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slumbering TSAR

The Hidden Citadel, Part 1
— At the Feet of Orcus —

By Greg A. Vaughan



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Table of Contents

Introduction, p. 5

Chapter 1: Overview of the Citadel, p. 10

Chapter 2: The Feet of Orcus, p. 31

New Monster Appendix, p. 55

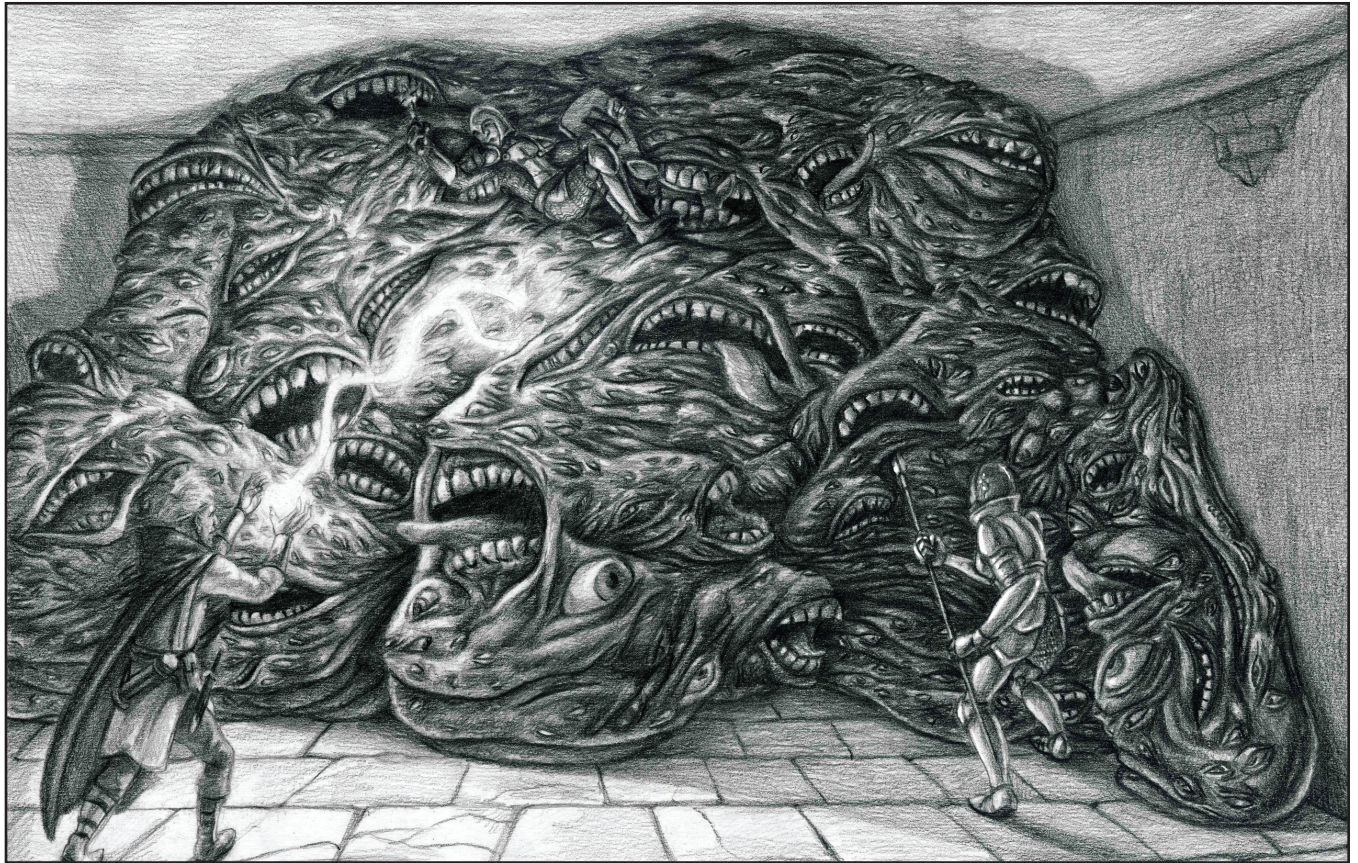
Magic Item Appendix, p. 57

Player Handouts, p. 58

Map Appendix, p. 62

Legal Appendix, p. 66

slumbering TSAR



— The Hidden Citadel, Part I — At the Feet of Orcus

By Greg A. Vaughan

When called back from beyond, the Hidden Citadel stands as a bastion of evil, a symbol of Orcus's potency among the world of mortals. From this redoubt, the High Altar of Orcus shone out over the lands with its pall of evil and brought everything it touched under its sway. Only with the fall of the city and the citadel's banishment to far planes did this vile influence contract to merely the city precincts and the nearby lands of the Desolation. But with the citadel's recall, the horrors and wickedness that were once locked within have again been brought forth upon the world, needing those brave enough to step in and prevent their spread. What hand can be set against a monument of such depravity? Only heroes dare tread at the feet of Orcus and hope to live.

Introduction

"This world is mine...it awaits but my return to reclaim it."

—Arvonliet, Prince of Beauty and Hate
(ca. 10,000 years ago)

At last you behold before you *Slumbering Tsar: The Hidden Citadel*, last book in the *Slumbering Tsar Saga* adventure series by Frog God Games. If you are running this adventure, then it is likely that your players have already experienced the rigors of *Slumbering Tsar: The Desolation* wherein they were tested by the travails of the wastelands surrounding the temple-city of Tsar, as well as, *Slumbering Tsar: Temple-City of Orcus* and the dangers of that sinister ruined city. If they ran through those adventures, then your players' characters should be around 16th level and have probably had the opportunity to create replacement characters or adopt one of the many NPCs available in the previous adventures as their own to continue on with the quest.

Having battled through such adversity, the players have finally reached the heart of evil and its secret so terrible that even the gods are blind to its true danger. *Slumbering Tsar: The Hidden Citadel* consists of six parts: *Part 1—At the Feet of Orcus*, *Part 2—Echoes of Despair*, *Part 3—The Throne of the Demon Prince*, *Part 4—In the Belly of the Beast*, *Part 5—The Mind of Chaos*, and *Part 6—Caverns of the Barrier*. This adventure is designed for four to six 16th-level characters. By the end of this adventure, when the characters have finally completed the series, they will truly be heroes of renown and deserving of some respite having reached 21st level or possibly higher. As with the previous adventures, a good mix of character classes is recommended, but in the spirit of 1st Edition feel, combat abilities are crucial. Also like the prior adventures, this one is exceedingly dangerous — characters will die! There are opportunities to recover lost characters and some NPCs are available to serve as potential replacement PCs, but be forewarned that if players are loath to lose their favorite PCs they may want to roll up new characters for this adventure series.

More than just adventures, this series is a mini-campaign that can take your players' mid-level characters far on their careers, provided they survive. Each adventure is playable as a stand-alone module, but to truly reap all of the rewards and grasp the fullness of the threat at hand, they work best as a complete series. The adventures are set in and around the environs of the ruined temple-city of Orcus known as Tsar, where a great battle was fought between the disciples of Orcus and the forces of Good. The first adventure encompassed a settlement known as The Camp, which the party likely used as its base camp during their explorations in and around the Desolation, a vast field of death and destruction left by the long ago war. The second adventure covered the abandoned ruins of the great temple-city itself — not quite as abandoned as rumor would have one believe. Here the party explored the various nooks and crannies of the city to find the pieces necessary to assemble a magical pentagram needed to summon the great Citadel of Orcus. With that task completed, the party has finally arrived at the culmination of its efforts, the entrance to the great citadel itself. Within its unhallowed halls lie death and worse for the unwary and a greater secret than ever whispered under the light of the sun — a hidden passage to the Caverns of the Barrier and the horror and revelation that wait. Each of these adventures is like the layers of an onion that the party peels back as they progress in their exploration until, finally, they reach the ultimate goal of their quest and discover the sinister and true purpose and history of this ancient redoubt of vile wickedness.

While set in a generic world, these adventures do draw on background and information presented in the *Rappan Athuk—The Dungeon of Graves* series and *Rappan Athuk Reloaded* boxed set by Necromancer Games. Those adventures are not necessary to run this adventure or any in the saga. If you would like to remove this

adventure to your own campaign world entirely, you can do so with little effort by ignoring the fate of Orcus's followers and the pursuit by the Army of Light following the Battle of Tsar or tailoring it to fit the history of your own setting.

Adventure Background

Gods have many names. They shift with the tides of time like the scoured peaks of windswept mountains. To the microcosmic eye of Man the peaks seem set and immutable, but with the perspective of ages they seem fragile things — knife-edged, cloud-piercing pinnacles in one moment and low, rolling domes of smooth-surfaced stone overgrown with grass and lichen the next. To Man they are eternal, to the eons of existence they are ant hills swept away with the wind and rain. Such is the way with the immortals — gods of strength and abundance to one civilization become gods of knowledge and ancient lore to another an age later only to be seen as gods representing death and the decay of the old world after yet another age has passed, replaced by new gods each time who take their place. No god escapes time unscathed, and many, if they do not manage to make the transition to new times and new worshippers, are forgotten altogether. Such is the fate of Arvonliet the Bringer of Light, and such was the fortune of the Three Gods.

An age ago when the world was a much-younger place, the Prince of Beauty sought to walk its fields and meadows and consort with its simple inhabitants. No one knows why Arvonliet chose this particular world to lavish his attention upon, but lavish it he did. An angelic being of almost painful beauty, Arvonliet became known as the Bringer of Light for his radiant presence that revealed itself to Man and the older races. He brought great achievement, artifice, and indulgence to his followers, and if he also introduced jealousy, spiteful competition, and vice, no one was the wiser. For Arvonliet was not only the self-proclaimed Prince of Beauty but also the Prince of Hate. He saw the world not as a canvas on which to lavish his gifts in order to create a masterpiece for all to enjoy but rather as a lump of clay to be manipulated and shaped into an image totally servile to him regardless of the cost to the sculpting medium. Yet such was his grace and beauty that the mortal races saw none of his inner darkness and willingly devoted themselves to his path of gradual corruption and slavery.

In time the Prince of Beauty persuaded the most powerful among the mortal races to prepare for him a permanent domicile and invite him to come and personally live among them, the culmination of his insidious plan. These great masters of magic and science set about to create such a gateway — a gateway that would permanently open to Arvonliet's home in the Abyss. Too late did the true gods of Good realize what was occurring and grasp the gravity of Arvonliet's plan. Too late they acted to prevent the gateway from being opened, for the Prince of Beauty and Hate's followers had already willingly sacrificed their lives and souls to make the aperture permanent.

At that time, chief among the deities of goodness and light in the world were the Three Gods — so named because they were triplets descended directly from the great Creator. Two of the siblings remain known to this day, though no longer in the same vaunted light that they once enjoyed. At that time the brother and sister Thyr and Muir were still accompanied by their third sibling Kel, Goddess of Protection and Self-Sacrifice. This triumvirate of deities learned of Arvonliet's plot too late to prevent the permanent gateway from being completed, a gateway that would unleash all of the horrors of the Abyss and allow the Prince of Beauty and Hate to permanently physically enter the world and claim it as his own plane.

Too late to stop the gateway's creation, they were not too late to

INTRODUCTION



prevent it from being used. They quickly realized that one of them must sacrifice his or her immortal existence to create an impenetrable barrier and forever seal the gateway and prevent Arvonliet's direct access to the world of Man. Kel the Protector was the logical choice and quickly expended her very essence to erect the Keltine Barrier, impervious to mortal might and inaccessible to the prince's immortal power from beyond its confines. Before he could take his first step through his new gateway, Arvonliet was thrown back by the hastily erected barrier. It was then that he first openly made his oath to claim the world as his own when he was able to overcome this obstacle to his plans.

Arvonliet's bravado notwithstanding, the vengeful sibling gods were not yet through with him. In a surprise attack the celestial forces of Thyr and Muir stormed the palace of Arvonliet in the Abyss. With his own forces concentrated on entering the mortal realm, Arvonliet was caught unprepared. Though at uncountable cost to the celestial armies, the prince's demonic armies were defeated and scattered and Arvonliet lay helpless before the twins. Rather than destroy him and grant him the peace of eternal oblivion, they chose to punish him for all eternity for what he had done and to remember in vain all that he once had. With words of power they called forth the secret, dark heart of the prince and twisted his once-beautiful form into a ramlike caricature of a man so that he could no longer fool mortals with a tempting façade. Then they forced upon him the clipped, guttural name Orcus, which means "twisted" in the Language Primordial, to forever mark him as the pariah he had become. Then they destroyed his physical form relegating his soul to the status of a minor demon in the legions of the Abyss so that he could suffer in torment while remembering the power he once commanded. Their anger spent, the twin gods then subsumed the portfolio of their lost sister and returned in mourning to their home in the Upper Planes.

But they had not counted on the strength of Arvonliet's ambition nor the depths of his hate.

In the mortal world, Thyr and Muir raised a massive mountain range, dwarfing all other ranges in the world, over the Keltine Barrier and named it the Stoneheart Mountains after the now-cold heart of their beloved sister who had sacrificed all for the world and now lay entombed beneath its peaks. The last patriarch of Kel's church then built a shrine atop the spot where the Keltine Barrier was buried deep beneath the mountains. This patriarch was later sainted by the churches of Thyr and Muir, and the shrine became known as Saint Harul's Hold—St. Harul's for short. Ages passed and the memories of what had gone before faded and much was lost as is wont to happen among the mortal races. Kel was forgotten, the Three Gods remembered only as Two, Arvonliet was wiped from the memory of Man, and the significance of St. Harul's and what lay beneath was forgotten...by all but Orcus.

Over time Orcus ascended through the ranks of the Abyss, winning major victories in the eternal warfare of the Lower Planes and assassinating those who stood in his way. As he gained in power he developed a penchant for reanimating those he had defeated so that they could serve him in death. And ultimately he achieved the rank of demon prince, once again ruling a layer of the Abyss. However, he never again enjoyed the power and influence of when he had once nearly controlled the mortal realms. Nevertheless he remembered his ancient plan and his ancient oath and devised a way if not to control the world as the Prince of Beauty than to conquer it as the Demon Prince of the Undead. Thus he once again turned great effort and attention to the mortal realms to establish a new church, one founded on blood and violence and appealing to the savage races as well as the power hungry.

Orcus's followers began to secretly infiltrate the shrine at St. Harul's a thousand years ago, and for the second time, just as when unwitting mortals joined in the plots of Arvonliet millennia before, the site became a focus of subtle corruption and evil manipulation. In the space of a century, these subversives had completely subsumed

INTRODUCTION

the former holy place and transformed it into the burgeoning city of Tsar, the high altar of Orcus's worship in the world. The history books tell of the good people finally becoming fed up with this center of vile wickedness and launching a great crusade that ultimately led to the city's destruction. But the histories do not tell of the true events that sparked the crusade or what plot had been hatched in the city centuries before.

Orcus had a very compelling reason to expend his energy and risk his best followers in the corruption of St. Harul's, for he remembered what lay beneath — his permanently sealed gateway — and in the ensuing ages he had devised a plan to bring down the Keltine Barrier that barred him from the completion of his ancient oath of conquest.

No mortal could penetrate the barrier formed from the very essence of a deity, and since he could not fully enter the Material Plane where the Keltine Barrier actually existed, he could not bring the full might of his immortal power to bear upon it. Having grown in cunning and power over his long torture in the ranks of Abyss, he now reckoned himself prepared to face the interference of any meddling gods if he could but penetrate the barrier. Not to be denied, he developed a plan to overcome this problem. After obtaining control of St. Harul's he secretly sent his disciples digging and delving into the mountain beneath the city until they hit upon the ancient caverns he knew they would find. There they found the long-forgotten Keltine Barrier still serving to bar Orcus from physically entering the world as more than a shadow of himself.

Once the barrier was located, he set his disciples to fulfilling his plot to destroy it. At his behest, and at the cost of many of his most powerful followers, the disciples managed to steal an egg from the brood of a gold dragon, the most powerful of all dragon species. His best magicians and artificers then set about hatching the egg and placing the wyrmling in magical sleep in the Caverns of the Barrier. There they contrived the means to overcome their inability to destroy the barrier and Orcus's inability to affect it directly with his power. They managed to open a small conduit to the Abyss and through their artifice concocted a means to feed small amounts of Orcus's unholy essence directly into the sleeping wyrmling. Thus the third episode of corruption at this same ill-fated site began.

Through a process spanning over a thousand years, the dragon would slowly develop into a unique great wyrm with all the might of its natural species and also filled with the unholy essence of Orcus — the Corrosion Dragon. The dragon, when fully matured, would awake and bring to bear its combined heritage in a powerful corroding breath weapon capable of finally shattering the hated barrier. Then when Orcus could at last step through in victory, the dragon would serve as his personal steed as he launched a new age of conquest and slaughter across the world. However, to come to fruition the project required utter secrecy for a thousand years. As Orcus planned, Tsar continued to grow in evil and served as a monumental distraction taking any possible attention away from the forgotten caverns below. The caretakers of the project, themselves, were sealed away in the caverns, unknown to all save the highest ranking of Orcus's disciples. The caretakers named this dragon Garagor the Sleeper and waited...and waited.

Not all had forgotten the existence of the Keltine Barrier that lay hidden beneath Tsar. Thyr and Muir, who were present when their long-lost sister had erected the barrier, remembered well the significance of the site. Though they had no idea that Orcus had devised a means to penetrate the barrier, they were suspicious, nonetheless, of the demon prince's focus on that particular location. They assumed it was nothing more than an act of petty vengeance by him to strike back at his hated enemies, but a nagging doubt lingered deep in their hearts. To this end they commissioned three of their greatest servants, powerful celestials all, representing the Three Gods of old to undertake the deadly mission of infiltrating Tsar and uncovering what Orcus was plotting. Against all odds the Three Spies succeeded at the unthinkable — they discovered the caverns and Orcus's plans for the Keltine Barrier. However they were themselves discovered and were unable to escape with the news of their discovery. All three were lost — two of their horribly defiled heads were sent back to the celestial realms as a warning from Orcus, the third disappeared

and was assumed to have been utterly destroyed. None of the eternal essences of these three was ever received in their home planes, and their loss was considered complete.

The heavenly hosts mourned the loss of these three paragons of the celestial realms. The powers on high were outraged at their defilement and eternal damnation. Thyr and Muir, equally outraged, were also restive over the possible meaning of this affront and any connection it might have with the hidden caverns. Yet they could say nothing of the forgotten barrier for fear of the news of its existence potentially spreading and jeopardizing its existence at the hands of any powerful evil being that saw it as an opportunity. Rather they joined the clamor of outrage until it turned to cries of justice and, perhaps in some dark corners, vengeance.

The gods sent avatars to their earthly followers with messages of holy wrath and righteous fervor. As a result of these visitations the last overking of the southern kingdoms, backed by the churches of Good and Neutrality, called for a grand crusade against Tsar and the evil followers of Orcus. He appointed the archmage Zekkor to lead this crusading force, this army of vengeance, this army of redemption, this Army of Light.

When the Army of Light marched on the city, Orcus realized the precariousness of his situation. When it became obvious that his disciples could not prevail by sheer force of arms, despite a legion of Abyssal reinforcements, he chose another ruse to once again draw attention away from what lay beneath the city. He had his Grand Cornu sacrifice his own existence to permit the disciples of Orcus to escape the city and lead the Army of Light into a little trap Orcus had been developing for many years in the Forest of Hope. This Dungeon of Graves served as a distraction to continue to draw any curious eyes away from the ruins of Tsar and its secrets and to focus them on this new high altar of Orcus. In addition the Grand Cornu's power caused the Citadel of Orcus to be ripped from its foundations and placed in an extradimensional void beyond the reach of any meddlers until the time was ripe for it to be called back and Orcus's master plan brought to fruition. This latest ruse has worked well for the past few centuries, allowing the master plan to draw ever closer to completion — that is until a band of heroes turned its attention to the Desolation and the forgotten city at its heart and caused the citadel to be returned Tsar early.

Adventure Summary

Having recalled the Citadel of Orcus to the Material Plane where it can once again be accessed, the party is finally able to enter this heart of evil to expose its secrets to the light of day once and for all. This adventure is a traditional dungeon crawl in every sense of the words as the party explores the not-so-abandoned halls of the citadel and deals with the traps and deadly horrors that continue to lurk within its bowels. However, while making this sojourn, the party will begin to piece together the true history of the citadel and learn of some greater plan of Orcus's that is afoot. They will also learn of the three angelic spies who were lost here centuries ago and actually sparked the great Battle of Tsar that ensued.

Delving ever further, the party will discover the final resting place of two of the Three Spies and ultimately the means to accessing the long-hidden caverns of the Barrier, as well as, the fate of the third spy who had managed to survive all this time. In the caverns they discover the truth of the Three Gods, the Keltine Barrier, and Garagor the Sleeper. They also discovered the elite guardians bred by Orcus and trained by his most powerful servants — the terrible Black Orog. Only by facing these fearsome foes and then destroying the now-awakened Corrosion Dragon can they foil Orcus's plot of conquest and secure the Keltine Barrier once again against an Abyssal incursion.

disciples, Disciples, and disciples

In many places throughout this adventure and the two previous ones in this series, you will find reference to the Disciples of Orcus. Sometimes this is capitalized sometimes it is not. That is because it refers to three separate entities. Unfortunately, sometimes the dividing lines of these entities blurs and the distinction bleeds over and can mean more than one thing at the same time. To somewhat alleviate any confusion, the following explanation of these three meanings is provided as follows:

disciples of Orcus — This is a generic term that refers to those who venerate the demon prince, whether a part of the official clergy or not. It is synonymous with saying followers of Orcus or worshippers of Orcus, for instance. This phrase has been used frequently, especially in the first two adventures to refer to both the armies that fought on the side of Tsar and the dwellers of the city as well. While not all worshipped Orcus devoutly, and some perhaps secretly despised him, all worked directly or indirectly to further his goals for the temple-city of Tsar.

Disciples of Orcus — This refers to the formal clergy of Orcus, specifically the clerics, and makes up one of the factions within the Citadel of Orcus — the most powerful faction actually. All Disciples of Orcus are disciples of Orcus, but not all disciples of Orcus are Disciples of Orcus (in fact most aren't).

disciples of Orcus — Just to further muddy the waters, this also refers to the official clergy of Orcus. It, in fact, refers to a prestige class unique to the worshippers of Orcus. The name of the prestige class is “disciple of Orcus.” Many of the clerics of Orcus also had levels in this prestige class. Thus many of the Disciples of Orcus were disciples of Orcus, as well as, disciples of Orcus.



Adventure Hooks

The primary hook for this adventure is completion of the previous two adventures in the series, *Slumbering Tsar: The Desolation* and *Slumbering Tsar: Temple-City of Orcus*. However, if you have not played those adventures, some of the adventure hooks from it have been included here to serve as a platform for launching this adventure. In these instances, assume that the Citadel of Orcus is already extant within the ruined city.

1. To Boldly Go: The Desolation is a largely ignored and unexplored wasteland where two massive armies virtually smashed themselves to pieces. Those who have braved its depths have hurriedly passed through, studiously ignoring the battleground around them and the ruined city it surrounds. Surely something of value remains to be gleaned from such a cataclysmic conflict of old. In this instance, the party, having gained enough power to attempt it, can be one of the few to have ever tried plumbing the great unknown that is Tsar and the Desolation surrounding it. Most have deemed the city too dangerous or devoid of anything of value, but there are always legends of some great treasure that must have been forgotten there somewhere. Perhaps the party just wants to be the first to have successfully braved the ruined city and lived to tell of it.

2. Trail Blazers: A party of this level has many connections gained over their career. One of these, a merchant-lord and sometimes patron of their expeditions, has his eye on the lucrative trade of the distant

north. There are fortunes to be made but the risks and expense are too great to make caravans through the Desolation worthwhile; great dangers stem from the ruins of the evil city. However, if a party of proven adventurers could tame the area and open a safe trade route, a monopoly on the new route could be established and fortunes made by all. Maybe he wants someone to clear the monsters out of Tsar altogether and establish a stronghold there to guard the trade route from bandit incursions. Either way such an endeavor has never been successfully accomplished, but if the right group could be persuaded to undertake the task...

3. Land Grant: Rewards come in many forms to parties of successful adventurers, not always just heaps of gold and magic items. For the successful completion of a recent mission a king has bestowed upon a member of the party noble title and grant to land at the farthest flung reaches of his holdings. The land just so happens to be the long-unclaimed city of Tsar. The party must come to Tsar to try to tame and refortify the ruins in order to establish their fiefdom. A variation on this theme is that a newly ennobled baron has just received such a grant and needs to hire a party of adventurers to reclaim his lands for him. Perhaps minor titles and land grants await them if they are successful.

4. Sleepless Knights: A cleric of Muir has located in the temple archives a set of orders issued by Zekkor during the Battle of Tsar that somehow survived and were transported back to civilized lands. These orders detail the assignment of the paladin-lord Bishu and his company, adherents to the faith of Muir, to hold the city of Tsar and await relief from the Army of Light. Lord Bishu was always thought

lost in the Dungeon of Graves like the rest of the Army of Light. The fact that he never returned and the possibility that he or some of his command may have survived for some time at Tsar holding to their duty has ignited the church hierarchy. What did Bishu accomplish during his time in the city? Do his bones—surely now sacred relics of the church—still rest there awaiting repatriation? Could he or any of his knights somehow by the grace of the gods have survived all the intervening span of years and man their posts still awaiting relief? The church cannot afford to send any of its own on a possibly foolhardy mission into unknown danger with only a small hope of success, but adventuring parties are often to known to undertake such assignments.

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

DM Notes

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

As the party progresses through the various encounter areas, allow them to add experience points and level up if applicable whenever they stop to camp or rest for any significant period of time. A good way to adjudicate this is to let them add their experience points to their characters any time they stop long enough for the spellcasters to regain their spells. The adventure is designed to bring a party of six 16th-level characters up to 21st level by the end. Parties of four characters can reach higher. Allow them to do so. The encounters in the adventure can be played in any order the characters see fit even if they come face to face with opponents who are too powerful for them. As mentioned earlier, characters are likely to die, and opportunities to recover those characters or introduce replacement characters have been written into the adventure.

Chapter I:

Overview of the Citadel

The ruins of Tsar spread out over a series of three terraces abutting the base of the Stoneheart Mountains. These terraces are each 200 feet high and hold a different quarter of the city, all contained within its massive walls. The hideous fortress of Kirash Durgaut guards the Black Gates of Tsar at the city's main entrance. The Citadel of Orcus stands atop the highest terrace, centered and adjacent to the massive mountain escarpment. The city stretches three-quarters of mile to both the north and south and a mile-and-half east to the main gates 450 feet below.

The citadel itself is built in the image of the hideous demon lord it venerates. It is sculpted from the native rock of the mountain—and enhanced in places by masonry where necessary—to resemble a huge image of Orcus seated on his blasphemous throne and clutching the infamous Wand of Orcus in his right hand—a king seated upon his throne surveying all that he rules. Outspread wings have been incised in chalk into the cliffs above the citadel's shoulders. The citadel itself stands 920 feet tall from the base of its cloven hooves to the tips of the horns above its ram skull (see Map 1-1 for an elevation view).

Walls, Floors, and Ceilings

The walls, floors and ceilings of the citadel are composed of reinforced masonry of an extremely dark, extremely dense granite quarried from the surrounding mountains, and much of the citadel is hewn directly from the native stone (50% chance for either at any given location unless otherwise noted). Over both hewn stone and masonry is a layer of dark plaster, though in many places it is chipped, cracked or broken away altogether exposing the surface below. Walls are at least 1-foot thick. Floors and ceilings are usually as thick as the distance between the levels—which can be scores of feet—unless there is sublevel mentioned. As is, the walls and heavy columns found throughout the citadel seem to groan with the immense bulk that rests atop them. How it stands at all attests to either the great power of Orcus or the genius of his engineers. Unless otherwise noted in the text, ceilings are a standard 20 feet high.

Reinforced Masonry Walls, Floors, and Ceilings: 1 ft. thick (minimum); Hardness 8; hp 180 (per foot of thickness); Break DC 45 (separate for each foot of thickness); Climb DC 25 (with plaster coating), 15 (without).

Hewn Stone Walls, Floors, and Ceilings: 3 ft. thick (minimum); Hardness 8; hp 540 (per 3-ft. thickness); Break DC 50 (separate for each 3-ft. thickness); Climb DC 25 (with plaster coating), 22 (without).

Plaster Coating: 1 in. thick; Hardness 1; hp 5; Break DC 15; Climb DC see above.

Windows and Arrow Slits

Windows in the citadel vary between arrow slits and wide apertures allowing in light and fresh air—usually depending on its elevation above the ground and the importance of the occupants beyond. Arrow slits are usually 9 inches wide by 3 feet tall. Windows are typically 2 feet

wide and 4 feet tall. Both have a sill a few inches deep that can serve as a shelf in a pinch. Unless otherwise noted, all have external iron shutters that can be closed and latched from the inside. However, there is a 1 in 4 chance for any given aperture that the shutter has rusted and fallen away leaving only corroded hinges mounted in the stonework.

Iron Shutter: 1 in. thick; Hardness 10; hp 30; Break DC 28 (locked).

Spy holes are typically 1 inch in diameter and are easily visible from the back side; an alcove in the wall allows for the viewer's face to press against the spy hole, and the wall in this 3-foot-diameter area is only 2 inches thick.

Doors

Unless otherwise noted, doors in the citadel are of strong wood. Some have iron bars to secure them and others have keyed locks. In most cases any keys have long since been lost, and the doors now remain unlocked. Any locked or barred doors are specifically noted in the text.

In several places, passageways are blocked by iron portcullises meant to control the flow of thralls and prisoners in the citadel. These are operated by nearby winches that are still functional unless otherwise noted. However unless oiled first, using one of these winches causes a loud, metallic screeching noise that is audible up to 200 feet away (modify Perception checks for distance and obstructions). These winches lock when the portcullis is in the up or down position, though they can easily be released by the operator of the winch.

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25 (locked), 30 (barred); Disable Device DC 20 (unless otherwise noted).

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Lift DC 25; Break DC 28.

Lighting

Typical lighting in the citadel is provided by iron wall sconces mounted 10 feet high and enchanted with red *continual flame* spells. These are spaced in corridors on alternate walls every 80 feet providing at least shadowy illumination throughout, and there is usually one mounted on each wall of the rooms unless otherwise noted. These can be torn from the walls with a successful DC 20 Strength check or causing 20 points of damage against a Hardness 10. However, any attempt to do so has a 50% chance of destroying the enchanted sconce itself and causing the *continual flame* to extinguish. They can also be extinguished with a successful *dispel magic* against a 10th-level caster.

Private residences and bedchambers (including barracks) do not have these enchanted sconces, allowing the residents to sleep. Instead these rooms used torches mounted in brackets, candles mounted in hanging chandeliers, or free-standing candelabras. Most of these were taken or have deteriorated over the years, so these rooms are typically unlit and require either darkvision or a light source to be explored.

Ventilation

Because of its size and mazelike corridors, many parts of the citadel seem more like caves than rooms in a building. In order to prevent them from becoming overly stuffy and hot, a clever system of ventilation shafts and ducts was built into the structure. These are separate from the many flues and chimneys in rooms that have fireplaces or ovens. Such chimneys exit the citadel at many inconspicuous points around its outer surface and, in its heyday, created a cloud of smog that lingered around the huge idol to a dark prince. The chimneys and ventilation shafts are completely separate and never cross, though they both may enter the same room at different points. Their openings on the citadel's surface are covered by iron grates (Hardness 10, hp 20, Break DC 30) and can only be located with a DC 30 Perception check (50% chance to be either a chimney or a wind tunnel).

Chimneys are typically 1- to 2-foot wide square shafts that rise nearly vertically until exiting from a concealed point somewhere on the citadel's outer surface. Navigating the chimneys require appropriate Escape Artist checks to squeeze and Climb checks to ascend or descend, which is made more difficult by the centuries-old layer of soot that lines each (DC 25 Climb check). Such work is incredibly dirty and extremely dangerous. A fall can plummet several hundred feet to a bad end, and a larger creature getting stuck could find itself trapped and literally die of thirst unable extricate itself.

The ventilation ducts, called wind tunnels by the builders of the citadel, are much cleaner and less malign. Though they are only 1 foot in diameter and require the necessary squeezing, they generally run horizontally, servicing only one level of the citadel. Only where the ceiling heights of a level differ greatly will one find more vertically oriented wind tunnels. These run above the ceilings of the level's rooms and exit horizontally at various points on the citadel's outer surface. They are accessed through iron grates in the ceilings of chambers and corridors (Hardness 10, hp 20, Break DC 30) that can be located with a DC 15 Perception check if there is appropriate lighting.

The greatest danger of the wind tunnels are the iron fans that are spaced every 50 feet or so. These completely block the tunnel and are designed to increase the air circulation. This is accomplished by tasked **small air elementals** that appear and pass through them every few minutes in whirlwind form causing the fan to spin and circulating the air of the wind tunnels. As a result there is a constant breeze in the tunnels and the air within the citadel remains fresh. Due to their gaseous nature, the elementals are uninhibited in their travels through the tiny wind tunnels. An air elemental does not attack anyone it meets unless he tries to prevent it from passing through the fan.

Each time a fan is encountered, there is a cumulative 5% chance that the elemental will appear and immediately pass through it. The fan then spins for the next minute on its own. Immediately after passing through, the elemental disappears returning to whatever mystical queue they occupy when not working in the wind tunnels. Unless an air elemental is passing through it at the moment, a spinning fan can be stopped by an object such as a club or spear. However, this causes 3d6 points of damage to whatever is stuck into the fan (see the "Exploration" section in Chapter 7 of the Pathfinder Roleplaying Game for tables on damage to items).

If a creature touches a spinning fan, it likewise stops the fan but also takes 3d6 points of damage. A *dispel magic* against a 20th-level caster or a *dimensional anchor*, *protection from evil* or similar spell that wards against extradimensional travel prevents an air elemental from being summoned for the duration of the spell. Slaying an elemental does not prevent future summonings to that fan, as there seems to be an inexhaustible supply of them. A fan can also be broken to prevent it from functioning (Hardness 10, hp 30, Break DC 20), though it still causes damage to anyone who tries to do so while it is spinning. In addition, unless a creature can become insubstantial or is size Tiny or smaller, a fan must be broken in order to allow passage beyond. An air elemental is not summoned to a broken fan.

