and quivers of 20 arrows each. They are equal to human warrior skeletons. They alternate firing out the arrow slits after one has run out of ammunition. If attacked in melee, half engage with claws while the rest stand back and fire their bows.

SKELETON ARCHERS (24)
XP 135

CR 1/3

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton, Human Skeleton")
Ranged shortbow +2 (1d6/x3)

22. Armory

Each of these rooms holds rack upon rack of shortbows and light crossbows. All are of the mundane variety, though there are a few longbows and heavy crossbows interspersed within. Bins around the walls of the rooms hold hundreds if not thousands of arrows and crossbow bolts. The racks nearest the western doors hold large ballista missiles for the ballistae at Area 24.

23. Defensive Corridor (CR 9 or 11)

This long hall is lined with numerous doors and pairs of fireplaces spaced across from each other. These give off shimmering waves of heat from the coals that glow in their recesses. Large cauldrons suspended on metal frames stand over these hearths. Levers allow the cauldrons to be tipped to pour their contents into sluices in the floor that divide into many individual grooves before terminating at murder holes in the floor. Many casks have been stacked next to these fireplaces. Mounds of coal, peat and wood stand at each end of the corridor. The room is further divided by rectangular holes in the floor that allow portcullises to be raised or lowered in the passage below this one. Winches stand next to each of these to operate the portcullises.

Creatures: This chamber lies directly above the entry hall (Area 1). It is manned at all times by **15 sandmen** who continually stoke the fires, replenish the oil, shovel fuel and wait for intruders to enter the hall below so they can activate their trap. The cauldrons hold oil that the sandmen keep constantly boiling. Each pair of cauldrons can be tipped by a single sandman and activates the trap described in Area 1. It takes 10 minutes for a cauldron to be refilled and brought to a boil by the sandmen. Every few months General Myrac sends them out to collect more fuel from various locations in the city. The casks hold more of the oil. The winches no longer function since the portcullises are now animated objects and move up or down of their own volition (and will move up in here to assist the sandmen if not already dealt with below). If intruders enter this chamber, the sandmen immediately surge toward them en masse to engage them in melee.

SIEGE UNDEAD, SANDMEN (15)
XP 600

CR 2

Creature Collection II: Dark Menagerie 153
NE Medium undead

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

AC 10, touch 7, flat-footed 10 (-3 Dex, +3 natural)

hp 27 (5d8 plus 5)

Fort +1; **Ref** -2; **Will** +4

Defensive Abilities channel resistance +2; **Immune** bludgeoning and piercing weapons, undead traits

Speed 20 ft.

Melee 2 slams +6 (1d8+3)

Special Attacks blinding

Str 16, **Dex** 5, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 13

Feats Toughness^B

Blinding (Ex) When a sandman is struck by a slashing or piercing weapon, it sprays a line of sand out of the wound in the direction of the enemy that struck it to a distance of 10 feet. Anyone within that line of sand must make a DC 15 Reflex save or be blinded for 1d4 rounds. The save DC is Strength-based.

24. Defensive Overlook

Once manned by grim-faced guards scanning the ground below for trouble, these overlooks are now empty of all save old ballistae, warped and useless from years of exposure. The overlooks have crisscrossed battlements that provide cover from below and have a clear field of fire over the Black Gate Bailey.

25. Archer Post

Each of these rooms is bare with a series of arrow slits looking out over the plaza below. Here archers would muster to defend against any incursion that managed to penetrate the walls of Tsar and attack Kirash Durgaut from the rear flank. They are no longer manned as Myrac does not fear such an assault and would rather let intruders penetrate into Area 1 to face the deadly ambush that has been prepared. Some of these chambers have a few stools or a bench, but otherwise they are empty.

26. Mess Hall

Long trestle tables and benches fill this room, many of which have collapsed with age. The tables and floor are strewn with wooden dishes, shattered earthenware and goblets of leather and wood. It appears that this hall was used for one final meal before the garrison left. The remnants of that meal have long since decayed, and everything lies under a thick layer of dust.

There is nothing of interest left in here.

27. Kitchens (CR 7)

A bank of fireplaces and ovens cover the northern wall with high arrow slits between them to allow ventilation in this chamber. Chopping blocks and tables crowd the room. Racks of knives, tongs, ladles and other utensils hang on one wall, and shelves hold stacks of pans and dishes.

The kitchens once turned out meals in great quantities (if not quality) for the soldiers of Kirash Durgaut.

Creatures: The fortress's cooks were sent to the field with the rest of the regiment leaving behind only the cooks' assistants — **20 human zombies** that still stand silently in this room. They attack anyone who enters and is not wearing the uniform of Kirash Durgaut or the robes of the priesthood of Orcus.

HUMAN ZOMBIES (20)

CR 1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

28. Storage Rooms

These rooms simply store supplies pertinent to the portion of the fortress wherein they are situated. Those near the kitchens hold the moldering remnants of foodstuffs, those near the officers' quarters hold linens and mundane equipment necessary for the running of the fortress, the one near the quartermaster's office hold stacks of black tabards bearing the red Tower of Weeping Sores, uniforms of the garrison of Kirash Durgaut. Allow the party to locate any mundane equipment you deem appropriate in these rooms.

29. Guard Room

The western doors to these rooms have covered eye slits where those inside could inspect anyone seeking entry, and these doors are barred from the inside. This was considered a necessary precaution by the primarily human officer corps considering that many of the troops attached to the garrison were orcs and goblinoids whose loyalty was always somewhat suspect. A bell hanging inside each of these rooms could be used to sound the alarm if it appeared the door might be breached.

30. Quartermaster

A desk with a hard chair sits before the east wall. Across from it are two doors. Beside the desk are two large wooden trunks with padlocks. Behind the desk hangs a large black tapestry of the red tower.

This room served as the office of Kirash Durgaut's quartermaster. The desk drawers hold sheaves of blank parchment, brittle quills and inkwells, their contents long since dried out. The keys have been lost to the two chests, but if opened they are found to contain only endless stacks of parchment holding requisition orders, inventories of uniforms, supplies, equipment and weapons, and billeting assignments. None of it is of interest to the party.

Locked Wooden Trunk: 1 in. thick; Hardness 5; hp 10; Disable Device DC 18; Break DC 20).

Treasure: There is a false bottom in the bottom drawer of the desk located with a DC 24 Perception check. Within are stashed 5 citrines (50 gp each).

31. Officer of the Watch

The back wall of this chamber is adorned with a banner depicting the red tower of Kirash Durgaut. On the north wall are two large black banners — one adorned with the demonic ram's skull, symbol of the Disciples of Orcus, and the other the ram's skull over a walled city, heraldry of the temple-city of Tsar. The south wall is lined with banners in several garish colors, though primarily black, adorned with various crude devices and insignias — emblems of the various tribes and baronies that had sworn fealty to the demon prince's minions. At the rear of the room a large desk sits before a well-upholstered chair. Sitting across the front edge of the desk are numerous leather-bound volumes.

This once served as the office for the officer of the watch. A DC 20 Knowledge (nobility) recognizes the banners of many domains now extinct, surprisingly there are devices of a few lands that are now considered goodly and would be shocked to be affiliated with the followers of Orcus (many rulers had changes of conscience during the bloody purges in the aftermath of the Battle of Tsar). The books are all records of troop strength and lists of soldiers attached to the Kirash Durgaut garrison. Within the desk's single drawer are sheaves of parchment containing duty rosters, payroll records, various orders, etc. A careful perusal of the payroll records (DC 15 Knowledge [local]) shows that a payroll totaling 6,800 gp was never paid out prior to the final engagements of the Battle of Tsar.

The payroll documents above should provide the party with a clue that there may be payroll funds still lying about somewhere. A DC 18 Perception check reveals an iron key with its bow fashioned to resemble a notched executioner's axe hidden at the back of the desk's drawer. A DC 20 Knowledge (local) or (nobility) identifies it as the symbol of the Iron Neck ogre tribe. A banner with a similar symbol hangs on the room's south wall. Hidden behind this banner is a small keyhole in the wall (DC 30 Perception to locate unless the party knows to look behind this banner). The key fits perfectly and, if inserted and turned, opens a secret panel in the floor behind the desk. This panel can be located with a DC 25 Perception check but is *arcane locked* (caster level 10th) cannot be opened without magic, the key, or smashing through a foot of stone.

Treasure: Within the secret compartment is an iron strongbox. Still stored within are 500 pp, 1,000 gp and 8,000 sp — the forgotten payroll of Kirash Durgaut.

32. Officers' Quarters (CR 13)

These chambers are all similar in that they have doors with locks (none currently are locked, and the keys are all missing). Each holds sparse but quality furnishings to accommodate from two to four junior officers of Kirash Durgaut. All are dusty and have not been used since the forces were called out for battle and failed to return.

Not all are unoccupied, however. Some of the spirits of officers slain on the field of battle have returned to their former quarters to pursue their restless existence. During the Battle of Tsar, a Kirash Durgaut company of orc and half-orc soldiers found themselves cutoff from their allies by an overwhelming force of dwarven heavy infantry from the Army of Light. A company of predominantly human troops from Kirash Durgaut was in position to come to support their orcish compatriots and allow them the opportunity to escape from the trap in which they found themselves. However rather than potentially expose their own flank to attack, the human officers ordered their troops to withdraw and leave the orc company to its fate. The orcish officers watched in dismay as their only chance of salvation withdrew towards the city only moments before the dwarves overran their position and slaughtered them to the last soldier. Meanwhile, the human company likewise found itself surprised during its retreat by

an ambush of human and elven rangers. Ironically, had the humans linked up with the orcish company they would have had the numbers to overwhelm the superior firepower of their foes. As it was, they broke and ran under a hail of arrows. The last surviving officer died within a few paces of the city's gates.

Creatures: Due to the betrayal and guilt of their end, some of the human and orc officers found themselves unable to obtain the sleep of death and instead returned to their former quarters to settle their grievances — eternally. Now **4 orc ghosts** and **5 human spectres** wander these halls and chambers in perpetual warfare. Unfortunately due to the nature of their cursed existence, they are unable to harm each other. All appear as they did in life in uniforms recognizable as those of Kirash Durgaut with officers' insignia but bear obviously fatal wounds (deep axe wounds, arrows in the neck, etc.). Every round the party spends in these chambers and the surrounding corridor there is a 1 in 6 chance of having a spectral visitation. Roll on the table below.

Area 32 Encounters (roll 1d6)

- 1 human spectre
- 1 orc ghost
- 1 orc ghost and 1 human spectre
- 1d3 human spectres
- 2 orc ghosts

ORC GHOSTS (4)

CR 7

XP 3,200

Male orc ghost fighter 6 (*Pathfinder Roleplaying Game Bestiary* "Ghost, Orc")

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +16

AC 14, touch 14, flat-footed 12 (+2 deflection, +1 Dex, +1 dodge)

hp 55 (6d10+12 plus 6)

Fort +5; **Ref** +3; **Will** +3 (+5 vs. fear)

Defensive Abilities bravery +2, channel resistance +4, ferocity, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting touch +8/+3 (7d6, DC 15 half)

Special Attacks telekinesis (CL 12th), weapon training (axes +1)

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

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

Feats Blind-Fight, Cleave^B, Dodge, Improved Initiative^B, Power Attack^B, Weapon Focus (battleaxe)^B, Weapon Focus (corrupting touch)

Skills Climb +12, Fly +9, Perception +16, Stealth +16

Languages Common, Orc

SQ armor training 1

Gear full plate armor, heavy steel shield, masterwork battleaxe

HUMAN SPECTRES (5)

CR 7

XP 3,200

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

Tactics: Individually encountered undead merely attempt to spy on the party from the walls for a few rounds before disappearing (Perception checks opposed to their Stealth checks to notice). If members of opposing races are encountered, they are locked in silent combat, which breaks off if they are attacked or after 3 rounds at which time they flee in opposite directions. If encountered in groups they spring from the floor and walls to attack. Continue to roll for additional encounters while combat occurs. If members of the other race arrive during combat, the combatants break off and attack the new arrivals for 2 rounds before fleeing. If all of one kind or another have been destroyed or are already present, treat additional rolls for

that kind as no encounter.

Treasure: Many of the officers left behind minor treasures and trinkets hidden in their room. A DC 17 Perception check in each room has a 25% chance of uncovering one of the following: an *elixir of love*, a +2 *light wooden shield* with a broken arm strap (DC 10 Craft [armor] to repair in 30 minutes), a cold iron short sword, a pouch holding 40 pp, a jeweled insignia of junior officer rank (50 gp), a Kirash Durgaut officer's dress uniform (30 gp), and an *immovable rod*. No item can be found more than once.

33. Officers' Mess

Heavy oak tables are spaced about the room, each surrounded by a dozen chairs. Dangling from the ceiling hang black banners bearing the red tower emblem and various company crests in the upper left-hand corner.

It is here that the officer corps of Kirash Durgaut dined. There is nothing of interest or value.

34. Gate Barracks

Each of these rooms contains bunks and footlockers for 30 soldiers assigned to manning the turret above and defending the main gate wall walks. Arrow slits look out over the road and the bailey. A spiral stair rises to the defense posts above. These rooms are unoccupied and empty of treasure.

35. Garderobe

These small chambers hold chutes that empty out into the gateway below. Travelers through the black gates learned to skirt the inner wall to avoid any effluvia.

36. Upper Guard Room (CR 11)

The door to this chamber has been barred from the inside and bears a **trap**. The room beyond is empty save for a spiral stair climbing to the roof level. Guards once manned this post but are now gone, as is any evidence of their presence.

Barred Door Trap: If this door is opened (by force or magic) without first removing the trap, a crudely-rigged flamethrower device constructed of a bronze cask fitted with a long barrel on one end pointing towards the door and a bellows on the other activates and sends a cone of fire through the doorway and 10 feet into the hall beyond. The fire affects anyone standing in the doorway or in the squares immediately behind it. The bellows are activated by a wire attached to the door itself on one end and a counterweight system at the other. The trap exhausts its entire supply of alchemist's fire with one activation, but a spout in the top allows it to be refilled. The cask holds 10 flasks of alchemist fire when full. General Myrac checks this trap weekly and refills it if necessary. He has his minions replace the door if necessary. It has never been activated before, so there is no residue from its use in the hallway to give it away. Since the alchemist's fire ignites as it leaves the trap's barrel, it does not stick to its targets and continue to burn. The trap is easily detected and disabled (DC 5 for both) by characters already inside the room.

