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Temple-City of Orcus, Part 5 — Foundations of Infamy —



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, David Day, Veronica Jones, Brian LeBlanc, Patrick McElvoy, Hunter McFalls, Gary McKee, Mark Smylie, Tim Truman

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.

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- Temple-City of Orcus, Part 5 -Foundations of Infamy

By Greg A. Vaughan

Just below the Plazeau of the Oemon Prince, province of the unholy clergy of Orcus, lies the Digh Terrace, former home of those rich and powerful in Tsar who were not members of the disciples of Orcus. Powerful nobles and military leaders alike rubbed shoulders along with their myriad dependents, agents and slaves. The streets of this terrace once saw crowds of monstrous slaves, heavily guarded palanquins, exotic steeds, and richly appointed chariots. All of these crowded the cobbled lanes between tall, gabled houses and warded towers, thankful to be above the lower castes of the city, yet fearful of a different sort of predator than that which roamed the streets of the Grunge and the Darrow Lanes below. For here beasts wore the accouterments of fine gentleman, and atrocities were born of whispers behind perfumed kerchiefs and at subtle glances that carried more weight than gold. For here lay the heart of much of the city's evil, the very foundations of infamy.

Chapter 8: The High Terrace

The buildings of the High Terrace have survived better than those of other portions of the city. Few have fallen to decay and the elements or damages inflicted by the Battle of Tsar. They remain whole, if decayed and somewhat run down, with blear-paned windows and cracking facades. There are very few sections that have been reduced to rubble like in the city's other quarters. Yet despite the wealth of stable and available shelters, these tenements are much more sparsely populated by beast and villain than elsewhere in the city. That is because those that do call the High Terrace home still consider themselves of a higher caste than the creatures of the city's lower neighborhoods. Whether this is because of some lingering residual hauteur or simply the increased deadliness of those denizens found here is debatable, but their lethality is without question.

Random encounters in this area can be found on the tables provided below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds. Use the day or night tables as needed. Unless otherwise noted, do not remove slain creatures from the encounter areas that are referenced in the random encounter descriptions.

Ashborn Arachnae: See The Harrow Lanes in *Part 3—The Harrow Lanes*.

Babau Demons: See The Grunge in Part 2—The Lower City.

Daraka Demon: See The Harrow Lanes in *Part 3—The Harrow Lanes*.

Dread Ravens: See The Grunge in Part 2-The Lower City.

Ghasts: These foul, undead vermin wander out from the undercroft of the High Church (Area T8) to hunt. They consider arrowhawk eggs a delicacy and often climb into the dormers of buildings seeking the floating nests and then leap down into the streets when other potential prey wanders near.

GHAST XP 600 hp 17 (See Area T8)

Harpy Archers: These servants of Karkuune (see Chapter 7, Area P3) sweep low over the ruins searching for their missing master. If they spot anyone they sing and attempt to captivate their victims in order to exam them for signs of combat involving their master (acid burns, huge bite or claw marks, splattered dragon blood, etc.) After examining their victims they have a 50% chance of cutting their throats and a 50% chance of just robbing them. If most of the party remains uncaptivated, they will engage in a ranged battle for only 1d4 rounds before retreating.

HARPY ARCHER	CR 11
XP 12,800	
hp 116 (See Area P3)	

Hell Moths: These creatures live under eaves and within the halfbasements of the Maze's stone structures. They resemble a giant

The High Terrace Daytime Random Encounter Table

<u>d%</u> <u>Encounter</u>

- 01–05 1d10 Meatmen and 1d10 Bonemen
- 06–07 Daraka Demon
- 08–15 1d3 Harpy Archers, harpy fighter 7
- 16–22 1d4+2 Hell Moths
- 23–28 1d4 Babau Demons
- 29-37 2d4 Ghasts
- 38–45 1d8 Trolls
- 46–50 2d6 Dread Ravens
- 51–00 No Encounter

The High Terrace Nighttime Random Encounter Table

<u>d%</u> Encounter

<u>u / u</u>	Encounter
01-05	1d10 Meatmen and 1d10 Bonemen
06-07	Daraka Demon
08-13	1d6 Ashborn Arachnae
14-18	2d4 Babau Demons
19–25	1d4+2 Hell Moths
26-36	3d4 Ghasts
37-41	1d2 Vampire Spawn
42-43	The White Walker, human vampire wizard 15
44-48	1d3 Vrock Demons
49-60	1d8 Trolls
(1 00	N. Farmer at an

61–00 No Encounter

version of a mundane moth but with spiraling bands of red and gray on its body, and a reddish hue to its wings. If these creatures are encountered, there is a 50% chance it is near some wooden structure of tangle of foliage that is susceptible to the moths' immolation ability and could turn into a major fire, though no such fire will spread far through the rubble and ruin.

HELL MOTH	CR 6
XP 2,400	
The Tome of Horrors Revised 235	
N(E) Large aberration (extraplanar)	
Init +7; Senses darkvision 60 ft., scent; Perception +13	
AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size) hp 76 (948+27 plus 9)	1

hp 76 (9d8+27 plus 9) Fort +6; Ref +6; Will +7 Resist fire 20

Spd 10 ft., fly 40 ft. (average) **Melee** bite +10 (1d6+7 plus grab) **Space** 10 ft.; **Reach** 5 ft.

5

CR 2



Special Attacks engulf, immolation

Str 21, Dex 16, Con 17, Int 6, Wis 12, Cha 10 Base Atk +6; CMB +12 (+16 grapple); CMD 25 Feats Diehard, Endurance, Improved Initiative, Skill Focus (Perception), Toughness Skills Fly +10, Perception +13, Stealth +8

Engulf (Ex) If a hell moth grapples an opponent it can wrap a Medium or smaller creature in its wings and body and automatically deal bite damage in each round it maintains the grapple. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim. **Immolation (Su)** A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation).

Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

Meatmen and Bonemen: See The Grunge in Part 2-The Lower City.

The White Walker: See The Grunge in Part 2—The Lower City.

Trolls: See The Grunge in Part 2—The Lower City.

Vampire Spawn: See The Grunge in Part 2-The Lower City.

Vrock Demons: See The Harrow Lanes in Part 3-The Harrow Lanes.

The encounter areas of the High Terrace begin with a "T" and are followed by a numeral designating the specific encounter. Different areas in the encounter are designated by a hyphenated number following the "T" and the numeral. For example the Secret Library is identified as T8-13.

T1. Middle Tower Gate (CR 15)

This is the second of the towers protecting access to the upper terraces of the city. It, too, is octagonal of slate-gray stone and rises 50 feet to a conical stone roof. Like the tower on the lower terrace, this one is now manned by undead guardians. However, shortly after the abandonment of the city, a crafty demon claiming to be an emissary of Orcus made its home for a short time amongst the black skeletons. Through this demon's cunning and skill in engineering and trapmaking and the labor of the skeletons, it modified the interior into a massive trap. The labor took several years, and the demon left shortly thereafter. Who or what it truly was the black skeletons neither know nor care. Now they and their commander prevent all from passing through this gate and maintain the workings of the trap should anyone be foolish or ignorant enough to try and pass through their guard post.

The first floor of the tower has a 15-foot ceiling. The second floor of the tower occupies the remaining 35 feet of its height. All of the tower's arrow slits have been bricked up, and there are no light sources within. Unless otherwise noted, all tower walls have a thickness of 1 foot.

This entire structure is a giant trap with several separate components, so read over this encounter carefully before running it. Read the following if the party approaches up the terrace road.

The cliff face alongside the road is exceptionally crumbly here, littering the surface in places with debris that has broken away from the rock face. The road climbs steeply and curves into the opening at the base of a tall stone tower. The octagonal tower stands 50 feet tall and completely blocks access to the terrace above save for its entry tunnel. It appears that there were arrow slits at one time in the tower's second and third floors, but these have been bricked up. The entry tunnel of the gate extends into the tower 20 feet before ending at an iron-banded gate. The gate stands slightly ajar.

Thirty feet down the trail from the tower is a permanent *alarm* spell. It sounds in the southern of the two western rooms of the tower anytime a creature size Tiny or larger passes over that portion of the trail. This alarm alerts the guardians to the presence of intruders so they can ready their trap. Anyone on the trail and making a DC 30 Perception check can faintly hear ringing bell through the stone of the walls. The crumbling cliff wall beside the path requires a DC 25 Climb check.

A DC 30 Perception check at the tower's eastern entrance can discern that the wall above is hinged to swing down but cannot tell how to activate or deactivate it. A DC 20 Perception check at the set of iron-banded gates notices the raised portcullis above but does not reveal its part in any trap, while a DC 28 Perception check at the gates determines that the floor of the waiting area beyond and the very wall that the gates are set into is designed to rise into the ceiling above. The nature of the true trap is still not discernable, but at this point a successful DC 40 Disable Device check can deactivate the trap.

The first set of gates open inward into a 20-foor-square waiting area with a matching set of gates on the opposite wall. These gates are firmly closed. The same Perception and Disable Device checks as those previously mentioned can be made in this area as well. However, once someone crosses the midway point of the room, the trap is activated.

Tower Trap: When the trap is activated, the entire central waiting area — floor, ceiling, and east and west walls (complete with gates) — suddenly rises 15 feet atop metal pistons mounted in the walls and is brought to into the second floor of the tower. Those standing in this section of the tower can make a DC 25 Reflex save to try and dive back through the eastern doorway before it is sealed off above. For those already standing in the doorway the Reflex save is only DC 15. Anyone failing this save by more than 5 is caught in the doorway as it reaches the ceiling above and takes 8d6 points of crushing damage as they are squirted backwards by the impact of being caught between the rising floor and the ceiling. The gates on the western wall are false doors and if opened reveal only a blank stone wall.

The waiting area rises into a cage of sorts on the second floor. Free-standing stone walls to the east and west further reinforce those that rise from below (double normal wall thickness) and block exit through the eastern gate off of the raised platform (the western gate is, of course, false and would provide no such egress. The ceiling of the waiting area remains in place preventing any exit that way. The way south is blocked by a wall of fired clay. The northern way is blocked by a hedge of sharpened spears (described further below). So without magic or a great deal of brute strength, the PCs lifted with the waiting area are effectively caged.

The rising of the waiting area into the second floor triggers two things that occur simultaneously. One is that the portcullis just east of the waiting area drops into the tunnel below blocking it. Anyone standing directly beneath the portcullis make a DC 20 Reflex save to jump forward or backward (their choice) to avoid being hit by the falling portcullis. Anyone hit takes 5d6 points of bludgeoning damage and must make a DC 15 Dexterity check to avoid being knocked prone.

The second thing triggered by the rising of the waiting area is that a movable wall to the north, on which have been mounted hundreds of 20-foot-long metal spears, begins moving to the south into the waiting area towards any creatures trapped within. It takes 1 round for the spear-mounted wall to move forward and be completely flush with the adjoining walls of the waiting area. During this time trapped creatures have an opportunity to cast spells or begin bashing through one of the walls to escape, because at the end of the round the 20-foot spears have passed completely through the waiting area reaching the far clay wall and lock in place creating a horizontal forest of sharpened steel poles. A character that makes DC 20 Perception check during this round notices the chains and pulleys flanking the spear wall that cause it to move. Such a character could make one DC 35 Disable Device attempt (modified for the awkward angle and approaching spears) to stop the spear wall. Anyone still on the waiting area at the end of that round is pierced by 2d4 of the spears (-2 or +2 for each size category larger or smaller than Medium) and takes 1d8+10 points of damage from each spear. Likewise, without magic of some sort it is now impossible to maneuver through the waiting area because of the forest of spears.

With the triggering of the two events mentioned above, two secondary effects occur: First when the portcullis falls into the entry tunnel, a chain hooked to the top of it is released. This chain connects to a 15-foot-high-by-20-foot-wide section of the second floor's east wall that is hinged at the bottom. Once released, this section of wall immediately swings downward into the tunnel entrance where it locks in place blocking the tunnel entrance and trapping anyone inside between the portcullis and this new wall (DC 24 Disable Device to unlock). Anyone standing in the tunnel entrance or within 10 feet to the east of it is subject to attack by this swinging wall (+20 melee, 12d6 bludgeoning).

Second, the spears that come through the waiting area are just a few inches longer than the room itself causing them to break through the thin clay wall at the southern end (likewise PCs may have already done this in a hasty escape attempt). Beyond the clay wall is small alcove 20 feet wide by 5 feet deep with walls of stone on all sides except the north and a 15-foot stone ceiling, so anyone thinking to break through could actually step inside to avoid the spear trap. Unfortunately, sealed within this small chamber and pouring forth whenever the wall is breached (whether by spear trap or PC attack) is a massive **elder ochre jelly** that had been sealed within. Because the spears do not actually strike the jelly, they do not cause it to split. Anyone hit by the trap and bashing through the wall themselves is automatically hit by its slam attack (multiple targets can be hit in this way though it can only initiate its grab against one). Because of its amorphous nature it is not inhibited in the least by the maze of spikes.

TOWER TRAP

Type mechanical; **Perception** DC varies; **Disable Device** DC 40

CR 13

Trigger location; Reset manual

Effect multiple traps (one lifting room, DC 25 or DC 15 Reflex save to escape, 8d6, crush if save fails; one falling portcullis, DC 20 Reflex save to avoid, 5d6 bludgeoning; one spear wall, 2d4 spears, 1d8+10 each; one swinging wall trap, +20 melee, 12d6 bludgeoning; and one trapped elder ochre jelly that is freed); multiple targets (see explanation above)

This trap requires 2 days for the skeletons to reset, though they are unable to trap the ochre jelly again, allowing it to wander away if it still lives, and merely constructing a fourth stone wall for the caged area on the second floor. A character making a DC 35 Craft (traps) could likewise discern the inner workings of this trap and reset it in that amount of time, though a minimum of 3 creatures working together is necessary to reset the components.