SMALL AIR ELEMENTAL

XP 400

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

CR 1

Navigating in the chimneys and wind tunnels is tricky. They do not follow straight or even necessarily logical paths to reach their destination. A chimney on the citadel's surface can lead to any single randomly selected room that has a fireplace, furnace, oven, forge, or boiler that is at the chimney opening's level or lower. Wind tunnels only travel to rooms on their level, but they each connect to several rooms in a labyrinth of crossing tunnels that eventually connect to the rooms of every region on a level. When determining where a given wind tunnel leads, allow a DC 15 Survival or Knowledge (dungeoneering) check for the character to travel in the desired direction with a 1 in 4 chance for each 50 feet of travel to find an opening into a room of that level. Arriving at a desired room requires travel of 200–500% (roll 1d4+1) of the actual distance to that location.

Citadel Exterior

Climb attempts on any of the citadel's vertical exterior surfaces require a DC 22 Climb check. Most of these surfaces are hewn stone, but in some places (as determined by the DM) they are composed of reinforced masonry and require only a DC 15 Climb check. About 80% of the citadel's outer surface is hewn stone with the remaining 20% being reinforced masonry.

Wandering Monsters: If the PC's are moving around on the outside surfaces, balconies or parapets of the citadel, check on 1d20 for a random encounter every 30 minutes or after the party makes any significant noise.

Adult Blue Dragon: If slain subtract from Area 256 in Chapter 4 (*Part 3—The Throne of the Demon Prince*).

Citadel Exterior Random Encounter Table

d20	Encounter
1	1d6 Spider Eaters
2	2d4 Wolf-Spiders
3	2d4+4 Spider Swarms
4	1d3+3 Spire Wyverns
5	Adult Blue Dragon
6	1d2 Advanced Clockwork Scouts
7	Slick Spot
8	1d8 Black Puddings
9	1d3 Vrock Demons
10–20	No encounter

ADULT BLUE DRAGON

XP 25,600

hp 184 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue")

CR 13

Advanced Clockwork Scouts: These resemble small monstrous spiders and scout for the Magitect (Area 128 of Chapter 3, in *Part 2—Echoes of Despair*).

ADVANCED CLOCKWORK SCOUT

XP 400

The Tome of Horrors Revised 62

N Tiny construct

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

CR 1

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size)

hp 5 (1d10)

CHAPTER 1: OVERVIEW OF THE CITADEL

Fort +0; **Ref** +5; **Will** +3
Immune construct traits

Speed 40 ft.
Melee slam +3 (1d6)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 10, **Dex** 21, **Con** —, **Int** —, **Wis** 16, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 14 (26 vs. trip)
Skills Perception +5
SQ animal appearance

Animal Appearance (Ex) Clockwork scouts are constructed to resemble small animals such as badgers, dogs, or cats. Often, their inner wood and metal workings are covered by an animal's pelt, while their frame is specially constructed to help reinforce the illusion that they are an animal. A character must succeed on a DC 15 Knowledge (nature), Perception or Survival check to notice that the scout is not an actual animal.

Black Puddings:

BLACK PUDDING CR 7
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

Slick Spot: Requires Climb check with DC +10 to avoid falling.

Spider Eaters: These giant creatures have batlike wings but otherwise resemble massive hornetlike creatures with two forelimbs and a hooked stinger tail.

SPIDER EATER CR 5
XP 1,600
N Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +14

AC 18, touch 10, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, –1 size)
hp 63 (6d10+30)
Fort +10; **Ref** +6; **Will** +3
Defensive Abilities freedom of movement

Speed 30 ft., fly 60 ft. (good)
Melee sting +10 (1d8+5 plus poison), bite +10 (1d8+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks implant

Str 21, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 24
Feats Dodge, Mobility, Skill Focus (Perception)
Skills Fly +9, Perception +14

Freedom of Movement (Su) Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Implant (Ex) Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex) Sting—injury; *save* DC 18; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spider Swarms:

SPIDER SWARM CR 1
XP 400
hp 9 (*Pathfinder Roleplaying Game Bestiary* "Spider Swarm")

Spire Wyverns: Like some type of prehistoric bird, leathery wings flap behind an elongated head with a tooth-filled maw. The reptile has a long sinuous tail that ends in a barb that lashes about violently.

SPIRE WYVERN CR 4
XP 1,200

Creature Collection Revised 184

N Medium dragon

Init +3; **Senses** darkvision 60 ft., keen senses, low-light vision;
Perception +6 (+16 visual Perception checks)

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 37 (5d12+5)

Fort +5; **Ref** +7; **Will** +2

Immune paralysis, sleep, sonic effects

Speed 20 ft., fly 120 ft. (poor)

Melee bite +8 (1d8+2), 2 talons +8 (2d6+2), sting +8 (1d8+2 plus poison)

Special Attacks screech of the spires

Str 14, **Dex** 17, **Con** 13, **Int** 5, **Wis** 6, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 20

Feats Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (talon)

Skills Fly +7, Perception +6 (+16 visual Perception checks),
Stealth +11

Languages Auran (cannot speak)

Keen Senses (Ex) Spire wyverns can see at a distance of up to 1 mile with a great degree of accuracy. They do not take penalties for visual Perception checks within this distance. Their keen senses grant them a +10 racial bonus to visual Perception checks.

Poison (Ex) Sting—injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* paralysis 1d6 hours; *cure* 2 save. The save DC is Constitution-based and includes a +2 racial bonus.

Screech of the spires (Ex) Spire wyverns can issue a great piercing shriek as a standard action. The sound may be heard up to a mile away and is distinctive enough that those familiar with the spire wyvern can recognize its call. The screech causes deafness to any creatures within 60 feet other than spire wyverns unless a DC 15 Fortitude save is made. The save DC is Charisma-based.

Vrock Demons:

VROCK DEMON CR 9
XP 6,400
hp 113 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

Wolf-Spiders: This creature appears as a large monstrous spider with the head of a wolf. Its eyes are multifaceted like a spider's, and its fangs are complimented by a set of spider-like mandibles.

WOLF-SPIDER CR 4
XP 1,200

The Tome of Horrors Revised 373

NE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +11

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 45 (6d10+12)

Fort +7; **Ref** +8; **Will** +2

Speed 40 ft., climb 20 ft.

Melee bite +8 (1d8+3 plus poison plus trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+8 ranged, DC 15, 6 hp)

Str 15, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)
Feats Alertness, Improved Initiative, Weapon Finesse
Skills Climb +10, Perception +11, Sense Motive +2, Stealth +8
 (+16 in webs), Survival +2 (+6 tracking by scent)
Languages Common, Goblin

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Citadel Layout

Due to the vastness of the citadel, each of its levels has been subdivided into one or more regions based on similarity of purpose or simply proximity. An overview map is provided of each level, but a close up map provides the details of the rooms in each region. The individual regions are described in the chapters for their level. For example, Regions 1 and 2 The Great Temple and Death Chambers are both located on Level 1, the Feet of Orcus and are detailed in Chapter 2. Room numbers remain consistent throughout the citadel starting with 1 and continuing through 419 on Level 9, the Crown of Orcus. Numbering for the Caverns of the Barrier begins at 1 again. The description of the Caverns of the Barrier begins in Chapter 11.

Rumors of the Citadel

While perhaps few and far between, there will be opportunities for the party to question individuals that they encounter while within the citadel. If the attitude of these individuals can be changed to Friendly with a Diplomacy check or with an equal Intimidate check, then a further Diplomacy check can be used to gain rumors from the table below.

DC 10:

“Beware the Creeper of the Halls. He takes the heads of those he stalks and leaves only his bloody kiss.” True. Refers to Bishop Clarendon and his disconcerting habit of decapitating his victims and then stamping their foreheads with his signet ring.

“In its heyday, the Citadel of Orcus held many different factions. Most left with the Great Retreat, but some still live on carrying out their duties of old.” Partially true.

“The Deathbringer Cult is the ghosts of the old citadel’s executioners. They still perform their duties faithfully.” False.

“The legends say that Orcus kept his dearest treasures in the crown of his citadel.” True but not as imagined (see Chapter 10, Area 419, **Part 5—The Mind of Chaos**).

“Those knights went crazy and killed each other to the last man. Their ghosts still haunt the place crying out for more blood.” Largely true.

DC 15:

“The factions of the old citadel included the clergy, the Deathbringers, the Templar Guard, and the Overseers. Other unofficial factions existed as well.” True.

“Beware the Serpent’s Coils. It is a guild of thieves, cutthroats, and demons and remained behind when the other factions left the citadel.” True.

“The rats and spiders in the citadel are all spies that report intruders to Orcus. Such vermin should be exterminated on sight.”

The Pall Over Tsar

Perhaps it began as a result of the foul pollutants produced by the vile industries within the city combined with inadequate air currents to clear it away, or maybe it is some fell curse placed over the ruins because of its long association with an Abyssal lord or exacted by the vengeful gods of Good. Whatever the source, the Pall over Tsar is a very real and very dangerous facet of life in the citadel. The Pall is a perpetual hazy shroud over the city that cannot be touched, tasted or smelled yet is always visible—though a little less obvious at night. It extends to a height of 500 feet above the highest terrace and out to the farthest verges of the city walls. It entirely encompasses the Citadel of Orcus, though it does not extend into the Caverns of the Barrier beneath. Everything within those bounds is within the Pall and is affected by it. Like a light fog, up close the Pall is virtually unnoticeable but as distances increase it becomes increasingly apparent. Anything more than 500 feet away takes on a warped, insubstantial quality, as if seen through an oily glass, and makes details and distances difficult to determine. The Pall is a manifestation of the influence of Orcus over the city and has the following effects:

- *Detect evil* spells are overloaded and read everything as evil, even the purest paladin. Only the evil-detecting portion of the spell is affected. The aura power of the detected creature still functions based on the creature’s HD, though it reveals the aura power of good and neutral creatures just as if they were evil creatures.

- The area of effect of any spell with a Good descriptor is reduced by half, if applicable.

- Blocks direct sunlight from reaching the city to the extent that creatures with daylight powerlessness or light sensitivity (such as wraiths or orcs) are unaffected even if standing outside at noon. It does not block the sun enough, however, to prevent a vampire or vampire spawn from being destroyed if brought outside during daylight hour.

- Creates an insidious infection of evil in any creature that dares sleep (or enter a trance in the case of elves) while within the city’s walls. This does not include a creature being knocked unconscious or otherwise rendered asleep, only when a creature attempts to rest. Any sentient living creature of at least 4 Intelligence that sleeps within the citadel or city suffers hideous nightmares of Abyssal realms and demonic worship centered around a hideous, bloated, ram-headed demon prince. The compulsion to bow before this demon prince is strong. This requires a DC 20 Will save each time the creature so rests. If the save is failed, upon waking the creature’s alignment will slip one step closer to evil. This does not automatically turn a character against his party but could make things more difficult. If an evil alignment is reached by these means, then the next failed save results in a devotion to the worship of Orcus. At this point the character becomes an NPC under the control of the DM until such time as the alignment shift has been reversed. Reversing a shift to an evil alignment also removes any compulsion to worship Orcus.

Like a *helm of opposite alignment* this alignment shift can only be removed by a *wish* or *miracle* spell, and the affected creature will resist doing so. For characters with an alignment requirement, an *atonement* is also necessary for the curse to be fully lifted. There is one additional means of removing this alignment shift, and that is to spend the night in the Garden of Tranquility’s Face hidden deep in the wastes of the Desolation as described in Chapter 4 of **Slumbering Tsar: The Desolation**. Being cured in this way precludes the need for an *atonement* spell.

Even if a cursed character is cured, any additional rest periods spent within the citadel or city require a new saving throw to see if the process is repeated.

CHAPTER 1: OVERVIEW OF THE CITADEL

Partially true. Some vermin are actually the clockwork scouts of the Magitect.

"The Great One still walks the halls of the citadel bringing death to the servants of evil. None has seen his face and lived. It is said he is an avatar of a dead warrior god." Partially true. Sir Balderama still occupies the Shanks of Orcus and hunts evil creatures, but he is merely a paladin of Muir, not a godly avatar.

"Orcus crafted a powerful servant out of gears and spare body parts. This foul creation still haunts the citadel to this day slaying all it finds." False, but this alludes to the Magitect (Chapter 3, Area 128 of **Part 2—Echoes of Despair**).

"Beware the iron statues. They spawn deadly guardians." False (see Chapter 5, Area 283 in **Part 4—In the Belly of the Beast**).

"A college of wizards once occupied the upper reaches of the citadel. Surely much magic still remains." True.

DC 20:

"Every generation the Deathbringer Cult makes a pilgrimage high into the citadel to craft their assassin blades." True.

"The Creeper stays mainly in the Lap of Orcus." True.

"The sign of the Deathbringers was a red mask. Some in the citadel still wear these and keep to the old ways." Partially true. The Deathbringer Cult has coincidentally adopted the image of the original Deathbringer faction.

"A gemstone key holds the means to entering the lost crypts of the Disciples where many great treasures were buried with the dead." True. This refers to the carnelian key at Area 195 in Chapter 4 of **Part 3—The Throne of the Demon Prince**.

"The monkey head curses those who would dare steal from it." True (see Chapter 4, Area 226 in **Part 3—The Throne of the Demon Prince**).

"The Serpent's Coils still run games of chance but only for the highest stakes. If you can find the game, you can get in...though the cost is your soul." Mostly true (see Chapter 4, Areas 229 and 230 of **Part 3—The Throne of the Demon Prince**).

DC 25:

"The crusade against Tsar was started because of three spies sent by the gods of Good. Two were captured and executed, but the third escaped and has never been seen since. The gods started the war in an effort to find that spy and the knowledge he holds." True.

"A race of goblinoids was enslaved long ago by one of their own kind. They are now the deadliest assassins in the world." Mostly true. This refers to the Deathbringer Cult but is probably an exaggeration.

"Every seventeen years a virulent plague tears through the citadel and kills nearly every living thing. That's why there are so many undead. The latest plague is now a year overdue." False.

"Before creating the Black Orcs of the Stoneheart Mountains, Orcus experimented with another race of servitor creatures — the Black Orog. These proved to be so wild and deadly that they could not be controlled. Rather than destroy his creations, he merely sealed them away somewhere in the citadel" Partially true. The Black Orog were sealed in the Caverns of the Barrier (Chapter 11 in **Part 6—Caverns of the Barrier**) below the citadel, though not for the reasons described.

"Bearing arms aid those who seek passage across the void. But

first their riddle must be answered." True. This refers somewhat cryptically to Area 3 of the Caverns of the Barrier (Chapter 11 of **Part 6—Caverns of the Barrier**).

DC 30:

"The great Saca-Baroo still lives in the citadel somewhere. His failed experiments lurk through the halls bringing fiery death to all they meet." True. See the Forges (Chapter 3 in **Part 2—Echoes of Despair**).

"An extradimensional assassin was sent by the Disciples of Orcus. Who he seeks and why is unknown, but it must be someone of great importance." True. This refers to both The Stalker in **Slumbering Tsar: Temple-City of Orcus** and the assassin, Kush, in Event 5.

"The Disciples of Orcus never left the citadel in the Great Retreat. They actually remained behind and continue to guard some powerful secret." Mostly false.

"The Paladin-Lord Bishu went into the upper reaches of the citadel on his own and was never seen again." Mostly true.

DC 35:

"One noble family of Tsar proved so wicked and depraved that even the Disciples of Orcus could not stand their presence. This family was completely wiped out and its name removed from all records. What they could have done to so scare the Disciples is unknown." True. This refers to the Forgotten Family (see Chapter 7, Area 393 of **Part 5—The Mind of Chaos**).

"Hunters still seek a spy who escaped Orcus's clutches before the great war. It is said that the spy still moves through the endless maze of corridors of the citadel, forever on the run." True. This refers to the midnight peddler (see Event 5).

DC 40:

"To pass through the dungeons, one must cross his fingers for luck and hide it behind his back." True. This is the pass sign for the trap at Area 33 in Chapter 3 (**Part 2—Echoes of Despair**).

"Often when a god is slain, some part of its essence, held repressed, is stripped away and becomes an antithetical deity. Some say this is how the goddess Hel came into being, though none know what good deity she may have spawned from." True. Hel was created an age ago by the repressed dark side of Kel when that deity was slain. Hel herself does not recall her origins but certainly holds true to tenants wildly opposite of the Lady of Protection.

Events in the Citadel

Despite its long years as a timeless sepulcher, the citadel is not a static dungeon. Various events and encounters occur with both the creatures that haunt its halls and those that are newly arrived as a result of the party's actions to recall the citadel to the Material Plane. Other than Events 1 and 4, which can occur whenever you feel like inserting them to liven up the adventure or if the players seem to need help, most of these events require a specific trigger before they take place. That trigger is described in the events below and included in the adventure text to alert you that such an event has been triggered.

Event 1: Whispers in the Dark Terminus ad Quem (CR 6)

This event can occur anytime the party stops for the night whether in the citadel, the surrounding city, or even beyond its walls in the Desolation or farther abroad. It can even take place on the streets of Bard's Gate if the PCs have used the magic that is surely available to them at this level to return there for a brief respite or to re-equip. Wherever it occurs, it always occurs at the darkest watches of the night. Have the PCs make a DC 12 Perception check and proceed with the boxed text when one is successful, making necessary changes for subsequent visits or different circumstances.

In the still of the darkest watch, you detect a faint squeaking coming from out in the night. As you strain to listen, the squeaking becomes louder and is clearly the creaking of some wooden conveyance. Whatever it is, it is steadily approaching.

Allow the PCs to wake their comrades, prepare their weapons and spells, or whatever. Other than the party members, no one else has been awoken, and no one else can hear the squeaking noise. Proceed with the following if anyone goes out to discover the source of the noise.

Looking into the darkness you can make out little in the pitch black. Then as the squeaking grows louder, you see through the thin night mists the silhouette of a dark figure pushing a handcart. The wheels of the cart produce the squeaking sound. As it approaches directly toward you, you can see that the figure is swathed in a long, hooded robe of coarse, gray cloth. His face is not visible, though you can just make out the shape of a protruding lower jaw. The cart appears to be full of all sorts of mundane items and junk, certainly nothing that appears to be threatening. If you were in any other place at any other time, you would think this is a rather ordinary traveling peddler.

The cart stops before you, and the dark figure begins rummaging through it saying only one word in a low, gravelly voice, "Buy?"

This strange figure is the **midnight peddler**, the same one that has visited the party for the last two adventures. He is a mysterious outsider that only appears at certain times to certain people. No one else heard his approach because, once again, it is the party he is wanting to see. His motivations remain his own, though there are others who have begun to suspect his intentions. As before, in exchange for buying his wares he provides important information or clues for the successful completion of the adventure. If attacked, he uses his death chill once and then plane shifts away. He can be encountered again later, however, despite how the initial meeting goes.

MIDNIGHT PEDDLER

CR 6

XP 2,400

The Tome of Horrors Revised 264

N Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16**AC** 16, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +5 natural)**hp** 52 (7d10+14)**Fort** +6; **Ref** +6; **Will** +9**Speed** 20 ft.**Melee** touch +7 (death chill)**Special Attacks** death chill**Str** 11, **Dex** 13, **Con** 15, **Int** 16, **Wis** 18, **Cha** 15**Base Atk** +7; **CMB** +7; **CMD** 19**Feats** Alertness, Dodge, Great Fortitude, Improved Initiative**Skills** Bluff +12, Craft (wood) +12, Diplomacy +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +12, Perception +16, Profession (peddler) +10, Sense Motive +16, Survival +10**Languages** Abyssal, Common, Celestial, Terran**SQ** divination, plane shift

Death Chill (Su) The touch of the midnight peddler deals 1d4 negative levels to a living creature. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Constitution-based. The midnight peddler gains 5 temporary hit points for each negative level bestowed.

Divination (Su) The peddler provides advice and answers correctly any one question asked of him by any creature who buys something from his cart. This ability functions similar to a *divination* spell (caster level 12th).

Plane Shift (Su) The midnight peddler can plane shift to any inner or outer plane as a move action. His cart (and any non-living matter contained therein) shifts with him. This ability otherwise functions as the spell of the same name.

On his first visit, he pulls out a small bag of netting stuffed with dried leaves from his cart. An attached label reads, "Tendriculos Tea" in Draconic. He demands 50 gp for this item. He does not haggle and does not allow any other items to be purchased. If refused, he leaves, quickly disappearing into the darkness. If the purchase is made, the buyer finds nothing special about the tea other than an extremely foul smell if steeped in boiling water but in addition to the purchase the peddler relates the following cryptic information.

"The Fifty and One had heard and come when their captains called them. One escaped, one stayed true, but all the rest have fallen."

This refers to the fates of the Fallen Fifty and One (see the side bar in Chapter 2). It reveals that one of the knights managed to escape the citadel (Martimus the Lost from *Slumbering Tsar, Part 1: The Desolation*), one of them remained uncorrupted by the citadel (see Sir Balderama in Area 97, Chapter 3 of *Part 2—Echoes of Despair*), and all the rest fell to the various dangers and temptations of the citadel.

Development: The midnight peddler continues to make contact with the party throughout the adventure, culminating in Event 5. Stage additional encounters with him whenever you choose, though they should always occur after dark when the party has stopped for the night. Each time select some worthless trinket such as a bottomless pewter tankard, a fish-shaped weather vane, a pickled grick tentacle, a pair of goggles without lenses, or a small chest with a label on one panel with an arrow and the words, "this side up" that the peddler offers to sell for 50 gp in exchange for another cryptic clue. Select from the clues provided below and make up new ones to help the party along if you deem it necessary. Use the clues that reference an area before the party actually travels there in order to keep them relevant and useful to the party. The mystery of the peddler should continue to grow until the advent of Event 5.

CHAPTER 1: OVERVIEW OF THE CITADEL

"If lost from light do souls repine, to reclaim needs pinnacles arcane or divine. Or seeking aid to this woe erase, by rest with those 'neath tranquility's face."

This clue is only given if one of the PCs falls under the sway of the Pall over Tsar, and the rest of the party does not recall this clue (or did not hear it) in the previous adventure. It describes the method to remove the taint of the Pall from a PC including the spells *wish* and *miracle* or spending the night in the memorial garden of the trumpet archon Azarkites hidden in the Desolation (see Area A6 in Chapter 4 of *Slumbering Tsar: The Desolation*). If the party has visited that small cemetery and forgotten, allow a DC 20 Intelligence check to recall the archon's statue and its strangely peaceful expression.

"Destroy the Bell to open the Well. But recalling the saint's virtues also brings forth his adversary of old."

This provides a direct clue about how to open St. Harul's Well (Area 4a) but also warns that revealing the well's true purpose as tribute to Kel's memory will also release the magic holding the final great enemy that St. Harul faced, Three-Fang the Troll Lord (see Event 6 below).

"Lady of Protection becomes Lady of Pestilence. When darkness is stripped away and cast aside, what becomes of the light?"

This clue belies the true nature of the goddess Hel, Lady of Pestilence, and her creation as the result of the goddess Kel's sacrifice in erecting the Keltine Barrier. This information skirts dangerously close to the great secret of the citadel and allows searchers to begin homing in on the peddler's location (see Event 5).

"Those that are forgotten may not be gone, and nameless fears sealed away seldom are."

This refers to the fate of the Forgotten Family of Tsar and its ongoing secret influence over the Disciples of Orcus and the fate of the citadel itself. More details of this can be found in Areas 393 and 417 (Chapters 7 and 9 respectively of *Part 5—The Mind of Chaos*).

"Three threes through time and space have come, each failing in its own task done. Three gods to stem the tide of hate, minus one because they came too late. Three spies to bring the dark to light, all fallen though one must haunt the night. Three captains bold in armor gleaming, two in darkness, one worth redeeming."

This refers to the three times in history that three powerful beings for good have come to this location and failed in their appointed task. It refers to the Three Gods who thwarted Arvonliet in the caverns below but only at the cost of Kel's life. It refers to the three spies sent by Thyr and Muir to discover the secrets of the Citadel of Orcus and whose failure resulted in the grand crusade and the Battle of Tsar that ultimately destroyed the Army of Light. And it refers to Lord Bishu and his two captains who led the Fifty and One into the citadel and ultimately to their doom as well, though it does give a hint that Captain Barchus (Chapter 5, Area 320 in *Part 4—In the Belly of the Beast*) may not have to be an enemy if he can be freed from Bishu's domination. As the clue above, this brings attention dangerously close to the midnight peddler's doings.

Event 2: Repatriation of Angels (CR 2)

This event occurs only after the party has freed the souls of both Pylorus and Regium (see Areas 22 and 28). If both the marble sentinel and the flayed angel in those areas are destroyed, 30 minutes after the second is slain, the powers of the Upper Planes take notice of the celestial's reformation on their native plane and send a visitation to the PCs. When that occurs, read the following description.

A strange sense of peace suddenly floods the area leaving you almost breathless in this otherwise contemptible place. A globe of light appears floating overhead illuminating you in its rays of purest light. A soft, musical voice descends from the globe and alights on your ears like a quiet symphony. Through the music of the voice you clearly hear the words, "Be it known that the celestial powers have received the return of two of their own. The essences of Pylorus the Watchman and Regium, King of Hosts, once again rest in heavenly realms after these long years of torturous service. Also be it known, that with the freedom from their unholy prisons, we are grateful and do not take such tasks of bravery and valor lightly. You shall be rewarded, but with this boon we beseech you, find lost Castothraine as well. His absence still wounds our hearts. We ask you find the third spy and bring him home to finally end the war of old."

With that the glow from the floating light momentarily flairs and you feel its presence engulfing you as golden light is absorbed into your skin. Then the light and the presence are gone. You are alone again, but your skin still feels tingly and alive with the touch of those golden rays.

The creature that appears to the PCs is a **lantern archon** sent as messenger from the realms of Thyr and Muir. With the return of two of the Three Spies to their home plane, they foresee that an end may be in sight to the evil of Tsar. To assist in this, each nonevil member of the party is granted a permanent boon. The touch of the light causes the PCs' weapons (including unarmed strikes) to be considered good-aligned for the purpose of overcoming damage reduction. This is true for all weapons that the PCs obtain in the future as well, unless such a weapon is already evil-aligned. This supernatural effect is permanent and cannot be dispelled. This effect does not cause the PCs to give off any sort of good aura or detect as any alignment other than their own. It affects only their weapons in regards to damage reduction. If the archon is attacked before it grants its boon, it merely disappears without conferring its blessing and does not return.

LANTERN ARCHON

XP 600

CR 2

hp 20 (*Pathfinder Roleplaying Game Bestiary* "Archon, Lantern")

Event 3: Temporal Fluctuations

This event occurs only after the PCs have visited The Burning Pit pub at Area 180 (Chapter 4 of *Part 3—The Throne of the Demon Prince*) and witnessed the portal that has opened to the Plane of Time. After that initial encounter, the portal continues to eject inhabitants of the Plane of Time into the citadel at random intervals. This event can be used multiple times and can stretch over several days of exploration by the party. Eventually the portal mends itself after the last of the creatures in this event have been encountered. Select from the following when you decide to run this event, or create a new one as you see fit. They can occur anywhere in the citadel.

Crawler Swarm (CR 11)

Scurrying down the corridor towards the party is a swarm of 7 **temporal crawlers**, creatures that 6-foot, gray-furred spiders with burning red eyes and an hourglass symbol on their abdomen. These creatures have come through the portal and now hunt in the citadel. Their prescience allowed them to detect the PCs, and they now rush forward to make a meal of them. They open their attack by firing their slowing webs before crawling around on the floor, walls, and ceiling to try and flank their prey. They are immune to the effects of their webs.

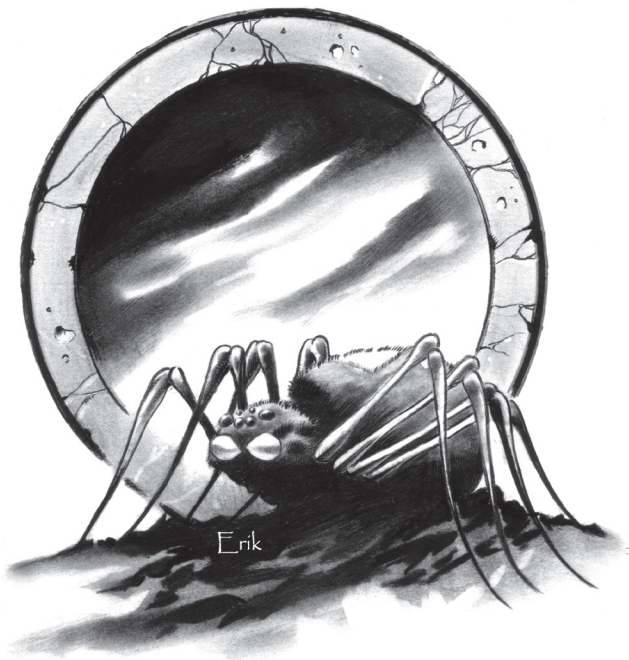
TEMPORAL CRAWLERS (7)

XP 2,400

CR 6

The Tome of Horrors II 160

CHAPTER 1: OVERVIEW OF THE CITADEL



N Medium magical beast (extraplanar, time)

Init +8; **Senses** darkvision, 60ft, low-light vision; **Perception** +10

AC 17, touch 15, flat-footed 17 (+4 Dex, +1 insight, +2 natural)
hp 45 (6d10+12)

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

Defensive Abilities foresight; **Immune** temporal magic

Speed 40 ft., climb 20ft.

Melee bite +8 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+4 rounds DC 14), slowing webs

Str 15, **Dex** 19, **Con** 15, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 22 (34 vs. trip)

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

Skills Climb +15, Perception +10, Stealth +12

Slowing Webs (Ex) The web of a temporal crawler emanates a *slow* effect (as the *slow* spell, caster level 6th) that affects all creatures within 10 feet of the web. Affected creatures can make a successful DC 15 Fortitude save the round they are affected to negate the effects. Creatures are *slowed* as long as they stay within 10 feet of a web. The *slow* effects can be counterspelled with the successful casting of a *haste* spell if the caster makes a successful caster level check (DC 16) before casting the *haste* spell. The save DC is Constitution-based.

A temporal crawler can fire a web up to four times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the temporal crawler.

An entangled creature can attempt a DC 19 Escape Artist check or burst it with a DC 19 Strength check. Both are standard actions. The check DCs are both Constitution-based and the Strength check DC includes a +4 racial bonus.

Temporal crawlers often create sticky sheets of webbing up to 20 feet square. Approaching creatures must make a successful DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 10 hit points, and sheet webs have damage reduction 5/magic.

Foresight (Su) A temporal crawler can see a few seconds into the future. This ability prevents a temporal crawler from being

surprised, caught flat-footed, or flanked. It also grants the temporal crawler an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the temporal crawler can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Temporal crawlers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).

Time Hunters (CR 18)

A **time flyer huntsman** and his pack of 4 **temporal crawlers** located the portal and came through. Now he and his 5 **time flyer** brush-beaters scour the tunnels of the citadel looking for the most dangerous prey — sentient beings — and the PCs will do nicely. When the party encounters this group, it will be with four of the brush-beaters. They resemble shimmering white humanoids with eyes of sparkling fire and float inches above the ground. The brush-beaters approach the party from the front and attempt to drive them back the way they came, while one takes a move action to blow a strange, warbling hunting horn. This call alerts the time flyer huntsman and the rest of his party. He then releases the temporal crawlers who charge towards the sound of the horn and arrive in 4 rounds. They enter combat with their webbing (the time flyers are immune) before closing. The brush beaters try to maintain a holding action using total defense to keep the party in place but do not initiate attacks unless the advanced time flyer is threatened. The advanced time flyer arrives in the next round and hangs back to fire his bow at the PCs to bring them down. The time flyer accompanying holds his position to defend his master against any attacks. If the brush-beaters are slain before the advanced time flyer arrives, he begins to track the party to ambush them later.

TIME FLAYERS (5)

CR 12

XP 19,200

The Tome of Horrors II 163

NE Medium outsider (extraplanar, time)

Init +6; **Senses** darkvision 60 ft.; **Perception** +21

AC 28, touch 18, flat-footed 28 (+2 Dex, +1 dodge, +5 insight, +10 natural)

hp 110 (13d10+39)

Fort +9; **Ref** +12; **Will** +13

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic

Speed 40 ft.

Melee +1 *greatsword* +19/+14/+9 (2d6+7/19–20)

Special Attacks temporal displacement, unmaking

Str 19, **Dex** 15, **Con** 16, **Int** 20, **Wis** 20, **Cha** 19

Base Atk +13; **CMB** +17; **CMD** 35

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Stealth), Weapon Focus (greatsword)
Skills Acrobatics +13, Bluff +20, Climb +10, Diplomacy +19, Escape Artist +16, Intimidate +20, Knowledge (history) +18, Knowledge (planes) +21, Perception +21, Stealth +24, Sense Motive +21, Survival +21

Languages Abyssal, Auran, Common, Daemonic, Infernal, Temporan

SQ time jaunt

Gear +1 *greatsword*

Foresight (Su) A time flyer can see a few seconds into the future. This ability prevents a time flyer from being surprised, caught flat-footed, or flanked. It also grants the time flyer an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time flyer can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Time flyers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).

Reality Bend (Su) As a free action, a time flyer can fold the dimensional space surrounding it so its true location is hard to

CHAPTER 1: OVERVIEW OF THE CITADEL

discern. Attackers have a 50% miss chance each time they attack with melee or ranged weapons. This is similar to the miss chance granted by a *displacement* spell. *See invisibility* does not reveal the creature's location, but *true seeing* does.

Temporal Displacement (Su) As a melee touch attack, a time flyer can send a creature a few seconds into the future. A DC 19 Fortitude save negates. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy only to reappear in the same space 1d4 rounds later. This effectively removes that creature from combat for the duration. If the space is occupied when the creature returns, it suffers no damage and is shunted aside. The time flyer can use this ability three times per day.

Time Jaunt (Su) As a standard action, a time flyer can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time flyer and up to four other creatures within a 30-foot radius that the time flyer designates. Unwilling creatures can attempt a DC 19 Will save to avoid being carried away. This ability is otherwise similar to the *greater teleport* spell. The save DC is Constitution-based.

Unmaking (Su) An opponent slain by a time flyer is unmade—erased from the very fabric of time. No memories or recollections of the unmade creature exist anywhere in reality. Past events the creature was responsible for are now attributed to an unknown—even if they recently took place. For example, suppose a great hero saved a kingdom from certain doom and then suffers the unmaking. The kingdom is still safe, but no one can quite recall who saved it.

