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The Hidden Citadel, Part 2
— Echoes of Despair —

By Greg A. Vaughan



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been possible.



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— The Hidden Citadel, Part 2 — Echoes of Despair

By Greg A. Vaughan

Strange things walk the halls of the Shanks of Orcus where once masked Overseers tortured prisoners and armored Templars practiced their sword craft, things that belong to a time forgotten when the vile Disciples of Orcus controlled the citadel and even before. Living memories still exist from a day when the ring of hammer on forges echoed through the halls and carried to the bubbling of chemicals and mechanical clattering of arcane workshops. Now these duellers crouch in dark corners and dream dark dreams of the past, of the time when the halls still rang with the echoes of hammers and the marching garrison, screams of mindless agony and insane laughter—echoes of despair.

Chapter 3:

The Shanks of Orcus

Level 2: The Shanks of Orcus (Regions 3, 4, 5 and 6) — Map 3-1

DIFFICULTY LEVEL: 12

ENTRANCES: Stairs from main temple Area 4e (Areas 33 and 58), spiral stairs from postern gate Area 32 (Area 107), balcony of the Caustic Purger (Area 124).

EXITS: Stairs (Area 59) to Region 8, spiral stairs (Area 107) to Region 7.

WANDERING MONSTERS: Check on 1d20 (+3 in Region 5) every 30 minutes or after the party makes any significant noise:

D20	ENCOUNTER
1	1 Hezrou Demon
2	1d3 Mulchworms
3	Deathbringer Hunting Party
4	1d6 Dire Rat Megaswarms
5	1 Gelatinous Cube
6	1 Char Shambler
7	1d2 Advanced Clockwork Scouts
8	Sir Balderama
9–20	No encounter.

Advanced Clockwork Scouts: These resemble rats and scout for the Magitect (Area 128).

ADVANCED CLOCKWORK SCOUT CR 1
XP 400

The Tome of Horrors Revised 62

N Tiny construct

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

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

hp 5 (1d10)

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.

Char Shambler: This creature has gotten loose from the Forges and wanders in search of prey.

CHAR SHAMBLER CR 11
XP 12,800

hp 147 (See **Monster Appendix**)

Deathbringer Hunting Party: This group is composed of 1 **Deathbringer assassin** and 1d4+3 **Deathbringer rogues** out hunting. They take any living creature they kill back to Area 37) to be butchered. If they retreat they lead attackers to that area to be ambushed by their comrades there.

DEATHBRINGER ASSASSIN CR 11
XP 12,800

hp 114 (See Area 37)

DEATHBRINGER ROGUE CR 8

XP 4,800

hp 89 (See Area 37)

Dire Rat Megaswarms: These voracious vermin scramble through the halls searching for anything to eat. They attack relentlessly until they dispersed.

DIRE RAT MEGASWARM CR 5

XP 1,600

hp 52 (See **Monster Appendix**)

Gelatinous Cube: This creature quietly sweeps the halls of debris and anything slow enough for it to catch.

GELATINOUS CUBE CR 3

XP 800

hp 50 (*Pathfinder Roleplaying Game Bestiary* "Gelatinous Cube")

Hezrou Demon: This creature stalks the halls letting its noxious stench and nausea inducing grapple render prey susceptible for it to grapple and try to spirit them away to consume in private. It uses its *blasphemy* to cover its retreat.

HEZROU DEMON CR 11

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

Mulchworms: These vermin mindlessly hunt the halls for food. They attack until destroyed, heedless of the danger the PCs represent.

MULCHWORM CR 5

XP 1,600

hp 60 (See Area 54)

Sir Balderama: He is out scouting and attempts to remain out of sight. If spotted he retreats back to his chambers. He may help a party in distress.

SIR BALDERAMA CR 17

XP 153,600

hp 200 (See Area 97)

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The Shanks of Orcus is the second level of the citadel, 280 feet above the ground. In the anatomy of the huge image of Orcus, it corresponds to the legs just below the knees and the seat. This level is divided into four regions: the Dungeons of Orcus, the Templar Garrison, the Lesser Thrall Quarters and the Forges.

Region 3 — Dungeons of Orcus (Map 3-2)

This region housed the many prisoners who disappeared into the citadel, most never to be seen again. The prison houses and jails of the city below were viewed much more favorably by captives than to fall into the direct clutches of the Disciples of Orcus. The prisoners kept here were a combination of the worst criminals, valuable dissidents, powerful enemies, holders of sensitive information or extremely dangerous creatures. Few who arrived ever escaped any fate other than the Death Chambers and the embrace of the Deathbringers below. This region was guarded by a small contingent of Templars and the hated Overseer faction.

33. Folly's Portal (CR 12)

Passage through this door from the west is harmless, but when approached from the east there is a terrible **trap**. In combination with the confusion caused by the rotating intersection (Area 34), this door served as a powerful deterrent for anyone trying to do the seemingly impossible and actually escape the Dungeons of Orcus.

Trap: When approached from the east, a special sign known only to the Overseers (a subtle hand gesture of two crossed fingers behind the back) is necessary to deactivate the trap on these enspelled doors. Even the Templar guards did not know the secret of passage, requiring an Overseer escort to safely depart in this direction. The door has a faint aura of Abjuration, a strong aura of Enchantment, and the trap can be deactivated for 1d4 rounds with a *dispel magic* against a 20th-level caster. If the door is opened after it has been approached from the east, a *mass hold monster* is cast on anyone east of the door and within 30 feet. In the next round, a secret panel opens above each 5-foot square in the 30 feet of corridor east of the door, and a patch of green slime falls out on a possibly held victim. The *mass hold monster* spell automatically resets after 3 rounds, but new green slime colonies must be manually placed within the secret panels before that portion of the trap will function again.

GREEN SLIME DOOR TRAP CR 12
Type mechanical and magical; **Perception** DC 27; **Disable Device** DC 31

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*mass hold monster*, 20th-level wizard, DC 24 Will save negates); never miss; onset delay (1 round); multiple targets (targets in each of six adjacent 5-ft. squares); green slime (see *Pathfinder Roleplaying Game Core Rulebook*).