Superior Masonry Walls, Floors, and Ceilings: 1 ft. thick; Hardness 8; hp 90; Break DC 35.

Clay Wall: 2 in. thick; Hardness 3; hp 5; Break DC 12.

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Break DC 25.

Creatures: The **9 black skeletons** and their **dread wraith** commander occupy a pair of rooms at the western side of the tower's first floor. Other than the entry tunnel passing through the center of the tower, the rest of the first floor is constructed of solid stone to support the weight of the trap machinery above. The second floor is one open room with the mechanisms of the tower occupying most of the floor space. The rooms occupied by the undead are empty of furnishings, but the southern one has a ladder leading to a trapdoor in the ceiling so they can climb up to perform maintenance on the workings of the trap.

BLACK SKELETONS (9) XP 1,600

The Tome of Horrors II 146 CE Medium undead Init +8; Senses darkvision 60 ft.; Perception +10 Aura frightful presence (60 ft., DC 15)

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural) hp 45 (7d8+14) **Fort** +4; **Ref** +6; **Will** +5 Defensive Abilities channel resistance +4; DR 10/bludgeoning and good; Immune undead traits

Spd 40 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage) **Ranged** mwk light crossbow +10 (1d8+1/19–20) Special attacks superior two-weapon fighting

Str 11, Dex 19, Con -, Int 13, Wis 10, Cha 14

Base Atk +5; CMB +5; CMD 19 Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword) Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14 Languages Abyssal, Common Gear 2 short swords, masterwork light crossbow, 10 +1 crossbow bolts

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

DREAD WRAITH XP 12.800

CR 11

Pathfinder Roleplaying Game Bestiary "Wraith" 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 Constitution drain (DC 25), 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 Abyssal, Common, Giant



CR 8

ELDER OCHRE JELLY XP 4,800

Giant ochre jelly (*Pathfinder Roleplaying Game Bestiary* "Ochre Jelly") N Huge ooze

Init -5; Senses blindsight 60 ft.; Perception -5

AC 3, touch 3, flat-footed 3 (-5 Dex, -2 size) hp 150 (12d8+96) Fort +12; Ref -1; Will -1 Defensive Abilities split; Immune electricity, mind-affecting effects, ooze traits, slashing and piercing damage

Spd 10 ft., climb 10 ft. Melee slam +12 (2d6+7 plus 1d6 acid and grab) Space 15 ft.; Reach 10 ft. Special Attacks constrict (2d6+5 plus 1d6 acid)

Str 20, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1 **Base Atk** +9; **CMB** +11 (+15 grapple); **CMD** 21 (can't be tripped) **Skills** Climb +13

Tactics: If the undead are alerted by the *alarm* spell, they gather their crossbows and assemble in the tunnel just west of the trapped waiting area. One skeleton dons the necklace of fireballs from its coffer. The skeletons assemble just beyond the western false wall - four across with one rank kneeling in front, crossbows at the ready, and one rank standing behind, crossbows likewise raised. The dread wraith and final black skeleton stand behind these ranks. As soon as the trap is activated and the false wall raises, anyone trapped between the portcullis and the swinging eastern wall sees the ranks of skeletons arrayed in the tunnel. The kneeling rank immediately fires into their midst (the portcullis do not provide cover but does provide concealment for purposes of misses). The second rank readies an action to fire on anyone beginning to cast a spell. The ninth skeleton hurls the largest of its *fireball* spheres over the skeletons and to the far end of the tunnel (well within the 70-foot range). Note that the bars provide concealment against this as well which equates to a 20% chance that the sphere hits the portcullis and detonates there instead of at the rear wall. Either way, the ranks of skeletons should be just outside its area of effect. The skeletons continue this until out of ammunition or the PCs manage to escape their confinement. The black skeletons then switch to their short swords and engage in melee. The dread wraith remains in the back for 3 rounds observing the battle and assisting the skeletons if the party manages to break through. Otherwise after 3 rounds it rises through the ceiling to check on the fate of any party members captured in the waiting area cage and tries to finish them off.

Characters that avoid the *alarm* or approach from the west find only a single black skeleton with its crossbow on guard duty in the western tunnel entrance. The rest of the skeletons stand in their rooms (4 in each); the dread wraith is in the northern room. Their crossbows hang in racks on the walls — the rooms' only furnishings.

Treasure: Beside the door in the southern room is an ornate platinum coffer worth 300 gp. Within, on a velvet cushion, rests a *necklace of fireballs (Type VII)* unless one of the black skeletons has already retrieved it.

T2. Upper Entrance

This building houses the upper entrance to the Tunnel. See Area G4-18 in Chapter 3.

T3. The Cold Dell

The residents of the High Terrace did not rate being interred within the crypts of the Citadel of Orcus but refused to be buried in the grave robber-plagued cemetery of the Harrow Lanes. Instead here at this dead end between the terraces, city wall and base of the Stoneheart escarpment, the nobles constructed their own vaults in which to be laid to rest. However, even this necropolis of tombs, sepulchers, obelisks and vaults, both free-standing and hewn out of the cliff face, ultimately proved vulnerable to the needs of the city. During the final days of the battle, even these genteel tombs were stripped of their treasures, their former occupants animated and added to the forces defending the gates.

Strangely, the Cold Dell seems to perpetually lie in shadow, whether that of the mountain, terrace or city wall. Even on sunny days with no obstructions, this portion of the city mysteriously lies in a cold gloom. The temperature of the Cold Dell never rises above 40 degrees. This is immediately noticeable to anyone entering the area and does not detect as a magical effect, nor can it be removed. Creatures that enter the area must make a DC 15 Fort save from the unnatural chill or take 1d6 points of nonlethal damage unless protected from the cold. Every hour thereafter another Fort save must be made (DC 15 +1 per previous save) or take more damage. This damage cannot be removed until and creature leaves this area and warms up.

T3-1. Heart of the Dell (CR 8)

Traveling to the heart of this desolate necropolis is like entering an ice cavern. The light grows dimmer and dimmer into a kind of twilight, and the temperature drops noticeably, bringing a bone-numbing chill. The worn path ends at the base of the cliff where several ornate stone facades have been sculpted as the entrances to tombs. Other crypts stand along the path, their stone surfaces marked with the imbrue of time. Many of these vaults have been opened, their doorways black hollows like the sockets of a skull.

Creature: This far section of the Cold Dell is haunted by a **phantasm**, a translucent humanoid whose arms trail off into insubstantial wisps. It roams incorporeally between the tombs waiting for something living to wander through. It attempts to possess the rearmost PC in the party and, while it feeds off of his life energy, subtly provoke them into searching all of the crypts in the area, especially T3-3, T3-4 and T3-6, in an attempt to get them all killed.

CR 8

PHANTASM XP 4,800

The Tome of Horrors II 113 CE Medium undead (incorporeal) **Init** +9; **Senses** darkvision 60 ft.; Perception +21 Aura desecrating aura (10 ft.), unnatural aura (30 ft.)

AC 18, touch 18, flat-footed 13 (+3 deflection, +5 Dex) hp 114 (12d8+36 plus 24) Fort +11; Ref +11; Will +12 Defensive Abilities incorporeal; Immune undead traits

Spd fly 60 ft. (perfect) **Melee** incorporeal touch +17 (1d6+2 plus energy drain) **Special Attacks** energy drain (1 level, DC 19), possession

Str —, **Dex** 21, **Con** —, **Int** 15, **Wis** 15, **Cha** 16 **Base** Atk +9; **CMB** +9; **CMD** 24

Feats Ability Focus (possession), Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Weapon Focus (incorporeal touch) **Skills** Bluff +15, Fly +28, Intimidate +18, Perception +21, Sense Motive +21, Stealth +20 **Languages** Abyssal, Common

Possession (Su) Once per round, by making a successful incorporeal touch attack, a phantasm can merge its body with a



creature on the Material Plane. This ability is similar to a *magic jar* spell, except that it doesn't require a receptacle. If the attack succeeds, the phantasm's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that phantasm's possession ability for one day.

A possessing phantasm automatically deals one negative level (from its energy drain ability) each round. A possessed creature can attempt a Will save (DC 19) each round to force the phantasm out of its body. If successful, the phantasm is ejected from the host and cannot attempt to possess the same host for 1 minute. If turned or subjected to a *dismissal* spell while possessing a host, the phantasm is likewise ejected. The save DCs are Charisma-based.

T3-2. Desecrated Tombs

Each of these vaults has been broken open. They are empty save for scraps of burial shrouds and a few crushed and worthless funerary items. Their occupants were animated and sent to the field of battle; their treasures were claimed by the citadel's treasury.

T3-3. Sealed Tomb (CR 9)

This squat vault has a stone dome rising above it. At the dome's peak is an iron eagle, wings spread in flight and a wyrmling grasped in its claws. The stone door of this crypt is still in place, lead seals intact, runes of evil inscribed on its surface.

This was the vault of one of the city's more powerful families. A DC 25 Knowledge (nobility) recognizes the dire eagle and gold wyrmling symbol of the wicked Krellin family that disappeared from history with the fall of Tsar. A DC 17 Knowledge (religion) check identifies the symbols on the door as homage and tributes to the demon prince they served. Hidden within the other symbols is a *glyph of warding* set to go off if anyone of a nonevil alignment touches the door.

GLYPH OF WARDING (BLAST) TRAPCR 6Type magical; Perception DC 28; Disable Device DC 28

Trigger touch; Reset none

Effect spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.)

Creatures: This crypt was not despoiled during the Battle of Tsar. Such an act required a hefty bribe from the Krellin family, but, because of it, the family patriarch and the concubines he was entombed with remain inside undisturbed. They lie on stone biers within and have risen as **4 mummies** in the interim. They attack any who dare disturb their rest. The *mirror of opposition* listed with the **treasure** below hangs on the wall under a dusty shroud. The mirror is active, and anyone removing the shroud is subject to its effects.

MUMMIES (4) XP 1,600

CR 5

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy") **Combat Gear one** wears the *mask of the skull* mentioned in the **treasure** below and uses it in battle.

Treasure: Remaining within this tomb are the treasures the Krellin patriarch was interred with. These include urns holding a total of 2,000 pp, *bracers of defenselessness*, a *mirror of opposition*, a nonviable gold dragon egg encased in bronze and set with jewels (7,500 gp), and *mask of the skull*.



T3-4. Waiting Death (CR 15)

Standing here like a demonic needle, a tall obelisk of the blackest stone tapers to a peak 70 feet above. The stone is polished and reflective, almost glasslike. Midway up the obelisk's northern face is the outline of a gateway inscribed with runes of gold.

The obelisk is composed of obsidian transported from volcanic quarries far to the north, beyond the Desolation. This structure is completely hollow beneath its 3-foot-thick obsidian skin. Climbing the obelisk requires a DC 30 Climb check. The doorway is 10 feet by 10 feet and is situated 30 feet above the ground. Anyone attaining that height can see that it is written in Abyssal and reads, "Death's door waits but a knock."

Creatures: Within the hollow obelisk, standing on platforms connected by staircases around its interior, are **40 black skeletons**. These shock troops were created early in the city's history and sealed here where no individual faction could make use of them but where they could be called forth when necessary to defend Tsar. When the disciples of Orcus were looting the Cold Dell for undead fodder, whether they were unaware of the skeletons within or just had forgotten how to summon them forth is unknown. Regardless they remain undisturbed to this day. The only way to open their sealed door short of bashing through (Hardness 9, hp 100, Break DC 30) is simply to cast the arcane spell *knock*. When this occurs the black skeletons immediately begin pouring forth and sliding down the side of the obelisk (they make their Acrobatics checks and therefore take only 2d6 points of damage from the fall). Unless there is a cleric of Orcus present to command them or someone disguised as such

(Bluff check opposed to their Sense Motive +0), they attack anyone they find. Anyone posing as a cleric of Orcus must make a new Bluff check every 10 minutes or each time an order atypical of such an individual is given to avoid having the skeletons turn on them.

CR 5

BLACK SKELETONS (40) XP 1,600

The Tome of Horrors II 146 CE Medium undead **Init** +8; **Senses** darkvision 60 ft.; Perception +10 **Aura** frightful presence (60 ft., DC 15)

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural) hp 45 (7d8+14) Fort +4; Ref +6; Will +5 Defensive Abilities channel resistance +4; DR 10/bludgeoning and good; Immune undead traits

Spd 40 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage) Special attacks superior two-weapon fighting

Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14 Base Atk +5; CMB +5; CMD 19 Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword) Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14

Languages Abyssal, Common Gear 2 short swords

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a



living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.

Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

Treasure: The skeletons do not have any treasure themselves, but the gold used to seal the door and fill the chiseled runes on its surface can be pried out and is worth 550 gp altogether.

T3-5. Ransacked Mausoleum

This rectangular building stands 30 feet high. Its outer walls are composed of burial niches receding into the structure where bodies could be deposited and secured behind stone seals. The openings to these recesses are 3 feet square and stacked eight high all the way around the building. Each of the stone coverings has been broken open revealing the niche beyond.

The disciples of Orcus broke into every single vault in this mausoleum. All items of value were taken as well as any useable corpses. A few hold only the bone fragments of skeletons too far decomposed to be a value and the shredded tatters of burial shrouds and other finery.

