

slumbering

Temple-City of Orcus, Part 4 — The Crooked Tower —



An exciting megaware compared

By Greg A. Vaughan



Credits

Author Greg A. Vaughan

Developers Bill Webb and Greg A. Vaughan

> **Producer** Bill Webb

Editor Bill Webb

Pathfinder Roleplaying Game Conversion

Greg A. Vaughan, Skeeter Green, and Charles A. Wright

> Layout and Production Charles A. Wright

> > Front Cover Art Rick Sardinha

Cartography Robert Altbauer

Interior Art

James Keegan, Brian LeBlanc, Richard Thomas

Playtesters

Ted Albert, Jason Chance, Matt Culver, Liz Ellison, Phil Ellison, Kevin Haley, James Larrison, Ryan Lerch, Joe Lessert, Lisa Lessert, "Tall James" Sinclair, Kyle Vasquez, Brent Vaughan, and "New Kevin" Wright.

Special Thanks

Thanks to my playtesters for putting up with years of abuse, to Bill and Clark for creating Necromancer Games and preserving the First Edition feel, Bill for creating Frog God Games as a vehicle for this to make it into print, and most of all to all the rabid, loyal fans out there who have been clamoring for this adventure for six years and without whom this wouldn't have been possible.



©2010 Bill Webb and Greg Vaughan, Frog God Games. All rights reserved. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games, Frog God Games. and the Frog God Games logo, Slumbering Tsar: The Temple-City of Orcus is a trademark of Frog God Games. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Table of Contents

Chapter 7: The Crooked Tower, p. 5

Monster Appendix, p. 55

Magic Item Appendix, p. 62

Player Handouts, p. 66

Map Appendix, p. 68

Legal Appendix, p. 76





Slumbering Tsar: – Temple-City of Orcus, Part 4 – The Crooked Tower

By Greg A. Vaughan

Rising like a crooked finger from the edge of a crumbling cliff, is the shadowed Tower known to all who have called Csar home. This ancient structure - one of the oldest in Tsar stands on the verge of a sheer precipice at the edge of the Darrow Lanes, overlooking the Grunge below. The cliff undercuts the promontory on which it stands so much that it seems the whole looming mass should have coppled from its perch long ago. Rumors among the citizens of Tsar in its heyday speculated that it was only wickedness of the tower master's dark heart that prevented such a carastrophe. If it was true then, then it must be more so today because the depravity of the master of the Crooked Tower has only deepened over the years.

Chapter 7: The Crooked Tower

Master of the Tower, the White Walker, Belishan the Bloodmage, all these appellations and more have named the foul being who calls the Crooked Tower home. One of the most powerful denizens of the city during the days of Tsar, no one actually knew when Belishan first arrived or from whence he came. It seemed only that he and his tower of horrors had always left their shadow on this already-dark city. Nevertheless, while holding no position in the actual hierarchy of Orcus and operating outside the auspices of the church, the Bloodmage was unmatched in iniquity and stood as one of the most powerful and influential citizens of Orcus's city. Only the Grand Cornu and his most powerful assistants and captains dared question dark Belishan, and he was one of the few not counted among the Disciples who had virtual free run of the Citadel of Orcus.

Such was Belishan's authority and power that when the rulers of Tsar elected to flee the city and draw the Army of Light in pursuit, emptying the city of inhabitants in the process, Belishan desired — and was allowed — to remain behind to complete his own ongoing schemes and ensure that all went according to plan of the priesthood. After completing his task, he was to rejoin the disciples of Orcus in the Forest of Hope as they sprang their trap on the pursuing army. However with the Grand Cornu dead and anyone else of import leagues away, Belishan chose to ignore his orders and instead remained within the abandoned city to further entrench himself in his newly autonomous position.

Belishan observed with amusement as Lord Bishu and his valiant company stormed the gates of the city and charged into the Citadel of Orcus, failing to emerge. At the appointed time it was Belishan who activated the Grand Cornu's lurking spell that tore the citadel from the mortal realm and sent it spinning among the planes. In a final act of defiance, rather than allowing the statues in the Plaza of the Disciples to be magically and randomly scattered, Belishan instead used his powers to snare one of the disciple statues for himself as a trophy to his own ingenuity. The result was the same except that instead of all ten statues being scattered across the entire world, one of them remained anchored in place causing the others to scatter only throughout the city itself (except for one - described in Chapter 3, Event 7 of *Part 2—The Lower City*). Now the missing statues (referred to as the *Nine Disciples*, see the **Magic Items Appendix**) remain within reach of those braving the ruined city and thus create a potentially fatal weakness in the plans of the priests of Orcus, all because of one wizard's overweening arrogance.

Now Belishan largely ignores the many denizens that have taken up residence in his city — though he actively avoids some who are simply too powerful to ignore, such as Karkuune, General Myrac, or Plaguebone — and has created an alliance of sorts with the Khanjar. Instead he gathers about himself servitors and guardians and uses his network of dread raven spies to keep tabs over the city and all of the Desolation in order to subtly further his schemes and ever expand his sphere of power. To this day his endeavors include unleashing a lich into the Desolation in order to eventually supplant the rule of the Camp (see *Slumbering Tsar: The Desolation* for further information).

The walls of the Crooked Tower are composed of weathered gray stone: the exterior walls 2 feet thick, the interior walls 1 foot thick. Moss and lichens grows in dense carpets on the outside, especially along the seams of mortar, making the exterior slippery and more difficult to climb. The roofs are composed of cemented slabs of slate and are likewise slippery with years of accumulated moss growth and bird droppings. Ceilings within the tower are 10 feet high with 2 feet of wooden beams and stone separating the floors unless otherwise noted, and the rooms are dark unless a light source is mentioned in the description.

Doors are generally wooden, reinforced with iron bands, open into the rooms, and can be locked from the inside with sliding bolts. Windows are basically arrow slits allowing nothing larger than Tiny size to enter (DC 30 Escape Artist check for a Small creature to squeeze through). They provide improved cover and concealment for anyone behind them. They are all covered with leaded glass panes in a casement that can be swung shut and bolted from the inside.

Anyone attempting to climb the walls or approach by flight finds himself the target of dread raven attacks. See Area 89 for details.

Superior Masonry Walls: 1 ft. or 2 ft. thick; Hardness 8; hp 90 per foot of thickness; Break DC 35; Climb DC 27 (outside), 22 (inside). **Strong Wooden Door:** 2 in. thick; Hardness 5; hp 20; Break DC 25; Disable Device DC 20.

Leaded Glass Casement Window: 6 in. wide by 2 ft. tall, 1 in. thick leaded glass; Hardness 2; hp 5; Break DC 15; Disable Device 25.

The rooms and corridors within the tower are generally fairly small with a feeling of claustrophobic menace and ever-watching shadows. Describe the smaller rooms and corridors as confining and stuffy to heighten the players' unease. The denizens of the tower use the small spaces to their advantage, attempting to catch the party in bottle necks and using the tower's many twisting ways to surround and flank intruders whenever possible or herding them into even greater danger. Belishan also prefers the cramped spaces to prevent his larger guardian creatures from wandering around. A trip through the heights and depths of Belishan's tower should not be one soon forgotten.

I. Front Path and Grotesque Statue (CR II)

At the end of the path of blood-red crushed gravel an eerie tower stands on the edge of the cliff. Silent windows look down like dark eyes, and the lichen-encrusted walls of gray stone give off an aura of menace that grows as the observer draws closer. The shadowed shapes of birds perch upon the tower's upper reaches and peer down like sinister spies.

The foreboding appearance of the great house is matched only by the decorative statue that stands where the path splits, heading to the main stair and the lower stables. This artwork matches the macabre feel of the tower with a hint of mortal terror thrown in. The statue depicts some sort of fantastical tentacled horror standing on three stumpy legs. A beaklike mouth protrudes in the midst of a naturally growing beard of thick moss that coats the central portion of the stone relief.

A DC 24 Perception check notices many old dark stains marring the surface of the statue beneath the partially obscuring layer lichen and moss. PCs may be suspicious of this graven image and would be

CR 11

well-served by acting on this suspicion.

Creature: The grotesquely formed statue is actually a **stone golem**. It activates if anyone attempts to pass it on the ground without first smearing a sacrifice of blood upon its surface (the cause of the stains). A small puncture wound dealing 1 point of damage is sufficient. Belishan and his ilk carry vials of blood from their victims to appease the construct. Fliers like the dread ravens are also able to pass above the statue unmolested. However, unbeknownst to all is the fact that simply not touching the gravel path beyond the statue likewise prevents the golem from activating.

STONE GOLEM

XP 12,800

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

Tactics: Despite its unorthodox appearance, the golem functions as typical for its kind and opens combat with a use of its breath weapon on all within range. Any combat that occurs here between the statue and the party is noticed by the dread ravens at Area 89, but they take no action other than to report to their master within.

2. Stables (CR 5)

These wooden doors are slightly askew. A crossbar lies in the weeds outside and is noticeable with a DC 14 Perception check.

A thick, 20-foot-high stone pillar seems to groan under the weight of the stone tower that rises above. Dusty and dryrotted pieces of tack and harness dangle from rusty hooks in the stone walls. The eastern portion of the circular chamber is partitioned off as a horse stall with a few shreds of dried hay still lying in the corners. Standing majestically in this stall, looking as out of place as anything you could imagine, is a great, snow-white warhorse. Its gray mane is carefully brushed and it bears the trappings of a noble knight's steed with silverstudded saddle and harness, fine chain barding, and royal blue blanket. An empty scabbard hangs from the destrier's saddle. It looks at you with unusual intelligence in its peaceful eyes.

This small stable serves as the domicile of Belishan's steed. The entire room is under the effects of an extended *programmed image* cast at 15th level which is activated when anyone touches the outside doors. The figment created is identical to the appearance of the actual room so interacting with the room is insufficient to allow a Will save (DC 22) to disbelieve it until the true nature of the light warhorse is discovered. The only difference between the figment and reality is that the figment eliminates the smell of brimstone. The spell's figment lasts for 30 rounds, but there are actually 5 overlaid extended *programmed images* set to be activated in sequence the moment the preceding one expires. In other words the image persists for a total of 15 minutes or until disbelieved or dispelled. Once one of the images has been disbelieved, each subsequent image allows an automatic chance to disbelieve.

Creature: Belishan's mount is actually a **nightmare** under the effects of a *seeming* spell (caster level 15) to disguise its true appearance. Belishan renews this spell twice daily to make his steed appear to be a paladin's mount. The effect is further amplified by the fact the nightmare truly is wearing the accoutrements is seems to be wearing. The *seeming* affects only its personal appearance, not its gear. The nightmare is intelligent enough to play the part of an intelligent paladin's mount and remains friendly and docile unless attacked or the illusion is discovered. Attempts to *speak with animals* fail because it is an outsider rather than an animal, and any other attempts to communicate with it inexplicably fail (simply because it refuses to respond, though the PCs won't know that). A DC 40 Sense Motive (with a +5 circumstance bonus for a paladin and a +5 circumstance bonus for a character with 10 ranks in Knowledge [planes]) can detect something amiss about this beast and allow a chance at disbelief (DC 21).

CORRIGONT, NIGHTMARE

XP 1,600

hp 51 (Pathfinder Roleplaying Game Bestiary "Nightmare")

Development: The entire setup is designed to lead intruders to believe that a paladin is currently facing the dangers of the tower alone in order to hopefully cause the characters to take hurried or rash actions or at least fall into a trap. The warhorse allows characters to search its belongings and saddlebags (and actually seems to encourage it while staring at the party with big eyes expressing worry over its missing master). It does not even attack if its items are taken, though it will make accusing glances at the perpetrator. The saddlebags hold a week's trail rations, 50 feet of hempen rope, 2 full waterskins, a note written on parchment (see **Player Handout B**), and the **treasure**. The note is part of a ruse left by Belishan to lead intruders into a trap at Area 8e. The note reads:

"Barionor, I could wait for you no longer and entered the tower alone to slay its foul master. The auguries stated that the means to his destruction are in hidden in his throne in the great hall. I will find a way inside and meet you there.

Sir Aix de Flomme"

CR 5

Treasure: The silver-studded tack on the horse is worth a total of 250 gp. The scabbard fits a longsword and is of exquisite make with platinum tooling and inset with 10 small sapphires worth a total of 660 gp. In the saddlebag is a silver holy symbol of Vanitthu, God of the Steadfast Guard (see *Bard's Gate* by Necromancer Games) worth 25 gp, wrapped in a silk cloth worth 20 gp and a *potion of cure light wounds*.

3. Granary (CR 6)

The door creaks open to reveal a horrific sight. The room is an abattoir strewn with bloodied corpses dismembered and scattered. Seething over all is a carpet of great black sewer rats.

Once a granary for the animals stabled in the adjacent room, it now holds rations of a different sort — freshly butchered corpses of gnolls, dire baboons, and other less-identifiable creatures serving as feed for the nightmare in Area 2.

Creatures: Unfortunately, a slaughterhouse like this draws the foul vermin of the tower's foundations like a beacon. There are **2 rat swarms** feeding in here. They immediately rush towards the doorway searching for fresher fare. In the second round of battle one of the corpses, a **butchered troll**, rises and joins in the battle, ignoring the rats in favor of PCs. This creature had been captured and dismembered by Belishan's minions. Its innate regeneration had reassembled its limbs, but the incessant gnawing of rats kept it perpetually at 0 hit points. With the rats distracted its regeneration functions without impediment. In the round it attacks it is at 5 hit points, gaining an additional 5 each round.

RAT SWARMS (2)

XP 600

CR 2

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

BUTCHERED TROLL CR 5 XP 1,600

hp 63, currently 5 (Pathfinder Roleplaying Game Bestiary "Troll")

Ad Hoc XP Adjustment: Because of the troll's weakened state, award only 10% XP unless it is able to regenerate to its full hit points.

6

4. Guard Tower (CR 6)

The narrow stairs rise 10 feet to the entrance of a small guard tower. The guard tower itself is a cylinder with lichenencrusted stone walls rising from the ground level below to a conical roof of wood shingles carpeted in moss. The stairs continue their ascent, curving along the base of the main tower past the guard post's entrance. The guard tower's door is ajar, and flickering torch light is visible through its entrance and arrow slits.

The interior of the tower is a simple room with two cots, a table with four chairs, and a torch bracket beside the northern arrow slit. An obvious wooden trapdoor in the floor is situated near the center of the room. On the table are four plates and mugs. The plates hold still-warm mutton and the mugs are half-full of beer. There is no sign of the room's occupants and no indication of an alarm or struggle. Beneath the trapdoor is a ladder descending 10 feet into a cramped cellar stacked with boxes and barrels of foodstuffs and crates with spare pieces of armor, crossbow bolts, and torches. One cask has been tapped and is still nearly full of cheap beer. There is nothing hidden and nothing of value.

The entire interior of the tower has a faint aura of conjuration if *detect magic* is cast. That is because of a permanent *unseen servant* effect that appears every few hours, cleans the room, and then prepares fresh plates of food. There are no guards stationed here, but Belishan continues this ruse to keep intruders guessing and nervous about what could have happened to the guards or where they might be waiting.

Trap: On the landing outside the tower, just past the tower's entrance is a trap. When the marked square is stepped on, an iron grill tipped with sharpened spear points springs forth from the natural rock wall to the south. The sharpened tips slam into the wall of the guard tower impaling anything in the way and possibly pinning a victim to the tower's wall. The iron grillwork remains locked in place until reset from Area 13, forming a gate 10 feet high that blocks the stair. The grill has sharpened tips at the top, so climbing over is hazardous as well requiring a DC 15 Climb check and DC 15 Acrobatics check to ease over the sharpened tips. If the Acrobatics check is failed, the character impales himself for 1d6 points of piercing damage. Anyone so impaled must make a DC 15 Fortitude save or contract red ache from the ancient corroded metal (see the "Diseases" section in the Appendices of the Pathfinder Roleplaying Game).

SPEAR WALL TRAP

Type mechanical; Perception DC 26; Disable Device DC 20

Trigger location; Reset manual

Effect Atk +21 melee (3d8 plus disease, spears, DC 15 Ref or pinned, 1d8 per round until freed, Break DC 28, Escape Artist DC 30); disease (red ache); Search DC 26; Disable Device 20.

Iron Grillwork Gate: 2 in. thick bars; Hardness 10; hp 60; Break DC 28.

5. The Terminal Stair (CR o or 1)

The narrow, crumbling stair has seen better days. It hugs the base of the tower as it circles up towards the entrance. On the right is the natural stone foundation of the great tower, on the left, a sheer drop over the crumbling cliffs to the lower city far below.

Called the terminal stair not only because it ends suddenly at a sheer drop off but also because it is the last walk of many who have visited the Crooked Tower, the wobbly stone flags of the stair rise another 30 feet from Area 4 to the entrance to the tower. The stairs themselves appear unstable but are actually quite safe if characters are not running on them. Running characters must make DC 15 Acrobatics checks each round to avoid falling off. Anyone attempting to run can travel as far as the stairs go until their next curve and must then end his move there for the round or go over the edge.

Creatures: There is a 30% chance per round that one of the **dread ravens** at Areas 89 or 84 spots the party as they climb the stairs, unless using Stealth or otherwise obscured. The chance increases to 100% if the party has already encountered the dread ravens and left any alive. If the party is spotted, a raven swoops down to Area 11 (making a double move to reach it in one round) and then casts *grease* on the stairs beneath the party before flying back up to its regular perch. Each character in the area must make a DC 11 Reflex save or slip and fall. The stairs are inclined slightly outward to help drainage, so a slip and fall results in a tumble over the edge and a 200 foot drop to The Grunge below (20d6 points of damage). After the initial save, characters can attempt to move half speed by making a DC 12 Acrobatics check. Failure means they cannot move and must make a Reflex save or fall. Failure by 5 or more means they fall and go over the edge.

6. Doors of Dolor (CR 12)

The narrow path levels off before a great iron double door leading into the tower. The surface of the doors is molded in bas-relief like a giant, bearded face, its mouth open wide in agony. Heavy doorknockers protrude from its bulging eyes, and handles emerge from its moustache. Beyond the door, the path travels to the corner of the tower before suddenly ending at a sheer drop off.

The front doors of Belishan's tower have an *arcane lock* at 15th level and are heavily warded. There are two traps on the doors. Only those invited by Belishan are able to bypass these effects.

First Trap: The first is a *symbol of fear* inscribed upon the door. It is activated by the first person to view the door unless immediately detected and disabled. When activated it affects all outside the door within 60 feet. Anyone failing their Will save becomes panicked and flees for 15 rounds. Anyone panicked must make an immediate DC 15 Wisdom check to avoid the urge to flee straight back from the symbol and thus over the edge of the path for 20d6 points of falling damage. Those that succeed at this check must still attempt to negotiate the stairs at Area 5 at a run. See that area for details. If there is a *grease* spell in effect on the stairs, anyone running down them automatically slips over the edge and falls.

CR 10

SYMBOL OF FEAR TRAP Type magical; Perception DC 31; Disable Device DC 31

Trigger magic; Reset none

Effect spell effect (*symbol of fear*, 15th-level wizard, DC 22 Will save avoids); multiple targets (all targets within 60 ft.)

Second Trap: The second trap affects anyone who actually touches the doors. Anyone touching the doors is immediately subjected to a Constitution drain attack. This is the result of a dread wraith that Belishan has magically bound within the doors. Each successful drain attack gives the wraith 5 temporary hit points. This trap cannot be detected or disabled, because it is a part of the very door itself, though, the use of certain magic, such as *true seeing*, can identify the wraith within the doors. The trap can only be removed by successfully dispelling the *arcane lock* or physically breaking through the doors. However, doing this releases the dread wraith, which immediately attacks. A *knock* spell does not release the dread wraith.

CR 6

CR 5

CONSTITUTION DRAIN TRAP

Type magical; Perception DC na; Disable Device DC na

Trigger touch; **Reset** automatic **Effect** (Constitution drain, 1d8 points, DC 25 Fortitude save negates); multiple targets (all touching doors); never miss

Iron Double Doors: 2 in. thick; Hardness 10; hp 60; Break DC 38.

DREAD WRAITH

CR 11

XP 12,800 LE Large undead (incorporeal) Init +13; Senses darkvision 60 ft., lifesense 60 ft.; Perception +23 Aura unnatural aura (30 ft.)

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

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

Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24 Base Atk +12; CMB +13; CMD 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up **Skills** Diplomacy +23, Fly +30, Intimidate +26, Knowledge

(planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24 Languages Common, Giant, Infernal

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

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

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

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

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

7. Door Warders (CR 5)

Shadowy alcoves flank this short antechamber. In each stands a life-size sculpture of a bat-winged fowl with a large comb and wickedly serrated beak. Opposite the entrance is a heavy wooden double door reinforced by iron bands.

The statues are extremely lifelike and are identifiable as cockatrices with a DC 10 Knowledge (arcana) check. A DC 25 check confirms that they are actual cockatrices that have been petrified. The heavy doors are locked and bear a trap of sorts. They have a moderate

aura of transmutation. It can be dispelled if successful against caster level 15. Anyone touching or opening the doors without first intoning the phrase, "All hail the Bloodmage, Master of the Tower," causes dual *stone to flesh* spells to be activated upon the petrified cockatrices. Likewise, attempting to damage the statues causes the *stone to flesh* spells to activate. Due to the unique nature of this spell effect developed by Belishan, the cockatrices do not need to make a Fortitude save to survive the *stone to flesh*.

Creatures: Once released from petrification, the cockatrices gain a surprise attack in the close quarters as they lash out with glee.

COCKATRICES (2)

XP 800

CR 3

hp 27 (Pathfinder Roleplaying Game Bestiary "Cockatrice")

Treasure: Discarded and forgotten on the floor in the northern alcove behind the cockatrice is a pale blue sapphire (1,000 gp). It is located on a DC 15 Perception check if the area is searched.

8. Feast Hall (CR varies)

This great hall is divided up into several parts described separately below after a general overview description is given.

This great hall extends far to the west and to the north. The ceiling 20 feet above is nearly lost in the gloom. Midway up a balcony wraps around the room supported by heavy wooden columns that extend on to the ceiling above. Great chandeliers of multi-tiered wooden rings, like wheels with candles mounted on the spokes, dangle 5 feet below the ceiling. They are unlit. Long tables set with dozens of chairs fill the hall, and a faint greenish glow issues from the hall's northern wing. A strong, musky animal odor fills the chamber.

Creatures: Guarding this chamber are **4 dire worgs**. These great beasts patrol the hall and lunge over tables to fiercely attack anyone whose smell they do not recognize. They are intelligent enough to try and corner or flank individual opponents to bring them down one at a time. Due to their great size they are unhampered by the furniture, though Medium PCs must make Acrobatics checks to hop up to surmount the tables. The dire worgs can leap up to the balcony with a DC 20 Acrobatics check (to make it over the rail) and will do so in order to maneuver and jump down to flank opponents.

DIRE WORGS (4) XP 2,400

CR 6

AP 2,400 hp 68 (See Monster Appendix)

8a. Balcony Stair

These wooden steps rise 10 feet to the balcony above.

8b. Minstrels' Stage

This 2-foot platform holds five chairs for visiting musicians and performers on occasions when the Master of the Tower might be in the mood. They are dusty and have the appearance of disuse. A DC 23 Perception check notices dark stains beneath the dust on the platform belying the darker forms of entertainment in which the Master of the Tower has sometimes indulged.

8c. Fireplace and Roasting Spit A great masonry hearth and fireplace with a gaping opening, 7 feet high,

A great masonry hearth and fireplace with a gaping opening, 7 feet high, fills this portion of the hall. An iron spit large enough to accommodate a boar or side of beef stands in it. The heavy flue is closed. The entire thing radiates a feeling of intense cold. A DC 25 Perception check locates a tiny spy hole in the mortar between two of the soot-stained bricks in the

back of the fireplace, providing a clear view of the western end of the hall. Nothing is visible behind the spy hole but a small, dark room (see Area 8d for details). The flue is large enough that a Tiny or smaller creature can negotiate it and use it to travel to the flues in Area 33 and Area 57 or emerge from the chimney at Area 66. Unless flying, such maneuvers require a DC 15 Climb check. A Small creature could try to fit through these narrow passages with a DC 30 Escape Artist check for every 10 feet traveled and the Climb DC increases to 25 for the awkward fit.

Creature: Unfortunately any character approaching within 5 feet of the front of the fireplace (including a Perception check for the spy hole or manipulating the flue) causes the **undead fire elemental** that resides in the cold ashes to manifest itself and attack. The elemental will not pursue more than 15 feet from the fireplace. The dire worgs know better than to wander too near the fireplace but may try to chase PCs into the grasp of the undead elemental there.

UNDEAD FIRE ELEMENTAL	CR 8
XP 4,800	

hp 102 (See Monster Appendix)

8d. Hidden Chamber

A DC 25 Perception check reveals the secret door hidden in the masonry of the fireplace. It leads into a small room with a spy hole at eye level that looks out through the back of the fireplace with a view of the western half of the great hall. There are no furnishings in the room, and a thick layer of dust and soot coat the floor. Inside the room, a DC 25 Perception check reveals a secret door in the north wall leading into Area 17.

8e. False Seat of the Tower Master

A wicked-looking throne composed of stone and monstrous fangs and inset with large bloodstones, this seat resembles what one would expect for someone known as the Bloodmage. A short dais raises the seat, giving it a clear view of the chamber. Two extensions of the dais support firepots mounted on 3-foot-tall lead rods. The firepots are full of a liquid with a strange greenish flame burning on its surface. They shed light equal to a torch but cannot be extinguished without dumping the fuel. A DC 25 Perception check of the west wall reveals a spy hole at eye level with a clear view of the high seat and the head of the table. Beyond is visible only a dark, cramped space behind the wall (Area 17).

Traps: Despite its sinister appearance, Belishan never actually uses in this chair, though occasionally a *projected image* cast from Area 17 gives the appearance that he does. Before the throne is a pit trap that can be locked closed by a switch in Area 17 but is currently unlocked and operational dropping any who step on it 20 feet into Area 29. If activated, the pit trap closes and locks itself after 1 round. It can then be opened by magic, bashing through it (same stats as the walls of the tower) or unlocking it from Area 17.

Likewise the dais bears a trap that is activated if anyone steps on it in front of the high seat (for instance to recover the bloodstones). In this case the two firepots upend themselves on anyone in the four squares adjacent to the throne (including sitting on the throne). The fuel for the strange green flames is extremely acidic, so the firepots deal both fire and acid damage.

PIT TRAP CR 1 Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; **Reset** automatic (1 round) **Effect** 20ft. deep (2d6, fall); DC 20 Reflex save avoids

UPENDED FIREPOTS TRAP CR 7

Type mechanical; Perception DC 28; Disable Device DC 24

Trigger location; Reset repair

Effect alchemical item (2d6, fire and 4d6, acid, DC 18 Reflex save half damage); multiple targets (all targets within 4 adjacent 5-ft. squares around throne)

Development: If either of these traps is triggered, the ghost archers at Area 8f appear and attack all those in the room below. The dire wolves do not venture into this portion of the great hall, stopping at the last set of pillars.

Treasure: There are a total of 12 large bloodstones inset in the throne, which are not damaged from the acid of the firepots trap. They can easily be pried loose and are worth 100 gp each.

8f. Balcony

This wooden balcony can be accessed by the stair at 8a, the locked door to Area 11 and the unlocked door to Area 34. It is composed of heavy planks of solid construction and hangs 10 feet above the floor of the hall, supported by thick wooden columns that continue on to the ceiling above. A 3-foot-high wooden railing runs along the edge of the balcony. Two large chandeliers hanging from the ceiling dangle five feet above the level of the balcony and could be used to swing from one to the other with a successful Acrobatics check DC 15 for a Medium creature to go over the rail. A swinging creature needs make only a DC 5 Acrobatics check to safely land on the far balcony. Increase the DC by 5 for Small creatures.

Creatures: If one of the traps at Area 8e is activated, **6 ghost archers** appear along the railing (3 on each side) and fire down on anyone in the great hall. They do not come down from the balcony but continue to pepper any targets until destroyed or turned. These ghosts are the remains of some of Belishan's guardsmen that he executed for sleeping at their posts. They hate their lord but fear him and now eternally guard his great hall. If reduced to 0 hp they rejuvenate in 2d4 days to resume their guard duty. They can only be permanently laid to rest if Belishan himself is destroyed. If a ghost is destroyed all of its equipment, likewise evaporates. However, if they are permanently laid to rest, one set of *lesser bracers of archery* will be left behind.

GHOST ARCHERS (6) XP 1,600

CR 6

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

LE Medium undead (augmented human, incorporeal) Init +7; Senses darkvision 60 ft.; Perception +16

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge) hp 57 (5d10+15 plus 10)

Fort +7; Ref +6; Will +1

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

Spd fly 30 ft. (perfect) Melee corrupting touch +8 (6d6, Fort DC 15 half) Ranged corrupted flight +11 (2d10+1 plus 1d4 Charisma) Special Attacks weapon training (bows +1)

Str —, Dex 17, Con —, Int 10, Wis 10, Cha 16
Base Atk +5; CMB +5; CMD 22
Feats Dodge^B, Improved Initiative^B, Lightning Reflexes, Point Blank Shot^B, Precise Shot, Toughness, Weapon Focus (longbow)^B
Skills Fly +11, Intimidate +11, Perception +16, Stealth +19
Languages Common
SQ armor training 1
Gear longbow, *lesser bracers of archery*

Corrupted Flight (Su) The ghost archers are able to fire incorporeal arrows from their ghostly bows that strike as incorporeal ranged touch attacks to a range of 80 feet. These corrupted flights cause 2d10 points of damage and 1d4 Charisma damage (DC 15 Fort save negates Charisma damage but not physical damage). The save DC is Charisma-based.

9. Mortuary Barracks

Filthy leaded-glass panes in narrow arrow slits provide a glimmer of light to this room. Once double bunks and footlockers lined the walls, but now all have been reduced to fragments and debris with a torn piece of fabric snagged here and there. Six human skeletons lie strewn in the center of the floor, their skulls noticeably separated from the rest of their bodies.

This once served as the main barracks for the tower back in the days of Tsar. During the great battle centuries ago, Belishan's personal garrison was conscripted into the defense of the city leaving only six guardsmen behind. After the Great Retreat from the city by the army of the Disciples, Belishan determined he no longer needed the expense and hassle of living guardsmen. On trumped up charges of sleeping at their posts, he had them beheaded (after draining them of their blood, of course). There bodies were unceremoniously dumped in this now defunct room. These guardsmen now exist as ghosts as described in Area 8f, however, they don't manifest in this chamber, and destroying their remains has no effect on them.

10. Fettering Armory (CR 7)

The door to this room is padlocked from the outside (DC 20 Disable Device). The major domo has the key (see Area 13).

This dank chamber smells strongly of filth and fear. Arrow slits in the far wall have been bricked over casting the ancient weapons racks and armor stands lining the walls into perpetual gloom. From around the corner comes a soft, shuffling noise and a ragged sob.

This was once the tower's armory when Belishan was concerned with keeping a garrison. The weapons racks still hold a few longspears and short swords, and a suit of banded mail remains on one armor stand — all in serviceable condition. However in the intervening centuries, Belishan has converted this room into a prison cell for a special prisoner that he keeps around for its usefulness. Other than Belishan only the tower's major domo ever comes to this room, and then only very occasionally.

Creature: Leaning against the wall around the corner from the entrance is a **maimed medusa**. This creature was captured by the Bloodmage's servants long ago and has been tortured extensively. Both of her legs end at scarred stumps midway down her thighs. He tongue has been cut out and her snake hair removed leaving only a mass of scar tissue over her scalp. She wears only a filthy, shapeless smock. But her eyes are still good, and with them her gaze attack. Belishan occasionally uses her to petrify prisoners and creatures to preserve them indefinitely, to use in his sculpting studio, or to reload his trap at Area 7 if his current guardians are destroyed. The crippled medusa has given up any hope of escape and merely exists in a half-insane stupor. She wears a *ring of sustenance* on one hand that keeps her alive. Anyone looking around the corner is automatically subjected to her petrifying gaze.

MAIMED MEDUSA

XP 3,200 hp 76 (*Pathfinder Roleplaying Game Bestiary* "Medusa") Speed 5 ft. Melee dagger only (no snakes) Gear *ring of sustenance*

Ad Hoc XPAdjustment: Due to the medusa's weakened condition, award only one-half XP for defeating her.

11. Parapets

The trapdoor leading into the tower next to the armory (Area 10) is bolted from below. Treat as a typical locked door of the tower.

These platforms are surrounded by a 5-foot-high, crenellated battlements that overlook the stair at Area 6. The northern platform sits 3 feet lower than the southern and is accessed by a short ladder. The southern parapet ranges in height above the stair from 12 feet to 27 feet, and the northern parapet is 39 feet above the stair at Area 4. The roof above Area 12 is easily accessed from the northern platform and has the same construction and quality as the roof at Area 66. The roof above Area 7 is similarly accessible from the southern platform and shares the same characteristics.

12. Lower Stair

The ceiling of this low hallway and the rooms opening off of it are only 8 feet high, giving the hall and chambers a cramped and stuffy feel to them. The doors opening off the hall are only 6 feet high, though the rooms beyond have 8-foot ceilings. A strange, cloying odor is detectable rising from the darkened stair descending to Area 24. At the western end of the hallway is an opening in the ceiling. A wooden ladder bolted to the wall ascends through this opening. The ladder is trapped as described at Area 40.

13. Major Domo's Quarters (CR 8)

This cramped room has a single arrow slit, its leadedglass pane currently swung open to admit some light and air. Against the west wall is a simple bed, a straw-stuffed mattress suspended on ropes stretched taut across the frame, a grubby blanket wadded at its foot. Beneath the bed sits an empty chamber pot, and in the center of the room sits a table with two chairs. Upon the table is bell jar filled with a swirling red light. Beneath the arrow slit is a wooden cabinet, warped and cracked from age and moisture. Its ill-fitting doors stand open, and visible within are hanging several iron keys. A half-size wooden door exits the room to the north.

This chamber served as the quarters for the tower's major domo, Belishan's chief steward, who took care of the dayto-day running of the tower. Unfortunately the major domo, Rothestyl, has been missing for two weeks, and Belishan has failed to notice his absence. His apprentice Cheg (see Area 15) has noticed and has been carrying out his duties in the meantime but has not made a comprehensive search for his former master, realizing that in his absence he is sure to be made the new chief of the house.

The cabinet holds the keys to various locks in the tower. All look remarkably alike and if used on the wrong lock will set off any trap that may be waiting. The five keys here are for the padlocked door at Area 10 and the doors to Areas 26, 29, 58, and 63.