FLAMETHROWER TRAP CR 11
Type mechanical; Perception DC 33; Disable Device DC 30

Trigger touch; **Reset** manual
Effect alchemical fire (10d6, fire, DC 20 Reflex half); multiple targets (all targets in a 15-ft. cone)

37. War Room (CR 12)

A long, polished table dominates this chamber surrounded by dozens of padded chairs of fine wood. The walls are covered with large parchment maps that show the Desolation as it must have looked centuries ago. Floating in the center of the room above the table is a massive egg formed of segmented metal plates.

In this war room the defense strategies of Tsar were discussed by General Myrac and his commanders. The maps are all horribly outdated due to the changes wrought on the surrounding lands, though a character examining them can get a general idea of the layout of the city walls and the Black Gates.

Creature: Floating in the center of the room is a **flailing dreadnought**, a strange creature horribly warped by the experimentation of the disciples of Orcus and their ilk. It is an egg-shaped creature upon which row upon row of segmented metal plates have been riveted. One side of its body is dominated by an enormous fanged maw that it can extend like a proboscis when biting. It is blind but is able to "see" its surroundings through disturbances in the planet's electromagnetic field. It was brought here to be given orders and then left in a magical suspended animation to await the orders that were never forthcoming. The creature awakens when someone enters the room. It is famished and attacks wildly in order to feed. It activates its flailing fury attack as often as possible, quickly reducing the room's furnishings and maps to splinters and shreds.

FLAILING DREADNOUGHT
XP 19,200

CR 12

Creature Collection II: Dark Menagerie 72

CN Huge aberration

Init +5; **Senses** blindsight 200 ft., magnetic perception 200 ft.; **Perception** +19

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)
hp 157 (15d8+75 plus 15)
Fort +10; **Ref** +6; **Will** +9
SR 26

Speed fly 40 ft. (average)
Melee bite +17 (2d8+12/19-20)
Space 15 ft.; **Reach** 10 ft.
Special Attacks flailing fury

Str 27, **Dex** 12, **Con** 21, **Int** 4, **Wis** 10, **Cha** 14
Base Atk +11; **CMB** +21; **CMD** 32 (can't be tripped)
Feats Hover, Improved Critical (bite), Improved Initiative, Power Attack, Cleave, Great Cleave, Skill Focus (Perception), Toughness
Skills Fly +2, Perception +19, Survival +6 (+10 to avoid becoming lost)
Languages Abyssal

Flailing Fury (Ex) Once every 1d4 rounds, as a full-round action, the dreadnought can separate the metal plates that cover its body, releasing dozens of metallic tentacles tipped with blades, barbs, and spikes. In that round the tentacles flail in every direction, striking every being in a 30-foot radius. The dreadnought makes a +17 melee attack against every creature in that area and deals 2d12+12 points of damage on a successful attack. For the duration of the flailing round, there is a -8 penalty to attack rolls for ranged attacks that pass through that area, as missiles are batted aside by the whirling tentacles. However, during this round, the dreadnought's natural armor is reduced by half (**AC** 20, touch 9, flat-footed 19) as its armored hide opens to unleash the tentacles.

Magnetic Perception (Ex) The whole body of a flailing dreadnought

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is very sensitive to electromagnetic fields; it can discern the position and condition of every metal object within 200 feet. This gives the creature an uncanny sense of orientation and a +4 racial bonus to Survival checks to avoid getting lost.

38. Chapel of Orcus (CR 10)

Black curtains shroud the walls of this dark chamber, and the black paint of the ceiling further absorbs any lights brought in. Against the far wall is a simple altar of gray stone. Suspended above it by thin chains is a ram's skull rendered in iron. Atop the skull the melted remains of a fat, red candle dribble over its features like rivulets of blood frozen in time.

While not a part of the disciples of Orcus's official troops, the garrison of Kirash Durgaut still revered Orcus as their patron deity. The chaplains of the tower conducted regular worship services for the officers of the tower who were forced to stand and observe the proceedings. The common troops received exhortations in their barracks or were allowed to attend services at the Cathedral of Pain. Though the hollow evil of the chapel's past services still seem to linger, raising the hairs on one's neck, there is no longer any power here. However, the chaplains did leave behind one last **trap** for anyone foolish enough to desecrate their altar.

Altar Trap: Anyone touching the altar or suspended ram's skull who is not an ordained priest of Orcus activates the trap. Once the altar is touched, the door of the room slams shut (if it was left open) dislodging or shoving aside any impediments such as pitons, PCs, etc. The door seals shut and magically transforms into stone. It is *arcane locked* (caster level 20) and airtight. It reflects spells lower than 3rd level. One round after the door seals, all of the air in the room is magically pumped out leaving a vacuum. Characters trapped in the room must then hold their breath while they attempt to escape (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game).

VACUUM ROOM TRAP

CR 10

Type mechanical and magical; **Perception** DC 30; **Disable Device** DC 28

Trigger touch; **Reset** repair

Effect asphyxiation (PCs must hold their breath or suffocate); multiple targets (all within room); onset delay (1 round)

Arcane Locked Magically Treated Stone Door: 4 in. thick; Hardness 8; hp 120; Break DC 48.

39. Bodyguards' Chamber (CR 7)

This room is bare save for a few arrow slits and five large suits of full plate armor standing against the walls. Each suit's gauntlets clutch a greatsword resting on the floor, point down.

Bodyguards assigned to guard the persons and quarters of the highest ranking officers were stationed in these rooms. They did not accompany the officers into battle, remaining behind to secure their quarters.

The southernmost of these rooms has a secret door that is very carefully hidden requiring a DC 40 Perception check to locate.

Creatures: Now 5 **ogre juju zombies** remain behind in each of these rooms awaiting the return of their masters. They wear suits of Large full plate armor and bear Large greatswords. They attack

anyone not wearing the uniform of Kirash Durgaut and insignia of a field-grade officer's rank. Anyone wearing such apparel must make a Disguise or Bluff check opposed to their Perception or Sense Motive check.

OGRE JUJU ZOMBIES (5)

CR 3

XP 800

The Tome of Horrors Revised 411

CE Large undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 27, touch 9, flat-footed 27 (+9 armor, +9 natural, -1 size)

hp 30 (4d8+8 plus 4)

Fort +6; **Ref** +1; **Will** +3

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

Speed 30 ft.

Melee greatsword +9 (3d6+10/19–20) or slam +9 (1d8+10)

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

Str 25, **Dex** 10, **Con** —, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +11; **CMD** 21

Feats Improved Initiative^B, Iron Will, Toughness

Skills Climb +14, Perception +2

Languages Giant

Gear full plate, greatsword

40. Secret Room

Beyond the secret door is a spartan chamber. A tiny viewport obviously disguised with the rock of the outside wall provides a horizontal band of light into this room in which motes of dust float in lazy motions. A single cot with a few blankets is pushed back against one wall. Beside it is a large chest.

Only the highest ranking officers of Kirash Durgaut knew of this bolthole prepared in case the fortress should ever fall without them having a chance to escape. The chest holds mundane articles of clothing (making a good disguise for someone formerly wearing a Kirash Durgaut uniform), a backpack and the **treasure**.

Treasure: At the bottom of the chest is a *sustaining spoon* in an ordinary clay bowl and a *decanter of endless water* along with several empty waterskins. In addition there are three *potions of cure moderate wounds*, a *potion of gaseous form*, two *potions of invisibility*, and a *potion of fly*. Lying beneath these wrapped in a bit of burlap is a +3 *defending silver short sword*.

41. Field-Grade Officers' Quarters

Each of these chambers is finely furnished — though in a spartan military style — for a single individual. They hold various knickknacks personal interest such as regimental crests and campaign buttons but nothing of actual value. There is a 30% chance of finding a field-grade officer's rank insignia left behind in with the other personal items.

42. Officers' Lounge

Plush leather chairs sit around mahogany game tables. A polished bar at the side of the room holds rows of colored bottles — their contents long since evaporated — and crystal goblets. A rack of Meerscham pipes hangs on one wall. Brass plaques hang around the room.

Here the highest ranking officers of the garrison came to relax with fine liquors, pipeweed, and games of knucklebones and dice. The plaques are for various noteworthy actions of the officers of Kirash Durgaut including deaths in battle. None are of particular interest.

Treasure: The 24 crystal goblets on the bar are extremely fragile but are worth 25 gp each if successfully transported and sold.

43. Officers' Armory (CR 15)

Wooden racks line the walls and stand in rows forming aisles throughout this room. Many are empty, but some still hold dusty weapons, shields, helms and suits of armor left behind when the armies of the tower were called to the field. An unlit lantern swings above one aisle, a longsword lying on the floor beneath it. The faint but unmistakable smell of brimstone hangs on the air.

This armory once held the quality weapons and armor reserved for the officer corps of Kirash Durgaut. Most were taken into battle, but some few remain behind.

Creature: Currently, however, a thief from the infernal realms has infiltrated the room and searches for any lost weapons of power that may be of use to the Dukes of Hell. The intruder is **Lascere**, a rare male erinyes fighter/rogue. He lurks behind one of the weapons racks using his Stealth ability to avoid detection (opposed Perception check to notice). He heard the party approaching as he was examining the longsword and bumped the lantern with it as he quickly laid it on the floor.

LASCERE XP 51,200

Male erinyes rogue 4/fighter 3 (*Pathfinder Roleplaying Game Bestiary* “Devil, Erinyes”)

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +20

AC 26, touch 15, flat-footed 26 (+5 armor, +4 Dex, +1 dodge, +6 natural)

hp 166 (9d10+45 plus 4d8+20 plus 3d10+10 plus 4)

Fort +15; **Ref** +18; **Will** +9 (+10 vs. fear)

Defensive Abilities bravery +1, evasion, moderate fortification (50% critical or sneak), trap sense +1, uncanny dodge; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

Speed 30 ft., fly 50 ft. (good)

Melee +2 *unholy spiked chain* +23/+18/+13 (2d4+9)

Ranged +1 *flaming composite bow* [+5 Str bonus] +21/+21/+16/+11 (1d8+6/x3) or chain +22 touch (entangle)

Special Attacks sneak attack +2d6

Spell-like Abilities (CL 12th):

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lb. of objects only), *minor image* (DC 17), *unholy blight* (DC 19) 1/day—*summon* (level 3, 2 bearded devils, 50%)

CR 15

Str 21, **Dex** 24, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +15; **CMB** +20 (+24 trip); **CMD** 38 (42 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge^B, Exotic Weapon Proficiency (spiked chain)^B, Greater Trip^B, Improved Trip^B, Mobility^B, Quick Draw, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Finesse

Skills Acrobatics +19, Appraise +9, Bluff +17, Climb +15, Diplomacy +14, Disable Device +20, Escape Artist +17, Fly +20, Intimidate +20, Knowledge (planes) +12, Knowledge (religion) +12, Perception +20 (+22 locate traps), Sense Motive +14, Stealth +23, Use Magic Device +12

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ armor training 1, rogue talents (combat trick, stand up), trapfinding

Combat Gear 3 thunderstones; **Other Gear** +1 moderate fortification chain shirt, +2 unholy spiked chain, +1 flaming composite bow [+5 Str bonus], 40 arrows, 50-ft. chain, bag of holding (type I), masterwork thieves' tools

Entangle (Su) Lascere carries a 50-ft.-long chain that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 25) but with hardness 10, hp 5, AC 10, Break DC 26. He can hurl his chain 30 feet with no range penalty. The chain functions only for Lascere and no other. The save DC is Dexterity-based.

Tactics: If the party begins looking around, the erinyes attempts to *summon* bearded devils to attack and distract the party. Then from hiding, he flings his chain to entangle a stout-looking fighter before *teleporting* to surprise a weak-looking spellcaster in order to sneak attack with his spiked chain. He then attempts to trip anyone that tries to enter his threat range holding them off with his spiked chain and *unholy blight*. If hard pressed he grabs a valuable-looking weapon off a nearby rack and tries to *teleport* to safety. Roll randomly from the **treasures** below to determine which weapon he grabs. If you like, he can begin to stalk the party hoping to slay them or at least steal some of their powerful magic items.

Treasure: Though stripped of most of the items, this armory still holds at least masterwork quality example of each simple and martial weapon in the *Pathfinder Roleplaying Game*. There is also at least one masterwork example of each type of armor and shield. In addition the following items remain to be found:

- +1 *unholy silver longsword* (lying on the floor — this was the weapon the erinyes was examining).
- +1/+1 *orc double axe*
- +2 *cold iron trident*
- Quiver of 20 +1 *seeking crossbow bolts*
- +2 *adamantine greatsword*
- *assassin's dagger*
- +1/+1 *anarchic throwing two-bladed sword*
- +2 *shocking burst whip*
- +3 *shortbow*
- +1 *greater shadow studded leather armor*
- +2 *blinding buckler*
- +1 *chain shirt*
- +1 *moderate fortification sonic resistance heavy steel shield*
- *locked gauntlet of luck* (equal to *banded mail of luck* but with no armor class bonus).

44. Elite Bodyguard (CR 5)

Creature: This room is bare save for its hulking guardian, a **gray render fast zombie**. The creature served as the personal guardian of the fortress's commanding officer. It attacks all who enter who are not accompanied by Undercommander Kreft (long ago slain on the field of battle), so no one has succeeded in entering this chamber for the last few centuries.

CHAPTER 2: KIRASH DURGAUT

GRAY RENDER FAST ZOMBIE

XP 1,600

Pathfinder Roleplaying Game Bestiary “Zombie”

NE Large undead

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

AC 13, touch 10, flat-footed 12 (+3 natural, +1 Dex, –1 size)

hp 66 (12d8 plus 12)

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

Immune undead traits

Spd 40 ft.

Melee bite +15 (2d6+7) and 2 claws +15 (1d6+7) or bite +15 (2d6+7) and slam +15/+15 (1d8+10)

Special Attacks quick strikes

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

Str 25, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 28

Feats Toughness^B

CR 5

SADIE, SUCCUBUS

XP 3,200

hp 84 (*Pathfinder Roleplaying Game Bestiary* “Demon, Succubus”)

CR 7

Tactics: Left by her master and paramour, Sadie has languished in this room in utter boredom. His last command was for her to not open the secret door or leave the room. Now that new and interesting people have arrived, though, things look suddenly more engaging. She immediately begins using all of her wiles to tempt the most pious-looking member of the party (she prefers paladins) to abandon his comrades and join her for an eternity of paradise. She will go so far as to physically threaten those who interfere with her attempts. She is emboldened and willing to risk open combat because of the fact that she does not fear death. Long ago she managed to wrangle a promise from the demon lord Baphomet that if she was slain she would immediately be promoted in the Abyssal hierarchy. What she does not realize (but probably should) is that a demon lord's word is not worth as much as the paper it is written on. If Sadie is slain she immediately returns in the next round as a **nalfeshnee** demon, but not in the Abyss before her new underlings as she expected. Rather she remains on the Material Plane in this same room and once again faces the same party that slew her. Baphomet's promise kept, he is under no further compunction to promote her, and she fights madly to the death to avoid that very fate.