T3-6. Infested Crypt (CR 8)

A stone dome, chiseled from the native rock emerges from the base of the escarpment here. Flanking plinths hold small stone pyramids, each with a tongue of sculpted flame at its apex. Carved into the intact stone door of this vault is a similar symbol, a pyramid with a tongue of flame at its apex.



The appearance of this crypt could easily lead anyone to believe that it remains unspoiled. However, it was, in fact, looted like the others. Only in this case the door came open easily and was pulled to behind the departing priests. It has since become stuck in place requiring a DC 18 Strength check to force it, further lending to its pristine appearance. The symbol on the plinths and above the door is so old to have been lost in time. No Knowledge check or bardic knowledge is able to recall its origin, nor can divination spells.

Beyond the doorway is a cobweb-festooned corridor leading short way to a central room beneath the dome. Branching off of this axis are several burial chambers, their benches empty of corpses or treasure.

Creatures: After spending 2 rounds in this vault, one character is attacked by 2 spider swarms emerging through cracks in the walls and ceiling. Each round 2 more hungry swarms emerge to join in the feasting frenzy. In all there are a total of **12 spider swarms** within the crypt — little threat to characters of the party's level but extremely creepy nonetheless.

SPIDER SWARMS (12) XP 400

CR 1

hp 9 (Pathfinder Roleplaying Game Bestiary "Spider Swarm")

T4. The Trollstone (CR 10)

A small park is situated between the nearby buildings and a bend in the river. It has become overgrown and wild, grasses reclaiming the graveled trails, and trees and shrubbery growing in profusion. At the center of the park stands an upright stone, crudely chiseled into an evocative form. When viewed at the correct angle, this menhir seems to resemble a tall humanoid hunched over with long arms dangling near its feet and savage features. Leaning against the base of this 15-foot stone is a small sculpted statuette, approximately 3 feet tall, that depicts a robed and hooded man.

The menhir has stood here since the founding of Tsar. A DC 35 bardic knowledge or Knowledge (history) recalls the legend of the Trollstone, as it is called. According to legend the stone is said to have been created when a powerful giant troll assaulted a pious and holy man somewhere at the foot of the Stoneheart Mountains. Faced with his certain death at the hands of the beast, the holy man prayed to his god for succor. When he opened his eyes the giant troll had been transformed to a pillar of stone. The legends never placed the Trollstone within Tsar, but then they never gave a location at all. Whether this truly is the Trollstone of legend or merely an oddly shaped rock is not apparent.

Unbeknownst to the party this actually is the Trollstone of legend tied in with Tsar's secret, lost history. The disciples of Orcus were familiar with the legend and created a park around the stone to showcase it as a sort of trophy. The statuette leaning against it is one of the *Nine Disciples* (see **Magic Items Appendix**), found in the Dread Swamp by a wandering Gaurak troll and kept here beside the Trollstone whose presence the gaurak finds oddly comforting. Since that time additional trolls have been arriving and peacefully lairing in the Trollstone's presence without the squabbling typical for their kind.

Creatures: Currently along with the **Gaurak troll**, there are another **4 trolls** residing here. A Gaurak troll is a hideously misshapen monstrosity with overly muscled shoulders and a belly shrunken with starvation; they are said to have been cursed by an ancient titan and hunger endlessly regardless of how much they eat. These creatures spend most of the day resting in the foliage (Stealth checks with a +4 circumstance bonus) and hunt in the area at night. Unless successful Perception checks are made, approaching parties do not notice the lurking trolls. When characters reach the Trollstone, the nearby trolls attack savagely from all directions, attempting to pin their quarry



CR 8

against the bank of the river. If the party arrives here at night, there is a cumulative 20% chance each round that the trolls return from their hunting and attack.

GAURAK TROLL XP 4,800

Creature Collection II; Dark Menagerie 80 CE Huge humanoid (giant) Init –1; Senses darkvision 60 ft., low-light vision, scent; Perception +8

AC 17, touch 7, flat-footed 17 (-1 Dex, +10 natural, -2 size) hp 114 (12d8+48 plus 12); regeneration 5 (acid or fire) Fort +14; Ref +3; Will +5 Defensive Abilities rock catching

Spd 40 ft. Melee bite +15 (2d6+8), 2 claws +15 (1d8+8 plus grab) Ranged rock +7 (2d8+12) Space 15 ft.; Reach 15 ft. Special Attacks damage armor, rend (grapple, 1d8+12), rock throwing (120 ft.)

Str 24, Dex 9, Con 19, Int 6, Wis 9, Cha 15 Base Atk +9; CMB +18 (+22 grapple); CMD 27 Feats Cleave, Great Fortitude, Intimidating Prowess, Iron Will, Power Attack, Toughness Skills Intimidate +19, Perception +8 Languages Giant

Damage Armor (Ex) A Gaurak troll's immense strength and

frenzied attacks are capable of tearing an opponent's armor apart so the troll can get to the meaty interior of its intended meal. If the opponent has both armor and shield, roll 1d6: a roll of 1–4 affects the shield and a roll of 5–6 affects the armor. Whenever a Gaurak troll makes a grab attack, make a grapple check, adding any magical bonus for the armor or shield in question to the opponent's CMD. If the grapple is successful, the affected armor or shield is torn away and thrown 30 feet in a random direction as the troll makes its rend attack. Armor damaged in this way provides no AC bonus until such time as it has been repaired. A DC 8 Craft (armor) check is required to repair the straps of such torn away armor before it can be used again, taking 20 minutes to repair for armor or 5 minutes to repair for shields. Magical force armor (such as a *mage armor* or *shield* spell is not affected by this attack).

TROLLS (4) XP 1,600 hp 63 (Pathfindar Rold **CR 5**

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

Development: The Gaurak troll does not understand why, but the faint emanations of the Trollstone compelled him to place the *Nine Disciples* statuette at its base. That's because the ambient stored magic of the statuette will slowly erode the magic imprisoning the troll. Whether a matter of hours or a matter of years is unknown, but eventually it would cause the release of Three-Fang the Troll Lord. A side effect of the placement of the powerful statuette against the Trollstone was the calling of something that had not occurred for thousands of years — a Troll Moot. A telepathic call has gone far and wide, hundreds of miles in every direction, instinctively summoning all trollkin to the Trollstone, the net effect being that upon his release

Three-Fang would have a band of willing servitors ready to continue his crusade of destruction against all nontrolls. Removing the *Nine Disciples* statue from the base of the Trollstone has a dire unforeseen effect. See Event 5 in Chapter 3 of *Part 2—The Lower City* for further details.

Treasure: In addition to the *Nine Disciples* statue that can be found here, the trolls have gathered treasures which can be found with a DC 14 Perception check of the park's foliage. These treasures consist of 230 gp and three opals worth 500 gp each.

T5. The Upper Falls and Darken River

A tall cascade of water plummets over a great outcropping of the cliff 200 feet above, creating a curtain of water. The waters of this cataract are noticeably dark, and the pool at the base of the falls appears to be a rippling patch of inky blackness. From this natural pool a swift-flowing current travels between stony embankments towards the edge of the terrace. The froth of this waterfall puts out a mist that is bitter on the tongue and lips.

The aptly named Darken River begins here where it falls over the edge of the Plateau of the Demon Prince to the High Terrace below. From here it travels with uniform 50-foot width along its length until going over the edge of the terrace as a cataract that disappears into the Swill Hole (Area H5 of Part 3-The Harrow Lanes) and becomes the Missing River (Area H6) before emerging from the Lower Falls (Area D1 of Part 2-The Lower City) and its terminus in the Dread Swamp. The river above flows under the very foundations of the Citadel of Orcus and picks up that edifice's foul taint and a peculiar dark color. The color remains in the water until a few hundred feet after it has passed the Darken Bridge (Area T6) at which point the taint and coloring has worn away, leaving the river as a typical freshwater stream. Before this fading of the taint occurs, however, the river remains somewhat harmful. Anyone exposed to the water of the Upper Falls, its collection pool or the river itself prior to the safe point past the Darken Bridge is affected by a mild curse bestowed by the water. This curse effects such a creature as a bane spell (caster level 10) for 1 hour or until countered by a bless, remove curse or similar spell.

T6. Darken Bridge (CR 5)

An arching bridge of decidedly sinister aspect rises over an inky river here. The stone of the bridge is as dark as the stygian waters that froth around its supports. A 3-foot stone rail flanks the 20-foot-wide span; the rail posts on either side are topped with skulls crafted from the same black stone, and from their hollow mouths and eye sockets gleam flickering, red flames. The dark cobbles of the bridge are cracked in many places but appear sound. Most striking of all about the bridge is the huge, spectral skull, ram's curved horns flanking its fang-filled maw, that floats a few feet above the bridge's apex.

The Darken River here is 50 feet wide, and the bridge is 70 feet long to account for the river at flood stage. The waters of the river still retain their curse at this point, not clearing up until 200 feet east of the bridge. At the ends of the bridge it is 10 feet above the water, rising to 25 feet at the center point. The entire structure is constructed of basalt blocks. The sinister-looking basalt skulls have all been enchanted with a *continual flame* (caster level 25) but are harmless.

Ram-Horned Skull Trap: A great illusory ram's skull hangs

permanently suspended a couple feet above the bridge's surface at its center. This strange skull seems to follow the movements of anyone near the bridge with its hollow gaze. It is a permanent image cast at caster level 25th level but is seen differently by every creature that views it so that from their perspective its gaze seems to be following them individually. Even invisible or ethereal creatures are subjected to this phenomenon. The illusory skull is actually part of a trap that affects anyone who steps foot on any portion of the bridge or tries to fly or climb over or around it. The trap only affects those of a nonevil alignment. Evilly aligned creatures can see the skull but do not suffer its deadly effects for stepping foot on the bridge. All others, upon stepping on the bridge, see the skull suddenly transform into the most terrifying thing they have ever seen and come flying towards them. This is the equivalent of a *phantasmal killer* cast at 25th level. The spell affects each creature that tries to cross the bridge but can only affect a given creature once in a 24-hour period. Each creature sees its own worst fear and does not see what fears other may have. To those not effected by the trap, they do not see the skull change or move toward anyone at all, though they will see the affected creature flinch and react to the perceived attack.

PHANTASMAL KILLER TRAPCR 5Type magical; Perception DC 29; Disable Device DC 29

Trigger proximity; Reset automatic

Effect spell effect (*phantasmal killer*, 25th-level wizard, DC 19 Will save for disbelief and DC 19 Fort save for partial effect)

T7. The Maze (CR varies)

The domiciles of this terrace crowd together here forming a veritable maze of streets, alleys, squares and dead-ends. The northern portion of this neighborhood forms a hump or low hill creating an ascending swell of huddled roofs and spires. The city's perpetual miasma hangs low over these tenements in a bleary smog, always keeping the pinnacled roofs just out of focus and giving them a wavering, ethereal quality, void of distance or perspective. At the hill's peak is just visible a black steeple boldly rising above the surrounding chimney pots and gabled heights. The cracked and age-worn streets rising into this forbidding urban tangle seem to warn away all who might dare brave its crooked slopes and endless switchbacks.

The Maze, as this portion of the city was known, was the most densely populated neighborhood of the High Terrace. The minor nobility who could not afford the more expansive estates and spreading villas of the terrace's southern arm, yet too elite to resort to more accommodating dwellings in the Harrow Lanes, packed onto the slopes of this hill in a density rivaling the hovels of the Grunge. Only a native could successfully navigate these streets without help, providing a layer of defense in addition to that provided by the Darken Bridge (Area T6). At the center of the Maze stood the High Church where the elite of Tsar came to worship their foul liege, not permitted to access the unhallowed halls of the citadel but absent the underlying danger of joining the rabble at the Cathedral of Pain. Anyone examining the distant steeple of the church can make a DC 20 Perception check to discern that it is no steeple at all but rather a tapered cupola upon which stands a motionless figure. A DC 25 Perception check or magical augmentation reveals it to be the statue of a robed humanoid. Anyone who has seen one of the Nine Disciples notices a definite similarity between those and this dimly visible sculpture. See Area T8 for details.



Creatures: Because of the many intact dwellings on the hill, the Maze has become the most densely populated portion of the High Terrace, though, other than denizens the High Church, these creatures do not form coherent social groupings. Rather an ecosystem of feral beasts has developed among the eaves and alleys here. At the top of this nightmarish food chain is a horrible nightwing that keeps a hidden lair among the Maze's sagging basements and sewer tunnels. The other denizens include hell moths, arrowhawks, gorgons, blood reapers and wandering patrols of vrocks and ghasts from the High Church. These creatures scrupulously avoid the nightwing and scatter when it makes its presence known. Strangely, as long as the party remains at ground level as it traverses the hill, it has no chance to encounter the nightwing, its subterranean lair being too well hidden amid the jumble of buildings and streets to be stumbled upon. However once a party takes to the air, they feel a growing menace and quickly spot the terrible beast rising from the Maze to attack them. It pursues using its haste and unholy blight abilities to pursue airborne foes as long as they remain in the airspace above the Maze. The surest ways to escape this creature is to leave the Maze or to immediately land in the huddled streets to avoid further notice. If the nightwing is slain, all of the Maze's inhabitants are instantly aware. Begin rolling encounters on the table below, ignoring earthbound ones that could not reach PCs as they fly.