The door to the north leads into a small, cramped closet. Hanging within are a number of courtier's outfits, slightly out of style but still of good quality, and a chest holding the attendant jewelry. Hidden behind several hanging outfits (DC 15 Perception to locate) is a stone lever protruding from the wall. This is the reset switch for the trap at Area 4. If the trap has been sprung, the lever is in the up position. To reset the trap (and retract the iron gate) the lever must be pushed into the down position. This is the position it will be in if the trap was not previously sprung. The arrow slit in the main room gives a clear view of that portion of the outside stair.

Hidden beneath a loose flagstone in the floor (DC 23 Perception check to locate) is a hollow holding the major domo's **treasure**.

CR 7

CR 8

Creature: The bell jar on the table contains an enraged **efreeti** that immediately attacks if the cover is lifted. Rothestyl freed the efreeti from imprisonment in a lamp and extracted a *wish* from it, but then managed to magically ensnare it in the bell jar while he tried to figure out if there was any way to extract another *wish*. It fights to the best of its ability in the cramped quarters using its *change size* ability if necessary to fight more effectively.

EFREETI XP 4,800

hp 95 (Pathfinder Roleplaying Game Bestiary "Genie, Efreeti")

Treasure: The 8 courtier's outfits in the closet are worth 30 gp each, and the chest holds jewelry with a total value of 400 gp. Within the hollow in the floor is a sack holding 280 gp, a *headband of alluring charisma* +2, a *ring of counterspells*, and a *potion of darkvision*.

14. Groundskeeper's Quarters (CR 12)

The rank odor of compost and the smell of wet earth fill this low-ceilinged room. The floor is strewn with muddy soil and many small plants thrive here and there. What furniture there once was has moldered to the point of ruin in the damp conditions. What was once a bed lies in the northwestern corner, and upon it grows a mass of some vinelike plant with mustard-colored flowers and matted, brownish leaves. A breeze circulates through the open window casement causing the various plants in the room to dance and sway.

This chamber has served as the quarters of the tower's groundskeeper since its construction long ago. For the last several centuries, however, there hasn't been much in the way of upkeep on the tower's grounds.

Creature: Nevertheless the mysterious groundskeeper of the tower, his name long-forgotten and now remembered only as the **Green Man**, still resides here rarely, if ever, leaving — or even moving, for that matter. The Green Man seems content to occasionally tend to the flora growing in Areas 24 and 25 and otherwise remain inert, almost plantlike, as he lies on his pallet.

The Green Man is, in fact, the strange plant seemingly growing on the remains of the bed. The Green man is a wererat who became infested by the seed of a yellow musk creeper. Now he resembles a wererat with the typical matted, brown fur and hairless tail but with clinging vines, green, ivy-like leaves and 7 sickly yellow flowers growing on its body from various orifices. Due to his strange lycanthropic physiology, the wererat was not rendered a mindless yellow musk zombie to eventually wander off and die as is typical. Instead the sprouting plant has created a symbiotic relationship with the wererat. While he is a bit "touched in the head" by this relationship (in many ways becoming downright plantlike), he retains his intelligence and free will. As a result of the plant introduced to his physiology, as long as he gets enough water, nutrients and sunlight he is virtually immortal, with the longevity of an oak. A side effect of this symbiosis, however, is that he is forever stuck in his hybrid form and can no longer pass on the curse of lycanthropy.

THE GREEN MAN XP 19,200

Male unique human natural wererat (hybrid form)-yellow musk creeper symbiote rogue 9 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope, Wererat; Yellow Musk Creeper") NE Medium plant (augmented humanoid, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +20





hp 102 (9d8+27 plus 3d8+9 plus 9) Fort +9; Ref +10 (+13 vs. traps); Will +7 Defensive Abilities evasion, improved uncanny dodge, rogue talent

(resiliency), trap sense +3, uncanny dodge; **DR** 10/silver; **Immune** plant traits

Spd 30 ft.

Melee +2 sickle +13/+8 (1d6+4 plus disease), bite +6 (1d4+1 plus disease)

Special Attacks create yellow musk zombie, pollen spray, rogue talent (finesse rogue), sneak attack +5d6

Str 15, Dex 16, Con 16, Int 10, Wis 13, Cha 6 Base Atk +8; CMB +10; CMD 24 Feats Alertness, Dodge, Improved Initiative, Improved Natural Armor, Iron Will^B, Mobility, Stealthy, Weapon Finesse^B Skills Acrobatics +15, Climb +14, Disable Device +19, Escape Artist +17, Knowledge (nature) +9, Perception +20 (+24 locate traps), Profession (gardener) +13, Sense Motive +15, Stealth +22 (+30 in natural surroundings)

Languages Common

SQ lycanthropic empathy (rats and dire rats), rogue talent (rogue crawl, stand up), trapfinding

Gear rusty +2 sickle

Create Yellow Musk Zombie (Su) A grappled creature takes 1d4 points of Intelligence damage per round as tendrils from the Green Man bore into its skull. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see *Pathfinder Roleplaying Game Bestiary* "Yellow Musk Creeper"). **Disease (Ex)** *Filth Fever*: Bite—injury; *save* Fort DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Red Ache: Rusty sickle—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. **Pollen Spray (Ex)** As a free action once per round, the Green Man can spray a cloud of pollen at a single creature within 5 feet. He must make a +11 ranged touch attack to strike the target, who must then succeed on a DC 19 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its

CR 12

normal speed into a space within the nearest yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The entranced creature innately knows the location of the nearest such plant through a temporary link created by the pollen that lasts as long as the entrance effect. The save DC is Constitution-based.

Tactics: The Green Man is aware when the party enters the room but lies completely still, silently observing them. If someone recognizes him as a creature rather than just a plant (opposed Perception check versus his Stealth in natural surroundings) or makes an attack, he attempts to fight his way through the door and down to Area 24 to make a stand using his Acrobatics skill to avoid attacks of opportunity. If anyone approaches within 5 feet to examine him more closely, he lashes out with a surprise sneak attack and pollen spray. Anyone entranced by the pollen spray will walk down the stairs to the embrace of the yellow musk creeper in Area 24.

15. Storage Closet (CR 12)

This small door (5 feet high) opens out into the hallway.

Opening the door reveals a cylindrical room only 6 feet high running east 10 feet. A skeleton lies slumped at the far end, its hand reaching as if to grasp a finely crafted, bejeweled sword that lies nearby.

The characters are looking into the interior of an open *portable hole* that has been stretched across the doorway.

Creatures: Beyond the doorway in the small closet tucked under the eaves of the tower dwells a **kobold wight** named Cheg, the default major domo of the tower since his master disappeared. Cheg hung the *portable hole* across the doorway and has laced a rope around its backside as a draw string. Once anyone steps through the doorway into the *portable hole*, Cheg pulls it closed, trapping the PC within with enough air for one Medium creature for 10 minutes until released by someone from the outside. Cheg then attacks the remainder of the party standing in the hall.

Cheg served Rothestyl, the major domo, as an apprentice, learning the arts of sorcery. As an undead creature he has great patience and waits silently in his small, featureless closet for someone to enter his *portable hole* trap. He emerges only every couple of days to make his rounds of the tower. He attacks with offensive spells before closing to use his slam attack. He keeps no treasure other than the items he carries on his person.

The skeleton inside the *portable hole* is a servant that Belishan killed long ago. Cheg merely uses it as a lure along with the **treasure**. Also inside the *portable hole* is a charmed **advanced grick** that wears a *ring of invisibility* on one of its tentacles. It attacks whoever is trapped within the extradimensional space with it. It emerges after 2 rounds to attack characters in the hallway if no one enters after the door is opened. In that case, Cheg closes the hole and attacks from the closet with his spells. Remember the effects if anyone with a *bag of holding* enters the *portable hole*.

CHEG CR 12 XP 19,200 Mala kabald wight sorcerer 9 (*Pathfindar Polaplaying Gama*

Male kobold wight sorcerer 9 (*Pathfinder Roleplaying Game Bestiary* "Kobold, Wight") LE Small undead **Init** +3; **Senses** darkvision 60 ft.; Perception +15

AC 24, touch 17, flat-footed 20 (+2 deflection, +3 Dex, +1 dodge, +7 natural, +1 size) hp 100 (9d6+27 plus 4d8+12 plus 9) Fort +7; Ref +8; Will +11 Immune undead traits; Resist acid 10 Weaknesses resurrection vulnerability

Spd 30 ft.

Melee 2 claws +10 (1d4+1 plus energy drain) or +1 light mace +8/+3 (1d6+2)

Special Attacks breath weapon (30-ft. cone, 9d6 acid, DC 17 half), create spawn, energy drain (1 level, DC 15)

Spells Known (CL 9th, ranged touch +10):

4th (4/day)—black tentacles, charm monster (DC 17), fear (DC 17),

3rd (7/day)—dispel magic, fly, lightning bolt (DC 16), summon monster III

2nd (7/day)—acid arrow, arcane lock, bull's strength, gust of wind, resist energy

1st (7/day)—color spray (DC 14), mage armor, magic aura, magic missile, true strike, unseen servant

0 (at will)—acid splash, daze (DC 13), detect magic, flare (DC 13), ghost sound, message, open/close, ray of frost **Bloodline** draconic (green)

Str 12, Dex 14, Con —, Int 12, Wis 13, Cha 17 Base Atk +7; CMB +7; CMD 22

Feats Alertness, Blind-Fight, Dodge, Eschew Materials^B, Lightning Reflexes, Maximize Spell, Quicken Spell, Skill Focus (Perception), Weapon Finesse

Skills Craft (trapmaking) +13, Intimidate +10, Knowledge (arcana) +12, Knowledge (local) +7, Knowledge (religion) +8, Perception +15, Profession (miner) +3, Sense Motive +10, Spellcraft +10, Stealth +21

CR4

Languages Common, Draconic, Infernal SQ bloodline arcana (+1 damage per die of acid spells), crafty Gear ring of protection +2, rod of alertness, portable hole

ADVANCED GRICK XP 1,200

AP 1,200 *Pathfinder Roleplaying Game Bestiary 2* "Grick" N Medium aberration **Init** +4; **Senses** darkvision 60 ft., scent; Perception +15

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural) hp 37 (5d8+15) Fort +4; Ref +5; Will +8 DR 10/magic

Spd 30 ft., climb 20 ft. **Melee** bite +6 (1d4+3), 4 tentacles +1 (1d4+1)

Str 16, Dex 18, Con 17, Int 7, Wis 18, Cha 9 Base Atk +3; CMB +6; CMD 20 (can't be tripped) Feats Combat Reflexes, Skill Focus (Perception), Stand Still Skills Climb +19, Perception +15, Stealth +12 (+20 in rocky terrain)

Languages Aklo (cannot speak) Gear ring of invisibility

Treasure: The sword in the *portable hole* is a masterwork short sword with 3 emeralds set in its pommel. Its total value is 600 gp and it bears a *magic aura* to appear as a +2 *vorpal sword* to magical detection.

16. Privy

This dismal chamber once served as a privy. A single, filthy window provides what little light finds its way in. A cracked stone seat with a hole cut in it comprises the jakes.

12

A DC 25 Perception check reveals the secret door in the east wall. The trap on the secret door is described at Area 17.

SMALL AIR ELEMENTALS (6) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Elemental, Air")

17. Central Shaft (CR 9)

This area includes the passage from the secret door north of 8d past the high seat at 8e and then up a narrow shaft extending all the way to the sixth level of the tower. The secret door to the south is described at Area 8d and is easily seen from the north side (no Perception check necessary). The oddly shaped passage beyond is crammed in between the interior walls and supports of the tower's first level narrowing to only 2-1/2 feet wide for most of its length, requiring Medium creatures to squeeze through (-4 penalty to attack rolls and -4 penalty on AC). At the midway point of this narrow section is a small brass handle mounted on the east wall (noticed on a DC 8 Perception check). If the handle is twisted upward it locks the trapdoor at 8e closed. If the trapdoor has already been activated and has locked itself closed, then twisting the handle down unlocks it. Above the handle at eye level for a Medium creature is a small viewing slit. It can be found with a DC 18 Perception check, or with a DC 5 Perception check if there is a light source active at Area 8e (like the burning firepots, for instance). It has a complete view of 8e and the northern wing of the great hall.

A crack in the floor of the wide northern section (noticed on a DC 25 Perception check) connects through the ceiling of Area 26 for someone using *gaseous form*.

Secret Door Trap: The secret door leading into Area 16 is also easily visible from the inside. However, it has a trap that is activated if opened from either direction if a hidden switch at the base of the wall, one located on the inside and one on the outside, is not triggered. The hidden switch can be located with a DC 20 Perception check if the trap is successfully discovered and a successful Disable Device roll is made (the Disable Device check reveals there must be a hidden switch but does not show where). If the trap is activated, an *incendiary cloud* appears centered on the secret door that spreads to fill all of Area 16 and most of the ground level of Area 17 and the shaft up to a height of 20 feet. It resets itself after 24 hours.

INCENDIARY CLOUD TRAP CR 9 Type magical; Perception DC 33; Disable Device DC 33

Trigger touch; Reset manual, automatic

Effect spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage)

The central shaft rises from the northern chamber of Area 17. After reaching the height of 10 feet, the shaft narrows to 2 1/2 feet requiring Medium creatures to squeeze and imposing a –5 circumstance penalty to Climb checks for creatures larger than Small size. The walls of the shaft are dry, mortared brick requiring a DC 22 Climb check (not including penalties). The shaft rises a total of 60 feet, terminating at the ceiling level of the fifth floor. Belishan and the vampires of the tower use this shaft to access the different levels of the tower in secret while in *gaseous form*. At the 18-foot mark on the south wall, a crack in the mortar penetrates the wall and opens into Area 38. At the 47-foot mark on the south wall, a crack in the mortar opens into Area 63. The shaft ends at a masonry ceiling. A crack along the eastern edge of the ceiling opens through to the floor of Area 79 at the base of the eastern wall. Each of the cracks can be located with a DC 25 Perception check on the correct wall at the correct height.

Creatures: Above the 20-foot mark, the shaft is inhabited by guardians left here by Belishan. There are **6 small air elementals** that wander the layers of the tower attacking anyone who is not Belishan or one of his vampires. If the intruder is in *gaseous form* the air elementals do not attack, assuming it is one of the vampires. Remember to apply all penalties from fighting while squeezing and climbing as well as the limitations of vertical combat.

18. Servants' Washroom

Multiple doors and a stairwell exit this oddly shaped room. One window provides some light on the strange features here. Two wide sluices cross the floor from east to west, sloping slightly and ending at drains in the west wall. Large water barrels, their staves cracked and warped from long drying, stand at the west wall. Next to them are stacked several wooden buckets, some holding stiff-bristled brushes, and a short table with large, brownish lumps. Most chilling of all are the iron bars suspended above the sluices from which sets of manacles dangle and the frayed bull whip coiled about one of the bars.

As further evidenced by Area 19, the servants of the Bloodmage lived in abject squalor. This did not bother the Master of the Tower, for conditions of health and cleanliness were issues for mortals still concerned with such things. However, on occasion when living guests visited the tower and the staff was needed for its services and food preparation (in a role other than simple cattle off of which to feed, as was the norm), the tower's slavemaster would bring the filthy, naked wretches in here where they would be chained above the sluices and alternately doused with icy water and scrubbed raw with stiff-bristled brushes before being clad in clean — though often bloody — shifts and sent off to their duties The brownish lumps are identifiable on closer inspection as dried out chunks of lye soap. The whip was brandished by the slavemaster as circumstance and whim suited.

19. Servants' Dungeon (CR 12)

The door to this room bolts from the outside to keep occupants in rather than on the inside to keep occupants out. It is currently bolted. The arrow slits have no glass in them and are instead blocked with rusty iron bars. The entire room lies under a permanent *desecrate* (cannot be dispelled).

The sight of this room causes your gorge to rise. The dried remnants of feces, blood and all manner of filth coats the floor and smears the walls of the chamber. There are no furnishings other than the frayed remains of a few woven pallets. Strewn about the room are the skeletal remains of at least a dozen humans, some of the remains conspicuously dismembered.

As mentioned above, Belishan locked his slaves into this horrible hole to exist in total degradation, barely surviving. When servants died of disease or starvation, new ones were merely purchased and thrown within to replace those lost. After the abandonment of Tsar, Belishan decided that he no longer needed to retain a living staff of servants and ordered the chamber locked and ignored. Within, the decrepit servants slowly succumbed to insanity and starvation. The desperate state of their final existence is revealed by the teeth marks to be found on some of the dismembered skeletons.

Creatures: As a result of the horrific conditions and ending to the lives of these long-abused slaves, **12 wraiths** have risen and now inhabit the room in a naturally occurring *desecrate* effect that fills the chamber. They have never left the room out of force of habit, but once a living PC opens the door their torpor is broken, and they seek revenge on the living. They will not, however, challenge their former masters. Old habits die hard.

CR 5

WRAITHS (12) XP 1,600

hp 47 (Pathfinder Roleplaying Game Bestiary "Wraith")

20. Scullery

A large copper boiler, its sides corroded and stained with verdigris, stands next to a wooden tub. Wooden shelves hold stacks of crockery and earthenware. Several of the shelves have collapsed, the fragments of their former occupants piled on the floor beneath them. A stair descends into darkness, and a cool earthy-smelling breeze rises from this aperture.

The boiler has long since corroded beyond use. There is nothing of interest or use here.

21. Kitchens (CR 5)

Large brick ovens dominate the eastern wall of these kitchens. Whatever remnants of repasts may have remained are now long since consumed by the hordes of vermin that scramble across the floor and few remaining items of furniture.

Creatures: These kitchens have not seen use in some time and are currently inhabited by **3 rat swarms.** They scramble for what sustenance they can find here and try to gain entrance to Area 22 where they can smell plentiful food. This activity is revealed with a DC 14 Perception check that notices their gnawing marks at the base of that door.

RAT SWARMS (3) XP 600

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

22. Larder

Meat hooks dangle from the ceiling of this room. Upon them are suspended dozens of butchered corpses — many of them humanoid corpses. Limbs are thrown haphazardly into the corners, as if cuts of meat too base for attention. Flies buzz about in clouds. A large chopping block occupies the center of the room, its top scarred by years of use. Embedded in its surface is an ornate handaxe of some black metal. Strangely, though great butchery has obviously occurred here, there is not a drop of blood marring the room's surfaces.

This room serves as the storage for the food supply of the various beasts used in the defense of the tower, not to mention the vampires dwelling within. The victims found here are prisoners or underlings whose usefulness has come to an end. The vampires and vampire spawn first drain the victim of blood, and then the body is butchered to feed the dire worgs and other carnivores. What little blood remains in the cadavers is eagerly quaffed by the magical handaxe used in the butchering, the blood-drinking, sentient handaxe known as *Exsanguinator*. See the **Magic Items Appendix** for details on *Exsanguinator*.

23. Guard Room (CR 9)

Entry into this room is greeted by a cacophony of hissing bellows. A stair wraps up the interior wall of this tower. Filling the center of the chamber is a creature out of nightmare with brownish-green scales, a lizard's body ending in a pincer-like tail, and many long, snakelike heads surrounding a central maw.

Creature: This serves as a guard room at the base of Belishan's tower and holds one of his fiercest guardians, a **pygmy thessalhydra**. Brought in as a youngling, this creature quickly grew too big to leave the chamber. However, the constraints of the chamber stunted the creature's growth and created a dwarfed version as it reached maturity. Anyone other than the vampires who enters this chamber always brings it fresh meat from the larder (Area 22) or expects to be attacked.

PYGMY THESSALHYDRA XP 6,400

The Tome of Horrors Revised 408 N Large aberration **Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

CR9

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size) hp 157 (15d8+75 plus 15); fast healing 8 Fort +10; Ref +8; Will +11 Immune acid

Spd 30 ft., swim 20 ft.

CR 2

Melee 8 serpent bites +15 (1d8+4 plus 1d6 acid), bite +15 (2d8+4 plus 2d6 acid), tail slash +14 (1d8+4 plus grab) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+4), spit acid (40-ft. line, 4d6 acid, Reflex DC 22 half, usable once per day)

Str 19, Dex 16, Con 20, Int 2, Wis 10, Cha 9 Base Atk +11; CMB +16; CMD 29 (33 vs. trip) Feats Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Iron Will, Skill Focus (Perception), Stand Still, Toughness, Weapon Focus (bite) Skills Perception +19, Swim +20 SQ hydra traits

Fast Healing (Ex) A thessalhydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the thessalhydra's body. **Hydra Traits (Ex)** A thessalhydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the thessalhydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the thessalhydra's body equal to the thessalhydra's current HD. A thessalhydra can't attack with a severed head, but takes no other penalties.

Treasure: On one of the creature's necks is a leather collar set with amethysts worth 250 gp.

24. Undercroft (CR 10)

The ceiling of this chamber is only 8 feet high.

A strong, musky odor fills the air of this dirt-floored chamber. The chamber is filled with vines of ivy clinging to the walls, floor, and low ceiling. Bright yellow flowers swing in a breeze that isn't present.

Creature: This crowded chamber has been completely taken over by an **enormous yellow musk creeper**. Due the many flowers growing upon it, it can make 3 pollen spray attacks in per round in this room as full-round action. The soil on the floor is only 6 inches deep. The door to the south opens out of the room, and the soil is no impediment. That door is secured by a large lock, the key in Area 13. Next to the bottom step is a tin watering can used by the Green Man when he tends to his parent plant. Guarding this chamber is a **yellow musk zombie**, a green hag who once served Belishan as a spy and confidant until the amoral Green Man lured her down here and ultimately led her to her doom.

The zombie lurks behind the bulk of the staircase ready to surprise intruders if the party doesn't attack the plant life immediately. Otherwise it just charges to attack. The creeper uses it pollen sprays to defend itself and assist the zombie. Defeating the creeper is difficult as its main root is in Area 25. Dealing 67 points of damage to the plant, destroys the parts in here but does not affect the rest of the plant in Area 25. Even a cursory examination is sufficient to reveal that the plant seems to be growing through the eastern doorway, the door itself having long since rotted away.

GREEN HAG YELLOW MUSK ZOMBIE CR 4 XP 1,200 Pathfinder Roleplaying Game Bestiary "Green Hag, Yellow Musk Creeper" NE Medium undead

Init +0; Senses darkvision 90 ft.; Perception +15

AC 20, touch 10, flat-footed 20 (+10 natural) hp 55 (10d8 plus 10) Fort +3; Ref +3; Will +7 DR 5/slashing; Immune plant traits

Spd 30 ft., swim 30 ft. **Melee** slam +12 (1d6+7)

Str 21, Dex 10, Con —, Int —, Wis 10, Cha 10 Base Atk +7; CMB +12; CMD 22 Feats Toughness Skills Swim +13 SQ staggered

ENORMOUS YELLOW MUSK CREEPER XP 9,600

hp 67 (See Area 25)

CR 10

25. Overgrown Privy (CR 10)

The tendrils of the massive plant emerge from this room. Against the far wall is the cracked stone seat of a privy. All of the vines and roots of the plant converge there. The main root appears to be growing down within the privy itself.

Creatures: The main root of the **enormous yellow musk creeper** is indeed located in the shaft of the privy. The shaft is now filled

with soil and compost to a depth just a foot below the seat of the privy, and the main root bulb is buried there with total cover and concealment. If the plant is reduced to 0 hit points, it is effectively destroyed, but until the root bulb is dug up and destroyed (5 hp), the plant will continue to regenerate. The plant is guarded in this chamber by 4 flowers that can each make a pollen spray attack as a full-round action, as well as, 5 tendrils. It is further guarded by a **gibbering mouther** that dwells on the earthen floor before the privy. It has formed a relationship with the creeper, devouring its zombies after they have died. The Green Man always drags them here for disposal rather than letting them sprout new creepers he would be unable to properly tend. The Green Man is the only being that the gibbering mouther will not attack.

ENORMOUS YELLOW MUSK CREEPER CR 10 XP 9.600

Advanced-HD giant yellow musk creeper (*Pathfinder Roleplaying Game Bestiary* "Yellow Musk Creeper") N Gargantuan plant Init +0; Senses tremorsense 60 ft.; Perception +0

AC 17, touch 6, flat-footed 17 (+11 natural, -4 size) hp 135 (10d8+90); regeneration 1 (destruction of root) Fort +16; Ref +3; Will +3 Immune plant traits

Spd 0 ft. (immobile) Melee 5 tendrils +12 (2d6+9) Space 20 ft.; Reach 20 ft. Special Attacks create yellow musk zombies, pollen spray (DC 24)

Str 29, **Dex** 11, **Con** 28, **Int** —, **Wis** 11, **Cha** 8 **Base Atk** +7; **CMB** +20; **CMD** 30 (can't be tripped)

Pollen Spray (Ex) As a standard action, the enormous yellow musk creeper can spray pollen at a single creature within 30 feet of its reach. It must make a +3 ranged touch attack to strike the target. As a full-round action, it can make multiple pollen spray attacks depending on how many flowers it has.

GIBBERING MOUTHER

XP 1.600

CR 5

hp 153 (*Pathfinder Roleplaying Game Bestiary* "Gibbering Mouther")

Treasure: Hidden in the soil within the privy are the treasures brought to the creeper by the Green Man as a token of homage to the plant that he both nurtures and considers his creator ever since his strange metamorphosis. The treasures consist of a small alabaster figurine of a nondescript humanoid wearing a crown of some sort that appears to be worth 25 gp, a bag of gold teeth worth a total of 110 gp, the rancid corpse of a dire rat, and 2 pearls (100 gp each). The alabaster figurine is the missing White King from the *cursed game of Tirleng-ka* (see Area 73).

26. Wine Cellar

The door from Area 24 is locked rather than just bolted, as is the door to Area 29. The keys to both can be found in Area 13. The ceiling is vaulted and only 8 feet high.

Fat brick pillars support the low ceiling of this vault. Ancient, dust-covered wooden racks line the walls and stand in rows throughout the room. They are cobwebbed and hold many dust-covered bottles.

Once a well-stocked wine cellar, Belishan never restocked after the

retreat from Tsar by the forces of the Disciples. Now there are very few intact bottles of wine remaining, and these have all turned to vinegar. A search, however, reveals several bottles with less dust than the rest. A careful inspection reveals that they have been unsealed and recorked. Each of these holds a thick, blood-red wine. Anyone tasting one will be horrified to find that it is, in fact, blood — actually fermented blood. Belishan has perfected a technique for creating an alcoholic form of blood wine he calls Sangrinara. While his undead physiology is immune to the effects of the alcohol, his kind enjoys the bouquet.

The secret door on the south wall can be found with a DC 20 Perception check. The short hall beyond seemingly ends at a dead end but has another secret door located with another DC 20 Perception check.

Treasure: There are a total of 37 bottles of the Sangrinara. To blood drinkers they could be worth up to 100 gp each for their novelty. However, to anyone else they would be considered repulsive in the extreme.

27. Root Cellar (CR 7)

This room has an 8-foot ceiling.

A rickety wooden stair descends into this earthy-smelling room. Empty wooden shelves line the walls, and hooks and nets are attached to wooden crossbeams that support the ceiling. Next to the stair is a brick-lined well with a lip upon which sits a wooden bucket and length of rope. A cool draft rises from the dank opening. To the south an iron door stands closed with droplets of water oozing down its surface.

This root cellar is empty of any foodstuffs. A secret door on the north wall can be located with a DC 20 Perception check and leads to a short hall with a similar secret door at the opposite end. The well is 30 feet deep with 12 feet of icy water. The draft rises from miniscule cracks in its brick lining, which ultimately lead to fissures in the cliff face below the tower.

Creature: The cold arises from the unearthly presence that now inhabits the well. Anyone looking into the well sees a knot of watery tentacles rising towards them and is attacked by a **swollen well spirit**. This is the spirit of the tower's first major domo, thrown in the well and drowned by Belishan after he hired an unsatisfactory minstrel to entertain his master. The minstrel survived much longer under the ministrations of the vampire lord. As it has taken victims over the years, the well spirit has grown swollen in its evil existence. However, it has no difficulty moving in the constraining well due to its liquid state.

SWOLLEN WELL SPIRIT XP 3,200 Advanced-HD well spirit (*Creature Collection Revised* 203)

NE Large undead (aquatic, incorporeal) Init +7; Senses darkvision 60 ft.; Perception +18

AC 14, touch 14, flat-footed 11 (+2 deflection, +3 Dex, -1 size) hp 75 (10d8+20 plus 10) Fort +5; Ref +6; Will +6 Defensive Abilities incorporeal; Immune undead traits

Spd fly 40 ft. (perfect), swim 40 ft. (in water form) Melee envelop +12 (grab) Space 10 ft.; Reach 10 ft. Special Attacks drown

Str 20, Dex 17, Con -, Int 9, Wis 9, Cha 14

Base Atk +7; CMB +13 (+17 grapple); CMD 24 (can't be tripped) Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (envelop) Skills Fly +14, Perception +18, Stealth +22, Swim +18 Languages Common SO water form

Drown (Ex) After a well spirit has enveloped a victim and pulled him into the well, it holds the victim submerged until the victim escapes or drowns (see the "Water Dangers" section in Chapter 13 of the Pathfinder Roleplaying Game). If the victim makes a successful DC 20 Reflex save when initially enveloped and dragged into the well, he had time to hold his breath. If the save is failed, the victim must begin making Constitution checks immediately. The save DC is Strength-based.

Envelop (Ex) When in its water form, a well spirit makes envelop attacks as a melee touch attack. On a successful attack, the well spirit uses its grab to attempt to grapple its opponent. If the well spirit's grapple is successful, it pulls its victim into the well.

Water Form (Su) Though an incorporeal creature, a well spirit is able to gather water around itself to assume physical form. Only when in this water form, it is able to envelop and drown a victim. In this form, the well spirit retains incorporeal in regard to resisting damage and magic, but it gains a Str 20 and can act upon physical things in the Material Plane. It also gains damage reduction 5/magic in this form.

Treasure: The bottom of the well holds the skeletal remains of many humanoids — servants and tower guards who have fallen victim to the well spirit over the years. The root cellar gained a sinister reputation among the tower staff as a result, but it was ascribed to their deadly master more so than the possibility of a haunted well. Among the bones at the bottom of the well are a masterwork handaxe, a bone flute etched with silver (225 gp), a coral comb inscribed with the image of a ship (300 gp), and a scattering of 78 sp.

28. Cold Storage (CR II)

The iron door is cold to the touch. Condensation forms on its surface.

The walls, floor, and ceiling of this room are covered in a layer of some sort of brown, crusty substance. It covers the shelves and bins that line the walls. It even covers the back of the door itself.

A DC 15 Knowledge (nature) or (dungeoneering) check identifies that this room is full of brown mold — lots of it. Such a check is unlikely to be necessary as the brown mold reveals itself very quickly, for anyone standing in the doorway is subjected to the cold attacks of 5 patches of the stuff each round (dealing 15d6 points of nonlethal cold damage). These 5-foot-square patches cover the floor directly in front of the door, 2 patches on the east wall next to the door (one on the bottom 5 feet and one on the top 5 feet), one on the ceiling directly in front of the door, and one on the back of the door itself. A truly sadistic DM can rule that the patches on the floor just west of the door, the 2 on the wall just west of the door, and the 1 on the ceiling just west of the door can likewise reach the character with their cold even around the partial cover of the doorway, raising the damage to a monumental 27d6 points of nonlethal cold damage. Regardless, just opening the door subjects the individual to at least one round of damage. In all there a total of 23 patches of brown mold in the chamber. See the "Slimes, Molds, and Fungi" section in Chapter 13 of the Pathfinder Roleplaying Game.

The bins and shelves all once held foodstuffs for the tower,

CR 7

preserved here by the cold and recovered only at the peril of the servants, but the room has fallen into disuse for some time.

29. The Vaults (CR 12)

The door to this room is locked (DC 20 Disable Device). The key is found in Area 13. The trapdoor at Area 8e opens into the ceiling of this chamber as indicated on the map by the dashed line. It is a 20-foot fall from ceiling to floor in that portion of the room. The ceiling in the upper alcove is only 8 feet high.

A vault opens off a small alcove, the floor dropping away into a burial crypt. A narrow stair, hugging the wall, descends 12 feet to the floor below. The floor below is a seething mass of large, brown, crawling bodies crowding between the stone boxes holding the mortal remains of those interred long ago. The walls are likewise coffered to a height of 10 feet with niches for lesser burials, their contents long since ransacked by the squirming hordes of dire rats that now inhabit the chamber.

The entry to this burial vault is a **trap**. The southern door is solid iron and bears the bas relief image of a snarling face. The artistry is exquisite. When viewed from one angle it resembles a sharp-featured man, from another a monstrous demon. The door is locked with a superior lock, and the key was lost long ago. It is also arcane locked at 15th level.

Demon-Faced Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 38; Disable Device DC 40 (if *arcane lock* is bypassed).

Sliding Wall Trap: There is a trap activated by a pressure plate in the floor on the raised alcove just inside the door. As soon as a character steps into that square, the northern wall begins to slide forward. It slides forward a total of 7-1/2 feet in 1 round before coming to a stop. It is a solid stone block so it blocks both the doorway and the top of the stairs with a wall of solid stone. A character in the alcove can easily step onto the descending stairway to avoid the moving wall. A character that immediately attempts to leap back through the doorway when the trap is sprung can do so with a successful DC 25 Reflex save. Otherwise the character is pushed off of the ledge by the moving wall into the swarms of rats and vampire spawn below. A character that fails his Reflex save can choose to either allow himself to be pushed back from the doorway and off the ledge or make a last gasp DC 30 Escape Artist to squeeze through the doorway. A failure on this roll results in 16d6 points of crushing damage as the victim is forcibly dragged back out of the doorway and pushed from the ledge. The primary purpose of this trap is to separate a party and seal a member in the room at the mercy of the room's inhabitants. Other party members can bash their way through the stone, enter through the trapdoor at Area 8e, or use magical means of entry.

SLIDING WALL TRAP	CR 1
Type mechanical: Perception DC 22: Disable Device DC 29)

Trigger location; **Reset** automatic (10 minutes) **Effect** DC 25 Reflex save to leap back through doorway (16d6, crush if save and DC 30 Escape Artist check failed) or knocked from ledge (1d6 fall).

Stone Block: 5 ft. thick; Hardness 8; hp 720; Break DC 65.

Creatures: This chamber served as the lesser burial vaults for the tower from ancient days. Now it is the home to **3 dire rat megaswarms** and the **4 feral vampire spawn** that feed off of them. Only one of the feral vampire spawn is in a sarcophagus, the others being empty of all save bones. The other **3** feral vampire spawn lurk in the burial niches in the walls, concealed by but undisturbed by the dire rats, waiting to leap out and attack. The dire rat swarms likewise attack intruders, unimpeded by the vampire spawn as they swarm in and around their legs.

DIRE RAT MEGASWARMS (3) XP 1,600 hp 52 (See Monster Appendix)	CR 5
FERAL VAMPIRE SPAWN (4) XP 2,400 hp 66 (See Monster Appendix)	CR 6

Treasure: Secreted in the sarcophagus containing the vampire spawn are the treasures the foursome has collected from the various burials. These include jeweled silk death mask (1,000 gp), assorted unholy symbols of gold and silver (175 gp total), a ceremonial dagger made of platinum (350 gp) that is useless as a weapon, and a pair of *gloves of swimming and climbing*.