45. Undercommander's Quarters

This suite of rooms is sumptuously furnished and provided comfortable quarters to General Myrac's second-in-command, Undercommander Kreft. Kreft led the troops of Kirash Durgaut into battle while Myrac remained behind with his token garrison to hold the city gates. Kreft died on a celestial's holy spear soon thereafter. His quarters are as he has left them and have remained undisturbed all these years.

The suite consists of an anteroom with black velvet couches and various bits of silver ornamentation. Off of this room is a small privy with a marble toilet leading to a pit deep in the fortress' foundations and a marble washbasin. The undercommander's study has a lush white bearskin rug, a black-wood dining table with matching chairs, and an elegant desk of the same black wood. Arrow slits with glass panes and iron shutters let in light and look out over the gate. The bedchamber holds a massive bed with red silk mattress and coverlet. The sets of manacles attached to the bed posts and various whips and scourges on the walls belie the former inhabitant's twisted tastes. A secret door in the bedchamber can be located with a DC 28 Perception check.

Treasure: The various furnishings and accoutrements of these chambers are bulky but could be sold for 8,500 gp if somehow transported to a suitable marketplace.

46. Secret Chapel (CR 7 and 14)

Beyond the secret door is a room smelling strongly of exotic incense. In the center of the room is a small, black-stone altar. Upon it is a pair of curving bull's horns turned down. Next to it is a copper censer giving off slight stream of smoke. The room is further occupied by a raven-haired beauty resting, eyes closed, on a recamier couch against the east wall. Her revealing undergarments and large bat wings provide warning of potential trouble.

This secret chamber served Kreft as his own private chapel. A DC 30 Knowledge (religion) or (planes) recognizes the altar and bull's horns as the symbol of the demoness Beluiri, the Temptress. Kreft revered this seductress of demon lords and worshipped her in secret here, away from the prying eyes of the jealous Disciples of Orcus.

Creature: Also in this room is Kreft's personal slave, the succubus **Sadie**.

SADIE, NALFESHNEE

XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nalfeshnee”)

CR 14

Treasure: The copper censer is similar to an everburning torch in that its flame never expires and, in this case, never stops giving off the aroma of the strange-smelling incense. It could be sold as a curio for as much as 150 gp.

47. Archer Post

These identical defensive chambers lie in the great “horns” that protrude from the fortress to the north and south. They connect to the walkways that pass over the Black Gates. Each has a small guard room at its entrance connecting it to the fortress's battlement and a barred door blocking access to the wall walk. The exteriors of the doors connecting to the wall walks are studded with bronze spikes inflicting damage equal to 1d10 spears against anyone attempting to break them open and make them more difficult to smash through with weapons (Hardness 6; hp 40; Break DC 30).

In addition to the guard rooms, the interior of these horns is divided into two chambers. The inner chamber houses the spiral stairs climbing from the barracks (Area 34) below. The outer chambers are adjacent to the wall walks and have a spiral stair climbing to the tip of the horn (Area 48) above. Fire places set into the dividing walls have fixtures for holding kettles of oil to be boiled and rolling carts nearby so these kettles can be easily transported to drain spouts in the floor, enabling the oil to be dumped over attackers on the ground below. The kettles are currently empty. Each of the chambers is also lined with three levels of arrow slits at heights of 4 feet, 10 feet and 16 feet. Wooden scaffolds allow use of these arrows slits and are accessible by ladders. Chests for storing arrows and crossbow bolts and pegs for holding bows and crossbows abound. There are plenty of mundane specimens of these items present allowing characters to replenish their supplies as needed.

48. Artillery Position

These 60-foot-high parapets are surrounded by crenellated battlements and stand at the peaks of the three “horns” of the fortress. The outermost point of each is a solid wall rising 8 feet high, forming the horn's tip and providing a little extra cover. These partial walls have an arrow slit in them to prevent attackers from using them as blind spots for cover from the defenders above. On each of these

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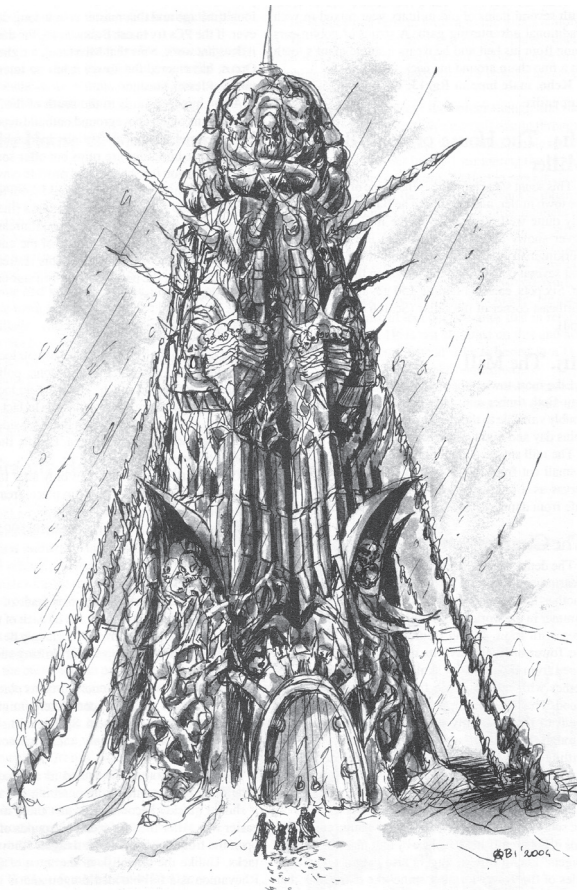
platforms is a stair accessing the chambers in the horn below. Each is also fitted with a heavy catapult. A stone locker set into the battlement holds stone and lead shot for these siege engines. Each one of these has a 10% chance to still be functional. General Myrac orders his underlings to keep these in good working order, but his current underlings are unskilled at best in the area of maintenance.

49. Forward Defensive Post

This area is similar in design to the archer posts at Area 47. There are three levels of arrow slits accessed by scaffolds and ladders. A spiral stair in the eastern end leads to the roof above. Two fireplaces are built to heat cauldrons of oil that can then be dumped directly into sluices that carry the boiling liquid through murder holes on the tower's bottom, to provide no cover or respite from above for attackers, and out drain spouts built along the horn's lower edge to cover a wider area with the devastating attack. Like Area 47, these cauldrons are empty. The exterior of this turret is chipped and fractured from attacks but remains structurally sound.

50. Battlement (CR 12 and 9)

<n>This vast platform covers the entire eastern half of the fortress. From the center rises the dark form of the central Tower of Weeping Sores like a gangrenous finger, climbing another 100 feet into the air. Great hornlike projections — turrets — protrude from the northern, eastern, and southern tips of this battlement. To the east, the remains of artillery and siege engines line the crenellated edges with the battle-damaged remains of some stone structures behind them. To the west stone buildings still stand, not subjected to the carnage visited upon the forward half of the fortress. A huge crane stands at one edge, extending out over the inner bailey of the city gates.



The ground is 40 feet below this platform. The eastern half of this platform came under attack many times from the siege engines of the Army of Light and still shows the damages that were sustained. Lining the eastern edges are heavy catapults and ballistae. Each on has only a 10% chance of being in working order, the rest being damaged or destroyed by time and the elements or the attacks from long ago. Beside each of these is a stone locker built into the parapet that holds ammunition suitable for the weapon. Near the entrance to Area 49 are two great furnaces, the northern one mostly smashed from the direct hit of a catapult shot. These were used to heat huge cauldrons of oil. The massive iron cauldrons, now rusted and cracked from age, still stand on the stone hearths. Each had a lever allowing it to be tipped to pour its contents into smaller pots for transport to stone receptacles along the roof's edge with drains that funneled the boiling oil to gargoyle spouts along the fortress' walls below the battlement. These receptacles stand empty, their drains long since clogged with debris. The rotten remains of wooden hand carts that were once used for hauling the cauldrons of boiling oil are situated near the furnaces and receptacles where they were abandoned.

Creatures: The eastern half of the battlement is guarded by a **flailing dreadnought**, one of the hideous living war machines created by the Disciples of Orcus that resides within the smashed remains of the northern furnace. If it hears or sees anyone moving about on the platform it immediately moves to attack. Occasionally it feeds on one of the siege undead in Area 51 if it is particularly hungry and one of them comes too close. The western half of the platform is patrolled by the **4 marrow knights** at Area 54. Each round spent west of the central tower, there is a cumulative 10% chance that the marrow knight patrol will spot the party and charge to attack.

FLAILING DREADNOUGHT
XP 19,200
hp 157 (See Area 12)

CR 12

MARROW KNIGHTS (4)
XP 1,600
hp 90 (See Area B2-6)

CR 5

51. Artillerists' Barracks (CR 9 or 11)

Each of these structures was once a small blockhouse in case the battlements were overrun, with arrow slits and a trapdoor in the ceiling leading to a crenellated battlement atop the building. The artillerists charged with manning the siege engines of Kirash Durgaut were quartered here. Both show damage from sustaining many hits from siege engines belonging to the Army of Light. The northern building has been holed in several places along the wall and part of the roof has collapsed. There is no longer any furniture in either.

Creatures: They are now each occupied by **20 sandmen** standing in ranks awaiting orders. General Myrac occasionally sends them orders to tend to their catapults and ballistae (which they do poorly as attested to by the condition of their siege engines). Otherwise they remain within their barracks until a general alarm is sounded by Myrac, at which time they man their engines and prepare to repel invaders, or until someone enters one of their barracks, in which case they attack en masse. If the occupants of one barracks become involved in melee, the occupants of the other notice and join in after 5 rounds.

SIEGE UNDEAD, SANDMEN (20)
XP 600
hp 27 (See Area 23)

CR 2

52. Storage Barn (CR 10)

This massive stone warehouse rises 40 feet into the air with a flat-topped roof. Huge doors open in the structures south side. Within are stacked crates, boxes, barrels and bins of all sorts of mundane supplies and equipment, most of it rotten and deteriorated to uselessness. Kept herein were supplies for the tower (now mostly moldered since the tower's current residents have little need for foodstuffs), ammunition for the many siege engines atop the fortress, parts and materials for making repairs to the fortress and the siege engines, fodder for the draft animals (long since rotten and rodent infested), and every other conceivable type of equipment that might be needed for the maintenance, upkeep, and defense of Kirash Durgaut. The draft animals used by the fortress to haul the heavy equipment and supplies are gone.

Creatures: Residing in this great barn are **3 cloud giant skeletons** that General Myrac was able to procure from the priesthood to replace the beasts of burden. They remain here unless orders come from Myrac or one of his officers. Anyone entering the barn other than one of the Kirash Durgaut officers is attacked.

CLOUD GIANT SKELETONS (3)

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary "Giant, Skeleton"

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +0**AC** 17, **touch** 10, **flat-footed** 15 (+4 armor, +2 Dex, +3 natural, –2 size)**hp** 72 (16d8)**Fort** +5; **Ref** +7; **Will** +10**DR** 5/bludgeoning; **Immune** cold, undead traits**Speed** 50 ft.**Melee** morningstar +22/+17/+12 (4d6+18) or 2 slams +22 (2d6+12) or 2 claws +22 (1d8+12)**Space** 15 ft.; **Reach** 15 ft.**Str** 35, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +12; **CMB** +26; **CMD** 38**Feats** Improved Initiative^B**Gear** chain shirt, morningstar

53. Guard Shack

Once a guard shack to provide some shelter for those on guard duty between their rounds on cold or stormy nights, this small wooden structure now stands empty. It holds only a few old benches and a pot-belly stove. The wooden walls and roof have seen better days and now do little to keep out inclement weather.

54. Stables (CR 9)

This long, low stone building once housed the draft animals necessary for hauling the supplies and equipment needed for the defense of the fortress. Five great sledges with wooden runners that were kept well greased for hauling loads between the crane and the storage barn and between the storage barn and various other destinations still rest near the building's east wall. Their huge wooden runners have cracked and dry rotted making them useless without repairs, though their harnesses are still intact for hitching draft teams to them. The stone stalls along the buildings west wall are now empty. When the Great Retreat occurred, the disciples of Orcus commandeered all of the available draft animals in the city for their overland flight.

Creatures: Now Myrac houses some unique officers in this building. There are **4 marrow knights** quartered here where the fixtures better

suit their form. Once the backbone of Kirash Durgaut's cavalry, four of the marrow knights were hidden by Myrac when the rest were sent to the field by the priesthood. He had them moved up here and retains them as his ranking officers in the fortress. It is they who see to the defenses and deployment of the undead soldiers everywhere except within the Weeping Tower itself. Each wears the tabard of the red tower and the rank insignia of a field-grade officer.

MARROW KNIGHTS (4)

CR 5

XP 1,600

hp 90 (See Area B2-6)

Tactics: The knights periodically patrol the roof of the fortress (see Area 50) using their bows to repel intruders and charging once they are within range. They attempt to lure intruders into the waiting grasp of the flailing dreadnought at Area 50 if they can without risking themselves overmuch. If two of the marrow knights are destroyed, one will remain behind to hold off the attackers, while the other gallops to Area 52 to release the cloud giant skeletons and order them to attack.

55. The Stacks

Three massive chimneys of darkened, soot-stained stone rise from the rooftop here, extending 30 feet into the air.

These huge smoke stacks once carried the constant fumes from the kitchens (Area 27) and the smithy (Area 10). Though they are very wide at this point, just above the kitchens, they narrow and split into individual shafts for the various fireplaces, ovens, and forges. At that junction they are too small for anything larger than Tiny size to fit through, though a Small creature could wriggle through with a successful DC 25 Escape Artist check. Climbing within the chimneys is more difficult (DC 25) due to the thick layer of carbon that covers the bricks. Even with these impediments this still remains a viable way to infiltrate the fortress, though anyone doing so is soot-covered and filthy by the time they emerge (+10 bonus to Survival checks for anyone trying to track them until they have washed off the soot).

56. Ballista Mount

At each of these points a ballista has been mounted overlooking the entryway into city below. These ballistae are somewhat sheltered from the elements, and both remain operational due to the maintenance they have received. Stone lockers hold 2d10 ballista bolts at each of these locations.