34. Rotating Intersection

This seemingly normal intersection is actually rigged to cause confusion in anyone attempting to invade or escape the dungeons. Each stretch of corridor and door is identical, though markers left by adventurers could change this. A DC 35 Perception check made in the corridor outside of this area from each direction reveals a hidden catch. If tripped it allows passage through without triggering the mechanism. Otherwise, when anyone reaches the center of the intersection any open doors slam shut (unless spiked) knocking those standing in a doorway back out into the corridor and dealing 1d6

points of nonlethal damage. Immediately the entire section marked on the map begins to spin clockwise for 1d4 rounds. Anyone inside this area must make a DC 25 Acrobatics check to remain standing. The intersection then stops facing in a random direction (choose randomly or roll d4 to determine which direction the door the PCs came through now faces). All four doors are identical, and the stretch of corridor beyond each looks identical unless the PCs have wrought some change in them. A character that failed to maintain his balance has no idea which direction he was originally facing. This trapped corridor serves to make anyone attempting to escape the dungeons to head in a random direction and possibly trip a trap unnecessarily.

35. Death's Door (CR 9)

Opening this false door reveals a blank stone wall with a small orifice in its center and activates the **trap**.

Trap: When the door is opened a *negative energy geyser* is unleashed from the orifice in the wall (caster level 20th). This spell is found in *Relics and Rituals II: Lost Lore* by **Sword & Sorcery**. In the first round it unleashes a torrent of negative energy in a 5-foot radius dealing 20d6 points of negative energy damage. In the second round it surges forth to a 30-foot radius and deals 20d6 points of negative energy damage again. The torrent then collapses and vanishes. As usual, the negative energy heals undead creatures 20d6 points of damage, but it cannot put them above their maximum hit points. The door cannot be closed again while the trap is activated. The trap is quiescent for 1 hour after activation at which point it resets itself.

NEGATIVE ENERGY GEYSER TRAP CR 9
Type magical; **Perception** DC 33; **Disable Device** DC 33

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*negative energy geyser*, 20th-level wizard, 20d6 negative energy/round for 2 rounds, DC 22 Fortitude save each round for half damage)

36. Dungeon Entrance

The corridor ahead is blocked by a silvered steel portcullis with razor blades inset in its bars. Doors open on each wall, and beyond the portcullis an arrow slit looks out into the corridor. All is still, but somewhere ahead you catch the faint sound of dripping water.

The portcullis is mundane in most respects but has had a permanent coat of silversheen applied and the inset razor blades deal 1d6 points of slashing damage to anything that touches them. Being thrown or knocked into them or grasping them in an attempt to bend or break them deals 6d6 points of slashing damage.

37. Guard Room (CR 14)

A short corridor ends at a lowered portcullis. Arrow slits line the walls looking into the corridor. A faint smell of cooking hangs in the air.

A Templar guard room once reinforced the authority of the Overseers in the dungeon. Beyond the portcullis is a bunk room with 18 bunks set into the walls along the room's edge. A winch on the south wall operates the portcullis. In the southwest corner, an upturned helm holds glowing coals and serves as a brazier. A spear tip propped above it holds the haunch of a dire rat slowly roasting.

Creatures: A Deathbringer hunting party currently occupies this

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chamber. There are **7 Deathbringer rogues** led by a **Deathbringer assassin** in here. One of the rogues stands on a bunk and keeps watch out one of the arrow slits at all times. The arrow slits are too high for the silids to use effectively, so if alerted the rogues gather at the portcullis and pepper opponents with their crossbows and alchemist's fire. Meanwhile the assassin hides and observes the party through an arrow slit preparing for an opportunity to make a death attack. Stacked on one of the bunks are burlap sacks holding the field-dressed carcasses of several dire rats.

DEATHBRINGER ROGUES (7)

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 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.

DEATHBRINGER ASSASSIN

CR 11

XP 12,800

Female silid rogue 5/fighter 4/assassin 3 (*The Tome of Horrors II* 145)

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.

38. Armory

A slight odor of rot fills this chamber. The walls are lined with empty weapons racks and armor stands. Several strange contraptions are spaced about the floor, and a few flies buzz around them.

This chamber was once an armory for the Templar guards manning the dungeon. It was emptied when they abandoned the citadel. It is clear that the odor of rot comes from bits of rancid meat that have been placed on the contraptions. Anyone making a DC 17 Knowledge (architecture and engineering) is able to determine that the contraptions are dire rat traps. They are easily avoided, but anyone fool-



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ish enough to set one off takes 2d6 points of bludgeoning damage and must make a DC 23 Escape Artist check, DC 20 Strength check, or have help to extricate himself.

39. Templar Captain's Quarters

The door opens onto a plainly adorned room with a gnawed and vermin-eaten wooden bed frame and an open footlocker.

There is nothing of value or interest herein.

40. Watch Post

A table and chairs stand in the center of the room. An arrow slit looks out to the west, and a winch rests against the east wall. Another door exits to the east. Slumped across the winch are the skeletal remains of some small humanoid. A few of the long bones have been dragged away towards the east door.

This guard room manned by the Overseers controlled access to the dungeons. The winch is still functional and operates the portcullis at Area 36. The skeleton is a Small humanoid and is relatively fresh with gnaw marks covering the bones, though most of the tendons are still intact. A DC 20 Heal check is able to identify the bones as those of a goblinoid. A DC 30 Heal check determines they are the bones of a silid (+10 competence bonus to the check if the party has encountered silids). This was a Deathbringer hunter that was overwhelmed by a dire rat megaswarm while doing a solo scouting mission. His companions at Area 37 still await his return. His equipment has been scattered and dragged away by the rats.

41. Overseers' Hall (CR 10)

A wide hall extends to the east ending at a pair of doors. Doors stand to the north and south as do pairs of open archways. A small fountain streams water into a cracked basin that spills onto the floor feeding a flourishing colony of mold and fungus. The floor itself is a squirming mass of gigantic rodents feeding on the growth.

This was once a common chamber for the Overseers who supervised the dungeon. Their faction of the original citadel inhabitants is described in Region 9.

Creatures: The broken fountain has caused a heavy growth of fungus in this room, and as a result there are **7 dire rat megaswarms** currently here feeding on the prolific flora. If battle erupts with the swarms here, every round there is 25% chance that the swarms from one of the side rooms (Area 43) charge in and join in the attack. Once the swarms from all four rooms have joined, no more reinforcements will arrive.