30. Forlorn Hall (CR 13)

Rounding the corner reveals a long corridor, the ceiling 15 feet high. The walls floor and ceiling are covered in a mosaic of tiny, flat-black tiles creating a light absorbing tunnel. The monotony of the corridor is broken by a series of round columns marching down the center of the hallway, four in all, each covered in tiny tiles of a single color — yellow, red, green and mauve, respectively — before rounding a corner at the far end.

This corridor is called the Forlorn Hall by the Bloodmage for the series of deadly traps making the chances of safely traversing it nearly hopeless. This is as much to keep the feral vampires and dire rats from disturbing the main crypt as to prevent intruders from breaching the same. Belishan teleports after entering this hallway in order to reach Area 31 when necessary.

First Trap: Once the party rounds the corner they come into range of the first trap. Two *acid arrows* fire from the far end of the wall, one down each side of the line of pillars. They are targeted at the first person to come into view. They reset and fire again every other round as long as a target (invisible or otherwise) remains in range or until another trap in the hallway if sprung. The trap can only be removed at the eastern end of the hall, though it can be detected from the far end (though it probably activates before anyone has a chance to check). Quick-thinking characters can use the central columns for cover but risk activating subsequent traps. Stepping to one side of the pillars or the other allows only one *acid arrow* a chance to hit.

ACID ARROW TRAP Type magical; Perception DC 27; Disable Device DC 27

Trigger visual (*true seeing*); **Reset** automatic (1 round) **Effect** multiple traps (two simultaneous *acid arrow* traps); +7/+7 ranged touch; spell effect (*acid arrow*, 13th-level wizard, 2d4 acid damage for 5 rounds)

CR 8

Yellow Column Trap: This trap is only activated by touching the yellow pillar, such as if using it for cover from the *acid arrow* trap. Anyone of Medium size trying to squeeze past the pillar without touching it must make a DC 20 Escape Artist check. This check has a –5 penalty if using less than a full-round action to do so. There is an additional –1 penalty for each point of damage a character suffers while trying to squeeze past the columns without touching it easily. Large creatures cannot do so at all unless they use some sort of magic.

0

CR 8

If stunned by this trap, a PC becomes a prime target for the *acid arrows*.

POWER WORD STUN TRAP	CR 8
Type magical; Perception DC 32; Disable Device DC 32	

Trigger touch; **Reset** automatic (instantaneous) **Effect** spell effect (*power word stun*, 13th-level wizard)

Red Column Trap: Anyone entering the square in which the red pillar is situated activates the trap. A *cone of cold* emanating from the floor strikes everyone standing in the square with the red column. It originates from the entire square so the column provides no cover. Since it is a cone, 5 feet above the floor it spreads into two squares so a greater number of flying characters could be in peril. This trap can activate every other round.

CONE OF COLD TRAP

Trigger proximity; Reset automatic (1 round)

Effect spell effect (*cone of cold*, 13th-level wizard, 13d6 cold, DC 21 Reflex save for half)

Green Column Trap: This column bears two traps. The first is activated when anyone moves past the pillar on either side. Once the lateral plane of the column is broken a scythe springs from each side of the column sweeping in a downward arc. The scythes are coated in deathblade poison. This trap does not reset. Unfortunately, this trap is but a decoy for the second trap. To locate the second trap the first one must be successfully located and disabled and then a second check made to locate another trap. The second trap also activates when the lateral plane of the pillar is broken. When activated, the second trap causes the first *acid arrow* trap (see "First Trap" above) to begin firing again even if it has been disabled, dispelled, etc.

DEATHBLADE SCYTHE CR 8 Type mechanical; Perception DC 24; Disable Device DC 19

Trigger proximity; Reset manual

Effect Atk+16 melee (2d4+8 plus poison, scythe); poison (deathblade, *save* DC 20; *frequency* 1/rd. for 6 rds.; *effect* 1d3 Con damage; *cure* 2 consecutive saves)

ACID ARROW REACTIVATION TRAP CR 9 Type magical; Perception DC 30; Disable Device DC 27

Trigger proximity; Reset automatic (1 round)

Effect multiple traps (two simultaneous *acid arrow* traps); +7/+7 ranged touch; spell effect (*acid arrow*, 13th-level wizard, 2d4 acid damage for 5 rounds)

Mauve Column Trap: This column has no trap. Try as they might, PCs will be unable to locate a trap though they will undoubtedly suspect one. The purpose of this is to delay and distract the party while the hall's final trap activates.

Final Trap: This trap cannot be detected or disabled. It is only activated when the *acid arrow* trap has been either activated or disabled twice. Once this happens, an Empowered, Maximized *heat metal* spell activates and affects everyone between Areas 29 and 30a. In the tension and danger of the hallway, characters must make a DC 12 Wisdom check to notice the first round of the spell's effects. If the characters are actually involved in searching for or attempting to disable traps, the Wis check DC rises to 22. Belishan killed the druid who created this trap for him long ago, so it cannot be reset.

EMPOWERED MAXIMIZED *HEAT METAL* **TRAP CR 10 Type** magical; **Perception** DC na; **Disable Device** DC na

Trigger timed; Reset none

Effect spell effect (empowered maximized *heat metal*, 12th-level druid, 6 hp round 2, 12 hp rounds 3–5, 6 hp round 6)

30a. The Final Door (CR 10)

Leaving behind the hall of colored columns leads you to this small anteroom ending at a reinforced stone wall. Centered in the wall is a stone door set with several obvious locking mechanisms. The door itself bears the graven image of a demonic face. Great fangs protrude from a gaping mouth with a pointed, serrated tongue. Curling ram's horns sprout from the forehead, and the eyes have double-lobed pupils. Strangely, it also shows vague hints of human features but is obviously the depiction of an unredeemable soul.

This door is the continuation of the theme begun at Area 6 and continued at Area 29. Anyone having viewed those doors can make a DC 18 Wis check to notice a definite resemblance between all of the featured faces, as though they depict a single individual traversing the path to absolute corruption and darkness. The first character to make this realization receives a permanent +1 bonus to his Wisdom score. However, he also suffers a -2 insight penalty to all attacks, damage rolls, and saving throws for 24 hours due to the seemingly hopeless insight into mankind's ultimate vulnerability to corruption.

Locked Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 28 (+2 for each lock after the first—3 total); Disable Device DC 40 (each lock).

Magically Treated Reinforced Masonry Wall: 1 ft. thick; Hardness 16; hp 360; Break DC 65.

Demon Door Trap: The stone door is triple-locked with 3 superior locks. It also bears a terrible trap that was set by the original Master of the Tower — even before Belishan — who is depicted on the doors. His ultimate fate is a mystery even to Belishan. If the locks are bypassed, whether by being picked (there is no longer a key) or through magical means (i.e. *knock*), a *wail of the banshee* is unleashed.

WAIL OF THE BANSHEE TRAPCR 10Type magical; Perception DC 34; Disable Device DC 30

Trigger touch; Reset none

Effect spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures)

31. Guarded Crypt (CR 13)

At the back of this room is an alcove elevated slightly above the floor. Within this recessed area is a large, ornate stone sarcophagus. The wall behind it is covered in ancient lettering. There appears to have been some sort of instability here in the foundations of the tower, as a large rent is open in the floor and bisects the room, disappearing to the east through the wall. A deep crevice shrouded in darkness separates the entrance from the burial niche at the rear. An oppressive feeling of despair and anguish seems to hang in the air here.

The lid of the sarcophagus is heavy stone requiring a DC 26 Strength check to move aside. It can be broken or bashed through as if a stone door. A DC 28 Perception check reveals a small hole drilled

through the back of the sarcophagus providing entry to a creature in *gaseous form*. The bottom of the stone crypt has been lined with a layer of grave dirt.

Creature: Even Belishan does not fully fathom the evil of the tower's builder, nor does he know the man's fate, though he is convinced that this chamber once served as his personal crypt. What vile magicks his predecessor performed and what foul crimes he committed, Belishan cannot say, but he knows that somehow that wicked man's actions brought into being the creature known only as the Malice. The Malice dwells within the recesses of the crevice and arises whenever it senses living creatures within the chamber. Fortunately for Belishan, it does not respond to his presence as an undead creature and therefore makes a perfect guardian. Now the vampire lord uses the sarcophagus as one of his coffins, and it is possible that if the party has already faced him once he may already be here recovering from that fray. However, he will wait within the cover of his coffin while the Malice deals with intruders before deciding, if he is able, to flee or fight.

MALICE	CR 13
XP 25,600	
hp 218 (See Monster Appendix)	

Treasure: Belishan has placed some treasures and items in this, his most secure coffin, in case he must retreat here and recover from battle with intruders. Included herein are 6 *potions of inflict light wounds*, a *wand of fireballs (CL 8th)* (11 charges), a *major ring of fire resistance*, and a spellbook holding some of Belishan's rarest and most essential spells. Some of the spells are from the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* by **Sword and Sorcery Studios**. A description of those spells is provided at the end of this chapter.

The spellbook is full and contains the following spells: 1st—detect shapechangers², expeditious retreat, mage armor; 2nd—alter self, arcane lock, ethereal bolt¹, fountain of blood², invisibility, scorching ray; 3rd—blink, bloodstorm¹, dispel magic, fireball, great knock¹, tongues; 4th—arcane eye, mnemonic enhancer; 5th—essential blade²; 7th—limited wish, sever¹; 8th binding, create greater undead, greater planar binding, polar ray, symbol of insanity.

¹From Relics & Rituals by Sword & Sorcery Studios.

²From *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios.

Tucked into the very back of the spellbook, forgotten by Belishan, is a cracked and yellowed fragment of parchment. Written in a spidery hand are the words:

"My Illustrious Bloodmage,

Use the spell I have prepared at the Plaza of the Disciples to scatter the statuettes across the planes. Only then will the citadel be safely hidden away and forever protected from any future meddlings by our enemies who even now mass at the Black Gates. Fail me not, and the gifts of my liege will far outstrip even the rewards of your already extended life. Enact the ritual improperly, and you leave the doorway open for others to recall the citadel before the appointed hour by replacing the statuettes. Choose wisely, for our master watches always.

By the hand of the Grand Cornu of Orcus, Jeravix High Speaker of the Demon Prince for all the Mortal Realms"

32. Warded Stair (CR II)

This stair is carpeted in faded red, worn from many years of use. At the landing a single narrow window looks out over the dark city. Above the window is mounted a strange mask of some tribal design. It appears to be constructed of some exotic, dark wood, and gives off a faint musky scent. Bits of semiprecious stone have been inset into its scowling features and golden reed strips decorate its fringe and crown. A wide tongue protrudes from its mouth. Most arresting of all, however, are its eyes — orbs of iridescent stone seeming to catch and reflect any light as rainbow-colored motes.

As an influential member of Tsar's aristocracy, Belishan was occasionally forced to host gatherings of other nobles or city leaders at his tower. He placed this mask, garnered from some faraway land, here to deal with any overly nosy guests. It also prevented his servants from attempting to move unbidden about the tower. More than one of the tower master's invitees disappeared suddenly as a result of taking this stairway.

Fetish Mask Trap: Anyone viewing the mask is immediately affected by an *eyebite* as the mystical eyes gather all available light (even if no sources are present) and sparkle and glow hypnotically. The trap is activated whenever anyone comes to the landing, so even a character not looking at the mask is not immune. However, anyone averting or closing their eyes receives a +4 bonus on their saving throw. To follow up on the *eyebite* attack, anyone still present on the landing 1 round after the trap is first activated is subjected to a second trap as the colors in the eyes begin swirling faster and faster before finally exploding in a *prismatic spray* effecting all present.

EYEBITE TRAP Type magical; Perception DC 29; Disable Device DC 29

CR 9

Trigger magic (*alarm* covering landing); **Reset** automatic **Effect** spell effect (*eyebite*, 13th-level wizard, DC 22 Fortitude save)

PRISMATIC SPRAY TRAPCR 8Type magical; Perception DC 32; Disable Device DC 32

Trigger timed; Reset automatic

Effect spell effect (*prismatic spray*, 13th-level wizard, DC 23 Reflex, Fortitude, or Will save, depending on effect)

Treasure: If the traps on the mask are removed, the mask itself is worth 4,000 gp as an exotic work of art. If stripped down for its raw materials the semi-precious stones, gemstone eyes and gold leaf coating the reeds is worth a total of 570 gp.

33. Parlor

This room is elegantly appointed with plush chairs and divans, mahogany end tables bearing crystal carafes and goblets, exotic carpets and tapestries, and everywhere exquisite statuary in a dozen different types of stone.

This room served as a parlor for the tower inhabitants and their guests. All of the furnishings are of the finest quality, but all have aged poorly and on closer inspection are threadbare, dried and cracked with age or chipped, ruining their value as art objects.

The statues themselves, though basically worthless due to the

chips and cracks from centuries of misuse, are an excellent study in art. They are of many different creatures in miniature as well as a life-size Medium monstrous centipede coiled around a coat rack. A DC 18 Profession (sculptor) or Intelligence check by someone with stonecunning can determine that all of these sculptures are the works of a single artist or extremely good copies of one individual's style — all, that is, except the centipede sculpture. It is actually a victim of the medusa in Area 10, one of Belishan's earliest experiments in creating live art. The rest of the sculptures are his own work.

A DC 25 Perception check of the fireplace reveals a narrow crack in the mortar. This leads to a small crawlspace that connects the chimney from the fireplace at Area 8d allowing creatures in *gaseous form* to move between the levels of the tower.

34. Anteroom (CR 10)

Dark, empty alcoves flank an ornately carved oak door. Decorative iron hinges secure the door. The doors panels, cracked and dried with age, depict a woodcut of an elegant court with king and queen, courtiers, and spear-wielding honor guard. All appears idyllic in the scene save that someone has chipped off the heads of the king and queen.

The door opens onto the balcony (Area 8f). The balcony side of the door is not decorated.

Creatures: The alcoves are not as empty as they appear but are rather inhabited by **2 greater shadows**. They attack as soon as they are able to gain flanking attacks on the most vulnerable looking character.

GREATER SHADOWS (2) CR 8 XP 4,800

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

35. Studio (CR 6 or 7)

Blocks of stone in various states of sculpting are arrayed around the room on plinths and tables. Various stoneworking tools — chisels, files, hammers, sand-coated cords, scrapers, and sand-coated paper — are strewn upon table and floors alike. Easels with charcoal sketches of works in progress and future works stand about along with several statues near completion. The floor is littered with rubble and tiny stone fragments, and every surface bears a coat of gritty dust.

Belishan considers himself an artist in stone and over the many, many years of his existence has gained remarkable skill in sculpting. He tends to cross media with his magic and experiment with the supernatural abilities of some creatures. He keeps a medusa prisoner in Area 10 to this end, and has used it to enhance his own artwork and create unique guardians for his tower.

Creatures: Currently there are five life-size statues of humanoids in here that appear to have been completed or are near completion. They depict an elven archer, two dryads, a human nobleman and a human wizard. Other than the elf (which truly is a statue), the others are **4 stone zombies** that Belishan resculpted from their original appearance after he petrified them. These undead constructs attack as soon as intruders begin inspecting the contents of the room or try to leave. Unless the sounds of battle are covered by a *silence* spell, the stone zombies in Area 36 arrive in 3 rounds to reinforce their fellows.

STONE ZOMBIES (4) XP 600

Creature Collection II: Dark Menagerie 174 NE Medium construct **Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural) hp 34 (2d10+20 plus 3) Fort +0; Ref -1; Will +0 DR 10/adamantine; Immune construct traits

Spd 30 ft. **Melee** slam +7 (1d6+7)

Str 20, Dex 8, Con —, Int —, Wis 10, Cha 1 Base Atk +2; CMB +7; CMD 16 Feats Toughness^B SQ necromantic construct, staggered

Necromantic Construct (Ex) Stone zombies are treated as construct with all the standard construct immunities and traits. However, if a *stone to flesh* is cast on one, it reverts back into a standard zombie, the creation ritual's magic disrupted.

36. Display Room (CR 5 or 7)

A staircase spirals up through the floor of this room. A door leads to what is probably another staircase rising to the floor above. In the open floor between these are three statues. Each is a skillfully rendered, life-size depiction of an armor-clad knight. One wears a tabard with the image of a longsword symbol of the goddess Muir. Another is badly decomposed as if depicting a knight who fell in the long-ago war.

Creatures: Disguised as a display of his sculpture, Belishan actually uses this as a discreet guard room. The statues are **3 stone zombies**, two of whose appearance has been altered by Belishan's handiwork to hide their sinister nature. They attack anyone approaching either door. Combat occurring here, unless magically silenced, draws the stone zombies in Area 35 as well.

STONE ZOMBIES (3) XP 600

hp 34 (see Area 35)

37. Linens

This small room holds only shelves of linens once used for the guest rooms on the floor above. All are now moldering and moth eaten.

Treasure: A DC 15 Perception check reveals a mahogany case hidden long ago under a stack of pillow cases and forgotten. Within the case (worth 50 gp by itself), lying on velvet cushion is a carefully preserved human finger.

38. Hidden Coffin (CR 2)

This small, lightless hollow, no more than 4 feet high, holds only a single coffin of dark wood. Brass fittings gleam dully in any light available.

CR 2

This hidden place holds one of Belishan's back-up coffins. If the party has already faced the vampire lord, there is a chance he is currently in this coffin recovering. The coffin is locked (DC 20 Disable Device) or it can be bashed open (Hardness 5, hp 15, Break DC 16). Inside the coffin is a layer of grave dirt and a silk pillow. A DC 15 Perception check notices a crystal flask peaking out from beneath the edge of the pillow sham.

Creature: Reaching for the flask exposes the character to a surprise attack from Belishan's pet **death adder** that lies coiled beneath the pillow.

DEATH ADDER XP 600

CR 2

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous;" *The Tome of Horrors Revised* 425)

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and suffocation; *cure* 2 saves.

Suffocation Whenever a victim's Strength score is reduced to 0 as the result of that snake's venom, he must immediately make a DC 18 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the second round, he is dying (-1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful DC 22 Heal check made before a character suffocates negates any further need for Constitution checks.

Treasure: The crystal flask is empty and is merely a red herring to

lure characters into the snake's range. The real treasure is hidden in the velvet lining of the coffin's lid and can be located with a DC 25 Perception check or automatically if players ask about removing any lining. The treasure consists of 4 *arcane scrolls* (CL 15) as follows: (*arcane eye, mnemonic enhancer*), (*mislead*), (*dismissal, summon monster VII*), and (*ethereal jaunt, invisibility, project image, statue*).

39. Drawing Room (CR 15)

A small table with three chairs stands near the west wall. On it an oil lamp glows with a flickering light. Finely made, though threadbare, rugs cover the floor. Several small, tasteful art objects stand around the room. The entire east wall is a large frieze composed of dozens of naked figures intertwined in torment. Plaintive faces mouthing silent wails stare out from their prison of stone, and reaching hands grasp at a freedom ever beyond their grasp.

This side chamber serves as a drawing room for the guests of the tower. Belishan decorated it with a special sculpture of his own creation, the frieze. He named it Purgatory and considers it one of his best works, seemingly capturing the true essence of mortals in torment and madness. He considers it a whimsical piece, but anyone viewing finds it has a much more sinister aspect. The residents of the tower believe that somehow the master truly did capture a piece of Purgatory, for on occasion visitors have disappeared from this room never to be seen again. They are more right than they know, for there is danger in the frieze.

Purgatory Frieze: Each time a creature views the frieze, it must make a DC 13 Will save or be overcome with revulsion and



nauseated for 1 round. Even after the nausea has passed, it still suffers a -1 penalty to attacks, damage, saves, and skill checks while within sight of the frieze. Each time the frieze is viewed a new Will save is necessary in order to avoid being nauseated. Those that make these saves develop a compulsion to see the hideous artwork again, perhaps suspecting that there is some clue as to its true meaning or a hint at the location of something valuable hidden within its chaotic lines. This has no game effect, but you should encourage players whose characters have made the save to suspect there is more to the frieze than meets the eye, and it may be worth another look. Call for Perception or Knowledge rolls, check the adventure, make thoughtful expressions, and perhaps jot a note or two. Let them believe there is, in fact, something to be found. After the third time a creature has made a successful Will save against the nauseating effects of the frieze, it must then make a DC 25 Will save. If successful, nothing happens. If failed, the creature is absorbed into the frieze, forever lost save by means of a wish, miracle, or magic of similar power. Anyone one in the room when a creature is lost must make a DC 20 Wisdom check or fail to immediately notice the creature's disappearance - they had blinked, sneezed, or turned their head just as the disappearance occurred. The creature will seemingly have vanished into thin air, which is almost true. After a creature has been trapped in the frieze, others who know him and examine the sculpture can make a DC Perception check to notice a figure among the others that looks very much like their missing companion. The frieze has been touched by the power of Orcus and radiates strong evil. It does not radiate magic, and is not a magic item per se.

Creature: Standing in the room observing the frieze is Grampion, a **bugbear fighter/cleric** and guest of the tower. He has been staying in Area 48. He had previously viewed the frieze and had made his save versus the nausea. Now he has returned to give it a second look, feeling that there is something not quite right about it. He is, in fact, in danger of being drawn into the frieze having now made his save twice. If he were to leave the room, return, and make his save once again he would then be forced to make the higher save to avoid absorption. Despite his fascination with the frieze, he does not hesitate to respond to intruders.

GRAMPION XP 51,200

CR 15

Male bugbear fighter 9/cleric of Hel 6 (*Pathfinder Roleplaying Game Bestiary* "Bugbear") NE Medium humanoid (goblinoid) **Init** +6; **Senses** darkvision 60 ft., scent; Perception +15 **Aura** evil

AC 31, touch 15, flat-footed 29 (+11 armor, +3 deflection, +2 Dex, +3 natural, +2 shield) hp 136 (3d8+6 plus 9d10+18 plus 6d8+12 plus 6) Fort +17; Ref +15; Will +16 (+18 vs. fear) Defensive Abilities bravery +2; Resist electricity 10

Spd 30 ft.

Melee +4 bastard sword +29/+24/+19 (1d10+14/19–20) **Ranged** +2 heavy repeating crossbow +20/+15/+10 (1d10+3/19–20)

Special Attacks channel negative energy 6/day (DC 16, 3d6), spontaneous casting (inflict spells), weapon training (heavy blades +2, crossbows +1)

Domain Spell-like Abilities (CL 6th):

At will—speak with animals (9 rounds)

7/day—bleeding touch (melee touch +21)

Spells Prepared (CL 6th):

3rd—*contagion* (melee touch +21, DC 17), *dominate animal*^D (DC 17), *invisibility purge, searing light* (ranged touch +17) 2nd—*align weapon, bear's endurance, death knell*^D (DC 16), *lesser restoration, spiritual weapon* (melee +19/+14/+9, 1d8+2 force) 1st—*bane* (DC 15), *cause fear*^D (DC 15), *deathwatch, cure light wounds* (DC 15)

Hel, Goddess of Death, Lady of Pestilence

This deity appeared in *Bard's Gate* by Necromancer Games. It is updated and included here for your convenience.

Alignment: Neutral Evil

Domains: Air, Animal, Death, Earth, Fire, Plant, Water **Symbol:** A face, black on one side and white on the other **Garb:** Druidic garb of a midnight black and snow white **Favored Weapon:** poisoned dagger or sword **Form of Worship and Holidays:** Rites to Hel are practiced by her worshipers during blights and plagues, likewise sacrifices are made to her by fearful non-worshipers to stave off plagues and illness.

Typical Worshipers: Diseased and disease-causing creatures, evil humanoids, evil druids, women, bards.

Hel is known to spread disease, pestilence and plague with the wave of her hand. Any living thing in her presence withers and dies. She appears as a strange gaunt woman of both jet black and blankest white. Diseased creatures worship her. It is said a strange cult of druidic ghouls and mummies worships her in a secret temple hidden from the knowledge of mortals, spreading their foul diseases in secrecy. Several sects of evil druids dedicated to Hel plague the land, summoning swarms of vermin and causing disease in living things. She cares for nothing other than the spread of death. Oddly, some evil bards worship her. She resides on a plague-ridden plane in Hades.

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

D domain spell; Domains Animal, Death

Str 22, **Dex** 14, **Con** 15, **Int** 14, **Wis** 18, **Cha** 17 **Base Atk** +15; **CMB** +21; **CMD** 36

Feats Alertness, Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword)^B, Exotic Weapon Proficiency (heavy repeating crossbow)^B, Great Cleave, Greater Weapon Focus (bastard sword) ^B, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B **Skills** Bluff +9, Climb +14, Diplomacy +12, Handle Animal +15, Intimidate +28, Knowledge (religion) +11, Perception +15, Ride +10, Sense Motive +9, Spellcraft +11, Stealth +8 **Languages** Common, Draconic, Goblin, Infernal **SQ** armor training 2, stalker **Combat Gear** 2 vials of wyvern poison; **Other Gear** +2 *full plate*, masterwork heavy steel shield, *ring of protection* +3, *minor ring*

of electricity resistance, ring of feather falling, +4 bastard sword, +2 heavy repeating crossbow, cloak of resistance +3, pale blue rhomboid ioun stone, hand of glory, silver unholy symbol of Hel (25 gp), pouch with a signal whistle 25 pp, and a large bloodstone (100gp)

Wyvern Poison (Ex) Injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves.

Personality: Grampion is not automatically hostile to the party. He is a member of a secret cult of Hel, Lady of Pestilence and Death, and has come to the tower to explore a possible alliance with Belishan, a master of death in his own right. He has been at the tower for only a few days and spends his time primarily in his suite or exploring this level. He has met Belishan once and is awaiting an audience with him in Area 77. He knows about

Janirov and is aware that he is a shapechanger. He also knows about Carmella but doesn't get along well with her. He has no great loyalty to Belishan but quickly pegs the party as intruders unless they succeed at bluffing him. His initial attitude is unfriendly but if changed to friendly through Diplomacy he would be willing to trade information with the party in exchange for something of value in return (magic items are always nice). If his attitude is changed helpful he provides the information for free. Grampion has a particular hatred of the church of Thyr (over a past incident) and becomes hostile immediately if he sees signs of such allegiance. If forced into battle, Grampion attempts to fight his way to Area 61 in order to summon his steed and escape.

40. Loft (CR 4)

This bare room has been used for storage in the past and still holds a few rolls of unused parchment stacked against the west wall and now moldered beyond usefulness. There is no floor in the easternmost portion of the room. Instead a ladder leads down 12 feet to Area 12 below. The ladder bears a **trap**.

Ladder Trap: The ladder is made of wood with a dark stain. The second rung from the top is actually a thick candle mounted between the side rails with a poisoned, razor-sharp blade inserted down the length of it. If it is not noticed that the rung is false, anyone gripping the rung presses through the wax and slashes his hand on the blade (even if wearing a glove, but not a gauntlet). This causes 1d6 points of damage and requires a DC 18 Reflex save to avoid falling to the floor below. In addition there is a 50% chance that the injured hand is the characters primary weapon hand imposing a -4 penalty on all attack, damage, and skill check rolls requiring the use of that hand (Disable Device, etc.) until healed. Spellcasters are unable to use somatic components until healed. Once discovered, the trap cannot be removed short of breaking the ladder but can be easily avoided.

FALSE LADDER RUNG TRAPCR 4Type mechanical; Perception DC 18; Disable Device DC na

Trigger touch; **Reset** repair **Effect** poisoned blade (1d6 plus poison, giant wasp poison, Fort DC 18, 1/rd. for 6 rds., 1d2 Dex, 1 save); DC 18 Reflex save avoids fall; 10 ft. (1d6, fall)

41. Landing

A blue silk runner, worn and stained by years of foot traffic, extends between the eastern and western doors and branches off to the head of the descending staircase. Directly opposite the stairs is a large painting of two dragons, one black, and one white, locked together in mortal combat, their bodies forming a yin-yang symbol. On either side of this painting is a shallow alcove, empty but with deep shadows cloaking its recesses.

Characters may be suspicious, but the alcoves are empty of anything more menacing than a few dust bunnies.

42. Study (CR 13)

Flickering standing lamps provide this room with a warm glow combined with a cheery blaze burning on the hearth. A beautifully carved, wooden desk stands against the west wall with a comfortable chair. Books and sheaves of paper sit upon the desk next to an inkwell and quill, a small sandbox beside them. The desk has several brass-handled drawers with ornate locks. A triple arch supported by two columns exits into a darkened room to the north. A cool breeze emanates through this arch swirling thin mists that lurk beyond. Three portraits hang on the walls of this room: An ageless, silverhaired woman with a severe expression on the east wall; a jolly, rotund man standing next to laden table hangs above the mantle; and a young, dark-haired child with large, haunted eyes hangs above the desk.

This nicely appointed chamber serves as Belishan's study. The lamps and fireplace are all illuminated by *continual flame* (CL 15th). The paintings are the masterworks of a long deceased madman who was said to have a touch of the divine (or infernal). They are quite good — and captivating. Each of the paintings has a different effect on those who view them. See the descriptions of the different paintings below. It is possible that different party members will look at different paintings simultaneously and be affected by several all at once. The desk is covered with materials for writing scrolls. There are no completed scrolls on the desk. The desk has four drawers; all locked (Disable Device DC 25) and **trapped**.

Portrait of the Stern Woman: Anyone viewing this painting must make a DC 23 Will save or be affected by an *antipathy* spell at caster level 20. This effect cannot be dispelled from the painting as it is not a magical effect but rather a quality of the paining itself. Destroying the painting prevents it from producing this effect.

Portrait of the Jolly Glutton: Anyone viewing this paining is affected as if he had looked into a *mirror of opposition* except the character is drawn into the painting to duel the fat man who has the same equipment, abilities, etc as the victim — even growing or shrinking if necessary to match the size. Only one person can be drawn in at a time. Once one of the duelists is killed, the character is expelled from the painting, living or dead, and it returns to its normal appearance. It can function as many times as someone views it. As with the previous portrait, this is not actually a magical effect that can be dispelled but rather a quality of the painting. The portrait can easily be destroyed. If destroyed while a victim is trapped within it, there is a 50% chance that the victim is safely expelled and a 50% chance that the victim is slain and forever lost in the tatters of the painting.

Portrait of the Lost Child: This portrait brings a deep-seated feeling of dread and sorrow to the viewer as they are almost hypnotized by the child's bottomless eyes. Anyone viewing it is affected by a *phantasmal killer* at caster level 20 and must make a DC 19 Will save to recognize it as unreal. The Fortitude save for anyone who fails the Will save is also DC 19. Once again, this is not truly a magical effect and cannot be dispelled. This portrait, too, can be easily destroyed.

Desk Drawer Traps: The heavy desk has four locked drawers. The handle of each drawer has been smeared with black lotus extract contact poison. The effects stack for multiple exposures.

DRAWER HANDLE SMEARED WITH CONTACT POISON CR 9 Type mechanical; **Perception** DC 18; **Disable Device** DC 26

Trigger touch; Reset manual

Effect poison (black lotus extract, DC 20 Fortitude save resists, onset 1 minute, 1/rd. for 6 rounds, 1d6 Con, cure 2 saves)

Treasure: This desk is where Belishan pens his scrolls. In the first drawer are high-quality scroll-making materials worth a total of 3,000 gp. The second drawer holds an *arcane scroll (CL 15: clenched fist)*, and a single sheet of parchment with a crude sketch of a beautiful young woman sprawled nude upon a bed of furs. This parchment is actually cloaked with a *secret page* which hides the phrase "Blood of life for the door closes" written in Common. The command word for the *secret page* is "Bloodmage". The phrase written on the parchment is the command word to deactivate the trap in Belishan's laboratory (see Areas 68). The third drawer is empty, and the fourth drawer holds a spellbook that Belishan is currently working on. The spellbook is trapped with a *symbol of weakness* inscribed on the first page.

SYMBOL OF WEAKNESS TRAPCR 8Type magical; Perception DC 32; Disable Device DC 32

Trigger visual (*symbol of weakness*); **Reset** none **Effect** spell effect (*symbol of weakness*, 15th-level wizard, 3d6 Strength damage)

The spellbook has 38 blank pages at the back in addition to the following spells: 6th—planar binding; 7th—control weather, delayed blast fireball, ethereal jaunt, grasping hand, limited wish, project image, symbol of stunning, vision.

43. Library (CR 8)

The lights of the study do little to dispel the gloom in this room. Shelving stacks run from floor to ceiling forming stone rows laden with books and scrolls. A cool, moist breeze continually flows throughout this room ruffling the pages and creating a constant susurrus. The combination of cold and moisture creates thin tatters of fog that swirl around the ceiling of the room.

This library was once a magnificent repository of knowledge collected over the centuries. Unfortunately, Belishan in his endless centuries grew tired of the collection and moved on to other pursuits. He removed most of the works of interest to him and the rest suffer from the effects of age and dampness. Works on almost any subject can be found herein allowing a +5 circumstance bonus on any Knowledge checks while consulting the library, but they are fragile and many of have rotted into illegible scraps. Not all books of import were removed from this room. A DC 20 Perception check locates one promising-looking work that reveals itself to be a *vacuous grimoire* if perused.

Creatures: The air currents are natural, created from fissures in the walls that cause drafts up from the cellars below the house. The mists, however, are actually **5 vampire spawn** that enjoy lurking in here riding the breezes in *gaseous form*. Unless detected and attacked early, they wait until a party begins exploring the room and then descend to flank characters before assuming their corporeal forms and attacking.

VAMPIRE SPAWN (5) XP 1,200 **CR 4**

Pathfinder Roleplaying Game Bestiary "Vampire" LE Medium undead



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

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

Spd 30 ft. Melee slam +4 (1d4+1 plus energy drain) Special Attacks create spawn, blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15 Base Atk +3; CMB +4; CMD 15 Feats Blind-Fight, Skill Focus (Perception) Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16 Languages Common

SQ gaseous form, shadowless, spider climb

44. Scrivener's Chamber

The narrow window lets only a feeble light into this cramped room. A stairwell curves upward. Stacks of paper and parchment are piled about the room, and against the east well is a tall, heavy writing desk with a canted surface. A high stool provides access to the desk, and seated on the stool is a stooped, unbelievably emaciated figure in worn rags. A heavy chain links a manacle on the man's ankle to one leg of the heavy desk. A balding head with only a perimeter of scraggly gray hair surrounding an aged-spotted pate rests on the desk atop a thin arm clutching a quill. Sheaves of paper collect like clouds beneath the stool and desk. The figure is unmoving.