NIGHTWING CR 14 XP 38,400

hp 195 (*Pathfinder Roleplaying Game Bestiary 2* "Nightshade, Nightwing")

If the party wanders the streets at ground level, they have other difficulties to overcome. First, movement in the Maze is on a steep slope (see the "Hills Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game) and costs double the movement to navigate. Second, the bewildering and haphazard layout of the streets requires whoever is determining the party's course to make a DC 20 Will save or Survival check to be able to proceed into the next intended square. Otherwise they either end up retracing their steps within the same

square or entering an unintended adjacent square (GM's choice). Third, instead of rolling on the normal encounter table for the High Terrace, roll on the one below once for every 50 feet traveled while in the Maze. As with the normal encounter tables, 3 consecutive rounds of combat always result in a second roll on the table.

<u>d%</u>	<u>Encounter</u>
01-10	1d4+2 Hell Moths
11-16	1d4 Adult Arrowhawks
	plus 1d4+1 Juvenile Arrowhawks
17-21	Blood Reaper
22-28	1d3 Gorgons
29-33	Elder Arrowhawk plus 1d2 Adult Arrowhawks
34-38	1d3 Vrock Demons
39-50	2d4 Ghasts
51-00	No Encounter

Arrowhawks: These creatures live within the attics and cupolas of the buildings of the maze. They typically fly just above the rooftops seeking prey and are ignored by the nightwing that is accustomed to seeing them in its hunting grounds. Arrowhawks that remain airborne after dark are some of the nightwing's favored prey.

JUVENILE ARROWHAWKCR 3XP 800N Small outsider (air, extraplanar)Init +5; Senses darkvision 60 ft.; Perception +8AC 21, touch 17, flat-footed 15 (+5 Dex, +1 dodge, +4 natural, +1

size) hp 26 (4d10+4) Fort +5; Ref +9; Will +2

Immune acid, electricity, poison; Resist cold 10, fire 10

Spd fly 60 ft. (perfect) Melee bite +10 (1d6+1) Special Attacks electricity ray (ranged touch +10, 50 ft., 2d6

electricity damage)

Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13 Base Atk +4; CMB +4; CMD 20 Feats Dodge, Weapon Finesse Skills Escape Artist +11, Fly +19, Knowledge (planes) +7, Perception +8, Sense Motive +8, Stealth +16, Survival +8 Languages Auran

ADULT ARROWHAWK

XP 1,600 N Medium outsider (air, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +10

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural) hp 37 (6d10+4) Fort +6; Ref +10; Will +3 Immune acid, electricity, poison; Resist cold 10, fire 10

Spd fly 60 ft. (perfect) **Melee** bite +11 (1d8+3) **Special Attacks** electricity ray (ranged touch +11, 50 ft., 2d8 electricity damage)

Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13 Base Atk +6; CMB +8; CMD 24 Feats Dodge, Flyby Attack, Weapon Finesse Skills Escape Artist +11, Fly +19, Knowledge (planes) +9, Perception +10, Sense Motive +10, Stealth +14, Survival +10 Languages Auran

ELDER ARROWHAWK XP 4,800 N Large outsider (air, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +14

AC 23, touch 15, flat-footed 17 (+5 Dex, +1 dodge, +8 natural, -1 size) hp 85 (10d10+30) Fort +10; Ref +12; Will +4 Immune acid, electricity, poison; Resist cold 10, fire 10

Spd fly 60 ft. (perfect) Melee bite +15 (2d6+9) Space 10 ft.; Reach 5 ft. Special Attacks electricity ray (ranged touch +14, 50 ft., 3d8 electricity damage)

Str 22, **Dex** 21, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13 **Base Atk** +10; **CMB** +17; **CMD** 33

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)^B **Skills** Escape Artist +13, Fly +19, Knowledge (planes) +13, Perception +14, Sense Motive +14, Stealth +14, Survival +14 **Languages** Auran

Blood Reapers: These horrid, red mantislike humanoids have four arms that end in scythelike razors. They stalk the lanes of the Maze seeking any victims they can find to satiate their blood lust. More than one encounter has resulted in the petrification of a blood reaper and exsanguination of a gorgon. They are all that is left of an eccentric noble's carefully cultivated assassin corps and continue to ply their arts within the often blood-slick streets on the hill.

BLOOD REAPER XP 9,600

Creature Collection II: Dark Menagerie 22

NE Large aberration Init +11; Senses darkvision 60 ft., scent; Perception +17

AC 27, touch 17, flat-footed 19 (+7 Dex, +1 dodge, +10 natural, -1 size) hp 142 (15d8+75)

Fort +10; **Ref** +12; **Will** +8

Spd 60 ft.

Melee 4 razor claws +17 (2d6+6 plus 1d4 bleed)CR 5Space 10 ft.; Reach 10 ft.Special Attacks blood fire

Str 22, Dex 25, Con 20, Int 13, Wis 8, Cha 8 Base Atk +11; CMB +18; CMD 36

Feats Cleave, Dodge, Improved Initiative, Mobility, Skill Focus (Survival), Spring Attack, Weapon Focus (razor claw), Wind Stance **Skills** Acrobatics +25, Climb +24, Perception +17, Stealth +21, Survival +23

Languages Aklo, Common (cannot speak)

Blood Fire (Su) Once per day, a blood reaper can cause a wound it has inflicted in the last hour to burn with agonizing pain. The victim must make DC 24 fortitude save or become nauseated with wracking pain for 1d6 rounds. The save DC is Dexterity-based.

Ghasts: These foul, undead vermin wander out from the undercroft of the High Church to hunt in the Maze. They consider arrowhawk eggs a delicacy and often climb into the dormers of buildings seeking the floating nests and then leap down into the streets when other potential prey wanders near. There is a huge colony of ghasts in and under the Maze, so do not remove their numbers from encounters at Area T8.

GHAST XP 600 hp 17 (See Area T8)

CR 8

CR 2

Gorgons: These beasts are escapees from the High Church's stockyard (Area T8-20) that established territories in the Maze and defend them ferociously. They often run afoul of the blood reapers who consider them to be good hunting. They can be detected by the click of their hooves on the cobbles before they are ever seen.

GORGONCR 8XP 4,800hp 100 (Pathfinder Roleplaving Game Bestiary "Gorgon")

Hell Moths: These creatures live under eaves and within the half-basements of the Maze's stone structures. They instinctively avoid the wooden and plaster buildings to prevent starting a neighborhood-sweeping fire. If these creatures are encountered, consider the encounter to occur in the vicinity of predominantly stone surroundings. A DC 18 Intelligence check can make this connection, and by purposely avoiding areas that are of predominantly stone construction the party can count rolls that call for hell moths as no encounter.

HELL MOTHCR 6XP 2,400The Tome of Horrors Revised 235N(E) Large aberration (extraplanar)Init +7; Senses darkvision 60 ft., scent; Perception +13

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size) hp 76 (9d8+27 plus 9) Fort +6; Ref +6; Will +7

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CR 10



Resist fire 20

Spd 10 ft., fly 40 ft. (average) Melee bite +10 (1d6+7 plus grab) Space 10 ft.; Reach 5 ft. Special Attacks engulf, immolation

Str 21, Dex 16, Con 17, Int 6, Wis 12, Cha 10 Base Atk +6; CMB +12 (+16 grapple); CMD 25 Feats Diehard, Endurance, Improved Initiative, Skill Focus (Perception), Toughness Skills Fly +10, Perception +13, Stealth +8

Engulf (Ex) If a hell moth grapples an opponent it can wrap a Medium or smaller creature in its wings and body and automatically deal bite damage in each round it maintains the grapple. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim.

Immolation (Su) A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to itself and the engulfed opponent (no save). (Reduce the damage dealt to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation).

Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

Vrock Demons: These creatures are out patrolling the Maze for Plaguebone. They initially attempt to capture or kill any strangers they meet. If an encounter goes against them, they prefer to *teleport* back to the High Church and report to their master rather than die in combat. There are a finite number of vrocks at the High Church, so remove any killed here from those encountered at Area T8-5.

VROCK DEMON CR 9 XP 6,400 hp 112 (Pathfinder Roleplaying Game Bestiary "Demon, Vrock")

T8. The High Church

As mentioned, the High Church served as the worship center of the city's elite lay members. Administered by the urbane Bishop Montague, services to Orcus in this facility were kept more palatable for its higher-class parishioners who followed the forms of Orcus worship in their quest for power in the city hierarchy if not for true devotion. As long as these affluent citizens attended the occasional mass, giving lip service to the demon prince, and then donated their appropriate tithe, Bishop Montague left them to their own devices. However for those of a more wicked bent seeking true service to the demon prince rather than just promotion among the city's elite, the bishop led secret rites of a harrowing nature in the church's basement out of sight of the effete parishioners that would have swooned in shock at the horrors perpetrated there.

When the city was abandoned, the powerful Bishop Montague made his own deal with demonic forces to ensure that his diocese would not fall to neglected ruin or (worse yet) be sullied by the simpleton clerics of the gods of Good. Rather, he called in a favor with a demon captain named Plaguebone to continue to occupy the church with his own cohort of followers and use it as a staging point to launch raids on the soft denizens of the Material Plan.

T8-1. Temple Yard

An open square in the depths of this maze of buildings holds a dark edifice of prodigious proportions. Lending to its sense of immense bulk is that fact that it is built upon an area of raised ground 5 feet higher than the surrounding street. This stone-banked plateau is ringed at the top by an iron-rail fence, now bent and much abused by the years. Wide steps cut into the enclosure's southern face lead up to the locked gates. Within, an overgrown yard of rank weeds and the occasional bone white peep of a tumbled tombstone surrounds a squat structure topped by a cupola upon which stands a short statue, high above the enclosed yard. A pair of eight-paneled double doors, constructed of dark-stained oak, block the only visible access into this structure.

The 5-foot embankment is easily surmounted by a Medium creature (DC 10 Climb check for smaller sizes) and the 4-foot iron fence atop it can be scaled with a DC 5 Climb check. The locked gate is rusted shut requiring a DC 20 Strength check to break it open if characters elect to go with that option. The overgrown yard surrounding the church has not been tended in some time with weeds growing 3 feet high. A cemetery was haphazardly laid out within this yard. A few of the gray tombstones still peak above the weeds, and many more have fallen over and disappeared in the undergrowth. All are illegible from wear, and the graves, if despoiled, hold only ancient bone and coffin fragments.

A DC 15 Perception check in the front yard of the church uncovers the broken remains of a stone statue in the weeds at the church's southeastern corner that appears to have fallen from the church's roof. A DC 20 Intelligence check or DC 12 Craft (sculptures) determines that the fragments once depicted some unknown angelic being. As to whom it is or why it was here, there is no clue. It once stood atop the cupola and was dislodged when the statue currently there appeared.

A DC 20 Perception check at the rear part of the church yard reveals a dug-out tunnel at the building's northwest corner almost completely obscured by weeds and leading down into the church's foundations. The opening is large enough for a Medium creature to crawl through and a Large creature to squeeze through and leads to Area T8-22. A DC 20 Perception or Survival check is able to detect traces of footprints from both clawed humanoid feet and Large cloven hooves left by creatures that have used this tunnel to exit the church in the past (ghasts and gorgons).

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T8-2. Foyer (CR 10)

The dark walls of this foyer rise 60 feet to the peaked roof overhead. Quadruple-lobed pillars support this cavernous ceiling. Dust-coated tables and a few chairs are spaced around the room's perimeter. Heavy double doors in recessed portions of the north wall lead into other areas of the church, and a curtain blocks an opening in the center of the wall. Huge sheets and ropy strands of dust-covered cobwebs descend the walls and pillars of this room, making a gauzy canopy throughout. Just south of the central pillar a broken chain dangles from the ceiling, and the smashed remnants of an ornate chandelier lie on the floor beneath it.

Creatures: The entry to the church is inhabited by a **bebilith** brought here by Plaguebone. The vrock likes to take it hunting for intelligent prey in and around the city. The rest of the time it lairs in Area T8-13 but keeps a constant watch over this area. Plaguebone captured this bebilith on a layer of the Abyss completely devoid of illumination. As such this particular specimen has blindsight out to 120 ft. in addition to other abilities normal for its kind. This makes it especially well-suited to work with the **8 darkmantles** that also lair here. These dangle from the rafters and are noticeable on a DC 25 Perception check as seemingly solid protrusions among the many dangling cobweb clumps. The darkmantles drop towards any non-demon entering the room, using their *darkness* and constrict abilities. The bebilith then moves in and focuses on the largest target it can find to incapacitate and drag back to its lair for later consumption.

BEBILITH CR 10 XP 9,600

hp 150 (Pathfinder Roleplaying Game Bestiary "Bebilith")

DARKMANTLES (8) XP 400 hn 15 (Pathfinder Roleplaying Game F

hp 15 (Pathfinder Roleplaying Game Bestiary "Darkmantle")

T8-3. Side Rooms

Each of these rooms has dust-covered tables and chairs where social gatherings and formal meetings could be held within the church. Thick tapestries depicting the glories of Orcus cover the walls, and sideboards hold a few treatises and tomes covering worship practices and protocols in service to the Demon Prince of the Undead. Curving stairs rise 30 feet up the outer walls of the turrets to second floor balconies where additional chairs and tables are set up to accommodate larger meetings. There is nothing of value in these chambers.

T8-4. Hall of Woe (CR 10)

A dark, low-ceilinged hallway of rich oak paneling extends from the thick curtain to a heavy oaken door. Alcoves line the claustrophobic hall holding dusty busts upon short, 3-foot pedestals. These busts depict ordinary human men and women, many of them elderly but all having a subtle air of menace about them.