TIME FLYER HUNTSMAN

CR 16

XP 76,800

Male advanced-HD time flyer (*The Tome of Horrors II* 163)

NE Medium outsider (extraplanar, time)

Init +9; **Senses** darkvision 60 ft.; **Perception** +29

AC 33, touch 23, flat-footed 33 (+5 Dex, +2 deflection, +1 dodge, +5 insight, +10 natural)

hp 178 (21d10+63)

Fort +15; **Ref** +22; **Will** +20

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic

Speed 40 ft.

Melee +3 *greatsword* +29/+24/+19/+14 (2d6+9/19–20)

Ranged +4 *composite longbow* +30/+25/+20/+10 (1d8+8/19–20/x3)

Special Attacks temporal displacement (DC 23), unmaking

Str 19, **Dex** 20, **Con** 16, **Int** 20, **Wis** 20, **Cha** 19

Base Atk +21; **CMB** +25; **CMD** 48

Feats Critical Focus, Dodge, Great Fortitude, Improved Critical (composite longbow), Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Stealth), Skill Focus (Survival), Staggering Critical, Weapon Focus (greatsword)

Skills Acrobatics +19, Bluff +28, Climb +14, Diplomacy +27, Escape Artist +22, Intimidate +28, Knowledge (history) +26, Knowledge (planes) +29, Perception +29, Stealth +32, Sense Motive +29, Survival +35

Languages Abyssal, Auran, Common, Daemonic, Infernal, Temporan

SQ time jaunt (DC 23)

Combat Gear 8 *beads of force*; **Other Gear** +3 *greatsword*, +4 *composite longbow* (+4 Str), *ring of protection* +2, *cloak of resistance* +3, platinum hunting horn (450 gp)

TEMPORAL CRAWLERS (4)

CR 6

XP 2,400

hp 45 (See above)

Time Runs Amuck (CR 14)

A noble time elemental has come through the time portal and found itself trapped in the Material Plane. It has not handled this situation well and now rampages through the citadel seeking a way

home and lashing out at any living creatures it finds. It gladly turns its attention to the party. It appears as a yellowish-red dust cloud that seems to randomly form limbs and gaping mouths.

NOBLE TIME ELEMENTAL

CR 14

XP 38,400

The Tome of Horrors Revised 181

Large elemental (elemental, extraplanar, time)

Init +9; **Senses** darkvision 60 ft.; **Perception** +33

AC 25, touch 19, flat-footed 25 (+5 Dex, +1 dodge, +4 insight, +6 natural, –1 size)

hp 190 (20d10+80)

Fort +10; **Ref** +19; **Will** +18

Defensive Abilities foresight; **DR** 15/—; **Immune** elemental traits, temporal magic; **SR** 25

Speed fly 20 ft. (perfect)

Melee 2 slams +24 (2d6+4 plus cell death)

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

Special Attacks alter age 1/day (DC 24), multi-manifestation, temporal displacement 3/day (20 minutes, DC 24)

Spell-like Abilities (CL 20th):

1/day—*time stop* (DC 21)

Str 18, **Dex** 20, **Con** 18, **Int** 18, **Wis** 18, **Cha** 15

Base Atk +20; **CMB** +25; **CMD** 45 (can't be tripped)

Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Finesse

Skills Diplomacy +22, Fly +34, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (local) +27, Knowledge (planes) +27, Perception +33, Sense Motive +27, Stealth +24, Survival +27

SQ time jaunt (Will DC 24)

Languages telepathy 100 ft.

Alter Age (Su) Once per day, a noble time elemental can age a creature simply by touching it (this requires a melee touch attack). If successful, the target must succeed on a Fortitude save or advance



CHAPTER 1: OVERVIEW OF THE CITADEL

forward one aging step (from adulthood to middle age, from middle age to old, from old to venerable, and so on). If a character ages, he takes all the effects to his physical ability scores, but does not gain any of the bonuses to his mental ability scores. A venerable creature affected by this ability dies (from massive cell death) and cannot be restored to life by mortal magic. The save DC is Constitution-based.

Alternately, a time elemental can use its alter age ability to reduce a character's age. If the target is unwilling, the time elemental must succeed on a melee touch attack. An unwilling target can make a Fortitude save to avoid the effects. If the save fails, the target ages one age step backwards (from middle age to adulthood for example) and gains all bonuses to physical ability scores from his new age (simply flip the penalties listed on the aging table into an equal numbered bonus). A character that regresses in age does not reduce its mental ability scores. This ability does not affect a character that has died from old age.

A time elemental can also use this ability to age vegetable matter 10–200 years (older or younger) or mineral matter 100–2,000 years (older or younger).

Royal time elementals can use this ability twice per day.

Cell Death (Ex) Damage dealt by a time elemental's slam attack does not heal naturally (but it can still be healed magically). Additionally, a creature slain by a time elemental can only be raised through the successful casting of a *miracle*, *true resurrection*, or *wish* spell.

Foresight (Su) A time elemental can see a few seconds into the future. This ability prevents it from being surprised, caught flat-footed, or flanked. It also grants the time elemental an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time elemental can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Time elementals are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like). Note, the *time stop* ability of the noble and royal time elementals can affect those time elementals of lesser power (i.e., a noble can affect a common and a royal can affect a noble or common).

Multi-Manifestation (Su) A time elemental exists in several other dimensions at any given time. As a standard action, it can bring forth 1d4 of these manifestations to its current locale in order to gain multiple attacks that round. Treat each manifestation as a separate time elemental with hit points equal to the time elemental's current hit points. A manifestation cannot use any of the supernatural or spell-like abilities of the time elemental (a manifestation does however gain the time elemental's foresight ability). A time elemental cannot have more than four manifestations present at one time.

Because each manifestation is a part of the time elemental that called them, a successful attack on the time elemental or any of its manifestations deals an equal amount of damage to them all.

Temporal Displacement (Su) By making a melee touch attack against a foe, a noble or royal time elemental can remove that creature from the current time stream if it fails a Fortitude save. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy. For a number of minutes equal to the time elemental's Hit Dice, the displaced creature is effectively nonexistent. No form of magic, effect, or force can detect or aid such a creature. A displaced creature can attempt a Wisdom check (DC equal to the initial Fort DC) on its turn to break the effects and end the displacement. The save is Constitution-based.

When the effect ends, the creature reappears in the same space it was in before being displaced. If the space is occupied when the creature returns, it is shunted aside to the first open space and takes no damage. A noble or royal time elemental can use this ability three times per day.

Time Jaunt (Su) A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time elemental and up to four other creatures within a 30-foot radius. Unwilling creatures can attempt a Will save to avoid being carried away. This ability is otherwise similar to the spell of the same name (caster level equal to the elemental's HD). The save DC is Constitution-based.

Time Stop (Sp) Noble and royal time elementals can create an effect identical to a *time stop* spell once per day (caster level equals the time elemental's HD).

The Time Lord's Court (CR 20)

A **time lord**, a powerful noble time flayer, and his entourage have come through the portal to investigate. He seeks to access the level of any threat represented by the open portal as well as determine if the lands beyond are suitable for conquest to expand his holdings. With the time lord are **6 time flayer** retainers, and a **time flayer captain** with **3 trained temporal crawlers**, and a **common time elemental** advisor. When encountered, they have just set up camp with strange tents and hammocks of webbing spun by the temporal crawlers. Anyone coming within 10 feet of the camp risks the effects of the slowing web (the time lord and his entourage are, of course, immune to the effects). Two of the time flayers are on guard duty, but the rest are not particularly alert as they set up camp. If the party is spotted, the time lord orders them captured for questioning. He knows nothing about the citadel, having only recently arrived, and has not yet learned that the portal does not allow entry back to the Plane of Time.

TIME LORD

CR 19

XP 204,800

Male advanced-HD noble time flayer (*The Tome of Horrors II* 163)

NE Medium outsider (extraplanar, time)

Init +8; **Senses** darkvision 60 ft.; **Perception** +37

AC 41, touch 24, flat-footed 41 (+7 armor, +3 Dex, +5 deflection, +1 dodge, +5 insight, +10 natural)

hp 304 (29d10+145)

Fort +17; **Ref** +23; **Will** +22

Defensive Abilities foresight, reality bend; **DR** 10/magic; **Immune** temporal magic; **SR** 17

Speed 30 ft.

Melee +3 *keen shock greatsword* +41/+36/+31/+26 (2d6+15/17–20 plus 1d6 electricity)

Ranged +5 *shuriken* +38/+33/+28/+23 (1d2+13)

Special Attacks temporal displacement, unmaking

Spell-Like Abilities (CL 25th):

3/day—*deathwatch*, *freedom of movement*, *hold person* (DC 17),

speak with dead (DC 18)

1/day—*delayed blast fireball* (DC 22), *greater dispel magic*

Str 27, **Dex** 18, **Con** 21, **Int** 23, **Wis** 20, **Cha** 21

Base Atk +29; **CMB** +37; **CMD** 62

Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Power Attack, Skill Focus (Stealth), Spring Attack, Stunning Assault*, Weapon Focus (greatsword), Wind Stance
Skills Acrobatics +30, Bluff +37, Climb +34, Diplomacy +37, Escape Artist +33, Intimidate +37, Knowledge (history) +35, Knowledge (planes) +38, Perception +37, Stealth +40, Sense Motive +37, Survival +37

Languages Aquan, Auran, Common, Daemonic, Draconic, Ignan, Terran, Temporan

SQ time jaunt

Gear +3 *keen shock greatsword*, +2 *scale mail of spell resistance* (SR 17), *ring of protection* +5, *robe of stars*

* See *Pathfinder Roleplaying Game Advanced Player's Guide*.

TIME FLAYER CAPTAIN

CR 16

XP 76,800

hp 178 (See "Time Flayer Huntsman" above)

TIME FLAYERS (6)

CR 12

XP 19,200

hp 110 (See above)

CHAPTER 1: OVERVIEW OF THE CITADEL

TEMPORAL CRAWLERS (3)

XP 2,400

hp 45 (See above)

COMMON TIME ELEMENTAL

XP 4,800

N Medium outsider (elemental, extraplanar, time)

Init +9; **Senses** darkvision 60 ft.; **Perception** +23

AC 21, touch 18, flat-footed 15 (+5 Dex, +1 dodge, +2 insight, +3 natural)

hp 102 (12d10+36)

Fort +7; **Ref** +13; **Will** +10

Defensive Abilities foresight; **DR** 10/—; **Immune** elemental traits, temporal magic; **SR** 19

Speed fly 20 ft. (perfect)

Melee 2 slams +17 (1d6+3 plus cell death)

Special Attacks multi-manifestation

Str 16, **Dex** 20, **Con** 16, **Int** 14, **Wis** 14, **Cha** 11

Base Atk +12; **CMB** +15; **CMD** 33 (can't be tripped)

Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse

The *book of knowledge* originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

BOOK OF KNOWLEDGE

Aura moderate conjuration and divination; **CL** 11th

Slot —; **Price** 4,800 gp; **Weight** 3 lb.

DESCRIPTION

Spirits that inhabit the book can be dispatched by the owner to perform the following tasks.

- Gain general information on the local population (within 20 miles), providing a +4 inherent bonus to Knowledge (local) or Diplomacy checks used to gather information. This use of the book takes 1 hour.

- Scan the mind of a known subject matter expert within 20 miles to ascertain the answer to a question. The book's owner may then make an appropriate Knowledge skill check using half of the subject's normal skill bonus in addition to any skill bonus that the owner may have. Answers are written on blank pages in the book by the spirits. Subjects under the effects of *mind blank*, *protection from evil*, or similar spells that prevent the intrusion of *detect thoughts* or summoned creatures cannot be scanned in this manner. Scanning spirits can be detected by the subject with a DC 22 Perception check and sent away with a successful *dispel magic* or if the subject succeeds on a DC 22 Will save, in which case the book will not function again for one day. This use of the book requires 4 hours.

There are 20 pages in the book for answers to be written on. When found, 2d10 of these pages have already been used. When full, the book cannot be used again until pages are blank again. Writing on a page fades after 1 year allowing its use again.

Whenever a Knowledge skill check fails, there is a 10% chance that the spirits collect false information and write it on a page instead.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*, *summon monster II*; **Cost** 2,400 gp

CR 6

Skills Fly +28, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (planes) +17, Perception +23, Sense Motive +17, Stealth +20, Survival +17

SQ time jaunt (DC 19)

CR 8

Languages telepathy 100 ft.

Treasure: In a chest of strange, rainbow-colored metal is the time lord's personal treasure stash. It consists of 4,000 pp, a star ruby (5,000 gp), and a *book of knowledge* (see sidebar).

Event 4: Infernal Spy (CR 16)

This event can occur at any time as the party explores the citadel. The rogue Skabeus is a **bone devil** spy sent by his infernal master Baalzebul—one of the archdukes of Hell—who had become suspicious of the activities in Tsar and suspected Orcus's hand in the city once again. Skabeus has been sent to gather information for Baalzebul and thwart any of the demon prince's plans he is able to. He first spots the party while they travel through the citadel. Have the PCs make Perception checks opposed to his Stealth checks to glimpse him, though he quickly moves out of their line of sight to avoid recognition. He waits until the party has completed a battle and appears somewhat vulnerable before revealing himself. See **Tactics** below.

SKABEUS

CR 16

XP 76,800

Male bone devil rogue 7 (*Pathfinder Roleplaying Game Bestiary* "Devil, Bone")

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

Init +10; **Senses** darkvision 60 ft., see in darkness; **Perception** +26

Aura fear aura (5 ft., DC 22, 1d6 rounds)

AC 31, touch 16, flat-footed 31 (+4 armor, +6 Dex, +1 dodge, +11 natural, -1 size)

hp 199 (10d10+60 plus 7d8+42 plus 7)

Fort +15; **Ref** +18 (+20 vs. traps); **Will** +9

Defensive Abilities evasion, trap sense +2, uncanny dodge; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

Speed 40 ft., fly 60 ft. (good)

Melee +2 *human bane sickle* +22/+17/+12 (1d8+7), claw +17 (1d6+2), bite +17 (1d8+2), sting +17 (3d4+2 plus poison) or bite +19 (1d8+5), 2 claws +19 (1d6+5), sting +19 (3d4+5 plus poison)

Ranged mwk shortbow +22/+17/+12 (1d8+1/x3 plus 1d6 cold)

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

Special Attacks poison (DC 23), rogue talent (surprise attack), sneak attack +4d6

Spell-like Abilities (CL 12th):

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects), *invisibility* (self only), *major image* (DC 17), *wall of ice* 3/day—quicken *invisibility* (self only)

1/day—*summon* (level 4, 1 bone devil, 35%)

Str 21, **Dex** 22, **Con** 22, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +15; **CMB** +21; **CMD** 38

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Multiattack, Quicken Spell-Like Ability (*invisibility*), Skill Focus (Stealth), Weapon Focus (sickle) **Skills** Acrobatics +26, Bluff +24, Climb +15, Diplomacy +17, Disable Device +31, Escape Artist +24, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +26 (+29 locate traps), Sense Motive +19, Spellcraft +16, Stealth +28

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft. **SQ** rogue talents (fast stealth, weapon training), trapfinding

Combat Gear 10 flasks of alchemist's fire, 3 flasks of acid; **Other Gear** +1 *leather armor*, +2 *human bane sickle*, masterwork shortbow, 50 +1 *frost arrows*, 20 cold iron arrows, masterwork thieves' tools

CHAPTER 1: OVERVIEW OF THE CITADEL

Tactics: When Skabeus decides to reveal himself, he approaches the party invisibly and stops 10 feet away from them (outside his fear aura) before appearing to them. He speaks to them telepathically and proposes a truce. If attacked he casts *wall of ice* to cover his retreat and departs. He then stalks the party while invisible, spying through intervening walls with *x-ray vision* if necessary. He tries to maneuver into their midst invisibly before appearing and letting his fear aura affect as many as possible. He attacks those that remain using *wall of ice* to split the party up. If the party seems too powerful for him, he instead snipes at them with poisoned arrows using fly to retreat outside the citadel and continue his attacks.

Development: Use Skabeus however best suits your needs. He can be a continuing foil during the adventure or an unknown benefactor to help them if they get in over their heads. If the party chooses to attack, he attempts to kill all of them but one, so he can capture that individual and question and torture him at his leisure. If the party chooses to make a truce — he is lawful and will abide by it — you can use him to provide rumors and hints gleaned from his own investigations in the citadel. He can also be used as an exotic replacement PC for a player who has lost his character if you so choose.

Event 5: Death of a Salesman (CR 18)

This event occurs when the midnight peddler gives his final clue to the party. Ideally, this should be run fairly late in the adventure after he has already imparted most or all of the clues provided in Event 1. When the peddler is encountered in this event, run it just like Event 1 with the peddler offering an orc's jawbone for 50 gp in exchange for the following piece of information.

"In caverns deep beneath disciples' feet sleeps the corrupted, corruptor; and those that glorify them. When wakes the Sleeper, then comes the Reaper to harvest a world long denied him."

The peddler departs as always, but 1 round later read the following.

The familiar creaking of the peddler's cart receding into the distance is suddenly interrupted. There is the sound of a scuffle followed by a thud and a loud crash. Then all is quiet again.

With his final clue, the midnight peddler struck too close a chord with Orcus's secret and allowed his pursuers to zero in on him. As he walked away from the party, the **assassin daemon** Kush stepped from a nearby wall incorporeally and delivered a death attack, which instantly slew him (he does not use his angel of death ability since the outsider cannot be resurrected). He tumbled to the ground which likewise tipped his peddler's cart over. If the party reacts instantly, they have 1 round to reach the scene of the attack before Kush leaves. The attack occurred only 40 feet from the party's position, but is around a corner or otherwise out of their line of sight. If the PCs arrive within 1 round, allow them to make DC 26 Will saves to notice Kush standing over the bloody body. He is a nondescript figure with no noticeable features — almost seeming genderless — that seems to continually slip beneath the notice of the viewer. If he is spotted, they can attack and attempt to follow him before he becomes incorporeal again and flees through a nearby wall. He uses his supernatural and spell-like abilities to try and escape any pursuit. If he is slain, a scroll composed of dried dretch hide and written in ink of black blood (**Player Handout D**) can be found in his belt pouch. If the party takes longer than 1 round to reach the scene, then Kush is already gone.

KUSH, KING OF ASSASSINS XP 153, 600

Male assassin daemon rogue 4/assassin 3 (*Creature Collection III: Savage Bestiary* 37)

CR 18

NE Medium outsider (daemon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +26

AC 31, touch 17, flat-footed 31 (+6 armor, +6 Dex, +1 dodge, +8 natural)

hp 179 (14d10+42 plus 4d8+12 plus 3d8+9 plus 4)

Fort +14; **Ref** +21; **Will** +8; +4 vs. poison

Defensive Abilities evasion, improved uncanny dodge (level 17th), incorporeality, quiet death, trap sense +1, uncanny dodge, unremarkable; **DR** 10/good; **Immune** acid, death effects, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

Speed 30 ft.

Melee +3 *keen dagger* +28/+23/+18/+13 (1d4+7/17–20 plus poison)

Ranged +3 *hand crossbow* +28/+23/+18/+13 (1d4+3/19–20 plus deathblade poison)

Special Attacks angel of death, death attack (DC 23), poison, rogue talents (bleeding attack, surprise attack) sneak attack +7d6, swift death, true death (DC 25)

Spell-like Abilities (CL 14th):

At will—*assassin's senses**, *darkness*, *disappear**, *find traps*, *greater teleport* (self plus 50 lbs. of objects only), *misdirection* (DC 18)

3/day—*bloodied blade**, *invisibility*, *locate creature*, *lure** (DC 19), *see invisibility*

1/day—*discern location*, *greater invisibility*, summon (level 4, 1d3 leukodaemons 35%)

Str 18, **Dex** 23, **Con** 16, **Int** 16, **Wis** 15, **Cha** 22

Base Atk +19; **CMB** +23; **CMD** 40

Feats Dodge, Improved Initiative, Mobility, Quick Draw, Rapid Reload, Skill Focus (Stealth), Skill Focus (Survival), Spring attack, Stealthy, Step Up, Weapon Finesse

Skills Acrobatics +30, Disable Device +31, Disguise +35, Escape Artist +34, Knowledge (local) +13, Perception +26 (+28 locate traps), Sense Motive +23, Sleight of Hand +27 (+37 hide weapons), Stealth +48, Survival +32, Use Magic Device +16

Languages Abyssal, Daemonic, Draconic, Infernal; telepathy 100 ft.

SQ assassin features, hide in plain sight, poison use, trapfinding

Combat Gear 3 vials of deathblade poison; **Other Gear** +3 *keen dagger*, +3 *hand crossbow*, 10 poisoned crossbow bolts (deathblade), *bracers of armor* +6, *ring of protection* +4, masterwork thieves' tools

* See sidebox.

Assassin Features (Ex) An assassin daemon has the special abilities of the assassin prestige class (though not the attack bonus, saving throw modifiers, hit points, or skill points) of an assassin equal in level to 1/2 the assassin daemon's racial Hit Dice (usually 7th level). If the assassin daemon takes any levels in the assassin prestige class, it stacks with equivalent level of the assassin daemon for determining special abilities (for example, a 14-HD assassin daemon that takes 3 levels of the assassin prestige class has the special abilities of a 10th-level assassin).

Incorporeality (Su) An assassin daemon can become incorporeal at will as a standard action or return to its corporeal state, likewise as a standard action. While incorporeal it retains its DR 10/good but loses its natural armor bonus to AC. It does, however, gain a deflection bonus to AC equal to its Charisma modifier.

Poison (Su) +3 *keen dagger*—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

An assassin daemon's dagger is automatically and continually coated in a virulent poison. The ability functions only with the assassin daemon's +3 *keen dagger* and not with any other weapon it might wield. This is an ability of the daemon, not the dagger.

Unremarkable (Su) Creatures must make a DC 26 Will save to notice the assassin daemon, even if it is fully corporeal and standing in the open. A creature affected by this ability will afterwards remember the daemon as an ordinary, nondescript member of

CHAPTER 1: OVERVIEW OF THE CITADEL

whatever gender and species the daemon wishes. If the daemon attacks or otherwise takes an overtly hostile action, this ability is negated, although in this case it might still remain unnoticed due to its other magic or a successful Stealth check. The save DC is Charisma-based.

Development: After Kush has escaped or been dealt with, the party can examine the midnight peddler and his cart. The first thing of obvious interest is the mound of gold that has spilled from the cart onto the floor (see **treasure** below). Examining the peddler reveals a single stab wound to the spine with traces of poison around it. The daemon's death attack was instantly fatal. Removing the peddler's coarse gray robes reveals a humanoid creature with shriveled, gray skin and pointed elven ears. Its eyes are opalescent even when dimmed by death. Its jaw is not protruding as has previously been observed, but marks on its cheeks and ears show where something was wired to fit over the creature's lower face for many years (an examination of the orc's jawbone purchased by the party notes small

holes drilled through it allowing it to be hung over the lower portion of one's face by wires).

A DC 25 Knowledge (the planes) check reveals this corpse to be a much-wizened and abused ghaele azata. Concealed in the folds of the robes is a tattered and threadbare white silk harlequin's mask; holes surround the edges of the mask where jewels have been removed. A DC 35 Knowledge (the planes) check recognizes this as resembling the symbol of the powerful ghaele known as Castothraine, the Prince of Guile, an azata infamous as a spy for infiltrating the strongholds of evil and ferreting out their secret weaknesses. This noble spy has been missing since before the Battle of Tsar. Reduce the DC for this Knowledge check by 10 if the party has already learned of Castothraine from Event 2.

These are indeed the remains of the Prince of Guile. This azata spymaster was one of the Three Spies sent into Tsar by Thyr and Muir to determine Orcus's doings. He was successful in learning of the secret caverns and Orcus's plans, but he and his compatriots were discovered. The other two, Pylorus and Regium were captured,

New Spells

These spells in the assassin daemon's spell-like abilities appeared in either *Relics & Rituals* or *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**. They are included here for your convenience.

ASSASSIN'S SENSES

School divination; **Level** bard 3, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF/F (severed finger of a professional assassin)
Range personal
Target you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

The critical threat range and multiplier of any weapon or natural attack that you are using increase by 1. This stacks with the Improved Critical feat, the *keen* weapon quality, and other conditions that may have already increased these. It does not stack with multiple castings of this spell.

BLOODIED BLADE

School transmutation [evil]; **Level** cleric 4, druid 4, evil 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (one drop of the caster's blood)
Range touch
Target one weapon touched
Duration 1 day + 1 round/level (see below)
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cast this spell on any piercing or slashing weapon, and it becomes dormant until activated by the weapon dealing at least 1 point of damage on a living creature or until the next sunrise, at which point the spell is discharged without effect.

Once activated, the weapon gains a limited feral intelligence and a lust to shed more blood. Every 5 points of damage that the weapon deals grants a +1 morale bonus to attack and damage rolls (maximum +5) for 1 round/caster level. Since this is a morale bonus, it stacks with any enhancement bonuses the weapon may have, but is not considered a magic bonus for purposes of overcoming damage reduction. In addition, any creature struck by a *bloodied blade* must make a Will save or suffer a -2 morale penalty on attacks made against the blade's wielder due to the horrible aura of glee emanating from the weapon when it draws blood. This effect ends when the spell expires.

If the spell is cast on a weapon wielded by someone other than the caster, the weapon may receive a saving throw to avoid the effects of the spell if the wielder wishes. Weapons with the *holy* weapon quality must make a saving throw when they slay a living creature while under the effects of this spell to avoid becoming *unholy*. Similarly intelligent weapons with non-evil alignments that slay a living creature while under the effects of this spell must make a Will save or have their alignment shift one step before neutral evil. These effects can be reversed by a *remove curse* spell.

DISAPPEAR

School illusion (glamer); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V
Range personal
Target you
Duration 2 rounds (D)
Saving Throw none; **Spell Resistance** no

You disappear from sight with a brief puff of blue smoke and become invisible (as the spell) for the round of the casting and the following round. If not already visible, you reappear at the start of your action on the third round.

The spell was designed to be helpful under duress in order to escape combat. As a result, you receive a +4 bonus to concentration checks made to cast defensively or continue to casting even while being distracted. This bonus stacks with any other bonuses from Combat Casting, etc.

LURE

School enchantment (compulsion); **Level** bard 4, druid 2, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a small mundane item)
Range close (25 ft. + 5 ft./2 levels)
Target person who sees it first (see below)
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** no

When you place this enchantment on a small mundane item, the first person to see it must make a Will save or experience an overwhelming desire to possess it. This causes him to move immediately towards it, ignoring all dangers. While under the influence of this spell, the victim is considered flat-footed and fights at a -4 attack penalty.

CHAPTER 1: OVERVIEW OF THE CITADEL

but he managed to elude capture — though only at a great price. Knowing that his plan was in jeopardy, Orcus spared no effort in tracking down the spies. Unable to counter the might of a demon prince who had watchers on all possible paths to the celestial realms and searchers seeking any glimpse of the spy, Castothraine made the only choice available to him. He went into deep cover — deeper than he had ever gone before. To thwart the demon lord's trackers, he had to sacrifice his very identity as the Castothraine and even as an azata. He took on the persona of the midnight peddler and maintained it for centuries, never resuming his old identity for fear of discovery before the precious information he carried could be relayed back to Thyr and Muir.

He dared not reveal himself or overtly pass on the information he carried, knowing that to do so would immediately call down the watch dogs of Orcus who would then destroy him and any whom he had told. He also knew that even in his peddler disguise he'd never be able to personally make it past the watchers to the Upper Planes. Therefore, he became a strange, enigmatic figure selling worthless goods and seemingly meaningless bits of advice to a select few who came to the Desolation — one more unusual character in a land inhabited by nothing but unusual characters. However, with each person he approached (the PCs are not the first) he gauged their ability and willingness to take on the task he had left undone. With each success by those individuals he revealed a bit more and pointed them a bit closer to the truth. With the PCs' success in infiltrating so far into the citadel, he gambled to reveal the final bits that would allow them to finally uncover the truth and in doing so was finally located and destroyed, but not before equipping his unwitting pupils with the tools to finish his mission.

After a few moments, the corpse will shrivel and fall apart into dry flakes. Castothraine's essence has finally returned to the realm of Thyr and Muir.

Treasure: With the passing of the peddler, all of the junk in his cart has converted back into the gold coins that it really is. As a result, the tipped cart has spilled 5,650 gp onto the ground.

Event 6: Opening the Well (CR 20)

This event occurs after the Abyssal gibbering orb lich in Chapter 6, Area 324 (*Part 4—In the Belly of the Beast*) known as the Bell has been slain. The lich's phylactery need not have been destroyed, and he may have reanimated in a new body as described in Event 7; all that matters is that the lich's form entrapped in Area 324 has been destroyed. Its destruction serves as the trigger for this event.

Whenever this occurs, the blood-filled well at Area 4a suddenly empties. In its place is the true St. Harul's Well, an open shaft that descends into the earth with a stair spiraling down the inside edge. No trace of the blood remains just as no stairs existed prior to the opening of the well. The blood fount has ceased to exist and this stairwell shaft has been called into being from an alternate plane of existence, though it now permanently occupies this one. When the party first returns to the High Altar chamber in the Feet of Orcus, read the following description as they lay eyes on the opened well for the first time.

Something has changed since you were last in this chamber. The omnipresent smell of blood seems to have gone, and now a fresh scent, like pure mountain air fills the room. The great marble well in the room's center, once stained with blood and filth, now stands clean and almost glowing in the polish of its pristine white marble. The stairs leading up to its lip are now clean and clear of debris. And where once words crudely carved in the Abyssal language gouged the well's surface, now a flowing elegant script, glowing with silvery light reads, "St. Harul's Well, Patron of That Which Was Lost but Not Forgotten."

The stairs within the well are wide and shallow, making it a descent easy. They spiral down a total of 200 feet to Area 1 of the Caverns of the Barrier (see Chapter 16 in *Part 6—Caverns of the Barrier*). On the wall beside each step is chiseled an image in the stone. There are a total of three alternating images, and each repeats 111 times along the descent. Two of the images are easily recognizable as the sword of Muir and the cross of Thyr. The third image depicted, however, is a kite shield (the symbol of Kel the Protector, though the party is unlikely to know this short of a DC 50 Knowledge [religion] check). Nine steps down from the top of the well sits a silver lantern glowing with a dim, orange light. This is the phylactery of the Bell. See Event 7 for details.

Though the party has succeeded in opening the Well of St. Harul and gaining access to the hidden caverns beneath, all is not well. For the activation of the magic causing the well to appear has stripped away some of the earlier magic crafted by St. Harul in his lifetime. This stripping effect was just enough to destroy the already weakening spell cast by St. Harul millennia ago when he faced the horrific **paragon troll**, Three-Fang. As a result, Three-Fang who has been imprisoned in the Trollstone ever since that time (see Area T4 of *Slumbering Tsar: Temple-City of Orcus*) has awakened from his slumber and is drawn to this symbol of his former nemesis's power. Three-Fang arrives in Area 4 of the citadel shortly after the party and immediately attacks with a bellowing charge, seeking his first meal in thousands of years. In reviving the memory of St. Harul and his well, the party also has the opportunity to destroy one of the most powerful foes he ever faced.

THREE-FANG XP 307,200

CR 20

Male paragon troll

CE Large humanoid (giant)

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

Perception +29

AC 47, **touch** 42, **flat-footed** 38 (+9 Dex, +12 insight, +12 luck, +5 natural, -1 size)

hp 204 (6d8+84 plus 72); **fast healing** 20, **regeneration** 5 (acid or fire)

Fort +29; **Ref** +21; **Will** +21

DR 20/epic; **Resist** cold 10, fire 10; **SR** 45

Speed 90 ft.

Melee bite +41 (1d8+33), 2 claws +41 (1d6+33)

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

Special Attacks rend (2 claws, 1d6+32)

Spell-like Abilities (CL 15th):

3/day—*greater dispel magic*, *haste*, *see invisibility*

Str 36, **Dex** 29, **Con** 38, **Int** 21, **Wis** 24, **Cha** 21

Base Atk +4; **CMB** +43; **CMD** 61

Feats Combat Reflexes^B, Improved Initiative^B, Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Acrobatics +25, Climb +32, Intimidate +37, Knowledge (nature) +21, Perception +29, Stealth +21, Survival +23

Languages Giant

Event 7: The Bell Rings Twice . . . or More (CR 20)

This event occurs after the Abyssal gibbering orb lich in Area 324 (Chapter 6 of *Part 4—In the Belly of the Beast*) has been destroyed. With its phylactery safely ensconced in St. Harul's Well, the Bell continues to reform until its phylactery has been destroyed. Instead of forming a completely new body as occurs with an ordinary lich, the Bell instead inhabits the body of any other dead gibbering moulder within the citadel (including Sir Mab in Area 19). For that very purpose, several such corpses were stored in Area 358 (Chapter 7 of

CHAPTER 1: OVERVIEW OF THE CITADEL

Part 5—The Mind of Chaos) and animated as zombies. The Bell's animating spirit is able to inhabit one of these gibbering moulder zombies 24 hours after the lich's destruction. Even if these zombies are slain, the Bell can still inhabit their corpses as long as they were not *disintegrated* or otherwise utterly destroyed. The Bell cannot inhabit a corpse that it has already inhabited before. Therefore, even if its phylactery isn't destroyed, the Bell can be prevented from rising again by utterly destroying all of the gibbering moulder zombies in the citadel after it has been slain while inhabiting the body of each one. Then the Bell could only reform if a suitable new gibbering moulder corpse was brought into the citadel.

Once the Bell's inhabits a suitable corpse, it gains all of its former abilities as an **Abyssal gibbering orb lich**, and the new body takes on the appearance of its original form. The Bell relentlessly seeks to slay whoever it was that destroyed its original body before turning its megalomaniacal attention to conquering the rest of the citadel for itself. Once it has been freed from the belfry it can be encountered anywhere within the citadel as it seeks its killers. As mentioned, this can occur again and again until it is permanently destroyed.