DIRE RAT MEGASWARMS (7)
XP 1,600
hp 52 (See **Monster Appendix**)

CR 5

Treasure: Lying forgotten in the fungus growth on the floor is a +1 *deathbringer blade kukri* dragged in here from the body in Area 40.

42. Store Room (CR 7)

The doors to these rooms have been well-gnawed at the bottom from the dire rat swarms. It does not appear to be the case, but there

is actually enough room for a dire rat to squeeze through.

Creatures: Wooden shelving lines the walls, but it has been emptied and many have been chewed away or have collapsed. Rooting through the debris and clambering upon the remaining shelves in each of these rooms are **2 dire rat megaswarms**.

DIRE RAT MEGASWARMS (2)
XP 1,600
hp 52 (See **Monster Appendix**)

CR 5

43. Overseers' Quarters (CR varies)

Creatures: These rooms once served as the quarters for the dungeon's Overseers. Any furnishings have long-since been chewed to bits by the **1d4+2 dire rat megaswarms** that occupy each of these rooms. They respond to sounds of combat in as described in Area 41.

DIRE RAT MEGASWARMS (1d4+2)
XP 1,600
hp 52 (See **Monster Appendix**)

CR 5

Treasure: In one of these rooms (determined randomly) lies a gnawed belt pouch taken from the corpse at Area 40. Within the pouch are 2 flasks of alchemist's fire. The stopper of one of the flasks has been dislodged such that if the pouch is moved, the stopper falls open exposing the contents to the air and causing all of the flasks to explode. A DC 20 Perception check is able to note this dangerous situation and a DC 15 Disable Device is able to secure the stopper with detonating the flask. Also in the pouch are 24 gp, which are unharmed by the alchemist's fire.

44. Latrine

Stone benches set over cesspits line this room. Their contents have turned to dust long ago.

45. Portcullis and Winch (CR 9)

A portcullis blocks the corridor leading to the quarters once occupied by the Thrall trustees that assisted the Overseers in tending to the dungeon's occupants. The winch in the nearby alcove still operates the portcullis but bears a **trap**.

Trap: To prevent trustees from trying to assist their fellows, the Overseers routinely coated the handle of the winch with contact poison. They always wore gloves as part of their faction garb, and were thus unbothered by the substance. The last dose of the poison still remains on the winch (though somewhat less potent due to the passage of years) and affects anyone touching the winch's handle to raise the portcullis.

WINCH SMEARD WITH CONTACT POISON **CR 9**
Type mechanical; **Perception** DC 18; **Disable Device** DC 26

Trigger touch; **Reset** manual

Effect poison (black lotus extract—contact; *save* DC 18; *onset* 1 min.; *frequency* 1/rd. for 6 rds.; *effect* 1d6 Constitution damage; *cure* 2 saves)

46. Trustee Barracks

The doors to these rooms are locked from the outside. The keys are long gone. Within each room are rows of shabby pallets and a few

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desiccated personal possessions. The Thralls that once resided here were executed prior to the Great Retreat and dumped in the dungeons (see Area 54).

47. Guard Room

This featureless room once held guards who monitored the trustees while they were locked in their quarters. It is now completely empty.

48. Anteroom

The dripping sound is louder in this oddly-shaped chamber. Doors exit on either hand. A disgusting trail of filth is smeared across the floor from one door to the other. The western door is covered in huge gobbets of gore and more of the filth. It is from these large chunks of meaty gore that ichor falls creating the dripping noise as it forms a spreading pool on the floor.

A DC 16 Perception check is able to identify the gory handprints of a clawed, Large humanoid on and around the western door's handle. A DC 30 Knowledge (planes) is able to determine that they are actually the prints of the smaller claws of a glabrezu demon. The demon in Area 49 recently dragged a slaughtered mulchworm through this chamber and left behind the mess.

49. Dungeon Kitchens (CR 13)

This is a large, utilitarian kitchen dominated by two great fireplaces at the far end. The cabinets and tables still hold broken crockery and rusted ironware. Slung across one long sideboard is the slaughtered carcass of what appears to be a 10-foot earthworm. Slime and gore drip from the body and leave a trail from the door to its current resting place.

The dungeon trustees used this kitchen to provide meals of gruel for the prisoners and more substantial fair for the Overseers.

Creature: It is now occupied by the **glabrezu demon** from Area 56 who brought a mulchworm from Area 55 in here and has begun to feed on it. Its first action upon detecting intruders is to attempt to summon vrocks to assist it, then teleports to the far side of the room and casts *confusion* and *mirror image* before wading into melee.

GLABREZU DEMON

CR 13

XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

50. Watch Post

The door to Area 51 is normally barred from this side, but that bar has been broken and lies on the floor. A side alcove has a winch and spy holes looking into Area 51. The winch operates the portcullis at Area 51a. The smear of gore and filth extends down this hall from Area 51 to Area 48.

51. Dungeon Nexus

This room is strangely shaped and has a door set into each of its walls but one. That wall holds a large archway blocked by a portcullis (unless the winch at Area 50 was used to raise it). The northernmost door has been battered down and lies on the floor in a pile of splinters. The eastern door has an iron bar propped against the wall next to it. From this door the now-familiar slime trail leads to the southernmost door.

The trail was left by the glabrezu at Area 49. It was also he who battered down the door from the north.

51a. Beast Cage (CR 5)

This caged alcove once held guard beasts kept by the Overseers. If prisoners managed to break free from their cell blocks, a guard at Area 50 would raise the portcullis releasing the beast to slaughter the escapees. The last such beast was a dire ape, but it contracted a bad infection and died. Its bones still lie undisturbed in the cage. Rather than procure a new beast, the Overseers merely placed a **trap** on the cage.

Trap: Anyone passing within 10 feet of the cage opening (including coming through either of the cell block doors) must give a long-forgotten Overseer hand sign or activate a *phantasmal killer* that makes the portcullis appear to slide open (if not already) to release a horrible creature. The trap resets automatically and affects each creature to enter the designated area — it can activate multiple times in a single round.