This forlorn chamber marks the passing of Belishan's scrivener and records keeper. Never one for the tedium of accounting, Belishan employed (willingly or otherwise) others to take care of this odious task for the upkeep of the tower. These pathetic wretches knew no home but this room and the desk to which they are chained. The care and maintenance of these individuals fell to the major domo. Unfortunately for this scrivener — his name long since forgotten by Belishan — with the disappearance of Rothestyl, the new major domo Cheg has been somewhat remiss in his duties. Never a healthy individual to begin with, the scrivener succumbed to starvation and dehydration after only eight days of deprivation. As attested to by the dried ink on his fingers and the page on which he writes, he continued faithfully right up to the end.

An examination of the body reveals the horrid living conditions he had endured for years and the means of his hopeless demise. There are no signs that he attempted to break free from his post. Seemingly death was a kinder fate than his intolerable existence. Examining the various papers reveals records for the tower stretching back many centuries, to the earliest days of Tsar, written in many different hands. They are all mundane records and invoices of orders and taxes, expenses and income. Surprisingly, even though in the midst of a dead city, Belishan's finances involve transactions in places as far away as Bard's Gate, the Grand Duchy of Reme and Hawkmoon. It seems the Bloodmage has a long reach indeed. No information of immediate value can be gleaned from these records.

45. Side Room

Circular stairs ascend and descend from this round chamber. A door pierces the eastern portion of the wall. In the center of the chamber between the stairs is a tall sideboard of dark oak with a mirrored back. Several colorful bottles and rows of crystal goblets and brandy snifters sit upon it. Three bar stools stand before it and standing next to them is a wooden pipestand holding several finely carved meerschaum pipes. The stench of death fills the room.

This sideroom served as a bar for those making use of the library and study. The bottles hold various fine liqueurs, though most are not properly sealed and have gone to vinegar with age. The sideboard itself has three large doors in its front. Each opens onto shelves for storing more glasses, cleaning rags, spare bottles of liqueur and wine, and one decomposing body.

Stuffed into the center door at an awkward angle is the naked corpse of a human male. This is Rothestyl, the former Major Domo of the Tower. He has been dead for two weeks and has begun to decompose, his face swollen and black, thick purplish tongue protruding. If he is pulled out of the sideboard the fatal wound, a swollen, discolored puncture on the back of his neck, is clearly visible. A DC 20 Heal check is able to determine that the wound was itself was not fatal but rather a dose of deathblade poison. Rothestyl was killed by a sneak attack from the rogue, Kendral. Kendral stuffed the corpse in the sideboard and then entered the secret door to Area 46. The secret door can be found with a DC 30 Perception check. It can be unlocked only by turning a nearby torch bracket (located as the lock with an additional DC 25 Perception check) or by a DC 30 Disable Device check.

Treasure: There are a total of six intact bottles of fine wine and rare liqueur that are worth 100 gp each.

46. Treasury (CR 8)

Guttering torches with blue flames are mounted in brackets giving the room a mysterious cyan aura. Set into the far wall is a circle of nine large gems. Five of them gleam with a brownish luster; the other four are a dull gray. Stacked around the room are chests and bowls overflowing with coins and gems, rolls of fine textiles, and racks holding exquisite weapons, armor and garments. In the center of the room stands an ornate pedestal carved from a single elephant's tusk. Bands of writing in basrelief wrap around the podium, and atop it sits some sort of green ornament or model. Standing motionless before the pedestal, his back to you, is a dark-cloaked figure. A nimbus of amber light surrounds the figure.

The walls of this hidden room are lined with an internal layer of lead to prevent scrying and attempts to break through because this serves as the treasury of the Crooked Tower. Centuries of tribute, loot, ransom and extortion payments, and other illicitly gained funds have been funneled to this chamber. Since the fall of the city around the tower, there has been little for Belishan to spend his wealth on, and it has accumulated largely undisturbed, used only to pay the occasional mercenary or contact in distant lands.

Pedestal Trap: The bas-relief writing on the pedestal is in Common and reads, "Woe to you who would invade my vault. Enjoy my hospitality and ponder awhile upon your folly before I slake my thirst upon your soul." Hidden within this message is a *sepia snake sigil*. It activates when anyone reads the inscription. The magic of the





trap is tied into the gems embedded in the far wall. Each of these is a large piece of amber. Whenever the trap is activated, one of the pieces of amber is consumed in the spell and burns out to a dull gray, worthless stone. The trap automatically resets and can be used five more times before Belishan will have to replace the gems. If the remaining gems are pried from the wall the trap is deactivated, though trapped characters will not be freed.

HEIGHTENED SEPIA SNAKE SIGIL TRAPCR 8Type magical; Perception DC 30; Disable Device DC 30 (or as above)

Trigger visual (*sepia snake sigil*); **Reset** automatic **Effect** spell effect (heightened *sepia snake sigil* (8th level), 15th-level wizard, DC 23 Reflex save negates)

Creature: The figure standing before the pedestal is a **rogue** named Kendral. He is currently entrapped within a *sepia snake sigil* that was activated two weeks ago. He can be freed with a successful *dispel magic* against a 15th-level caster, or when the spell expires in another three days. The same **trap** is still active on the pedestal and can snare other characters if they are not careful.

KENDRAL

CR 12

XP 19,200 Male half-elf rogue 10/assassin 3 NE Medium humanoid (elf) Init +5; Senses low-light vision; Perception +15

AC 23, touch 16, flat-footed 23 (+4 armor, +5 Dex, +1 dodge, +3 natural) hp 89 (10d8+20 plus 3d8+6 plus 10)

Fort +6 (+7 vs. poison); **Ref** +14 (+17 vs. traps); **Will** +4; +2 vs. enchantment **Defensive Abilities** evasion, improved uncanny dodge, rogue talent (defensive roll), trap sense +3, uncanny dodge; **Immune** magic sleep

Spd 30 ft.; ledge walker

Melee +2 *chaotic outsider bane rapier* +16/+11 (1d6+3/18–20) or +1 *silver dagger* +15/+10 (1d4+2/19–20)

26

Ranged mwk hand crossbow +15/+10 (1d4/19–20 plus poison) **Special Attacks** death attack (DC 15, stun 1d6+3 rounds), rogue talent (bleeding attack, minor magic, major magic), sneak attack +7d6

Spell-like Abilities (CL 10th):

at will (in darkness)—*beastshape III* (bat form only), *fly* 2/day—*true strike* 3/day—*ghost sound* (DC 12)

Str 12, **Dex** 21, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10 **Base Atk** +9; **CMB** +10; **CMD** 26

Feats Dodge, Exotic Weapon Proficiency (hand crossbow), Mobility, Point Blank Shot, Quick Draw, Rapid Reload (hand crossbow), Skill Focus (Stealth)^B, Weapon Finesse **Skills** Acrobatics +18, Appraise +15, Climb +19, Diplomacy +15, Disable Device +25, Disguise +13, Escape Artist +18, Perception +15 (+20 locate traps), Sleight of Hand +18, Stealth +44, Use Magic Device +16

Languages Common, Elven, Giant, Undercommon

SQ elf blood, poison use, rogue talent (ledge walker), trapfinding **Combat Gear** 3 *potions of cure light wounds*, 5 vials of deathblade poison (marked as *potions of cure light wounds*), *wand of cat's grace* (4 charges); **Other Gear** +2 *greater shadow leather armor*, *amulet of natural armor* +3, +2 *chaotic outsider bane rapier*, +1 *silver dagger*, masterwork hand crossbow, 20 poisoned bolts (deathblade), *belt of incredible dexterity* +2, *cloak of the bat*, backpack with masterwork thieves' tools, climber's kit, and a bloodstained courtier's outfit with jewelry (65 gp), pouch with 20 gp and 45 sp

Deathblade Poison (Ex) Injury; *save* DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 saves.

Personality/Description: Kendral is a half-elf of drow descent, though this is only evidenced by the dusky cast to his olive skin. His hair is long and brown, and he wears a short goatee. Kendral wears all black garb, including a scarf over his mouth and nose, as part of his occupation. He hails from the distant Domain of Hawkmoon where he worked as a second-story man and accepted the occasional contract for a hit on a political figure, but he realized things were going to get very messy fast in that lifestyle and decided to hit the road as an adventurer and acquisitions expert several years ago. His latest job contracted out of Reme was to recover a legendary emerald known as the Tu Chai Palace that disappeared hundreds of years ago. After months of research at great expense he managed to track its long history of being stolen and restolen to a thief working for the infamous Bloodmage of Tsar just prior to the great war that swept over that city. As a result, he carefully worked his way across the Desolation and into the city where he located this tower. Unaware of the true nature of the tower's current master, he managed to infiltrate the tower through the privy at Area 16 and make his way up through Areas 18, 32, 33, 41, 42 and 45 to here, avoiding the tower's many dangers along the way. He was on the verge of being discovered by Rothestyl in Area 45, when he killed the major domo with a poisoned crossbow bolt. He stuffed the body in the sideboard and entered the treasury before falling prey to the sepia snake sigil. Cheg, the new major domo, has not yet been told about the secret treasury, and Belishan has not bothered to check it in the last few weeks and is, therefore, unaware of the intruder or Rothestyl's fate.

Kendral is more self-interested than evil and found the life of a hired assassin to be rather unpalatable. He has always worked as a loner, but being trapped alone in the Bloodmage's vault has him spooked. He is more than willing to join with a group of powerful adventurers and would even accompany them in further exploration of the city. Kendral is intended to be a potential substitute for a player character lost elsewhere in the adventure, if the party can stomach the presence of an evil character. We will downplay his role as an assassin preferring the part of an acquisitions expert. This character ought to allow for some interesting role-playing opportunities. Adjudicate the possession of the Tu Chai Palace and any rewards obtained for completing the contract as you see fit, though Kendral won't take on an obviously superior party to try and take it. If he doesn't (or does!) join the party, he might try to steal it at some point, though. There are many possibilities for interactions with this character by the party.

Treasure: As mentioned above, a lot of treasures have accumulated in this vault over the years. If removed from their settings in the wall, each of the unused pieces of amber is worth 500 gp. The various chests, urns and bowls hold a total of 27,300 gp, 42,550 sp, 16,085 cp, 2,300 pp, and assorted gems and jewelry with a total value of 65,000 gp. Racks hold clothing for both genders of Small, Medium, and Large humanoids of exquisite make and a myriad of styles dating back 500 years. These are all in excellent shape and are worth a total of 12,000 gp. Art objects in the room include a 3-foot-diameter flawless crystal globe (10,000 gp), a complete service of platinum cups (3,000 gp total), a diamond-encrusted walking stick (5,500 gp), a tiny replica chest of ivory with gold fittings that can be used for a secret chest (5,000 gp), and a teak console table worked with mother-of-pearl (2,000 gp). The arms and armor comprise masterwork samples of each exotic weapon listed in the PHB, a suit of gold banded mail that weighs 125 lb and is worthless as armor (2,500 gp), a +2 darkwood shield, and a suit of dragonhide plate.

The ivory pedestal in the center of the room is exquisitely carved with both Belishan's warning and bands of figures and animals wrapping completely around it. It is crafted from a single exceptionally large elephant tusk and is worth 3,500 gp. Atop the pedestal is a fantastically carved palace in miniature. It is crafted from green stone and is delicately carved into a hanging palace built upon the side of a steep cliff. The details include trees, windows, doors, and even stonework in individual relief. A successful DC 20 Appraise check can determine that the entire model is crafted from a single massive emerald. The entire piece weighs 10 lb. This is, of course, the Tu Chai Palace sought by Kendral, depicting a semi-mythical imperial palace from the legends of the exotic northern lands. As a piece of artwork it is worth 150,000 gp, but its legendary status makes it priceless. Rather the party's best bet would be exchanging it with some powerful individual for a princely (though lesser) sum and the promise of favors and considerations in the future, much as Kendral had arranged, or perhaps for a powerful magic item(s). Regardless, whoever owns the palace is in for constant struggle as endless attempts are made to steal the priceless jewel and/or slay its current owner. Legend even holds that misfortune befalls any who possess it for long.

If a DC 28 Perception check is made on the Tu Chai Palace, it is discovered that one of the many doors depicted can actually be opened on tiny hinges. Beyond is a hollow space holding a small gold receptacle stoppered by a polished fang and sealed with platinum wire. This receptacle holds the *ashes of Amnu-Paket*. See the **Magic Items Appendix** for more information on this item.

While the items in this chamber are of exceptional value, they are also quite bulky. Feel free to make the PCs go through the process of removing such a large hoard through a hostile environment such as Tsar and then try to safely store it at a place like The Camp.

47. Upper Hall

An unlighted, narrow corridor runs between the guests rooms of the tower. Anyone in the hallway or adjacent rooms can make a DC 15 Perception check to notice creaking footsteps and occasionally grinding coming through the ceiling from the floor above. A DC 20 Perception check catches sight of a short trail of dust sifting down from the cracks in the stonework above as if something heavy had just passed over. The cause of these phenomena is described in Area 58.

48. Grampion's Suite

These connected rooms consist of an anteroom, a small privy, and a bedchamber. The anteroom and privy are basically empty of all but the necessary accouterments. The northern bedchamber has been occupied by Grampion, the bugbear cleric of Hel, though he is currently in Area 39. The chamber has a heavy, sagging bed with a worn mattress and threadbare blankets against the west wall. Leaning against the north is a +2 tower shield painted half black and half white. Beside it are stacked a set of saddlebags. Grampion uses the shield when riding his steed. He keeps his personal possessions inside his saddlebags. They include several changes of clothing all covered in coarse hairs (DC 15 Knowledge [local] to identify as bugbear sheddings) including one set of cleric's vestments (DC 15 Knowledge [religion] to recognize as devoted to Hel), rancid foodstuffs, brackish waterskins, and his **treasure**.

Treasure: Stored within the saddlebags are a wooden case holding 5 vials of wyvern poison and 2 vials of antitoxin, an ivory and onyx unholy symbol of Hel (shaped like a woman's head — half black and half white) worth 80 gp, 4 thunderstones, and a leather bag holding 300 gp, 225 sp, and 70 iron bits from The Camp.

49. Kennels (CR 8)

The wall between these two rooms has been torn down to make a large open space. The northern door has been nailed shut from the inside and requires a Break DC 40.

The wall between this room and the next has been crudely removed leaving jagged pieces of stonework protruding from the floor, walls, and ceiling. The room is strewn with gnawed bones, animal droppings and matted fur. The window panes have been broken out allowing rain water to puddle beneath them. The room smells strongly of wet animals.

Creatures: Belishan uses this room as a kennel. There are currently **3 dire worgs** in here. They are part of the same pack as those found in Area 8. Once they identify PCs by smell as someone other than one of the tower's denizens they attack and pursue relentlessly, though they have difficulty moving through some of the narrow corridors. Otherwise they remain in this room unless summoned by the master.

DIRE WORGS (3) XP 2,400 hp 68 (see Monster Appendix) CR 6

50. Ill-Fated Guest Room

The door to this room is stuck as if something behind it is holding it shut. A DC 25 Break check is able to tear away enough of the wood paneling and frame to remove the door and allow entry.

Beyond the door is a forest of iron spears. They extend from every foot of the floor, and their pointed heads reach the ceiling. Pinned to the ceiling on the tips of these pikes are the splintered remains of two simple beds and a chair, as well as, two armored corpses, their arms and legs dangling lifelessly.

This room was once set with a vicious trap that caused a forest of spears to magically spring from the floor and impale anything in the room against the ceiling. A pair of hapless adventurers fell prey to it several years ago, and Belishan has never devoted the time or expense to resetting it. The spears are solid iron poles 2 inches thick (Hardness 10, hp 60, Break DC 28). The bodies are impaled to the ceiling at the center of the room requiring the party to dismantle at least 15 spears to reach one corpse or 18 spears to reach them both. The bodies themselves are little more than desiccated skeletal remains within their armor. They both wear half-plate armor, though it is useless without major repairs due to numerous punctures.

Treasure: Clenched in the fists of the corpses are a +1 wraith short sword (see **Magic Items Appendix** for details of the Wraith special ability) and a +2 flail respectively. The skeleton with the flail also wears a locked gauntlet and a masterwork buckler. The first one's pouch holds 27 gp, a chrysoberl worth 100 gp, and a *potion of cure light wounds* (miraculously unbroken), and the second wears a backpack containing 3 wooden stakes, a hammer, a silver holy symbol of Arden (a lesser god of the sun) worth 25 gp, three broken and empty potion vials, an intact metal flask of holy water, and a pouch with 14 pp.

51. Creature Storage

The door opens onto a good-sized chamber with two windows and a small closet in the far corner. All furnishings have been removed, and in its place are dozens of highly detailed, lifesize sculptures of various types of monsters.

Belishan uses this chamber to store creatures he has captured and exposed to the medusa at Area 10. He saves them for use later as guardians or elements of the trap at Area 7. In here are the petrified forms of a troglodyte, a hell hound, a dire badger, a young brass dragon, and a shocker lizard. If a *stone to flesh* is applied to any of these creatures, and it survives its Fortitude save, the party will have a hostile monster on its hands as even the brass dragon assumes its rescuers to be foes.

52. Carmella's Room (CR 7)

This shadowy room reeks with eldritch foulness. Two window casements are clogged with some sort of tarry bile blocking any light from entering the room. A small closet stands open, its door ending at splintering gnaw marks where portions of it are missing. The southern portion of the room has some sort of nest comprised of a papery, fibrous substance smeared with the same tarry goo that blocks the windows. Shreds of hair and skin dangle from a small iron chandelier in the center of the room.

Creatures: This room serves as the chamber of Carmella, an **advanced grisly minstrel daemon** and court bard of the Bloodmage. She resembles beautiful human woman from the waist up though with reddish skin, sharpened teeth, and arms ending in clawed hands, and from the waste down she has the body of a fiendish giant cricket. She typically spends her time in her nest strumming her harp made of bone and vocal cords. The nest is composed of the substance produced when she gnaws on the wooden door and combines it with her own tarry spittle. The hair and flesh on the chandelier are her own from the many times she has bumped her head against it. Her damage resistance prevents any real harm, though. The closet itself holds the naked remains of her last meal, a dwarven skald. The skin has been peeled from his face and consumed. The vocal cords of his throat have been exposed and wooden tuning pegs attached as Carmella experiments with the tones they produce as they dry and shrink.

CR 7

CARMELLA XP 3,200

Advanced-HD grisly minstrel daemon (*Creature Collection II: Dark* Menagerie 41)

NE Large outsider (daemon, evil, extraplanar) Init +7; Senses darkvision 60 ft.; Perception +14

AC 24, touch 12, flat-footed 21 (+5 armor, +3 Dex, +7 natural, -1 size)

hp 67 (9d10+18)

Fort +5; Ref +9; Will +8

Defensive Abilities mind shielding; **DR** 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

Spd 40 ft., climb 20 ft.

Melee +1 keen short sword +14/+9 (1d8+6/17–20), bite +8 (1d4+2) or 2 claws +13 (1d6+5), bite +13 (1d4+5)

Space 10 ft.; Reach 10 ft.

Special Attacks bardic performance 33 rounds/day (countersong, distraction, fascinate [DC 21], inspire courage +3, inspire competence +4, suggestion [DC 21], dirge of doom, inspire greatness, soothing performance)

Spell-like Abilities (CL 9th):

1/day—dimension door

Bard Spells Known (CL 11th):

4th (3/day)—freedom of movement, hold monster (DC 19), legend lore

3rd (5/day)—blink, crushing despair (DC 18), glibness, slow (DC 18)

2nd (5/day)—darkness, cure moderate wounds (DC 17), invisibility, silence (DC 17), sound burst (DC 17)

1st (7/day)—cure light wounds (DC 16), feather fall, hideous laughter (DC 16), identify, lesser confusion (DC 16), summon monster I

0 (at will)—detect magic, ghost sound (DC 15), know direction, lullaby (DC 15), mending, read magic

Str 20, **Dex** 16, **Con** 15, **Int** 11, **Wis** 10, **Cha** 20 **Base Atk** +9; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Bluff)

Skills Acrobatics +15 (+25 jump), Bluff +20, Climb +16, Perception +14, Perform (string instruments) +21, Sense Motive +14, Stealth +11

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

Combat Gear potion of eagle's splendor; **Other Gear** +2 studded leather armor, +1 keen short sword, ring of mind shielding, harp

Bardic Performance (Su) A grisly minstrel daemon has the ability to use bardic performance in the same manner as a bard of a level equivalent to the grisly minstrel's Hit Dice +4. The music of this performance can be produced by a musical instrument or simply by rubbing its hind legs together (which counts as a string instrument for the daemon). Using its hind legs in this manner is a free action and does not interrupt the grisly minstrel's attacks or spellcasting, though it cannot move while making this unholy music.

Development: Carmella is a guest of Belishan but tries to Bluff the party into thinking she's merely a prisoner summoned by the Bloodmage for entertainment and wishing only for her freedom. She offers to accompany the party and assist them if they will in turn destroy the Bloodmage and free her from her bondage. If asked she claims he keeps a magic item which prevents a *dismissal* spell from working on her. This is untrue, but she uses it to try and prevent the use of a *dismissal* on her. She tells the party she is a bard and can use her spells and abilities to help them. She uses her hind legs to inspire courage to give them an example. She tries to remain with the part as long as possible to gain information as to their strengths, weaknesses, intentions and tendencies. As soon as she is attacked, thinks someone is about to cast a *dismissal*, or believes she has obtained enough information she uses her *dimension door* to retreat to Area 77 and report all she can to Belishan while they await the party. She knows of Grampion and claims he is an evil priest visiting the Bloodmage to seek an alliance, which is true (she doesn't care much for the bugbear and would be happy to see him killed). She claims to know nothing of the towers layout saying the Bloodmage always magically summons her directly to his location. If anyone looks in her closet she figures the jig is up and tries to make a surprise attack before reporting to Belishan.

Treasure: Buried within the tarry wood fiber of the nest are the daemon's treasures: 9 large black sapphires (1,000 gp each) a mithral pinky ring (50 gp) and a box of 16 colorful polished stones. A DC 25 Heal check identifies them as kidney stones removed from various humanoid races. If sold in the Lower Planes, they could fetch up to 100 gp each.

53. Empty Bedchamber

This bedroom is immaculately kept with a bed, its covers turned down, a table and chair, footlocker, and standing wardrobe. All are empty and dust free.

54. Blood-Spattered Bedchamber

This chamber is empty of furnishings. The cold stones of the floor bear great dark stains where someone or something has spilled a great deal of blood at sometime in the past.

The blood is old and is all that is left from one of the mimics' hunts (see Area 55). Other than that the room is completely empty.

55. Second "Empty" Bedchamber (CR 6)

Creatures: To all appearances this room is identical to Area 53. However, in actuality the room is bare, and the furnishings are all the work of **2 mimics** that occupy the room waiting for their next meal. They wait for characters to enter the room to search before attacking with surprise.

MIMICS (2) XP 1.200

CR 4

hp 52 (Pathfinder Roleplaying Game Bestiary "Mimic")

Treasure: Beneath one of the mimics is their collected treasure consisting of a skeletal arm wearing a silver bracelet (200 gp) and a single peridot (75 gp).

CR 10

56. Dressing Room (CR 12)

Gauzy curtains hanging on rods crossing the ceiling divide this room into three sections. In the northernmost near the door are many pegs for hanging cloaks and a row of shelves for footwear. The middle section holds soft divans and great pillows for seating. Standing along either side are wardrobes, open and empty. The southernmost section has wooden benches and a table holding stacks of folded towels next to another door. It appears that this serves as some sort of dressing room like for a bath. The sections provide areas for those in different stages of preparation coming or going from the baths. The curtains are doubtlessly to prevent cold drafts from the hall door and provide some privacy, but the filmy drapes that currently hang in the room seem ill-suited to provide either.

This area was indeed the changing room for guests of the tower as they used the baths. While they were in the baths, servants would take their soiled clothes and launder them. The room hasn't seen use in many years and the towels still stacked on the table are rotten and stink of mildew.

Creatures: The heavy curtains that once partitioned the room were removed long ago. Now **2 lurker wraiths** dangle from the curtain rods patiently awaiting their next victims.

LURKER WRAITHS (2) XP 9,600 hp 112 (see Monster Appendix)

Tactics: The lurker wraiths prefer to let characters enter the central portion of the room before attacking simultaneously from both directions. To this end, the northernmost lurker wraith has pulled itself partially aside leaving an opening characters can easily pass through without touching it. Assume that unless players say otherwise, when they proceed into the rest of the chamber they do not touch the curtain. Willingly touching the curtain exposes a character to a Constitution drain attack. Attacking the curtains or even touching them provokes them to attack, knowing that their disguise has been penetrated.

57. Lavatory

This long, L-shaped room is built around the great hall's brick chimney rising from below. A smaller fireplace is built into this chimney with hooks for hanging several water kettles over the flame. Warped and rotten water barrels, now empty, line the south wall, and in the room's western portion are three porcelain claw-footed tubs. Pallets with brushes, soaps and oils sit next to them.

This baths served the guests of the tower back in its heyday when it entertained many visitors. A door to the south leads to a loo with two toilets. There is nothing of value or interest to be found here unless the party searches in the ashes of the fireplace. If they do so they automatically notice a stone figure partially buried in them. Otherwise a DC 22 Perception check uncovers this strange object. It is one of the *Nine Disciples* that has lain here for centuries without Belishan's knowledge (see **Magic Items Appendix**). How it came to be here is a mystery, but it will undoubtedly be of great value in the party's quest.

58. Attic (CR 4)

The door to the attic is locked but the wooden panels have been broken out with great force by something within the attic. It is no longer an impediment. The key is in Area 13.

A dusty, cobweb-filled attic extends southward from the door. The ridgepole of the roof is only 7 feet above the floor, rafters extending downward like the ribs of a great skeleton. Dormer windows extend off from the main attic overlooking the tower below through their cracked and filth-smeared panes. To the south where the northern section intersects with the main section, the peak of the ceiling rises much higher — over 12 feet. Gray light from that direction tells you of more dormer windows in that section.

The windows of the attic are 2 feet wide by 5 feet high, but are otherwise identical to those found elsewhere in the tower. A DC 15 Perception check notices that the southern section of the attic has many fewer cobwebs than the northern portion as if something had been through there brushing them all aside. When the party reaches this southern portion of the attic, a DC 9 Survival check notices scraping tracks in the dust as if something big had been moving through.

Creature: Standing in the shadows at the western end of the attic is a lifelike stone statue of a minotaur. It is in fact an **stone zombie minotaur**. Belishan created it and then realized its size and weight prohibited it from being much use within the confines of the tower. After great difficulty he managed to move it up here for storage. Now it paces endlessly back and forth in the southern section of the attic creating the footsteps and sifting dust in Area 47. It can barely fit into the low-ceilinged northern section (squeezing to do so), and therefore rarely goes there. On one occasion it did batter down the attic door but found that it could not fit down the stairwell at all so returned to its endless pacing.

STONE ZOMBIE MINOTAUR XP 1,200

CR 4

Advanced stone zombie minotaur (*Creature Collection II: Dark Menagerie* 174, *Pathfinder Roleplaying Game Bestiary* "Minotaur") NE Large construct

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

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size) hp 55 (4d10+30 plus 3) Fort +0; Ref +0; Will +0 DR 10/adamantine; Immune construct traits

Spd 30 ft. **Melee** slam +12 (1d8+13) and gore +12 (1d6+9)

Str 28, Dex 11, Con —, Int —, Wis 14, Cha 5 Base Atk +4; CMB +14; CMD 24 Feats Toughness^B SQ necromantic construct, staggered

Necromantic Construct (Ex) Stone zombies are treated as construct with all the standard construct immunities and traits. However, if a *stone to flesh* is cast on one, it reverts back into a standard zombie, the creation ritual's magic disrupted.

Tactics: The stone zombie stops pacing and remains motionless when it hears characters entering the attic. When characters enter the southern portion of the attic it charges forward and attempts to bull rush, continuing to do so until it has pushed one or more characters all the way to the eastern end of the attic and out the far window if possible.

30

A fall from that window drops 37 feet to the roof above Area 7 (3d6 points of falling damage) and then requires a DC 25 Reflex save to avoid bouncing off and falling 12 feet to Area 6 below for another 1d6 points of falling damage. At this point a DC 15 Reflex save is necessary to avoid rolling off of the edge of Area 6 and continuing to fall for another 20d6 points of falling damage and landing in The Grunge below.

59. Tower Stair

Stairs rise from below into this darkened turret. An equally dark passage exits to the south. An arrow slit has been bricked over allowing not a single ray of light to illuminate this cavelike landing.

Creature: Belishan's quasit familiar, **Esqureet**, normally lurks in bat form in this room keeping a watch on the stairs. Typically he takes 10 on his Perception and Stealth checks, but if Belishan has been warned of intruders in the tower (for instance from Carmella at Area 52) Esqureet is actively making Perception rolls each round and has turned invisible.

ESQUREET, FAMILIAR

CR —

XP-

Male quasit familiar (*Pathfinder Roleplaying Game Bestiary* "Demon, Quasit") CE Tiny outsider (chaotic, demon, evil, extraplanar) **Init** +6; **Senses** darkvision 60 ft.; Perception +19

Aura info

AC 24, touch 14, flat-footed 22 (+2 Dex, +10 natural, +2 size) hp 72 (15 HD); fast healing 2 Fort +5; Ref +7; Will +10 Defensive Abilities improved evasion; DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 20

Spd 20 ft., fly 50 ft. (perfect) Melee 2 claws +11 (1d3–1 plus poison), bite +11 (1d4–1 plus poison) Space 2-1/2 ft.; Reach 0 ft. Special Attacks deliver touch spells Spell-like Abilities (CL 6th): At will—detect good, detect magic, invisibility (self only) 1/day—cause fear (30-ft. radius, DC 11) 1/week—commune (six questions)

Str 8, Dex 14, Con 11, Int 13, Wis 12, Cha 11 Base Atk +7; CMB +4; CMD 16 Feats Improved Initiative, Weapon Finesse Skills Appraise +18, Bluff +18, Craft (alchemy) +18, Craft (sculpture) +18, Diplomacy +18, Fly +20, Intimidate +6, Knowledge (arcana) +18, Knowledge (history) +15, Knowledge (planes) +6, Perception +19, Sense Motive +19, Spellcraft +15, Stealth +16

Languages Abyssal, Common, Undercommon; empathic link with master, telepathy (touch)

SQ change shape (bat, Small centipede; polymorph), share spells

Poison (Ex) Claw—injury; *save* Fortitude DC 17; *frequency* 1/ round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Tactics: Esqureet does not try to engage the party in battle, but rather tails them as long as possible to gain information for his master. If spotted, Esqureet flees using *cause fear* to cover his retreat. He tries to fly up the chimney at Area 62 and then around to his entrance at Area 78 to bring warning to his master. If Esqureet is attacked, Belishan becomes aware through their link and then will scry his familiar to learn what is going on.

60. Salon

The black-painted walls of this room absorb light like a mineshaft. Two windows flanking a door have been bricked over completely. A deep, black shag carpet covers the floor. A black leather couch with bronze rivets sits along the west wall, with a chairs of identical make set in the east wing of the chamber. Directly across from the couch is a table of polished ebony holding a carafe and goblets of blood-red crystal. An incredibly foul stench permeates this entire room.

Belishan and his cronies sometimes use this salon to relax before and after nightly jaunts out in the city. The crystal carafe is ice-cold to the touch and holds fresh blood, chilled to near freezing. The stench in the room is coming from Area 61.

Treasure: The red crystal carafe is of delicate elven make and bears a minor enchantment that chills all liquids placed in it. It is worth 700 gp. The six crystal goblets are likewise of elven craftsmanship and are worth 75 gp each.

61. Overlook (CR 10 or 15 if Grampion is present)

This balcony provides an excellent view of the northern parts of the city. A crenellated rail surrounds the balcony. The balcony itself is covered in piles of bloody dung, smeared about by large clawed footprints. A few red-tinged, brownish scales are scattered here and there along with tufts of wiry, black hair. The stench is horrific, and the sight not much less so.

The ground is 76 feet below this balcony.

Creature: This place currently serves as a perch for Grampion's **fiendish wyvern steed** (see Area 39), a gift from the cleric's patron deity. The beast spends most of its time hunting in the ruins of Tsar, but there is a cumulative 10% chance each round that a party remains here that it returns. It attacks anyone it sees unless ordered otherwise by Grampion. If Grampion's signal whistle is blown from this overlook, the wyvern returns in 1d3 rounds. The creature wears a custom-built riding saddle sized for a Medium creature that includes an anchor for fastening a tower shield in place to protect the rider.

FIENDISH WYVERN STEED XP 9,600

CR 10

Advanced-HD giant fiendish wyvern (*Pathfinder Roleplaying Game Bestiary* "Wyvern")

NE Huge dragon (extraplanar)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +20

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size)

hp 121 (9d12+54 plus 9)

Fort +12; Ref +6; Will +9

DR 5/good; **Immune** sleep, paralysis; **Resist** cold 10, fire 10; **SR** 15

Spd 20 ft., fly 60 ft. (poor)

Melee sting +14 (1d8+7 plus poison), bite +14 (2d8+7), 2 wings +9 (1d8+3)

Space 15 ft.; Reach 10 ft.

Special Attacks poison (DC 20), rake (2 talons +14, 1d8+7), smite

good 1/day (+9 damage)

Str 24, Dex 10, Con 22, Int 7, Wis 12, Cha 9 Base Atk +9; CMB +18 (+22 grapple); CMD 28 Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness Skills Fly +4, Linguistics +2, Perception +20, Sense Motive +12, Stealth +4 Languages Draconic, Infernal Gear riding saddle with tower shield mount

62. Ravenous Den (CR o or 10)

The western door to this room ajar.

This room is a shambles. Dried blood and pieces of flesh and bone are spread haphazardly about. What furniture may have once been in here has been reduced to splinters. Even the stone hearth shows cracks and chips from some abuse. Propping the door open is a door stop. Closer examination reveals it to be a severed human hand.

This room serves as the quarters of the ravenous torturer found in Area 65. He knows he is not supposed to prematurely kill any prisoners until Belishan is convinced all opportunities for information and enjoyment have been exhausted. Therefore, the ravenous torturer returns here whenever he feels a rage coming on. Belishan periodically replaces the furnishings just to keep the ravenous torturer occupied with smashing things. The torturer also serves as a guard for the door to Area 63. There is a 25% chance that the he is present when the party first enters. See Area 65 for details. He keeps no treasure.

63. Sepulcher (CR 9)

The door to this room is locked, and the door handle is trapped with contact poison. The key is kept in Area 13.

DOOR HANDLE SMEARED WITH CONTACT POISON CR 9 Type mechanical; **Perception** DC 18; **Disable Device** DC 26

Trigger touch; Reset manual

Effect poison (black lotus extract, DC 20 Fortitude save resists, onset 1 minute, 1/rd. for 6 rounds, 1d6 Con, cure 2 saves)

This room feels hollow, and cold. There is no adornment on its plain stone walls. The floor has a layer of dark earth covering the stones. A low, clinging mist swirls between five long, boxes of dark-stained wood lying in the dirt.