THE BELL

CR 20

XP 307,200

Abyssal gibbering orb lich (*Pathfinder Roleplaying Game Bestiary* "Fiendish; Lich")

CE Huge undead (extraplanar)

Init +13; **Senses** darkvision 60 ft.; **Perception** +59

Aura fear (60 ft., DC 29), gibbering (60 ft., DC 29)

AC 34, touch 18, flat-footed 24 (+9 Dex, +1 dodge, +16 natural, –2 size)
hp 310 (27d8+162 plus 27)

Fort +17; **Ref** +20; **Will** +24

Defensive Abilities all-around vision, amorphous, channel resistance +4, rejuvenation; **DR** 15/bludgeoning, good, and magic;

Immune cold, electricity, flanking, undead traits; **Resist** fire 15;
SR 29

Speed 5 ft., fly 20 ft. (good)

Melee 11 bites +26 (2d8+7/19–20 plus grab), touch +25 (1d8+13 plus paralyzing touch)

Ranged 12 eye rays +27 touch (eye rays)

Space 15 ft.; **Reach** 10 ft.

Special Attacks paralyzing touch (DC 29), smite good 1/day (+6 attack/+27 damage), swallow whole (5d6 acid damage, AC 18, 31 hp)

Str 25, **Dex** 29, **Con** —, **Int** 30, **Wis** 24, **Cha** 22

Base Atk +20; **CMB** +29 (+33 grapple); **CMD** 49 (can't be tripped)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Critical (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +39, Climb +37, Escape Artist +39, Fly +39, Intimidate +36, Knowledge (arcana) +40, Knowledge (dungeoneering) +40, Knowledge (planes) +37, Knowledge (religion) +40, Perception +59, Sense Motive +49, Spellcraft +40, Stealth +39, Survival +37

Languages Abyssal, Aklo, Auran, Celestial, Common, Daemonic, Draconic, Ignan, Infernal, Terran, Undercommon

SQ flight

Eye Rays (Su) Each eye ray resembles a spell cast by a 27th-level caster. Each has a range of 150 ft. and a save DC of 29. It can fire all of its rays in any direction but cannot aim more than 5 rays at a single target due to its aiming limitations. The save DCs are Charisma-based. The 16 eye rays are as follows:

Cone of cold: Target affected as spell taking 15d6 cold damage (Reflex half).

Disintegrate: Target must succeed on Fortitude save or affected as spell.

Dominate monster: Target must succeed on Will save or affected as spell.

Energy drain: Target affected as spell gaining 2d4 temporary

negative levels (Fortitude partial).

Feeblemind: Target must succeed on Will save or affected as spell.

Finger of death: Target must succeed on Fortitude save or affected as spell. Take 3d6+13 on a successful save.

Flesh to Stone: Target must succeed on Fortitude save or affected as spell.

Greater dispel magic: Works as targeted dispel.

Harm: Target affected as spell taking 150 points of damage (Will half).

Hold monster: Target must succeed on Will save or affected as spell.

Horrid wilting: Works as spell but targets one creature. Target must succeed on Fortitude save or affected as spell.

Inflict critical wounds: Target affected as spell taking 4d8+20 points of damage (Will half).

Lightning bolt: Target affected as spell taking 10d6 electricity damage (Reflex half).

Irresistible dance: Target affected as spell (Will partial).

Power word blind: Target blinded as spell.

Telekinesis: Can move objects up to 375 lb. as spell (Will negates).

Gibbering (Su) The cacophony of speech emanating from the scores of mouths that make up the orb forces all within 60 feet to make a DC 29 Will save or suffer the effects of an *insanity* spell (CL 27th). This is a sonic mind-affecting effect. The save DC Charisma-based.

The Bell's phylactery is hidden in St. Harul's Well as described in Event 6. It resembles a silver, bell-shaped lantern etched with a ring of sixteen eyes around its top and glows with a dim, orange light. The flickering orange light is the bell's soul within the lantern. A DC 20 Perception check notices the tiny image of a kite shield within this central flame (this is the image of Kel placed in the phylactery by Orcus to symbolize the captivity of her symbol while the well was sealed. The lantern is difficult to destroy (Hardness 20, hp 40, Break DC 40) and sheds light in a 10-foot radius. Anything within the area of that light is affected as if in an *antimagic field*. This *antimagic field* is always active and makes the phylactery even more difficult to destroy. If anyone thinks to use the *Hammer of Mordecai's Doom* (see **Magic item Appendix**), they find that it is unaffected by the *antimagic field* and ignores the Hardness of the phylactery. Orcus is not the only deity who has foreseen things to come and placed a special purpose on the weapon. The *hammer's* long-hidden purpose is to destroy the Bell and free knowledge of Kel the Protector. As long as the phylactery exists, the Bell can inhabit a new gibbering moulder body. If it is destroyed, then he is trapped in his current body and is permanently slain if that body is destroyed.

Event 8: Lifting the Pall

This event represents the removal of Orcus's insidious and corrupting influence over the citadel and the ruins of Tsar, an influence felt in the form of the Pall over Tsar (see above). However, this pall can be lifted if the following requirements are met:

1. The first is that the Citadel of Orcus must be returned to the Material Plane, as has presumably happened if this adventure is being run.

2. Secondly the Well of St. Harul must be opened and the identity of St. Harul's patron rediscovered (as described above in Event 6 with the opening of the well and discovery of Kel's symbol).

3. Thirdly the Abyssal gibbering orb known as The Bell must be permanently destroyed — including its phylactery.

4. Finally the betrayer that triggered the citadel to be ripped from the city, Lord Bishu, must be brought to justice (see Area 419 of Chapter 10 in **Part 5—The Mind of Chaos**).

When all of these conditions are met, the greasy pall that seems to cover the citadel and surrounding city evaporates as do the effects described earlier in this chapter. Anyone already affected by the Pall must still have the effects removed by one of the listed methods, but no further effects occur. In addition, the Darken River that flows from beneath the foundations of the citadel becomes pure water again — though still somewhat dark in color — and loses its cursed effects as

CHAPTER 1: OVERVIEW OF THE CITADEL

it flows through the city (see Areas T5, T6, and P2 of *Slumbering Tsar: Temple-City of Orcus*).

The final result of the lifting of the Pall is that the *Hammer of Mordecai's Doom* (see **Magic Items Appendix**) is redeemed. If the party has recovered the *hammer* either from the dweller at the crossroads in *Slumbering Tsar: The Desolation* or Mordecai's Stair in *Slumbering Tsar: Temple-City of Orcus*, then whatever PC is carrying it feels a vibration emanating from the hammer. Upon inspection it is revealed that the images of Thyr and Muir on the hammer's head are glowing. In addition, the central, faceless figure is likewise glowing and, as the PCs watch, a benevolent female face appears on it. This is the face of Kel the Protector, sister of Thyr and Muir. However, a DC 50 Knowledge (religion) check is necessary to identify this newly pictured deity. With this transformation and removal of Orcus's presence, it once again becomes the *Hammer of the Three Gods* (see **Magic items Appendix**), and the curse on the weapon is lifted.

Event 9: Return of the Devourer (CR 19)

This event is triggered by the redeeming of the *Hammer of Mordecai's Doom* as described in Event 8 above. This action recalls the spirit of the ancient devourer that first slew Mordecai and consumed his soul. With the likely destruction of this creature in the previous adventure and the redemption of the accursed weapon, the soul of that foul being, still in turmoil is alerted and sent by Orcus once again to the Material Plane. This time, however, it appears as an **advanced devourer lord**. It focuses its attacks on whomever wields the hammer hoping to steal his soul (which will reinitiate the curse of the hammer). It no longer has the soul of Patriarch Mordecai and must, therefore, rely on the life essence it steals. It begins the battle with 15 levels that it stole from an aasimar before arriving. It fights to its final destruction knowing that if it cannot reclaim the hammer then curse of the hammer and Orcus's intertwined hold over the city are forever broken.

MORDECAI'S DOOM REBORN

CR 19

XP 153,600

Advanced-HD devourer lord (*Pathfinder Roleplaying Game Bestiary* "Devourer"; *The Tome of Horrors II* 214)

NE Huge undead (extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +33

Aura desecrate (20 ft., -3 profane penalty to channel energy)

AC 32, touch 12, flat-footed 28 (+4 Dex, +20 natural, -2 size)
hp 225 (26d8+208)

Fort +17; **Ref** +15; **Will** +20

Defensive Abilities channel resistance +4, spell deflection; **DR** 10/magic; **Immune** undead traits; **SR** 40

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +35 (2d8+17/19-20 plus energy drain)

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

Special Attacks command devourer 11/day, create spawn, devour soul (DC 29), energy drain (1 level, DC 29)

Spell-like Abilities (CL 30th):

At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 22), *confusion*^{4th} (DC 22), *control undead*^{7th} (DC 25), *death knell*^{2nd} (DC 20), *ghoul touch*^{2nd} (DC 20), *greater spectral hand*^{4th*}, *inflict serious wounds*^{3rd} (DC 21), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *slay living*^{5th} (DC 23), *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 21), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 21)

3/day—quicken *spectral hand*^{2nd}

1/day—*darkness*, *fear* (DC 22), summon (level 6, 3 devourers, 100%)

Str 42, **Dex** 18, **Con** —, **Int** 21, **Wis** 18, **Cha** 26

Base Atk +19; **CMB** +37 (+39 sunder); **CMD** 51 (53 vs. sunder)

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Command Undead^B, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Sunder, Lightning Reflexes, Power Attack, Quicken Spell-like Ability (*spectral hand*), Spell Penetration, Weapon Focus (claw)

Skills Bluff +34, Climb +45, Diplomacy +24, Fly +26, Intimidate +27, Knowledge (arcana) +34, Knowledge (planes) +31, Perception +33, Sense Motive +23, Spellcraft +34, Stealth +14

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft., undead telepathy (even mindless undead) 100 ft.

* See sidebar

Create Spawn (Su) A creature slain by Mordecai's doom rises in 1d4 minutes as a devourer under its control.

New Spell

This spell known by Mordecai's Doom originally appeared in *Relics & Rituals II: Lost Lore* by **Sword & Sorcery Studios**. It is included here for your convenience.

GREATER SPECTRAL HAND

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect one greater spectral hand

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell functions in all ways like *spectral hand*, with the following exceptions. Upon casting the spell, the caster loses 1d8 hit points that return when the spell ends, but not if the hand is destroyed. Any ranged touch range spell of 6th-level or lower that can be cast by the spellcaster can be delivered by *greater spectral hand*. The hand has the spellcaster's save bonuses +2, AC 24 plus the caster's Intelligence modifier. The hand has as many hit points as are lost during the casting.

Event 10: Calling the Justicar

This event can occur at anytime during the adventure that the party chooses but only if they completed the necessary actions as described in Event 6 in *Slumbering Tsar: Temple-City of Orcus*. If that is the case, then any of the PCs involved in that process may, as a free action, call the name of Gerrant of Gilboath ("Gerrant" is sufficient) three times. Upon doing so, in the next round the **ghost** of Gerrant appears much like a summoned creature. He carries the ethereal versions of his equipment, even if he had previously bequeathed the material versions to the party members or they have since been lost or destroyed. Once summoned, Gerrant remains free willed but fights or otherwise assists the summoner to the best of his ability. While in battle, his ethereal sword functions as if it had the *ghost touch* property allowing it to strike material targets. Gerrant will remain for 10 minutes and can only be called once.

GERRANT OF GILBOATH

CR 18

XP 153,600

Male human ghost paladin 10/Justicar of Muir 7 (see Prestige Class Appendix)

LG Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +25

Aura aura of courage (10 ft.), aura of resolve (10 ft.), good

AC 18, touch 18, flat-footed 10 (+7 deflection, +1 Dex)

CHAPTER 1: OVERVIEW OF THE CITADEL

(vs. ethereal) **AC** 27, touch 11, flat-footed 26 (+13 armor, +1 Dex, +3 natural)

hp 227 (10d10+70 plus 7d10+49 plus 10)

Fort +25; **Ref** +15; **Will** +23

Defensive Abilities channel resistance +4, divine grace, incorporeal, rejuvenation; **Immune** charm, disease, fear, illusions, undead traits

Speed fly 30 ft. (perfect)

Melee +2 *holy ghost touch sword* +24/+19/+14/+9 (1d10+6/19–20) or corrupting touch +20 (18d6, Fort DC 25 half)

Special Attacks channel positive energy (DC 22, 5d6), enemy of evil, mark of justice, scourge of evil, smite evil 4/day (+7 Atk/+10 dmg), sword of courage, telekinesis

Spell-like Abilities:

At will—*detect evil* (CL 10th)

2/day—*zone of truth* (DC 19, CL 17th)

Spells Prepared (CL 14th):

4th—*break enchantment*, *neutralize poison*

3rd—*daylight*, *dispel magic*, *magic circle against evil*, *remove blindness/deafness*

2nd—*eagle's splendor*, *owl's wisdom*, *remove paralysis*, *resist energy*, *shield other*

1st—*bless*, *bless water*, *cure light wounds* (x2), *lesser restoration*, *protection from evil*

Str — (19 vs. ethereal), **Dex** 16, **Con** —, **Int** 15, **Wis** 18, **Cha** 24
Base Atk +17; **CMB** +20 (+21 vs. ethereal); **CMD** 37 (34 vs. ethereal)

Feats Blind-Fight, Exotic Weapon Proficiency (bastard sword)^B, Improved Bull Rush, Improved Initiative^B, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Unseat, Weapon Focus (bastard sword)

Skills Diplomacy +20, Fly +6, Handle Animal +18, Heal +17, Knowledge (nobility) +15, Knowledge (religion) +15, Perception +25, Ride +18, Sense Motive +17

Languages Celestial, Common, Giant

SQ celestial companion (none currently), discern lies 2/day, divine bond (mount—none currently), lay on hands 12/day (5d6), mercy (fatigued, sickened, poisoned), shield of truth, true seeing

Gear +4 *full plate armor*, *amulet of natural armor* +3, +2 *holy ghost touch bastard sword*, silver holy symbol of Muir (25 gp)

Character Resources

The Citadel of Orcus is not intended for the party to enter and complete their quest in a single foray. Probably they will want to leave the citadel and the surrounding ruins to camp in order to avoid the effects of the Pall over Tsar, at least until the Pall can be broken by laying to rest the demonic knight at the citadel's peak and opening the well that hides the secrets of the cavern below. The actual exploration of the citadel could take several weeks of game time. If they so choose, the party has the opportunity to retreat to civilization for healing or help, and at their levels with the teleportation magic available to them this should be a fairly simple matter.

Though distance is unlikely to be much of a factor, the nearest settlement is the drifter colony of riff-raff and thugs known as The Camp, about 20 miles to the southeast across the Desolation. If the party has played through the first two adventures, they are likely to have established strong connections in The Camp or perhaps now rule it outright. The Camp is fully detailed in *Slumbering Tsar: The Desolation*, but a short summary is provided here if you do not have access to that resource. If the actions of the players in the previous adventures have changed the power structure or population of the settlement, modify the following as necessary.

If the party needs healing, they can purchase spells or scrolls from Father Death, the unusually friendly priest of Nergal who keeps a small temple in the settlement, or can purchase potions from the swamp hag apothecary. They can also have magic items made in excess of the

The Camp

The Camp (Hamlet): Nonstandard (Modified Anarchy); AL CN; 100 gp limit; Assets 1,750 gp; Population 355; Mixed (68% human, 10% orc or half-orc, 6% dwarf, 5% goblinoid, 3% halfling, 3% gnome, 2% elf or half-elf, 2% other races, 1% giant).

Authority Figure: The Usurer, male lich Wiz11/Exp5 (moneychanger and blacksmith).

Important Characters: The Bender Brothers, male gnomes Rog6/Asn3 (landlords); Clantock, male half-orc Ftr8/Rog3 (mercenary captain); Father Death, male hobgoblin Clr8 (Nergal); Finnelaus, male elf Bbn6 (livery master); Griswald, male ghost (undertaker); Lucky Bjorc Balsam, male orc Exp10 (tavern keeper); Mama Grim, swamp hag (apothecary); Sammar, male human Brd4/Ari1 (diplomatic agent of Bard's Gate); Simon, male half-elf Mnk7 (hermit); Skeribar, male human Rgr10 (guide).

Others: Rgr5 (x7); Clr3 (x2); Ftr1 (x5); Rog4 (x3); War5 (x3); War4 (x18); War2 (x3); War1 (x21); Adp1 (x4); Exp3 (x10); Exp2 (x12); Exp1 (x36); Com3 (x16); Com2 (x41); Com1 (x161).

Notes: The economy of The Camp is based on "iron bits" that are provided by the Usurer. Citizens exchange their gold to the Usurer for iron bits on a one-for-one basis. Visitors, however, must exchange their gold through the Usurer at a rate of 5 gp for 1 ib. The Usurer shares the profits off of this with the rest of the town, so the local merchants refuse to accept any form of currency other than the Usurer's iron bits. This artificial inflation helps to keep an otherwise stagnant economy alive to some extent. Visitors must maintain a permanent residence in The Camp for 30 days in order to be counted as citizens and gain the more favorable exchange rate.

town's gp limit by the Usurer who is an 11th-level wizard with the Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, and Scribe Scroll feats. The Usurer admits to being a spellcaster but hides his existence as a lich under powerful illusions. The emporium and tavern in The Camp sell mundane supplies and equipment. Furthermore, though Bard's Gate is several weeks or months travel distance (depending upon your campaign world), at the party's level even that metropolis is not out of reach of *teleport* spells or similar magic.

For the time spent by the party camping or traveling through the ruined city or Desolation, roll on the following encounter tables twice a day and twice a night.

Acid Rain: These torrential downpours rise suddenly in the moisture-laden clouds of the northwestern portion of the Desolation known as the Boiling Lands and blow over the surrounding areas. The wind currents coming down from the mountain slopes keep them from drifting over the city itself, and they usually die out before reaching The Camp. The foul vapors and toxins of the Boiling Lands poison these clouds and create acid rain. A DC 20 Survival check notices the formation of the rain clouds 2d10+10 minutes prior to the beginning of the downpour, so astute parties have time to make preparations for such events. The actual downpours only last 1d10+5 rounds before the air currents blow them onward. Any creatures exposed to the rain are dealt 1d4 points of acid damage per round. Cloth and other coverings shed the rain, so adequate shelter can prevent the party members from being exposed to the damage-causing rain. However, each time a nonmagical shelter such as a tent or tarp is exposed to the rain there is a cumulative 10% chance that it is ruined and rendered useless as a shelter in the future. This effect also occurs with clothing, leather goods, rope, animal harnesses, backpacks, etc. if they are exposed to the downpour. Metal and wood are undamaged.

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

Tsar and the Desolation Daytime Random Encounter Table

d%	Encounter
01–04	Acid Rain
05	Bane Cloud
06–07	Geyser
08–15	1d6+6 Ghoul Wolves
16–19	1d6 Toxic Mudmen
20–26	2d6 Dread Ravens
27–29	Nabasu Demon
30–34	1d2 Will-O'-Wisps
35	Clay Golem
36–40	1d4 Poisonbearer Ghouls
41–44	1d2 Mohrgs
45–50	2d6 Zombies
51–00	No Encounter

Tsar and the Desolation Nighttime Random Encounter Table

d%	Encounter
01–03	Acid Rain
04–06	Bane Cloud
07–12	1d6+6 Ghoul Wolves
13–16	1d12 Toxic Mudmen
17–21	1d4 Babau Demons
22–26	1d12 Ghosts
27–30	1d6 Will-O'-Wisps
31–36	2d6 Poisonbearer Ghouls
37–41	Nabasu Demon
42–48	2d20 Skeletons
49–52	2d4 Allips
53–59	2d12 Zombies
60–62	1d6+5 Vargouilles
63–64	Dread Wraith
65–00	No Encounter

ALLIP XP 800

Pathfinder Roleplaying Game Bonus Bestiary “Allip”

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +7

Aura babble (60 ft., DC 15)

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

hp 30 (4d8+12)

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

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

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks touch of insanity

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

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

Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Common

SQ madness

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must

succeed on a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

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

Babau Demons: These vicious brutes sally forth from the ruins of Tsar (see Area G4, *Slumbering Tsar: Temple-City of Orcus*). At night they cloak themselves in *darkness* in order to creep close to the party in order to attack with surprise and make sneak attacks.

BABAU DEMON

CR 6

XP 2,400

hp 73 (*Pathfinder Roleplaying Game Bestiary* “Demon, Babau”)

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

BANE CLOUD

CR 4

XP 1,200

Creature Collection II: Dark Menagerie 14

CE Medium outsider (air, elemental, extraplanar)

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

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

hp 26 (4d10+4)

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

Immune acid, elemental traits, weapon damage

Weaknesses vulnerability to sunlight

Speed fly 20 ft., (poor)

Melee slam +5 (1d6+1)

Special Attacks poison cloud

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

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

Feats Improved Initiative, Skill Focus (Stealth)

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

Languages Auran

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

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

Clay Golem: A single berserk clay golem, a siege construct whose master died in battle, wanders the Desolation looking for something to smash. It attacks anything that moves without hesitation. Strangely, at night it lies dormant until dawn.

CLAY GOLEM**XP 9,600****hp** 101 (*Pathfinder Roleplaying Game Bestiary* “Golem, Clay”)**CR 10**

(planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

Dread Ravens: These malevolent carrion birds fly over the Desolation in search of new flesh to feast upon. Anything that is lively is subjected to a barrage of spells from a safe height. Near the city any flock encountered is serving as spies for Belishan the Bloodmage (see Chapter 7 of *Slumbering Tsar: Temple-City of Orcus*). If so, a few of their number merely swoop in low for a good look at the travelers while the rest attack before flying away to report to their master.

DREAD RAVEN**XP 600***Creature Collection* 58

NE Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10**CR 2****AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)**hp** 13 (2d10+2)**Fort** +4; **Ref** +6; **Will** +2**Speed** 10 ft., fly 80 ft. (average)**Melee** 2 talons +6 (1d3–2) and peck +6 (1d4–2)**Spells Known** (CL 3rd, ranged touch +6):1st (5/day)—*grease* (DC 11), *magic missile*, *shield*0 (at will)—*acid splash*, *daze* (DC 10), *disrupt undead*, *ghost sound* (DC 10), *ray of frost***Str** 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11**Base Atk** +2; **CMB** –1; **CMD** 12**Feats** Eschew Materials^B, Weapon Finesse**Skills** Fly +7, Perception +10, Stealth +8**Languages** Auran

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

DREAD WRAITH**XP 12,800**

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +23**Aura** unnatural aura (30 ft.)**CR 11****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**Speed** fly 60 ft. (good)**Melee** incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** create spawn**Str** —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24**Base Atk** +12; **CMB** +13; **CMD** 40**Feats** Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up**Skills** Diplomacy +23, Fly +30, Intimidate +26, Knowledge

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

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

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

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

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

Geyser: Geysers abound in the active earth of the Desolation. Most are obvious, but some spout sporadically from hidden fissures and are difficult to detect by casual observation. When this encounter is rolled, it indicates that one of these hidden geysers has spouted while a character or characters are within 2d10–2 feet. The eruptions last for 1d3 rounds and extend their plumes 100 feet into the air, creating damaging fallout from their scalding waters within a 20-foot-radius. Anyone struck by this scalding steam takes 2d6 points of fire damage. Anyone actually coming into contact with the geyser plume itself suffers 1d6 points of bludgeoning damage from the water pressure and 4d6 points of fire damage.

Ghosts: These undead travel in packs and try to ambush potential meals in their existence of eternal hunger. A former ghost of the Desolation now serves as the undertaker of The Camp, but most are not that civilized and don't wait for their prey to die before trying to make a meal of them.

GHAST**XP 600***Pathfinder Roleplaying Game Bestiary* “Ghoul”

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9**CR 2****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**Speed** 30 ft.**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 15, effects elves normally), stench**Str** 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +1; **CMB** +4; **CMD** 18**Feats** Weapon Finesse**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4**Languages** Common

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

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and

behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

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

Ghoul Wolves: These undead predators roam the Desolation in packs seeking carrion or fresher fare to consume. They are a persistent problem that can quickly become more than a nuisance to wounded and exhausted travelers whom they attack in preference to others. They resemble wolves with matted fur that is torn away from their putrid flesh in patches. Stark white eyes look out above broken, yellowed fangs.

GHOUL WOLF

CR 2

XP 600

The Tome of Horrors Revised 370

NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +9

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

hp 18 (4d8)

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

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

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

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

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

Nabasu Demon: These creatures appear through an Abyssal gate formed in the Desolation deep in a terrain feature known as the Chaos Rift. They come forth to hunt the Desolation for humanoids to feed upon. They are malign and pursue potential game for days, even into Tsar, if necessary choosing the best moment to attack. They do not enter The Camp, sensing the Usurer's powerful presence and not wishing to raise his ire.

NABASU DEMON

CR 8

XP 4,800

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

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

MOHRG

CR 8

XP 4,800

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

Poisonbearer Ghouls: Many undead have risen upon the fields of the Desolation as a result of the titanic battles fought here. Of all of them, however, only the poisonbearer ghouls actually carry the poisons of this tainted land within them. Now packs of these feral beasts roam the Desolation seeking to destroy and devour all they find. They resemble ordinary ghouls with a greenish cast to their skin oozing sores and pustules erupting from their flesh. There is not a ghoul on the hollow column.

POISONBEARER GHOUL

CR 4

XP 1,200

Creature Collection III: Savage Bestiary 93

CE Medium undead

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

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

hp 39 (6d8+12)

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

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

Speed 30 ft.

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

claws +6 (1d4+2 plus paralysis)

Ranged spit +6 touch (poison)

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

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

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

Feats Dodge, Mobility, Spring Attack

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

Languages Common, Infernal

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

Disease (Su) *Ghoul Fever:* Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a poisonbearer ghoul.

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

Skeletons: These creatures seem to spontaneously generate from among the countless number of unburied dead that still lie on the field, bones bleaching in the sun.

HUMAN SKELETON

CR 1/3

XP 135

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

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

TOXIC MUDMAN

CR 2

XP 600

hp 22 (See **Monster Appendix**)

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

VARGOUILLE

CR 2

XP 600

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

CHAPTER 1: OVERVIEW OF THE CITADEL

Will-O'-Wisps: These strange, sadistic creatures venture out upon the Desolation and seek to lead travelers to their doom. They try to lure them toward the nearest lair of another creature so they can hover nearby and enjoy the suffering of their victims. If they catch someone alone, they attack and attempt to slay him.

WILL-O'-WISP

CR 6

XP 2,400

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

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

PLAGUE ZOMBIE

CR 1/2

XP 200

Pathfinder Roleplaying Game Bestiary “Zombie”

NE Medium undead

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

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

hp 12 (2d8+3)

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

Immune undead traits

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

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

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

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

Chapter 2:

The Feet of Orcus

Level 1: The Feet of Orcus (Regions 1 and 2) — Map 2-1

Difficulty Level: 13

Entrances: Main entrance at the Great Cloisters (Area 1), the *teleport* trap from Area 342 (Area 2).

Exits: Stairs (Area 4e) to Region 3 and Region 4, secret door and stairs (Area 32) to Region 6.

Wandering Monsters: Check on 1d20 (+2 in Region 2) every 30 minutes or after the party makes any significant noise:

d20	Encounter
1	1d6 Giant Black Widows
2	1 Stone Golem
3	2d4+4 Spider Swarms
4	Deathbringer Scouting Party
5	Incarnus
6–20	No encounter

Deathbringer Scouting Party: This group is composed of 1 **Deathbringer assassin** and 1d4+2 **Deathbringer rogues** out scouting the area. They will attack to try and gauge the PCs' strength but will retreat through the wind tunnels if the assassin is killed.

DEATHBRINGER ASSASSIN **CR 11**
XP 12,800
hp 114 (See Area 24)

DEATHBRINGER ROGUE **CR 8**
XP 4,800
hp 71 (See Area 8a)

Giant Black Widows: These Large spiders are offspring of the Gargantuan beast at Area 8c.

GIANT BLACK WIDOW **CR 3**
XP 800
hp 37 (*Pathfinder Roleplaying Game Bestiary 2* "Spider, Giant Black Widow")

Incarnus: Incarnus is the ghost of an ogre mage that was a long-ago victim of the Death Chambers. His spirit still roams restlessly, seeking vengeance on the living. He can be permanently laid to rest if the idol in Area 26 is thrown down and destroyed.

INCARNUS **CR 10**
XP 9,600

Male ogre mage ghost (*Pathfinder Roleplaying Game Bestiary* "Ghost"; "Oni, Ogre Mage")
 LE Large undead (giant, incorporeal, native, oni, shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

AC 17, **touch** 17, **flat-footed** 14 (+5 deflection, +3 Dex, –1 size)
hp 84 (8d10+40); **regeneration** 5 (fire or acid)
Fort +11; **Ref** +5; **Will** +10
Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **SR** 21

Speed fly 60 ft. (perfect)
Melee corrupting touch +12 (10d6, Fort DC 19 half) or draining touch +12 (1d4 ability drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks corrupting gaze (DC 19)
Spell-like Abilities (CL 9th):
 Constant—*fly*
 At will—*darkness*, *invisibility*
 1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deeper slumber* (DC 16)

Str —, **Dex** 17, **Con** —, **Int** 14, **Wis** 14, **Cha** 21
Base Atk +8; **CMB** +9; **CMD** 27
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will
Skills Bluff +16, Disguise +16, Fly +10, Intimidate +16, Knowledge (arcana) +12, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +7, Use Magic Device +14
Languages Common, Giant
SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

Spider Swarms: These swarms roam the halls and attack en masse.

SPIDER SWARM **CR 1**
XP 400
hp 9 (*Pathfinder Roleplaying Game Bestiary* "Spider Swarm")

Stone Golem: This mindless automaton attacks anyone not wearing the garb of one of the factions of the citadel.

STONE GOLEM **CR 11**
XP 12,800
hp 107 (*Pathfinder Roleplaying Game Bestiary* "Golem, Stone")

CHAPTER 2: THE FEET OF ORCUS

The Feet of Orcus is the lowest level of the citadel. Anything below this level is considered part of the Caverns of the Barrier. This level is divided into two regions: the Great Temple and the Death Chambers.

Region I — The Great Temple (Map 2-2)

This region consists of the main entrance to the citadel and the main temple — at one time the High Altar of Orcus on this world. It is also the only region that anyone who was not a resident of the citadel was allowed to enter unless under guard or as a prisoner. Most visitors never had any desire to explore further. In addition to the main temple hall, to the south this region housed the garrison assigned to protect the temple itself from invaders and interlopers.

I. The Great Cloisters (CR 11 or varies)

Shadowed beneath the massive legs of the demon, accessible between its cloven hooves, is a high-vaulting colonnade that runs the length of the citadel's front face at ground level. Cyclopean pillars and engaged columns support the ceiling vault 240 feet above. Standing in the center of the back wall is a huge, black double door, fully 50 feet high. Spaced in alcoves along the length of the vast cloister are 20 foot statues depicting muscular humanoids with animalistic heads—jackals, serpents, goats, hawks, and the dreaded rams of Orcus. A quiet hush seems to immerse the area of the cloisters subduing the sounds of the dead city that sprawls beneath the feet of the citadel.

The hush over the cloisters is actually just a natural byproduct of the area's acoustics. The dark stone of the citadel's construction allows only a dim light into parts of the cloisters. At the base of the northern cloven hoof, in an alcove behind one of the statues is a secret door that can be located with a DC 30 Perception check. Beyond it a passage ends at another secret door requiring a similar check. This one opens into Area 32. The double doors to Area 4 are unlocked and perfectly balanced. They open easily. Spy holes cut in the outer walls 35 feet above look down from Areas 3 and 8c above. Unless a PC is within 3 feet of them, they can only be noticed with a DC 50 Perception check.

Creatures: The statues within the cloisters are composed of the same dark rock as the citadel. These statues are randomly occupied by a spirit of Orcus and animate as **greater stone golems**. Anytime someone comes within 15 feet of one of these statues, there is a 1 in 4 chance that it animates. When this happens, its eyes begin glowing with an evil reddish light, and it immediately attacks anyone who does not make the proper symbol of obeisance to Orcus. This gesture can be guessed with a DC 25 Knowledge (religion) check (+15 circumstance bonus for a follower of Orcus). The golems continue to attack until destroyed or until there are no opponents within 60 feet at which point they return to their alcove and become inanimate once again. In this state they retain any damage they suffered but can animate again with the same chance as before. It is possible for more than one of these golems to be active at once.

GREATER STONE GOLEM

CR 12

XP 19,200

Giant stone golem (*Pathfinder Roleplaying Game Bestiary* "Golem, Stone", "Giant")

N Huge construct

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

AC 27, touch 6, flat-footed 27 (-2 Dex, +21 natural, -2 size)

hp 117 (14d10+40)

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

DR 10/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee 2 slams +23 (4d8+11)

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

Special Attacks slow

Str 32, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +27; **CMD** 35

2. Teleport Prison (CR 10)

There is no light source in this room. The description assumes the PCs have some method of seeing.

This square room is plain and unadorned. A thick layer of dust covers the floor in an undisturbed layer. In the northeast corner, an armored figure lies slumped against the wall. Corroded banded mail covers the desiccated corpse of what must have once been a massive man. A lanky black beard still dangles from its hollow, cadaverous face. The hilt of a greatsword protrudes from its chest where it seemingly plunged the blade into its own breast.

This room has no entrance and no exits. It is entered by way of the *teleport* trap at Area 342 (Chapter 6, *Part 4—In the Belly of the Beast*) and was intended to hold its victim until the Grand Cornu sent a wizard to retrieve the prisoner (or more frequently the corpse).

Creature: These are the mortal remains of Bomont the Mighty, one of the Fifty and One. When the curse befell the companions of Bishu, Bomont slew several of his companions that had fallen prey to the corruption of the citadel before setting off to explore with Sir Elden and Captain Perival. He ran afoul of the *teleport* trap in Area 342 and found himself here unable to escape. After battering fruitlessly at the solid walls (the scratches and nicks can still be seen with a DC 12 Perception check), the knight despaired and took his own life. He now exists as an **advanced demiurge**. It resembles a translucent, hollow-eyed form of its once-living appearance. Anyone unfortunate to enter this chamber is subjected to his transfixing gaze and soul touch attacks. Though he could easily escape his corporal prison, he chooses to remain and brood over his mortal remains.