PHANTASMAL KILLER TRAP

CR 5

Type magical; **Perception** DC 29; **Disable Device** DC 29

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (*phantasmal killer*, 10th-level wizard, DC 17 Will save for disbelief and DC 17 Fort save for partial effect)

52. Interrogation Chamber (CR 13)

This small room is almost featureless. A door stands in the west wall. A chair sits against the north wall. This chair is of heavy wooden construction with manacles for wrists and ankles. Small metal studs line the seat and chair back making it look like an extremely uncomfortable place to sit.

On some occasions the Overseers preferred to extract information from their charges without turning them over to the Deathbringers in the Feet of Orcus where they were likely to never emerge again. This interrogator's chair has masterwork manacles on the arms and legs. Anyone sitting in it takes 1 point of Strength damage per hour due to the extreme discomfort it causes. A small side room holds a few simple torture implements: braziers and tongs, razor wire, leather straps, abrasive pads, salt for open wounds, and the keys to the chair manacles.

Creature: Anyone sitting in the chair summons a **shackled death interrogator** that appears in the room. It looks like a giant skeleton with glowing green eyes but with thick collar bones that extend like shoulder boards from which hang a total of four heavy chains with manacles at their terminus. It expects to find Overseers waiting to give it orders on torturing anyone in the chair but immediately attacks when it realizes it is in the presence of intruders. The shackled death can be summoned once every 24 hours, but if slain no further summonings occur.

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SHACKLEDEATH INTERROGATOR

CR 13

XP 4,800

Advanced-HD shackleddeath (*Creature Collection II: Dark Menagerie* 142)

LE Large outsider (evil, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; **Perception** +26

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

hp 170 (20d10+40 plus 20)

Fort +16; **Ref** +17; **Will** +11

DR 10/magic and bludgeoning; **Immune** cold, poison; **Resist** acid 10; **SR** 24

Speed 30 ft.

Melee 2 claws +24 (1d6+5), 4 shackles +23 (grab)

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

Special Attacks shackles, punishment

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

Base Atk +20; **CMB** +26 (+30 grapple); **CMD** 39

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Sense Motive), Skill Focus (Survival), Toughness, Weapon Focus (shackle)

Skills Escape Artist +26, Intimidate +27, Knowledge (arcana) +23, Knowledge (local) +26, Knowledge (planes) +26, Perception +26, Sense Motive +32, Stealth +22, Survival +32

Languages Abyssal, Celestial, Common, Infernal

Punishment (Su) Trapping an opponent in a manacle allows the shackleddeath to use its magical abilities on him. A shackleddeath may use one of the following powers as the spell of the same name as a standard action at caster level 10th. The spell that can be used depends on the number of shackles that are secured to the victim. The effects are cumulative, so a victim caught in three shackles are subject to the spells not only for three shackles but also those for two or one shackle if the shackleddeath so chooses. Spell effects that require a melee touch are considered to hit automatically (no miss chance), but the victim is allowed a saving throw against the spell effects that allow such.

One shackle—*chill touch* (DC 15), *ghoul touch* (DC 16), *blindness/deafness* (DC 16)

Two shackles—*vampiric touch*, *contagion* (DC 18)

Three shackles—*bestow curse*, *hold monster*

Four shackles—*finger of death* (DC 21)

The save DCs for the spell effects are Charisma-based.

See in Darkness (Su) A shackleddeath can see perfectly in darkness of any kind, even a *deeper darkness* spell.

Shackles (Ex) A Large or smaller creature hit by a shackle is considered held with a successful grapple check, the manacle at the end of the chain clasp around the arm or leg. The victim's movement is reduced by one-quarter by each shackle attached to him, resulting in a cumulative –1 penalty to attack rolls and skill checks. A creature caught in a shackle can slip lose with a DC 35 Escape Artist check or force it open with a DC 28 Strength check. The chains themselves cannot be broken unless the shackleddeath is slain. At that point they gain the properties of ordinary chains (hardness 10, 10 hit points).

Treasure: At the back of a shelf in the storage closet (DC 15 Perception check) is a *wand of stabilize* (45 charges) that the Overseers used to revive those they questioned too hard.

53. Garbage Pit (CR 18)

The faint smell of garbage is noticeable as the door is opened. Beyond, a short passage opens into a hazy chamber. A narrow ledge overlooks a pit.

The Overseers used this pit to dispose of waste, garbage, and bodies as necessary. A gelatinous cube living in the pit digested all of the detritus. When the Thralls and prisoners were slaughtered in preparation of the Great Retreat, bodies were thrown in until they covered the cube. The rest were dropped into the cell blocks to rot.

Creature: Over the years the cube has grown into a **Gargantuan gelatinous cube**. This creature completely fills the pit and the room above the ledge up to a height of 10 feet. The haze in the air is actually the body of the cube that reaches all the way to the short entry passage. A DC 15 Perception check is necessary to prevent accidentally running into its side and being engulfed. It immediately attacks. Over the years it has spawned several other gelatinous cubes that wander the Shanks of Orcus.

GARGANTUAN GELATINOUS CUBE

CR 18

XP 153,600

Giant advanced-HD gelatinous cube (*Pathfinder Roleplaying Game Bestiary* “Gelatinous Cube”)

N Gargantuan ooze

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

AC 7, touch 7, flat-footed 7 (–5 Dex, +6 natural, –4 size)

hp 412 (25d8+300)

Fort +20; **Ref** +3; **Will** +3

Immune electricity, ooze traits

Speed 15 ft.

Melee slam +20 (2d6+9 plus 3d6 acid)

Space 20 ft.; **Reach** 10 ft.

Special Attacks engulf (DC 28), paralysis (DC 34, 3d6 rounds)

Str 23, **Dex** 1, **Con** 34, **Int** —, **Wis** 1, **Cha** 1

Base Atk +18; **CMB** +28; **CMD** 33 (can't be tripped)

SQ transparent

54. East Cell Block (CR 11)

The corridor and cells here are unlit. The stairs descend 10 feet — though the ceiling remains at the same height — but the floor is only a foot or two lower than the rest of the level due to the thick layer of debris that covers it. No wandering monsters enter this area.

The air is heavy with humidity and the smell of compost. Stairs descend but only for a couple feet before leveling off at a floor composed of debris and decomposing matter, like the floor of a jungle. Mosses grow on the walls, and they are slick with moisture from the gasses given off by the fermenting brew underfoot. However, it does seem stable enough.