57. Crane

A massive construct rises from the battlement here like some sort of prehistoric monstrosity. Tree trunks lashed together by bronze bands extend up and out over the bailey below. A huge, iron-banded crossbar supports a myriad of ropes, chains and pulleys. At the base of the crane's arm a winch allows the hoist to be raised and lowered. The entire crane rests on a huge windlass platform so that the crane can be swung around to allow loads to be deposited on the battlement.

This crane is still functional and can lift loads of 25,000 lb. A DC 40 Strength check is necessary to rotate the platform. It requires a DC 25 Strength check to raise and lower the crane with an additional +1 for every 1,000 lb. of load. It requires 8 rounds to raise a load from the ground 40 feet below.

58. Fortress Roof

The entire western portion of the fortress lies beneath this huge gable roof covered in slate tiles fully a foot thick. The roof lies 5 feet below the crenellation of the battlement (Area 50). Four chimneys pierce the roof from various hearths in the fortress below. Only creatures of Diminutive size or smaller can easily traverse the interior of these shafts (DC 20 Climb check). A Tiny creature can squeeze with a DC 20 Escape Artist check. The slope of the roof is gentle, not requiring an Acrobatics check to balance as one moves about on it.

59. Lower Stair

This featureless room holds only a stair descending to Area 36. The set of doors are one of the few in the entire fortress that has a lock rather than a bar (Disable Device DC 25). General Myrac and his seneschal are the only ones who have keys to this door. A sliding plate on the inside of the doors covers a viewing slit that looks out onto the battlement roof.

60. Tower Gate (CR 5)

A wide stair climbs 10 feet to the gates of the actual Tower of Weeping Sores sitting high atop the fortress of Kirash Durgaut. Like the gates to the fortress, these portals are massive affairs of iron with foul runes and symbols inscribed upon their outer surface. One of these is a magical **trap**. The doors are secured by an iron bar on the inside and are further reinforced by an *arcane lock* (caster level 16th).

Door Trap: The gates of the tower bear a *symbol of fear*. It activates when anyone of a non-evil alignment approaches within 20 feet of the doors' exterior. It then flashes into existence affecting all within 60 feet. The symbol then seems to fade, but after 24 hours it resets itself.

SYMBOL OF FEAR TRAP

CR 5

Type magical; Perception DC 31; Disable Device DC 31

Trigger proximity; Reset automatic

Effect spell effect (*symbol of fear*, 16th-level wizard, DC 20 Will negates); multiple targets (all targets within 60 ft.)

Arcane-Locked Iron Gates: 6 in. thick; Hardness 10; hp 180; Break DC 45.

61. Killing Zone (CR 8)

The walls and ceiling of this corridor are sheathed in riveted metal plates. A set of iron doors blocks the far end of the hall. At the mid point of the hall is a 10-foot-deep pit, 10 feet across. Rusty spikes line the bottom of the pit; an old skeleton, still clad in shreds of clothing, lies impaled upon them.

This corridor is intended as a trap for any who dare to invade the Tower of Weeping Sores. The pit and its skeletal contents are all part of a *permanent image* (caster level 16th). There is no pit, but characters must interact with it and make a DC 20 Will save to disbelieve. Falling into the pit allows an automatic Will save at +10 when no damage is sustained and the character remains at floor level. A failed save means the character believes he managed to grasp the edge and roll away to avoid a fall. Anyone witnessing another character "fall" into the pit receives the same Will save with the same bonus to realize there is no pit.

Creatures: The pit is merely intended to serve as a distraction for the true danger of the hall. Set into either wall of the corridor are three spring-loaded, sliding secret doors that cover concealed arrow slits. Behind the arrow slits in a narrow corridor are **6 juju zombie spearmen**. The juju zombies can open an arrow slit with as a free action, stab through into the corridor with their spears, and close the arrow slit with a move action. They watch through their arrow slits through tiny spy holes disguised as rivets (DC 35 Perception check to notice from the hallway). The walls of the room are of stone, 1 foot thick, with a 2-inch layer of iron over them. The arrows slit shutters are likewise 2-inch-thick iron.

JUJU ZOMBIE SPEARMEN (6)

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 28 (3d10+6 plus 6)

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 +2 *spear* +11 (1d8+9/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 (spear)

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

Languages Common

SQ armor training 1

Gear breastplate, +2 *spear*

Tactics: While the characters are delayed by the illusory pit, the juju zombies watch through spy holes with held actions to open their arrow slits and stab through whenever anyone steps in the square in front of it. They receive improved cover against attacks from the corridor. The zombies attack on different initiative rolls so the arrow slits open and close at different times never exposing them all to attack at once. Because opening the arrow slits is a free action and the zombies therefore threaten the squares in front of them, they are still able to make attacks of opportunity against characters attempting to pass in front of the arrow slits while they are closed. However, when making such an attack of opportunity, the zombies are unable to once again close their arrow slit immediately.

Iron Wall Sheath and Arrow Slit Shutters: 2 in. thick; Hardness 10; hp 60; Break DC 28.

Barred Iron Double Doors: 2 in. thick; Hardness 10; hp 60; Break DC 35.

62. Guard Post (CR 6)

This bare room has arrow slits that look out on the door from Area 62 and down the defense corridors flanking it.

Creatures: There are **4 advanced bonemen** in here with crossbows that fire upon anyone coming through those doors other than a juju zombie or someone accompanied by General Myrac. A winch on the west wall controls a portcullis that is kept lowered to block the western corridor from Area 61. A copper bell hangs in the northeast corner which one of the siege undead rings as long as combat continues to summon reinforcements from Area 65, stopping only if directly threatened.



63. Kitchen

A large hearth and oven occupy the eastern wall. Tables, shelves and counters hold utensils, pots and pans beneath a layer of dust. A feeling of long abandonment fills this chamber. To the south, in an alcove, a wooden cover caps a well. Above this well, anchored in the top of the alcove is a winch with a heavy rope and steel bucket.

SIEGE UNDEAD, ADVANCED BONEMEN (4) CR 2 XP 600

Advanced boneman (*Creature Collection II: Dark Menagerie* 151)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

AC 19, **touch** 12, **flat-footed** 17 (+3 armor, +2 Dex, +4 natural)
hp 17 (2d8+8)

Fort +4; **Ref** +2; **Will** +5

Defensive Abilities channel resistance +2, half damage slashing and piercing; **Immune** cold, undead traits

Speed 40 ft.

Melee 2 claws +4 (1d6+2)

Ranged heavy crossbow with +1 *unholy crossbow bolts* +3 (1d10+1/19–20)

Str 18, **Dex** 15, **Con** —, **Int** 9, **Wis** 14, **Cha** 18

Base Atk +0; **CMB** +4; **CMD** 16

Feats Improved Initiative

Skills Climb +6, **Perception** +7, **Stealth** +4

Languages Common (cannot speak)

Gear studded leather armor, heavy crossbow wired to arm, 10 +1 *unholy crossbow bolts*

This kitchen once served the elite troops of the Tower of Weeping Sores. The garrison of the tower has not required meals since the Battle of Tsar, and the kitchen has fallen into disuse accordingly. A DC 19 **Perception** check notices suspicious dark stains on the floor and some of the tables as if perhaps this chamber was once used for something more than just innocent meal preparation, and a DC 31 **Perception** confirms this by locating a chopped section of a charred human femur tucked into one corner of the oven. The well itself is 80 feet deep with 20 feet of pure water from a spring deep beneath the foundations of the fortress. However anyone exploring the well or lowering the bucket find that there is a blockage 40 feet down. See the **treasure** below.

Treasure: Before abandoning the tower for the field, one of the cooks robbed the quarters of an officer. Not wishing to be caught and assuming that the officer would likely die in battle, the cook dumped his ill-gotten goods in the well hoping to come back and claim them later. Instead both cook and officer were slain in the field so that the theft was neither discovered nor recovered. Now wedged in the shaft of the well 40 feet down is *spined shield*, a +1 *good outsiderbane bastard sword*, and a *handy haversack* holding 850 pp, a gem-encrusted eye patch (300 gp), a delicate elven crown crafted from silver and polished wood (3,000 gp), and a ring of keys for all of the cell and manacle locks in Area 75.

64. Storage

Bins and shelves hold typical kitchen items and supplies. No foodstuffs remain as all were taken when the tower forces were deployed and replaced by the living dead who had no need of such staples.

Treasure: Hidden behind a sack of charcoal (DC 14 Perception check to locate) is a bottle of vintage dwarven whiskey over 500 years old but still good. A larcenous cook stole this prized possession from the fortress undercommander's quarters shortly before the garrison's deployment. The unopened bottle is worth 1,000 gp. Its contents are quite potent and drinking from it requires a DC 17 Fortitude save for each drink to avoid becoming inebriated for 1d10 minutes (cumulative for multiple drinks even if saves were made). While inebriated the character has the game effects of being both sickened and staggered.

65. Barracks (CR 10)

Creatures: All bunks and furnishings have been removed from this chamber to make room for the ranks of siege undead that now occupy it when not given different orders. Currently there are **17 meatmen** standing in here. The chamber smells strongly of rotten meat from these hideous undead constructs. They respond to any alarm by marching out to defend the portcullis, falling back to Area 69 if necessary.

SIEGE UNDEAD, MEATMEN (17)
XP 600
hp 22 (See Area B2-6)

CR 2

66. Officers' Quarters

Like those at Area 32, this chamber once housed officers in charge of the tower garrison. Four beds remain along with lockers and a table with four chairs. Any items of interest have been removed, though some mundane articles of clothing and personal effects still remain.

67. Armory

Metal cages line the walls barring weapons racks and armor stands. These are all now empty. The cages to the south protect wooden lockers that line the wall. Standing before one of the southern cage doors, its hand outstretched and touching the metal is an extremely lifelike statue of an armored hobgoblin.

This room served as the armory for the tower. All of the barred doors have good locks. The key to all of them can be found in the seneschal's chamber (Area 77). All of the weapons and armor in this chamber were removed when the troops deployed. However, the four lockers on the south wall (each within its own cage) all held special substances used in defense of the tower. The easternmost locker also had a *flesh to stone* trap. The statue is a hobgoblin officer who deserted his troops and returned here to steal some of these valuables to sell on the black market. Unfortunately he was unaware of the trap and has remained here since. He fails his Fortitude save if characters cast *stone to flesh* on the creature.

Iron-Barred Cages: 2 in.-thick bars spaced 4 in. apart; Hardness 10; hp 50; Break DC 28; Open Lock DC 30.

Treasure: There are four lockers on the south wall numbered 1–4 from east to west. Their contents are as follows:

Locker #1: 10 thunderstones, 20 tindertwigs, 7 smokesticks and 5

sunrods.

Locker #2: 5 flasks of acid, 14 flasks of unholy water and 3 vials of antitoxin.

Locker #3: empty.

Locker #4: 10 flasks of alchemist's fire.

68. Latrines

Each of these rooms has a stone seat with a hole descending 20 feet. These are now empty, their foul contents long since turned to dust.

69. Stairwell (CR 7)

Creatures: A stair winds up the outer wall of this chamber between the first and second floors. Standing upon these steps, cloaked with *permanent invisibility* (caster level 13th) that does not end when they attack, are **10 bonemen**. They attack anyone approaching the stairs from top or bottom not accompanied by General Myrac. Hidden in a hollow beneath the top step (DC 15 Perception check to locate) is a *darks skull* creating an *unhallow* effect throughout the chamber on both floors giving the undead a +2 deflection bonus and +2 saves versus good creatures and +4 resistance to channel energy.

INVISIBLE SIEGE UNDEAD, BONEMEN (10)
XP 400
hp 13 (See Area B2-2)

CR 1

Ad Hoc XP Award: Because of the bonemen's *invisibility* and the *unhallow* effect award 600 XP for each of them.

70. Waiting Room (CR 11)

Black tapestries bearing the image of a red tower adorn the north and east walls of this room. Mounted along the rods holding the tapestries are lifelike skulls cast in iron, four per tapestry. Stone benches sit in front of the tapestries. A heavy wooden panel is attached to the south wall just east of a set of black double doors. Inscribed upon the panel are words in some harsh, foul-looking language.

The sign next to the door is written in Abyssal and says simply, "Wait here." Everyone familiar with the tower back in its heyday knew better than to wait in the waiting room but would instead walk directly into the receiving chamber (Area 71). There was a practical reason for this that exists to this day.

Creatures: Anyone loitering in the waiting room for more than 2 rounds is attacked by **8 wraiths** that emerge from the hollow iron skulls. They never leave this room but attack without mercy as long as anyone remains here.

WRAITHS (8)
XP 1,600

CR 5

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

71. Receiving Chamber (CR II)

Massive columns support the four corners of this room, and a wrought iron stair spirals up through the room's center to the level above. Doors exit to the east, west, and north. Behind the stair stands a huge statue of a hideously misshapen spider. Its forelegs stretch from corner post to corner post as it reaching wide to grasp its prey. These forelegs end in wicked-looking cleavers. The entire construction lies beneath a patina of dust.

General Myrac has always been very open to admitting guests to the upper portions of his tower. In fact many of his guests found a permanent home in the cells while they experienced his twisted form of "hospitality". Entering was never a problem, only leaving presented difficulties. One of the greatest difficulties lies in getting past the guardian of the receiving chamber.

Creature: The huge construct is actually an abyssal construct known as a **retriever**. This machine has been programmed by Myrac to not molest those entering the chamber from the double doors. Only if someone attempts to leave through the north doors or enters the chamber through the east and west doors or down the stairs without first saying the pass phrase "Pain take you" does the retriever attack. If its victims retreat to the east, the west or up the stairs, it resumes its silent vigil. Only if prey flees through the double doors does it follow and, if necessary, leave the tower using its *find target* ability to bring them back. To its credit, no one has ever successfully escaped from within the Tower of Weeping Sores.

The iron stairs end at the next floor where they become stone steps contained within a walled stairwell.

RETRIEVER

XP 12,800

hp 137 (*Pathfinder Roleplaying Game Bestiary* "Retriever")

CR 11

72. Guest Rooms

A feeling of hopelessness and loss is almost overwhelming in this long chamber. It is augmented by the row of forlorn cells lining the walls, little more than boxes composed of overlapping metal bands welded and riveted into place. Heavy locks secure the doors to these cages, and the skeletal remains of their last tenants still huddle in some of them like curs in a kennel. Clearly visible on the skeletal remains are unset fractures, amputations and the deep scarring of hideous burns and cuts — mute testimony to the final days of their sad existences.

This room held prisoners that Myrac thought may have held valuable information that could pried out by the correct application of incentives. None of the skeletons are animate, though the essence of their spirits lingers on in the form of the psychic miasma that seems to forever linger in this chamber. Attempts at *speak with dead* bring a raucous, gibbering that echoes through the chamber and deafens all within for 1d4 rounds.