BOMONT THE MIGHTY

CR 10

XP 9,600

Advanced-HD demiurge (*The Tome of Horrors Revised* 94)

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

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

hp 152 (16d8+80)

Fort +12, **Ref** +9, **Will** +14

Defensive Abilities incorporeal; **Immune** undead traits; **SR** 21

Weaknesses vulnerability to iron

Speed fly 40 ft. (good)

Melee incorporeal touch +14 (1d8 cold)

Special Attacks soul touch, transfixing gaze

Str —, **Dex** 15, **Con** —, **Int** 14, **Wis** 14, **Cha** 20

Base Atk +12; **CMB** +12; **CMD** 25

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Bluff +17, Fly +23, Intimidate +22, Perception +23, Sense

CHAPTER 2: THE FEET OF ORCUS

Motive +23, Stealth +19, Survival +16

Soul Touch (Su) A demiurge can damage a creature's soul by moving through a space occupied by the creature. This is a standard action that does not provoke an attack of opportunity. The target can resist the attack by succeeding on a DC 23 Will save. If the save fails, the target dies as the shock of unlife permeates its soul. If the save succeeds, that creature cannot be affected again by the same demiurge's soul touch for one day. This is a death effect. The save DC is Charisma-based.

Transfixing Gaze (Su) Any creature within 30 feet meeting the demiurge's gaze must succeed on a DC 23 Will save or be transfixed for one minute as if affected by a *hold person* spell (caster level 18th). An affected creature can attempt a new save each round to break the effects.

Vulnerability to Iron (Ex) A cold iron weapon ignores the demiurge's incorporeal state and deals normal damage.

Treasure: The knight's once-magical armor is now ruined and worthless, but his +2 *greatsword* is still in good condition.



3. Lookout (CR 12)

A low, 5-foot-high tunnel connects this room to Area 5. The secret door requires a DC 20 Perception check to locate from either side. The room itself is a 10-foot cube and has spy holes at eye level on the east and south walls watching the main doors and the Great Cloisters. The eastern half of the floor and the lower half of the east wall is overgrown with **4 patches of invisible mold**. This strange dungeon hazard is identical to yellow mold in every way except it is naturally invisible making it much more difficult for creatures to detect it before disturbing it (DC 40 Perception check). A creature within 5 feet when a patch discharges its spores is immediately aware of its presence. Anyone farther away must make a DC 20 Perception check to detect its presence. See *invisibility* functions normally against the mold, but *dispel magic* and *invisibility purge* have no effect upon it.

INVISIBLE MOLD
XP 4,800

CR 8

Pathfinder Roleplaying Game Core Rulebook "Yellow Mold"

4. High Altar of Orcus (CR 16)

A vast, dark chamber, like a void in the earth extends from the huge gates of the citadel. The coffered ceiling rises 60 feet overhead. Great pillars of black marble line the sides of the hall bowing from the citadel's ponderous weight. Wide bronze bowls attached to the sides of the pillars 30 feet above burn with tall purple flames. Dark statues stand in the corners, and sections of the room are curtained off. Dominating the center of this sanctuary is a wide, 20-foot-high tower, 60 feet in diameter and composed of once-white marble now stained with blood and filth. Stairs spiral up along the outside of this tower. The floor of the chamber is dust-coated and strewn with thick cobwebs hanging from piles of debris that upon closer inspection in the dim light reveal themselves to be skeletal corpses in armor lying in positions of combat — skulls and ribs of horses visible among them as well.

This huge temple once served as the High Altar of Orcus on this world. That distinction is currently held by the Chapel of Orcus on the 14th level of the Dungeon of Graves (see *Rappan Athuk Reloaded* by **Necromancer Games**), but at one time this chamber served as the center of organized Orcus worship in the world. And like many of Orcus's favorite things, it is a corrupted site once devoted to holiness. The chamber is huge, so it has been broken down into subsections describing its distinction features.

The statues in the corners next to the confessionals (Area 4c) are composed of black basalt and stand 30 feet tall. They all depict the robed figure of a faceless, goat-headed humanoid. Above the northeasternmost statue is a secret door in the north wall. It can be reached by climbing the statue and stepping over when the door is opened. It can be located with a DC 20 Perception check by a PC within 5 feet of it. Also hidden on the walls at various spots marked on the map are spy holes looking out into the temple chamber from Areas 5 and 8. These spy holes are 35 feet above the floor and can only be detected with a DC 50 Perception check unless within 3 feet of them.

This chamber is also where the paladin-lord Bishu led his company, the Fifty and One, to seize control of the city in the absence of the Army of Light (see The Fallen Fifty and One side box for details). The skeletal remains are those of many of his knights as well as most of their mounts along with the foul creatures and undead that they faced.

Creatures: Still inhabiting this chamber and guarding it against intrusion in parody of his original mission is the ex-paladin, Sir Valdemir, now in cursed existence as a **half-fiend antipaladin**, and his steed Tasker, a **corrupted unicorn**. He was once a human paladin of Muir but was affected by a terrible curse while exploring the tower that tainted him with half-fiendish blood. He and his mount are currently on the far side of the tower (Area 4a) and the first indication of his presence is the sound of Tasker's hooves as they clip-clop across the floor and he emerges from his position of cover. Valdemir lowers his helmet visor, draws his scimitar, and spurs Tasker into a gallop.

SIR VALDEMIR
XP 76,800

CR 16

Male half-fiend human antipaladin 14 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin"; *Pathfinder Roleplaying Game Bestiary* "Half-Fiend")
CE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; **Perception** +2

Aura cowardice (10 ft.), despair (10 ft.), evil, sin (10 ft.)

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +2 natural)
hp 137 (14d10+42 plus 14)

Fort +16; **Ref** +11; **Will** +15

Defensive Abilities plague bringer, unholy resilience; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

Speed 20 ft., fly 40 ft. (good)

Melee +1 *mighty cleaving scimitar* +20/+15/+10 (1d6+6/18–20), claw +14 (1d4+2), bite +14 (1d6+2) or mwk silver dagger +20/+15/+10 (1d4+4/19–20), claw +14 (1d4+2), bite +14 (1d6+2)

Ranged +1 *composite shortbow* +19/+14/+9 (1d6+6/x3)

Special Attacks aura of vengeance, channel negative energy (DC 21, 7d6), cruelties (DC 21, diseased, exhausted, shaken, blinded), fiendish boon 14 min./day (+4 bonus), smite good 1/day (+14 damage), smite good 5/day (+4 attack/+14 damage), touch of corruption 10/day (7d6)

Spell-like Abilities (CL 14th):

At will—*detect good*,

3/day—*darkness*, *poison* (melee touch +19, DC 18), *unholy aura* (DC 22)

1/day—*blasphemy* (DC 21), *contagion* (DC 17), *desecrate*, *unhallow* (DC 19), *unholy blight* (DC 18)

Spells Prepared (CL 11th):

4th—*slay living* (melee touch +19, DC 18)

3rd—*defile armor**, *nondetection*

2nd—*bull's strength*, *corruption resistance**, *hold person* (DC 16)

1st—*bane* (DC 15), *curse water*, *death knell* (DC 15), *doom* (DC 15)

Str 20, **Dex** 18, **Con** 17, **Int** 14, **Wis** 15, **Cha** 19

Base Atk +14; **CMB** +19; **CMD** 33

Feats Cleave, Improved Sunder, Mounted Archery, Mounted Combat, Power Attack^B, Ride-By Attack, Spirited Charge, Trample

Skills Diplomacy +10, Fly +9, Intimidate +21, Knowledge (nobility) +9, Knowledge (religion) +19, Ride +18, Stealth +18

Languages Abyssal, Common, Orc

Gear +2 scale mail, amulet of natural armor +1, +1 mighty cleaving scimitar, +1 composite shortbow (+5 Str), 25 arrows, masterwork alchemical silver dagger, tarnished and battered holy symbol of Muir (5 gp), carved bone holy symbol of Orcus

* See *Pathfinder Roleplaying Game Advanced Player's Guide*

TASKER

CR 11

XP 12,800

Male advanced corrupted unicorn cleric of Orcus 7 (*Pathfinder Roleplaying Game Bestiary* "Unicorn")

CE Large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +27

Aura chaos, evil, magic circle against good

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size); +2 deflection vs. good

hp 108 (4d10+16 plus 7d8+28 plus 7)

Fort +13; **Ref** +12; **Will** +15; +2 resistance vs. good

Immune charm, compulsion, poison

Speed 60 ft.

Melee gore +17 (1d8+8), 2 hooves +14 (1d3+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks channel negative energy 14/day (DC 25, 4d6), destructive smite 10/day (+3 damage), powerful charge (gore 2d8+16), spontaneous casting (inflict spells)

Spell-like Abilities (CL 16th):

At will—*detect good* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within the Citadel of Orcus), *neutralize poison* (DC 23)

Domain Spell-like Abilities (CL 7th):

12/day—*touch of evil* (melee touch +16, 3 rounds)

Spells Prepared (CL 7th):

4th—*air walk*, *bloodied blade***, *unholy blight*^D (DC 23), *poison* (melee touch +16, DC 23)

3rd—*cure serious wounds*, *prayer*, *rage*^D, *searing light* (ranged touch +14, x2)

2nd—*bread of life**, *bull's strength*, *hold person* (DC 21),

lesser restoration, *shatter*^D (DC 21), *spiritual weapon* (+18/+13 attack/1d8+2 force)

1st—*bane* (DC 20, x2), *divine favor*, *doom* (DC 20), *obscuring mist*, *sanctuary* (DC 20), *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *detect poison*, *guidance*, *purify food and drink*

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

Str 27, **Dex** 23, **Con** 19, **Int** 15, **Wis** 29, **Cha** 30

Base Atk +9; **CMB** +16; **CMD** 32 (36 vs. trip)

Feats Alertness, Combat Casting, Extra Channel, Multiattack, Run, Weapon Focus (gore)

Skills Acrobatics +20, Knowledge (religion) +12, Perception +27, Sense Motive +21, Stealth +13, Survival +13 (+16 in forests)

Languages Abyssal, Common

SQ magical strike, wild empathy +19

* See sidebar

** See Event 5 sidebar



New Spell

This spell in Tasker's repertoire originally appeared in *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. It is included here for your convenience.

BREAD OF LIFE

School transmutation; **Level** cleric 2

Casting Time 1 round

Components V, S, DF

Range touch

Target one 2-lb. loaf of bread

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You bless a loaf of bread with healing magic. Consuming a quarter of the loaf as a standard action that provokes attacks of opportunity sustains a Medium creature for 1 day as if it was a full meal. Two quarters will sustain a Large creature, and the entire loaf will sustain a Huge creature. Each quarter consumed heals 1d8 points of damage +1 per caster level.

Tactics: Before emerging from behind the Area 4a, Tasker first casts *prayer*, and Valdemir casts *bull's strength* on himself. When they charge, Tasker attacks with his gore as Valdemir makes a Ride-By Attack. They then pull up decide whether or not to make another charge. If they did not encounter much resistance, they pause out of range while Tasker casts *bloodied blade* on Valdemir's scimitar before charging again. If they sustained serious injuries, Tasker instead casts *air walk* and gallops above the party while Valdemir rains on them with arrows. This continues while Tasker casts *spiritual weapon*, *unholy blight*, *hold person*, and *doom*.

4a. St. Harul's Well

What first appears to be a squat tower is actually a massive well rising 20 feet above the floor where it opens onto its hideous contents. Composed of fine marble that was once of the purist white, the sheer sides of the well are now streaked with dried filth and gore. To the east and west curving railless stairs follow the well's contour and provide access to its lip. From there an observer looks out over the 40-foot diameter well, filled to the brim with swirling, clotting blood. The sight is gagging and the stench is overpowering. High on the eastern face of the well's exterior, words in the harsh Abyssal tongue have been crudely carved into the marble. These words read, "The Well of St. Harul, Patron of Nothing."

Likely a precursor to the desecration wrought to the Font of the Ancients later in the Stoneheart Mountain Dungeon (see *D1: The Tomb of Abysthor* by *Necromancer Games*), the Disciples of Orcus have taken what was once a sacred relic and have perverted it to their foul purpose. The well holds exactly what it looks like, swirling blood — ice cold but fresh. Anyone entering can attempt to swim through it but risks hypothermia as described under "Cold Dangers" in the *Pathfinder Roleplaying Game Core Rulebook*. Divers will find that there is no discernable bottom; it seems to extend endlessly into the earth. The whole detects as overwhelming Necromancy and Conjunction that cannot be dispelled. The well exists as an extension of Orcus's will and functions as an artifact. The blood it holds symbolizes the countless victims who have fallen before the demon prince through the eons.

The inscription on the well — mockingly engraved in its side by the Disciples when the citadel was founded — tells the truth of the well. It actually is an artifact from the time when Tsar was only the small shrine of St. Harul's Hold. At that time it was a font of holy water that bestowed various magical effects. None now remember that Harul was the last patriarch of Kel or even who Kel was for that matter. Even the Disciples knew only that he was a follower

of Orcus's hated enemies and that there was no record of whom or what he represented. As such they created their mocking epitaph, not realizing that they were providing a clue as to the saint's true nature.

St. Harul's Well is the secret to accessing the hidden Caverns of the Barrier (*Part 6—Caverns of the Barrier*). But in order to open it, the well's curse must be broken as described at Area 324 and in Event 6. Not only does it provide access — if the right conditions are met — to the most-guarded of Orcus's secrets, it also serves as the key to rediscovering the identity of Kel the Protector and lifting the curse of Orcus that lies over the entire city in the form of the Pall over Tsar. So ironically, in their cruelty and hubris the Disciples of Orcus have provided the first step of the journey necessary to undo all that Orcus has so carefully plotted over millennia. Should this come about, those long-dead clerics whose souls now reside in their master's realm will face a far more unpleasant eternity at the hands of their wrathful deity than they could ever have imagined.

4b. Visage of the Great One (CR 12)

Standing here at the back of the temple is a massive statue depicting the ramlike head of Orcus. It is fully 30 feet high and stares down the length of the fane with a look both arrogant and angry. Its eyes are two great, pure black crystals. A pair of battered, rusty shields lies on the floor before the idol. A DC 30 Perception check notices that the nubs of rusted iron spikes protrude from the stonework around the eyes of the idol.

The gemlike eyes of the statue are actually the crystallized souls of two of Orcus's past Grand Cornus who fell out of favor with the demon prince. In punishment, they were bound in this form of continual torment and serve to give the idol its power. The power is that anyone approaching within 30 feet of the idol is subjected to a *dominate monster* spell at caster level 20 (DC 20 Will save). A successful save renders the victim immune to the domination of the idol for 24 hours but subjects them to the effects of a *crushing despair* spell for 20 minutes (no save for this effect). If the save is unsuccessful the victim is subtly dominated to revere Orcus as his deity. This manifests itself in a desire to not leave the city boundaries to camp (thus subjecting oneself to the effects of the Pall) and then, in turn, not resisting the effects of the Pall over Tsar and automatically failing the saving throw for each rest period spent in the city. This domination effect lasts for 20 days or until dispelled or until both eyes are destroyed.

The knights discovered the effects of these crystal eyes and spiked a pair of shields in place over them which proved an effective deterrent; the eyes must be seen to function. The eyes can be destroyed by brute force but are extremely durable (Hardness 15, hp 100, Break DC 80). If an eye is destroyed, the insane spirit of the entrapped priest is released as an **advanced spectre** that immediately attacks. If both eyes are destroyed, the idol loses its domination ability. The eyes cannot be removed from the statue without destroying them.

ADVANCED SPECTRES (2)

CR 10

XP 9,600

Advanced-HD spectre (*Pathfinder Roleplaying Game Bestiary* "Spectre")

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +26

Aura unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

hp 105 (14d8+42)

Fort +7; **Ref** +7; **Will** +12

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

Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 22)

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

The Fallen Fifty and One

Most trusted of Zelkor's generals and most esteemed among the Army of Light for their piousness and fighting prowess was the paladin-lord Bishu and his company of knights, the Fifty and One. To them was given the daunting task of securing the city of Tsar while the Army of Light pursued the fleeing disciples of Orcus in their Great Retreat. Lord Bishu and his two captains, the paladins Barchus (pronounced Barkus) and Perival, led their men through the city up into the Citadel of Orcus and quickly secured the temple chamber, divining many of its traps and removing the worst of its wards. They then established a bivouac in the Templar chambers to the south after discovering the secret of its curtain of darkness.

While prepared for any military challenge, they did not understand the threat posed by the Pall over Tsar. After the first night, some of the knights began to succumb to the alignment-altering effects of the Pall. Setting a guard on the main doors, they began making cautious probes higher into the citadel. It was then that unrest began to set in, explorers began to disappear, and the first murder occurred — Sir Keldrin slew another knight in an argument over a flask of wine.

Keldrin was tried and executed but the damage was done. Bishu met with his captains and the company's chaplain and spiritual leader, Bishop Silas of Clarendon, in private conference. They suspected some taint had spread from the upper reaches of the citadel and forbade any further expeditions. At their orders, the company hunkered down in its bivouac and developed a siege mentality, determined to hold their post until reinforcements arrived.

Unbeknownst to the leaders, evil had begun to take hold amid the company, affecting even them. During their private meeting, those among the company who were farthest gone began to

spread whispers and seeds of doubt, saying that their leaders were betraying them and hiding some great treasure or perhaps salvation itself from the company somewhere higher in the citadel. More fights broke out. Guards disappeared from their posts. Order and discipline broke down. Finally in desperation as Lord Bishou saw the self-inflicted casualties mount among his own men, he left Captain Perival in charge and headed alone into the citadel seeking the means to free his men from their curse. Shortly thereafter, the knights suddenly found themselves trapped in the citadel as it no longer rested on the Material Plane. Without Bishu's guidance, true mutiny finally broke out. Many more knights deserted into the upper reaches of the tower. Amongst them was Bishop Clarendon, but not before he had single-handedly murdered many of his closest friends in the company. Those that fled to the heights of the citadel fell to various traps, curses, and fates worse than death. Those that remained behind finally fell into a pitched battle and every man was slain.

Lord Bishu during this time was successful in his quest, discovering the solution to end the evil plaguing his company and the means of salvation. Unfortunately, by that time he was too far gone and betrayed his own tenants for the sake of his pride and personal glory and thus became the most cursed of all his followers. With this action the Grand Cornu's final spell was activated, and the Citadel of Orcus was ripped from the Material Plane and flung into an extradimensional void. And thus to this doom of death and betrayal fell the much-esteemed Fifty and One. To this day these once-noble knights continue to haunt the citadel as undead or in accursed forms.

The location and current form of each of these doomed knights is included here for your reference. **(cont. on next page)**



The Fallen Fifty and One (cont.)

#	Name	Fate	Current Location
1.	Sir Martimus	cursed with immortality	Wandering the Desolation
2.	Sir Bomont	demiurge	Area 2
3.	Sir Valdemir	half-fiend antipaladin	Area 4
4.	Lady Emmeth	skeletal remains	Area 4
5.	Sir Chaucival	skeletal remains	Area 4
6.	Sir Rhet	skeletal remains	Area 4
7.	Sir Dorixane	faithless knight	Area 4e
8.	Sir Yarith	faithless knight	Area 4e
9.	Sir Keldrin	faithless knight	Area 4e
10.	Sir Ithe	faithless knight	Area 4e
11.	Sir Aedanharp	faithless knight	Area 4e
12.	Sir Boros	greater shadow	Area 14 (body 9, head 16)
13.	Sir Colfrewr	greater shadow	Area 14 (body 9)
14.	Sir Xander	greater shadow	Area 14 (body 9)
15.	Sir Brevis	greater shadow	Area 14 (body 9)
16.	Sir Jiskossa	greater shadow	Area 14
17.	Lord Raxanir	greater shadow	Area 14
18.	Sir Dwarelaith	greater shadow	Area 14
19.	Sir Chale	greater shadow	Area 14
20.	Sir Issafel	greater shadow	Area 14
21.	Sir Iskander	greater shadow	Area 14
22.	Sir Hector	greater shadow	Area 14
23.	Sir Eyrion	greater shadow	Area 14
24.	Sir Mab of Claymont	gibbering mouther	Area 19
25.	Sire Paredes	The Dark Wraith	Area 22
26.	Count Grebbell	n'gathau	Area 54a
27.	Lord Vai	wight lord	Area 71
28.	Sir Balderama	mongrelfolk paladin	Area 97
29.	Bishop Clarendon	alley reaper	Wandering Level 3
30.	Sir Bleu	faithless knight	Wandering Level 3
31.	Hareg of Axebrow	faithless knight	Wandering Level 3
32.	Sir Firion	faithless knight	Wandering Level 3
33.	Sir Ketharak	faithless knight	Area 130
34.	Sir Gavlon	faithless knight	Area 130
35.	Sir Mezthel	faithless knight	Area 130
36.	Sir Jameson	faithless knight	Area 130
37.	Sir Kalabak	faithless knight	Area 130
38.	Sir Angor	decapitated body	Area 162
39.	Sir Thormadine	marrow knight	Area 309
40.	Sir Drelm	tallow golem	Area 311
41.	Lord Shume	hollow knight	Area 314
42.	Sir Ilyan	dread wraith	Area 319
43.	Sir Tomar	dread wraith	Area 319
44.	Captain Barchus	skeleton warrior	Area 320
45.	Sir Quinn	spiderweb mummy	Area 322
46.	Sir Elden	crimson death	Area 325
47.	Captain Perival	shadow demon	Area 347
48.	Baron Tolivar	mirror fiend	Area 363
49.	Sir Fortingray	vampire	Area 383
50.	Sir Elzerakab	mummy lord	Area 400
51.	Lord Bishu	demonic knight	Area 419

CHAPTER 2: THE FEET OF ORCUS

Base Atk +10; **CMB** +10; **CMD** 27

Feats Ability Focus (energy drain), Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse
Skills Fly +11, Intimidate +20, Knowledge (history) +16, Knowledge (religion) +19, Perception +26, Stealth +20, Survival +17

Languages Common

4c. Confessionals (CR 12)

Black curtains of immense size hang from the 60-foot ceiling and reach the floor to section off these corner alcoves. These private, screened areas served as confessionals where adherents of Orcus could come and confess their failures and shortcomings to their god. Spy holes identical to those described in the main hall of the temple look down into the three of the four confessionals so guards or clerics could monitor particularly interesting or egregious confessions. The tile floor before the statues is worn smooth from many generations of parishioners kneeling in supplication.

The western confessionals each have a well-crafted secret door at ground level that can be located with a DC 30 Perception check. However, a DC 20 Perception check specifically on the floor of these confessionals notices a path of wear in the stone that leads to the secret doors and gives a +15 circumstance modifier to the Perception check to find the doors themselves.

Creatures: In the corner of each of these stands another of the faceless, goat-headed statues as in the main hall of the temple, though these are only 20 feet tall and are composed of hardened clay coated in a black lacquer. These are actually **advanced clay golems** that activate and attack anyone who enters the curtained area and doesn't immediately kneel and intone the proper ritual saying, "Forgive me my Prince, for I have not sinned enough."

ADVANCED CLAY GOLEM

CR 12

XP 19,200

Advanced-HD clay golem (*Pathfinder Roleplaying Game Bestiary* "Golem, Clay")

N Large construct

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

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

hp 129 (18d10+30)

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

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

Speed 20 ft.

Melee 2 slams +24 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +26; **CMD** 36

4d. Curtains of Darkness

At each of these points, a curtain of magical darkness stretches from floor to ceiling completely obscuring sight into the area beyond. Beyond each is a large alcove with two more of the faceless statues and a door. There are spy holes at eye level (DC 30 Perception check to notice) flanking the southern door.

Ornately inscribed in Common on the floor before each of the curtains is the phrase "Speak the name of my home or join me for eternity." Crudely scratched in the floor below these inscriptions is the word, "Thanatos." A DC 20 Knowledge (planes) or (religion) confirms this as the name of Orcus's home in the Abyss. The curtains are insubstantial and function just like a *deeper darkness* spell other than being only inches thick and impossible to negate with light sources magical or otherwise. However, they are also part of a deadly trap. Each of these curtains functions like a *sphere of annihilation* on anything touching it without first intoning the password. The

inscription is the not-so-subtle clue that failing to do so will result in utter destruction (more than one overzealous disciple willingly did so, not realizing the full repercussions of their actions). The knights quickly fathomed the nature of these traps and inscribed the passwords so they could be easily bypassed.

4e. Observation Platforms (CR 12)

Beyond the secret doors, stairs climb into two oddly shaped chambers. From the chambers long, railless stairs rise into the ceiling 40 feet above. At one time dark curtains covered the east and south walls, but they have fallen and are now little more than rotten scraps moldering on the floor. Revealed behind the fallen curtains are the strange walls of this chamber. Though composed of stone like the rest of the citadel, these walls have been magically enchanted so that from within these rooms they are transparent, looking out over the Great Temple. From the temple side, though, they appear as ordinary stone. This effect is permanent and cannot be dispelled with anything short of a wish. The Disciples of Orcus could use these chambers to observe the privileged masses who were allowed to come and worship in the citadel itself rather than in one of the lower churches within the city itself.

Creatures: In one these rooms (whichever you choose) are **5 faithless knights**. These are the remains of members of Bishu's company that turned on each other and were slain in combat with their own brethren. They resemble spectral versions of their former selves. They observe the party in the temple and emerge to attack at a likely opportunity, though not while Sir Valdemir still lives. He and they despise each other. If slain, they and their equipment disappear. They can only be permanently laid to rest by lifting the Pall over Tsar. Otherwise they merely reform in one of these two rooms again at the next nightfall.

FAITHLESS KNIGHTS (5)

CR 8

XP 4,800

Male human faithless knight fallen paladin 7 (*Creature Collection Revised* 228)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +5

Aura fear (60 ft., DC 18)

AC 26, touch 10, flat-footed 26 (+9 armor, +5 natural, +2 shield)

hp 85 (7d10+35 plus 7)

Fort +12; **Ref** +5; **Will** +6

Defensive Abilities rejuvenation

Speed 50 ft.

Melee +1 *longsword* +15/+10 (1d8+7/19–20 plus cursed weapon)

Special Attacks cursed weapon

Str 22, **Dex** 17, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +7; **CMB** +13; **CMD** 26

Feats Great Fortitude^B, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (*longsword*)

Skills Diplomacy +19, Intimidate +9, Knowledge (nobility) +12, Knowledge (religion) +12, Perception +5, Ride +10, Sense Motive +11

Languages Celestial, Common, Giant

Gear +1 *half-plate*, masterwork heavy steel shield, +1 *longsword*

Cursed Weapon (Su) The faithless knight's weapon is infused with the dark powers that cursed him. On a successful hit with the weapon, the victim must make a DC 18 Fortitude save or suffer one of the following effects in addition to the weapon's normal damage. Roll d6 to determine the effect.

d6	Result
1	1 Strength damage
2	1 Dexterity damage
3	1 Constitution damage
4–6	Gain 1–3 negative levels

CHAPTER 2: THE FEET OF ORCUS

This property only functions in the hands of the faithless knight. The ability damage and negative levels can be removed in the normal fashion. The save DC is Charisma-based.

Rejuvenation (Su) Until confronted for its crimes on holy ground, a faithless knight cannot be destroyed. If reduced to 0 hit points, it simply vanishes along with all its equipment and reforms on the following night. Its equipment remains behind when it is finally laid to rest.

5. Assassin's Post

This room is dusty and empty. At one time assassins employed by the Disciples to eliminate troublesome parishioners were posted here to spy on and quietly eliminate their targets. The room's ceiling is only 10 feet high, and it has no light source. A secret door on the east wall can be found with a DC 20 Perception check. The south secret door is obvious from this side. Spy holes look out into the main temple.

Shoved into the western spy hole and discoverable with a DC 15 Perception check is a small, leather-bound book. This book contains the lost journal of Sir Martimus, one of Lord Bishu's knights. See **Player Handout E**. Martimus was one of the knight's afflicted by the Pall and turned to evil. However, he managed to escape the citadel just as it was flung from the Material Plane. He has since lived a cursed existence wandering the desolate plains outside of Tsar prevented from dying from natural causes or by his own hand. PCs may have encountered him in *Slumbering Tsar: The Desolation*.

6. Guard Station

Two alcoves flank the corridor beyond the door. Each has a spy hole looking out into the main temple where Templar guards could watch anyone coming through the curtain of darkness. They are dusty and bare now. Anyone proceeding down the south passage feels a cold chill run down their spine. This is merely a bit of ambient negative energy lingering from the tragedy of the bivouacked knights and has no game effect.

7. Templar Hall

The passage widens into an octagonal room with four exits, two passages and two doors. Pillars near the walls support the vaulted ceiling. A few bits of gear lie scattered on the floor: a mended stirrup, a bit of leather strap, a whetstone, etc. Crudely painted on the walls flanking the south door are a cross on one side and an upturned longsword on the other.

Though access to the highest plateau of the city was restricted, a guard of the citadel's elite Templars was maintained here in the Feet of Orcus to keep an eye on the comings and goings of those privileged enough to enter the citadel, as well as, defend against any immediate threats at the citadel's main gates. Later when the Fifty and One arrived, they found these rooms to be defensible enough to serve as their camp while they secured the citadel. The symbols painted on the walls represent Thyr and Muir and can be recognized with a DC 10 Knowledge (religion) check.

8. Spying Chambers

Each of these chambers is 30 feet higher than the rest of the level and is accessed by steep stairwells. Here Templar guards watched the visitors to the main temple and two of the confessionals. These chambers do not have light sources in order to prevent any backlight from escaping through the spy holes. There are three of these chambers.

8a. West Spying Chamber (CR 12)

Creatures: Currently occupying this chamber are **4 Deathbringer rogues**. These small goblinoids have pale gray skin with pointed ears and bulbous eyes with red pupils. They have set old crates beneath the spy holes so they can use them, are likely to have seen the party in Area 4, and will be listening for them to come up the stairs. They are currently out on a scouting mission and used a wind tunnel to reach this chamber (DC 15 Perception check to notice the broken ceiling grate). See Chapter 1 for details of using the wind tunnels. See Area 24 for details on the Deathbringer Cult.

DEATHBRINGER ROGUES (4)

CR 8

XP 4,800

Male or female silid rogue 9 (*The Tome of Horrors II* 145)

CE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; **Perception** +10

AC 18, touch 16, flat-footed 18 (+2 armor, +5 Dex, +1 size)

hp 89 (9d8+36 plus 9)

Fort +7; **Ref** +11 (+14 vs. traps); **Will** +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +3, uncanny dodge

Weaknesses light blindness

Speed 30 ft.

Melee +1 deathbringer blade kukri +14/+9 (1d3+3/18–20)

Ranged light crossbow +12 (1d6/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6

Spell-like Abilities (CL 1st):

1/day—*blur*

Str 15, **Dex** 21, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 22

Feats Improved Initiative, Martial Weapon Proficiency (kukri),

Stealthy, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +17, Climb +16, Disable Device +21, Escape

Artist +21, Knowledge (local) +12, Perception +10 (+14 locate



CHAPTER 2: THE FEET OF ORCUS

traps), Stealth +27, Survival +10

Languages Goblin, Undercommon

SQ rogue talents (fast stealth, ledge walker, stand up), trapfinding
Combat Gear 2 flasks of alchemist's fire; **Other Gear** leather armor, +1 *deathbringer blade kukri* (see **Magic Item Appendix**), light crossbow, 10 crossbow bolts, thieves' tools, climber's kit, 8 pitons

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

Tactics: If the silids are aware of the party, they wait in the darkness, two at the top of the stairs and two on the first landing. The two on the landing have the harnesses of their climber's kits affixed to pitons that have been driven into the ceiling, allowing them to lie flat against the ceiling in the extreme western corner. There they use their *blur* ability to hide. Twenty feet up in total darkness and out of the direct line of sight, a player must state their character is looking up in order to gain a Perception check against these creatures. When the PCs reach the landing, the rogues at the top of the stairs use readied actions with surprise to hurl alchemist's fire into their midst. They then lie down to gain cover along with their *blur* spells and fire their crossbows down the stairs. When the alchemist's fire has burned out, the two silids on the ceiling release their harnesses as a move action and make Acrobatics checks to try and avoid taking any lethal damage from the fall. They then make sneak attacks at the weaker-looking party members. They turn their *deathbringer blades* on themselves rather than surrendering.

8b. Central Spying Chamber

This dusty room is empty.

8c. East Spying Chamber (CR 8)

The corridor and stairs leading up to this area are choked with cobwebs. Some of the strands are extremely thick and do not burn well.

This unlit chamber is completely shrouded in thick webbing; however, there are none of the telltale signs of the monstrous inhabitants you would expect to find — no bundled corpses, webbed egg sacs, or monstrous spider denizens. In fact it has the air of a place long abandoned.

For unknown reasons, the builders of the citadel gave this room an 80-foot ceiling rather than the standard 20-foot variety, making the room a vertical shaft reaching upward. Whatever purpose it was intended for was unrealized, and it served as just a normal spying chamber.

Creature: Now, however, its upper reaches have been put to use. The layer of webbing makes this room appear to have a normal 20-foot ceiling. Above that layer, the remaining 60 feet have become the abode of a **Gargantuan black widow**. It lurks in the shaft using its climb speed to easily negotiate the heights. It was much smaller when it moved in here and has since grown too large to leave. A DC 30 Perception check is required to notice that there is in fact empty space beyond the webbing layer above. Burning this layer of webbing does not reach the spider's abode above. When the PCs enter the room, the spider releases key segments of the web causing the entire thing to drop like a net entangling the occupants of the room. The spider then descends and attacks the entrapped creatures from above. Remember to include its +1 attack bonus for attacking from higher ground.

GARGANTUAN BLACK WIDOW

CR 8

XP 4,800

hp 115 (*Pathfinder Roleplaying Game Bestiary 2* "Spider, Giant Tarantula")

Ranged no barbed hairs

SQ strong webs

Poison (Ex) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

Treasure: Dangling from the ceiling 80 feet above are the web-enshrouded carcasses one would expect to find. These are now little more than husks of dried bone and flesh, but one of them holds a pouch containing 29 cp and 9 emeralds worth 200 gp each.

9. Templar Mess Hall

A dusty, long oaken table and heavy chairs line this room. Lying out on the table, as if on display, are four humanoid forms hidden under the shrouding layer of dust.

This chamber served as the mess hall for the citadel's Templars and later for Lord Bishu's knights. On the table are the desiccated remains of four of those knights — lying in state. Two of these corpses wear +2 *chainmail*, one wears +1 *half-plate*, and the last wears masterwork full plate. Each bears a weapon atop its breast. These are a +2 *longsword*, a masterwork silver battleaxe, a +1 *bastard sword*, and a +2 *short sword*. However, the most disturbing thing about these knights' corpses is that each is missing its head. Each of these knights was a victim of the crazed chaplain of Bishu's company Silas, Bishop of Clarendon. He kept each of their heads as trophies. Their fellow knights laid them out here in preparation for burial which, of course, was never accomplished.