This corridor is filled to a height of 8 feet with the compost covering all of the doorways and filling all of the cells unless otherwise noted. When the Great Retreat occurred, all of the Thralls and prisoners were murdered by the Overseers, and most of the bodies were thrown in here creating a layer of rotting corpses. Later the knight, Count Grebbell, came to this area after his transformation and brought in more debris including the removal of all of the wooden doors to add to the growing layer of compost along with his own spewed corruption. He then introduced immature mulchworms obtained from the laboratories in the Bosom of Orcus into this mix. Over time these

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creatures grew and multiplied and added their own bodies to create the compost that fills the corridor today.

Creatures: Currently these artificial strata are inhabited by **8 mulchworms**, hideous earthworm-like creatures covered in sticky mucous. Each round spent exploring this cell block there is a cumulative 25% chance of encountering a mulchworm burrowing up through the soil. Once a mulchworm is encountered the chances start over, but more can be encountered until all of them have been encountered. During any combat if there is adequate light or a PC has darkvision, a DC 17 Perception check notices an armored figure standing some distance down the hall that quickly disappears around a corner. This is Count Grebbell returning to his lair at Area 54a. The mulchworms do not bother Grebbell.

MULCHWORMS (8)

CR 5

XP 1,600

Creature Collection III: Savage Bestiary 146

N Large vermin

Init +0; **Senses** blindsense 30 ft., scent, tremorsense 60 ft.;

Perception +0

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

hp 60 (8d8+24); regeneration 5 (cold or fire)

Fort +9; **Ref** +2; **Will** +2

Defensive Abilities split (slashing, 12 hp); **DR** 2/—; **Immune** vermin traits

Speed 20 ft., burrow 10 ft.

Melee bite +7 (1d10+3)

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

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 11, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 19 (can't be tripped)

54a. The Dark Hole (CR 16)

Here at the side of the corridor, a narrow tunnel has been burrowed down through the compost of the floor where it disappears below the lintel of a doorway hidden beneath the sod. A foul smell, like the corrupted bodies of a thousand dead left in a swamp, wafts up from this dark hole in the earth.

Creature: The cursed knight Count Grebbell, now a horrid n'gathau, has excavated this cell and a tunnel just wide enough for a Medium creature connecting to it from above (DC 12 Climb check). A second tunnel has been dug and connects to the cell across the hallway and then up through a concealed tunnel entrance there (DC 20 Perception check to notice). Grebbell stands in his burrow below and unleashes his corruption spew up the tunnel and on anyone that approaches the tunnel entrance. He stays in his lair to engage anyone who clambers down to face him. He relies on his resistances against area-affect attacks fired down into his burrow. If he is taking much damage from these, however, he heads to the south cell and climbs up through his concealed entrance, using his corruption spew to clear the way if necessary.

COUNT GREBBELL

CR 16

XP 76,800

Male n'gathau (formerly human) aristocrat 4/fighter 10 (*The Tome of Horrors II* 221)

NE Medium outsider (augmented human, evil, extraplanar, n'gathau)

Init +6; **Senses** darkvision 60 ft.; **Perception** +1

Aura horrifying appearance

AC 29, touch 12, flat-footed 27 (+9 armor, +2 Dex, +5 natural, +3 shield)

hp 212 (4d8+16 plus 10d10+40 plus 24)



Fort +12; **Ref** +6; **Will** +10 (+13 vs. fear); +2 vs. gaze and visual attacks

Defensive Abilities bravery +3; **DR** 10/magic; **Immune** acid, poison; **Resist** cold 5, fire 5; **SR** 27

Speed 30 ft.

Melee +3 *longsword* +27/+22/+17 (1d8+15/17–20), bite +16 (1d6+4) or +1 *shock dagger* +23/+18/+13 (1d4+10/19–20 plus 1d6 electricity), bite +16 (1d6+4) or slam +21 (1d4+12), bite +21 (1d6+8)

Ranged +1 *shock dagger* +17 (1d4+10/19–20 plus 1d6 electricity)

Special Attacks corruption spew, cruelty's bliss, delicious agony, exquisite suffering, weapon training (heavy blades +2, light blades +1)

Str 26, **Dex** 15, **Con** 19, **Int** 15, **Wis** 13, **Cha** 18

Base Atk +13; **CMB** +21 (+23 bull rush); **CMD** 33 (35 vs. bull rush)

Feats Athletic, Cleave^B, Great Cleave, Improved Bull Rush, Improved Critical (longsword)^B, Improved Initiative^B, Iron Will^B, Leadership, Mounted Combat^B, Persuasive, Power Attack^B, Ride-By Attack^B, Spirited Charge^B, Toughness^B, Trample^B, Unseat, Weapon Focus (longsword)^B, Weapon Specialization (longsword)

Skills Bluff +14, Climb +27, Diplomacy +17, Intimidate +33, Knowledge (geography) +12, Knowledge (nobility) +12, Ride +16, Sense Motive +19, Swim +17

Languages Abyssal, Aklo, Common

SQ armor training 2, limited immortality

Gear damaged masterwork full plate armor, +2 *light steel shield*, +3 *longsword*, +1 *shock dagger*, *improved ring of climbing*

N'gathau Mutilations At one time a suit of armor, the breastplate has been cut into three metal plates that have been embedded vertically, front to back, through the top of the skull and down through the face (+2 saves vs. gaze or visual attacks). The lower jaw hangs below these plates, wired in place and set with heavy-duty hinges (provides a bite attack). The chest has been opened up revealing the sternum and ribcage, and additional heavy bone plates have been bolted to these creating a new breastplate (+1 natural armor bonus). There is a massive ulcerated sore on the abdomen just below the exposed ribcage (this inflamed wound allows the use of his corruption spew—see below).

Corruption Spew (Su) Grebbell can as a standard action spew

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forth a stream of corruption from the gaping orifice in his abdomen in a 30-foot cone once every 1d4 rounds. This thick, caustic liquid is both acidic and bears an enzyme that rapidly accelerates the decay and putrefaction of whatever it touches. Decomposing animal and plant matter can be reduced to compost in a matter of days with repeated applications. Metal also corrodes at a fast rate. The corruption spew deals 6d6 points of damage to any creature in the area of its effect (DC 21 Reflex save for half; half damage to those with immunity to acid or quarter damage if they save). It deals 3d6 points of damage to objects other than stone or glass, ignoring hardness. The save DC is Constitution-based.