The cage doors can be opened with a DC 25 Disable Device check. The keys have been lost. At the eastern end of the room is a large fireplace. Before it sits a metal rack with a selection of pokers, knives, branding irons, blades, pins and tongs that could be placed within the fire for heating. Beside them hang two pairs of heavy leather gloves. Though this was not the primary torture chamber, General Myrac did not mind his jailers getting in a little practice for sport every now and then.

73. Elite Barracks

Five sets of bunks line the far wall of his long room. Heavy metal chests stand at the foot of these beds. Stretched hides cover the walls and ceiling of the room bearing painted symbols of unimaginable evil and filth. Prominent among them is the image of the red tower.

This chamber quartered General Myrac's elite soldiers, a gang of the most lethal and amoral warriors of all races that he could gather together. In addition to their military duties, they also served as jailers and torturers for the unfortunates imprisoned within the tower. Fortunately for the world, none of these individuals survived the carnage of the Battle of Tsar. Now their corpses and spirits comprise some of the worst of the undead currently roaming the Desolation. Within the metal trunks are the personal effects of these wicked slayers that they chose not to carry with them into battle. Items found here include parchments made of human skin, goblets formed from humanoid skulls, various preserved appendages and body parts, and pieces of armor and weaponry of a mundane sort though set with as many spikes and serrated edges as possible. Feel free to add any specific type of weapon or armor to the contents of these trunks. All are gummed with dried blood and foulness.

Treasure: Hidden within one of the mattresses — ogre hide stuffed with foul-smelling straw — are 11 severed humanoid fingers, each wearing a jeweled ring worth 200 gp (DC 30 Perception check to locate unless PCs specifically cut open the mattresses).

74. Elite Officer's Quarters

The walls of this room are smeared with dried blood and less identifiable stains. Markings dedicated to every dark god imaginable are scrawled across this palate. The massive wooden frame of a bed, its mattress long gone, dominates the room. Beneath where the mattress would have lain is a secret hollow now empty. Against one wall is a metal chair set with many small spikes and knobby protrusions. Lying across its seat is a scourge still dark with old blood and bearing strips of leathery skin still caught in its barbs.

This chamber served as the quarters of the commander of Myrac's elite soldiers, a vile blackguard known only as Soulless. His penchant for violence and torture were legendary and were what first brought him to the general's attention. His chair of contrition served as a focus for his masochistic urges but with the addition of manacles (lying on the floor beneath) also served for guests Soulless occasionally brought in to entertain. The blackguard kept all of his equipment in an untidy heap upon the floor and carried it all with him when he and his troops took the field of battle. His mortal remains now exist as a wandering *mohrg* in the part of the Desolation known as the Dead Fields (see *Slumbering Tsar: The Desolation*). The commander's treasures were kept in a secret hollow beneath the mattress but were later stolen by one of the tower's cooks (see Area 63 for details).

75. Special Guest Chamber (CR 8)

Five cages with silvery metal bars line the wall of this room, one larger than the others. Each has a set of manacles attached to a metal plate in the stone wall. To the west stands a massive fireplace built to resemble the gaping mouth of a fiend. Before the fireplace is a metal table with iron straps and manacles to hold a victim in place. Runners on the bottom of the table allow it to slide into the fireplace a little bit at a time. A dim glow catches your eye, and you now see that a spectral prisoner stands in one of the cages that you're sure was unoccupied only moments ago.

This cellblock served for guests to whom Myrac wished to give special attention or for creatures too powerful to be imprisoned in the mundane cells of the tower. The cell bars are of mithral (Break DC 36) and the manacles are all of masterwork quality. The plates to which they are bolted require Break DC 30 to wrench the manacles free from their anchor (though they still remain upon the prisoner). The cell doors all have superior locks (DC 40 Disable Device). The manacles in the large cell are *dimensional shackles*.

Creature: The spectral figure in the cell (second from the north) is a **ghost**. It appears to be a naked human male, head bowed, wrists encased in spectral shackles that disappear into the wall behind it. He raises his head and looks at the party pleadingly and says, "Please release me".

CORRITH
XP 4,800**CR 8**Male human ghost cleric of Orcus 7 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; **Perception** +11**Aura** chaos, evil**AC** 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)**hp** 84 (7d8+35 plus 14)**Fort** +10; **Ref** +5; **Will** +10**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation;
Immune undead traits**Speed** fly 30 ft. (perfect)**Melee** corrupting touch +8 (8d6, Fort DC 18 half)**Special Attacks** channel negative energy 8/day (DC 18, 4d6), corrupting gaze (DC 18), destructive smite 6/day (+3 dmg), spontaneous casting (inflict spells)**Domain Spell-like Abilities** (CL 7th):6/day— *touch of evil* (melee touch +8)**Spells Prepared** (CL 7th):4th—*discern lies* (DC 17), *unholy blight*^D (DC 17)3rd—*blindness/deafness* (DC 16), *rage*^D, *searing light* (ranged touch +8), *speaking with dead*2nd—*darkness*, *desecrate*, *sound burst* (DC 15), *shatter*^D (DC 15), *zone of truth* (DC 15)1st—*bane* (DC 14), *cause fear* (DC 14), *command* (DC 14), *deathwatch*, *entropic shield*, *truestrike*^D,0 (at will)—*bleed* (DC 13, x3), *detect magic***D** domain spell; **Domains** Destruction, Evil**Str** —, **Dex** 16, **Con** —, **Int** 11, **Wis** 16, **Cha** 20**Base Atk** +5; **CMB** +5; **CMD** 23**Feats** Combat Casting, Iron Will^B, Persuasive, Skill Focus (Profession [torturer]), Toughness**Skills** Bluff +12, Diplomacy +12, Fly +11, Heal +9, Intimidate +15, Knowledge (religion) +5, Perception +11, Profession (torturer) +11, Stealth +11**Languages** Common

Development: This ghost is the spirit of the cleric of Orcus/torturer slain by an escaped prisoner in Area 17 of the fortress, though nothing about his appearance reveals that fact. Corrith attempts to communicate with the party in Common. The shackles that hold him are ephemeral but are a part of his ghostly essence and thus cannot be removed unless certain conditions are met. While bound by these shackles, Corrith is under the effects of an *undetected alignment* that cannot be *dispelled* except by removal of the shackles.

Corrith claims to have been killed in the dungeons deep within the tower. He describes area 17 to the party. He claims he was a victim of that foul place's denizens and is bound to this cursed existence of undeath until the bones of the evil priest of Orcus found there have been immolated in a funeral pyre. He doesn't answer many questions stating that his bonds restrict him from much interaction. While he is not telling the truth, none of what he has said is an actual lie that can be detected by magic or Sense Motive. Corrith actually is the cleric of Orcus who was killed by the escaped prisoner in the dungeons. If his conditions are met (this room's great fireplace being a perfect place to perform such an incineration) the spectral bonds immediately melt from his wrists freeing him. At the same time, his ghostly body becomes shrouded in the black robes and prominent unholy symbol of the disciples of Orcus. His statistics reflect this state since otherwise he is essentially helpless save for his ranged abilities. He attacks his rescuers with relish, shouting praises to Orcus all the while. If destroyed, Corrith rejuvenates in 24 hours and appears back in this room. If his body is destroyed, he is no longer bound to the cell. The only way to permanently lay him to rest is to recover the mortal remains of the escaped prisoner that killed him

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(the husk-turned zombie held in the iron maiden golem in Area 17) and give him a decent burial with a *consecrate* spell. Only then can Corrieth be destroyed and not rejuvenate. This method can be divined through magic or guesswork.

76. Tower Armory

This armory served the elite soldiers of the tower as well as General Myrac himself. Many of the most powerful items were carried into battle centuries ago, though some still remain upon the racks and stands as the **treasure** below.

Treasure: The wicked-looking weapons and armor that have remained in this chamber serve as back-up items for General Myrac or equipment for new elite soldiers should he ever recruit them to his cause. They include: five *+1 unholy bastard swords*, a *+2 keen battleaxe*, and a quiver holding 3 *lawful outsider slaying arrows*.

77. Seneschal's Chamber

The door to this chamber is composed of iron glowing red hot. It is under a permanent *heat metal* effect (caster level 15th). Anyone touching the door is dealt 2d4 points of fire damage per round. The door is not locked but does stick in its stone frame requiring contact and a DC 15 Str check to open.

The smell of hot iron fills this chamber. It is bare of furnishings save for a large chair of wrought iron against the south wall. The stone of the walls, floor and ceiling bear many scars and chipped as if attacked by metal weapons.

This room serves as the living quarters for General Myrac's seneschal, an iron devil, though the creature is seldom here. When it is here, it sits in its iron chair, slowly heating the metal by its presence, brooding upon its own pain and violent thoughts. Occasionally it enters a rage and batters at the stones of its own room with its great scythe. A DC 12 Perception check locates a whetstone lying beneath the chair, worn down to just a nub from many, many years of use. Small piles of iron shavings have likewise collected beneath the chair from the seneschal's obsessive sharpening of its weapon. Lying beside the whetstone is the key to the lockers at Area 67.

78. Tower Battlement

A crenellated battlement surrounds the tower's parapet at this level. The roof of the fortress is 50 feet below. Ballistae are spaced at intervals around this parapet, though none are in working order any longer, and no ammunition is present. Stone kilns are set into the battlement, one on each side of the tower, with cauldrons for holding oil. Stone horns rise from the four corners of the battlement.

Each contains a metal funnel in which boiling oil can be poured and directed out through pipes set in the base of the horns to fall on attacking troops below. There is currently no oil located up here nor any fuel with which to heat the kilns.

Anyone standing atop this parapet is subject to attack by the siege undead at Area 81 above.

79. Playroom

This chamber seems to hold every item of torture imaginable. From racks to whips to iron maidens to furnaces in two of the corners for heating tongs, pokers, water, oil or coals. Two iron-barred cages stand in the southwest corner to hold the unfortunates awaiting their fate. Throughout the room are tables and chairs with attached straps and manacles for holding unwilling participants as well as more comfortable seats for spectators. A stone cylinder in the center of the room contains the spiraling stair that appears to be the only way in or out. The entire chamber reeks of burnt flesh, death and fear.

Despite the many cruel items within, there is nothing here of particular interest otherwise. Feel free to add whatever torture device you deem appropriate. If PCs should be captured and brought here or if they happen to decide to use this equipment themselves (an act with serious alignment repercussions), see the side box for details. If torture victims are being questioned, allow a DC 15 Will save per minute of torture to avoid disclosing any information. Add +1 to the Will save DC for every one-tenth of the victim's hit points that are lost through the torturer's ministrations during that minute or for every point of ability damage sustained. On a failed save the victim tells what the torturer wants to know or possibly makes up what he thinks the torturer wants to hear (opposed Bluff check to the torturer's Sense Motive check to determine if this ruse is discovered).

The cells in this chamber are identical to the ones in Area 79 except all of them hold *dimensional shackles* that can be detached from the cell's wall plate if the correct key is used (carried by the seneschal).

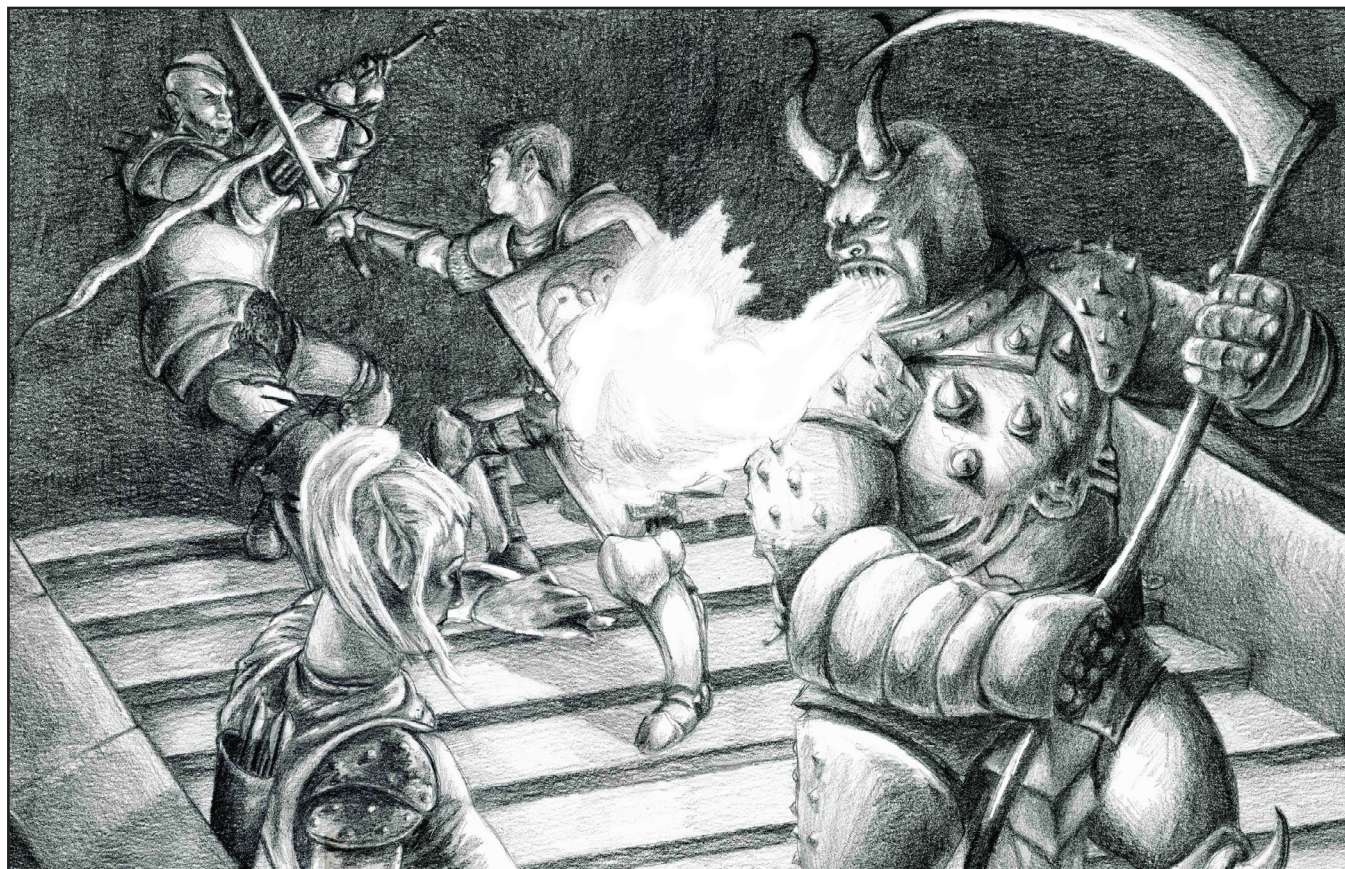
80. Chamber of Weeping Sores (CR 14)

Herein lies the dark heart of this doleful fortress. Lining the walls of the chamber are manacles from which hang still intact skeletons and withered corpses. The smell of death is strong in the air. Two figures still administer to one victim, a limply dangling troll. The two figures are a tall, muscular humanoid with iron plates riveted to its jet black skin and a horned, devil-faced helmet from which acrid fumes arise, and an evil-looking, black-bearded human in black half-plate with a large scaled patch covering his left eye as well as a portion of his face and scalp. The human holds a clay vessel in one hand.