10. Kitchen

This old kitchen is small but well outfitted. A brick fireplace and oven stands in one corner. Opposite is a basin mounted in the wall into which a small harpy sculpture spits a steady stream of water. A drain in the basin prevents it from overflowing. Wooden beams crisscross the room 8 feet above the floor, and hooks mounted into these hold various pots, pans, and cooking utensils. Some of those items have been removed and from these hooks dangle dried and shriveled lengths of sausages, ham hocks and bundles of tubers. Below this array, barrels hold the long-deteriorated remnants of hard tack and grain.

This room was taken over by the knights to serve as their kitchen. They had supplies to last them for several months but were never able to use them due to the short duration of their stay in this camp. The foods left behind are now inedible.

11. Larder

This room was stripped bare by the Templars when they joined the Great Retreat. The knights never used it. A door in the north wall is locked. The small room beyond holds nine tightly sealed casks of rum that is still good. These casks each weigh 50 lb. while full and are worth 90 gp apiece. Bishop Silas of Clarendon originally found the key still in this door and located the rum supply beyond. He relocated the room and kept the key to prevent the alcohol stores from tempting his men during what he believed could have been a long and boring occupation. The key was later dropped and now rests forgotten in Area 162.

12. Captain's Quarters

Whatever furnishings this room originally held, they were broken up to serve as fuel for the room's small fireplace. Though in disarray, it is evident that three individuals later shared this room. Three separate bedrolls lie crumpled on the floor. Next to two of them are cracked leather saddlebags. In the center of the room are a folding camp table and a stool. A broken ink pot and sheaves of papers lie on the floor nearby. All lie beneath an undisturbed layer of dust.

This former chamber of the Templar captain was later used by the leaders of the Fifty and One, Lord Bishu and his captains Barchus and Perival, as their headquarters. The papers on the floor are various notes, duty rosters and orders issued by these captains. Anyone examining these and making a DC 20 Knowledge (nobility and royalty) check is able to piece together the names of all three of the captains who led this expedition and confirm that this was, in fact, the camp of the missing Fifty and One. The last order, dated less than a week after the company's arrival in Tsar, simply states to hold position, cease all forays into the citadel's upper levels, and double the watch until "the enemy" can be located and destroyed. It does not provide a clue as to the true fate that befell these men. A DC 17 Perception check finds scrawled in the margin of a single page the words, "What was Martimus up to atop the northeastern statue?" This is in reference to the hiding place at Area 5. The saddle bags hold only mundane personal effects.

Treasure: A DC 28 Perception check is able to find one piece of fine vellum that a DC 25 Knowledge (history) check is able to determine are the original orders signed by Zelkor to Lord Bishu to lead his Fifty and One into Tsar and secure the city against any internal or external threats until the Army of Light could send reinforcements. These orders would be worth 2,500 gp to a historian or the churches of Thyr and Muir.

13. Armory

It is obvious that this hall once served as a camp. The broken and shredded remains of camp cots, bedrolls, saddle bags, and various bits of armor, clothing and equipment lie strewn about. Dark stains in the center of the floor mark the remains of past camp fires. Empty weapons racks line the walls.

This chamber served as the main camp for the knights accompanying Lord Bishu, though a few of the higher-ranking members took quarters in the billets to the east. Formerly it served as the armory and training hall of the Templars guarding this level of the citadel.

A DC 15 Perception check turns up something useful for every minute spent searching. Roll 1d6 and consult the table below. Each item can only be found once.

d6 Item Found

- 1 Pair of finely wrought silver spurs worth 85 gp as a set
- 2 Antique chapbook of Vanitthu, God of the Steadfast Guard, worth 150 gp to a collector
- 3 Saddlebag holding 2 healer's kits
- 4 Silver holy symbol of Thyr (25 gp)
- 5 Pouch with 45 pp
- 6 Signet ring of Sir Mab of Claymont (15 gp as jewelry or 250 gp if returned to the family)

14. Templar Billets (CR 15)

This shadowy hall has open doors lining it on either side. At the far end is a closed door with a great red symbol painted on it. The rib cages and skulls of armored warriors crunch in clouds of dust underfoot, lying as they died — locked in mortal combat.

This hall is where the final battle of the survivors of the Fifty and One took place. The final few knights slew each other to a man. All of their armor and equipment is now corroded and worthless. The north and south rooms served as the quarters for the Templar guards and later for some of the higher-ranking knights that accompanied Bishu. Each holds only four simple wooden bunks and nothing else of interest or value. A DC 25 Knowledge (arcana) identifies the symbol as an archaic mark among the superstitious that once meant "cursed."

Creatures: The shades of these knights and some of their murdered brethren still haunt this corridor in the form of **12 greater shadows**. Due to their strong connection to this area they can collectively call forth a supernatural ability once per day that functions as a *deeper darkness* centered on the middle of the corridor for 12 hours or until all of the shadows are destroyed. They attack by first initiating the darkness and then leaping out through the surrounding walls to attack.

GREATER SHADOWS (12)

CR 8

XP 4,800

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

Treasure: Miraculously, there is a still-intact potion bottle held in a pocket mounted on the back of a battered shield. It holds a *potion of cure serious wounds*. It can be found with a DC 20 Perception check, but for each round of combat there is a cumulative 5% chance that it will be smashed and ruined.

15. Sergeants' Quarters

Probably at one time this room served as soldiers' quarters, but it is no longer identifiable from its contents. Any furnishings have been smashed to bits and thrown around like a tornado ripped through the chamber. Gashes and chips have been taken out of the walls as well.

Once the Templar sergeants' quarters, this room was taken over by Silas, Bishop Clarendon when the Fifty and One arrived. When the Pall overcame the cleric he went insane and began murdering his comrades, removing their heads to keep as trophies. Before finally relocating to the upper reaches of the citadel, he thoroughly trashed his room in a fit of rage. Not knowing what to make of the drastic personality change of their chaplain, the knights thought that perhaps the room was cursed and refused to enter it. A DC 20 Perception check locates a defaced gold half-sun holy symbol of Arn, Herald of Light, worth only 30 gp in its damaged condition. It was left behind by Bishop Silas when he fled the knights' encampment.



16. Latrine

This musty-smelling chamber must have once been a latrine. A wooden bench lines the south wall with holes cut into it. Resting on the bench between two of the holes is a desiccated head staring at you with empty sockets.

This room was once a latrine but has not been used in centuries. The severed head became naturally mummified in the dry chamber. It is a bearded human. A DC 12 Perception check notices a small brown half-sun drawn on the forehead. A DC 25 Knowledge (religion) identifies it as a bishop's symbol of office from the church of Arn. It is actually dried blood as can be determined by a DC 20 Heal check.

This was Sir Boros, the first of Bishop Silas's victims. As with all of them, after severing the head he dipped his ring of office into the fresh blood and stamped the forehead with it. Anyone examining the head finds a piece of parchment stuffed in its mouth with a DC 8 Perception check. It is a taunting note left for Lord Bishu by the bishop when he abandoned the knights' encampment. It simply states, "Here's the head of Boros back, you whining catamite. He was the first, but he'll surely not be the last. My blade eagerly awaits the taste of your blood. — Clarendon."

Region 2 — Death Chambers (Map 2-3)

This region holds the execution chambers of the citadel. In the citadel, the execution of criminals, prisoners or just the unlucky was not just a punishment or deterrent, it was an unholy ritual to Orcus. As such, the citadel's executions were taken to a fine art as sacrifices to the demon prince. A special order of torturers and executioners was created and devoted specifically to this task; they were called the Deathbringers. This region of the citadel served as the home of these specialists as well as the area where they plied their trade.

17. The Screaming Hall (CR 8)

A wide corridor of dressed stones stretches north to a massive double door. Every inch of their surfaces are covered with carvings of humanoid faces in pain or horror. Though the faces are all unique, each shares the same image of a mouth gaping open to scream. A huge bas-relief above the north double door depicts the ram-horned visage of Orcus. His mouth, too, gapes open, but whether in a scream or mocking laughter is difficult to discern. At the south end of the corridor, blood red curtains cover two side corridors.

This aptly named corridor is decorated with depictions of what awaits those who are brought in as guests of the Deathbringers. It

CHAPTER 2: THE FEET OF ORCUS

also serves as a **trap** and alarm system for any uninvited guests. The curtains that hang over the side corridors are extremely thick and serve to muffle sound quite well causing a –15 penalty to any Perception checks made by individuals in those rooms listening to activity in the hall. The curtains hide guard rooms, but they were never particularly attentive knowing that the hallway's trap would alert them quite well if intruders entered.

Trap: When anyone not accompanied by a Deathbringer reaches the point marked on the map, the bas-relief of Orcus above the double doors begins to laugh hysterically and then unleashes a *greater shout* as a 20th-level caster affecting everyone in the hall, but not those who have stepped behind the curtains into the side passages. The trap resets itself after 1 hour.

GREATER SHOUT TRAP

CR 8

Type magical; Perception DC 34; Disable Device DC 34

Trigger proximity; **Reset** automatic

Effect spell effect (*greater shout*, 20th-level wizard, 10d6 sonic, stunned 1 round, deafened 4d6 rounds, DC 23 Fortitude save half damage and deafness and negates stunning)

18. Empty Guard Room

This long, bare chamber has two columns supporting the vaulted ceiling. A trickle of water falls from a spout into a stone basin in the far corner.

In the days of the citadel, Templar guards were stationed here to protect the Death Chambers. They didn't enjoy duty in these comfortless rooms but were not particularly attentive knowing the trap in Area 17 would give them ample warning. They also knew better than to proceed any farther down the corridor to avoid activating the trap themselves. The room has remained empty since then.

19. Inhabited Guard Room (CR 20)

A long empty chamber stretches to the west. Two pillars support the vaulted ceiling. At the far end a bas-relief sends a stream of water into a stone basin. The hilt of a sword is just visible above the lip of the basin.

Creature: This room is the mirror image of Area 18 and was once just as empty. Now it serves as the abode for the tortured form of one of the cursed knights of the Fifty and One. Sir Mab of Claymont now exists as a **massive advanced gibbering moulder**. Having fallen prey to this terrible curse higher in the citadel, he retreated to this relatively isolated chamber where as a result of his curse he does not starve to death or age appreciably. One advantage of his highly advanced form is that he has gained an additional camouflage ability not normally found in gibbering moulder. Now he takes up the entire area between the room's two central pillars waiting for prey to come and investigate the room. A Perception check opposed to his Disguise check or *true seeing* can detect the creature for what it is. He holds his action to engulf anyone who walks across his surface or uses his ground manipulation to slow targets if none walk across him. If no one enters, he begins to follow them hoping to catch them at an opportune moment.

MASSIVE ADVANCED GIBBERING Moulder CR 20
XP 307,200

Advanced-HD massively giant advanced gibbering moulder

(*Pathfinder Roleplaying Game Bestiary* "Gibbering Moulder", "Giant", "Advanced")

NE Gargantuan aberration

Init +6; **Senses** darkvision 60 ft.; **Perception** +27

AC 36, touch 8, flat-footed 34 (+2 Dex, +28 natural, –4 size)

hp 331 (17d8+255)

Fort +22; **Ref** +9; **Will** +15

Defensive Abilities all-around vision, amorphous, camouflage; **DR** 5/bludgeoning; **Immune** critical hits, flanking, precision damage

Speed 10 ft., swim 20 ft.

Melee 6 bites +17 (2d6+8/19–20 plus grab)

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

Special Attacks blood drain (2d6+8 bite plus 1 Con), gibbering (DC 33), ground manipulation, spittle (+10 ranged touch), swallow whole (12d6+48 damage plus 2 Con damage, AC 24, hp 33)

Str 26, **Dex** 15, **Con** 41, **Int** 8, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)

Skills Disguise +20, Perception +27, Swim +36

Languages Common

Treasure: The sword sitting in the fount is a +2 *axiomatic bastard sword*.

20. Torture Chamber (CR 13)

This room extends away from the door in three long wings. Each wing has a center aisle flanked by rows of sadistic machines. Every sort of torture device imaginable is present in this room, and at the end of each wing, watching over the handiwork of his torturers, is a 20-foot-tall statue of Orcus, its horned head brushing the ceiling, a sardonic leer on its lips. The floors and walls are stained black with generations of work performed in this room. Two doors exit from the eastern wing.

Not only did the Deathbringers specialize in execution by conventional means, but they were skilled at introducing their victims to the torments of Orcus that awaited them in the afterlife. More than one victim spilled its life blood on the floor of this room before ever making it to the rooms of finality beyond. The statues of Orcus are harmless, though certainly unnerving.

Creatures: Since the construction of the citadel, this chamber has entertained thousands of the disciples' enemies and allies, all at the expert ministrations of the Deathbringers. The omnipresent spirit of Orcus that occupied the tower kept the spirits of these countless victims quelled, but with the abandonment of the citadel these spirits are no longer quiescent. They now inhabit the many torture machines that remain behind as **24 possessed torture devices**. Still intimidated by the authors of their demise, the animated objects do not bother the Deathbringer cultists whose garb resembles that of the ancient torturers. Due to the many barbs, blades, and needles that festoon these machines, their slam attacks are considered slashing/piercing attacks and have a critical threat range of 19–20.

POSSESSED TORTURE DEVICES (24)

CR 4

XP 1,200

Enhanced animated object (*Pathfinder Roleplaying Game Bestiary* "Animated Object")

NE Medium construct (evil)

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

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

hp 36 (3d10+20)

Fort +1; Ref +1; Will -4

Defensive Abilities hardness 10; Immune construct traits

Speed 30 ft.

Melee slam +5 (1d6+2/19–20 plus cursed barbs)

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; CMB +5; CMD 15 (can't be tripped)

SQ metal (2 CP)

Cursed Barbs (Su) Due to the many barbs, blades, and needles that festoon these machines, their slam attacks are considered slashing/piercing attacks and have a critical threat range of 19–20. In addition they have the *unholy* weapon quality, dealing an additional 2d6 points of damage to good-aligned creatures.

21. Deathbringers' Lounge (CR 5)

This oddly shaped chamber has plush, shag carpets that have seen better days, fine mahogany chairs and settees, cloak racks, and a fine teak bar. In a side alcove is an obsidian fountain in the shape of an imp spitting into the basin. Streaming from the imp's mouth is blood rather than water, however.

This lounge was provided for the comfort of the Deathbringers and their honored guests in between sessions in the torture chamber. The furnishings are worn from long use but are of the finest quality. Behind the bar are many bottles of exotic liqueurs. The fountain is actual blood and is magically connected with the well at Area 4a. Here the Deathbringers performed ritual ablutions of their face and hands prior to commencing their torturous activities.

This chamber still sees use from the Deathbringer Cult in its current incarnation (see Area 22 and the side bar). There are areas of disturbed dust and some furnishings showing more wear than others indicating more recent use, and these can be discovered with a DC 25 Perception or Survival check. The silids have set a **trap** on the liqueurs and do not bother them. Rather the carnivorous little beasts drink directly from the fountain of blood.

Trap: All of the liqueur bottles have been treated with nitharit contact poison and the liqueurs within are spiked with arsenic (Arsenic—ingested; *save* DC 13; *onset* 10 min.; *frequency* 1/min. for 4 min.; *effect* 1d2 Constitution damage; *cure* 1 save). There are a total of 23 bottles and all are kept free of dust by the silids who apply new poison when needed.

BOTTLE SMEARED WITH CONTACT POISON CR 5
Type mechanical; Perception DC 18; Disable Device DC 26

Trigger touch; **Reset** manual

Effect poison (Nitharit—contact; *save* DC 13; *onset* 1 min.; *frequency* 1/min. for 6 min.; *effect* 1d3 Constitution damage; *cure* 1 save)

22. Deathbringers' Antechamber (CR 11)

The corridor widens here into an octagonal room with two doors exiting to the south and east. In the center of the room an alabaster statue stands on a pedestal in the center of eight cushioned seats, the pedestal serving as the seats' backs. The statue of flawless marble depicts a beautiful human noble, arms upraised, back arched and face contorted in agony. A rod pierces the back of his neck and transfixes him through the chest.

This antechamber served as the entrance to the private chambers of the Deathbringers. The statue depicted what they considered their form of art — torture and execution. Now, however, it is a much more literal translation of their craftsmanship.

Creature: The spirit of the angel, Pylorus (see Area 23), now animates the statue as an **alabaster sentinel**. Having been executed and dominated by the Deathbringers, though Pylorus's spirit hates its confinement and its executioners it remains completely cowed. It is under orders to attack anyone not associated with the Deathbringers. As with the animated objects in Area 20, the current Deathbringer Cult benefits from its resemblance to the Deathbringers of old and are not even aware of the statue's animation. If the statue is destroyed, Pylorus's spirit is finally freed to return to its home in the Upper Planes (see Event 2).

ALABASTER SENTINEL

CR 11

XP 12,800

Creature Collection III: Savage Bestiary 140

NE Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +21**Aura** aura of authority (Will DC 16)**AC** 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)**hp** 111 (14d10+20 plus 14); fast healing 5**Fort** +6; **Ref** +5; **Will** +7**DR** 10/adamantine; **Immune** magic, construct traits

Speed 30 ft.

Melee +3 *warceptor* +24/+19/+14 (1d10+13/19–20/x3) or slam +21 (1d8+10)**Spell-like Abilities** (CL 16th):At will—*charm person* (DC 14), *dispel magic*, *greater command* (DC 18)3/day—*dimension door*, *hallucinatory terrain* (DC 17), *shield of law*, *wall of stone*1/day—*dominate person* (DC 18), *haste***Str** 25, **Dex** 12, **Con** —, **Int** 17, **Wis** 16, **Cha** 17**Base Atk** +14; **CMB** +21; **CMD** 32**Feats** Alertness, Cleave, Great Fortitude, Improved Critical (*warceptor*), Improved Initiative, Power Attack, Toughness**Skills** Knowledge (history) +17, Knowledge (nobility) +17,

Knowledge (religion) +17, Perception +21, Sense Motive +21

Languages Common, Celestial**Gear** +3 *warceptor*

Aura of Authority (Su) An alabaster sentinel is constantly under the effects of a *divine raiment* spell (see sidebar). A DC 17 Will save negates its effects. The save DC is Charisma-based.

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

A *transmute rock to mud* slows an alabaster sentinel (as the *slow* spell) for 2d6 rounds, with no saving throw. *Transmute mud to rock*



heals all of the sentinel's lost hit points.

A *stone to flesh* spell does not actually change the sentinel's structure but does negate its damage reduction and immunity to magic for 2 rounds.

New Spell

This spell from the alabaster sentinel's aura of authority originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

DIVINE RAIMENT

School abjuration; **Level** cleric 3, missionary 3, protection 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target self or one creature of same religion

Duration 2 rounds/level

Saving Throw Will negates; **Spell Resistance** no

This spell is similar to *sanctuary*, but with the distinction that it does not break if you directly attack another while under the protection of the spell. Whether you attack or not, anyone wishing to direct harm towards you must make a Will save. Success means the attacker may act normally and need not save again in order to continue attacking. Failure means the attacker loses the action committed to the attack and may not attack the protected creature at all that round. However, the attacker may attempt another save the next round.

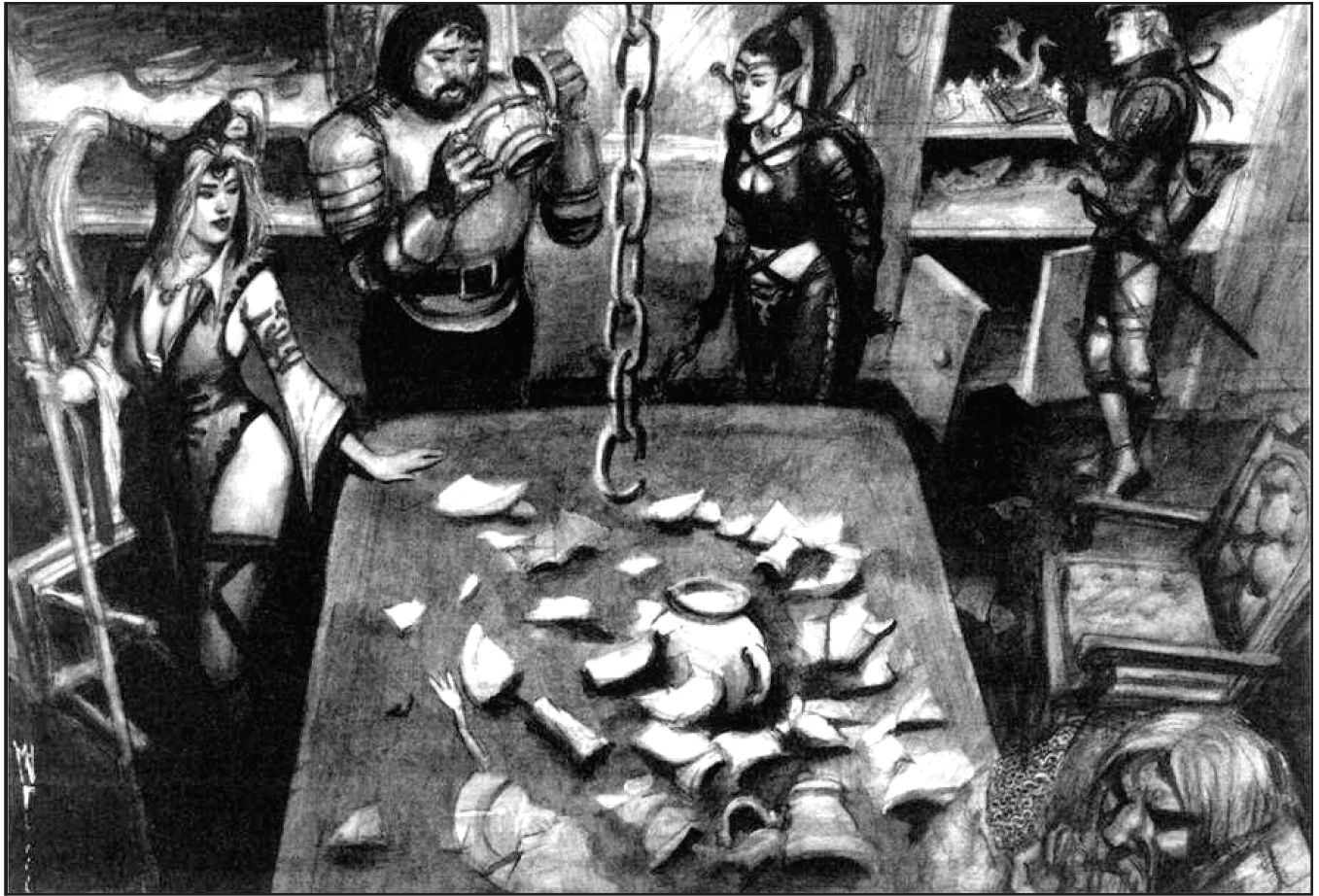
Warscepter (Exotic Two-Handed Melee Weapon)

Warscepter: Cost 25 gp; Damage 1d6 (S), 1d10 (M); Crit x3, Weight 8 lb., Type bludgeoning.

23. Dining Room and Kitchen

A narrow passage leads into a short dining room. A once-fine table has been tipped over and pushed to the side of the room. The chairs are arrayed in a semicircle facing the west wall where there hangs a gruesome spectacle. A giant man, with skin of gleaming white, hangs slumped against the wall. Great feathery wings extend from his shoulders, and each is pierced by heavy iron spikes that pin them to the cracked plaster and stone behind. It is from these anchors that the body dangles. The feathers of the wings are matted and many of them are missing. The body itself is scored and slashed with numerous horrid wounds, and the cracked, brownish stains from long-dried blood color the flawless skin. The abdomen is a gaping wound with a tangled mass of eviscerated bowels. Most horrid of all is the neck that ends at a jagged stump revealing the white of spinal column and leathery brown cords of dried tendons.

This chamber once served as the dining chamber of the Deathbringers. When the Three Spies were captured, after much interrogation and torment by the highest Disciples of Orcus, they were turned over to the Deathbringers for elimination. In this room the sadists made terrible sport of Pylorus the Watchman, a powerful



empyrean angel (see *The Tome of Horrors II* by **Necromancer Games** for details of these creatures) known as the Gatekeeper of the Heavens for his eternal vigilance in piercing the veils of evil. The wing spikes were once enchanted to prevent the angel's magical abilities from functioning, and he was slowly eviscerated before finally being beheaded. The head was sent back to the Upper Planes as a warning. The tortured essence of Pylorus became entrapped within the citadel and animates the alabaster sentinel in Area 22.

A side room served as a small, well-equipped kitchen. It has not been used since the days of the Great Retreat.

Treasure: A DC 40 Perception check of the kitchen's fireplace reveals a hidden cavity beneath the hearth ashes. Lying within is the Large +3 *brilliant energy longsword* once wielded by Pylorus. Rather than turn it over to the Disciples to be corrupted like other captured weapons, the Deathbringers kept it as their own trophy and hid it here.

24. Chambers of the Deathbringers (CR 17)

The plaster of the walls has been stripped away to reveal the masonry beyond. This has been painted in a nauseating coat of dried blood. The iron sconces that once adorned the walls have been torn down leaving the room unlit. The black carpet that once covered the floor has been torn up and gathered into a dozen small, contoured mounds. Small utensils and items made from scrap iron litter the floor. Doors open to the north, east, and south.

These chambers once served as the quarters of the small but highly feared sect in the Citadel of Orcus known as the Deathbringers. It was they who administered the ultimate will of their dark lord and

performed the majority of sacrifices for the high altar. The central hall served as a sitting room and the two southern rooms were bunk rooms for the members. All the original furnishings have been removed and the south rooms now look much like the sitting area.

An examination of the bits of equipment and items found in these rooms reveals that it has all been scavenged from larger items and modified for Small users. The walls have been painted with blood from the font at Area 21. Inscribed in this gruesome paint are words and phrases crudely written in a strange dialect of Goblin (DC 10 Linguistics check for anyone who speaks that language to translate). These say such things as "The Dark Wraith is always watching," "Fear the wrath of the Deathbringer," and "Follow the wisdom of Saca-Baroo."

Creatures: Following in the footsteps of the original inhabitants, this entire area has been taken over by a new group of occupants — the Deathbringer Cult (see side box). In this area are **7 Deathbringer rogues**, **3 Deathbringer assassins**, **2 Deathbringer shadowlords**, and a **Deathbringer sibyl**. These creatures dwell in these rooms using the carpeting mounds as seats and bedding. They rarely use the doors because they prefer to utilize the wind tunnels that run directly above this area and Area 25. They have removed the grates and disguised the openings so they can only be found with a DC 25 Perception check. They have also disabled all of the wind tunnel fans between these areas. These openings and those in Area 25 are marked with an "x" on the map. Feel free to determine the twists and turns of these connecting wind tunnels as you see fit.

DEATHBRINGER ROGUES (7)

XP 4,800

hp 71 (See Area 8a)

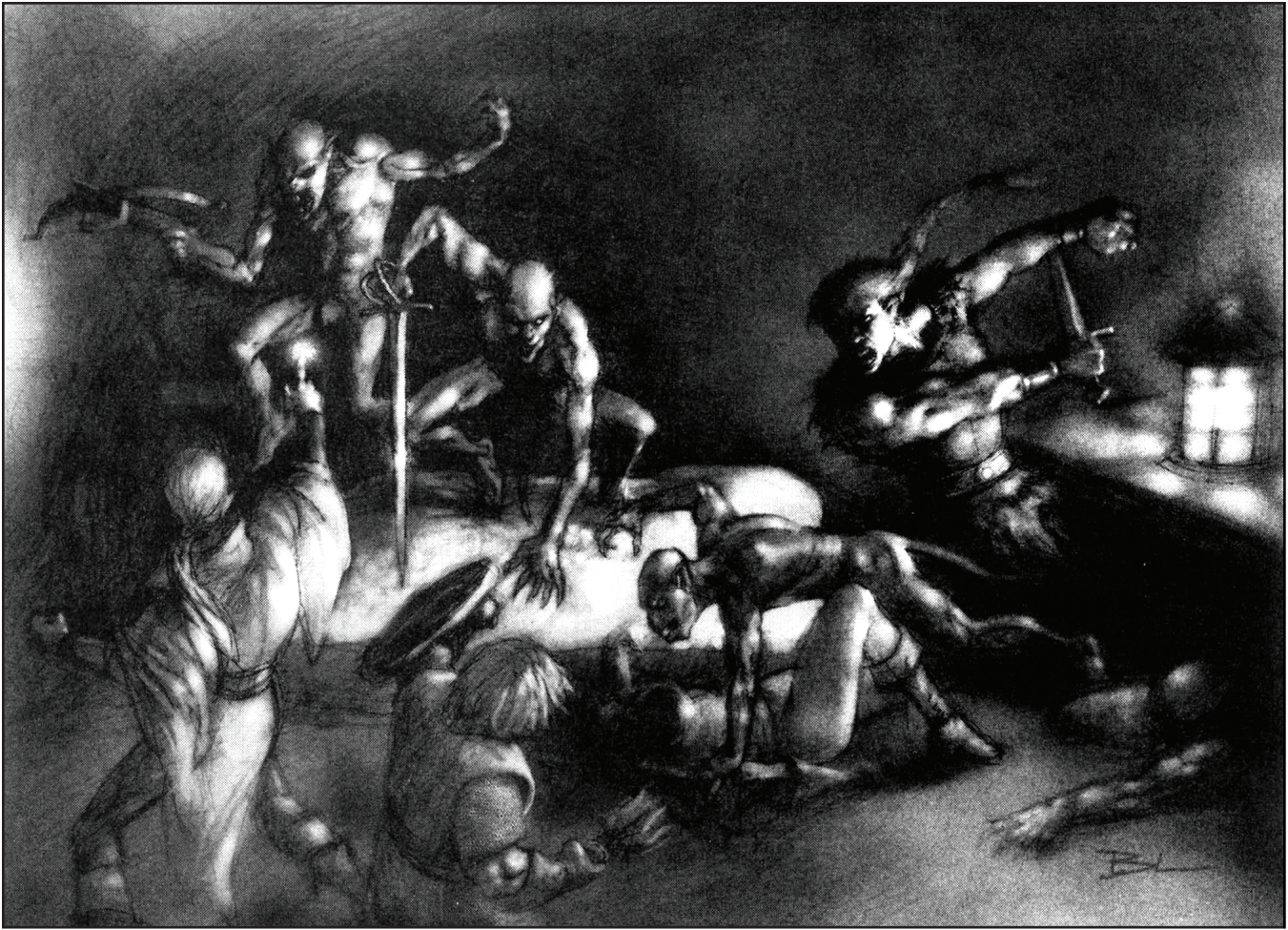
CR 8

DEATHBRINGER ASSASSINS (3)

XP 12,800

Male or female silid rogue 5/fighter 4/assassin 3 (*The Tome of Horrors II* 145)

CR 11



CE Small humanoid (goblinoid)

Init +10; **Senses** darkvision 60 ft.; **Perception** +9

AC 23, touch 18, flat-footed 23 (+3 armor, +6 Dex, +1 dodge, +2 shield, +1 size)

hp 114 (5d8+20 plus 4d10+16 plus 3d8+12 plus 5)

Fort +10; **Ref** +15 (+16 vs. traps); **Will** +3 (+4 vs. fear); +1 vs. poison

Defensive Abilities bravery +1, evasion, improved uncanny dodge, trap sense +1, uncanny dodge

Weaknesses light blindness

Speed 30 ft.

Melee +1 *deathbringer blade rapier* +18/+13 (1d4+5/18–20 plus poison)

Ranged shortspear +16 (1d6+2)

Special Attacks death attack (DC 13), rogue talent (bleeding attack), sneak attack +6d6

Spell-like Abilities (CL 1st):

1/day—*blur*

Str 15, **Dex** 22, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +9; **CMB** +10; **CMD** 27

Feats Blind-Fight^B, Dodge^B, Improved Initiative^B, Iron Will, Lightning Reflexes, Stealthy, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Climb +14, Disable Device +16, Disguise +9, Escape Artist +20, Intimidate +5, Perception +9 (+11 locate traps), Stealth +27, Survival +6

Languages Goblin, Undercommon

SQ armor training 1, poison use, rogue talents (fast stealth), trapfinding

Combat Gear 3 doses of shadow essence, *potion of invisibility*;

Other Gear studded leather armor, +1 buckler, +1 *deathbringer*

blade rapier (see **Magic Item Appendix**), shortspear, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

DEATHBRINGER SHADOWLORDS (2)

CR 13

XP 25,600

Male silid rogue 9/shadowdancer 5 (*The Tome of Horrors II* 145)

CE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 90 ft.; **Perception** +10

AC 19, touch 17, flat-footed 19 (+3 armor, +6 Dex, +1 dodge, +1 size)

hp 132 (9d8+36 plus 5d8+20 plus 9)

Fort +9; **Ref** +15 (+18 vs. traps); **Will** +3

Defensive Abilities defensive roll, evasion, improved uncanny dodge (18th level), trap sense +3, uncanny dodge

Weaknesses light blindness

Speed 30 ft.; shadow jump 40 ft.

Melee +1 *deathbringer blade short sword* +18/+13 (1d4+3/19–20) or mwk dagger +17/+12 (1d3+2/19–20)

Ranged mwk dagger +17/+12 (1d3+2/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6, summon shadow

Spell-like Abilities (CL 6th):

2/day—*silent image* (DC 8)

1/day—*blur*, *shadow conjuration* (DC 12)

Str 15, **Dex** 22, **Con** 18, **Int** 10, **Wis** 7, **Cha** 6

Base Atk +9; **CMB** +10; **CMD** 27

Feats Combat Reflexes, Craft Magic Arms and Armor, Dodge, Mobility, Quick Draw, Stealthy, Weapon Finesse, Weapon Focus

(short sword)^B

Skills Acrobatics +23, Climb +19, Disable Device +22, Escape Artist +31, Knowledge (local) +7, Perception +10 (+14 locate traps), Perform (dance) +11, Stealth +35, Survival +10

Languages Goblin, Undercommon

SQ hide in plain sight, rogue talents (fast stealth, ledge walker, stand up, weapon training), trapfinding

Combat Gear *oil of magic weapon, oil of darkness*, 2 flask of alchemist's fire; **Other Gear** +1 leather armor, +1 deathbringer blade short sword (see **Magic Item Appendix**), 3 masterwork daggers, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

DEATHBRINGER SIBYL

CR 13

XP 25,600

Female silid witch 14 (*The Tome of Horrors II* 145, *Pathfinder Roleplaying Game Advanced Player's Guide* "Witch")

CE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; **Perception** +6

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)
hp 93 (14d6+28 plus 14)

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

Weaknesses light blindness

Speed 30 ft.