Cruelty's Bliss (Su) N'gathau relish in the suffering of others. When a n'gathau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

Delicious Agony (Su) By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained).

A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.

Exquisite Suffering (Su) As a melee touch attack, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful DC 21 Will save or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day. The save DC is Constitution-based.

Horrifying Appearance (Su) The sight of a n'gathau is so disturbing that any creature with fewer Hit Dice than the n'gathau and Intelligence 3 or higher seeing it must make a successful DC 21 Will save or be shaken for 1d6 rounds. Creatures with more HD than the n'gathau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day. The save DC is Charisma-based.

Limited Immortality (Ex) When a n'gathau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by DM choice).

Personality/Appearance: Count Grebbell appears to be wearing a suit of full plate armor and an ornate helm at first glance. At one time it was a suit of armor, but now the breastplate has been cut into three metal plates that have been imbedded vertically, front to back, through the top of Grebbell's skull and down through his face. His lower jaw hangs below these plates, wired in place and set with heavy hinges. Two red-rimmed eyes glare from the recesses between the plates. His chest has been opened up revealing his sternum and ribcage, and additional heavy bone plates have been bolted to these creating a new breastplate. The greaves and vambraces still cover his arms and legs completing the former suit of full plate. Most grotesque of all is a massive, oozing sore on the knight's abdomen just below his exposed ribcage. It is from this inflamed wound that he uses his corruption spew.

Count Grebbell, one of the nobles that joined Lord Bishu in the Fifty and One, was one of the first to disappear after they came to the citadel. He went missing while on one of the early scouting missions.

It was on this mission that he was separated from his companions by wandering monsters and forced to retreat higher into the citadel. There he came upon the Grand Cornu's apartments and ran afoul of the n'gathau, Aagash "The Broken". When he finally emerged again weeks later, it was with his own n'gathau mutilations. The rest of the knights already dead or leading their own cursed existences, Grebbell moved into this cell block and began turning it into his own domain of corruption and decomposition.

Treasure: Buried in the muck of the n'gathau's lair (Perception DC 12 to locate if the lair is searched) is a masterwork adamantite dagger whose blade is incised with the image of a fish with a coin in its mouth. A DC 20 Knowledge (nobility) check identifies it as the crest of House Grebbell whose patriarch was a member of the Fifty and One.

55. North Cell Block

There are no light sources in this area.

Stairs descend 10 feet into a dark corridor. Side passages branch off, and heavy wooden doors with small barred windows line the hall. Each has a heavy locking plate above the handle. The corridor is chill, and a light mist floats near the floor.

These cells are all empty but show signs of their former occupants: scraps of clothing or food, musty straw and cryptic messages of hopelessness or madness. The doors are all locked.

56. Turnkey's Chamber

Whatever furnishings were in this chamber have been smashed to flinders. A smooth path has been worn in the floor the length of the room from the constant pacing of heavy feet. An iron door with a small sliding panel is set into the west wall. Hung on hooks around the walls are rings of black iron keys. Across the room a single key ring holds four silver keys.

When the Overseers kept prisoners in the secure cells beyond, a powerful demon was usually summoned to serve as turnkey and augment the protection of the dungeons. The last demon summoned was a glabrezu to guard the prisoner in Area 57a. When the Overseers withdrew from the citadel, they thought it ironic to leave that prisoner behind and let her remain alive but forever cut off from her own kind. Unfortunately, for the glabrezu the wording of his summoning required him to remain as long as the cells were occupied. He has remained here as much a prisoner as his charge continually pacing. When the citadel reappeared on the Material Plane the hold on him slipped enough to allow him to leave the room and hunt for something to eat. He can currently be found in Area 49.

The key rings belong to the various cells in this block and at Area 54 (which no longer have doors). The silvery keys are actually mithral and are for the iron doors and the manacles in the cells at Area 57. The sliding panel on the door opens a view port looking into the unlit hallway beyond.

Locked Reinforced Iron Door: 4 in. thick; Hardness 10; hp 120; Break DC 35; Open Lock DC 30.

57. Secure Cells

These cells have reinforced iron doors with view ports identical to the one in Area 56. They are opened by the keys at Area 56. Each of these cells was designed to hold especially powerful or elusive

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prisoners. As such each has a set of adamantine *dimensional shackles* set into the far wall that can be adjusted to fit creatures size Small to Huge. They are further enchanted such that any creature locked in them is placed in *temporal stasis* until released (no save). Removing these shackles from the wall destroys them.

57a. Occupied Cell (CR 16)

Creature: Chained to the wall in this cell and in suspended animation is a **hound archon**. She was captured during the Battle of Tsar and slated for eventual torture and execution but was left behind when the city was abandoned. If released she is initially suspicious of the PCs, but if convinced they are not servants of Orcus will treat with them peacefully.

OSLAND
XP 76,800

CR 16

Female hound archon ranger 12 (*Pathfinder Roleplaying Game Bestiary* “Archon, Hound”)

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; **Perception** +17

Aura aura of menace (DC 16), *magic circle against evil*

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural; +2 deflection vs. evil)

hp 169 (6d10+18 plus 12d10+36 plus 12)

Fort +16; **Ref** +16; **Will** +10; +4 vs. poison, +2 resistance vs. evil

Defensive Abilities evasion; **DR** 10/evil; **Immune** electricity, petrification; **SR** 27

Speed 40 ft.