This room holds the coffins of Belishan's vampire spawn servants. Each coffin holds a few inches of grave dirt, more of which is piled on the floor. The coffins are currently empty of occupants as the vampire spawn are all in Areas 43. A DC 18 Perception check on the northernmost wall reveals a crack in the mortar through which an air current can be detected. This crack in the mortar penetrates all the way through to Area 17 and is one way that the vampire spawn are able to access the room in *gaseous form*.

Treasure: Each of the coffins holds one of the following items: a +1 *flaming sickle*, a gold crown set with red spinels (5,000 gp), 6 wooden stakes — each with a desiccated heart impaled on it (former vampire hunters), an *elixir of love*, and a blood-covered *mace of blood* (see **Magic Items Appendix**).

64. Room of the Enhanced Guardians (CR 8)

Railless circular stairs ascend and descend from this room. A thick layer of webbing covers the ceiling, leaving an opening only where the stairway climbs to the floor above. Several bundles in the webs hint at cocooned prey. Strands of the acrid-smelling webbing dangle throughout the room, and dried bones and husks litter the floor.

Creatures: This room serves as a guard room to prevent ingress higher into the tower, and to this purpose Belishan has placed some special pets here. In the webbing are **2 enhanced giant black widows**. These Abyssal creatures produce the slightly acidic webbing found in the chamber. They look like great, bloated black widows, but they have deep red spots all over their bodies, not just in an hourglass-shaped spot, and their eight eyes glow a fiery orange. Belishan obtained these unique creatures years ago by slaying their drow masters at a temple of the Spider Queen and magically taking control of them. The Spider Queen had bestowed them upon her servants as a special gift and blessed them with a permanent *stoneskin* effect that does not discharge or expire (dispelled against caster level 25). Belishan has further had them enhanced them with *greater magic fang* (caster level 12) with a *permanency* (caster level 15) spell applied.

Also in the room is a special **advanced homunculus** created by Belishan as a spy. It was constructed to resemble a large, red-eyed vampire bat, its tiny arms and legs virtually undetectable when tucked up against its body. In the creation process Belishan had a *freedom of movement* spell included. He has equipped it with a *wand of bull's strength* that, because of their special telepathic link, it is able to activate.

ENHANCED GIANT BLACK WIDOW XP 2,400

CR 6

CR3

Enhanced advanced fiendish giant black widow (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant Black Widow") NE Large vermin (extraplanar) **Init** +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size) hp 52 (5d8+25 plus 5) Fort +9; Ref +5; Will +3 Defensive Abilities *stoneskin*; DR 5/good, 10/adamantine; Resist cold 10, fire 10; SR 11

Spd 30 ft., climb 30 ft. Melee bite +11 (1d8+12 plus poison) Space 10 ft.; Reach 5 ft. Special Attacks poison (DC 19), smite good 1/day (+5 damage), web (ranged +6, DC 21, 5 hp)

Str 23, Dex 19, Con 20, Int 4, Wis 14, Cha 6 Base Atk +3; CMB +10; CMD 24 (36 vs. trip) Feats Combat Reflexes, Improved Initiative, Toughness Skills Climb +22, Perception +11, Stealth +4 (+8 in webs) SQ strong webs

ADVANCED HOMUNCULUS XP 800

Enhanced advanced homunculus (*Pathfinder Roleplaying Game Bestiary* "Homunculus") CE Tiny construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception +3

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 11 (2d10) Fort +0; Ref +4; Will +1 Defensive Abilities *freedom of movement*; Immune construct traits

Spd 20 ft., fly 50 ft. (good) **Melee** bite +3 (1d4–1 plus poison) **Space** 2-1/2 ft.; **Reach** 0 ft.

Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7 Base Atk +2; CMB –1; CMD 11 Feats Lightning Reflexes Skills Fly +10, Perception +3, Stealth +12 Languages Common (cannot speak); telepathic link Combat Gear wand of bull's strength (27 charges)

Tactics: Like the quasit in Area 59, the homunculus is set here as a spy and early warning device. It perches in the shadowed webs near the room's upper exit, resembling a large bat if spotted. As a construct it does not get bored and actively makes Perception and Stealth checks each round. It does not get entangled in the webs due to its *freedom of movement*. When it first becomes aware of the characters it uses its *wand of bull's strength* on the 2 spiders which immediately move to attack. The homunculus does not join in the battle, instead observing as long as possible for Belishan before retreating to Area 77. If it is slain, Belishan immediately takes 2d10 points of damage.

Treasure: The various web cocoons hold the dried husks of past victims. Entangled with the remains can be found a Small suit of +1 *elven chain*.

Ad Hoc XP Adjustment: Unless the homunculus is slain, don't award XP for it as the party will likely meet it again in Area 77.

65. Donjon (CR 10 or 12)

Red-hot coals glowing in a large brazier illuminate this room with an evil glow. Pokers and brands protrude from the lip of this bowl. Around the room are placed all manner of torture devices — an iron maiden, a rack, thumb screws, iron boots, a jaw breaker, assorted scourges and whips. Beside the door is a headsman's block with an executioner's axe embedded in it. A haggard man slumps in a pillory, and another is stretched on the rack. Four barred cells stand at the southern wall. In each languishes another hapless prisoner.

This room is where Belishan primarily entertains guests nowadays. The various devices are all extremely old and show signs of extensive use. However, they are all well maintained and fully functional.

Creatures: The **ravenous torturer** is usually in here dabbling with one device or another unless he has already been encountered in Area 62. This naked wild man is emaciated and covered in sinewy muscles and spattered with dried blood and gore. His teeth are sharpened fangs, and his eyes are wide and filled with madness. Also present in here is the torturer's assistant and overseer, Belishan's pet **half-fiend dire worg** Xaos, who hates the room's cramped conditions. Xaos serves as much to assist the torturer as to make sure that the ravenous does not get overzealous and consume a victim before the proper time. The ravenous both hates and fears the dire worg, and if opportunity exists in battle to finish it off, the ravenous pauses long enough to do so.

Currently Belishan has no guests to entertain, so all of the "victims" in the room are **6 advanced wights** for the torturer to practice on. They follow the torturer's commands (except to attack Xaos) and enter battle when so ordered. The cage doors and fasteners on rack and pillory are not locked, so the wights can free themselves with a move action.

RAVENOUS TORTURER XP 9,600

Male ravenous human fighter 10 (*The Tome of Horrors II* 210) CE Medium monstrous humanoid **Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +3

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 119 (10d10+40 plus 20) Fort +13; Ref +5; Will +4 Immune fear; Resist cold 5, electricity 5

Spd 30 ft.

Melee 2 claws +16 (1d4+5), bite +15 (1d6+5) **Special Attacks** primal scream, rage

Str 21, Dex 15, Con 18, Int 3, Wis 12, Cha 12
Base Atk +10; CMB +15; CMD 27
Feats Alertness, Great Fortitude^B, Skill Focus (Profession [torturer]), Skill Focus (Survival)^B, Stealthy, Toughness, Weapon Focus (claw)
Skills Escape Artist +4, Perception +3, Profession (torturer) +17, Sense Motive +3, Stealth +4, Survival +4
Languages Crude Common

Primal Scream (Ex) A ravenous can emit a powerful howl of savage fury that can be heard to a distance of two miles. Any animal that hears this scream tries to move out of the area using the quickest and most direct means possible. A successful DC 16 Handle Animal check calms the animal. Intelligent creatures with fewer HD than the ravenous that are within 300 feet must make a successful DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the primal scream of that ravenous for one day. The save DC is Charisma-based.

Rage (Ex) A ravenous that suffers damage in combat has a 50% chance of flying into a berserk rage in the next round, attacking until either it or its opponent is dead. While raging, a ravenous gains Str +4 and AC -4. It cannot end its rage voluntarily.

XAOS XP 4,800

Male half-fiend dire worg (*Pathfinder Roleplaying Game Bestiary* "Half-Fiend," see also **Monster Appendix**) NE Large outsider (native)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size) hp 76 (8d10+32) Fort +10; Ref +10; Will +5 DR 5/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 19

Spd 50 ft., fly 100 ft. (good) Melee 2 claws +18 (1d6+11), bite +19 (2d6+16 plus trip) Space 10 ft.; Reach 5 ft. Special Attacks smite good 1/day (+8 damage) Spell-like Abilities (CL 8th): 3/day—darkness, poison (melee touch +18, DC 17) 1/day—desecrate, unholy blight (DC 17)

Str 33, Dex 19, Con 19, Int 10, Wis 16, Cha 16
Base Atk +8; CMB +20; CMD 34 (38 vs. trip)
Feats Improved Natural Attack (Bite), Run, Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +15, Fly +13, Intimidate +11, Knowledge (local) +2, Perception +16, Stealth +11, Survival +12
Languages Common, Giant

33

CR 8

ADVANCED WIGHTS (6) XP 1,200

Pathfinder Roleplaying Game Bestiary "Wight" LE Medium undead Init +3; Senses darkvision 60 ft.; Perception +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural) hp 26 (4d8+8) **Fort** +3; **Ref** +4; **Will** +7 **Immune** undead traits Weaknesses resurrection vulnerability

Spd 30 ft.

Melee slam +6 (1d4+3 plus energy drain) Special Attacks create spawn, energy drain (1 level, DC 16)

Str 16, Dex 16, Con -, Int 15, Wis 17, Cha 19 Base Atk +3; CMB +6; CMD 19 Feats Blind-Fight, Skill Focus (Perception) Skills Climb +10, Disguise +11, Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +18 Languages Common SQ create spawn

66. Great Hall Roof (CR 10)

The roof peaks high above the surrounding tower structure, the northern wing 5 feet lower than the southern. The roof is composed of moss-slick slate tiles, and dormers of the same construction branch off from the main roof. The northern portion of the roof is at a fairly gentle slope requiring a DC 5 Acrobatics check to move upon at half speed. Moving faster than that or engaging in combat requires a DC 14 Acrobatics check. Failure by 5 or more means the character slips and must make a DC 20 Reflex save to catch himself or plummet to the ground below. A slide to the west results in an abrupt stop against the wall of the tower (no damage). A slide to the east means a 24foot fall to Area 11 (2d6 points of damage). A character that catches himself must spend a full-round action climbing back up over the edge of the roof and regaining his feet.

The southern portion of the roof is much more steeply canted and just as slick. Moving across it at half speed requires a DC 10 Acrobatics check. Moving faster or engaging in combat requires a DC 19 Acrobatics check. Once again failure by 5 or more results in a slide and a DC 20 Reflex save to avoid falling. A fall to the north either results in a bump against the tower wall or chimney (northern side of the west wing) or a plummet to Area 11 as mentioned above (northern side of east wing). A fall to the south sends a character over the edge of the cliff. Such a character has one chance to grab one of the tower's buttresses that extend up to the second level with a DC 20 Reflex save or a DC 15 Acrobatics check to jump onto one of them. Such a maneuver results in 2d6 points of falling damage upon hitting the buttress, and then a DC 18 Strength to hang on. A failure on this check means the character continues to plummet into The Grunge below for 20d6 points of damage.

The easiest way to move about the roof is to clamber up to the ridge where a 2-foot-wide widow's walk has been constructed on both portions of the roof (though the northern walk is 5 feet lower than the southern) primarily for ease of maintenance. There is no railing on this flat area, but movement is unimpeded.

Slate Tile Roof: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC see above.

Creatures: At the northern and eastern gables, Large gargoyle statues have been erected looking out over the tower grounds with their menacing glare. The statues are worn and eroded limestone with a patina of lichen and moss. However, the back of each statue is actually a concealed hollow in which Belishan has placed guardians. Standing in each of these hollows is an **iron mummy**, resembling an actual mummy but c0mposed of solid iron beneath their wrappings.

CR 4 Their feet are likewise wrapped, so that they make little noise when walking. Grasped in each hand is a cast-iron lotus flower that they can animate into an asp.

The iron mummies have cover unless a character is directly in front of them and are only noticeable from farther than 5 feet with a DC 25 Perception check, in which case just resemble some sort of basrelief sculpture set into the back of the gargoyles due to their dingy, gray wraps. The iron mummies move to attack when anyone steps on their portion of the roof. They remain on the widow's walk but keep pace with anyone moving along the roof below attacking whenever anyone comes in range. They have a +1 attack bonus for being on higher ground unless engaged in combat on the walkway itself. They do not leave their respective walkways to assist each other and return to their hollows when all intruders have left the roof.

IRON MUMMY

XP 4,800

CR 8

Gary Gygax's Necropolis 219 N Medium construct Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

AC 25, touch 9, flat-footed 25 (-1 Dex, +16 natural) hp 75 (10d10+20) **Fort** +3; **Ref** +2; **Will** +2 DR 15/adamantine; Immune construct traits, magic

Spd 30 ft.



Melee 2 slams +16 (2d8+6 plus lotus asp) Special Attacks lotus asp

Str 23, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1 **Base Atk** +10; **CMB** +16; **CMD** 25

Immunity to Magic (Ex) An iron mummy is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows an iron mummy (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 mummy 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 iron mummy to exceed its full normal hit points, it gains any excess as temporary hit points. An iron mummy gets no saving throw against fire effects.

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

Lotus Asp (Su) On a successful hit with an iron mummy's slam attack, the iron lotus flower in that hand immediately transforms into a live lotus asp and is allowed to make a bite attack against the same target as the slam (melee +2, 1d4–1 plus poison). The lotus asp immediately transforms back into an iron lotus flower following its attack, so that the asp itself cannot be attacked. The lotus flowers in the iron mummy's hands are subject to sundering, however (Hardness 10, hp 60). When an iron mummy is destroyed, the iron lotus flowers fall into iron shards along with the rest of it.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and suffocation; *cure* 1 save.

Suffocation: Whenever a victim's Strength score is reduced to 0 as the result of thesnake's venom, he must immediately make a DC 18 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the second round, he is dying (-1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful DC 22 Heal check made before a character suffocates negates any further need for Constitution checks.

67. Chamber of the Blood Fountain (CR 8)

Stairs descend from this oddly shaped room, and an opening exits to the east. Dominating the room is a fountain of rustred stone. Crimson liquid, looking suspiciously like blood, burbles from the top of the fountain and spills into the wide basin which appears to be full to near overflowing. The floor around the fountain is stained with red droplets, many of which have dried to a brownish tinge. The whole room has a metallic tang in the air.

The fountain in the center of the room is magical and continually spills a flow of blood. Creating it required a great many human sacrifices, but now it continually refreshes the blood supply that flows through it.

Creature: Despite this quantity of available fresh blood, the tower's vampiric inhabitants to do not drink from the fountain. This is because it serves as the home for a strange elemental creature

called a **blood weird** summoned to the tower by Belishan long ago and left here as a guardian for the tower's upper reaches. The blood weird is a 10-foot-long crimson serpent with dark red scales and black bands. It lurks submerged in the fountain basin and attacks if anyone who passes by without hugging the far wall. All of the tower's inhabitants know to hug the wall as they traverse the room, and a DC 25 Perception or Survival check reveals that the flagstones along the wall have pattern of greater wear than they rest of the floor as if seeing a lot more traffic over the years.

CR 8

BLOOD WEIRD XP 4,800

The Tome of Horrors II 169 CE Large outsider (chaotic, evil, extraplanar) **Init** +7; **Senses** darkvision 60 ft.; Perception +18

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size) hp 75 (10d10+20) Fort +7; Ref +10; Will +8 Defensive Abilities transparency; DR 10/bludgeoning

Spd 40 ft. Melee bite +14 (2d6+6 plus siphon and grab) Space 10 ft.; Reach 5 ft. Special Attacks drench, drown

Str 19, Dex 17, Con 15, Int 12, Wis 12, Cha 16 Base Atk +10; CMB +15 (+19 grapple); CMD 28 (can't be tripped) Feats Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite)

Skills Bluff+16, Intimidate+16, Knowledge (planes)+14, Perception +18, Sense Motive+18, Stealth+12, Survival+14

Languages Common, Weirdling SQ blood pool, reform

Blood Pool (Ex) A blood weird's pool is a bubbling, flowing mass of dark, rich, red blood. Creatures pinned underneath the blood are subject to drowning (see below).

Drench (Ex) The weird's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the weird's HD total.

Drown (Ex) If a blood weird grapples a foe, it can fully immerses its victim in its blood pool as a free action. A victim completely immersed must hold its breath or drown. See the "Drowning" section in Chapter 13 of the Pathfinder Roleplaying Game

Reform (Ex) When reduced to 0 hit points or less, a blood weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from fire-based spells and effects. **Siphon (Su)** A blood weird that hits a foe siphons a portion of its blood off. This attack deals 1d4 points of Constitution damage each time the blood weird hits. A creature struck can make a successful DC 17 Fortitude save to negate the ability damage that round. The save DC is Constitution-based.

Transparency (Ex) A blood weird is effectively invisible in its pool until it attacks.

Treasure: Deposited at the bottom of the 3-foot-deep blood pool are the bones and treasures it has collected over the years. A DC 20 Perception check can turn up one of the following with each successful check: a *medallion of thought projection*, a gold statuette of Freya (250 gp), an ogre femur, and a *pearl of power (3rd)*.

35

68. Laboratory (CR 9 and 11)

The door opens into a room lined with tables and shelving. Books and all manner of alchemical apparatus are spread upon these surfaces in various stages of use. This is obviously an extremely well-stocked wizard's lab. Protruding from the ceiling in the center of the room is a crystalline hemisphere glowing and crackling with energy. Tiny motes of light seem to be swirling around inside it.

This laboratory serves both Belishan and Janirov, and there are many ongoing experiments, though none of them to any interest of the party's. Unless jammed open, any door that the party enters through closes after 1 round. If the door closes and the phrase "Blood of life" is not spoken aloud, the **trap** is activated.

The secret door in the slanted west wall requires a DC 28 Perception check to locate.

Creatures: The hemisphere actually holds **5 will-o'-wisps** magically compressed and trapped within. Anyone touching the crystal is automatically subjected to five simultaneous will-o'-wisp shock attacks, no attack roll necessary. If touched with an object that can conduct electricity, the shock attacks still affect the character. If the fragile crystal is broken (Hardness 1, hp 2) the will-o'-wisps are released and immediately attack. If the window or door is subsequently opened, the will-o'-wisps immediately flee seeking escape from the tower.

WILL-O'-WISPS (5) XP 2,400

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

Crystal Hemisphere Trap: As mentioned, the room's apertures (door, secret door, or window) shut themselves automatically after 1 round unless held open. If these shut without the password "Blood of life" being spoken aloud (in any language), the will-o'-wisps in the hemisphere are agitated and release an electrical charge at the closest character which functions as a *chain lightning*. The release of this charge corresponds with a thunderous boom caused by the ionization of the atmosphere in the room clearly audible on this level, the one above or the one below. This trap cannot be discovered through mundane means from outside the room. Only a Perception check made after entering the room can locate the trap, and a Disable Device check is only possible from within the room. If the crystal hemisphere is broken and the will-o'-wisps released, the trap no longer functions. If the doors are opened (treat as locked), the trap resets itself.

CHAIN LIGHTNING TRAPCR 9Type magical; Perception DC 31; Disable Device DC 31

Trigger timed; Reset automatic, repair, none

Effect spell effect (*chain lightning*, 15th-level wizard, 15d6 electricity to target nearest center of trigger plus 7d6 electricity to each of up to fifteen secondary targets, DC 21 Reflex save half damage)

Treasure: Many of the contents of this room are intrinsically valuable. All of the various equipment form a complete laboratory


capable for use in magic item creation and worth a total of 10,000 gp to the right buyer, though the equipment is very bulky and fragile for transportation. Sitting on the tables and shelves are 3 *potions of bull's strength*, a *potion of fox's cunning*, a *potion of protection from arrows (10th)*, a *potion of resist cold 30 (11th)*, a spellbook, and a *flesh golem manual*. These can easily be located through the use of *detect magic*. Also in various containers and drawers are rare spell components with a total value of 17,000 gp and notes on the creation of advanced homunculi, stone golems, shield guardians, stone zombies, petrified horrors, iron mummies, and the various magical traps found throughout the tower. This last item reveals the steps to creating the traps, but not where they are or how to disarm them. These notes could be sold to a wizard for 15,000 gp.

The spellbook belongs to Belishan and bears a *fire trap*. Some of the spells are from the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* by Sword and Sorcery Studios. A description of those spells is provided at the end of this chapter.

FIRE TRAPPED SPELLBOOKCR 5Type magical; Perception DC 29; Disable Device DC 29

Trigger spell (*fire trap*); **Reset** none

Effect spell effect (*fire trap*, 11th-level wizard, 1d4+11 fire, DC 19 Reflex save for half)

The spellbook is full and contains the following spells: 5th cloudkill, dismissal, doomwail¹, feeblemind, fabricate, lesser planar binding, nightmare, sending, Stelan's blood tentacles², transmute mud to rock, transmute rock to mud, wall of iron; 6th—chain lightning, circle of death, disintegrate, flesh to stone; 8th—power word stun, summon monster VIII.

¹From *Relics & Rituals* by Sword & Sorcery Studios.

²From *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios.

69. Dining Room (CR 16)

A hexagonal table of black, polished wood occupies the center of the chamber. Ornate, straight-backed chairs with velvet cushions stand around the table. Seated in one is an elegantly groomed gentleman with a well-trimmed beard and moustache and a fine smoking jacket. He pauses in midmotion as he raises a silver soup spoon to his lips from a bowl of red liquid, his eyes wide — startled at your entrance. A mahogany breakfront cabinet holds an assortment of gold and silver serving pieces and tableware. A stair curves upward to the northwest.

This serves as the formal dining room for the Master of the Tower and his personal guests. The table itself is a heavy piece of finely crafted furniture. A DC 26 Perception check reveals that it seems to have a secret compartment below the top, but other than smashing it open it requires A DC 28 Knowledge (engineering) or Intelligence check to locate the catch that causes the tabletop to mechanically fold back in sections and lock into place beneath the table. Revealed beneath is a second table surface set with masterwork manacles to hold a Medium creature spread eagle. Grooves in the surface lead to catch basins. A sunken section in the wood holds a collection of spotlessly clean knives, cleavers and scalpels. The wood of this surface is heavily lacquered and polished spotlessly, erasing any telltale clues as to this special table's purpose.

Creature: Seated at the table is the **rakshasa cleric** Janirov, a henchman and colleague of Belishan. See **Development** below for his reactions to the party.

JANIROV XP 76,800

Male rakshasa cleric of Kal'Ay-Mah 11 (*Pathfinder Roleplaying Game Bestiary* "Rakshasa")

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +16 **Aura** destructive aura (30 ft., 11 rounds), evil, law

Aura destructive aura (30 ft., 11 rounds), evil, law

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural) hp 224 (10d10+50 plus 11d8+55 plus 11) Fort +16; Ref +16; Will +18

Defensive Abilities freedom of movement; **DR** 15/good and piercing; **SR** 25

Spd 40 ft.

Melee +1 dancing kukri +24/+19/+14/+9 (1d4+5/15–20), bite +18 (1d6+2) or 2 claws +23 (1d4+4), bite +23 (1d6+4)

Ranged +5 *shuriken* (from robe) +28/+23/+18/+13 (1d2+9)

Special Attacks channel negative energy 8/day (DC 20, 6d6), destructive smite 6/day (+5 damage), detect thoughts (DC 23), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 11th):

At will—*lorekeeper* (melee touch +23), *remote viewing* (11 rounds) Spells Known (CL 7th):

3rd (5/day)-blink, suggestion (DC 18)

2nd (7/day)—acid arrow (ranged touch +23), gaseous form, invisibility

1st (7/day)—*charm person* (DC 16), *mage armor, magic missile, shield, silent image* (DC 16)

0 (at will)—detect magic, light, mage hand, message, read magic, resistance, touch of fatigue (melee touch +23)

Spells Prepared (CL 11th):

6th—geas/quest, harm^D (DC 19)

5th—*dispel chaos* (DC 18), *slay living* (melee touch +23, DC 18), *true seeing*^D

4th—air walk, death ward, divination^D, order 's wrath (DC 17)

3rd—bestow curse (DC 16), create food and water, cure serious wounds, dispel magic, magic vestment, speak with dead^D (DC 16)

2nd—bear's endurance, bull's strength, calm emotions (DC 15), resist energy, shatter^D (DC 15), summon monster II

1st—command (DC 14), comprehend languages^D, curse water, divine favor, sanctuary, shield of faith

0 (at will)—*bleed* (DC 13), *create water*, *guidance*, *stabilize* **D** domain spell; **Domains** Destruction, Knowledge

Str 18, **Dex** 20, **Con** 20, **Int** 15, **Wis** 17, **Cha** 21 **Base Atk** +18; **CMB** +22; **CMD** 38

Feats Cleave, Combat Expertise, Critical Focus, Dodge, Great Cleave, Improved Critical (kukri), Improved Initiative, Power Attack, Quick Draw, Staggering Critical, Weapon Finesse

Skills Bluff +22, Diplomacy +29, Disguise +26, Knowledge (history) +16, Knowledge (planes) +15, Knowledge (religion) +16, Perception

+16, Perform (oratory) +18, Sense Motive +16, Stealth +18

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*)

Gear +1 dancing kukri, ring of freedom of movement, robe of stars, jade holy symbol of Kal'Ah-Mah (170 gp)

Tactics: If Janirov heard the party setting off the trap in Area 68, he has cast the following spells in preparation *mage armor, shield of faith, bear's endurance, bull's strength* and *divine favor*. If the party sees through his disguise, discovers the hidden features of the dining table, or doesn't seem to be buying his story, he assumes the jig is up. He casts *blink* to move through the walls to try and lead the party through Area 70. He retreats to Area 73 and casts his other preparatory spells if he has not already done so. If reduced to 20 hp he casts *gaseous form* and travels up the chimney to Area 76 to warn Belishan.

Development: Janirov sits at the table, having changed shape into

37

the form of an older gentleman. He appears startled by the party's appearance but calmly sets his spoon down and addresses them civilly. Assuming that the party will at best be suspicious and possibly be able to discern his evil alignment, he attempts to parley with them relying heavily on his *detect thoughts* ability, Bluff skill, and spell resistance. He is extremely suave and germane in his dealings with the party. He introduces himself by name and explains that he is the Master of the Tower. If questioned about the name Belishan, he claims he lives in a dangerous location and it's always best to mislead those who might intend him harm. If asked why he would admit this to the party, he claims he assumes that they have the means to see through any lies he might tell and it seems to be a little late to try and fool them. If questioned about the red substance in his bowl he quickly explains it is tomato soup (which it, in fact, is).

Janirov makes no attempt to explain away his sinister alignment and guardians saying only he has no connection to the Orcus followers or their demons (true), and he has no desire to trouble the goodly lands, which is why he relocated to this desolate location (partially true). He doesn't attempt to explain away the various horrors and evils present in the tower simply shrugging and saying such defenses and practices are not unusual in a hostile environment and that these dangers usually only victimize the evil locals rather than intrusive adventurers (mostly true). Janirov first attempts to convince the party to leave the tower by inquiring as to what they are seeking and then attempting to buy them off. If necessary he leads them to the treasury (Area 46) and allows them to take their pick of the items there, saying he understands the precarious position the party has placed him in. He doesn't mind the loss knowing that Belishan will soon track the thieves down and deal with them. If one of the Nine Disciples is sought, he will grudgingly agree and lead them to Area 77 calling off all guards along the way. He assumes he and Belishan (not to mention the guards that surreptitiously follow) will be able to handle the party together.

Kal'Ay-Mah, The Black One, The Black Mother

Janirov is a devotee of the Black Mother, Kal'Ay-Mah, who appeared in the **Necromancer Games** *City of Brass* boxed set. Though she is an exotic deity from distant lands who does not play a role in this adventure, her information is presented here for your convenience.

Alignment: Lawful Evil Domains: Death, Destruction, Law, Knowledge Symbol: A blood-covered woman with four arms wearing a necklace of skulls Garb: Blood-stained robes adorned with skulls and the severed limbs of enemies Favored Weapon: Longsword Typical Worshipers: Assassins, religious scholars

The goddess Kal'Ay-Mah, the Black Mother, is the bringer of destruction and preserver of order. She is called patron to both assassins and those seeking greater understanding, an often-confusing set of extremes to those who fail to truly grasp Kal'Ay-Mah's divine role. The Black Mother is described as a truly fearsome creature by those who have claimed contact with her avatar — a black face wetted with blood, the heads of those she has slain hanging about her neck and their severed arms as a girdle about her waist. Four great arms stretch from her body, a bloody sword gripped in her upper left hand and the head of a demon gripped by the lower left. If these grotesque features alone had failed to capture attention, the eyes surely would — dark, ruinous and raging. **Treasure:** The gold and silver service in the cabinet is worth a total of 2,000 gp. The chairs are high quality furniture and worth 45 gp each. The table itself, if undamaged, is a masterpiece of craftsmanship by itself and worth 7,500 gp but weighs 600 lb.

70. Solarium (CR II)

This hall is a garden gone mad. Great clay pots have cracked and crumbled releasing a light layer of soil and an overflowing growth of green plants across the floors and even upon the walls and ceilings. Vines and creepers shroud much of the stonework. Growing in the midst are ornamental rose bushes with milky white roses. Several exotic flowers standing nearly 10 feet high on tall stalks flanked by overarching green leaves grow in several places. Window casements are thrown open wide allowing as much natural light and moisture as possible into the chamber and are twined about with tendrils of ivy. A single door, barely visible beneath a veil of greenery pierces one wall.

This solarium once consisted of ordered plantings in clay pots and neatly trimmed rose bushes and vines on trellises. Over the years it has been neglected and now spreads amok. Belishan and his ilk no longer use the room much because of the hostile nature of some of the plants and prefer it as a guard against intruders. The door to the east is not locked, but is stuck because of the heavy foliage growth upon it (Break DC 23). A **trap** has been placed in the center of the room by a cleric that had access to the Plant domain who formerly served the tower.

Garden Trap: Placed at the center of the room, at the point marked on the map, is inscribed a *glyph of warding*. This glyph is set to go off if any creature without the Plant type larger than Tiny size approaches within 5 feet of it.

GLYPH OF WARDING (ENTANGLE) TRAPCR 4Type magical; Perception DC 28; Disable Device DC 28

Trigger magic (*glyph of warding*); **Reset** none **Effect** spell effect (*entangle*, 6th-level cleric, DC 17 Reflex save partial)

Creatures: Growing in the room at the locations marked on the map are **4 advanced cobra flowers**, the tall stalks with flowering bulbs, and **5 advanced vampire roses**, the white rose bushes.

ADVANCED COBRA FLOWERS (4) CR 5 XP 1,600 The Tome of Horrors Revised 68 N Large plant

Init +3; **Senses** blindsight 30 ft., low-light vision; Perception +3

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size) hp 57 (6d8+30) Fort +10; Ref +5; Will +5 Immune plant traits

Spd 5 ft.

Melee bite +8 (1d8+7 plus 1d6 acid and grab) Space 10 ft.; Reach 10 ft. Special Attacks constrict (1d8+7 plus 1d6 acid)

Str 21, **Dex** 17, **Con** 20, **Int** —, **Wis** 17, **Cha** 13 **Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 21 (can't be tripped)

ADVANCED VAMPIRE ROSES (5) XP 1,200



The Tome of Horrors Revised 360 N Small plant **Init** +2; **Senses** blindsight 30 ft., low-light vision; Perception +3

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size) hp 38 (4d8+20) Fort +9; Ref +3; Will +4 Defensive Abilities camouflage; Immune plant traits

Spd 5 ft. Melee stalk +8 (1d4+4 plus grab) Space 5 ft.; Reach 5 ft. (10 ft. with stalk) Special Attacks blood drain

Str 18, **Dex** 14, **Con** 20, **Int** —, **Wis** 17, **Cha** 12 **Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 18 (can't be tripped)

Camouflage (Ex) Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Blood Drain (Ex) A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check. If it establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage.

Tactics: The plants are unintelligent but are instinctual. They remain quiescent until the *entangle* effect begins, unless attacked before then, because *entangled* prey is easier to hit. They are unaffected by the *entangle* itself merely being part of the plant life involved in it.

Treasure: Lying in the loose earth beneath the northernmost cobra flower is a kobold skeleton visible with a DC 20 Perception check or automatically if the room is searched after the plants are destroyed. The kobold still wears rotten shreds of masterwork leather armor and at its feet lies a Small +2 *shocking kukri*. Upon its head is a light helm inset with a piece of jet surrounded by silver scrollwork. The helm is worth 100 gp but is sized for a Small creature. A DC 20 Knowledge (arcana) identifies the insignia as the cryptic symbol of a corps of kobold assassins called the Kraalkesh said to be hand-picked by the kobold deity and to serve only the greatest kobold warlords in their eternal warfare against the gnomes and dwarves of the Stoneheart Mountains.

71. Garret (CR 7)

When the party is within 10 feet of this room, allow them to roll DC 10 Perception checks to notice the sobbing of the Watcher within.

Inarticulate sobs and groans come from this small, windowed garret. Standing in the center of the chamber is the statue of a tall-muscular man, his body criss-crossed with a maze of scars. The head of the statue, however, is flesh and blood. It is a hairless dome with a jowly face beneath watery eyes. He struggles feebly, his neck merging into the stone torso beneath. Grunts and moans escape from between the thick lips as he tries to break free from the confining prison of stone.

Creature: This creature is one of Belishan's most interesting experiments in stonework and animation. He calls it simply **the Watcher**. The body of the creature is constructed of solid stone. However, the head is alive and virtually immortal as long as the

39

stone body is intact, though mindless with frustration at its helpless existence. It resists all attempts at decapitation and destruction due to the magic surrounding it. Belishan placed it in here for his own amusement to forever impotently watch the world outside. It has no tongue and is incapable of speech. It reacts to the presence of the party strongly, struggling harder against its stony bonds and making plaintive bleating noises. While in this state, however, it is helpless and completely immobile.

If a compassionate PC should successfully cast *break enchantment* or *dispel magic* against a 15th-level caster or a *stone to flesh*, the Watcher does not require a Fortitude save and is revealed to be a Medium flesh golem. The golem instantly goes berserk and tries to destroy anyone and anything it can find.

THE WATCHER XP 3,200

CR 7

Berserk under-sized flesh golem (*Pathfinder Roleplaying Game Bestiary* "Golem, Flesh") N Medium construct **Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 20, touch 10, flat-footed 20 (+10 natural) hp 69 (9d10+20) Fort +3; Ref +3; Will +3 DR 5/adamantine; Immune construct traits, magic

Spd 30 ft. Melee 2 slams +13 (2d6+4) Special Attacks berserk

Str 18, Dex 11, Con —, Int —, Wis 11, Cha 1 Base Atk +9; CMB +13; CMD 23

72. Conservatory (CR 12)

Finely wrought iron music stands are arrayed before polished chairs. Beside or upon several of the chairs are musical instruments — a standing harp, a kettle drum, a lute, flutes and shawms, a lyre, a zither, fiddles, and even a sitar — their polished finishes gleaming dully beneath a light layer of dust. Each of the stands holds a few sheets of yellowed parchment scribed with archaic lines and symbols. All of the chairs and stands are oriented toward a statue in the northeast corner like a timeless music conductor. The statue depicts an elegant elven maiden in flowing robes with a look of sorrow and perhaps resignation on her face.