Melee +1 sickle +11/+6 (1d4)

Ranged mwk sling +11 (1d3–1)

Special Attacks hexes (DC 20, cauldron, evil eye, flight, healing, slumber), major hexes (DC 20, agony, major healing, retribution), sneak attack +1d6

Spell-like Abilities (CL 15th):

At will—*feather fall, fly* (15 minutes/day)

1/day—*blur, levitate, scrying* (familiar only)

Spells Prepared (CL 14th):

7th—*harm* (DC 20, melee touch +10), *power word blind*

6th—*cone of cold* (DC 19), *legend lore, swarm skin**

5th—*baleful polymorph* (DC 18), *cloudkill* (DC 18), *mass pain strike** (DC 18)

4th—*beast shape II, charm monster* (DC 17), *cure serious wounds, enervation* (ranged touch +10)

3rd—*bestow curse* (DC 16), *dispel magic, lightning bolt* (DC 16, x2), *vampiric touch* (melee touch +10)

2nd—*bear's endurance* (x2), *detect thoughts* (DC 15), *false life, see invisibility*

1st—*burning hands* (DC 14), *cure light wounds* (x2), *ill omen*, obscuring mist*

0 (at will)—*dancing lights, detect magic, guidance, touch of fatigue* (melee touch +10)

Patron Saca-Baroo (transformation)

Str 9, **Dex** 15, **Con** 14, **Int** 17, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +5; **CMD** 18

Feats Alertness (with familiar), Brew Potion^B, Combat Casting, Dodge, Go Unnoticed*, Persuasive, Scribe Scroll, Stealthy, Weapon Finesse

Skills Craft (alchemy) +16, Diplomacy +15, Escape Artist +20, Fly +14, Heal +9, Intimidate +18, Perception +6, Spellcraft +12, Stealth +24, Swim +3

Languages Goblin, Undercommon

SQ witch's familiar (bat)

Combat Gear *oil of greater magic weapon*, 3 arcane scrolls (CL 14th: *cure critical wounds*), *arcane scroll* (CL 14th: *reincarnate*), tanglefoot bag, 2 flasks of alchemist's fire; **Other Gear** bracers of armor +2, +1 sickle, masterwork sling, 20 sling bullets

* See *Pathfinder Roleplaying Game Advanced Player's Guide*

Limber (Ex) Silids are able to squeeze and move through tight

The Deathbringer Cult

The Deathbringers of the citadel departed with the Great Retreat, yet their legacy lives on in the lonely halls. Among the thralls serving the disciples of Orcus was a small, enigmatic race of goblinoids called silids. These gray-skinned creatures had been discovered in deep caves in the Stoneheart Mountains and enslaved to work in the nearly lightless and airless forges of the citadel. The Overseer Sect was never overly adept at keeping track of these small, fecund slaves that had become skilled at hiding in the wind tunnels, so when the Great Retreat occurred many were left behind unbeknownst to their former masters.

These remaining silids were decimated by the many traps and dangers that remained in the citadel's haunted halls before finally finding their way down to the Death Chambers. There they encountered the dread wraith remains of Sir Paredes in Area 26. The superstitious goblinoids began worshipping the dead knight as a savior of their stripe (the word for a group of silids), and he accepted their homage and gave them his protection in the deadly citadel environs. In the surrounding chambers they discovered the discarded clothing and accoutrements of the Deathbringer Sect and adopted them as their own as they forged a new society devoted to the worship of the Dark Wraith as they called their new deity. Ironically, in their ritual of bringing sacrifices to be slain by the Dark Wraith they began calling themselves the Deathbringer Cult — completely unaware of the name of the sect that once inhabited these chambers.

The Deathbringer Cult now comprises this small but powerful stripe of silids. The dangers of the citadel and the deadly demands of their god leave them few in number, but those few have high class levels and have become experts at ambush and survival. They wear the ragged remains of the original inhabitants' black robes and emulate the red masks once worn by the citadel's executioners by painting a stylized face in red on their chests. With the help of a strange benefactor, every generation they make a pilgrimage to the forges higher in the citadel and craft their special *deathbringer blades* (see **Magic Items Appendix**). These unique weapons complete the customary Deathbringer cultist ensemble.

The rank and file of the Deathbringer Cult are the Deathbringer rogues, skilled in the stealth and guile necessary to survive as scavengers within the Citadel of Orcus. Next in the hierarchy are those rogues who have honed their skills to a deadly art; these are the Deathbringer assassins. They serve as the battle leaders of the cult. Certain rogues that possess a natural talent for the manipulation of their shadowy demesne are trained to further develop this ability. These are called the shadowlords and serve as the bodyguards to the cult leader. It is from their ranks that new Deathcrafters are chosen, so assassination attempts and coups are not uncommon. The leader of the cult is the Deathcrafter. This individual serves as the go-between with the Dark Wraith (by virtue of a powerful amulet he possesses that provides him with some protection) and leads the pilgrimages to craft *deathbringer blades*. Each new shadowlord receives training in this craft.

Outside the official hierarchy of the cult are certain female silids that possess an innate talent for magic. These silids become sibyls and serve as advisors and mates to the Deathcrafter. It is through their visions that they plot the route for the generational pilgrimage into the citadel's upper levels, as the sacred route is never written down. A new development in the ranks of sibyls is the Sibyl Queen, an ancient silid crone who has divined the route for the last three generations of pilgrimages. The secret of her longevity is unknown, but all the cult members fear her — even the Deathcrafter and other sibyls. One benefit of the advantages of her extensive experience is her development of many poisons and alchemical concoctions that she creates and are now standard equipment for the cult members.

CHAPTER 2: THE FEET OF ORCUS

places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

BAT FAMILIAR XP —

Bat familiar (*Pathfinder Roleplaying Game Bestiary* “Familiar, Bat”)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +15

AC 23, touch 16, flat-footed 21 (+2 Dex, +7 natural, +4 size)

hp 46 (14 HD)

Fort +2; **Ref** +6; **Will** +11

Defensive Abilities improved evasion; **SR** 19

Speed 5 ft., fly 40 ft. (good)

Melee bite +13 (1d3–4)

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

Special Attacks deliver touch spells and hex

Str 1, **Dex** 15, **Con** 6, **Int** 12, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** –2; **CMD** 4

Feats Weapon Finesse

Skills Diplomacy +7, Escape Artist +12, Fly +21, Intimidate +3, Perception +15, Spellcraft +7, Stealth +27

Languages speak with bats; empathic link with master, speak with master

SQ share spells

Tactics: In battle the Deathbringer rogues use *blur* to attempt to tumble into flanking positions with their Acrobatics in order to make sneak attacks. The shadowlords use their *blur* and hide in plain sight abilities to try and reach the weaker rear ranks of the party. The sibyl uses *bear's endurance* on the assassins while they study targets in order to make death attacks. She has her familiar deliver touch spells and then supports the assassins with *lightning bolt*, *bestow curse*, and *burning hands*. If she is threatened, she uses *obscuring mist* to fly to a nearby wind tunnel. She uses her scrolls and *cure* spells to assist her allies. Any battle in here alerts the inhabitants of Area 25. The silids prefer not to use their *deathbringer blades*' self-destruct ability if many of their comrades are in its area of effect.

Treasure: A search of the various mounds of bedding in these chambers turns up a total of 6,080 gp, 12,500 cp, a gold sacrificial knife (175 gp), four small sapphires worth 50 gp each, and a black cloak bearing the image of a red death mask (DC 30 Knowledge [religion] to recognize as the symbol of the citadel's Deathbringer faction).

25. Deathcrafter's Chamber (CR 19 and 18)

The smell of mildew mixes with the acrid stench of some foul incense. Low braziers crafted from dented serving platters create a dim glow in this room. A dark pool occupies the western end of the room, and a dark archway opens to the east. Black floor tiles are scattered with various bits of cloth and debris. Ancient wooden shelves sag against the north wall holding assorted unidentifiable items, and several overturned wooden buckets serve as stools around the pool

This room once served as a bath and laundry for the Deathbringers. Now it serves as the personal chambers of the leader of the Deathbringer Cult and his harem and bodyguards. The western pool is 3 feet deep and was used for the oft-blood-spattered laundry of the citadel's executioners. Now it serves as the cult leader's personal wading pool. A hidden pool occupies the eastern portion of the room

and serves as a **trap**. To the east is an ancient privy which is now used by the cult leader's female counterpart as a garden and laboratory. Like Area 24, disguised entrances to the wind tunnels are hidden on the ceiling above, and the walls have been stripped of plaster to ease climbing.

Creatures: Residing in the bath chamber is the **Deathcrafter** lounging in his filthy pool along with **2 Deathbringer sibyls**. Standing guard around the pool are **4 Deathbringer shadowlords**. The pool itself requires a DC 14 Fortitude save for any non-silid that touches its waters or they contract slimy doom (see the “Diseases” section in the Appendices of the *Pathfinder Roleplaying Game*). The eastern privy chamber is floored with mounds of compost and dark earth with the old stone benches serving as small tables. Crouching in the fetid muck within the small room is the **Sibyl Queen**.

DEATHBRINGER SHADOWLORDS (4)

CR 13

XP 25,600

hp 132 (See Area 24)

DEATHBRINGER SIBYLS (2)

CR 13

XP 25,600

hp 93 (See Area 24)

DEATHCRAFTER

CR 16

XP 76,800

Male silid rogue 9/shadowdancer 8 (*The Tome of Horrors II* 145)

CE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 90 ft.; **Perception** +11

AC 20, touch 17, flat-footed 20 (+4 armor, +6 Dex, +1 dodge, +1 size)

hp 157 (9d8+36 plus 8d8+32 plus 9)

Fort +10; **Ref** +16 (+19 vs. traps); **Will** +5

Defensive Abilities defensive roll, evasion, improved uncanny dodge (21st level), rogue talent (resiliency), slippery mind, trap sense +3, uncanny dodge

Weaknesses light blindness

Speed 30 ft.; shadow jump 160 ft.

Melee +3 *deathbringer blade short sword* +23/+18/+13 (1d4+5/19–20) or +1 *cold iron dagger* +20/+15/+10 (1d3+3/19–20)

Ranged +1 *cold iron dagger* +20/+15/+10 (1d3+3/19–20)

Special Attacks rogue talent (bleeding attack), sneak attack +6d6, summon shadow

Spell-like Abilities (CL 9th):

2/day—*silent image* (DC 10)

1/day—*blur*, *shadow conjuration* (DC 14), *shadow evocation* (DC 15)

Str 15, **Dex** 22, **Con** 18, **Int** 12, **Wis** 9, **Cha** 11

Base Atk +12; **CMB** +13; **CMD** 30

Feats Combat Reflexes, Craft Magic Arms and Armor, Dodge, Mobility, Quick Draw, Skill Focus (Craft [weapons]), Spring Attack, Stealthy, Weapon Finesse, Weapon Focus (short sword)^B

Skills Acrobatics +26, Climb +22, Craft (weapons) +27, Disable Device +30, Escape Artist +34, Knowledge (local) +10, Perception +11 (+15 locate traps), Perform (dance) +13, Stealth +38, Survival +11

Languages Abyssal, Goblin, Undercommon

SQ hide in plain sight, rogue talents (fast stealth, ledge walker, stand up, weapon training), trapfinding

Combat Gear oil of darkness, 2 flask of alchemist's fire; **Other**

Gear +2 leather armor, +3 *deathbringer blade short sword* (see

Magic Item Appendix), 2 +1 *cold iron daggers*, thieves' tools

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

CHAPTER 2: THE FEET OF ORCUS

SIBYL QUEEN

XP 153,600

Female silid witch 14/lore master 5 (*The Tome of Horrors II* 145, *Pathfinder Roleplaying Game Advanced Player's Guide* "Witch")
CE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; **Perception** +18

AC 16, touch 16, flat-footed 13 (+2 deflection, +1 Dex, +2 dodge, +1 size)

hp 102 (14d6 plus 5d6 plus 33)

Fort +8; **Ref** +7; **Will** +16

Defensive Abilities secrets (dodge trick, the lore of true stamina)

Weaknesses light blindness

Speed 30 ft.

Melee +1 vicious punching dagger +13/+8 (1d3/x3 plus 2d6)

Ranged dart +12/+7 (1d3–1 plus poison)

Special Attacks hexes (DC 24, cauldron, evil eye, flight, healing, slumber), major hexes (DC 24, agony, major healing, retribution), secret (weapon trick), sneak attack +1d6

Spell-like Abilities (CL 20th):

At will—*feather fall*, *fly* (15 minutes/day)

1/day—*blur*, *levitate*, *screaming* (familiar only)

Spells Prepared (CL 19th):

9th—*foresight*, *mass cure critical wounds*, *mass suffocation** (DC 23)

8th—*discern location*, *irresistible dance* (DC 22), *mass inflict serious wounds* (DC 22)

7th—*harm* (DC 21, melee touch +12), *heal*, *stilled slay living* (DC 20), *vision*

6th—*cone of cold* (DC 20), *find the path*, *stilled beast shape III*, *swarm skin**

5th—*baleful polymorph* (DC 19), *cloudkill* (DC 19), *major creation*, *mass pain strike** (DC 19)

4th—*beast shape II*, *black tentacles*, *charm monster* (DC 18), *cure serious wounds*, *phantasmal killer* (DC 18)

3rd—*bestow curse* (DC 17), *dispel magic*, *lightning bolt* (DC 17), *locate object*, *vampiric touch* (melee touch +12)

2nd—*bear's endurance*, *cure moderate wounds*, *detect thoughts* (DC 16), *false life*, *see invisibility*

1st—*burning hands* (DC 15), *cure light wounds* (x2), *ill omen**, *obscuring mist*

0 (at will)—*dancing lights*, *detect magic*, *guidance*, *touch of fatigue* (melee touch +12)

Patron Saca-Baroo (transformation)

Str 8, **Dex** 13, **Con** 10, **Int** 19, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +7; **CMD** 22

Feats Alertness (with familiar), Brew Potion^B, Combat Casting, Dodge, Persuasive, Scribe Scroll, Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [local]), Stealthy, Still Spell, Toughness, Weapon Finesse

Skills Bluff +17, Craft (alchemy) +25, Diplomacy +17, Escape Artist +19, Fly +21, Heal +21, Intimidate +20, Knowledge (arcana) +27, Knowledge (local) +27, Perception +18, Spellcraft +21, Stealth +23, Swim +3

Languages Aboleth, Abyssal, Aklo, Goblin, Necril, Terran, Undercommon

SQ witch's familiar (bat)

Combat Gear *mask of the skull*, *oil of greater magic weapon*, 3 *arcane scrolls* (CL 14th: *cure critical wounds*), *arcane scroll* (CL 14th: *reincarnate*), tanglefoot bag, 2 flasks of alchemist's fire, 2 doses of blue whinnis; **Other Gear** *ring of protection* +2, +1 vicious punching dagger, 2 darts, healer's kit (8 uses)

* See *Pathfinder Roleplaying Game Advanced Player's Guide*

Limber (Ex) Silids are able to squeeze and move through tight places as if they are one size category smaller (usually Tiny). They also gain a +4 racial bonus to Escape Artist checks.

CR 18

YAGA

XP —

Bat familiar (*Pathfinder Roleplaying Game Bestiary* "Familiar, Bat")

N Diminutive magical beast (augmented animal)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +23

AC 23, touch 16, flat-footed 21 (+2 Dex, +7 natural, +4 size)

hp 51 (19 HD)

Fort +4; **Ref** +8; **Will** +14

Defensive Abilities improved evasion; **SR** 23

Speed 5 ft., fly 40 ft. (good)

Melee bite +15 (1d3–4)

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

Special Attacks deliver touch spells and hexes

Str 1, **Dex** 15, **Con** 6, **Int** 12, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** –2; **CMD** 4

Feats Weapon Finesse

Skills Bluff +11, Diplomacy +7, Escape Artist +12, Fly +29,

Intimidate +7, Knowledge (arcana) +13, Knowledge (local) +13,

Perception +23, Spellcraft +15, Stealth +27

Languages speak with bats; empathic link with master, speak with master

SQ share spells

Tactics: Combat in here draws any surviving cultists in Area 24 to defend the leaders. These silids do not respond to sounds of battle in Area 24 but do prepare for combat here. The sibyls first cast *bear's endurance* and *guidance* on the Deathcrafter who likewise uses his *blur* ability on himself. The shadowlords hide near the door where they can ready sneak attacks on anyone who comes in. The Deathcrafter remains to the rear using the shadows to hide and waiting to use his shadowjump ability to sneak attack a soft target. The sibyls flank him and use *detect thoughts* and *see invisibility* and ready *lightning bolt* attacks for intruders. The silids do not use their *deathbringer blades*' abilities within range of the Deathcrafter, though he will not hesitate to do so if he feels the battle is lost.

The Sibyl Queen does not respond to battle in here or anywhere else. Rather she takes position atop one of the tables and casts *false life*, *bear's endurance*, *detect thoughts*, and *see invisibility*. She then readies her mask for when anyone tries to enter and follows with *lightning bolt* and *burning hands*. Once one intruder has breached her lair, she tries to trap him in with her using *cloudkill* and attempts to change him into a slug with a *baleful polymorph*. If hard pressed, she uses *obscuring mist* to conceal her as she heals her wounds and unleashes a *black tentacles* in the doorway to distract the intruders before changing into a bat to escape through the wind tunnels. She is indiscriminate in the use of her spells not caring who gets caught in their effects. If she manages to escape, she makes her way to Area 113 (see **Part 2—Echoes of Despair**) where she joins Saca-Baroo.

Trap: A 5-foot-deep pool occupies the eastern portion of the room as marked on the map. It was once the bathing pool of the ancient Deathbringers. Now the cultists spread cinders on its surface giving it the appearance of the surrounding rough tile floor. Anyone stepping on this false surface immediately falls into the pool whose bottom has been lined with rusty spikes. The silids use this pool as their privy, so any exposure requires a DC 20 Fortitude save to avoid contracting slimy doom. An injury caused by the spikes requires a second save with a DC 26. The fall itself causes no damage. Even silids are not immune to the diseased water in this pool and know to avoid it.

CAMOUFLAGED SPIKED PIT TRAP

CR 1

Type mechanical; **Perception** DC 12; **Disable Device** na

Trigger location; **Reset** automatic

Effect DC 20 Reflex save avoids; 5 ft. deep (no falling damage, disease); pit spikes (Atk +10 melee, 1d6 spikes per target for

CHAPTER 2: THE FEET OF ORCUS

1d4+2 plus disease each)

Treasure: Among the assorted junk on the shelves is a necklace of teardrop-shaped aquamarines (5,000 gp), a silver snuffbox (70 gp) holding 4 applications of *dust of dryness* in powder form, a small gold cylinder (350 gp), and a red-lacquered death mask (25 gp) inscribed crudely with the words “The Dark Wraith” in the same manner as the script in Area 24 (DC 30 Knowledge [religion] to recognize as the symbol of the citadel’s Deathbringer faction, now serving as the tribal totem of the silids). Hidden in one of the braziers (DC 25 Perception) is an *elemental gem (fire)* unaffected by the heat. Upon the stone benches in the Sibyl Queen’s alcove is a complete alchemist’s lab, 17 flasks of alchemist’s fire, 4 flasks of acid, 3 smokesticks, 5 doses of blue whinnis, and 4 doses of shadow essence. There are also reams of notes written in the silid dialect that describe how to make these various substances that would be worth up to 1,000 gp to an alchemist.

26. Deathbringer Chapel (CR 14)

No light source illuminates this round chamber, and the air is frosty, our breath forming in clouds before you. Despite its lack of furnishings and corners, deep shadows seem to crowd from all around giving it a menacing, claustrophobic feel. Chipped red paint still faintly outlines a giant pentagram on the floor, and a tall statue depicting a goat-headed demon with ram’s horns and immense wings stands against the far side. The gray stone of this statue is almost black with sticky layers of dried blood.

Creature: This chamber served as the private chapel of the Deathbringer Sect of the citadel. Now it serves as the abode of Sir Paredes, the Dark Wraith, an **advanced dread wraith sovereign**. Paredes was slain by Lord Bishu in the upper reaches of the citadel and eventually settled into this room as his abode over the long years. When the silids first arrived he easily cowed them, and eventually he convinced him he was a deity and caused them to develop a cult around him. They paint his idol with blood from their kills (which they then eat) and sacrifice their own members to him when times are lean. Paredes has grown much more powerful over the years. He always emerges from the statue when anyone enters and attacks as soon as he realizes it is not his cultists.

THE DARK WRAITH

CR 14

XP 38,400

Advanced-HD dread wraith sovereign (*Pathfinder Roleplaying Game Bestiary* “Wraith”, *Advanced Bestiary* 101)

LE Medium undead (incorporeal)

Init +19; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +29

Aura unnatural aura (30 ft.), unnatural chill (30 ft., DC 28)

AC 36, touch 36, flat-footed 20 (+10 deflection, +15 Dex, +1 dodge)

hp 232 (16d8+160)

Fort +15; **Ref** +20; **Will** +16

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, undead traits; **SR** 24

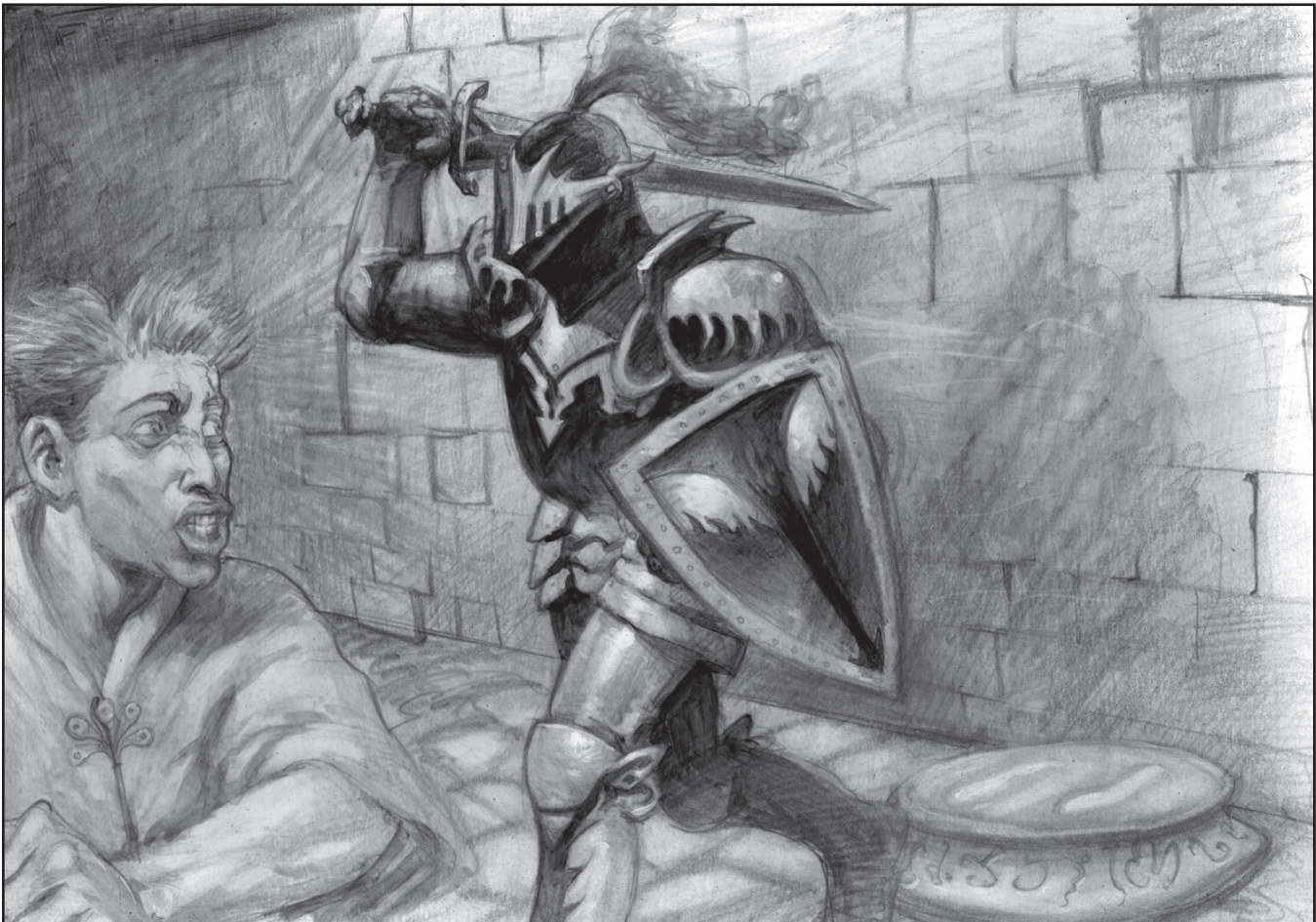
Weakness daylight vulnerability

Spd fly 60 ft. (perfect)

Melee incorporeal touch +27 (2d6 negative energy plus 1d8 Con drain)

Special Attacks command wraiths, create spawn

Str —, **Dex** 40, **Con** —, **Int** 20, **Wis** 22, **Cha** 31



CHAPTER 2: THE FEET OF ORCUS

Base Atk +12; **CMB** +12; **CMD** 48

Feats Alertness^B, Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +26, Disguise +29, Fly +42, Intimidate +29, Knowledge (planes) +22, Knowledge (religion) +22, Perception +29, Sense Motive +29, Stealth +32

Languages Abyssal, Common, Goblin

Command Wraiths (Su) The Dark Wraith can automatically command normal wraiths and dread wraiths within 30 feet as a free action. Normal wraiths and dread wraiths never attack the Dark Wraith unless compelled.

Constitution Drain (Su) Creatures hit by the Dark Wraith's touch attack must succeed on a DC 28 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Daylight Vulnerability (Ex) The Dark Wraith takes a –4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Unnatural Chill (Su) The area around the Dark Wraith is noticeably colder than the ambient temperature. Each creature within 30 feet of the Dark Wraith takes 2d6 points of cold damage and must make a DC 28 Fortitude save or be paralyzed. The damage and saving throw are repeated each round that the creature remains within range. A creature that takes cold damage or is paralyzed is shaken for 1 minute. Incorporeal creatures and those immune to cold damage are immune to this effect. The Dark Wraith can suppress or reactivate this effect at will as a free action. The shaken condition is a mind-affecting fear effect. The save DC is Charisma-based.

Development: The Dark Wraith's pride has grown swollen with his own importance over the last centuries, and the thought of his destruction terrifies him. If reduced to 20 hp he retreats into the statue. If it appears that the party can still threaten him, he surrenders and reveals his true name. His recollections of what occurred to the Fifty and One are very vague, and he can provide no information beyond the fact that treachery and darkness descended upon the company. However, he still clearly remembers where he was slain (Area 326, see Chapter 6 in *Part 4—In the Belly of the Beast*). He offers the party the location of his mortal remains — which have a *holy avenger* and a *figurine of wondrous power* — in exchange for their agreement to let him flee the citadel. If released he gives rough directions to the spot where he fell and leaves the citadel to begin haunting the ruined city of Tsar. He does not know any creatures or traps that may stand between here and his remains and, in fact, is unaware that his remains have since been moved to Area 418.

27. Crossroads of Finality

The corridor widens ahead into a four-way intersection. In the center of this junction stands a tall, slender statue of a prong-horned humanoid with cloven hooves and a wide-sleeved robe, his arms crossed and tucked into the sleeves. Long fangs protrude above swollen lips spread in a knowing grin. At your approach the statue begins to slowly rotate in a clockwise direction with a grinding noise and a puff of dust.

This statue, known as the Chooser of Finality, represents a fairly obscure aspect of Orcus as a diviner of fates (DC 25 Knowledge [religion] check to recognize). The Deathbringers of Orcus considered executions as divine sacrifices to their demon lord and sought his will in the method of dispatch. Anytime a creature enters this chamber the statue begins to rotate in a clockwise direction for 2 rounds before stopping facing one of the four passages. Determine randomly which passage it faces. Much to a sacrificial victim's regrets, if the statue ended up facing south it didn't mean that the execution was to be

forestalled but rather that it would occur in Area 28.

Once the statue has begun its rotation, it fires a dark ray of *enervation* (+20 ranged touch) at anyone attempting to leave the room. Likewise after the statue has ceased its rotation, if anyone tries to leave by any passage other than the one it points to, it fires an *enervation* ray. The statue can fire as many such rays as there are targets in the room that attempt to leave by the wrong passages. It fires every round as necessary as long as it rotates or as long as someone attempts to leave by the incorrect passage, though once a creature has left the room it is not susceptible to further rays unless they re-enter the room and violate the statue's requirements again. Once every creature has left the room, the statue resets itself facing south.

The statue's rotation and *enervation* abilities are supernatural abilities granted directly from Orcus and cannot be dispelled or disabled by ordinary means short of an *antimagic field* or *mage's disjunction*. It can be prevented by the destruction of the statue which is likewise supernaturally strong (Hardness 15; hp 500; Break DC 60).

28. Exsanguination Chamber (CR 16)

A plush black carpet covers the floor of this room, matted crusty with who-knows-what kinds of stains. Six well-upholstered chairs line the slanted western walls facing a statue and marble slab in the center of the east wall. The skillfully rendered statue depicts the familiar form of the demon prince looking down with barely concealed glee, wand extended before him. The white marble is stained with old blood. Deposited upon its cold, hard surface is a barely recognizable form. The corpse of a large humanoid is stretched out and manacled at hands and feet to the altar. A steel tube extends from the statue's extended wand and into the side of the corpse's neck. Two similar tubes protrude from a metal cylinder set at the south end of the slab and stab into the insides of the being's thighs. What race this unfortunate victim may have once been is unclear because all of its skin has been cruelly removed revealing its now-dry musculature and bone structure and because its head has been severed just above where the tube pierces its neck. However, the golden wings, now likewise bedraggled and bloodstained, extending from its shoulders provide a clue as to its origins.

One of the execution chambers of the citadel, this chamber was used to exsanguinate sacrifices in the name of Orcus. The hollow steel tube extending from the statue's wand is maneuverable and has a beveled tip. This great needle was inserted into the carotid artery of a victim, and two similar tubes connected to a hollow cylinder were placed in the victim's femoral arteries. Once a victim was so attached, a foul concoction magically pumped from within the statue of Orcus pushed into the victim's body pushing his blood down and out through the lower tubes. The collected blood was then taken by the Disciples of Orcus for their own foul purposes or was merely dumped into the well in the main temple. The workings of the statue and tubes no longer function, and the tubes are too fragile to be used effectively as weapons.

The last victim of this chamber was one of the Three Spies, the battle angel Regium. Known as the King of Hosts (see *Creature Collection III: Savage Bestiary* by Sword & Sorcery Studios for details of the battle angel), Regium was one of the greatest battle leaders of the celestial armies and was sent on the mission to provide added combat prowess as necessary. He was first flayed alive in Area 29 before being dragged in here and drained of blood. Finally his head was removed to be sent to the Upper Planes as a warning.

Creature: As a result of the cursed surroundings and his horrendous death, Regium's spirit has been entrapped here all these years and

CHAPTER 2: THE FEET OF ORCUS

now animates the corpse as a **flayed angel**. If anyone enters the chamber, the corpse rips itself away from the tubes and attacks. If the creature is destroyed, Regium's essence is finally freed to return to its home in the Upper Planes (see Event 2).

FLAYED ANGEL

XP 76,800

hp 252 (see **Monster Appendix**)

CR 16

29. Flaying Chamber

This cross-shaped chamber has a heavy winch and chain in each of the wings. All are centered on a stone slab in the room's center stained with old, flaking blood, leathery strips of flesh, and a few golden feathers. At the slab's head stands a leering statue of Orcus. Above the statue's head, ten feet from the room's floor is a railed viewing gallery from which plush chairs overlook the chamber.

One of the citadel's execution chambers, like the rest it has comfortable viewing facilities for observing Disciples. An unfortunate placed on the slab in this room was subjected to torture in one of two ways. Either manacles were clamped to wrists and ankles and burly executioners cranked the winches to draw and quarter the victim, or instead of manacles, the chains ended in many tiny hooks placed in the victim's flesh to flay him alive when the winches were cranked.

30. Chamber of Waters

A ledge overlooks the floor of this chamber 10 feet below. Narrow stairs descend to either side. Two comfortable wooden chairs with riveted leather upholstery are positioned to view the chamber. Next to them, an alcove contains a massive iron wheel set into the wall. In the room below, flaming wall sconces illuminate a single stone chair set with manacles at ankles and wrists. Four fountains in the walls, carved to depict grinning skulls, pour water into basins. Immediately below the overlooking ledge stands a squat toadlike statue with curving ram's horns.

One of the citadel's infamous execution chambers, the valve wheel in the alcove controls the flow of water through the four fountains and the drains in the basins below. When turned counter-clockwise the drains close and the skull fountains begin gushing with water that fills room at a depth of 1 foot per hour providing a particularly slow and agonizing death either from hypothermia from the cold water or drowning if the victim is hardy enough to resist the water's chill long enough. The plumbing still works, so the room can be filled. Concealed drains 10 feet up the walls prevent the flood from reaching the level of the ledge. The statue is meant to depict Orcus in a hezroulike incarnation but is a rather poor rendering and instead resembles a fat toad with big ears.

31. Electrocution Chamber (CR 9)

The piercing scent of ozone hangs on the air. Ahead and to the right, winches stand in alcoves. To the left a terraced seating gallery faces an angled wall where there stands a tall steel pole, heavy manacles hanging down from its tip. A statue easily recognizable as Orcus stands against the west wall and stares towards the steel pole. The eastern wall blocks your view of what appears to be an extension of the room around the corner.

The Deathbringers used his room to electrocute the condemned with the breath weapon of a caged behir. The extended wall prevented the beast from turning its breath weapon on observers. The east winch operated the portcullis that contained the behir. That winch has fused over the centuries leaving the portcullis forever frozen in the down position. The south winch controlled the extension of the chain attached to the behir's collar. However, that chain has rusted through, so turning the winch merely spins it uselessly. The manacles attached to the steel pole are masterwork but are bolted to the top of the column.