Melee bite +22 (1d8+6), slam +22 (1d4+4)

Special Attacks combat style (two-weapon combat), favored enemy (outsider [evil] +6, outsider [chaotic] +4, undead +2), quarry

Spell-like Abilities (CL 9th):

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Ranger Spells Prepared (CL 9th):

3rd—*greater magic fang*

2nd—*cat's grace*, *protection from energy*, *wind wall*

1st—*delay poison*, *jump*, *summon nature's ally I*

Str 19, **Dex** 16, **Con** 16, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +18; **CMB** +22; **CMD** 35

Feats Cleave, Double Slice, Endurance^B, Greater Two-Weapon Fighting^B, Improved Initiative, Improved Two-Weapon Fighting^B, Iron Will, Power Attack, Run, Stealthy, Two-Weapon Defense, Two-Weapon Fighting^B, Two-Weapon Rend

Skills Acrobatics +18, Climb +10, Escape Artist +19, Intimidate +16, Perception +17, Sense Motive +17, Stealth +26, Survival +21 (+27 tracking)

Languages Celestial, Draconic, Infernal; truespeech

SQ camouflage, change shape (*beast shape II*, canine), favored terrain (plains +4, underground +2), hunter's bond (companions), swift tracker, wild empathy +13, woodland stride

Personality/Description: Osland has the canine head and speckled skin of a Dalmatian. She is lithe but well muscled and moves with grace and an inner strength. Despite her long captivity she is in decent shape having been subjected to only minor tortures before being abandoned. Osland was a scout assigned to the Army of Light and serving under the hound archon commander, Amaleal. She was out probing the city's defenses when the magic struck that created the Chaos Rift and decimated the army's camp. Her commander was one of only two great celestial generals to survive this attack and assumed control of those remaining angelic forces after the loss of Lord Karask the leonal agathion and General Nimrod the famed planetar war leader. Distracted by her greater duties to the order of

battle, Amaleal allowed her scouts to assume semi-autonomous roles in their missions. With this new freedom, Osland began searching the Chaos Rift for any possible survivors when she discovered something completely unexpected — sign that General Nimrod had passed from the area of the rift before the cataclysm. Following this spoor, she traced it to the city and realized that the planetar now believed dead had actually been captured by the Disciples of Orcus. Underestimating the wards on the city, she exercised her tactical autonomy to sneak into the city and eventually the citadel to find the general. Unfortunately she was captured and, because she had never reported her findings to her superior, Amaleal assumed her lost in battle, the truth of Nimrod's survival never reached the Army of Light where it might have changed the course of the battle.

Osland is very astute and realizes that a long period of time may have passed during her imprisonment — she had languished here for several months before the Great Retreat. The true amount of time that has passed and news of the Army of Light's fate staggers her, though she quickly recovers. She realizes that she should have reported her findings rather than trying to discover Nimrod alone and feels great guilt over the outcome. However, since she was left behind, she believes it is possible that General Nimrod was too and could still be alive in the citadel. She is anxious to explore the citadel and is intended as a possible replacement PC for a player who has lost a character. If no such PC is needed, then she is anxious to return to her home plane and report her findings. She is unfamiliar with the citadel beyond the immediate dungeon area (Areas 51, 52, 55, 56 and 57). She has no equipment as her belongings were taken by the Overseers long ago.

Region 4 — Templar Garrison (Map 3-3)

This region served as barracks for the main force assigned to the defense of the Citadel of Orcus, an elite regiment called the Templar Guard. These warriors stood outside the normal military hierarchy of Tsar and answered directly to the Templar High Captain. Here was they were primarily housed, equipped and trained, though small contingents of them were assigned to billeting at areas vital to the citadel's security.

58. Hall of Banners (CR 15)

This is a wide hall running east to west with alcoves branching off to either side. Three great chandeliers hang from the ceiling spaced along the length of the hall. Each of these holds dozens of iron sconces in concentric rings that burn with the now-familiar red flames. The walls along the hall and in the alcoves are hung with dozens — possibly hundreds — of banners. Featured prominently among them are the demonic ram-horned skull of the Disciples of Orcus and the ram's skull over a walled city that represents the Temple-City of Orcus.

The banners in this hall represent the many tribes, forces, and allies of the Disciples of Orcus. A DC 20 Knowledge (nobility) check can identify the following banners: the red tower of Kirash Durgaut, the ring of thorns on a black field of Belishan the Bloodmage, the dire eagle and gold wyrmling of the Krellin noble family of Tsar, the ram's skull over crossed swords of the Army of Tsar, the image of Orcus enthroned representing the Citadel of Orcus, the red death mask of the Deathbringers sect, the skull in chains of the Overseers of the citadel, the skeletal fist grasping a spiked heavy flail of the citadel's Templar Guard, and a pyramid with a purple tongue of flame at its apex that may have been seen before in the Cold Dell necropolis in the City of Tsar. Other banners include various humanoid tribes



and regimental and battalion crests associated with the city.

A DC 20 Perception check locates a gold banner of the Army of Light with its image of the crowned mountain (representing Overking Graeltor) surrounded by the symbols of Thyr, Muir, St. Cuthbert and Pelor. A DC 25 Perception check made while examining this banner detects a small setting moon symbol in a lower corner (DC 15 Knowledge [religion] to identify as the symbol of the Lawful Evil goddess of magic, Hecate). If this feature is noticed, a DC 22 Knowledge (history) check recalls that the church of Hecate was a controversial addition to the great crusade against Tsar and that a few of the army's banners included this subtle addition. Why this banner is hanging among the allies of Tsar is unknown. In truth, the Disciples knew of the grumbling caused by the addition of the followers of Hecate and included this banner to sow dissension in case spies ever managed to penetrate this chamber. More information on the Army of Light can be found in *Slumbering Tsar: The Desolation*.

Creatures: Guarding this chamber are **40 armored black skeletons**. They stand eight to each alcove and are cloaked by *invisibility* spells. They wait until the party has passed the first alcove before they march out to attack from flanking positions. The skeletons from the farthest alcoves attempt to move through the ranks of the party without attacking as the battle rages while still invisible and using the sounds of battle as cover to reach the party's interior ranks and attack weaker PCs.

At the back of one of the alcoves are two secret doors. These are well hidden and require a DC 30 Perception check to notice. However, anyone making a DC 15 Perception check while specifically looking at the floor notices greater wear in the stone tiles before these doors reducing the Perception check to find them to DC 20.