Torture Results Table

Physical torture can take many forms, the details of which are not discussed here. However, the general levels of torture endured by a victim are included below along with the physical consequences suffered by the victim. Each of these levels of torture is assumed to be the result of one torture session that lasts anywhere from 1 minute to several hours and is included in the table below. Note that some levels cause ability damage and others permanent ability drain. Tortures can be rolled randomly or selected as you see fit. A DC 10 (+2 per level) check for Profession (torturer) allows the torturer to select the exact amount of damage given by a specific level.

Roll d6	Level	Damage
1	Stoning	10d10 hp plus 1d6 Cha drain
2	Extreme	6d6 hp plus 1d3 Str, Dex, and Con drain
3	Severe	5d6 hp plus 1d3 Str and Dex drain
4	Moderate	4d6 hp plus 1d6 Con damage
5	Mild	3d6 hp plus 1d6 Cha damage
6	Quick	1d10 hp plus 1d3 Dex damage



This chamber is where general Myrac has long held prisoners experiencing extended stays in the tower under his personal ministrations. With proper care and the application of healing magic, some prisoners have survived for years under near constant torture by the tower's sadistic denizens. When their usefulness and/or novelty wears off they are typically left to starve in their bindings.

Hidden in the ceiling (DC 20 Perception check) is a secret trapdoor. There is no ladder providing access, so PCs will have to contrive their own means of accessing it 17 feet above.

Creatures: Currently in here are **General Myrac** and his **Seneschal**, an iron devil. They are in the process of tormenting a **troll** that was captured a few weeks ago trying to enter the city. They are enjoying the trolls regenerative powers that allow it recover quickly from the tortures it has endured. Currently it is paralyzed as the general removes sour grubs from the clay vessel and applies them to its flesh. Sour grubs are one of the tower's secrets of torture rendering their victim helpless but still able to feel every bit of the pain being inflicted as they devour the flesh and the torturers practice their own arts. These creatures are as long as a forearm and resembles a fat, maggotlike worm. The tower's supply of these creatures is getting low after all these years, so the **7 sour grubs** in the clay jar are all that is left. The troll remains paralyzed for 1d6 rounds and then struggles to escape from its manacles. If freed it maniacally attacks anyone within range.

GENERAL MYRAC XP 38,400

CR 14

Skeletal host fighter 3/rogue 2/blackguard 5 (*Creature Collection II: Dark Menagerie* 155)

NE Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

Aura despair (10 ft., DC -2 on saves), evil

AC 31, touch 10, flat-footed 31 (+10 armor, +11 natural)

hp 131 (7d10+20 plus 3d10 plus 2d8 plus 5d10 plus 3 plus 15 [skin]); fast healing 1 (skin only)

Fort +11; **Ref** +9; **Will** +6 (+7 vs. fear)

Defensive Abilities absorb metal, bravery +1, dark blessing, evasion; **DR** 15/magic; **Immune** construct traits, magic

Speed 30 ft.

Melee +2 *greatsword of life stealing* +25/+20/+15/+10 (2d6+11/17-20) or 2 (or 6) internal weapons +24 (1d8+8)

Special Attacks command undead (3rd), internal weapons, rogue talent (bleeding attack), smite good 2/day (+2 atk/+5 dmg), sneak attack +2d6

Spell-like Abilities (CL 5th):

At will—*detect good*

Spells Prepared (CL 5th):

1st—*inflict light wounds* (melee touch +22, DC 11)

Str 22, **Dex** 10, **Con** —, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +16; **CMB** +22; **CMD** 32

Feats Cleave, Great Cleave, Improved Critical (*greatsword*)^B, Improved Initiative, Power Attack, Skill Focus (Disguise), Weapon Focus (*greatsword*)^B

Skills Bluff +14, Climb +11, Diplomacy +12, Disable Device +10, Disguise +17, Intimidate +15, Knowledge (religion) +9, Perception +13 (+14 locate traps), Profession (torturer) +13, Stealth +2, Use Magic Device +7

Languages Abyssal, Common, Orc

SQ armor training 1, fiendish servant (none currently), poison use, skinsteel, trapfinding

Gear *mithral full plate of speed*, +2 *greatsword of life stealing*, *belt of giant strength* +4, *amulet of mighty fists* +2, *necklace of fireballs* (type III), *wand of cure moderate wounds* (26 charges), keys to Area 59

Absorb Metal (Su) When not wearing a stolen skin, a skeletal host can absorb metal to heal itself. If it is struck by a metal weapon while not wearing a skin covering, and the weapon does minimum damage (a natural 1 is rolled on the each damage die), then the skeletal host and attacker must make opposed Strength checks. If the skeletal host

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wins, rather than taking the damage it has drawn the weapon into itself and heals a number of hit points equal to the unmodified maximum damage of that type of weapon. The weapon itself is destroyed. Magic items receive a DC 19 Reflex save to resist absorption (see the “Saving Throw” section in Chapter 9 of the Pathfinder Roleplaying Game). The save is Strength-based.

Internal Weapons (Ex) A skeletal host has at a sharp object concealed in each arm that springs forth as a free action to be available for use as a natural weapon without greatly damaging any stolen skin it is wearing. In addition, the skeletal host can also choose to deploy another 4 weaponlike objects that are mounted on prehensile mechanical limbs that deploy from its chest cavity, however, doing so destroys any stolen skin the skeletal host is wearing. All of these internal weapons resemble oddly curved knives, spiked swords, or twisted, sharp, serrated things not easily named.

Magic Immunity (Ex) A skeletal host is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance except as follows: *rusting grasp* and magic that deals electricity damage. These affect the skeletal host normally.

Skinsteal (Ex) A skeletal host has the ability to flay the skin off a freshly killed humanoid, animal, dragon, fey, monstrous humanoid, magical beast, or outsider of sizes Small, Medium, or Large. It is able to reorient its metallic frame to become the endoskeleton for the skin. Once this is done, the skeletal host looks exactly like the source of the skin, gaining any natural attacks or extraordinary abilities the creature possessed. The skeletal host gains the natural armor class of the skin in addition to its own natural armor bonus. The skeletal host even speaks in a similar tone to the deceased victim, but its speech patterns may differ.

The stolen skin worn by a skeletal host provides the skeletal host with an additional 15 hit points. These hit points are taken off first when damage is sustained. If the skin's hit points are reduced to 0, the skin is destroyed and can no longer be used by the skeletal host. The skin itself has fast healing 1, though if the skin takes more than half of its current hit points in damage from a single attack, while it can fully heal the hit points lost through its fast healing, the skin never fully repairs, leaving gaps and scars where the construct underneath is visible (this results in the loss of the skeletal host's racial bonus to Disguise checks while wearing the stolen skin).

Personality/Description: General Myrac (not his real name) is older than the city of Tsar. Created by a powerful race of titans, after their banishment by powerful avatars of Good, he roamed the world stealing the skins of whomever he crossed. Finally centuries ago while wearing the skin of an exotically tattooed monk, he encountered the wicked General Myrac while that leader was out on campaign subjugating lands around the city of Tsar. Curious about this powerful warrior he had witnessed in battle, the skeletal host allowed himself to be captured by Myrac's men who, taking him for a member of an esoteric religious order, took him to their leader for sport. Myrac began the torture and interrogation of the seemingly helpless monk while alone in his tent. When the powerful construct suddenly sprouted a plethora of weapons from beneath his skin, Myrac was caught unawares and quickly slain. The skeletal host took the skin of his new kill and subsumed the identity of the taciturn and cruel commander. If General Myrac seemed quieter and more prone to violence and torture after having his underlings dispose of the skinless remains of the “monk”, none of them had the courage to point it out or ask questions. The skeletal host has maintained his deception for centuries, slowly cultivating an autonomous position of authority outside the Tsarite religious hierarchy as commander of Kirash Durgaut. He has lent greatly to the reputation of the Tower of Weeping Sores and has gone to great lengths to perfect his torturing skills on the limitless victims at his disposal.

The black dragon-hide patch covering his left eye along with the left side of his face and scalp hides damage taken from a giant's flail long ago that tore away that portion of his skin and that his fast healing was unable to repair, thus revealing the metallic bones and plates beneath. Hidden beneath the right vambrace, couter and rerebrace of his armor, his arm is completely stripped of flesh

down to the gears and struts of his construction — likewise damage sustained in battle. In addition, under his clothing are hidden many small cuts and tears from the many battles he has fought as General Myrac, revealing his true form. Normally he would have shed a skin this badly damaged but has elected to retain this one to keep up the identity of the commander of Kirash Durgaut as long as possible.

THE SENESCHAL

CR 10

XP 9,600

Male iron devil (*Creature Collection II: Dark Menagerie* 60)

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

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +17

Aura fear aura (20-ft. radius, DC 18)

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 138 (12d10+72)

Fort +10; **Ref** +8; **Will** +10

DR 10/good and magic; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

Speed 30 ft.

Melee Huge mwk scythe +20/+15/+10 (3d6+10/x4)

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

Special Attacks breath weapon (30-foot cone, 8d8 fire damage, Reflex DC 22 for half), pain transference, rage

Spell-like Abilities (CL 12th):

At will—*burning hands* (DC 13), *create undead*, *dimension door*, *desecrate*, *detect good*, *detect magic*, *fly*, *magic circle against good*, *protection from good*, *greater teleport* (self plus 50 lb. of objects only), *unholy blight* (DC 16)

1/day—*incendiary cloud* (DC 20), *summon* (level 5, 1 iron devil, 35%)

Str 24, **Dex** 11, **Con** 22, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +20 (+22 trip); **CMD** 30 (32 vs. trip)

Feats Cleave, Combat Expertise, Great Cleave, Improved Trip, Power Attack, Weapon Focus (scythe)

Skills Acrobatics +12, Bluff +17, Climb +19, Intimidate +14, Knowledge (planes) +16, Perception +17, Sense Motive +17, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ heavy weapons

Gear Huge masterwork scythe

Heavy Weapons (Ex) An iron devil's powerful hands and arms allow it to wield Huge weapons without difficulty.

Pain Transference (Su) Iron devils derive relief from their constant pain by inflicting pain on others. Each round, an iron devil receives a cumulative +1 bonus to its attack rolls for every foe that it wounded in the previous round. This bonus lasts only for 1 round, but successful attacks during that round will accumulate bonuses for the following round.

Rage (Ex) After 3d4 rounds of combat, an iron devil flies into a berserk rage as a free action. This rage gives the iron devil a +4 bonus to Strength and Constitution and a –2 penalty to AC. It lasts until the end of combat, or until the iron devil is killed. It cannot use its spell-like abilities or any ability that requires patience or concentration. After raging, an iron devil is fatigued for a number of rounds equal to 2 times the number of rounds spent in the rage. The iron devil cannot enter another rage while fatigued.

SOUR GRUBS (7)

CR 1/3

XP 135

Creature Collection Revised 182

N Tiny vermin

Init –1; **Senses** darkvision 60 ft.; Perception +2

AC 14, touch 11, flat-footed 14 (–1 Dex, +3 natural, +2 size)

hp 3 (1d8–1)

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Fort +2; Ref -1; Will -2

Immune vermin traits

Speed 5 ft.

Melee bite +1 (1d4–4 plus paralysis)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks paralysis (1d6 rounds, DC 9)

Str 3, **Dex** 8, **Con** 8, **Int** —, **Wis** 6, **Cha** 2

Base Atk +0; **CMB** -6; **CMD** 3 (can't be tripped)

Feats Weapon Finesse^B

Skills Perception +2, Stealth +11

PARALYZED TROLL

CR 5

XP 1,600

hp 63, currently 5 (*Pathfinder Roleplaying Game Bestiary* “Troll”)

Tactics: Even if General Myrac and the Seneschal have become aware of the party's presence in the tower, they do not respond to any alarms, assuming their guards will take care of any intruders. They are not altogether unwelcome to the idea of new torture subjects making their way up to this very chamber. When characters enter, Myrac immediately throws the clay jar at the lead character. A successful ranged touch causes no damage but deposits the sour grubs on that character. The sour grubs attack and attempt to paralyze and feed on their victim every round until all are destroyed. After throwing the jar, Myrac draws his greatsword and prepares to attack anyone who approaches. The iron devil begins combat with its fear aura and breath weapon. It follows with *unholy blight* and *incendiary cloud* (to which it and General Myrac are immune) before wading into battle with its scythe. It tries to *teleport* so that it is flanking Myrac's opponent so it can attack others while Myrac makes sneak attacks on that individual. The Seneschal attacks as many different opponents as possible each round in order to maximize its pain transference ability. If Myrac is on the verge of destruction, he foregoes his armor and greatsword instead activating all of his internal weapons to use in battle, which destroys his full plate armor as result. If possible Myrac would like to capture one or two party members to torture and question. See Area 79 for details of this. He is very interested in the state of affairs around the Desolation and would like to raise a host to conquer the surrounding territory and resume his days of glory and power as General of Tsar.

81. Watch Post (CR 3)

Creatures: This chamber was long ago abandoned by General Myrac; he hasn't been up here since the Battle of Tsar. To this day it remains manned by an **advanced sandman** armed with a heavy crossbow, but the watcher's supply of crossbow bolts is almost exhausted — it has only 6 left — having fired upon flying creatures coming too close to the top of the tower in the last few centuries. Regardless it still keeps its vigil out the post's eight arrow slits.

SIEGE UNDEAD, ADVANCED SANDMAN

CR 3

XP 800

Creature Collection II: Dark Menagerie 153

NE Medium undead

Init -3; **Senses** darkvision 60 ft.; Perception +2

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 37 (5d8+10 plus 5)

Fort +3; **Ref** +0; **Will** +6

Defensive Abilities channel resistance +2; **Immune** bludgeoning and piercing weapons, undead traits

Speed 20 ft.