The busts all depict former bishops of the High Church. Though all of those depicted are long dead and they have no magical effects tied to them, somehow they have attained over the long years a collective malign conscious from long exposure to their dark lord. This manifests itself if anyone of a nonevil alignment walks between two of them. If this occurs they all open their stony mouths and let out a horrific wail similar in effect to a *wail of the banshee* spell at 17th level (treat as CR 10, all creatures within 30 feet must make a DC 23 Fort save or die). A secondary effect of this wail is that all creatures on the ground floor and above are immediately alerted to the presence of intruders. This is not a trap that can be located or removed, but can be easily avoided by destroying the busts (Hardness 8; hp 20 each; Break DC 23) or by crawling below or climbing or flying above them.

T8-5. Sanctuary (CR 15)

The hollow interior of this vast sanctuary stretches into shadows like an open tomb. The floor is a clutter of smashed and broken stone benches between tall columns. At one end is a raised dais upon which stands a tall statue of the ram-headed demon flanked by thick black curtains hanging from the 60foot ceiling. Another curtain backs the display. A pentacleshaped altar stands before the idol and six ponderous chairs stand to either side. Empty iron sconces protrude from high on the columns and along the stone walls as well.

Creatures: Once the worship area of the High Church, this chamber now houses Plaguebone's **9 vrock demons**. Any vrocks encountered and slain at Area T7 should be deducted from the total at this area. The vrocks perch on the 30-foot balcony overlooking the sanctuary from the southern end. This balcony has been cleared of benches but still rises in a series of tiers towards the rear where a secret door can be located with a DC 24 Perception check. Side doors lead off of this loft into the Area T8-3 side rooms.

The curtain behind the statue of Orcus hides a balcony 25 feet above the dais. The statue of Orcus itself stands 50 feet tall, its curling horns lost in the overhanging curtains. A DC 15 Climb check allows a character to scale the statue, and a DC 15 Acrobatics check allows a leap over to the balcony.

VROCK DEMONS (9) XP 6,400

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

CR9

Tactics: The vrocks open combat by using their *mirror image* abilities. All but three swoop down towards intruders using their stunning screech to incapacitate their foes. They enter combat and make prodigious use of their spore attacks. These demons fight wildly attempting to flank individual PCs. The last three vrocks *teleport* to the center of the room and begin their dance of ruin. The other vrocks fight to prevent them from being interrupted in their ritual.

Treasure: Heaped upon the upper balcony in the midst of many bones and flayed skins of past victims are 4,200 gp, 3,200 sp, 180 pp, a chest of jewels totaling 3,500 gp in value, a *mantle of faith*, and a *divine scroll (CL 10: flame strike, mark of justice, atonement)*.

T8-6. Storage Chambers

These rooms are vacant save for abandoned pieces of furniture stored beneath dusty shrouds. Most of these furniture items are mundane, but occasionally searchers will find a strangely-outof-place rack or iron maiden, complete with old bloodstains, seemingly incongruously left with the other chairs, tables and shelves.

CR 1

T8-7. Undercroft Entrance

A stairwell descends into dank darkness. A slight air current makes the darkness below seem to exhale like a live beast.

There is nothing in these rooms but moisture and collected filth. The air current is caused by the basement door being set poorly in its frame.

T8-8. Vestry

Pegs along the walls hold the black robes of this place's evil clergy. There are a smaller number of blood-red ceremonial robes for more formal occasions. Shelves above the robes hold all manner of shawls, skull caps, ribbons, chains and other accessories of office. A rickety-looking wooden stair leads to the floor above.

There are sufficient robes here of various sizes to outfit a dozen people in the garb of a Disciple of Orcus. Such disguises are destroyed after the wearer is involved in 1d3 combat encounters. The stairs are sound but creak alarmingly if any weight is placed on them.

Treasure: The various unholy symbols of Orcus and other religious jewelry in gold and silver are worth a total of 750 gp if one can get over their foul origins.

T8-9. Private Chambers

These chambers once served as residences for the clergy of the church. They still retain their basic furniture — beds stripped of mattresses and covers, empty bookcases and desks, etc. These clergymen all abandoned the city in the Great Retreat and took anything of use or value with them.

T8-10. Dormitory

Rows of smashed bunks have been pushed against the walls in heaps of broken wood, straw ticking and rough blankets. A large hole has been broken through the wooden rafters and floorboards above. The rough edges of this hole are overgrown with tangles of stringy vines. Caught within these growths and lying on the floor beneath are large, greasy-looking feathers.

This once served as a dormitory for the lesser priests of the High Church. Plaguebone has smashed a hole through the floor for easy access between his lair and the lower rooms. The ceiling is 30 feet high, so it will require flight for the PCs to reach it. Plaguebone waits in the room above, possibly alerted by the statues at Area T8-4, combat at Area T8-5, or the creaking stairs at T8-8. He listens for the approach of creatures from the room above. His tactics are described at Area T8-11. The vinelike growths are the results of his spores flourishing in the wooden floors of his chamber.

T8-11. Bishop's Chamber (CR 17)

Once-fine wood paneling covers the walls and ceiling of this chamber, now warped and worm-eaten, the stains stripped by decay and corruption. Brass fittings and sconces likewise show advanced corrosion. The floor is dominated by a gaping hole surrounded by stringy growths of vine which also cling to the floor and walls in profusion. Three doors exiting to the south are little more than rotten planks of wood wedged into their frames. All of the furnishings and textiles that once decorated this chamber have been gathered into a heaping, nestlike pile of filth and ruin at the room's western end. Everywhere there are large, greasy feathers and mounds of dry, powdery dung. The smell is revolting.

Creature: This was once the chamber of Bishop Montague but now serves as the lair of the demon **Plaguebone**, a former captain in the armies of the Abyss and now one of the masters of Tsar. From here he lords it over his small army of demons and undead holding the High Church secure for his prince and using the rest of the city for his own personal hunting grounds. He is aware of Belishan and seeks to subtly thwart the Bloodmage at every opportunity (recently he unearthed and destroyed one of the vampire's coffins). And it was he who felt that the dragon Karkuune had become too powerful and secretly laced some its carrion feed with gore beetle larvae (see *Slumbering Tsar: The Desolation* for details).

PLAGUEBONE XP 102,400

CR 17

Male vrock demon wizard 7/fighter 1 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock") CE Large outsider (chaotic, demon, evil, extraplanar) **Init** +7; **Senses** darkvision 60 ft.; Perception +22

AC 26, touch 15, flat-footed 23 (+3 deflection, +3 Dex, +11 natural, -1 size)

hp 232 (9d10+72 plus 7d6+63 plus 1d10+9 plus 7)

Fort +18; **Ref** +13; **Will** +10

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

Spd 30 ft., fly 50 ft. (average) Melee 2 +1 anarchic clawed gauntlets +22 (2d8+9), bite +20 (1d8+8), 2 talons +20 (1d6+8) Space 10 ft.; Reach 10 ft. Special Attacks dance of ruin (DC 21), hand of the apprentice 7/ day (ranged +15), spores, stunning screech (DC 27) Spell-like Abilities (CL 19th): At will-greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 18) 1/day-heroism, mirror image, summon (level 3, 1 vrock 35%) Wizard Spells Prepared (CL 7th, ranged touch +15): 4th—lesser globe of invulnerability, stoneskin 3rd-dispel magic, fireball, ray of exhaustion 2nd—acid arrow, ghoul touch (DC 16), mirror image, scorching ray 1st—mage armor, magic missile (x2), ray of enfeeblement, shocking grasp 0 (at will)—acid splash, disrupt undead, ray of frost, read magic Str 27, Dex 17, Con 27, Int 18, Wis 14, Cha 16

Base Atk +13; **CMB** +22 (+24 sunder); **CMD** 38 (40 vs. sunder) **Feats** Brew Potion^B, Cleave, Combat Casting, Combat Reflexes, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Scribe Scroll^B, Stand Still, Step Up, Weapon Focus (clawed gauntlets)^B

Skills Diplomacy +13, Fly +13, Intimidate +21, Knowledge (arcana) +24, Knowledge (local) +24, Knowledge (planes) +24,

Perception +22, Sense Motive +15, Spellcraft +24, Stealth +11, Survival +14

Languages Abyssal, Celestial, Common; telepathy 100 ft. SQ arcane bond (*ring of protection +3*), arcane school—universalist Combat Gear metamagic rod (empower), 3 hollow quills holding dust of appearance (1 application each); Other Gear ring of protection +3 (bonded item), +1 anarchic clawed gauntlets (see Magic Items Appendix), spell component pouch

Tactics: When Plaguebone becomes aware of intruders in the church, he waits for them here, letting his minions have an opportunity to deal with them. He prefers to hide in one of the side storerooms watching through a crack in the door and preparing by casting his *mirror image, heroism* and then *stoneskin*. He then opens combat by launching an empowered *fireball* with his rod through a hole in the door. He follows that by teleporting into the center of the party and unleashing his spores and then fighting with spells and his Whirlwind Attack.

Treasure: Buried beneath the hideous nest is a pile of skulls crawling with rats that the demon encourages to lair there and sometimes uses for snacks. The rats scatter if disturbed, but anyone digging through the nest must make a DC 20 Fortitude save or contract filth fever (see the "Diseases" section in Appendices of the Pathfinder Roleplaying Game). Hidden beneath this detritus is the demon's spellbook containing his prepared spells as well as: 0 dancing lights, detect magic, flare, light; 1st—charm person, color spray, detect undead, shield, shocking grasp, true strike; 2nd—continual flame, false life, obscure object, protection from arrows, scare, touch of idiocy, web; 3rd—daylight, haste, hold person, lightning bolt, nondetection, protection from energy, vampiric touch, wind wall; 4th—black tentacles, charm monster, enervation, greater invisibility, locate creature. Also secreted here are a luck blade (1 wish remaining) and a soiled robe of bones.

T8-12. Priest Hole

The secret door to this chamber is carefully constructed and requires a DC 30 Perception check to locate. It can be locked from the inside requiring a DC 26Disable Device or DC 25 Strength check to force. Because purges of the clergy were not unknown in the church of Orcus whenever different political factions among the Disciples came to power, this secret room was constructed to serve the bishop of the High Church as a hideout until the heat died down. Within the dusty chamber are a simple flea-infested cot, table and chair.

Treasure: Upon the dusty table, noticeable with a DC 12 Perception check is a *sustaining spoon* and a *glove of storing*. Within the glove is a *divine scroll (CL 12: sending* [x5]) to allow a sequestered bishop to stay in contact with his spies within the city.

T8-13. Secret Library (CR 10)

This room is only accessible by the secret doors from areas T8-5 and T8-14 or the broken wall into area T8-2.

Sagging wooden shelves line the walls of this chamber and the rotten remnants of a plush, black carpet still cling to the floor. A huge portion of the room's southern oak paneling has been broken away to reveal a vast dark space beyond. The entire room is heavily shrouded in thick webs, and several sizable webbed bundles dangle in the macramé.

This room once served as secret library for the darkest and most vile texts belonging to the church. All of this were taken when the city was abandoned, leaving only a few dusty sheets of parchment lying on the shelves, yet even these hold horrendous truths and blasphemies to make all but the most wicked blanch.

Creature: Now the chamber serves as the lair of the bebilith.

Its tactics are described in Area T8-2. The webbing holds the bony remains of past meals. Some are humanoid and others are of less-identifiable species. The floor of the foyer is 30 feet below the broken opening.

BEBILITH CR 10 XP 9,600

hp 150 (Pathfinder Roleplaying Game Bestiary "Bebilith")

Treasure: The third web bundle cut open produces a spill of gold coins. Inside is a skeletal humanoid, shoved into its ribcage a leather sack with a split seam in the bottom. The bebilith chose this particular cocoon to store its treasures in. The sack holds a total of 382 gp, nine gems worth 400 gp each, a silver tiara worth 250 gp, and a silvered masterwork kama.

T8-14. Study

Though layered in dust, this room still bears the mark of former elegance. Rich tapestries, now moth-eaten and ruined, hang from the walls and chairs and tables of once-fine, now worm-riddled, wood complete the cozy décor. Old lamps still stand upon the tables, their oily wicks thick with dust. A dark red carpet covers the floor. A wooden stair rises to the east.

This once served as a study for the clergy of the church where they could retire to read their liturgy, scribe scrolls or otherwise escape to quiet and posh surroundings from the horrors of their work. A secret door on the east wall can be found with a DC 22 Perception check behind one of the tapestries.

T8-15. Cupola (CR 9)

This octagonal cupola has grimed windows looking out over the jumble of roofs and steeples that comprise this portion of the city. This hazy terrain of pinnacles and valleys seems to march away endlessly in rank upon rank. Heavy iron shutters stand open but can be closed and barred, creating a near impenetrable barrier over these windows. Hanging from the center of the vaulted 30-foot ceiling is the frame for a large bell, though the bell itself is nowhere in sight. A large, vulturelike creature perches upon this frame looking on with glowing eyes like some kind of demonic bird.

Creature: The creature is another **vrock**. The vrock keeps watch out the window for anyone trying to fly up and take the statue. It opens combat with its stunning screech before swooping down to engage the party in combat. It tries to pick up a lightly armored character and fly back to its perch to devour its victim in sight of his helpless compatriots. This demon has no treasure.

VROCK DEMON

XP 6.400

CR 9

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

T8-16. Cupola Roof

This roof can be accessed by flight or by climbing out one of the cupola windows and up onto the roof. This requires a DC 20 Climb check due to the slipperiness of the ancient wood. The view from atop here is breathtaking but attracts random flying encounters as described at Area T7. At the very top is the broken base of a statue (the angelic being lying at Area T8-1). In its place stands one of the *Nine Disciples* (see Magic items Appendix).