Creature: When the citadel was abandoned, the Deathbringers did not do so without a final visitation to their captive behir. They slew it and then with a special ritual animated it as an enhanced zombie that retained its abilities while living. As such, the **enhanced behir zombie** that still lairs here presents a formidable and unique threat. Though the portcullis is rusted in place, the bars have likewise rusted, and the behir has broken through them enabling it to come and go as it pleases. It spends most of its time in its cage staring mindlessly into space, but if it hears anyone enter the chamber it tries to quietly position itself just around the corner with a readied action to use its breath on the first intruder it sees and then grab and swallow whole anyone within reach. It fights until destroyed.

ENHANCED BEHIR ZOMBIE

CR 8

XP 4,800

Pathfinder Roleplaying Game Bestiary "Behir", "Zombie"

NE Huge undead

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 12, touch 8, flat-footed 12 (+4 natural, -2 size)

hp 77 (14d8 plus 14)

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

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

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+10 plus grab) or slam +15 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 17 for half), constrict (2d6+10), rake (claw +15, 1d4+7), swallow whole (2d8+10 bludgeoning damage, AC 12, 7 hp)

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

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Toughness^B

Skills Climb +15

SQ staggered

Treasure: A DC 10 Perception check by anyone entering the chamber notices a *greater ring of electricity resistance* used by the Deathbringers to feed and tend to the behir. It rests in a small alcove beside the door and could prove very beneficial in dealing with the behir zombie.

32. Secret Postern (CR 7)

This large chamber is empty save for a single door and a large stair spiraling up into darkness. The air smells stale and flat.

This chamber served as a staging area and postern exit for the citadel should it ever come under siege. A secret door in the north wall requires a DC 30 Perception check to locate from either side. The stairs ascend to Area 107 (see *Part 2—Echoes of Despair*).

Creature: The door on the west wall as well as the 15 feet of floor in front of it is all part of an **advanced mimic**, the guardian of the postern. It waits until someone is close enough to actually touch the false door before exuding its adhesive slam as a free action to automatically grapple anyone standing in the floor space it occupies and trying to crush them.

ADVANCED GIANT MIMIC

CR 7

XP 3,200

Pathfinder Roleplaying Game Bestiary “Mimic”

N Huge aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13**AC** 16, touch 11, flat-footed 15 (+1 Dex, +13 natural, –2 size)**hp** 94 (7d8+63)**Fort** +11; **Ref** +5; **Will** +8**Immune** acid**Speed** 10 ft.**Melee** slam +14 (3d6+15 plus adhesive)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** adhesive (DC 23), constrict (slam, 1d8+10)**Str** 31, **Dex** 12, **Con** 29, **Int** 14, **Wis** 17, **Cha** 14**Base Atk** +5; **CMB** +9; **CMD** 20 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Disguise), Weapon Focus (slam)**Skills** Acrobatics +11, Climb +20, Disguise +12 (+32 when mimicking objects), Knowledge (dungeoneering) +12, Perception +13, Survival +13**Languages** Common**SQ** mimic object

Monster Appendix

Flayed Angel

This once angelic being has been reduced to a twisted mass of oozing, raw flesh and muscle tissue, every bit of the skin having been stripped away from the body. The neck ends at a jagged stump, and the tattered, shredded remains of once-beautiful wings extend behind it.

FLAYED ANGEL

CR 16

XP 76,800

NE Large undead (extraplanar)

Init +8; Senses blindsight 120 ft.; Perception +18

AC 32, touch 24, flat-footed 27 (+4 Dex, +1 dodge, +8 natural, +10 profane, -1 size)

hp 252 (24d8+120 plus 24)

Fort +17; Ref +14; Will +19

Defensive Abilities channel resistance +6, profane presence; DR 10/evil; Immune acid, undead traits; SR 27

Speed 40 ft.

Melee 2 slams +25 (2d6+7/19–20 plus 2d6 acid)

Space 10 ft.; Reach 10 ft.

Special Attacks gout of blood, rend (2 slams, 3d6+10 plus 2d6 acid)

Str 25, Dex 18, Con —, Int 6, Wis 16, Cha 21

Base Atk +18; CMB +26; CMD 51

Feats Cleave, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Mobility, Power Attack, Skill Focus (Acrobatics), Spring Attack, Toughness, Weapon Focus (slam)

Skills Acrobatics +34 (+46 jump), Climb +22, Perception +18;

Racial Modifiers +8 Acrobatics to jump

Environment any

Organization solitary

Treasure none

Gout of Blood (Ex) Whenever a flayed angel is physically struck in battle, the impact causes a spray of acidic blood to fly off the creature at anyone within 5 feet. Anyone in the area of affect must make a DC 24 Reflex save or take 1d6 points of acid damage from this splatter. The save DC is Dexterity-based.

Profane Presence (Su) The existence of a flayed angel is such an anathema to the order of the multiverse that its very presence is a profanity of nature. This presence provides it with a +10 profane bonus to Armor Class and a +2 profane bonus to its saves.

On some rare occasions when an extremely powerful angel is captured, tortured to death and subjected to particularly vile rituals, dark gods of evil will intervene and prevent that being's essence from returning to its celestial home, instead trapping it within the mutilated corpse as a horrifyingly profane undead abomination. Such creations are anathema to the heavenly hosts and are actively hunted down by angles and archons whenever their existence is discovered. They seek to erase the stain upon the forces of good by the perversion of such a champion and to release its essence back to its rightful plane.

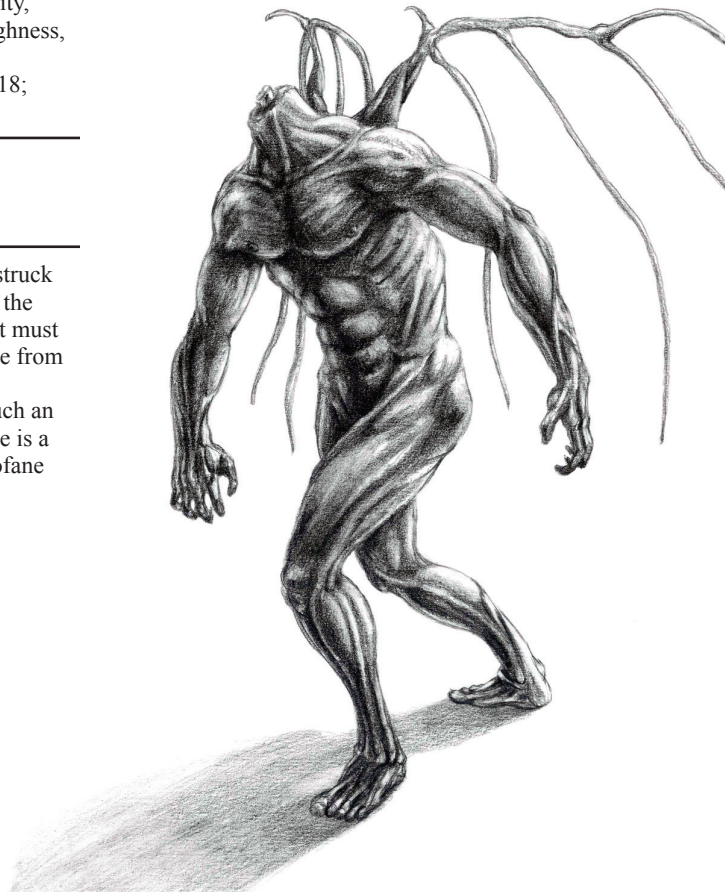
A flayed angels is horribly mutilated, its skin flayed away, its wings crippled, and its head removed. The preparation ritual also involves the introduction of an acidic embalming fluid that mingles with the blood left in its body as a continually-leaking, caustic brew.

A flayed angel stands around 8 feet tall due to the removal of its head and weighs about 450 pounds.

Flayed angels have lost most of their original battle prowess becoming little more than lumbering death dealers. However, they are still quite agile and, as former flyers of great renown, are still expert jumpers. They often climb to a higher position in order to leap down on their foes and attack in a sad caricature of their former ability to swoop down upon enemies from above. Regardless, their attacks soon devolve into brutish attempts to rend their foes into unrecognizable hunks of meat.

They strangely retain their inherent damage reduction that can only be overcome by evil-aligned weapons, often making them difficult and confusing foes. Their natural attacks are no longer considered good-aligned for the purpose of overcoming damage reduction.

The acidic blood mixture that continually oozes through their bodies splatters upon a foe on a successful melee hit and deals acid damage as well.



Toxic Mudman

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

TOXIC MUDMAN

XP 600

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

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

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

hp 22 (4d10)

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

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

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

Speed 10 ft.

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

Ranged ranged touch +5 (mud glob plus poison)

Special Attacks engulf

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

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

Feats Power Attack, Weapon Focus (mud glob)

Skills Perception +7

Environment temperate and warm water, and underground

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

Treasure none

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

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

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

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

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

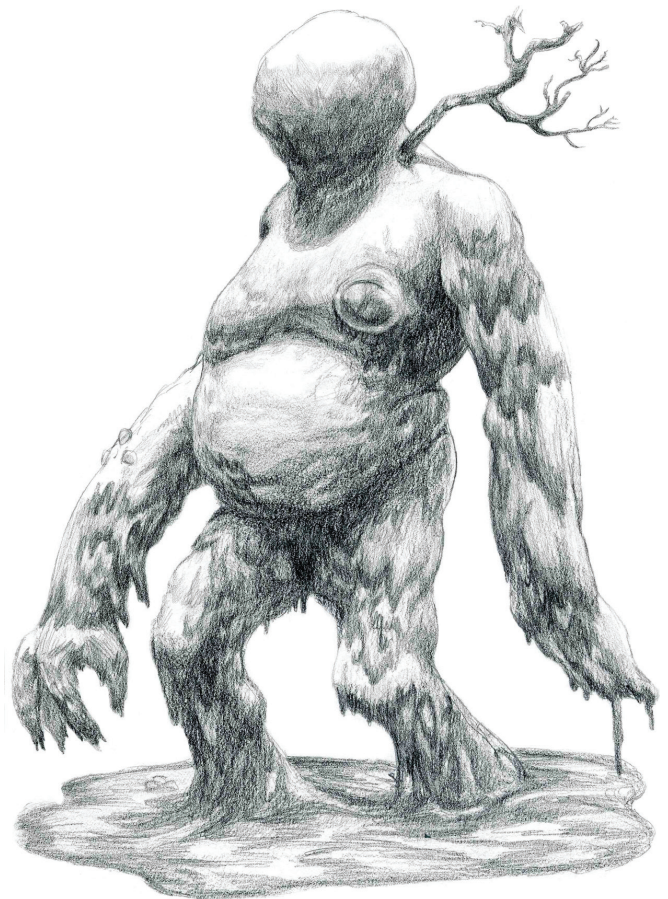
Poison (Ex) Any hit by a toxic mudman with either a slam attack, mud glob, or engulf attack subjects the victim to the poisons built up in the mudman's tainted substance. Contact; *save* DC 14; *frequency* 1/round of contact; *effect* 1 Constitution damage; *cure* 1 save. The save DC is Strength-based.

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

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

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

When a living creature enters a mud pool, the toxic mudman forms its humanoid shape (as a move action) and attacks until the opponent is slain or leaves the mud pool. It attacks by pummeling a foe with its fists or by hurling mud globs. Toxic mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.



Magic Items Appendix

Melee Weapon Special Abilities

DEATHBRINGER BLADE

The *deathbringer blade* ability can be applied to any slashing or piercing melee weapon. It functions as a *sword of life stealing* bestowing a negative level when it deals a critical hit. The wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

In addition, as a move action on his own turn the wielder can choose to let the weapon steal his own life. This can only be done voluntarily and results in the wielder's immediate death as if by death magic. When this is done, the weapon immediately explodes dealing 1d6 points of negative energy damage per level or hit die that the wielder possessed to anyone within 10 ft. Anyone within the area of effect of this explosion can make a DC 16 Fortitude save for half damage. The weapon is destroyed if this action is taken.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *death knell*, *enervation*; Price +3 bonus.

Minor Artifact

HAMMER OF MORDECAI'S DOOM/HAMMER OF THE THREE GODS

Aura strong conjuration, evocation, and necromancy [good];

CL 15th

Slot none; **Weight** 10 lb.

DESCRIPTION

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

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

Additionally, a second heretofore unrevealed aspect of the curse manifests if the hammer is used against the devourer at Area H2 of *Slumbering Tsar: Temple-City of Orcus, Part 3—The Harrow Lanes* for which the curse was originally attuned. In this case any hit by the hammer, whether critical or not, that would reduce the devourer to 0 hp or below causes the normal *heal/harm* effect as described above and also effects the wielder with a *blasphemy* (caster level 20). The curse effect of this weapon cannot be learned through

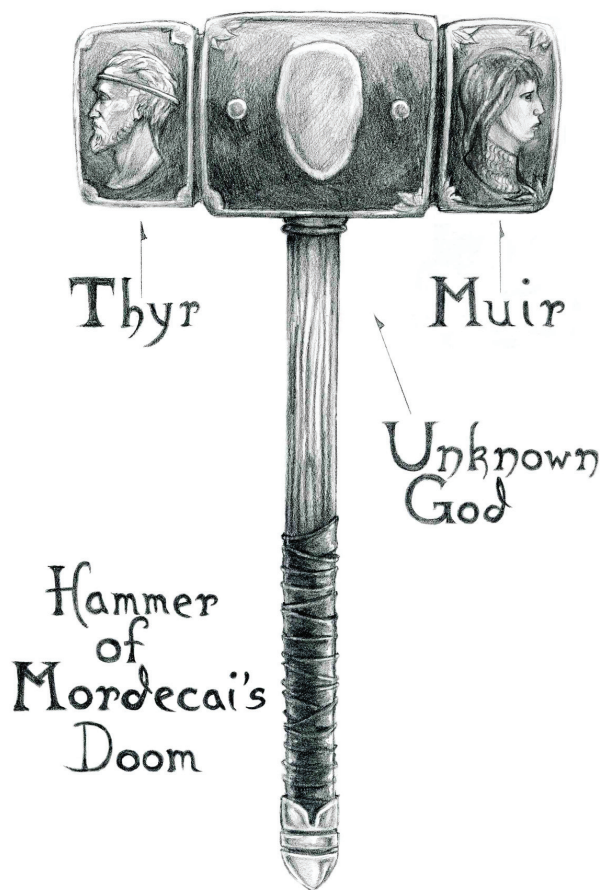
an *identify* or *analyze dweomer*.

It is possible that the curse on this hammer may be lifted and it be redeemed as the *Hammer of the Three Gods* (see Event 8 in Chapter 1 of *Slumbering Tsar: The Hidden Citadel, Part 1—At the Feet of Orcus*). If that occurs, the curse effects described above are lifted and it becomes simply a +4 *adamantine holy thundering warhammer*.

A side note of the ownership of the hammer is that it also serves as a symbol of office. Mordecai was the last rightful patriarch of St. Harul's Hold who, in honor of the lost goddess, was a cleric of both Thyr and Muir. The new holder of the weapon is also the rightful patriarch of St. Harul's Hold and thus Tsar and its surrounding environs. Now it is possible that a PC willing to take levels in cleric devoted to either of those deities (or perhaps Kel herself as discussed in the "Concluding the Adventure" section of Chapter 13 in *Part 6—Caverns of the Barrier*) can actually become that patriarch. However if not, the PC can still claim rightful rulership over the hold even if only in a secular sense. If the PC is not evil and is willing to allow those churches to re-establish their clerical presence in Tsar, they would honor the position conferred by the hammer and let that individual govern as the secular authority until passing to the next patriarch upon his or her death.

DESTRUCTION

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



Player Handouts

Player Handout D

To the deadly and despicable Kush, King of Assassins —

I Maphistal, first in attendance to mighty Orcus, Demon Prince of the Undead, Lord of Thanatos, Prince of Hate, etc. etc., do call on your services.

The damnable ghaele Castothraine yet lives and seeks to cause upheaval to my master's plans. For centuries we have hunted this "Prince of Guile" without success, and all we have determined is that he has yet to return to his own masters to report the information that he carries. However, we have gotten closer. Recently our spies have determined that he continues to operate in disguise in a region of the Material Plane near old Tsar — ever returning to the scene of the crime.

The heavy-handed fool Wharaz hired The Stalker to find those he has been dealing with and to use them to lead him to Castothraine, but the Auran fool failed in his mission. Never trust a mortal to carry out the will of the Abyss. Wharaz will be dealt with for his failure.

It is now in my hands, so I call on the might of the daemons for this task. Find Castothraine in whatever guise he may take, and silence him forever. He must not escape us, as the time draws near.

Upon your successful elimination of the azata your fee of three paladin souls will be delivered post haste along with a bonus of a captive couatl to use at your leisure.

Maphistal, Lord of Maalstage, Second of Orcus

Player Handout E - page 1

Martinus of Langival, Knight of Muir, Servant of Lord Bishu, Rider of the Fifty and One, writing on this the close of the Battle of Tsar...

Day 354 — Victory is achieved! The foe is routed and Tsar has at long last, after 353 days of siege, fallen. Scouts report that a great magical gate has opened miles to the south and the entire remnant of the dark city's defenders pours forth in full flight. We ready our harness for pursuit and ultimate victory. The day of the Horned One in the world is over, blessed be the light of Muir. I start this new journal as the war enters this newest and final phase. My old journal is now full after the months of fighting, and I pack it away in the baggage train where it will be transported back to my family manor and preserved there for posterity.

New orders have arrived as we sit our steeds in preparation of the pursuit. General Zelkor has ordered that Lord Bishu lead us into the city and secure it and the citadel. He fears a trap and wants us to make sure it truly is as empty as it appears. We are to hold it until the army's return. We ride at dawn.

Day 355 — With the first light of dawn we approach the battered fortress of Weeping Sores. The pennant of General Myrac still flies over it, but surely he has deserted with the rest, as the gate stands open and all is silent and still within. There is no sign of watchers or defenders. Lord Bishu has given the order to advance.

What a sorry state this foul city is in. The lowest tier is demolished, though whether from our bombardments or the decrepit inhabitants that once dwelt there I cannot tell. All is eerily quiet and empty. It appears that the entire populous fled through their magical gate, leaving behind only their shattered belongings and the uncaring dead. We must be on the look out for reanimation of the corpses in this accursed place. Rather than ride through the entire city, Clarendon has divined that a hidden stair climbs directly to the base of the citadel above. We have found its locked gate. Even now Sir Balderama prepares to unleash the power of his magic ring to burst the gate asunder.

A little peace at last. Such a ride up those steep, dark stairs, then a mad dash across the plaza and into the great citadel. We expected magical constructions and horribly revived dead creatures and found both waiting for us in the chamber of the High Altar. Arrayed before us in ranks ten deep, they stood not a chance before the might of the noble knights of the Fifty and One. Now night has fallen and we make camp in this accursed sanctuary. We have located several traps and diffused them and discovered that the dark curtains are deadly if their riddle is not guessed. Fortunately our good bishop is versed in the ways of the planes and provided the answer before any of us fell to the danger. Now if only he would provide us access to the rum locker we discovered, but no, the ever-pious Silas, Bishop Clarendon has locked it up and retains the only key. As if any of Bishu's men would be so base as to overindulge the baser instincts.

Player Handout E - page 2

***Day 356** — The eyes of the idol are deadly and work on the mind. Count Grebbell was overcome, but it appears that Clarendon has saved him. We must be more cautious. Now the eyes are blocked by shields to prevent any further problems.*

We divide up into scouting parties and begin our exploration of the citadel today. I am to travel with Count Grebbell and Fortingray

Count Grebbell is lost. Beasts still exist in the upper halls. We battled through them, but Grebbell became separated. We tried to reach him, but the beasts kept cutting us off. It almost seemed as if he was not trying to reach us. The last I saw of him as he was forced around a corner, I think he may have been laughing. The bishop has been unable to locate him through divination. Two other parties are also late in returning. We will mount our watch and see what the morrow brings. Rumbblings have begun among the men about a curse over this citadel.

***Day 357** — Sir Thormadine's party has returned battered but no worse for the wear. Of Gavlon's party there is no sign. Thormadine states he never saw Grebbell during their exploration but does claim to have heard echoing laughter at one point during the night. No new parties sent today, there have been much graver developments.*

Sir Keldrin (I hesitate to use the moniker "Sir" with this rascal) has slain Sir Brevis over a bottle of spirits. Brevis was a gentle soul and would never have offered offense to Keldrin. I have always suspected Keldrin as a pretender in the company and am gratified to see that my suspicions were correct (though, wofully, at the cost of poor Brevis's life, however, were he a better man he surely would have slain Keldrin rather than fall to him — I would have).

Tomorrow we will have a trial. After all we cannot claim to be knights if we cannot maintain order among ourselves.

***Day 358** — Guilty is the verdict! Lord Bishu and his captains have ruled, and the sentence is to be carried out tonight. Keldrin is to be beheaded with his own sword, more of a strange knife, really. A kukri I believe it is called — certainly not the weapon of an honest man. The good Bishop Clarendon will carry out the sentence and say prayers over the blackard's worthless carcass.*

The sentence is carried out. Keldrin has joined Brevis in death. Bishop Silas now carries the bloodied kukri at his belt as a warning to any other pretenders that may reside among us. I begin to suspect several others who may be such cravens.

Lord Bishu has called a private council with his captains, Barchus and Perival, and our spiritual leader, Silas, Bishop Clarendon. Whispering has begun among the other knights — the cowards.

Player Handout E - page 3

***Day 359** — An interesting discovery...a secret panel high on the wall that leads into this small spy's roost. I shall use it from time to time to keep an eye on my less-worthy brothers. I feel a terrible pall to this place, and I believe they are falling to it.*

Bishu has ordered that we hold our position and double the watch. No one is to leave or be admitted until the enemy is found and destroyed. Infractions will be dealt with most harshly. Clarendon continues to wear the bloody knife at his belt to give further weight to Bishu's orders.

***Day 360** — Fights have broken out and must be quickly restrained. The combatants receive the lash. Sir Boros was found dead, beheaded. A strange blood mark is on his forehead, almost like the spiked blade of a moon-axe. Guards are deserting their posts.*

Four more knights found dead, their heads removed, and the same mark on their foreheads.

***Day 361** — I have quit my former comrades during the dark watch of the night. I now hole up in my secret chamber. Their purity was insufficient to withstand the tests of this place. If only they were better men and could hold up under this constant assault as I have. I leave them to their deaths, but I will continue to watch. Perhaps something of value might be gained.*

Lord Bishu heads up into the citadel alone. I heard him exhort the men that he would find the solution and they must stand fast in his absence. The cretins are heedless. I can hear fighting in the camp.

***Day 362** — I am torn. I know that my former comrades, the Fallen Fifty and One, are unworthy of my valor; but voices speak to me. They say that it is I who has fallen when my comrades needed me the most. They say they speak with the voice of holy Muir, but I know these voices ring false. They are merely my weaknesses trying to overcome me. I am better than that now; I will not fold.*

Something is occurring in the citadel. I look through the outer peephole and see that a mist arises around the citadel as night falls. It is obscuring the city beyond unnaturally and there is a rippling in the air of the citadel itself. Something is happening. I must get out. My loyal steed still stands picketed in the main temple with the others. I can get to him when no one is watching. No time to pack. I must be free of this accursed place.

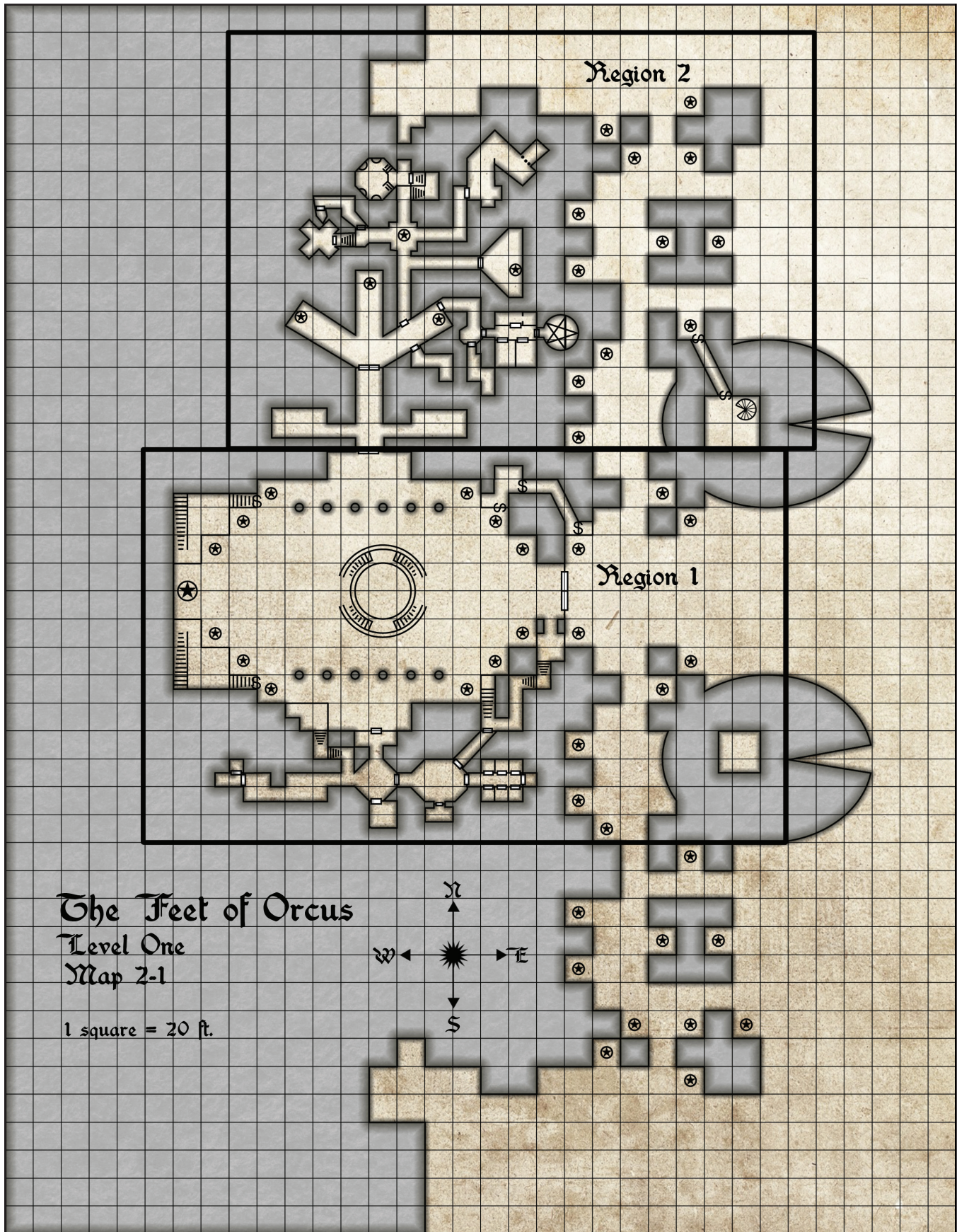
Map 1-1 Citadel of Orcus

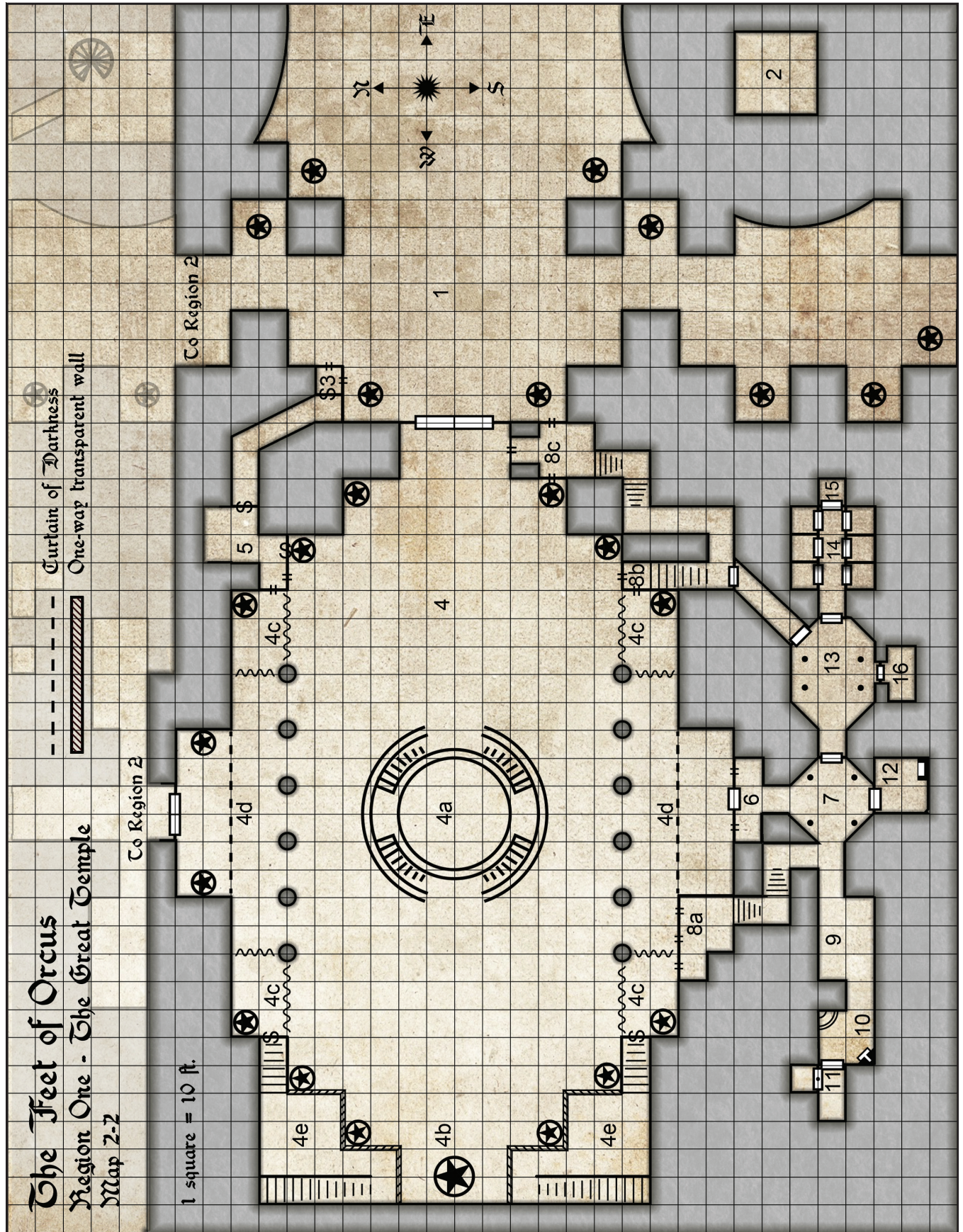
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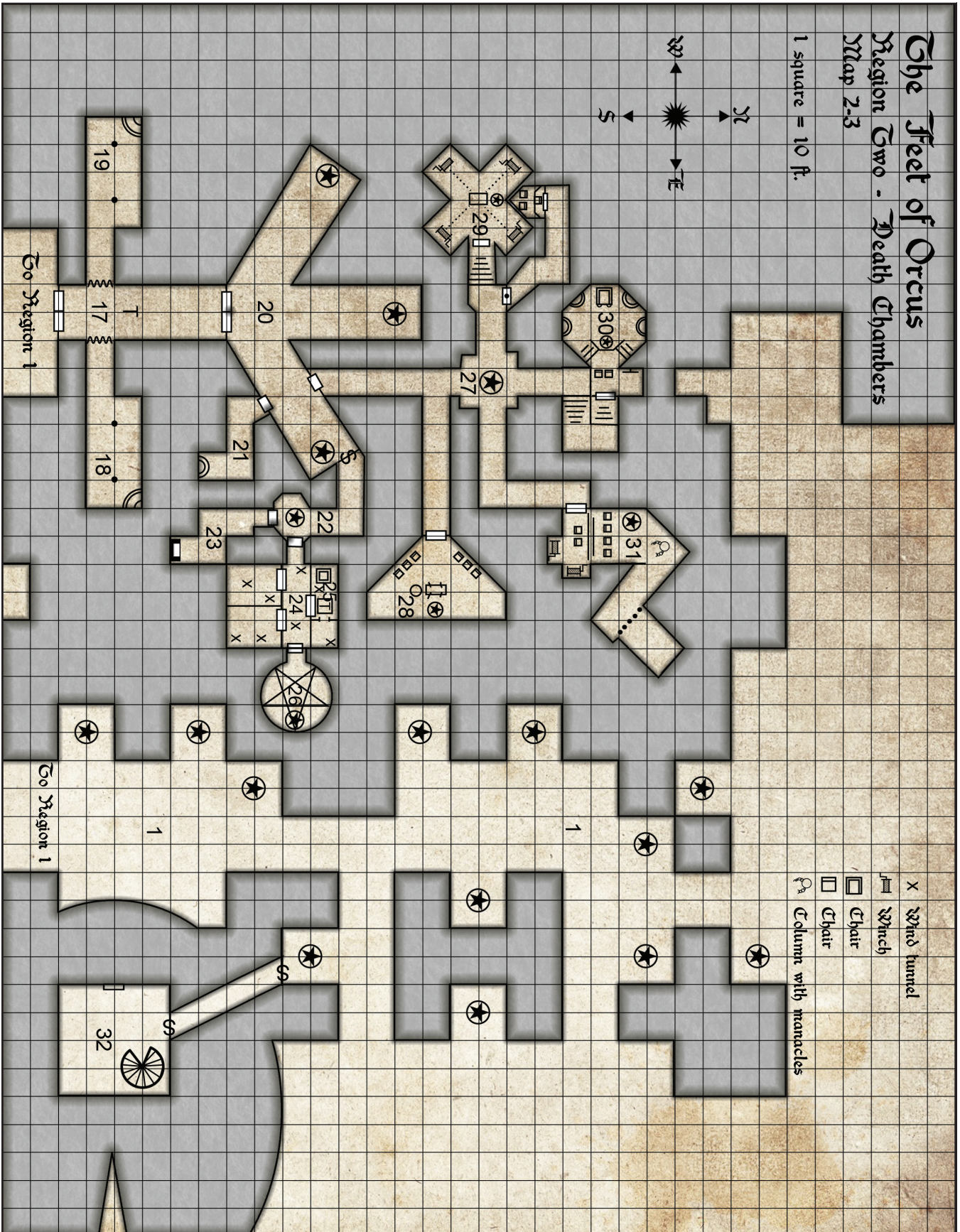
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