Melee 2 slams +8 (1d8+5)

Ranged heavy crossbow +2 (1d10/19–20)

Special Attacks blinding

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 17

Feats Toughness^B

Gear heavy crossbow, 6 crossbow bolts

Blinding (Ex) When a sandman is struck by a slashing or piercing weapon, it sprays a line of sand out of the wound in the direction of the enemy that struck it to a distance of 10 feet. Anyone within that line of sand must make a DC 17 Reflex save or be blinded for 1d4 rounds. The save DC is Strength-based.

Treasure: Standing the center of this chamber is a squat statue depicting a robed priest of Orcus. This is one of the *Nine Disciples*. It was deposited after Belishan's ritual at Area P2 on the Plateau of the Demon Prince went awry (see *Part 2—The Lower City*). General Myrac is unaware that it resides here and if he knew would not understand its significance. The sandman noted its sudden appearance without comment and has merely stepped around it when moving about the room ever since.

The further secrets to be discovered in the temple-city await as the adventure expands beyond the gates and Tower of Weeping Sores into the city proper in *Slumbering Tsar: Temple-City of Orcus, Part 2—The Lower City*.

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

CR 13

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

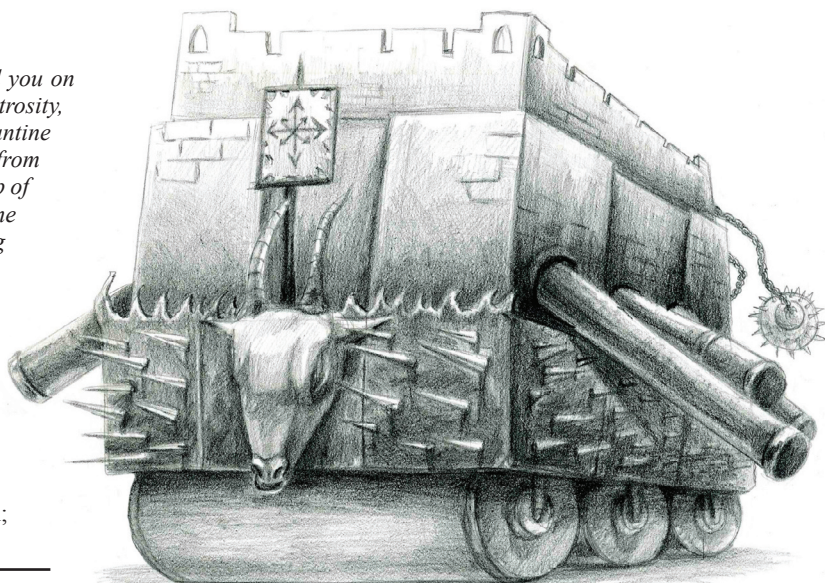
Environment any relatively flat and dry terrain

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 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 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

MONSTER APPENDIX

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.

Dokkalføer

Atop this massive iron tower is an octagonal room with arrow slits looking out from each wall. Etched into the 15-foot-high iron ceiling of this chamber is a huge face with large, blank eyes and pronounced cheekbones.

DOKKALFOER

CR 15

XP 51,200

NE Colossal construct

Init -1; **Senses** darkvision 60 ft. low-light vision; Perception +37

AC 19, touch -3, flat-footed 19 (-5 Dex, +22 natural, -8 size)

hp 288 (32d10+80 plus 32)

Fort +10; **Ref** +5; **Will** +7

Defensive Abilities hardness 10; **Immune** construct traits

Speed 0 ft.

Ranged force pulse +20 touch (4d8+13/19-20)

Space 40 ft.; **Reach** 0 ft.

Special Attacks force pulse, illusory defenders

Str 28, **Dex** 1, **Con** —, **Int** 10, **Wis** 1, **Cha** 18

Base Atk +32; **CMB** +49 (+51 bull rush); **CMD** 54 (56 vs. bull rush, can't be tripped)

Feats Ability Focus (illusory defenders), Alertness, Awesome Blow, Blind-Fight, Critical Focus, Improved Bull Rush, Improved Critical (force pulse), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Sense Motive), Staggering Critical, Stunning Critical, Toughness, Weapon Focus (force pulse)

Skills Perception +37, Sense Motive +37

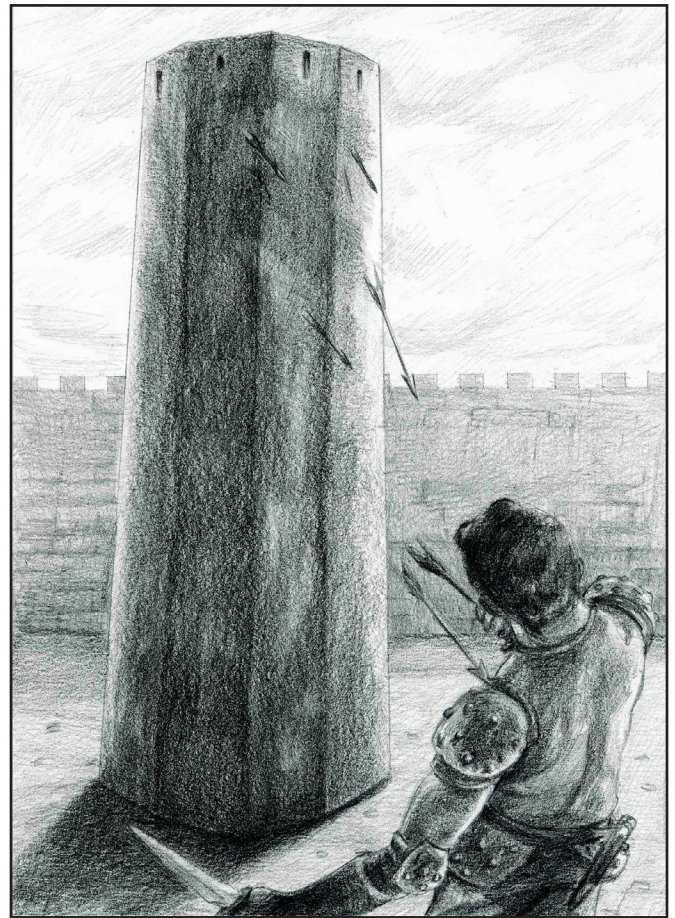
Languages all (cannot speak)

Environment any

Organization solitary

Treasure none

Force Pulse (Ex) Against intruders in its top chamber, the focus of the Dokkalføer is able to produce a pulse of force each round as a standard action by virtue of its indomitable will. This force pulse is directed at a single target and deals 4d8+13 points of damage. It strikes as a ranged touch attack. It is similar to the force effect created by a *ring of the ram*, and like the ring subjects its target to a bull rush on a successful hit. The force pulse uses the Dokkalføer's CMB. The



Dokkalføer can use its Awesome Blow with the force pulse but is not able to make attacks of opportunity with it.

Illusory Defenders (Su) Against attackers outside the tower, the Dokkalføer creates illusory defenders who fire volleys of arrows. These defenders are equivalent to a *major image*, but they cannot be dispelled. From the exterior they appear as shadowy humanoid archer shapes concealed behind the cover of the tower's arrow slits. They appear to respond normally to attacks (arrows fired at them, *magic missiles*, etc.) but always seem to survive and continue attacking. There is one defender at each of the arrow slits (8 in all), each with a 90-degree field of fire. They attack as 7th-level fighters using a composite longbow [+2 Str bonus]: Atk +9 ranged (1d8+2/x3); Full

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Atk +9/+4 ranged (1d8+2/x3), and their arrows seem real enough until someone has cause to disbelieve and makes a successful DC 32 Will save (simply being hit by an arrow is not sufficient cause to disbelieve). On a successful Will save, the attacks are recognized as illusory and any damage taken from earlier attacks disappears.

From the perspective of anyone standing in the tower's top chamber, the *major images* of the archers themselves do not exist, and the arrows fired out of the arrow slits seem to appear in midair before sailing off to their destinations. Witnessing this gives the character cause to disbelieve and provides a +15 circumstance bonus on the Will save. Anyone who arrives in the top chamber after the illusory defenders have stopped firing and finds an empty room where he expected to find archers stationed receives only a +5 circumstance bonus to the Will save.

The save DC is Charisma-based.

The Dokkalfoer is a unique entity, often referred to simply as the Iron Tower. Whether the tower was created as a construct or whether it was merely constructed as a formidable tower that later became inhabited by the possessing spirit of the Dokkalfoer is unknown. What is known is that the two are seamlessly merged now into one entity whether by accident or design — the Dokkalfoer is the Iron Tower, and the Iron Tower is the Dokkalfoer. The Dokkalfoer stands in the inner bailey of the Black Gates of Tsar and lends to the defense of that evil city.

The Iron Tower is octagonal in cross-section and stands 80 feet tall. It is 40 feet in diameter. It is comprised entirely of riveted iron plates. Its interior is hollow save for a spiral stair that climbs 65 feet to a single room with eight arrow slits at the tower's apex. Etched into

the ceiling of this room is a humanoid face that serves as the focus of the Dokkalfoer's essence. Other than the arrow slits, there are no entrances into the tower except for a trapdoor at the ground floor that leads to a tunnel running beneath the bailey.

The Dokkalfoer is completely immobile and has no moving parts save for the trapdoor in its lowest floor. It has no means to attack or defend itself except through exertions of its considerable will. Despite being a construct, the animating spirit is quite powerful and able to interact with its surroundings by thought alone. The entire tower is composed of 1-foot-thick iron plates (hardness 10, hp 270 per 10 ft.-by-10 ft. section, Break DC 60). However, damaging the tower itself has no effect on the Dokkalfoer or its abilities. Even toppling the tower over does not prevent the Dokkalfoer from continuing its attacks. The only way to destroy the Dokkalfoer is to face its focal point in the top chamber and destroy it there from the inside out. Attacks in the top chamber can be directed toward the face etching or even the surrounding walls, floor, and ceiling and still remain effective. The face and surrounding walls, etc. also gain the benefits of the construct's hardness just as the exterior walls do.

The Dokkalfoer understands the languages of all intelligent creatures that are spoken within its hearing, but it lacks the ability to communicate in any way.

The Dokkalfoer peppers foes in the bailey below it with arrows from its illusory defenders. For those that manage to infiltrate its interior, they are safe from its attacks until they reach the top chamber where it is able to use its force pulse.

Magic Item Appendix

+2 SPIKED HEAVY MACE

Aura moderate evocation; **CL** 6th

Slot none; **Price** 8,362 gp; **Weight** 8 lb.

DESCRIPTION

A +2 *spiked heavy mace* is identical to a normal +2 *heavy mace* in almost all respects. The only difference is that a spiked mace deals both piercing and bludgeoning damage and can, therefore, take enchantments normally prohibited to bludgeoning weapons (like *keen*, for example).

CONSTRUCTION

Requirements Craft Arms and Armor; **Cost** 4,181 gp

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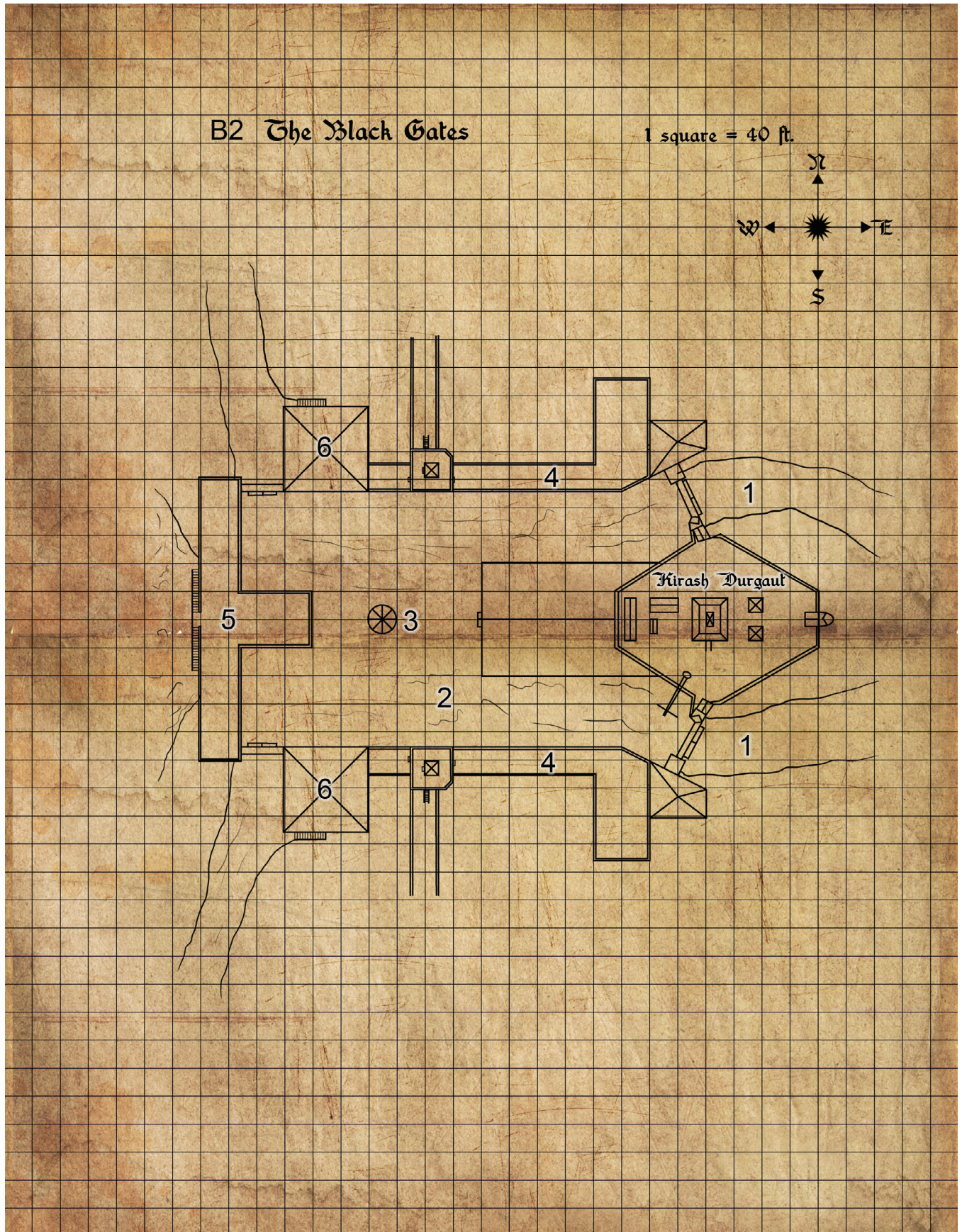
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Map Appendix