At the height of Tsar, Belishan sponsored an orchestra in his pursuit of sophistication and the arts. The instruments here are all in excellent condition and hark back to those days. The parchments are all sheets of music by some unknown composer. The name of the composition on each of the sheets is "The Princess of Stone". Any character in the party with bardic knowledge, any ranks in a Perform skill involving music, or a Profession skill involving music can make a DC 15 check to understand the gist of the score. They can tell by reading or performing the piece that it has a morose, sorrowful air to it, evoking feelings of joy that has been lost. A DC 35 Knowledge (history) can recall the obscure tale of an elven princess kidnapped by an evil wizard and held prisoner as a statue to forever preserve her beauty. The DC for this check is high because this tale was invented by Belishan himself centuries ago and has not been well disseminated over the intervening years. However, its very obscurity lends it an aura of credibility.

Creature: The statue itself radiates moderate transmutation magic. It is, in fact, a petrified creature, but not a kidnapped princess as the party may suspect. It is actually a **petrified horror**



and represents the pinnacle of Belishan's sculpting and magical artifice. When Belishan created it long ago he created the legend of the elven princess and even commissioned a composer in Tsar to write a symphony based on the legend. These and the clues left in Area 73 are all subtle (Belishan hopes) hints to convince his enemies to unleash the horror that lurks within the petrified casing. While Belishan considers himself an artist of sculpture, his true genius lies in the art of malice.

PETRIFIED HORROR CR 12 XP 19,200 hp 140 (see Monster Appendix)

Treasure: Each of the instruments in the room is a masterwork specimen of its craft. Allow the party to find any particular instrument type they are looking for if it is not too large. The smaller instruments can even have more than one representative present. Use your own discretion. If you have access to *DM1: The Book of Taverns* by **Necromancer Games** feel free to throw in some examples of chrysalis wood instruments as described in "Malachai's Public House".

73. Sanctum of the Tiger

Wooden chimes rattle as the door opens. The room bears a musky, earthy odor, like a sodden jungle river bottom. Fine tapestries of red silk adorn the walls and ceiling. The skulls of humanoids with iron spikes driven through them into the stone serve as fasteners for the tapestries at their corners. Some of the skulls have candles glowing eerily within their eye sockets. A wide, round, sagging bed with silken coverlet sits near a stone hearth. Before the hearth on a wooden tray table sits a game board of white and green stone. The playing pieces arrayed on the board are likewise of white or green stone, though one seems to be missing.

This chamber serves as the quarters of Janirov the rakshasa who currently lurks in Area 69. A DC 26 Perception check reveals a loose stone in the hearth hiding a hollow. Hidden within are two folded parchments. One is a note written in Infernal. It reads, "Keep the elven king's ransom, but do not release the princess. I prefer her as an audience to my symphonies." The second parchment is actually an *arcane scroll (CL 12: stone to flesh)*. This is all part of Belishan's ruse with the petrified horror in Area 72.

Treasure: Other than the scroll in the secret hollow, the only real treasure in the room is the game board. The tapestries themselves are too worn and stained to be worth anything. The game board is a chess set of alternating alabaster and malachite squares. The playing pieces are also composed of alabaster and malachite alternately. The set is almost complete save for only the White King, which is missing. This is a magical item known as the *cursed game of Tirleng-ka*. Janirov has spent the last century collecting its pieces to complete it and access its powers. It was this item that brought him to Belishan's Tower many years ago. His divinations led him to find the final piece here, but he has been unable to locate it. He has subtly hinted after it but believes Belishan has it somewhere and is secretly taunting the rakshasa. It was actually lost long ago and lies in Area 25.

74. Bare Chamber (CR 7)

The curving tower stairs rise from below. A door blocks access to what is probably another set of stairs going up. Two other doors exit the room, one to the east and one to the southeast. The room has two smoky torches but is otherwise bare.

Creature: This seemingly empty chamber serves as a guard room to defend this level and the higher reaches of the tower. Anyone other than Belishan who tries to open the western door is attacked by the **advanced belker** lurking in its smoke form amidst the smog clouding the room's ceiling. It also attacks anyone in the room that is not accompanied by Belishan, Janirov, or one of the vampires or vampire spawn.

ADVANCED BELKER XP 3,200

Pathfinder Roleplaying Game Bestiary 2 "Belker" NE Large outsider (air, elemental, evil) Init +7; Senses darkvision 60 ft.; Perception +13

AC 24, touch 16, flat-footed 17 (+7 Dex, +8 natural, -1 size) hp 84 (8d10+40) Fort +11; Ref +13; Will +4 DR 5/---

Spd 30 ft., fly 50 ft. (perfect)

Melee bite +14 (1d6+4), 2 claws +14 (1d6+4), bite +12 (1d6+2) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** smoke claws (DC 19)

Str 18, Dex 25, Con 21, Int 10, Wis 15, Cha 14 Base Atk +8; CMB +13; CMD 30 (can't be tripped) Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse Skills Acrobatics +18, Fly +24, Knowledge (planes) +11, Perception +13, Stealth +18, Survival +13 Languages Auran SQ smoke form

75. Battlement (CR 14)

This wide battlement provides an expansive view of the southern portion of the city and the blasted plain beyond its walls. Other than large numbers of bird droppings, it is completely barren.

Creature: This platform is guarded by a very powerful servant of Belishan's, an **invisible stalker** called Shhulss. Its job is to prevent anyone from gaining access to the tower through this door. The dread ravens know of its presence and avoid it save for the occasional projectile sent its way. It has also managed to fend off attempts by Grampion's wyvern to land here, a much more comfortable roost than the cramped balcony at Area 61. The peak of the great hall's roof (Area 66) lies 12 feet below the eastern edge of this balcony. The south and west look out over the ground 100 feet below.

SHHULSS XP 38,400

CR 14

Male invisible stalker rogue 4/barbarian 3 (*Pathfinder Roleplaying Game Bestiary* "Invisible Stalker") NE Medium outsider (air, elemental, evil, extraplanar) **Init** +11; **Senses** darkvision 60 ft.; Perception +17

AC 23, touch 17, flat-footed 23 (+7 Dex, +6 natural) hp 181 (7d10+49 plus 4d8+28 plus 3d12+21 plus 4) Fort +16; Ref +19 (+21 vs. traps); Will +7 Defensive Abilities evasion, improved uncanny dodge, natural invisibility, rogue talent (resiliency), trap sense +2, uncanny dodge; Immune elemental traits

Spd 40 ft., fly 30 ft. (perfect) Melee 2 slams +21 (2d6+6) Special Attacks rage (17 rounds), rage power (knockback), rogue talent (finesse rogue), sneak attack +2d6

Str 22, **Dex** 24, **Con** 24, **Int** 12, **Wis** 17, **Cha** 11 **Base Atk** +13; **CMB** +19; **CMD** 36

Feats Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Finesse^B, Weapon Focus (slam)

Skills Acrobatics +24, Bluff +14, Disable Device +17, Fly +29, Intimidate +14, Knowledge (planes) +8, Perception +17 (+19 locate traps), Sense Motive +17, Stealth +21, Survival +17

Languages Auran

CR 7

SQ fast movement, improved tracking, trapfinding

Tactics: Shhulss immediately attacks any creature that attempts an aerial landing or tries to climb onto the platform. It always tries to open with a series of sneak attacks. It prefers to fly above the characters and attack with its reach to appear as though attacking from the side. If too many opponents successfully reach the ledge, it rages. If anyone opens the door and comes out onto the platform, Shhulss silently studies them. It then attempts to follow them and attack them at an opportune moment.

41

Development: Only by making Shhulss's instructions very specific has Belishan been able to keep him bound here for over a century. However, because of that specificity there is a loophole in Belishan's instructions for this reluctant guardian. Its orders are to slay anyone who comes to the platform and tries to enter the tower through the battlement door. Therefore, if a party who comes to the platform can convince Shhulss that they do not intend to enter the tower through the door (requiring a Diplomacy check to change his attitude from indifferent to helpful or a Bluff check opposed to his Sense Motive), it holds its attack and lets them move on unmolested as long as they don't attempt to enter the door to Area 74. Likewise, anyone who opens the door from Area 74 and looks out but does not actually step out onto the platform is not subjected to attack by Shhulss or followed. Thus adventurers already in the tower can avoid attack, and those trying to get in can climb or fly on up to Area 89 without interference with the invisible stalker. Shhulss willingly gives this information to anyone who makes the Diplomacy or Bluff check and can speak Auran.

Ad Hoc XP Award: Award full XP if the party encounters Shhulss and manages to pass without a fight.

76. Waiting Room (CR 6 or 12)

The ceiling of this chamber cants sharply upward to the north from about 8 feet high at the southern end of the room to 12 feet at the northern door. A brick chimney extending from the fireplaces on the lower floors rises along the southern wall. A chair sits at either end of the room, a black banner depicting a ring of thorns hanging above each on the wall. Guards in gilded livery stand at attention in a niche on either side of the northern door.

A DC 28 Perception check locates a small crack in the chimney. This is one method that the vampires use to travel throughout the tower in *gaseous form*. The crack is very evident if a fire has been lit in one of the fireplaces in Areas 42, 62 or 73 because of the smoke seeping through. A DC 20 Perception check of the ceiling reveals a hidden trap door in the ceiling of the easternmost alcove. This opens into the attic (Area 81).

Creatures: This is the waiting room of Belishan. There are **2 advanced wights** guarding entrance to the chamber beyond. They immediately move to attack anyone not accompanied by one of Belishan's servants. If a battle in here lasts more than 2 rounds, the greater shadows from Area 79 arrive to assist the guards. There are several small holes drilled through the northern stone wall that carry sound very well, so Belishan and his court are aware of any battles in here and prepare accordingly. They do not come to assist the guards, though if the guards hear battle in Area 77 they immediately rush in to help their master.

ADVANCED WIGHTS (2) XP 1,200 hp 26 (see Area 65)

CR 4

77. Seat of the Master (CR varies)

If Carmella, Esqureet or the advanced homunculus is present adjust the description accordingly.

A broad room stretches before you. Red lighting and strange dancing shadows are created by the fire pit of glowing coals in the room's center. Trestle tables with high-backed chairs stand on either side of the room, feral-looking, swarthy humans occupying some of the seats. Ancient banners of faded glory adorn the walls behind them. Rushes cover the stone floor. A wide alcove to the north holds a great chair upon a dais, an ominous white-bearded figure seated upon it in regal garb and with piercing eyes. A great white wolf lounges at his feet. Next to the dais stands a squat statue of gray stone.

This entire chamber is under a permanent *desecrate* effect as a 20thlevel caster. A secret door in the west wall (DC 25 Perception check to locate) leads to Area 77a. A crack in the wall east of Belishan's chair leads into Area 77b and allows access for those in *gaseous form*. The crack can be located by a DC 28 Perception check if looking on the correct section of the wall.

The second chair from the north on the eastern table bears a **trap** that has been prepared for Grampion. Belishan has tired of the bugbear cleric's overtures and intended to grant him an audience at a feast and have him sit in this specially prepared seat as a dark joke.

Chair Trap: This heavy wooden, high-backed chair bears a deadly trap. This trap is triggered when anyone sits on the chair or places any weight on it of more than 10 lb. When triggered, anyone touching the chair is subjected to a *horrid wilting*. More than one creature can be affected in this way if more than one is touching the chair when the trap activates.

HORRID WILTING TRAP CR 10 Type magical: Perception DC 25: Disable Device DC 25

Trigger touch; Reset none

Effect spell effect (*horrid wilting*, 15th-level wizard, 15d6, DC 25 Fortitude save for half damage)

Creatures: In this chamber the Master of the Tower, **Belishan the Bloodmage**, whiles away his endless hours, hatching intricate plots. He is attended by his elite guardsmen, the vampires **Vlad Alimar** and **Turkaen the Knife**. His pet **advanced fiendish winter wolf pup** lounges before the throne ever wary for trouble. If Carmella is present she crouches beside the door, squeezed between wall and table, playing for the Bloodmage. Esqureet and the homunculus from Area 64, if present, lurk behind their master's great chair, out of sight.

BELISHAN THE BLOODMAGE,
The White Walker, Master of the Tower, etc.CR 16
XP 76,800Male human vampire wizard 15 (Pathfinder Roleplaying Game
Bestiary "Vampire")
CE Medium undead (humanoid)
Init +8; Senses darkvision 60 ft.; Perception +29

AC 29, touch 17, flat-footed 24 (+6 armor, +4 Dex, +1 dodge, +2 luck, +6 natural) hp 145 (15d6+75 plus 15); fast healing 5 Fort +17; Ref +16; Will +16 Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10 Weaknesses vampire weaknesses

Spd 30 ft. **Melee** +2 quarterstaff+15/+10 (1d6+9) or slam +12 (1d4+7 plus

energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), hand of the apprentice 10/day (ranged +11), metamagic mastery 4/day

Spells Prepared (CL 15th, melee touch +12, ranged touch +11): 8th—quickened *dimension door*

7th—eyeburst², limited wish, summon monster VII

6th—*circle of death* (DC 23), *flesh to stone* (DC 23), *mislead* (DC 23), *programmed image* (DC 23)

5th—baleful polymorph (DC 22), cloudkill (DC 22), seeming (x2, one already cast), waves of fatigue

4th—*crushing despair* (DC 21), *mnemonic enhancer, fire shield, sacrifice spell*¹, *scrying*

3rd—animate shadow¹, displacement, haste, heroism, lightning bolt (DC 20), ray of exhaustion

2nd—acid arrow, bull's strength, fountain of blood², pyrotechnics (DC 19), scorching ray, spectral hand

1st—*acid spittle*¹ (DC 18), *expeditious retreat, shield, shocking grasp, true strike, unseen servant*

0 (at will)—*acid splash, bleed* (DC 17), *message, touch of fatigue* ¹From *Relics & Rituals* by **Sword & Sorcery Studios**, see end of chapter.

²From *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios, see end of chapter.

Str 21, **Dex** 18, **Con** —, **Int** 24, **Wis** 14, **Cha** 20 **Base Atk** +7; **CMB** +12; **CMD** 29

Feats Alertness^B, Arcane Blast^{*}, Brew Potion^B, Combat Reflexes^B, Craft Construct^B, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge^B, Eschew Materials, Great Fortitude^B, Heighten Spell^B, Improved Familiar, Improved Initiative^B, Lightning Reflexes^B, Quicken Spell, Scribe Scroll^B, Skill Focus (Craft [sculpture]), Toughness^B, Weapon Focus (quarterstaff)

Skills Appraise +25, Bluff +28, Craft (alchemy) +25, Craft (sculpture) +31, Diplomacy +20, Knowledge (arcana) +25, Knowledge (history) +25, Perception +29, Sense Motive +29, Spellcraft +25, Stealth +12

Languages Abyssal, Auran, Common, Draconic, Elven, Giant, Infernal, Orc; empathic link with familiar

SQ arcane bond (Esqureet—quasit), arcane school—universalist, change shape (dire bat or wolf, *beast shape II*), gaseous form, scry on familiar 1/day, shadowless, spider climb

Combat Gear *staff of power* (10 charges) bone scroll tube with *arcane scroll (CL 15:* heightened *cone of cold [8th], see invisibility, summon monster VIII, teleport);* **Other Gear** *bracers of armor* +6, *cloak of resistance* +3, *shield guardian amulet*, spell components pouch holding 10,000 gp in rare spell components

*See Pathfinder Roleplaying Game Advanced Player's Guide.

Personality: Belishan is thought to be as old as the city of Tsar. It's true he was here very early in its history, and his tower does predate the city, but the truth of this rumor is unknown. A powerful practitioner of the magical arts, Belishan is also a skilled artificer and artist of many media. His favorite pastime is sculpting and creating magical traps and guardians from his creations. His skin is pasty and colorless. He wears flowing blood-red robes and has silvery hair and beard. He has considered himself the true master of Tsar for so long, he cannot imagine an actual threat to his power. He also has such a far-reaching spy network between his dread ravens and other servitors that he has known of the party virtually since they first entered the Desolation. He has long had his eye on the Camp as a useful outpost to have under his sway and expand his influence into the southern lands, but he is aware that the Camp's leader is a powerful lich. As a result he sent one of his most formidable servants, a dwarven lich created during the war centuries ago, into the Desolation to begin seeking a way to supplant the other. If the party slew the dwarven lich, King Kroma, then Belishan will certainly know of that as well and hold it against them for destroying his creation. For more information on this see Slumbering Tsar: The Desolation.

VLAD ALIMAR

XP 19,200

Male half-elf vampire fighter 9/rogue 2 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

CE Medium undead (augmented humanoid)

Init +11; Senses darkvision 60 ft., low-light vision; Perception +29

AC 32, touch 18, flat-footed 26 (+8 armor, +2 deflection, +5 Dex, +1 dodge, +6 natural)

hp 118 (9d10+27 plus 2d8+6 plus 22); fast healing 5

Fort +9; **Ref** +15; **Will** +4 (+6 vs. fear); +2 vs. enchantment **Defensive Abilities** bravery +2, channel resistance +4, evasion; **DR** 10/magic and silver; **Immune** sleep, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Spd 30 ft.

Melee +2 wounding rapier +21/+16 (1d6+12/18–20 plus 1 bleed), +1 adamantine dagger +17/+12 (1d4+6/19–20) or +2 wounding rapier +21/+16 (1d6+12/18–20 plus 1 bleed), slam +16 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), rogue talent (finesse rogue), sneak attack +1d6, weapon training (light blades +2, natural +1)

Str 22, **Dex** 24, **Con** —, **Int** 16, **Wis** 12, **Cha** 16 **Base Atk** +10; **CMB** +16; **CMD** 36

Feats Alertness^B, Blind-Fight, Combat Reflexes^B, Critical Focus, Dodge^B, Greater Weapon Focus (rapier)^B, Improved Initiative^B, Improved Two-Weapon Fighting^B, Lightning Reflexes^B, Mobility, Skill Focus (Acrobatics), Skill Focus (Intimidate)^B, Spring Attack, Toughness^B, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (rapier)^B, Weapon Specialization (rapier)^B, Wind Stance

Skills Acrobatics +31, Bluff +25, Disable Device +7, Intimidate +23, Perception +29 (+30 locate traps), Ride +20, Sense Motive +11, Stealth +28, Survival +5



Languages Common, Draconic, Elven, Goblin, Orc SQ armor training 2, change shape (dire bat or wolf, *beast shape II*), elf blood, gaseous form, shadowless, spider climb, trapfinding Combat Gear potion of invisibility, potion of protection from law; Other Gear +3 glamered scale mail, ring of protection +2, rapier of puncturing, +1 adamantine dagger, boots of elvenkind, golden medallion bearing crest of the Elmwish family lately of Bard's Gate worth 200 gp (identifiable with a DC 15 Knowledge [nobility])

Personality: Vlad has been Belishan's chief lieutenant since the glory days of Tsar. Once a powerful captain in the priesthood's service, Belishan tempted him and gave him the gift of unlife for which Vlad foreswore his former allegiance and became loyal to the Bloodmage. He is a consummate dandy dressing in finely tailored clothing and wearing an ermine cape to offset his many jeweled rings and brooches. He is coldly calculating, immediately measuring the potential use of anyone he meets and equally quickly discarding them as chattel should they fail to meet his needs. He is a skilled warrior preferring melee to other forms of combat but relies on his almost unearthly finesse to defeat his foes.

TURKAEN THE KNIFE XP 19,200

Female human vampire rogue 7/shadowdancer 4 (*Pathfinder Roleplaying Game Bestiary* "Vampire") CE Medium undead (augmented humanoid) **Init** +12; **Senses** darkvision 90 ft.; Perception +21

AC 32, touch 10, flat-footed 32 (+6 armor, +1 deflection, +8 Dex, +1 dodge, +6 natural)

hp 126 (7d8+35 plus 4d8+20 plus 18); fast healing 5

Fort +8; Ref +17 (+19 vs. traps); Will +3

Defensive Abilities channel resistance +4, evasion, improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 10/magic and silver; **Immune** undead triats; **Resist** cold 10, electricity 10 **Weaknesses** vampire weaknesses

Spd 30 ft.; shadow jump 40 ft.

Melee +2 human bane quarterstaff +11/+6 (1d6+4), +2 thundering quarterstaff +11/+6 (1d6+3) or slam +10 (1d4+2 plus energy drain) **Special Attacks** blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), rogue talents (bleeding attack, slow reactions, weapon training), sneak attack +4d6

Spell-like Abilities (CL 4th):

2/day—shadow illusion (DC 16) 1/day—shadow call (DC 19)

Str 15, **Dex** 27, **Con** —, **Int** 11, **Wis** 10, **Cha** 20 **Base Atk** +8; **CMB** +10; **CMD** 30

Feats Alertness^B, Blind-Fight, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Improved Two-Weapon Fighting, Lightning Reflexes^B, Mobility^B, Shadow Strike^{*}, Spring Attack, Stand Still, Toughness^B, Two-Weapon Fighting, Weapon Focus (quarterstaff)^B **Skills** Acrobatics +19, Bluff +24, Craft (traps) +11, Diplomacy +16, Disable Device +24, Perception +21 (+24 locate traps), Perform (dance) +16, Sense Motive +21, Sleight of Hand +19, Stealth +27, Use Magic Device +16

Languages Common

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, hide in plain sight, rogue talent (fast stealth), shadowless, spider climb, summon shadow, trapfinding

Combat Gear wand of baleful polymorph (20 charges), divine scroll (CL 5: inflict moderate wounds [x3]); **Other Gear** bracers of armor +6, ring of protection +1, +2 human bane/+2 thundering quarterstaff, masterwork thieves' tools

*See Pathfinder Roleplaying Game Advanced Player's Guide.

Personality: Formerly a gutter rat of Reme, Turkaen grew up hard on the streets, learning survival skills the hard way, yet developing

into a rare beauty nonetheless. The cold beauty of this woman truly runs only skin deep as she sees no value in the existence of any others save Belishan, whom she is madly in love with in her own totally self-centered way. She came to the Bloodmage willingly seeking his dark gift to further her own prowess and hoping to become his consort. He dallies with her at best, being far more concerned with his far-reaching goals and whims than romance with a psychotic killer. It is she who carries out the will of Belishan far and wide to demonstrate his power and exert force where necessary through the elimination or maiming of an impediment to his plans. She has been outside the walls of Tsar frequently in the last centuries and has been through the Camp several times in various disguises. She engineered her own nickname to throw off others as to her true identity (she doesn't wield a knife or any other sort of blade).

ADVANCED FIENDISH WINTER WOLF PUP CR 6 XP 2,400

Advanced fiendish young winter wolf (*Pathfinder Roleplaying Game Bestiary* "Worg, Winter Wolf") NE Medium magical beast (cold, extraplanar) **Init** +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

AC 22, touch 15, flat-footed 17 (+5 Dex, +7 natural) hp 57 (6d10+24) Fort +9; Ref +10; Will +5 DR 5/good; Immune cold; Resist fire 10; SR 11 Weaknesses vulnerability to fire

Spd 30 ft.

CR 12

Melee bite +11 (1d6+7 plus 1d6 cold and trip) Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17), smite good 1/day (attack +2, damage +6)

Str 20, Dex 21, Con 18, Int 13, Wis 17, Cha 14 Base Atk +6; CMB +11; CMD 26 (30 vs. trip) Feats Improved Initiative, Run, Skill Focus (Perception) Skills Perception +17, Stealth +16 (+22 in snow), Survival +11 Languages Common, Giant

Tactics: While this should be a tough battle, it should not be overwhelming for a powerful party, because Belishan will not stay to fight to the finish. Instead he first attempts to subtly use his dominate ability on the PCs while pretending to greet them courteously. When battle begins, he casts *pyrotechnics* on the fire pit before assuming *gaseous form* under cover of the smoke to seep into Area 77b to escape to Area 87 while allowing his servants to finish off intruders. If this occurs, the homunculus and quasit familiar try to remain hidden until the party leaves the chamber at which point they attempt to rejoin their master in Area 87. A canny party that discovers them could surreptitiously tail them to learn where Belishan hides. Vlad and Turkaen use their Blind-Fight feats in the smoke and as undead are unaffected by its choking qualities. The other denizens of the room are affected just like the PCs.

When combat begins, the winter wolf immediately howls and then blasts the direction of the door with its breath weapon. The howl is easily heard through this level and summons any remaining advanced wights or greater shadows to this room. Vlad and Turkaen maneuver through the smoke using its concealment to make sneak attacks. If the smoke is cleared, Vlad leaps to the tabletop (using his Acrobatics to tumble and avoid attacks) and begins attacking the most vulnerablelooking character within reach. He has a +1 attack bonus against anyone standing on the floor due to his height advantage. Turkaen hides in plain sight and shadow jumps to a position near any obvious arcane spellcasters to make a sneak attack. Turkaen and Vlad tumble around a lot during the battle to keep their foes off balance and to coordinate flanking positions in order to make sneak attacks. Any other foes present join the battle as best they can. During the battle

the vampires attempt to maneuver so that the trapped chair is between them and their foe. They hope to lure someone into climbing over it or placing weight upon it and activating the trap. These vampires were created by Belishan and have been commanded by him to defend his retreat to the death.

Treasure: Belishan does not keep any treasures in this room other than the possessions of its occupants. However the squat statue standing next to his throne is one of the *Nine Disciples* and is, perhaps, his most prized possession (see **Magic items Appendix**). To him it signifies the throwing off of any power the disciples of Orcus may have held over him when he defied their plans of using the statue to forever secure their citadel. Instead he keeps this item as a trophy. See Area P2 in *Part 5—Foundations of Infamy* for more details.

77a. Secret Entrance

A short, narrow stair rises 5 feet to a door leading out to Area 78. The chamber is empty save for a silver mirror mounted on the east wall worth 1,000 gp. This is the focus for Belishan's *scrying* spell.

77b. Teleport Chest

This room is accessible only through a small crack in the mortar or the creation of a new aperture. It is dusty and dark with its only feature being an old wooden trunk. A DC 15 Perception check identifies a single pair of footprints faintly visible in the dust of the floor facing the chest. If Belishan has fled through here, then the footprints are fresh and the Perception DC drops to 5.

Treasure: The worn trunk is actually a *teleport trunk*. Belishan obtained it as part of a set long ago from a traveling magic show and walled it in this chamber to use as his own personal escape route to reach Area 91 if hard pressed. A description of this item can be found in the **Magic Items Appendix**.

78. Small Parapet (CR 8)

A tiny, cramped parapet looks out from the northwest corner of the tower, its crenellated edges looking over a long drop below. The conical base of another hanging tower begins at eye level just south of this platform and partly overshadowing it above. A precarious stair rises to a trapdoor in its base. Everywhere the parapet is strewn with copious amounts of bird droppings, molted black feathers and nesting materials. Even the tiny fragments of egg shells are visible here and there.

This small parapet serves as the entrance to the hanging turret (Area 82) and as a primary nesting area of Belishan's dread raven spies. A DC 18 Perception check reveals a single, small sandal print in the muck near the stair. It belongs to either a Small creature or a petite Medium creature, probably a female. The muck it is in is dry and sheltered from exposure to the elements so it could be weeks old or fairly fresh.

Creatures: There are currently **9 dread ravens** roosting here or flying around nearby. They use their spells to best advantage trying to force intruders from the parapet. They do not attack anyone accompanied by Belishan, a vampire, Esqureet, or the homunculus unless ordered to do so. The ground is 100 feet below this parapet.

DREAD RAVENS (9) XP 600 Creature Collection 58 NE Small magical beast Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

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

Spd 10 ft., fly 80 ft. (average) Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2) Spells Known (CL 3rd, ranged touch +6): 1st (5/day)—grease (DC 11), magic missile, shield 0 (at will)—acid splash, daze (DC 10), disrupt undead, ghost sound (DC 10), ray of frost

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

Treasure: Hoarded amidst the filth of the parapet are a few trinkets the dread ravens have managed to collect. These include a *gem of brightness*, 3 ivory scroll cases (empty) with silver caps worth 80 gp each, and set of masterwork thieves' tools.

79. Darkened Hall (CR 12)

This featureless corridor has a door at each end. Along the eastern wall are three arrow slits that have been boarded over (Break DC 22) and have curtains of heavy black cloth to block all light from penetrating from outside. There is a small crack in the mortar where floor meets wall at the extreme northeastern end of the hall. It can be located with a DC 35 Perception check due to its small size and out-of-the-way placement. It allows access to the top of Area 17 for the vampires while they are in *gaseous form*.

Creatures: Lurking in the darkness here are **4 greater shadows** that guard the entrance from Area 80. They move to assist the wights in Area 76 if a battle there goes on for more than 2 rounds. The wights do not leave their posts to assist the shadows here if they hear sounds of battle.

GREATER SHADOWS (4) XP 4,800

CR 8

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

80. Garrett Roof (CR 10)

A battlement encloses a small rooftop parapet looking north over the city. It does not appear to be occupied or see frequent use. A single door opens onto the parapet.

This parapet never sees use and still bears special **traps** inscribed by the Grand Cornu of Orcus long ago as a gift to Belishan. The roof of Area 14 lies 48 feet below the lip of this balcony on the eastern half, the ground at the base of the tower another 52 feet beyond that on the western half. Anyone falling from the western portion can make a DC Acrobatics check to push off of the wall and angle toward the roof rather than the ground further below. A failed check results in 1d6 points of nonlethal damage from impact with the wall and a fall of the full 100-foot drop.

Greater Glyph of Warding Traps: Two *greater glyphs of warding* have been inscribed here by the Grand Cornu. One is on the parapet itself. If anything larger than a Tiny creature touches upon the floor of the platform without first saying "All hail the Demon Prince of

45

CR 2

CR 8

Death" the first glyph activates with a sonic blast. In addition to damaging any creatures on the platform, the noise and vibration force anyone that is climbing within 10 feet of the platform when this glyph activates to make a DC 27 Climb check to avoid falling from their perch. The second greater glyph of warding is cast on the door itself and activates whenever the door is opened from the outside without first saying "The blessing of Orcus upon you." Once again all creatures on the platform are affected and climbers within 10 feet must make a Climb check or fall. Both of these traps automatically reset after 24 hours has passed.

GREATER GLYPH OF WARDING TRAPS Type magical; Perception DC 28; Disable Device DC 28

Trigger touch; Reset automatic

Effect spell effect (greater glyph of warding [blast], 20th-level cleric, 10d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets on platform)

81. Tower Attic (CR 8)

The dark rafters of this attic seem to absorb your light source, providing only a dim sphere of illumination. Gleaming dully in the shadows are the shapes of three polished, oblong boxes.

This attic serves as the repository of the coffins belonging to Vlad Alimar and Turkaen the Knife. The third coffin is one of Belishan's many spares hidden around the tower. The coffins are of highly polished, dark-stained wood with brass fittings and silken linings. They each hold a layer of grave dirt. The one farthest to the west (Belishan's) holds traps as well.

Spellbook Traps: Tucked into the foot of Belishan's coffin are three neatly stacked tomes of ponderous size with rich leather covers. These are intended to resemble Belishan's spellbooks. However, the pages of all three of them are blank. Each of them has been warded with explosive runes on its cover. The blast of any one of them likely destroys all of the books as well as demolishing the coffin. If any of the books survive the blast(s), they would make perfectly good spellbooks for PC wizards to scribe their own spells into.

EXPLOSIVE RUNES TRAPS CR4 Type magical; Perception DC 28; Disable Device DC 28

Trigger visual; Reset none

Effect spell effect (explosive runes, 15th-level wizard, 6d6 force, DC 19 Reflex save for half for those within 10 ft.—reader gets no save)

Creatures: Guarding this chamber is an unlife swarm. It clings to the shadows beyond the party's light source. The individual unlives resemble vaporous balls of darkness a swarm of them a vast dark cloud. It waits until one party member has climbed up through the trapdoor. Then it surges forward from all sides to attack that individual. The weight of its surge slams the trapdoor shut before any other characters can climb through, and as long as part of the swarm remains in the square with the trapdoor characters below must make a DC 20 Strength check to open it again. Anyone climbing through into a space occupied by the swarm automatically exposes himself to attack.

UNLIFE SWARM CR 8 XP 4,800 Creature Collection II: Dark Menagerie 201 NE Fine ooze (swarm) Init +0; Senses blindsight 60 ft., lifesense 120 ft.; Perception +0

hp 54 (12d8)

Fort +4; Ref +4; Will +4

Defensive Abilities swarm traits; Immune cold, electricity, fire, mind-affecting effects, ooze traits, undead traits, weapon damage Weaknesses sunlight vulnerability

Spd fly 20 ft. (average) Melee swarm (2d6 plus cold burning) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 14)

Str 6, Dex 10, Con 10, Int -, Wis 10, Cha 1 Base Atk +9; CMB -; CMD -Skills Fly +8 SQ energy absorption, unlife

Cold Burning (Su) The touch of an unlife swarm is the deals 1d8+12 points of damage as an *inflict light wounds* spell in addition to the normal swarm damage. It can affect any number of targets in a single round, and occurs each round that contact is established or maintained. The touch feels like cold fire but is neither true fire nor cold damage. In addition, the cold burning acts as a dispel magic (caster level 12th) that affects anything it touches.

Energy Absorption (Su) For every 10 points of damage it deals through either its swarm damage or cold burning, the unlife swarm gains 1 temporary hit point (rounded down). In addition, each spell level it dispels gives it 1 temporary hit point. Fire and electricity feed an unlife, and for each 10 points of damage either of these attack forms would cause, it likewise gains 1 hit point. Lifesense (Su) An unlife notices and locates living creatures within 10 ft. per Hit Die, just as if it possessed the blindsight ability. Sunlight Vulnerability (Ex) An unlife takes 1d6 damage per minute of exposure to direct sunlight.

Unlife (Ex) Unlives possess all the characteristics of undead, including their traits and vulnerability to being turned or controlled through channeling. However, unlike undead, they are healed by both positive and negative energy from channeling or cure/inflict spells.

Treasure: Hidden in the northwest corner of the room is a secret door in the floor (DC 25 Perception check to locate). Though disguised to resemble the rest of the floor, this door is actually made of iron and opens onto a small iron-lined niche in the floor. Resting in this niche are five large books. These are Belishan's true spellbooks. All of them are full, and their contents are listed below. The fifth volume bears a *symbol of insanity* on its spine that is activated when anyone views the books in their niche without first making a search for traps. Each of the other volumes bears a phantom trap (cast while more than 50 feet away from each other) at caster level 15.