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T8-17. Livestock Pits (CR 14)

The heavy stone door to this room is secured by thick chains held by a large padlock (DC 27 Disable Device). A DC 18 Perception check detects faint laughter and cackling from within.

The charnel smell of this vast subterranean vault is overwhelming. The ceiling rises only 10 feet overhead in a ponderous brick expanse, but the floor falls away from a narrow stair into a 20-foot-deep pit. At the bottom of this dank pit are several large iron cages, their rusted bars now all twisted and broken, useless in keeping in anything contained any longer. Within this pit is a scene taken from the Hells themselves. A swarming mass of naked humanoids writhes and screams like a vast, putrid tide. Their mottled, decayed flesh and feral faces betray their departure from humanity long ago, and their death stench confirms their long absence from life.

Creatures: Here the clergy of Orcus imprisoned the chattel used in their foul rituals and sacrifices: kidnap victims, prisoners of war, and many humanoids bred for generations in this dank hole. Since their abandonment ghoul fever overcame cannibalistic and desperate prisoners, and the pit now holds **73 ghasts**. Occasionally they escape into The Maze but are mainly contained here in continual hunger and torment. They immediately rush anyone opening the door other than someone wearing the robes of a disciple of Orcus. From these individuals they cower in fear, mewling pathetically for food.

GHASTS (73) XP 600

Pathfinder Roleplaying Game Bestiary "Ghoul" CE Medium undead Init +4; Senses darkvision 60 ft.; Perception +9

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

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

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

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15, effects elves normally), stench

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

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charismabased.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control



of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

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

T8-18. Church Crypts (CR 15)

The stone door to this room is sealed with three heavy locks and bears runes of warning and curses written in Abyssal. The keys have long been lost but the locks can be bypassed with DC 28 Disable Device checks. Though ominous, the writings are harmless.

The air in this long, vaulted chamber of ancient crumbling brick is stale and heavy. Heavy stone sarcophagi are placed haphazardly around the room, sealed under a layer of dust, their lids bearing the images of evil-looking robed men and women in repose. Heavy brick columns support the groined ceiling, and thick cobwebs hide the brickwork above and dangle down wisps like spectral hair, swaying in the slightest of air currents. Two of the sarcophagi closest to the door have been thrown open revealing empty coffins within.

Interred within this vault were the bishops and highest ranking Disciples of Orcus that served the High Church, as well as, the occasional noblemen that was able to bribe his way in to this (un) hallowed crypt. Each of the sarcophagi (opened with a DC 16 Strength check) holds the mummified remains of a man or woman wrapped in the moldering shrouds of a Disciple.

Creatures: The two nearest sarcophagi are empty, and their former occupants, **2 mummies**, hide in the alcove in the southeast corner of the room. In addition **2 darkmantles** lurk on the cobwebbed, vaulted ceiling of that alcove. One of the mummies shuffles out to fight intruders but retreats to the alcove after only a round or two where the other hides behind one of the pillars. Once combat is engaged in the alcove, the darkmantles drop on living targets and further add to the melee. In the midst of this confusion the true master of the chamber, a **mummy lord**, rises from his sarcophagus marked with an "x" on the map. This former bishop of Orcus conceals his emergence with a *silence* on the stone lid and then moves out of the spells area to attack the PCs from behind with her most powerful spells.

DARKMANTLES (2) XP 400 hp 15 (*Pathfinder Roleplaying Game Bestiary* "Darkmantle")

MUMMIES (2)

XP 1,600 hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

MUMMY LORD

XP 51,200

Male human mummy cleric of Orcus 10 (*Pathfinder Roleplaying Game Bestiary* "Mummy") CE Medium undead **Init** +4; **Senses** darkvision 60 ft.; Perception +31 **Aura** chaos, despair (30 ft., paralyzed for 1d4 rounds, Will DC 22 negates), destructive aura (30 ft., +5 damage, 10 rounds), evil

AC 30, touch 10, flat-footed 30 (+10 armor, +10 natural) hp 166 (8d8+24 plus 10d8+30 plus 28) Fort +16; Ref +7; Will +19 Defensive Abilities death's embrace; DR 5/—; Immune magic missile, undead traits; Resist fire 10 Weaknesses vulnerability to fire

Spd 15 ft.

Melee slam +14 (1d8+12/19–20 plus mummy rot) Special Attacks channel negative energy 6/day (DC 18, 5d6), destructive smite 7/day (+5 damage), mummy rot (DC 22), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 10th):

7/day-bleeding touch (melee touch +21, 5 rounds)

Spells Prepared (CL 10th, melee touch +21, ranged touch +13): 5th—*insect plague, slay living*^D (DC 19), *symbol of pain* (DC 19) 4th—*air walk, dismissal, divine power, giant vermin, inflict critical wounds*^D (DC 18)

3rd—animate dead^D, deeper darkness, dispel magic, invisibility purge, searing light

2nd—*bull's strength, death knell*^D (DC 16), *hold person* (DC 16), *resist energy, silence, spiritual weapon* (attack +17/+12/+7, damage 1d8+3 force)

1st—bane (DC 15), command (DC 15), deathwatch, divine favor, doom (DC 15), true strike^D

0 (at will)—*detect magic, guidance, read magic, resistance* **D** domain spell; **Domains** Death, Destruction

Str 26, Dex 10, Con —, Int 10, Wis 19, Cha 17 Base Atk +13; CMB +21; CMD 31

Feats Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Critical (slam), Improved Initiative, Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam) Skills Knowledge (arcana) +11, Knowledge (religion) +11, Perception +31, Stealth +15 Languages Common

Gear +2 half-plate, cloak of resistance +2, ring of minor fire resistance, brooch of shielding (101 hp)

Treasures: Each of the sarcophagi holds 200–1,200 gp worth of funerary items and jewelry. The mummy lord has a like amount of jewelry in addition to the magic items she carries.

T8-19. Corridor Nexus

The niter-encrusted walls of the corridor widen here to create a room with a single door exiting. The stench of death is overpowering as a result of the pile of cracked and ancient bones intermingled with soggy, mutilated corpses stacked here.

The corpses of many types of humanoids found in the city are here, food for the horde of ghasts that dwells in the church's undercroft. The broken bones have had their marrow removed and the rotting corpses are half-eaten. The overghasts feed on them and occasionally throw scraps to the ghasts in Area T8-17.

T8-20. Corral (CR 13)

The door to this room is badly battered and has been spiked shut by pitons from without and reinforced with wooden beams. It requires a DC 18 Strength check to remove the pitons and get the door open or a DC 28 Strength check to batter it open.

This room smells strongly of carrion and offal. In the darkness within are several large kine with horns of shining silver.

Creatures: Trapped within this room are **6 gorgons**. These metallic cattle were brought to the church centuries ago to serve as special sacrificial beasts for Orcus. Those that were left behind have bred true and are now contained within this room by the overghasts. Occasionally a few are able to escape and the overghasts must round them up, if possible, and repair the door. The gnawed remains of a few

CR 15

CR 1

CR 5

CR 8

humanoid corpses (taken from Area T8-19) litter the floor amidst the manure left by these creatures. The overghasts feed them occasionally and cull one from the herd every once in awhile to feed on. They immediately bellow and charge anyone they see in the doorway.

GORGONS (6) XP 4,800 hp 100 (Pathfinder Roleplaying Game Bestiary "Gorgon")

T8-21. Lesser Altars (CR 10)

Each of these rooms once served as storerooms for the church. When the city was abandoned and Bishop Montague left the High Church in the care of Plaguebone, he decided to leave some of his lesser clerics here to tend to the ghasts in the undercroft and keep the devotions to Orcus going. To this end he used the favor of Orcus to transform several the lesser clerics into a type of ghoul known as an overghast, a hunched, knuckle-walking, apelike humanoid with mottled green flesh sprouting thorns ands spikes, over-sized jaws and elongated, black tongue, and slimy tentacle growths sprouting from its abdomen.

Creatures: Residing within each of these rooms are **6 overghasts** dressed in formerly voluminous hooded black robes bursting at the seams to cover their hideous bulk. They tend a crude, blood-soaked altar of skulls dedicated to Orcus in each of these chambers. As long as the altar is intact, the room is under the effects of a *desecrate* spell. The effects of the spell are included in their stat block below.

DESECRATED OVERGHASTS (6)CR 5XP 1,600Creature Collection III: Savage Bestiary 91

Creature Collection III: Savage Bestiary 91 CE Large undead

Init +6; **Senses** darkvision 60 ft., heightened scent; Perception +20 **Aura** stench (DC 16, 1d6+7 minutes)

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 73 (7d8+21 plus 21) Fort +7; Ref +8; Will +9 Defensive Abilities channel resistance +2; Immune undead traits

Spd 50 ft.

Melee bite +14 (2d6+9 plus disease and paralysis), 2 claws +14 (1d6+9 plus paralysis) or tongue (melee touch) +14 (paralysis plus grab), 2 claws +14 (1d6+9 plus paralysis)

Space 10 ft.; Reach 10 ft. (20 ft. with tongue)

Special Attacks disease (DC 16), grappling tendrils, paralysis (DC 16, affects elves), spines

Str 25, Dex 15, Con —, Int 13, Wis 14, Cha 16

Base Atk +5; CMB +13 (+17 grapple); CMD 25

Feats Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +9, Climb +17, Escape Artist +9, Perception +20 (+28 when using scent), Stealth +8, Survival +2 (+12 tracking by scent)

Languages Abyssal, Common

Grappling Tendrils (Ex) An overghast's inner organs have transformed into animate tendrils. An overghast can transfer a grappled victim from its tongue to its tendrils as a move action. The tendrils grapple with the same strength as the tongue. While held in the tendrils, a victim automatically takes 2d6+7 points of damage each round from the creature's bite as a free action, in addition to damage from its spines (see below). If only these tendrils hold an opponent, the overghast is not considered grappled.

Heightened Scent (Ex) Overghasts have the scent ability to a range of 90 feet rather than the standard 30 feet. Within 30 feet, they can effectively "see" by means of scent, as if with the blindsight ability.



Creatures that have no scent (such as incorporeal creatures or some constructs) cannot be "seen" by the overghast's sense of smell. **Spines (Ex)** Any creature grappling an overghast takes 1d6 points of piercing damage each round from bony growths.

Tactics: When the party enters one of these rooms, the overghasts attempt to grapple and restrain PCs while one tries to escape to rally its overghast brethren from the other rooms. They then all converge on the party and try to do battle in one of the altar chambers. If hard pressed one flees to release the gorgons in Area T8-20 and the ghasts in Area T8-17.

Treasure: Each overghast wears a bone unholy symbol of Orcus and rosary at its rope belt worth 15 gp each for their craftsmanship.

T8-22. Breached Storage Chamber

This chamber is identical to those numbered as T8-6 in all respects save that a large hole has been gouged through the stone and earth in the northwest corner leading up to the churchyard above. This exit was dug by escaped ghasts and gorgons over the years trying to evade pursuing overghasts. The overghasts are aware of the tunnel but are too unmotivated to bother filling it in. See Area T8-1 for more details of this egress. The floor of the room is puddled from rainwater and the furnishings sodden with rot as a result of this aperture.

Chapter 9: Plateau of the Demon Prince

Dominating the heights of the city, displayed against the grim backdrop of the gray bulwark of the Stoneheart Mountains, stands the pinnacle of the city and what was once the pinnacle of Orcus's influence on the earth. Here atop the massive foundations laid an age ago stood the mighty Citadel of Orcus, crafted in the image of the twisted demon prince himself. Now this high terrace stands bleak, forlorn, and strangely empty. Where once stood the veritable mountain of architecture that was the citadel is only a bare foundation and a great blank depression in the mountain face where the edifice stood. Rising from the sides of this blank face are carven massive batlike wings in bas-relief, hundreds of feet high, stretching out along the stone rampart from where the huge image of the demon prince towered.

The ground of this entire terrace has been covered by cracked and broken flagstones with lank weeds attempting to eke out an existence between them. In addition to the foundations of the citadel itself, this terrace has several other massive building features. These are huge mounds of stone and brick stacked into massive artificial plateaus 60 feet high and accessible by wide stairs. These served as parade grounds and locations for temporary billeting of troops and pilgrims. The ramshackle wooden buildings and hastily constructed stone towers and watch posts that once stood atop these vast stone decks are now little more than rubble and a few dried planks and splinters of wood.

When Belishan the Bloodmage activated the ritual left for him by the Grand Cornu of Orcus using the power of the *Nine Disciples*, the huge citadel was ripped from the very fabric of this plane and set wandering through the time and space, safe from intrusion. The Grand Cornu's plan allowed for the citadel to remain sacrosanct until Orcus himself called it back in his own good time. This was to be accomplished by scattering the ten idols integral to the spell's power across the entire world. Unfortunately his plans were thwarted by the treachery of Belishan who twisted the ritual by trying to capture one of the idols as a trophy to his own ego. As a result, only nine of the idols were dispersed and then no farther than the bounds of the city. These became the *Nine Disciples*. The tenth disciple remains in place, awaiting the return of its brethren so the massive spell can be undone and the citadel brought back to its foundations.

Random encounters in this barren plateau are very rare. Every 3 hours during the day, there is a 50% chance of being spotted by a patrol of 1d3 harpy archers leaving or returning to Area P3 as they search for their missing master. If they spot intruders on the plateau, they engage with bow fire for 1 round before retreating back to their lair to warn the rest of their clan. Do not subtract any archers killed as random encounters from the total at Area P3, as many members of the clan are out patrolling at all hours (though they remain unnoticed at night).