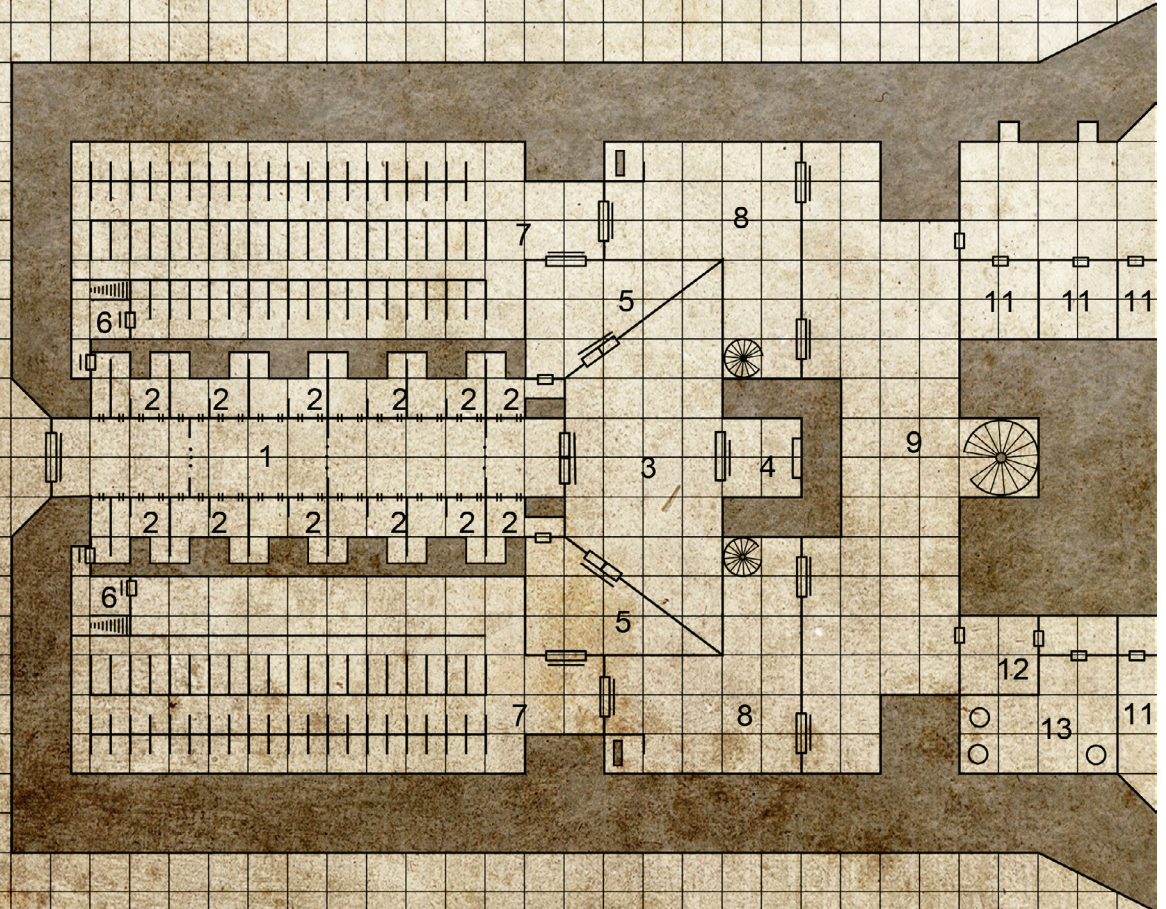






Kirgash Durgaut - Lower Fortress

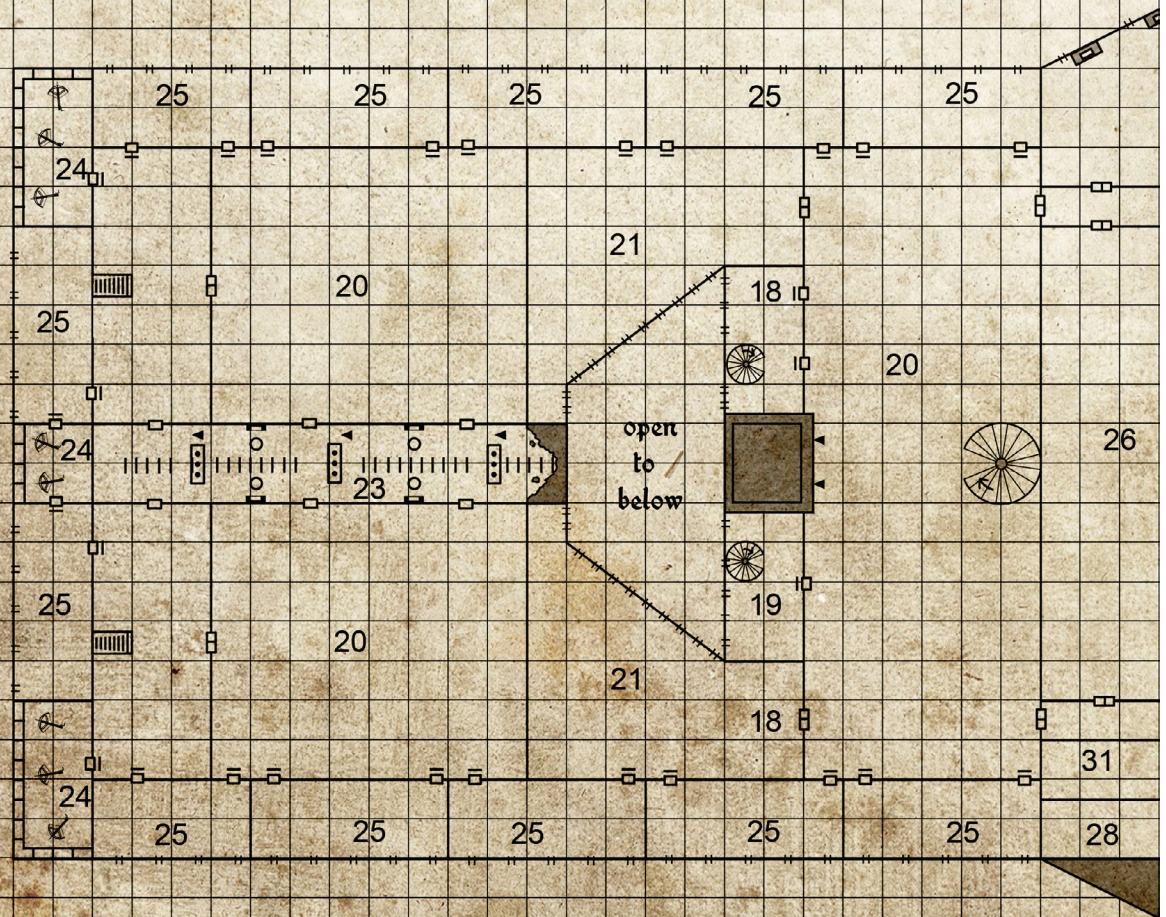
First Floor



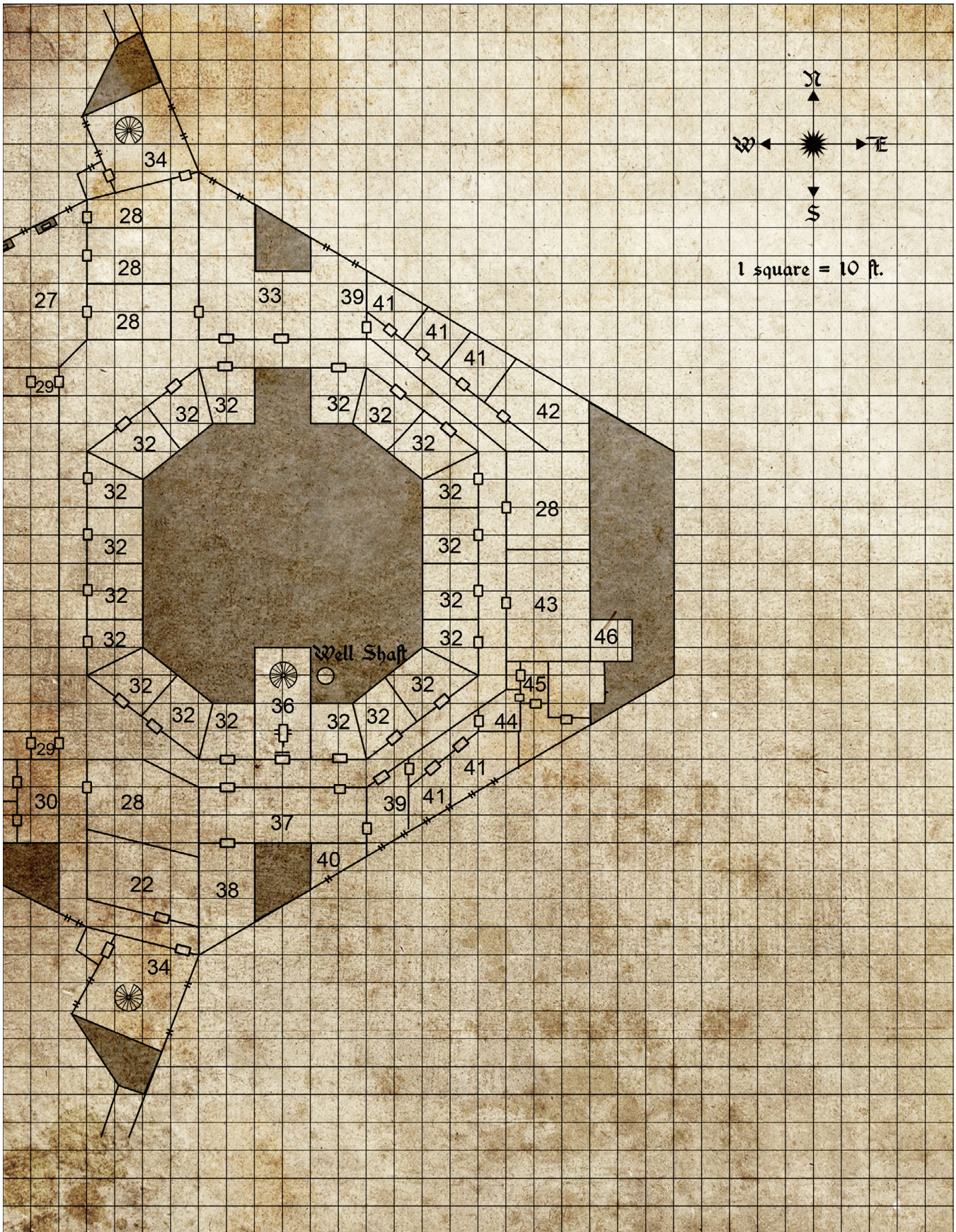
MAP APPENDIX



Second Floor

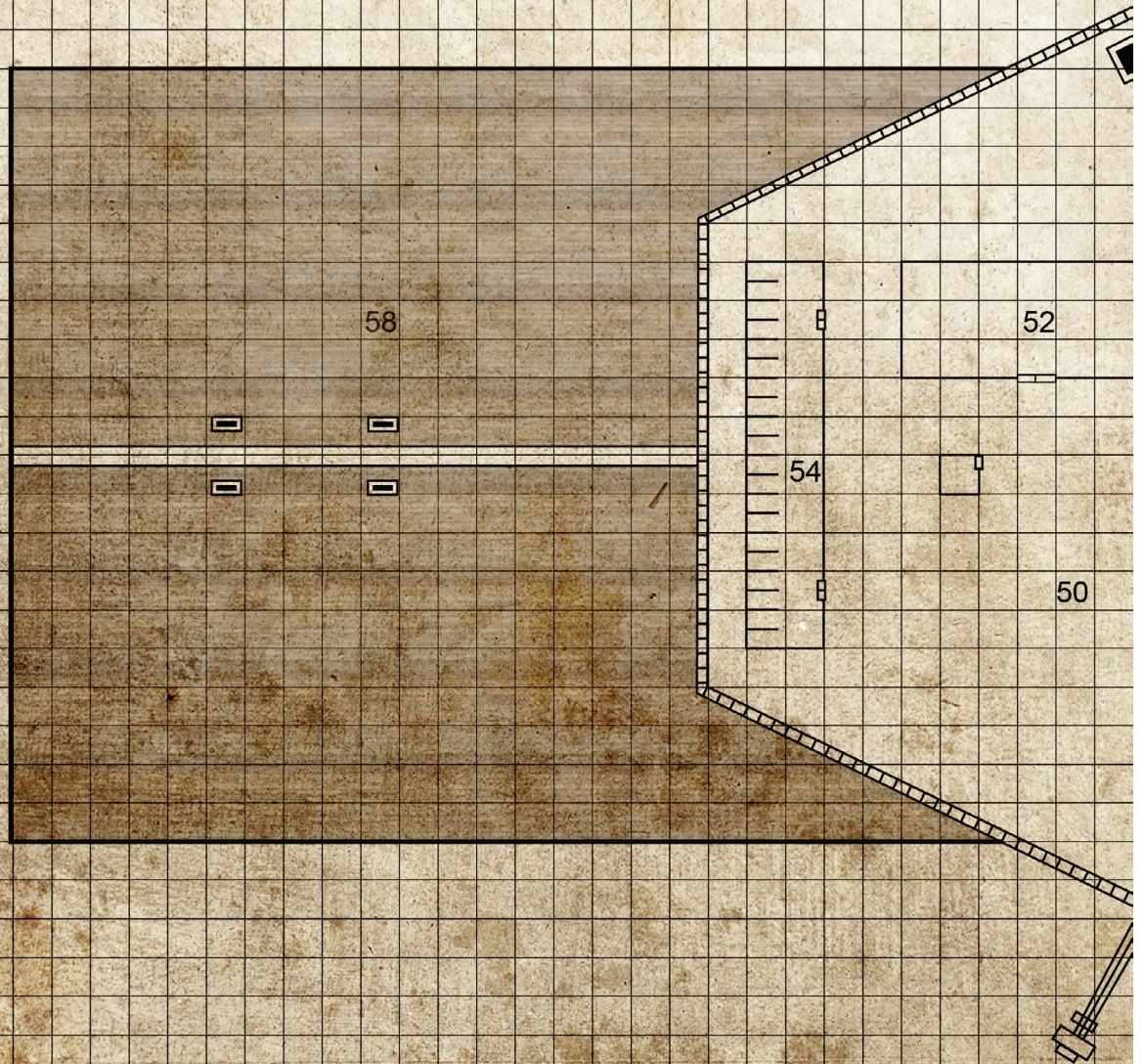


MAP APPENDIX



Kirgash Durgaut - Tower of Weeping Sores

Third Floor



MAP APPENDIX