SYMBOL OF INSANITY TRAP	CR 9
Type magical; Perception DC 33; Disable Device DC 33	

Trigger visual; Reset none

Effect spell effect (symbol of insanity, 15th-level wizard, insanity)

Volume I: 1st—acid spittle¹, burning hands, expeditious retreat, grease, identify, shield, shocking grasp, true strike, unseen servant; 2nd—acid arrow, bull's strength, fountain of blood², fox's cunning, knock, mirror image, pyrotechnics, scorching ray, spectral hand, summon monster II, summon swarm; 3rd—animate shadow¹, dispel magic, displacement, haste, ray of exhaustion, tongues, water breathing; 4th-arcane eye, crushing despair, fire shield, greater invisibility, mnemonic enhancer, sacrifice spell¹, scrying; 5thbaleful polymorph, cone of cold, seeming, teleport.

Volume II: 0-All those listed in Chapter 10 of the Pathfinder Roleplaying Game; 1st-alarm, cause fear, chill touch, detect secret doors, disguise self, erase, mage armor, magic aura, magic missile, mount, obscuring mist, protection from good, ray of

enfeeblement, reduce person, sleep; 2nd—alter self, arcane lock, continual flame, daze monster, detect thoughts, ethereal bolt¹, glitterdust, hideous laughter, invisibility, knock, misdirection, obscure object, protection from arrows, resist energy, see invisibility, whispering wind; 3rd—explosive runes, fireball, fly, lightning bolt, secret page, sepia snake sigil; 4th—animate dead, bestow curse, confusion; 5th—major creation.

Volume III: 3rd—arcane sight, contagion, great knock¹, greater magic weapon, halt undead, heroism, phantom steed, stinking cloud; 4th—detect scrying, dimension door, dimensional anchor, enervation, fear, fire trap, lesser globe of invulnerability, shout, stone shape, stoneskin; 5th—blight, break enchantment, secret chest, waves of fatigue; 6th—legend lore, programmed image.

Volume IV: 2nd—phantom trap; 6th—acid fog, analyze dweomer, antimagic field, create undead, eyebite, geas/quest, greater dispel magic, plague touch², planar binding, shades, stone to flesh, summon monster VI, symbol of fear, true seeing; 7th—banishment, forcecage.

Volume V (**trapped**, see above): 3rd—*deep slumber*; 4th—*black* tentacles, remove curse; 7th—control undead, eyeburst², finger of death, prismatic spray, statue, summon monster VII, symbol of weakness; 8th—clenched fist, discern location, horrid wilting, polymorph any object, symbol of insanity.

¹From *Relics & Rituals* by Sword & Sorcery Studios, see end of chapter.

²From *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios, see end of chapter.

82. Turret

The trapdoor opens into a small round turret with windows looking north, south and west. It appears to have once been a spare bedchamber with a simple bed, chair, and table. Now, however, the furniture has been smashed and gnawed. The mattress of the bed has been torn open and rotting straw covers the floor. Huddled in the corner, bound hand and foot and with a blindfold and dirty rag in her mouth is a woman of elven blood — barely more than a girl. Her hair is as black as midnight, and her skin is a dusky brown.

Creatures: Belishan has given this room over as the abode of his quasit familiar Esqureet. If the quasit has retreated here, then it hides invisibly among the debris. The **half-elf girl** is named Shilarra. She bears many bruises and scrapes but is otherwise whole. She speaks only Elven with a strange accent. Shilarra is a slave girl from the exotic city of Bhutan, north of the Desolation. She was part of a trade caravan heading south that was waylaid by mercenaries hired by Belishan. She was brought to Belishan as the only survivor, and he gave her to Esqureet to serve as a plaything for the sadistic imp. She has now endured its tortures for two months. It is a testament to her resiliency that she still survives. The quasit gives her food and water at least once a day, but otherwise leaves her bound and gagged when not tormenting her. She is desperate to go home and tries to communicate with the party to beg them for rescue.



SHILARRA XP 200

Female half-elf commoner 2 NG Medium humanoid (elf) Init +0; Senses low-light vision; Perception +6

AC 10, touch 10, flat-footed 10 hp 7, currently 1 (2d6) Fort +0; Ref +0; Will -1; +2 vs. enchantment Immune magic sleep

Spd 30 ft. **Melee** unarmed strike +0 (1d3–1/nonlethal)

Str 8, Dex 11, Con 10, Int 10, Wis 8, Cha 16 Base Atk +1; CMB +0; CMD 10 Feats Endurance, Skill Focus (Profession [servant])^B Skills Diplomacy +5, Perception +6, Profession (servant) +7 Languages Common, Elven SQ elf blood, magical trap (see Area 82)

Development: Though Shilarra is unaware of it, she is actually a very deadly trap created by Belishan. While she was in a drugged sleep Belishan implanted a unique magical trap within her. Deep in Shilarra's body lies a dormant *delayed blast fireball*. Though the spell is virtually undetectable, Shilarra does give off a strong aura of evocation magic. Canny characters can use divination magic to determine the source. A *dispel magic* against a 15th-level caster can remove this trap. The trap is set so that if Shilarra travels more than 100 yards outside the bounds of the walls of Tsar (including by flight or teleportation) the *fireball* activates and detonates after 1 round. During that round Shilarra immediately doubles over in pain screaming. During that round the spell can still be dispelled. At the end of the round Shilarra detonates in a 20-foot-radius spread dealing 15d6 points of fire damage. She, of course, does not survive the blast.

Treasure: In a cracked, clay chamber pot Esqureet has secreted a small hoard of treasure. It consists of 49 sp, 18 gp, and 1 pp that has been trapped with a *bestow curse* (caster level 15). The first creature to touch the coin must make a DC 20 Will save or suffer a –4 penalty to all attack rolls, saves, ability checks and skill checks until the curse is removed. Once a creature has touched the coin, it becomes a normal platinum piece and cannot bestow any further curses.

Ad Hoc XP Award: If the party manages to free Shilarra and save her from her gruesome fate, award 5,000 XP in this effort.

83. Tower Master's Chambers (CR 11)

From this room and higher, the tower is composed of the personal chambers of the Bloodmage. None of his minions are allowed beyond this point.

The stairs circle up and down from this poshly appointed sitting room. A plush rug covers the floor and comfortable divans and settees are spaced along the walls with elegant glass tables placed between them. Standing in the center of the room is a tall, dark-skinned man with sharp, handsome features and batlike wings spreading from his shoulders. A spear is clutched in his large hands.

Creature: Guarding this chamber is Belishan's personal bound servitor, a rage demon, an **aeshma** named Nerug. If not immediately attacked, he telepathically warns the party that none

CR 1/2 but the Bloodmage may ascend. Anyone not leaving immediately is subjected to his deadly attacks. He backs in front of the stair going up and attempts to hold intruders off with his spear.

NERUG XP 12.800

Male aeshma demon (*The Tome of Horrors Revised* 98) CE Large outsider (chaotic, demon, evil, extraplanar) **Init** +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +28

CR 11

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size) hp 189 (14d10+112) Fort +12; Ref +13; Will +14 DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 22

Spd 40 ft., fly 60 ft. (good) Melee +1 wounding spear +21/+16/+11 (2d6+10/19–20/x3 plus 1 bleed) or 2 claws +19 (1d6+6) Ranged +1 wounding spear +19 (2d6+6/19–20/x3 plus 1 bleed) Space 10 ft.; Reach 10 ft. Special Attacks rage Spell-like Abilities (CL 14th): At will—dispel magic, greater teleport (self plus 50 lbs. of objects only), unholy blight (DC 17) 2/day—blasphemy (DC 20), web (DC 15) 1/day—summon (level 5, 1 aeshma 35% or 4d10 dretches 35%)

Str 23, Dex 18, Con 27, Int 14, Wis 17, Cha 17
Base Atk +14; CMB +21; CMD 35
Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (spear), Iron Will, Power Attack, Weapon Focus (spear)
Skills Diplomacy +20, Escape Artist +18, Fly +23, Knowledge (arcana) +19, Perception +28, Spellcraft +16, Stealth +17, Survival +20
Languages Abyssal, Celestial, Draconic; telepathy 100 ft. Gear +1 wounding spear

Rage (Ex) An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its spear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and -2 AC. The aeshma can end its rage voluntarily.

Treasure: The four divans and settees are of fine quality and are worth 200 gp each, but are bulky and weigh 250 lb. apiece. The three glass tables are extremely fragile but are worth 750 gp each if they can be successfully carried back to civilization for sale. On the tables are six silver dishes holding candied fruits and nuts. The sweetmeats have long since gone bad (DC 14 Fort save or 1d6 Con damage), but the silver dishes are worth 50 gp each.

84. Tower Roof

The roof of the tower is identical in construction style as the southern portion of Area 66. A fall from the northern side results in a 12-foot drop to Areas 78 or 80 for 1d6 points of damage or a 36-foot drop to Area 61 for 3d6 points of damage depending on where one goes over the edge. A fall from the southern side results in a 12-foot drop to Area 75 for 1d6 points of damage or a 36-foot drop to Area 66 for 3d6 points of damage. A fall from the eastern edge likewise lands at Area 66, whereas a fall to the west is much more deadly with a 112-foot drop (11d6 points of damage) to the ground below.

If they spot anyone on the roof, the dread ravens at Area 89 swoop down to attack using their *grease* spells to try and cause them to plummet.

85. Wardrobe (CR 7)

Chinks in the bricked-up windows of this room let in cold breezes. Hooks, pegs and suspended ropes hold hanging cloaks and garments of all kinds, creating a maze of shadows. These garments sway and dance in the drafts.

This chamber serves as the wardrobe for Belishan. A clothes horse for hundreds of years, Belishan has managed to create a sizable collection of fine clothing of all sorts, most of it hopelessly out of fashion. A DC 17 Perception check notices a trapdoor in the ceiling obscured by the many hanging clothes. A folding ladder can be pulled down to provide access.

Creatures: Hiding amidst these garments are **3 mawlers**, small blobs of fleshy material capable of taking the shape of articles of clothing. They are disguised as a pair of boots and a short cape. They give off a moderate aura of transmutation magic though they defy being identified. Anyone donning them is subjected to their attacks. If they are ignored, they attack rather than allow their prey to leave the room.

MAWLERS (3)

CR 4

XP 1,200 *The Tome of Horrors II* 104 NE Tiny aberration (shapechanger) **Init** +3; **Senses** darkvision 60 ft.; Perception +8 **Aura** magic aura

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size) hp 39 (6d8+12) Fort +4; Ref +5; Will +7

Spd 20 ft. Melee bite +9 (1d4+1 plus grab) Space 2-1/2 ft.; Reach 0 ft. Special Attacks constrict (1d4+1), vorpal bite

Str 13, **Dex** 16, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11 **Base Atk** +4 ; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Iron Will, Skill Focus (Perception), Weapon Finesse Skills Disguise +10, Perception +8, Stealth +15 SQ mimic shape

Magic Aura (Su) A mawler continuously emits a moderate aura of transmutation magic. This ability can be negated or dispelled (versus caster level 6), but the mawler can activate it as a free action on its next turn. Mimic Shape (Ex) A mawler can assume the general shape of any object that is roughly Tiny sized. A mawler's body is fleshy and pliable, but it can alter the rigidity of its body to resemble metal, wood, and even stone. Most mawlers have found that taking on the shape of articles of clothing provides the most ready meals. The ruse can be detected by a Perception check opposed by the mawler's Disguise skill.

Vorpal Bite (Ex) A mawler that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a mawler being worn as a boot that scores a critical hit, severs the victim's leg. A mawler can only use its vorpal bite while being worn.

A creature that loses a limb suffers a –4 penalty to skill checks that require the use of two limbs. For example, a victim that loses a hand or arm suffers a –4 penalty to Climb checks, Disable Device checks, and so forth. Additionally, a creature that loses its primary weapon-wielding arm or hand suffers a –6 penalty when wielding a weapon

in its offhand. A creature with the Two-Weapon Fighting feat that loses its primary arm or hand ignores the penalty for wielding a weapon in its offhand.

If the victim loses a foot or leg, the penalty applies to Acrobatics checks and the like. Additionally, the creature's speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head).

Treasure: An hour of searching amongst the clothing can turn up seven still usable noble's outfits, two royal outfits, thirteen courtier's outfits, four artisan's outfits, and even a cleric's vestments.

86. Garderobe

Bricked-over windows keep out light but allow in cold drafts. A wooden seat with a hole in its center rests over a lead pipe in the floor. Overhead is a trapdoor with a folding ladder. The pipe exits the bottom of the turret emptying wastes over the cliff onto the city below. The pipe itself is dusty and clean. It has not been used by a living being in countless years.



87. Belishan's Chamber (CR 11 or 16)

This oddly shaped room is bare save for arcane symbols written on the walls and a large conjuring circle inscribed upon the floor. Stains of various substances mar these surfaces. There is an alcove to the west. Along the curving north wall stands a tall, humanoid construct of steel, stone and wood. To the south a door leads into a walled-off closetlike chamber.

This chamber is where Belishan retreats to think or rest, as well as, practice his conjuration. A secret trapdoor in the ceiling can be noticed with a DC 26 Perception check. There is no ladder to access it as Belishan usually passes through the small opening between the door and frame while in *gaseous form*. See Area 92 for details of what occurs if the trap door is opened.

Creatures: In addition to the **shield guardian** stationed here, Belishan is present if he managed to retreat from battle in Area 77. The shield guardian attacks any who enter unless specifically commanded otherwise by Belishan. If Belishan is present, the guardian stands before him, providing cover, and uses its guard and *shield other* abilities while he fights from the alcove using his *staff of power* to maximum effect from inside a *globe of invulnerability*.

SHIELD GUARDIAN	CR 11
XP 12,800	
N Large construct	
Init +0; Senses darkvision 60 ft., low-light vision; Percept	ion +0
AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)	
$h = 112 (15 \pm 10 \pm 20)$, foot heating 5	

hp 112 (15d10+30); fast healing 5 Fort +5; Ref +5; Will +5 Immune construct traits

Spd 30 ft. **Melee** 2 slams +20 (1d8+6) **Space** 10 ft.; **Reach** 10 ft.

Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1 Base Atk +15; CMB +22; CMD 32 Languages all of master's (cannot speak) SQ find master, guard, shield other, spell storing

Find Master (Su) As long as a shield guardian and it amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called). Guard (Ex) If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp) The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp) A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. It cannot be disrupted when it activates the spell, since it was previously cast by the spell's originator, though it does provoke attacks of opportunity. Once this spell is used, the shield guardian can store another spell (or the same spell again).

88. Bedchamber (CR II)

The floor space in this small chamber is entirely consumed by an ornate steel coffin. Its lid stands open revealing an interior of fine, black silk with a white satin pillow. Beneath the pillow is a scattering of dark earth — grave dirt.

Belishan does not actually use this coffin. Rather it serves as a decoy and **trap**. A DC 28 Perception check reveals that there is a secret, lead-lined compartment beneath the pillow. A second Perception check at DC 35 detects the trap. The compartment resists all attempts at opening it (hardness 6, hp 100, Break DC 40). A successful DC 20 Disable Device reveals that the compartment is rigged to only open when the coffin lid is shut. If the lid is shut, the compartment immediately opens, but the trap is likewise activated. The compartment is empty of all save a single parchment that says "Welcome to Oblivion," written in Common — Belishan's little joke at any intruder's expense.

Coffin Trap: When the coffin lid is closed, the interior is filled with a green glow and any living matter within is automatically subjected to a *disintegrate* spell at 15th level. Anyone slain by the *disintegrate* leaves behind an empty coffin holding only their unharmed equipment. This trap functions each time the coffin is open and closed again.

DISINTEGRATE TRAP Type magical; Perception DC 35; Disable Device DC 32

CR 11

Trigger location; **Reset** automatic **Effect** spell effect *disintegrate*, 15th-level wizard, 30d6, DC 23 Fortitude save for half damage)

89. Tower Parapet (CR 11)

This wide parapet provides a fantastic vista of the whole city. A crenellated battlement surrounding the parapet is all that separates you from a fall of dizzying heights. The entire surface of this area is strewn with a foul mixture of droppings, black feathers, debris and bits of bony remains. The conical roofs of the tower's two turrets rise to the east, the central tower rises to its own roof from the center of the parapet. This central chamber is accessed by a door and four open windows whose sills are likewise adorned with copious amounts of avian filth.

This parapet sits 136 feet above the ground. To the east the roof of the tower (Area 84) is 12 feet below, and to the south and east the balcony (Area 75) is 36 feet below.

Creatures: This parapet serves as the primary perch of Belishan's unkindness (i.e. flock) of dread ravens. There are always **30 dread ravens** roosting here that attack anyone other than Belishan who comes from the aviary (Area 92) or attempts to scale the tower or fly to this height. They also swoop to attack anyone they see climbing at Area 84. They prefer to use their *grease* spells on climbers. They spread out so that no area effect spells can target a significant portion of them. They defend the entrances to Area 92 with their lives. They do not pursue within the tower except to Area 92. If a battle occurs here or the unkindness swoops to attack intruders elsewhere, the gargoyles at Area 93 join in to assist the dread ravens after 3 rounds.

CR 2



DREAD RAVENS (30) XP 600 hp 13 (see Area 78)

90. Northern Garrett (CR 5)

The trapdoor opens into a small chamber with wooden crossbeams starting 8 feet above to support the conical roof overhead. A single closed window looks out to the east. Completely covering the floor around the trapdoor is a layer of loamy soil.

Creature: The soil in this room is a **gibbering mouther** that surrounds the trapdoor and takes up all of the floor space. This serves as Belishan's disposal system. The mouther does not attack anyone who opens the trapdoor and just shoves garbage, bodies, etc. up into its embrace. However, anyone climbing up through the trapdoor onto the seemingly spongy dirt that covers the floor of the chamber is immediately subjected to the creature's attacks. If its prey retreats, it uses its ground manipulation to turn the stone floor of this chamber into quicksand which quickly collapses into the room below (DC 15 Reflex save for all those below to avoid 2d6 points of bludgeoning damage from the falling debris) so it can get at the retreating morsels. The fall does not hurt the gibbering mouther itself due to the cushioning material beneath it.

GIBBERING MOUTHER XP 1,600

hp 46 (*Pathfinder Roleplaying Game Bestiary* "Gibbering Mouther")

91. Southern Garrett

This dark room has crossbeams beginning 8 feet above and rising to support the conical roof. The panes of a window to the east have been painted over with black preventing light from entering. The space itself is bare save for a dusty, wooden trunk sitting beneath the window.

This room is empty of occupants. The wooden trunk is half of Belishan's set of *teleport trunks* (see **Magic items Appendix**). The other *teleport trunk* is in Area 77b.

92. Aviary

Opening the trapdoor in the floor of this room releases a small avalanche of bird dung and filth into the chamber below.

This round chamber has four open windows looking out onto the parapet beyond. A door likewise provides egress. The walls are lined by wooden shelving separated by dividers into coffered spaces. Within these individual shelves are twigs and rags forming large bird's nests. The floor of the chamber is slick with bird droppings, black feathers, nesting materials, bony remains of past meals, and countless eggshell fragments. The shelves and nests are also strewn with these substances but not so thickly. Many of the nests hold large fragments of shell, and some even contain whole eggs. Ten feet above the floor begins a maze of crossbeams that rise into darkness supporting the conical roof of the tower.

This chamber has served as the aviary for Belishan's dread raven spies for countless generations of the creatures. Anyone entering this chamber is immediately spotted (unless somehow hidden) by the dread ravens at Area 89 who attack anyone other than Belishan in a frenzied swarm. They take extreme care to not harm their hatchlings and eggs. Within the various nests are a total of 14 young dread ravens (completely helpless) and 7 intact eggs (4 of which are still viable).

A DC 20 Perception check notices a dark, oblong shape wedged into the rafters high above. The rafters above are strangely free of refuse. This is because Belishan forbids them from using them as perches, finding their filth distasteful.

Treasure: If the fragile hatchlings and eggs are somehow safely recovered, they could be sold to an interested wizard or city ruler for 200 gp each. The nearest such city is Bard's Gate, though if the Usurer is approached in The Camp he would be willing to pay for them. A DC 14 Perception check reveals an *elixir of fire breath* wedged behind one of the shelving units and covered in debris that was carried up here long ago by a dread raven and missed by Belishan who regularly collects any treasures they recover. Anyone drinking this potion without first, not only thoroughly cleaning but also disinfecting the vial (any application of fire will do for the latter), must make two DC 20 Fortitude saves of contract blinding sickness and filth fever respectively.

93. Gargoyle Perches (CR 10)

These conical slate roofs top the main towers' turrets and rise to a pinnacle fully 150 feet above the ground.

Creatures: Perched atop each of these roofs is an **invisible fourarmed gargoyle**. They keep watch over the castle grounds and for

CR 5

any aerial threats. They generally don't engage anything in melee until the dread ravens have been dealing with it for 3 rounds to better feel out their opponents. Unlike the dread ravens, they will pursue their quarry within the tower. They have grown accustomed to the comings and goings of Grampion's wyvern and would not be alerted to someone riding such a steed or a party cloaked by an illusion to resemble the beast. The gargoyles have been rendered permanently invisible through a magical process concocted long ago by Belishan which can only be removed by a successful *dispel magic* against a 15th-level caster. They likewise have a permanent *see invisibility* effect so that they can see each other and coordinate their attacks as well as watch for invisible intruders. This can likewise be dispelled as above. These enhancements account for their increased CR.

INVISIBLE FOUR-ARMED GARGOYLES (2) XP 4.800

CR 8

Advanced-HD four-armed gargoyle (*The Tome of Horrors Revised* 212)

CE Large monstrous humanoid (earth)

Init +7; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural) hp 112 (9d10+63) Fort +10; Ref +9; Will +5 Defensive Abilities permanent invisibility; DR 10/magic

Speed 40 ft., fly 60 ft. (average) **Melee** 4 claws +17 (1d6+8), bite +17 (1d6+8), gore +17 (1d6+8) **Space** 10 ft.; **Reach** 10 ft.

Str 26, Dex 16, Con 24, Int 11, Wis 8, Cha 6

Base Atk +9; CMB +18; CMD 31

Feats Combat Reflexes, Hover, Improved Initiative, Skill Focus (Fly), Weapon Focus (claw) Skills Fly +16, Perception +13, Stealth +13 (+17 stony environs), Survival +11 Languages Common, Terran SQ freeze

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

94. Hidden Refuge

The 12-foot height of this area is composed of a series of interlinking crossbeams that support the conical roof. Climbing within this maze of supports is easy (DC 5 Climb check) but slow (half normal climbing speed) due to the myriad obstacles. Wedged upright within this maze is a simple pine coffin with a small pile of grave dirt collected at its foot. This is Belishan's coffin of last resort if his tower has fallen and no others are available for use. He formerly had one hidden in the city, but Plaguebone recently discovered it and destroyed it (see Area T8-11 of the High Terrace in *Part 5—Foundations of Infamy*). He is only able to access this coffin at night without resorting to magic due to the open windows that allow sunlight into Area 92 below. If forced to defend himself here, Belishan summons swarms of bats from the clefts of the cliff face below his tower to confuse and disorient his opponents.

Spell Conversions

Many of the spells featured in this adventure originally appeared in the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* Target one shadow

Target one shadow **Duration** 1 round/level (D)

Saving Throw Reflex; Spell Resistance no

You transform a normal shadow into a long, thick tentacle. The tentacle remains rooted where the transmuted shadow fell upon the wall or floor, but the shadow tendril is able to reach up to 5 ft. per caster level to reach a target. The shadow tendril operates in most respects as an *animate rope* spell but differs in that the shadow is intangible and attempts to attack or sever it pass harmlessly through.

Since the shadow tendril is intangible, it cannot be used to climb upon or tie objects, but when directed against a creature the target must make a Reflex save or be entangled (the shadowy rope is quite solid to the victim). The victim is held in place as long as he is entangled. A DC 23 Strength check can burst the tendril, and a DC 20 Escape Artist check can slip its bonds. You can command it to release a creature and attempt to entangle a new target within range as a standard action.

BLOODSTORM

School evocation [fear]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a small vial of blood) Range medium (100 ft. + 10 ft./level) Area cylinder (10 ft. radius, 40 ft. high) Duration 1 round/level Saving Throw see text; Spell Resistance yes This spell summons a whirlwind of blood that envelops the entire area of effect and has several effects on those caught

ACID SPITTLE

vour convenience.

School transmutation [acid]; Level sorcerer/wizard 1 Casting Time 1 standard action

by Sword & Sorcery Studios. They have been updated to the

Pathfinder Roleplaying Game rules and are included here for

Components V, S, M (6 oz. of wine, consumed by caster) **Range** 10 ft.

Target one creature

Duration 1 hour/level

Saving Throw Reflex half; Spell Resistance No

You belch forth a small viscous glob of potent acid at a nearby target as a ranged touch attack with a splash weapon. The target takes 1d6 points of acid damage +1 point per caster level (+20 maximum) unless a Reflex save is made for half damage. Anyone within 5 ft. of where the acid glob strikes takes 1 point of acid damage +1 per two caster levels (+10 maximum) unless a Reflex save is made for half damage. If the acid glob is not spit before the spell's duration expires, it inflicts maximum damage upon the caster internally (no saving throw) unless otherwise protected from acid.

ANIMATE SHADOW

School transmutation [darkness]; Level sorcerer/wizard 3 Casting Time 1 standard action Components S

Spell Conversions Continued

within it. First, those in the area must make a Reflex save or be blinded by the swirling blood while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all attacks within the area have a –4 penalty to attack rolls, including ranged attacks fired into it. Third the blood deals 1d4 points of acid damage per round of exposure to the whirlwind. Finally, any caught within it must make a Will save or become frightened if 8 HD or more or panicked if less than 8 HD.

DETECT SHAPECHANGERS

School divination; **Level** cleric 1, ranger 1, sorcerer/wizard 1 **Casting Time** 1 standard action

Components V, S, M (a sprig of wolfsbane)/DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D) **Saving Throw** none; **Spell Resistance** none

You can sense the presence of creatures with the shapechanger subtype regardless of their current form. The spell has the added benefit of detecting other creatures in the spell's area that are currently using spells or other abilities to assume a form other than their natural form. The amount of information gained depends on how long you study a particular area or subject.

1st Round: Presence or absence of shapechangers or formaltered creatures.

2nd Round: Number of shapechangers and form-altered creatures in the area and the power of the most potent shapechanger or form-altered creature present.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: A shapechanger or form-altered creature aura's power depends on its CR as described on the table below.

Creature CR Aura Power

Each round, you can turn to detect shapechangers and formaltered creatures in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DOOMWAIL

School necromancy [fear, sonic]; Level bard 5, cleric 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Area cone-shaped burst Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes You let loose an ear-scourging howl that deafens and

You let loose an ear-scourging howl that deatens and paralyzes creatures in its area of effect. Any creature in the area must make a Fortitude save. Those who save are shaken for 3d8 rounds. Those who fail their save area also shaken and must roll d% on the following table for the further effects. These effects remain until magically cured.

Roll (d%) Effect	
------------------	--

1-50	Deafened
51-75	Paralyzed
76–100	Deafened and paralyzed.

ESSENTIAL BLADE

School transmutation [force]; **Level** bard 4, cleric 5, druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, F (the weapon)

Range touch

Target 1 melee or natural weapon

Duration 1 minute/level **Saving Throw** none; **Spell Resistance** no

You touch a melee or natural weapon, suffusing it with raw magical force. So fortified, the weapon acquires the *ghost touch* special quality, ignores hardness, and strikes as a melee touch attack.

ETHEREAL BOLT

School evocation [force]; Level sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (the eye of a creature with a gaze attack) **Range** 120 ft.

Area 120-ft. line

Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

You release a bolt of translucent, blue-white energy that deals 1d10 points of force damage per caster level (maximum 5d10) to each incorporeal creature in its area. The bolt begins at your fingertips.

The energy released by this spell exists primarily on the Ethereal Plane. As such, it has no effect whatsoever upon creatures or objects that exist only in the Material Plane. The bolt ignores corporeal barriers and creatures.

The spell does not empower you to see into the Ethereal Plane or through solid objects.

EYEBURST

School evocation; Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Fortitude partial (see text); Spell Resistance no

You cause a spark of blinding light to leap from your hand and explode in the face of your target, searing its face and causing the viscous fluid in its eyes to boil and possibly rupture. The target must make a Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves the damage and avoids the blindness effect. Eyes destroyed in this way can only be restored by a *regenerate* or *wish* spell.

Spell Conversions Continued

FOUNTAIN OF BLOOD

School evocation [acid]; Level cleric 3, sorcerer/wizard 2 Casting Time 1 standard action Components V, S/DF Range medium (100 ft. + 10 ft./level) Area 20-ft. square Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes You cause a geyser of blood to erupt from the ground, spraying all within a 20-foot by 20-foot area. The blood burns as a powerful acid, causing 1d6 points of acid damage per two caster levels (maximum 10d6). Clerics (or other classes and creatures) that have the Destruction domain are not affected by the *fountain of blood*.

GREAT KNOCK

School transmutation; Level sorcerer/wizard 3 Casting Time 1 standard action Components V Range medium (100 ft. + 10 ft./level)

Area one door, box, or chest with an area of up to 25 sq. ft./ level

Target you, one creature, etc.

Duration instantaneous; see text **Saving Throw** none (Reflex half for burst effect); **Spell Resistance** no

This spell functions identically to the lesser *knock* spell. However, it also shatters welds, shackles, chains, and similar impediments (like portcullises), removing all methods preventing egress through a single portal, and removes any *arcane lock*.

More significantly, you completely destroy the door or item in the process of opening it. Anyone standing within 10 feet of the other side of the door or within 10 feet of a chest, etc. takes 1d6 points of damage per two caster levels (maximum 5d6, or 2d6 if the item is small) from flying debris. The sound of object being destroyed is clearly audible as an explosion.

PLAGUE TOUCH

School necromancy [evil]; Level cleric 5, druid 5, sorcerer/ wizard 6

Casting Time 1 standard action

Components V, S, M (a piece of putrid flesh and a drop of blood)

Range touch

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

This spell is identical to the *contagion* spell, but you can infect the subject with the disease of your choice from the Appendix of the Pathfinder Roleplaying Game or any other sources your GM allows.

SACRIFICE SPELL

School evocation [force]; Level sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature

Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

You can sacrifice a prepared spell (if a wizard) or an unused spell slot (if a sorcerer) to create bolts of pure magical force. The arcane energy is cannibalized and released in a silent, blue-white blast of destructive force that deals 1d8 damage/spell level (maximum 15d8) sacrificed to create it to the target.

You can select multiple prepared spells or unused spell slots to power a single energy bolt. *Sacrifice spell* itself does not count towards the spells that fuel the bolt.

SEVER

School abjuration; Level druid 7, sorcerer/wizard 7 Casting Time 1 round Components V, S/DF Range medium (100 ft. + 10 ft./level) Target one divine spellcaster Duration concentration Saving Throw Will negates; Spell Resistance yes You impede all contact that the target possesses with his deity by temporarily cutting the conduit through which such powers flow. The target is unable to cast any divine spell or use any spell-like or supernatural ability that is divine in nature, such as channeling energy.

The innate abilities of outsiders are not affected, however, an outsider's divine spells are subject to being severed.

STELAN'S BLOOD TENTACLES

School necromancy [evil]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (handful of dirt from a strangled man's grave)

Range close (25 ft. + 5 ft./2 levels) Target all dead and dying creatures Duration 1 hour/level

Saving Throw Fortitude negates; Spell Resistance yes When you cast this spell, all dead (within the last 24 hours) and dying creatures (those below 0 hit points and disabled) in the area have all the blood drawn from their bodies, killing them if still alive. Dying creatures are allowed a Fortitude save to avoid this effect, but dead creatures are not. The blood forms horrible tentacles of clotted, black blood that remain in contact with the bodies from which they were drawn. They lash out and flail at the caster's foes with a reach of 10 feet. One tentacle is created per corpse, up to a maximum of 1 per caster level (no more than 20).

The tentacles are AC 15 with 1 hp per level of the caster. They have the attack bonus, CMB, and CMD of the caster. They are immune to spells that do not cause damage, except for *disintegrate, dispel magic,* and those spells that can affect water or blood (which deal 1d6 hp per caster level, no save, unless otherwise noted).

A tentacle that hits with its slam attack deals 1d6 points of damage and can start a grapple as a free action without provoking attacks of opportunity. On a successful grapple, the tentacle begins to drown its victim (see "Drowning" in Chapter 13 of the Pathfinder Roleplaying Game) as long as it is able to maintain the grapple.

Monster Appendix

Elemental, Undead Fire

A pillar of black flame glowing with a bluish nimbus seems to contain a humanoid shape at its heart. The crackling flames give off an intense chill that drains the heat from the surrounding air.

UNDEAD FIRE ELEMENTAL XP 4,800

CR 8

NE Medium undead (cold) Init +8; Senses darkvision 60 ft.; Perception +15

AC 19, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural) hp 102 (12d8+36 plus 12) Fort +7; Ref +8; Will +8 Defensive Abilities chill shield; Immune cold, fire, undead traits

Spd 50 ft. Melee slam +13 (1d6+4 plus 1d6 cold and coldfire)

Str 16, Dex 19, Con —, Int 4, Wis 11, Cha 16 Base Atk +9; CMB +12; CMD 27 Feats Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Finesse Skills Perception +15 Languages Ignan SQ snuff

Environment any Organization solitary Treasure none

Chill Shield (Su) In addition to being immune to cold and fire, the flames that wreath an undead fire elemental also act as a *fire shield* spell. Any creature striking the undead fire elemental with a natural or handheld weapon takes 1d6+12 points of cold damage. This effect cannot be dispelled.

Coldfire (Su) Each time an undead fire elemental successfully hits a living creature, that creature must make a DC 19 Fortitude save or catch on fire from the elemental's cold flames. These flames deal 1d6 Strength damage per round as the life-giving heat is snuffed from its body. The afflicted creature is entitled to a new saving throw each round. This coldfire burns for 1d6 rounds or until a successful save is made. Resistance to cold or fire does not prevent this damage, though death ward does. The save is Charisma-based. Snuff (Ex) As a standard action (that does not provoke an attack of opportunity), an undead fire elemental can extinguish itself, thereby reducing itself to the form of its base component — a small pile of cold ashes. The undead fire elemental will rarely do this while in the presence of other creatures because of the inherent vulnerability involved. If the cold ash can be scooped up and placed in a stoppered container, the undead fire elemental is trapped until released. Likewise if the ash pile is exposed to winds of 50 mph or greater, the undead fire elemental's material form is dispersed, and it is unable to manifest its burning form again until it is able to reform its ash pile - a process usually taking several years. While in its ash pile form, an undead fire elemental can burst into its burning form as a free action without provoking an attack of opportunity.