HARPY ARCHER XP 12,800 hp 116 (See Area P3)

CR 11

The encounter areas of the Plateau of the Demon Prince begin with a "P" and are followed by a numeral designating the specific encounter. Different areas in the encounter are designated by a hyphenated number following the "P" and the numeral. For example the Harpy Aerie is identified as P3-2.

PI. Upper Tower Gate (CR 16)

This gray, octagonal tower rises like a rotting tooth at the highest ascent of the city's main road. Whatever arrow slits may have once existed in this structure have been bricked up, and its gate stands open, forming a dark opening at its base. Gauzy curtains shift in a breeze passing through the structure.

Like the other gate towers of the city this one stands 50 feet high rising to a conical roof. Gateways open at its base connecting the road to the plateau beyond. However, in this tower the gates and all interior walls have been removed creating a gigantic open chamber illuminated only by what little light can leak in through the gateways. The interior is further enshrouded by layer upon layer of tough webbing.

Creatures: Inhabiting the hollow interior of this tower is a strange spider creature from the Astral Plane known as a corpsespinner, that resembles a bone-white tarantula with bands of grav and silver on its abdomen and legs and skull-like markings on its thorax. With it are 6 corpsespun fighters, adventurers who fell prey to it long ago and now exist as animate corpses sheathed in webs that have thousands of tiny spiders now dwelling inside them. When anyone steps into the tower's dark, web-shrouded interior they find themselves facing six shadowy, armored figures. These are the corpsespun fighters who attempt to flank and destroy intruders. While they distract the party, the corpsespinner attempts to maneuver in the darkness along the webs of the ceiling above the party and then drop a sheet of astral webbing over them before descending to use its poison. If the party circumvents this tower but comes near the entrance on the tower's western side, the corpsespun fighters will charge out to surprise the party and attempt to draw them inside. The corpsespinner itself will not emerge from the tower under any circumstances.

CORPSESPINNER	CR 11
XP 12,800	
The Tome of Horrors II 32	
N Huge magical beast (extraplanar)	
Init +7; Senses astralsense, darkvision 60 ft., low-light vision	n;
Perception +10	
AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size	e)

AC 25, touch 11, hat-rooted 22 (+5 Dex, +14 hatural, -2 size) hp 127 (15d10+45) Fort +12; Ref +12; Will +7

Spd 40 ft., climb 20 ft. **Melee** bite +18 (2d8+7/19–20 plus poison) **Space** 15 ft.; **Reach** 15 ft.

Special Attacks create corpsespun, web (ranged touch +16, DC 28, 15 hp)

Str 20, Dex 17, Con 17, Int 7, Wis 15, Cha 10

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Base Atk +15; CMB +22; CMD 35 (47 vs. trip) Feats Ability Focus (poison), Alertness, Combat Reflexes, Improved Initiative, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Skill Focus (Stealth) Skills Climb +17, Perception +10, Sense Motive +8, Stealth +8 Languages Aklo

SQ astral jaunt

Astral Jaunt (Su) A corpsespinner can shift from the Astral Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th) except it accesses the Astral Plane.

Astralsense (Su) A corpsespinner can automatically detect the location of anything within 200 feet of it on the Astral Plane. Create Corpsespun (Su) Creatures slain by a corpsespinner but not devoured rise in 1 hour as a corpsespun creature (see *The Tome of Horrors II* 202).

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 2d6 Intelligence damage, death at 0 Intelligence and rise as a corpsespun after 1 hour; *cure* 2 consecutive saves. The save DC is Constitution-based.

Web (Ex) As the standard ability but with range 80 ft. In addition the checks include both a +4 bonus because the webs are constructed of astral material and a +4 racial bonus. The corpsespinner cannot produce the magical astral webs during combat.

CORPSESPUN FIGHTERS (6) XP 12,800

CR 11

Male corpsespun human fighter 11 (*The Tome of Horrors II* 203) NE Medium undead (augmented humanoid) **Init** +4; **Senses** darkvision 60 ft.; Perception +7

AC 20, touch 10, flat-footed 20 (+6 armor, +4 natural) hp 104 (11d10+22 plus 22) Fort +9; Ref +5; Will +6 (+9 vs. fear) Defensive Abilities bravery +3, channel resistance +2; DR 10/ magic; Immune undead traits

Spd 30 ft.

Melee longsword +20/+15/+10 (1d8+9/19–20) or slam +17 (1d6+6) **Special Attacks** spider spray, spider transfer, weapon training (heavy blades +2, natural weapons +1)

Str 20, Dex 10, Con -, Int 1, Wis 12, Cha 15

Base Atk +11; **CMB** +16 (+18 overrun); **CMD** 26 (28 vs. overrun) **Feats** Alertness, Cleave^B, Dazzling Display^B, Great Cleave^B, Greater Weapon Focus (longsword)^B, Improved Initiative, Improved Overrun, Iron Will^B, Lightning Reflexes, Power Attack, Quick Draw, Toughness^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +17, Intimidate +12, Perception +7, Sense Motive +3 SQ armor training 3

Gear chainmail, longsword

Spider spray (Ex) Once every 1d4 rounds as a standard action, a corpsespun can send a hail of spiders from its mouth in a cone 20 feet long. Each creature in the area must make a DC 17 Reflex save or be hit by 2d6 spiders. A successful save reduces the number of spiders that hit by half.

The spiders quickly spread across the opponent's body in the same round they contact it. An opponent can easily dispatch a number of spiders equal to its Dexterity modifier (minimum of 1) on its turn as a full-round action. On the corpsespun's next action, all the spiders automatically bite, delivering a highly debilitating poison.

Poison—spider bites; *save* Fort DC 17 (+1 per 3 spider bites); *frequency* 1/round for 4 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves.



Spider Transfer (Ex) Whenever a corpsespun successfully hits an opponent with a natural attack, 1d4 spiders are automatically transferred to the opponent. The spiders quickly spread and bite a foe (as detailed in the spider spray ability above). They are dispatched as above.

Treasure: Secured in a bundle of webbing at the very peak of the tower's ceiling and discoverable only with a DC 32 Perception check are the spider's collected treasures: the desiccated and perfectly preserved corpse of a woman wearing a +2 mithral shirt clutching a gold holy symbol of Sefagreth, God of Commerce, Trade and Cities (see *Bard's Gate* by **Necromancer Games**) worth 75 gp, a small sack holding 19 chunks of onyx worth 35 gp each, and a finely made glass figurine depicting a dancing owlbear (this was once part of a music box but is still worth 20 gp).

P2. Plaza of the Disciples

A dark river flows out of the edifice ahead as straight as a measuring rod. It is carefully contained within high stone embankments. Near the center of the plateau, the river splits and surrounds a circular, stone isle before continuing on its course to the edge of the terrace and over a huge cataract. The stone isle at the river's center is perfectly round and surfaced in smooth red stone. A border of slick-looking black stone encircles the edge of the island. Black stone also marks straight lines within the circle that form a huge pentagram covering the entire island. At each point of the pentagram's star and at the angle where each of the star's arms comes together is a stone plinth. Nine of the stone plinths are empty. Only the tenth provides any clue as to what used to occupy the others. This stone plinth, at the point of the star closest to the great temple mount beyond stands a nondescript statue of a robed humanoid. Details are unclear at this distance.

The Darken River emerges here from the base of the citadel's foundations and surrounds the artificial island that is the Plaza of the Disciples. The channel proceeds deep under the mountains to some hidden spring inaccessible without water breathing. The river is 50 feet wide for its entire length on this terrace. The banks stand 10 feet above the frothing, black waters of the river. Here the foul water is at its most potent in the city. Anyone exposed to the waters of the river on this plateau are subject to the curse it carries. The waters themselves are considered unholy water and inflict 1d4 points of damage per round to good creatures and 2d4 points of damage per round to good outsiders. In addition anyone touching the water is affected as if by a bestow curse (caster level 10) with a -6 decrease to one ability score (chosen at random) until removed with a *remove* curse, break enchantment, limited wish, miracle or wish. There is no physical means of reaching the island, so PCs will have to devise their own way across to the plaza.

The plaza itself is the sight of the great spell that was activated by Belishan the Bloodmage to tear the very fabric of reality and hurl the Citadel of Orcus in between the planes and beyond the reach of mortals. The spell was crafted by the Grand Cornu and fueled by the ten magical statues that stood around the plaza. However, Belishan's meddling in attempting to snare one of the statues for himself for later study fundamentally warped the spell and allowed for it to be reversed. This information is revealed by the midnight peddler in Event 1 of Chapter 3 (Part 2-The Lower City) or can be found on a scrap of parchment deep in the dungeons beneath the Crooked Tower (Part 4-The Crooked Tower). The very air of the plaza seems to almost hum with lingering power and any sort of detection or divination spells cast while in the plaza result in an immediate backlash inflicting 6d6 points of damage to the caster and requiring a DC 20 Fortitude save or the caster is rendered comatose for 8 hours. This coma is not restful and spells are not regained during this time. The character can be awoken from the coma with a heal, limited wish, wish or miracle or a DC 35 Heal check.

The single remaining statue looks much like the others, a fairly nondescript human wearing the cassock and frock of a priest, much worn by age and weather. Like the other statues this one seems to depict a specific individual. It and its plinth are of a single piece of extremely hard stone. If any of the *Nine Disciples* is touched to a plinth it immediately seals seamlessly to the stone and there is a momentary surge of power causing it and all other disciple statues atop their plinths to glow with an intensity equal to a *daylight* spell for 1 round. If all nine of the *Disciples* are reattached to their plinths proceed with Concluding the Adventure below.

P3. The Lair of Karkuune

A huge double cave opening has been dug through the stone façade and earthen core of one of the massive tiers upon the terrace. It is clearly visible from the upper tower gate (Area P1), and before its opening is spread a field of debris, bones and wreckage scattered as if tossed out by a giant cleaning house.

This was once the lair of one of Tsar's most powerful inhabitants, the old black dragon Karkuune. Karkuune was a powerful ally of the Grand Cornu of Orcus and assisted him in many endeavors, serving as muscle and assassin as needed to spread fear and the will of Tsar far across the land. Karkuune lived in a swampy area in the northwestern portion of what is now the Desolation. When the Army of Light came, Karkuune wisely fled rather than face the combined might of this powerful force that even included some good dragons as allies. When the city was abandoned and the armies departed, Karkuune returned to find the lands despoiled and his former lair destroyed. Rather than return to the poisoned lands of the Desolation he moved into the city and burrowed out a lair within the massive foundations of the old Citadel of Orcus.

Karkuune became a powerful force within the city much to the chagrin of the Bloodmage and some of the other movers and shakers within the ruins. For centuries the dragon refused to ally with any particular faction and remained a wild card and dangerous irritant to all. Finally the demon captain Plaguebone grew tired of the dragon and hatched a plot to assassinate him by lacing his meals of carrion with gore beetle larvae. The dragon's moldering corpse now lies out on the Desolation where it fell (see Chapter 7 of *Slumbering Tsar: The Desolation*). Now all that remains in his lair are his treasures and those loyal servitors and offspring who have remained behind to await his return.

P3-1. Cavern Entrance (CR 13)

Dug into the face of the huge platform is a gaping opening bisected by huge columns of earth and stone that extend back into the cavern and support the roughly dug 40-foot roof. The floor is likewise of stone ground smooth from the passage of some bulky creature, chunks of fallen debris have been pushed back against the walls.

When Karkuune dug his lair into the unstable fill of the platform, he was forced to leave large columns to support the cavern roof. Over the years the stone and earth have shifted and settled, becoming stable, though occasional chunks still fall and shatter on the floor below. This poses no danger to the party but may serve to unnerve them as they witness a massive boulder fall and shatter nearby. The walls are of rough stone and require a DC 20 Climb check.

Creatures: The columns at the cavern entrance have rough ledges formed 30 feet above the floor by Karkuune's digging. Using these ledges as watch posts are **2 harpy archers**. They are members of a flight of harpies that has served the dragon as guardians for more than a century. They hide atop the ledges with cover from below, watching for intruders. If they see intruders entering the cave they begin singing both to captivate the intruders and alert their compatriots at Area P3-2. They attempt to lead captivated prey into the pit at Area P3-3, firing upon any hostile PCs with their bows. The other harpies arrive in 4 rounds to assist them.

HARPY ARCHERS (2) XP 12,800 hp 116 (See Area P3) CR 11

P3-2. Harpy Aerie (CR 16)

A side cavern 20 feet higher than the main floor branches off here and serves as the lair for the small flight of harpies that have faithfully served Karkuune for centuries. The aerie of the harpies is a disgusting cave of filth, feathers and feces. At the center of the cave is a cleared area with a single statue standing in its midst. This simple statue depicts a robed and hooded man with a morose expression on his face. This statue has stood in this cave for generations, and the harpies can sense some great power about it but have no true inkling of what it is. They treat it as their tribal totem not allowing any harm to come to it and making sure it stays clear of the otherwise squalid conditions of their lair. It is one of the *Nine Disciples* (see **Magic Items Appendix**).

Creatures: Dwelling in this aerie are **4 harpy archers** and their matriarch, a **harpy assassin**. They respond to alarms as described in Area P3-1. They are aware that Karkuune left the lair some time ago and has not returned. They do not know that he is dead. Alm'iqra the matriarch has sent patrols in search of the dragon but none have located him yet. Sworn to protect his lair, they dare not abandon it or leave it to mount a full-scale search for fear that he will return and seek his vengeance upon them. They are aware of his offspring in Area P3-4 but never venture there and wait for them to starve to death, finding them to be disgusting half-breeds. The offspring dare not leave the inner cave having felt the sting of the harpies' arrows before.