Occasionally a horrible tragedy befalls a summoned fire elemental

such that it is destroyed but is not permitted to return to its plane of origin. When this happens, what can eventually form is a horrendous creature composed of its original element infused with raw negative energy. The resulting undead creature is an abomination to its element, seeking nothing more than to snuff out all heat it encounters. Divorced of its natural element, undead fire elementals are no longer hindered by water or bodies of nonflammable liquids.

An undead fire elemental stands 7 feet tall but weighs only 75 pounds due to its ephemeral nature.

Undead fire elementals retain the ability to speak Ignan but rarely deign to speak to those they are about to consume in their cold fury.

Undead fire elementals usually remain in their lairs, morosely remembering their prior warm existence. However, when anything living comes within range, they quickly resume their burning form and surprise attack with glee to forever destroy the heat that they sense in their prey.



CR 6

Feral Vampire Spawn

This brutish monstrosity appears to have once been a human, though its formerly fine grave clothes are tattered and smeared with the filth of a boneyard. Massive muscles ripple beneath its cold, hard flesh contributing to its hunched posture, and jagged, broken fangs extend from between its bloodless lips.

FERAL VAMPIRE SPAWN XP 2,400

CE Medium undead (augmented human) Init +6; Senses darkvision 60 ft., scent; Perception +8

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 66 (8d8+24 plus 8); fast healing 2 Fort +7; Ref +6; Will +4 Defensive Abilities channel resistance +4; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10 Weaknesses vampire weaknesses

Spd 30 ft.

Melee slam +13 (1d6+10 plus energy drain) Special Attacks blood drain, energy drain (1 level, DC 10)

Str 25, Dex 14, Con —, Int 2, Wis 6, Cha 16
Base Atk +6; CMB +13; CMD 25
Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness
Skills Climb +15, Perception +8, Stealth +13; Racial Modifiers +4
Climb, +4 Perception, +4 Stealth
Languages Common (cannot speak)
SQ gaseous form, shadowless, spider climb

Environment any

Organization solitary or pack (2–5) **Treasure** none

Blood Drain (Su) A feral vampire spawn can suck blood from a grappled opponent; if the feral vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The feral vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Energy Drain (Su) A creature hit by a feral vampire spawn's slam gains one negative level. This ability only triggers once per round, regardless of the number of attacks the feral vampire spawn makes. **Fast Healing (Su)** A feral vampire spawn has fast healing 2. If reduced to 0 hit points in combat, it assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 2 hours.) Additional damage dealt to a feral vampire spawn forced into gaseous form has no effect. Once at rest, it is helpless. It regains 1 hit point after 1 hour, then is no helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su) A feral vampire spawn can only assume gaseous form when it has been reduced to 0 hit points in combat. It then assumes *gaseous form* as the spell (caster level 5th) and returns to its coffin. While gaseous it has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A feral vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A feral vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Sometimes when vampires create minions something horrible happens to the creature causing a fate worse than even that of a typical vampire spawn. On these occasions whether by accident or design, upon waking to its new undead existence the newly created spawn finds itself trapped within its coffin or tomb and unable to free itself even in gaseous form. In these instances the spawn rages and struggles to escape as it slowly goes insane, a victim of its allconsuming hunger. When the master vampire finally deigns to release its new spawn or it finally manages to break free — sometimes years after its creation — the spawn is feral and nearly mindless, though with a much greater strength due to its incessant rage. Vampire masters often find such spawn less of a threat and easier to dispose of when their usefulness has ended.

Unlike typical vampire spawn, feral vampire spawn resemble primitive or Neanderthal-like versions of their former selves with heavy frames supporting a massive musculature and a face twisted by rage and hate into an almost animal-like mask. They are usually hunched over from long confinement and weigh up to 200 pounds more than typical for a member of their species of their relative size.

Feral vampire spawn have lost the ability to speak beyond inarticulate roars, though they can understand and obey verbal commands from their master.

Feral vampire spawn attack without thought or tactics using their tremendous brute strength to smash their foes and feed. Though it is presumed that they should still be capable of assuming gaseous form at will or using their domination gaze like standard vampire spawn, feral vampire spawn seem to have forgotten how to use these abilities.



Lurker Wraith

A diaphanous, almost translucent curtain blows on a nonexistent breeze towards you. It spreads its folds wide as it approaches as if to envelop you.

LURKER WRAITH

CR 10

XP 9,600 NE Large undead **Init** +5; **Senses** darkvision 60 ft.; Perception +11

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size) hp 112 (15d8+30 plus 15) Fort +7; Ref +8; Will +9 Defensive Abilities amorphous, channel resistance +4; DR 10/ silver and piercing or slashing; Immune undead traits Weaknesses sunlight powerlessness, vulnerability to fire

Spd fly 40 ft. (average) Melee buffet +20 (2d4+15 plus 1d6 Con drain and grab) Space 10 ft.; Reach 5 ft. Special Attacks create spawn, smother

Str 30, Dex 12, Con —, Int 6, Wis 11, Cha 14

Base Atk +11; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped) **Feats** Blind-Fight, Deceitful, Hover, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Toughness **Skills** Bluff +8, Disguise +12 (+20 as curtain wall hanging or textile), Fly +3, Perception +11, Stealth +25; **Racial Modifiers** +4 Stealth, +8 Disguise as curtain, wall hanging or textile

Environment any **Organization** solitary or pair **Treasure** none

Amorphous (Ex) Lurking wraiths are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter their space without squeezing or one-eighth their space when squeezing.

Constitution Drain (Su) Creatures hit by a lurker wraith's buffet attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the lurker wraith gains 5 temporary hit points. The save DC is Charisma-based. **Create Spawn (Su)** A humanoid slain by either a lurker wraith's Constitution drain or smother attack becomes a ghoul in 1d4 rounds. Spawn are not under the command of the lurker wraith (which typically ignores them), but they do instinctively protect their creator. They do not possess any of the abilities they had in life. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul. **Smother (Ex)** When a lurker wraith grapples a target, it continues its Constitution drain each round (though the victim is still allowed a save each round). In addition it forms an airtight seal around



its prey. A grappled target cannot speak or cast spells with verbal components and must hold its breath (see "Suffocation" in Chapter 13 of the Pathfinder Roleplaying Game).

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

If there is an undead form of the aberrations known as lurkers, this is surely it. They have a gauzy appearance and resemble some thin cloth, though close inspection reveals they are quite durable and thick with a certain translucence. They often disguise themselves as tapestries or curtains in order to lure the unwary into their smothering embrace. Sometimes they roll themselves up to appear as innocuous bolts of cloth before unfurling and revealing the true horror.

They tend to lurk in subterranean areas or within ruins where they avoid rays of direct sunlight.

A lurker wraith is about 10 feet long by 10 feet wide and approximately 1/4 inch thick. They weigh less than 50 pounds.

Lurker wraiths typically disguise themselves as ordinary textiles and then try to attack prey with surprise by buffeting them and attempting to smother. There are often a few stray ghouls lairing near where lurker wraiths dwell — past victims that will come to defend their creator.

Malice

A large roiling cloud of yellow fog pours towards you, long tendrils of the mist reaching hungrily. Vague shapes like faces form and disappear in the foul cloud, and ectoplasmic bile oozes among these forms and drips from the tendrils.

MALICE XP 25,600

CR 13

CE Large undead (incorporeal) **Init** +8; **Senses** all-around vision, darkvision 60 ft., lifesense; Perception +31

AC 21, touch 21, flat-footed 16 (+7 deflection, +4 Dex, +1 dodge, -1 size) hp 218 (19d8+133) Fort +15; Ref +12; Will +16 Defensive Abilities channel resistance +4, incorporeal; Immune undead traits; Resist cold 10, fire 10

Spd fly 30 ft. (perfect) Melee 6 tendril touches +18 (1d6 Wisdom damage) Space 10 ft.; Reach 15 ft.

Str —, Dex 18, Con —, Int 11, Wis 20, Cha 24

Base Atk +14; CMB +15; CMD 37 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Lightning Reflexes, Stand Still, Weapon Focus (tendril touch)

Skills Fly +14, Intimidate +29, Knowledge (arcane) +20, Knowledge (geography)

+20, Knowledge (history) +20, Knowledge

(nature) +20, Knowledge (nobility) +20, Perception +31, Sense Motive +30, Stealth +22; **Racial Modifiers** +20 Knowledge (arcana), +20 Knowledge (geography), +20 Knowledge (history), +20 Knowledge (nature), +20 Knowledge (nobility) **Languages** all (does not speak)

Environment any **Organization** solitary **Treasure** standard

All-Around Vision (Ex) The Malice sees in all directions at once. It cannot be flanked.

Lifesense (Su) The Malice notices and locates living creatures within 60 feet, just as if it had the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Wisdom Damage (Su) The Malice causes 1d6 points of Wisdom damage each time it hits with its tendril touch attack. On each successful attack, it gains 5 temporary hit points. A character whose Wisdom is reduced to 0 immediately falls into a vegetative state, his psyche absorbed in the Malice. Such a character remains alive as long as someone takes complete care of him, including force feeding. The character is not ambulatory and cannot respond to stimuli. Such a character cannot recover his lost Wisdom until the Malice is destroyed, releasing the psyche to return to its body. This can happen over any distance as long as the Malice is on the same



plane as the body. If they are on separate planes and the Malice is destroyed, the body immediately dies and can be *resurrected* normally. If the body dies before the Malice is destroyed, no *resurrection* is possible while the Malice exists, each such attempt failing. Even *miracle* and *wish* are incapable of recovering the stolen psyche while the Malice still exists.

The original builder of the Crooked Tower was a being of such vile wickedness as to make the Bloodmage pale in comparison. His final fate is unknown, but Belishan discovered upon claiming ownership of the tower that the former owner had distilled the spirits of all his many victims over the centuries of occupancy into an undead being of singular antipathy, the Malice, which continues to reside within the bowels of the tower.

The Malice is comprised of the psyches of all of the first Master of the Tower's victims as well as all of those psyches that it has managed to absorb in the intervening years. As such it exists only to feed on those foolish enough to wander into its demesne. As the repository of all the psyches it has consumed, the Malice has an incredible breadth of knowledge if some means were learned to treat with it.

The Malice has never been known to speak any languages, though it seems to be able to understand the speech of anyone addressing it (for what that is worth).

The Malice uses its tendrils to absorb the psyches of its victims and forever incorporate them into its being. When it senses living beings, its intense hatred causes it to immediately rage and rush forth to attack.

Megaswarm, Dire Rat

A squirming horde of vicious rats the size of small dogs streams toward you. They have coarse, spiky fur, feral eyes, and jagged, yellowed teeth. They surge toward you in a roiling mass of filth and stench.

DIRE RAT MEGASWARM XP 1,600

CR 5

XP 1,600 N Small animal (megaswarm) Init +7; Senses low-light vision, scent; Perception +11

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 52 (8d8+8 plus 8) Fort +9; Ref +9; Will +3 Defensive Abilities half damage from piercing weapons

Spd 40 ft., climb 20 ft., swim 20 ft. Melee swarm (2d6 plus disease) Space 10 ft.; Reach 0 ft. Special Attacks disease, distraction (DC 15)

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4 Base Atk +6; CMB —; CMD — Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +11, Perception +11, Stealth +14, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

Environment any urban

Organization solitary, pack (2–4 megaswarms), infestation (7–12 megaswarms) **Treasure** none

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Megaswarm Traits (Ex) Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures which are usually a megafauna version of a normal swarm and otherwise behave in a swarmlike manner. There are usually around 100 creatures in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition when the swarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the megaswarm continue their attack, though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder RPG Bestiary*.

Much like a swarm of ordinary rats, a dire rat swarm is composed of a teeming mass of disease-ridden dire rats intent on feeding on whatever they can catch. A dire rat swarm usually exists in abandoned ruins or city dumps where there is a plentiful food supply and a lack of significant predators.

A dire rat swarm seeks to overrun and attack any warm-blooded prey it encounters. It typically ignores undead and other creatures that are not warm-blooded.



Petrified Horror

A revolting stack of carnage stands before you. Its delicate silhouette belies the true horror that it is. It is as if someone carved a human-sized sculpture from the still-living flesh, bone and muscle of a much-larger creature, and then somehow gave that figure life.

PETRIFIED HORROR XP 51,200

CR 15

XP 51,200 N Medium construct Init +8; Senses blindsight 60 ft.; Perception +0 Aura frightful presence (60 ft., DC 20)

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural) hp 140 (20d10+30) Fort +6; Ref +10; Will +6 DR 5/adamantine; Immune construct traits, magic

Spd 30 ft. Melee 2 slams +25 (2d6+5) Special Attacks bloodstorm

Str 21, Dex 19, Con —, Int —, Wis 11, Cha 10 Base Atk +20; CMB +25; CMD 39 Feats Improved Initiative^B

Environment any **Organization** solitary **Treasure** none

Bloodstorm (Su) A petrified horror can create a bloodstorm effect (as the spell) centered upon itself as a free action once every 2 minutes. The bloodstorm forms a whirlwind of blood in a column 25 feet in diameter and 40 feet high. The effect has a duration of 12 rounds, requiring those within to make a DC 20 Reflex save to avoid being blinded while they remain within the whirlwind and for 2d6 rounds after leaving it and a DC 20 Will save to avoid becoming panicked if less than 8 HD or frightened if 8 HD or above for the duration of the effect. Furthermore, creatures fighting within the bloodstorm or ranged attacks passing through it take –4 penalty on attack rolls Finally, the blood is slightly acidic and deals 1d4 points of acid damage per round. The petrified horror is immune to the effects of the bloodstorm, including the attack penalties, and the whirlwind remains centered on the petrified horror even if it moves. The save DCs are Constitution-based.

■ Full details of the *bloodstorm* spell can be found in **Relics & Rituals** by **Sword & Sorcery Studios**.

The name of the petrified horror belies the true nature of this hideous construct. For while it is true that the construct is crafted from the petrified remains of a Large creature, it is not until the new Medium statue is returned to flesh from its prison of stone that the horror is unleashed. Until then it just resembles an ordinary statue in whatever shape it was sculpted to be and is incapable of action. This can be quite disconcerting when a delicate ballerina statue suddenly becomes a lumbering pile of bleeding meat and bone. Creators of theses creatures often use them like time bombs, inert until freed by the spells of an inquisitive intruder or as part of a trap activated by the intruders. They instinctively recognize and avoid harming their creator but have no compunctions about destroying anything and anyone else they see.

In statue form, a typical specimen stands 5 to 8 feet tall and, being composed of solid stone, weighs anywhere from 1,000 to 1,800 pounds. Despite being a typical statue, it does give off a moderate aura of transmutation. When the creator or someone else casts *stone* to flesh or break enchantment the construct transforms to flesh and weighs 300 to 500 pounds depending on its height. As a construct it is does not require a Fortitude save to survive the transformation. Because the petrified horror is constructed from a larger creature,

it gains the bonus hit points of a size Large construct rather than a Medium. Because it has no actual eyes, it sees through blindsight rather than with the traditional darkvision and low-light vision of a construct.

Despite its lumbering appearance, a petrified horror's newly crafted form is quite quick and agile. It moves with a discernable squishing noise and leaves a trail of blood and ichor wherever it goes.

Petrified horrors are incapable of speech and do not understand or heed commands.

Petrified horrors are typically left in out-of-the-way places by their creators, so when activated the damages they cause can be minimized. Once released from its stony imprisonment petrified horrors immediately go into a rampage destroying all they see, preferring living creatures over inanimate objects but content to demolish even inanimate objects if that is all there is. As part of their programming, they rush directly into the center of whatever group is nearest to them (bull rushing if necessary) while flailing with their fists. Once they are in amongst their foes, they use their bloodstorm ability as they continue to fight.

Construction

A petrified horror is carved from the petrified form of a Large creature which usually costs 10,000 gp to procure. Special masterwork tools for this process worth 500 gp are also required and are ruined in the creation process. Sculpting the body from the base material requires a DC 25 Craft (sculptures) check. Failure means that the petrified creature's form has been cracked and ruined and a new Large petrified creature must be procured.

PETRIFIED HORROR

CL 14th; Price 110,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bloodstorm*, *flesh to stone*, *geas/quest*, *limited wish*, caster must be at least 14th level; **Skill** Craft (sculptures) DC 25; Cost 65,500 gp.



Worg, Dire

A black-furred wolf the size of a horse, this beast has eyes that seem to glow with a sinister intelligence.

DIRE WORG

XP 2,400

CR 6

NE Large magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +12

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 68 (8d10+24) **Fort** +9; **Ref** +8; **Will** +4

Spd 50 ft. Melee bite +17 (2d6+13 plus trip) Space 10 ft.; Reach 5 ft.

Str 29, Dex 15, Con 17, Int 6, Wis 14, Cha 14 Base Atk +8; CMB +18; CMD 31 (35 vs. trip) Feats Improved Natural Attack (bite), Run, Skill Focus (Perception), Weapon Focus (bite) Skills Acrobatics +7, Perception +12, Stealth +5, Survival +6; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Giant

Environment temperate forests and plains Organization solitary, pair, or pack (6-11) Treasure 1/10 coins; 50% goods; 50% items

These creatures are to worgs what dire wolves are to their more ordinary kin. They still tend to associate with evil creatures but rarely anything as mundane or insignificant as a goblinoid. Occasionally they serve as mounts for ogres or hill giants.

Like their lesser kin, dire worgs typically hunt in packs, though they don't limit their fare to herbivores or the sick and infirm. Dire worgs often challenge the most powerful member of an animal pack knowing that if the leader is killed, the rest are usually easy pickings. They have also been known to seek out isolated humanoid settlements and leave them as little more than smashed buildings and a few well-chewed and bloody bones.

A dire worg has black fur, sometimes with reddish highlights, giving it an almost demonic appearance, and grows to be 10 feet long and 7 feet high at the shoulder. It weighs 1,200 pounds.

Dire worgs typically attack in packs holding particularly powerful prey at bay until their giant allies or additional worgs arrive. A mated pair of dire worgs often has a pack of normal worgs serving them as bush beaters to chase prey into the dire worgs' clutches. Like their lesser cousins, they prefer to harry and exhaust tougher prey before moving in with flanking and trip attacks.



Magic Item Appendix

ASHES OF AMNU-PAKET

Aura moderate necromancy and transmutation; CL 8th Slot none; Price 25,000 gp; Weight —

DESCRIPTION

This is a small, finger-sized gold receptacle stoppered by a polished fang and sealed with platinum wire. If the seal is broken, the interior is seen to hold a small amount of fine ash. This legendary item is (truthfully) said to hold the remains of the last vizier of the Tu Chai Palace, the powerful ogre mage Amnu-Paket. The Tu Chai Palace is considered an equally mythical palace said to have existed an age ago in the exotic lands of the north hanging from the side of a magnificent peak. Amnu-Paket was considered both the wisest of sages and a cruel despot, and the holder of his ashes was rumored to both benefit from his wisdom and suffer from bad luck. The ashes of Amnu-Paket disappeared long ago from the knowledge of man. Actually the receptacle was secreted within a hidden compartment inside the fabulously-carved emerald called the Tu Chai Palace. Thus the owner of the emerald receives both the benefits and penalties associated with the ashes, more than likely never even realizing the source of the effects.

The individual who owns the ashes (or the Tu Chai Palace if they are still hidden within) is the continual recipient of the following effects: a +4 increase to his Wisdom score in the form of an enhancement bonus, a +5 insight bonus on any Knowledge checks, and a -2 luck penalty on all saves and ability checks. The owner does not have to have the ashes in his possession; he merely has to be the recognized owner of them (or the emerald if applicable). If an entire party claims the emerald as a treasure, it is the individual responsible for its storage who receives the benefits and penalties. The curse of bad luck cannot be removed from the item. The only way to rid oneself of the penalties is to have the item stolen, sell it,

or give it away to another individual. Giving it to another as a loan or to merely care for the item (such as to a museum or bank) does not transfer the effects.

CONSTRUCTION

Requirements Craft Wondrous Item, bestow curse, fox's cunning, owl's wisdom; Cost 12,500 gp

EXSANGUINATOR

Aura strong evocation and transmutation; CL 15th Slot none; Price 104,006 gp; Weight 3 lb.

DESCRIPTION

+3 keen wounding handaxe; AL CN; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 19.

Lesser Powers: Deathwatch continually active, daze monster 3/ day, hold person 3/day.

Greater Power: Haste on owner 3/day.

Personality: This handaxe is fashioned much like a meat cleaver. The chaotic and warped personality has one purpose and one purpose only, to drink the blood of the living. When a creature is hit by Exsanguinator it leaves a bloodless wound, the blood having been magically absorbed by the blade. A creature killed by the handaxe falls to the ground as a completely bloodless corpse. Whenever anyone of any alignment first grasps the weapon, a DC 19 Will save is required. On a failed save the handaxe uses its *haste* ability on the wielder who then turns on any living creatures nearby and attempts to satiate Exsanguinator's blood lust on them. If the character is chaotic and makes his save, he can use the weapon normally. However, the handaxe will continually whisper dreams of bloodletting into his mind telepathically. The handaxe demands that it be the wielder's primary weapon in combat, and another Will save is required if the character refuses. Exsanguinator uses its abilities in battle to assist its wielder in making easier targets for him to attack. Anytime the wielder spares an opponent in combat, another Will save is necessary to prevent an indiscriminate killing spree.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*, *mage's sword*; **Cost** 52,003 gp

MAGIC ITEM APPENDIX

MACE OF BLOOD

Aura moderate abjuration; CL 8th Slot none; Price 16,000 gp; Weight 8 lb.

DESCRIPTION

This +3 heavy mace must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; **Cost** 8,000 gp

TELEPORT TRUNKS

Aura strong conjuration; CL 14th Slot none; Price 50,000 gp; Weight 50 lb. each

DESCRIPTION

These trunks always come in pairs. Each looks like an old wooden or hardened leather steamer trunk without a lock. They stand 2 feet high are 4 1/2 feet long and are 3 feet wide. They are nondescript until a creature climbs inside and the lid is closed. Upon doing so, that creature and all gear and objects up to its maximum load that will fit within the closed trunk, are instantly teleported as the *greater teleport* spell to the interior of the other trunk in the pair. The other trunk must be closed and empty for this to function. The *teleport* functions as long as both trunks on are on the same plane. The trunk can hold one Medium, four Small, eight Tiny, twenty-four diminutive, or one hundred forty-four Fine creatures. A Large creature can squeeze into the trunk with a successful DC 20 Escape Artist but can not bring any gear other than mundane, nonbulky clothing and a light weapon. The trunk can function once every 10 minute up to 3 times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater teleport*; Cost 25,000 gp

WRAITH Weapon Special Ability: A *wraith* weapon can strike both corporeal and incorporeal creatures, since the weapon exists in both the Ethereal and Material planes. In addition it strikes material opponents as an incorporeal touch ignoring armor bonuses to AC. On a successful hit, the struck creature must make a DC 17 Fortitude save or take 1d6 points of Constitution damage. If a critical hit is scored, the Constitution loss is drain unless the save is made. On each successful attack that deals Constitution damage or drain, the wielder gains 5 temporary hit points. This attack is similar to the incorporeal touch of the wraith as detailed in the *Pathfinder Roleplaying Game Bestiary*. It does not create spawn.

Strong necromancy; CL 17th; Craft Magic Weapons and Armor, *energy drain*; Price +4 bonus

*Updated from the **Necromancer Games** adventure *D1: The Tomb* of *Abysthor* by Clark Peterson and Bill Webb.



MAGIC ITEM APPENDIX

Minor Artifacts

CURSED GAME OF TIRLENG-KA

Aura strong conjuration, enchantment and evocation, moderate abjuration, and faint divination and transmutation; CL 20th Slot none; Weight 15 lb.

DESCRIPTION

This infamous game board is a chess set of alternating alabaster and malachite squares. The playing pieces are likewise composed of alabaster and malachite respectively. It was said to have been created a thousand years ago by the military genius Tirleng-ka. Legends say that no army led by the general could be defeated in battle. He was often noted as saying that the battlefield is like a chess match, and he would actually set up a game board in his command tent before a battle and play out a game through the course of the actual battle. It wasn't until later that one of his subordinates learned the truth; the battle truly was only a game to the general. He would play out the match against himself and order his troop maneuvers during the battle based on his moves in the game. Such was his skill at chess that he never failed to achieve victory, even though sometimes at an atrocious cost in lives.

When the rumors ran through the ranks of his officers and soldiers,

men who had served him faithfully through dozens of campaigns, accepting the horrible tolls sometimes exacted as a necessary part of war, realized he had been playing games with their lives on a whim and had needlessly sent thousands to their deaths. His once-loyal forces mutinied in a howling bloodthirsty mob and found him in his command tent playing another game. They seized their general and flaved him alive, his blood splattering all over the chess match in progress. Strangely, when the deed was done, they found the chess board and pieces unsullied. The officers took the game board and pieces as spoils and divided the semi-precious stones among themselves. Thus in blood and betraval was born the cursed game of Tirleng-ka.

It wasn't until years later when the pieces and board were finally reunited by chance, that the magical powers they possessed were discovered. Whether these powers had been present all along or only manifested due to the nature of the general's death is unknown. Regardless the new owner used the board's powers to become a powerful war-captain in his own right. It was also he, however, that discovered the curse of the game as well, when his officers betrayed him and hung him from the support pole of his own tent. Once again, the pieces were divided as spoils. Over the centuries, the pieces have been assembled only a few other times, each time the new owner was able to use the powers of the board to achieve great militarily victories only to end his life in betrayal and murder by his own men. The last owner was slain during the Battle of Tsar. The pieces were deliberately separated and hidden to prevent anyone from ever again gaining their power and suffering the inevitable fate, though there is always someone willing to look, thinking that they will be the one who is finally able to beat the curse.

As a finely crafted game board of alabaster and malachite, the item is worth 800 gp, and each individual piece (16 in all) is worth another 50 gp. However, only when the board and all of the pieces are assembled, does it begin to radiate a magical dweomer and the owner have access to

its powers.

To use the powers of the game, the wielder must spend 10 minutes setting up the board and arranging the pieces properly before the magic will function. Typically, field commanders did this in the safety of their tents overlooking the coming battlefield. Once the allotted time is spent in assembly, the wielder and all of his allies within line of effect out to any range gain a +2 insight bonus on their attack and damage rolls. If the board was assembled before the battle is joined, all allies gain a +2 insight bonus to initiative as well. Furthermore the weapons of all the wielder's effected allies are treated as aligned like the wielder's alignment for the purposes of overcoming damage reduction. These effects remain as long as the wielder remains by the board surveying the field of battle. If the board is upset, the effects are lost until another 10 minutes is spent preparing it. The wielder may fight and take actions to defend the board, but the effect ends if he steps more than 5 feet away, in which case it must be once again reset.

By manipulating pieces on the board (individually or as groups listed below) as a full-round action, the wielder can create additional effects as listed below. All effects are at caster level 20th.

• Malachite Pawn (8) — casts *bless* on all allies within 30 ft. once per day (stacks with insight bonuses).

• All Malachite Pawns (1) — functions as a *bronze horn of Valhalla* once per hour.



MAGIC ITEM APPENDIX

• Malachite Rook (2) — casts wall of iron once per day.

• Malachite Knight (2) — casts magic fang on all allied Animals within 100 ft. once per day.

• Malachite Bishop (2) — casts *flame strike* once per day. • Malachite Queen (1) — functions as a horn of blasting 3/day.

• Malachite King (1) — functions as a rod of rulership once per day

for up to 60 minutes at a time.

• Malachite Castle* (1) — casts *insect plague* once per day. • Alabaster Pawn (8) - casts virtue on all allies within 30 ft. once per day.

• All Alabaster Pawns (1) — casts *shield of faith* on all allies within 100 ft once per hour.

Alabaster Rook (2) — casts *globe of invulnerability* once per day.
Alabaster Knight (2) — creates effects of *horseshoes of zephyr* on

all allies' mounts within 100 ft. once per day.

• Alabaster Bishop (2) — casts divine power on all allies within 10 ft. once per day.

• Alabaster Queen (1) — casts blade barrier 3/day.

• Alabaster King (1) — casts *status* on all allies within one mile once per day.

• Alabaster Castle* (1) — casts mass cure light wounds on all allies within 300 ft. once per day.

Each individual piece can be moved as many times as described within its entry. In addition they can be used in conjunction with other pieces to activate those specific powers as well. Thus each malachite pawn can be used to cast a *bless* once per day and then all the malachite pawns can be used to invoke the powers of a *bronze* horn of Valhalla. The bonuses from similar pieces don't stack on the same creatures unless they have already worn off. Otherwise different allies will have to come within range for the effect to work again. Next to each entry is a parenthetical number showing the numbers of that piece present on the board and thus, the number of times that power can be used during the specified time period.

*Castle — This involves maneuvering a king and one of the rooks of a like color. This function can only be used if neither that king nor the rook in question has already been moved previously in the battle.

The alleged curse on the game is up to you. It could be that all of the previous owners have met unfortunate ends due to coincidence, using the magic item callously and ultimately alienating their subordinates. Feel free to come up with something suitably grievous for your campaign. Regardless it should not be something that occurs soon, each of the prior owners having used the item to great effect for some time before meeting his fate. Build up the suspense of the presumed curse through foreshadowing and dropping veiled hints. Even if there is actually no curse, it should keep the players nervous and on their toes waiting for the headsman's axe to fall.

DESTRUCTION

If the game is set up and used in a battle which the wielder then deliberately loses and is himself killed with his blood spilling upon the game board, then it loses its magical properties, though perhaps not its sinister reputation.

THE NINE DISCIPLES

Aura overwhelming (all schools); CL 30th Slot none; Weight 80-150 lb.

DESCRIPTION

These are short statues of a nondescript stone. Their features are worn, and they all wear the cassock and frock of a cleric - Disciples of Orcus. They vary in height from 3 to 5 feet and, if examined closely, are obviously renderings of separate individuals, some male some female - no two exactly alike. Each of these statuettes was magically removed from its plinth in the Plaza of the Disciples (Area P2 of Part 5-Foundations of Infamy) by a spell created by the Grand Cornu of Orcus and activated by Belishan the Bloodmage. The purpose of the spell was to scatter the idols across the multiverse and forever bar entry to the Citadel of Orcus. When Belishan modified the spell slightly in order to try and capture one of the statues for himself, the spell went awry creating the means to recall the Citadel of Orcus before the demon prince's plans can properly come to fruition. As a result, one of the original ten idols remained in place and the other nine were merely scattered throughout the city.

According to legend (Knowledge [religion] DC 30 or bardic knowledge DC 35), the Nine Disciples were originally Disciples of Orcus - eleven in all. These eleven most powerful of Orcus's followers formed a special cadre to the demon prince. He encouraged them to seek ever more and greater power. He promised them that whoever became the most powerful would become the first Grand Cornu, the greatest of all his high priests on the mortal planes, and would preside over the mightiest city of the earth. To this end these eleven bent their wills to greater and greater mastery of magic and even became privy to certain Abyssal knowledge normally forbidden to mortals. In the end Orcus had what he wanted, eleven Disciples of exceeding power and ambition willing to do anything for their lord - though one was noticeably less-powerful than the other ten. All he needed was to somehow preserve that power indefinitely to serve him when needed most.

To reward his faithful Disciples, Orcus permanently transformed the ten most powerful of them into stone statuettes. They screamed their outrage as the transformation took hold, and Orcus laughed and told them he had changed his mind. He would make the weakest of them, whose power was the least valuable to him, the new Grand Cornu, but he would still hold to his word and let the other ten preside over his mightiest city. Later when Tsar was built as his temple-city, the statuettes were placed atop the highest plateau in a pentagram before his mighty citadel. By doing this to the ten, Orcus forever trapped their magical potential in their unyielding bodies, saved for a time when he would have need to tap their energies. The eleventh Disciple, now the Grand Cornu, likewise learned a lesson. He learned that it is never wise to become too powerful and useful in the service of Orcus but always just useful enough to not be discarded, a lesson that was remembered down a long line of Grand Cornu who never let overweening ambition get in the way of their duty to their patron and managed to avoid incurring his immortal wrath.

DESTRUCTION

As minor artifacts, each of the Disciple statuettes is nearly indestructible. However, though they give off extremely potent magical auras, there is no way to tap their great power and use it other than to return them to their plinths and recall the Citadel of Orcus to Tsar. Once that occurs, the spirits and power so long entrapped in the idols is exhausted, having been used to hide the citadel for hundreds of years, and they no longer retain any magical properties.

Player Handouts

Player Handout B



PLAYER HANDOUTS

Player Handout C



My Illustrious Bloodmage, Use the spell I have prepared at the Plaza of the Disciples to scatter the statuettes across the planes. Only then will the citadel be safely hidden away and forever protected from any future meddlings by our enemies who even now mass at the Black Gates. Fail me not, and the gifts of my liege will far outstrip even the rewards of your already extended life. Enact the ritual improperly, and you leave the doorway open for others to recall the citadel before the appointed hour by replacing the statuettes. Choose wisely, for our master watches always.

By the hand of the Grand Cornu of Orcus, Jeravix High Speaker of the Demon Prince for all the Mortal Realms

















LEGAL APPENDIX

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open GameLicense version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Aeshma Demon from *the Tome of Horrors Revised*. Copyright 2002, Necromancer Games, Inc.; Author Scott Green.

Cobra Flower from the Tome of Horrors Revised. Copyright 2002, Necromancer Games, Inc.; Author Scott Green.

Four-Armed Gargoyle from the Tome of Horrors Revised. Copyright 2002, Necromancer Games, Inc.; Author Scott Green and Clark Peterson, based on original material by Gary Gygax.

Thessalhydra from the Tome of Horrors Revised. Copyright 2002, Necromancer Games, Inc.; Author Scott Green, based on original material by Gary Gygax and Wizards of the Coast.

Vampire Rose from *the Tome of Horrors Revised*. Copyright 2002, Necromancer Games, Inc.; Author Scott Green, based on original material from Tom Moldvay and Jean Wells.

Tome of Horrors II Copyright 2004, Necromancer Games, Inc.; Author Scott Greene; Additional Authors: Erica Balsley, Keven Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Bill Webb and Monte Cook.

Creature Collection Copyright 2000, Clark Peterson

Creature Collection II: Dark Managerie Copyright 2001, White Wolf

Creature Collection III: Savage Bestiary Copyright 2003, White Wolf Publishing, Inc. Slumbering Tsar: The Desolation, Part 1 - The Edge of Oblivion- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: The Desolution, Part 2 - The Ghosts of Victory- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: The Desolation, Part 3 - The Western Front- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: Temple-City of Orcus, Part 1 -The Tower of Weeping Sores - Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: Temple-City of Orcus, Part 2 -The Lower City - Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: Temple-City of Orcus, Part 3 -The Harrow Lanes - Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games

Slumbering Tsar: Temple-City of Orcus, Part 4 -The Crooked Tower- Copyright 2010 Bill Webb and Greg Vaughan, Frog God Games