HARPY ARCHERS (4) XP 12,800

Female harpy fighter 7 (*Pathfinder Roleplaying Game Bestiary* "Harpy") CE Medium monstrous humanoid **Init** +5; **Senses** darkvision 60 ft.; Perception +9

AC 24, touch 17, flat-footed 18 (+6 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural) hp 116 (7d10+14 plus 7d10+14 plus 7) Fort +13; Ref +14; Will +9 (+11 vs. fear) Defensive Abilities bravery +2

Spd 20 ft., fly 80 ft. (average) **Melee** 2 talons +15 (1d6+1) **Ranged** +1 frost composite bow [+1 Str] +21/+21/+16/+11 (1d8+5/19–20/x3 plus 1d6 cold) **Special Attacks** captivating song (DC 17), weapon training (bows +1)

Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19 Base Atk +14; CMB +15; CMD 32 Feats Dodge, Flyby Attack, Great Fortitude, Improved Critical (composite longbow)^B, Manyshot, Point Blank Shot^B, Rapid Shot, Skill Focus (Bluff), Skill Focus (Perception), Weapon Focus (composite longbow)^B, Weapon Specialization (composite longbow)^B Skills Bluff +8, Fly +16, Intimidate +11, Perception +9, Perform (song) +6

Languages Common

CR 11 SQ armor training 2

Combat Gear potion of cure moderate wounds, potion of cat's grace; **Other Gear** +3 studded leather armor, +1 frost composite bow [+1 Str], 10 cold iron arrows, 10 silvered arrows, 5 + 2 arrows, lesser bracers of archery, cloak of resistance +2, ring of protection +1

MATRIARCH ALM'IQRA XP 25,600

CR 13

Female harpy fighter 7/rogue 1/assassin 3 (*Pathfinder Roleplaying Game Bestiary* "Harpy") CE Medium monstrous humanoid **Init** +9; **Senses** darkvision 60 ft.; Perception +15

AC 24, touch 17, flat-footed 24 (+6 armor, +5 Dex, +1 dodge, +1 insight, +1 natural) hp 142 (7d10+14 plus 7d10+14 plus 1d8+2 plus 3d8+6 plus 7) Fort +12 (+13 vs. poison); Ref +16; Will +8 (+10 vs. fear)

Defensive Abilities bravery +2, uncanny dodge

Spd 20 ft., fly 80 ft. (average) **Melee** +1 longsword +18/+13/+8/+3 (1d8+2/19–20), 2 talons +12 (1d6)

Ranged +3 hand crossbow +26/+21/+16/+11 (1d4+6/17–20) **Special Attacks** captivating song (DC 23), death attack, sneak attack +3d6, weapon training (crossbows +1)

Str 12, **Dex** 20, **Con** 14, **Int** 12, **Wis** 11, **Cha** 19 **Base Atk** +16; **CMB** +17; **CMD** 34

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Feats Dodge, Exotic Weapon Proficiency (hand crossbow), Flyby Attack, Improved Critical (hand crossbow)^B, Improved Initiative, Improved Precise Shot, Persuasive, Point Blank Shot^B, Precise Shot, Rapid Reload (hand crossbow), Skill Focus (Stealth), Weapon Focus (hand crossbow)^B, Weapon Specialization (hand crossbow)^B **Skills** Bluff +18, Diplomacy +11, Disable Device +6, Disguise +11, Fly +22, Intimidate +16, Perception +15 (+16 locate traps), Perform (song) +18, Stealth +18

Languages Common, Draconic

SQ armor training 2, poison use, trapfinding

Combat Gear wand of magic missiles (1st) (13 charges), 2 potions of cure moderate wounds; **Other Gear** +4 leather armor, dusty rose prism ioun stone, +1 longsword, +3 hand crossbow, 25 crossbow bolts

Treasure: Most treasures collected by these harpies are taken by their dragon master, but they have managed to collect a small hoard consisting of 187 sp and a blue diamond worth 2,000 gp.

P3-3. Garbage Pit (CR 6)

A wide pit opens in the floor here roughly 20 feet deep and almost completely blocking the tunnel ahead. The foul stench of putrescence rises from the pit whose floor seems to be covered in decomposing garbage and filth and a swarm of buzzing flies. Lying atop this offal are the remains of a large, bloated ovoid creature with rocklike skin, three thick legs, three tentacles and gaping maw in the center of its body. The creature's flesh is sagging, giving it a deflated look, and it has been partially devoured.

Too lazy to properly dispose of his garbage and wastes outside his lair, Karkuune merely dug this pit and dumped everything here. In addition it serves as an added layer of defense. A fall into the pit inflicts 2d6 points of damage and requires a DC 21 Fortitude save to avoid being nauseated for 1d4 rounds and contracting a particularly virulent strain of slimy doom (see the "Diseases" section in the Appendices of the Pathfinder Roleplaying Game). Karkuune kept an otyugh as a garbage disposal and additional guardian.

Creature: Recently one of Karkuune's starving offspring entered the pit and slew the otyugh. The **half-black dragon gargoyle** is still in the pit and attacks any who approach by first throwing handfuls of the filth which cause no damage but require saving throws if they succeed on a ranged touch attack. If engaged in melee, he cries out for his brethren in inarticulate howls. They do not respond, but he will not know that.

HALF-BLACK DRAGON GARGOLYE XP 2,400 hp 57 (See Area P3-4) Ranged thrown filth +7 (disease)

P3-4. Abandoned Lair (CR 10)

Beyond the stinking pit is a long, irregularly shaped cavern. The marks of some huge occupant mar the floor and walls, and many large, black, molted scales are scattered about as well as the skeletal remains of past meals. A raised alcove at the back of the room has the faint glint of gold. In the center of the floor between here and there is a pile of some sort of tissue in what appears to be a humanoid form. A cloud of black flies hovers over it.

This chamber served as the lair of the black dragon, Karkuune. Here he resided with his offspring, several half-dragon gargoyles he had bred in hopes of creating an unstoppable force capable of subjugating the entire city. Unfortunately his plan was foiled when through some genetic defect his offspring proved to be of exceedingly low Intelligence. Knowing of his harpy servants' disdain for the brutish freaks, he kept them here in his private lair while he thought of some other use for them.

In the center of the floor is a mound of rotting carrion that Karkuune had been feeding upon. In an effort to rid himself of a powerful rival in the city, the demon Plaguebone (see Area T8) seeded the carrion with gore beetle eggs. Karkuune ate the eggs and later was flying outside the city when the eggs hatched in his gullet. The swarm of larvae quickly began to consume him from the inside out, and the once proud and powerful dragon suffered an ignoble demise as he plummeted from the sky while being eaten from within.

Some of the gore beetle eggs remained in the carrion and hatched as well, creating a gore beetle swarm. The swarm quickly killed one of the half-dragon offspring (the pile of humanoid remains) who was sampling the carrion himself, and the other three fled to the dragon's treasure ledge to escape them. Recently one of the got the nerve to fly over the swarm and went to Area P3-3 to find food. The ledge at the rear of the chamber is 10 feet high and piled upon it is Karkuune's treasure hoard.

Creatures: Hiding on the rear ledge are **2 half-black dragon gargoyle** offspring. These two starving creatures have been hiding here from the **gore beetle swarm** in the carrion pile for weeks, too unimaginative to think of a way out and fearing the harpies outside if they should come up with something. They remain in hiding until the swarm is destroyed and then immediately attack maniacally as they try to reach the carrion and feed. It is possible that a party could let them feed and avoid a battle with them — at least until they had sated themselves.

HALF-BLACK DRAGON GARGOYLES (2) CR 6 XP 2,400

CE Medium dragon (earth) Init +6; Senses darkvision 60 ft., low-light vision; Perception +5

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural) hp 57 (5d10+30) Fort +7; Ref +6; Will +4 DR 10/magic; Immune acid, paralysis sleep

Spd 40 ft., fly 80 ft. (average) Melee 2 claws +11 (1d6+6), bite +11 (1d4+6), gore +11 (1d4+6) Special Attacks breath weapon 1/day (60-foot line of acid, 5d6 acid damage, Reflex DC 18 half)

Str 23, Dex 14, Con 22, Int 2, Wis 11, Cha 9 Base Atk +5; CMB +11; CMD 23 Feats Hover, Improved Initiative, Skill Focus (Fly) Skills Fly +12, Perception +5, Stealth +11 (+15 stony environs) SQ freeze

GORE BEETLE SWARM

XP 4,800 *Creature Collection* 87

N Tiny vermin (swarm) **Init** +1; **Senses** darkvision 60 ft.; Perception +0

AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size) hp 136 (16d8+64) Fort +14; Ref +6; Will +5 Defensive Abilities half damage slashing and piercing weapons, swarm traits; Immune vermin traits

Spd 90 ft., climb 90 ft. Melee swarm (4d6) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 22), gas sacs

Str 2, Dex 13, Con 18, Int -, Wis 10, Cha 2

CR6

CR 8

Base Atk +12; CMB —; CMD — Skills Climb +9

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

Treasure: The abandoned treasures of Karkuune include 1,030 gp, 10,805 sp, 3,000 cp, 1,200 pp, assorted gems and jewels worth 11,000 gp, two minor wondrous items and a medium wondrous item (select or roll randomly from the tables in the Pathfinder Roleplaying Game). The rest of his treasure and magic went to equipping his harpy archers.

P4. The Citadel of Orcus

Atop a 60-foot-high foundation of bedrock and earth sits a blank surface of stone. Three wide stairs rise to this surface. The outline of the former citadel is still discernable, but no stone of it remains. An indention in the cliff face shows where it once stood, reaching hundreds of feet into the air, roughly in the shape of a bloated, crouching humanoid. High above massive bas-relief carvings of batlike wings adorn the mountainside, protruding from where the citadel's shoulders would have been. As mentioned, the spell of Belishan cleanly removed the citadel from its footings and removed it to another plane until such time as the ritual is reversed. The entire blank surface still faintly radiates an aura of conjuration even after all these years.

If the ritual is reversed as described at Area P2, see Event 8 in Concluding the Adventure for details of the citadel's reappearance. Until that occurs, however, there is nothing to be gleaned from this featureless stone slab.

Concluding the Adventure Event 8: Reunion of the Disciples

This event occurs as the last of the *Nine Disciples* is fitted into its place in the Plaza of the Disciples (Area P2).

The last of the stone disciples of Orcus fuses to its plinth, and a hush follows as if in expectation of some great event to happen. What you were expecting, you are not sure, but you are disappointed to see that apparently nothing happened. Perhaps there is some other step necessary that you have missed.

Your thought is interrupted as a murder of crows suddenly takes flight in a squall of feathers and harsh cawing from the rooftops of the terrace below. Their movement precedes, only by a fraction of a second, a silent boom that ripples through the city like a shockwave just below hearing range. The foundations of the buildings give off a loud creak but immediately fall silent — a breath held by the entire city. The silence is suddenly filled with the roar of a rising wind coming off of the Desolation, sweeping over the Black Gates of the city and rising up the terraces to sweep against the mountain escarpment. The wind rises to a screaming torrent, and a wavering, greenish glow begins to create strangely shaped shadows on the ground at your feet.

Turning you now see that a huge glowing vortex has formed in the air at the mountain's base directly over the old foundations of the missing citadel. Sparks and noxious gasses stream out of this vortex blanketing the topmost plateau in a thickening fog below the rushing winds. A smell like that of a fetid river bottom, long denied the touch of a freshening breeze, grows stronger by the second. The stinking black river that flows from beneath the foundations suddenly reverses its course, blown backward and upward by the rising wind off of the Desolation.

The black waters rise into the air atop the great foundations like a spreading oil slick. A dark shape takes form in the widening vortex beneath the sheen of the foul, pitchy flow. AS the waters rise higher and higher into the vortex, the shape coalesces into a monstrous humanoid form, curving horns flanking its flat skull, a wide paunch above thick legs, a wand or staff clutched in an outstretched hand. It is the demonprince Orcus himself stepping forward out of this gateway. Still the vortex grows, as does the shadowed form — now a colossus-figure towering over the city. In mind-numbing fear you wonder if it will eclipse the mountain itself.

The wind begins to die and the fog shreds to streamers, the stench slowly dissipating on the remaining breeze. The dark waters of the river collapse back to earth in great sheets of tainted water. Now you can see it is no demon prince but rather a massive construction built to resemble the Lord of the Undead seated upon his throne, clutching his skull-tipped wand before him, dripping with the effluvia. The black waters have once again resumed their course out from the foundation and down into the city. Where once was bare foundation, now a cyclopean citadel stands, built in the image of him to whom it was raised. The chalk wings inscribed on the cliff face now rise from the shoulders of the citadel. Orcus is once again in attendance over his city. At the citadel's base where stairs rise from the plateau, yawning gates stand open beckoning the foolish to enter. The Hidden Citadel is returned.

Magic Item Appendix

+1 ANARCHIC CLAWED

GAUNTLETS Aura moderate evocation [chaotic]; CL 7th Slot hands; Price 18,610 gp; Weight 2 lb.

DESCRIPTION

Clawed gauntlets are similar to spiked gauntlets but in addition to having their own spikes, they also reinforce and enhance the normal claw attacks of the wearer, increasing the damage dealt by one die type. On a wearer without claws, they deal the typical 1d6 points of damage typical for Large spiked gauntlets. These particular clawed



gauntlets have been enchanted to be chaotically aligned and infused with the power of chaos. They function as an *anarchic* weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; **Cost** 9,610 gp

Minor Artifact

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 unvielding 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.

















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