ARMORED BLACK SKELETONS (40)

CR 5

XP 1,600

The Tome of Horrors II 146

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +10

Aura frightful presence (60 ft., DC 15)

AC 24, touch 10, flat-footed 24 (+8 armor, +6 natural)

hp 45 (7d8+14)

Fort +4; **Ref** +6; **Will** +5

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

Speed 30 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage)

or 2 claws +9 (1d4 plus 1d3 Strength damage)

Special Attacks superior two-weapon fighting

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

Base Atk +5; **CMB** +5; **CMD** 19

Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +4, Climb +3, Escape Artist +4, Perception +10, Stealth +7

Languages Abyssal, Common

Gear half-plate, 2 short swords

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

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

59. Hidden Stairs (CR 11)

As an extra measure of security, these stairs permitting access higher into the citadel were placed behind secret doors.

Creature: When the citadel was abandoned, the Disciples left behind a new guardian, a **giant six-armed black skeleton**. This six-armed horror attacks any who enter this room through the secret doors or down the stairs. It does not pursue beyond this chamber.

GIANT SIX-ARMED BLACK SKELETON CR 11 XP 12,800

Giant six-armed advanced-HD black skeleton (*The Tome of Horrors II* 146, *Creature Collection III: Savage Bestiary* 212)

CE Large undead

Init +9; **Senses** darkvision 60 ft.; **Perception** +17

Aura frightful presence (60 ft., DC 19)

AC 26, touch 10, flat-footed 25 (+9 armor, +1 Dex, +10 natural, –1 size)

hp 105 (14d8+28 plus 14)

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

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

Speed 30 ft.

Melee scimitar +15/+10 (1d8+4/15–20 plus 1d3 Strength damage), 5 scimitars +15 (1d8+4/15–20 plus 1d3 Strength damage) or 6 claws +14 (1d6+4 plus 1d3 Strength damage)

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

Special attacks superior multiweapon fighting

Str 19, **Dex** 21, **Con** —, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15; **CMD** 30

Feats Improved Critical (scimitar), Improved Initiative, Multiattack^B, Multiweapon Fighting^B, Power attack, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar)

Skills Acrobatics +13, Climb +15, Escape Artist +13, Perception +17, Stealth +12

Languages Abyssal, Common

Gear full plate, 6 scimitars

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

Superior Multiweapon Fighting (Ex) The six-armed black skeleton fights with a scimitar in each hand. Because of its magical nature, its Multiweapon Fighting feat allows it to attack with all weapons at no penalty.

60. Garrison Checkpoint

The passage is barred here by a lowered portcullis. Two, dark, cobweb-covered arrow slits look out into the corridor from either side. Beyond the portcullis, doors stand on either side of the hallway.

The Templars once guarded access into their barracks from this point. It is now abandoned. A winch in the east guard room once operated the portcullis, but the portcullis is now fused in place and cannot be raised.

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Break DC 30.

61. Main Armory (CR 12)

This is a wide room with racks for weapons and armor spaced around the walls. Most of these are empty. In addition to the few weapons remaining are few other discarded items like an odd gauntlet, helmet, or harness. To the west stands a door made of interlocking iron bars.

This was the main armory for the Templar Guard. The west door is locked and is equal to a portcullis for attempts to break through it. The lock requires a DC 25 Disable Device check. When the citadel was abandoned, this room was stripped to equip the leaving Templars. To the west are two more armory rooms separated by an identical locked door of iron bars. These rooms likewise hold weapons racks and armor stands but are much more crowded with the racks standing in rows 5 feet apart throughout the room rather than just along the room's perimeter. These racks and stands still hold many weapons and suits of armor. With a DC 18 Perception check the party can find a masterwork specimen of any weapon or type of armor listed in the *Pathfinder Roleplaying Game Core Rulebook*. There is a 20% chance that second such item can be found as well, but any found beyond that will be mundane specimens. The weapons racks stand 7 feet tall and are composed of iron bars (Hardness 10; hp 40; Break DC 28).

Creature: Hiding among the weapons racks in the back rooms is a **blade demon**. This creature's face is a blank plate of red-hot steel and a thick braid of hair ending in a heavy spiked ball. Its wings are human flesh stretched taut over a frame of bones and scythe blades, and its arms end in blackened stumps from which protrude curved blades of dark steel. It served as a guardian of the armory when the citadel was occupied and remained behind when it was abandoned. It carries the keys to the two iron-bar doors and can move between the rooms with ease. It uses the weapons racks for cover to hide while it observes the PCs. After transforming its scythehands into advantageous weapons it flies into the party's midst to try and isolate one party member and use its wings and braid flail to hold off the others.

BLADE DEMON CR 12 XP 19,200

Creature Collection II: Dark Menagerie 51

CE Medium outsider (chaos, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +19

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 120 (16d10+32)

Fort +12; **Ref** +13; **Will** +7

Defensive Abilities battle soul; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

Speed 35 ft., fly 70 ft. (poor)

Melee braid flail +20 (1d8+6/19–20), 2 +4 scythehands +25 (2d4+10/19–20/x4), 2 wings +15 (2d6+2 plus 1 bleed)

Space 5 ft.; **Reach** 5 ft. (10 ft. with braid flail)

Special Attacks morphic scythehands, sense weakness

Spell-like Abilities (CL 16th):

1/day—summon (level 5, 2d10 dretches or 1 hezrou 50%)

Str 18, **Dex** 17, **Con** 15, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +16; **CMB** +20; **CMD** 33

Feats Blind-Fight, Combat Reflexes, Improved Critical (scythehands), Improved Initiative, Iron Will, Power Attack, Weapon Focus (scythehands), Weapon Specialization (scythehands)

Skills Acrobatics +22, Fly +18, Intimidate +19, Perception +19, Stealth +22

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

Battle Soul (Ex) Once a blade demon has acted in a combat

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round, it can no longer be affected by compulsion or mind-affecting effects for the duration of the battle.

Morphic Scythehands (Su) The scythehands of a blade demon are considered to have a +4 weapon enhancement. As a move action, the blade demon can change the nature of its scythehands and reallocate up to +3 of that enhancement bonus to spend on different weapon special abilities as described on Table 15-9: Melee Weapon Special Abilities in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*. Any combination of powers can be obtained as long as the scythehands themselves retain at least a +1 enhancement bonus. The blade demon can choose to make his scythehands have different qualities, but each one would then require its own move action to reconfigure.

Sense Weakness (Su) After observing an individual for 1 round, a blade demon can make a DC 20 Perception check (DC 25 if the target is concealed by any form of illusion) to determine if any types of weapons or attacks are particularly effective against the target (due to damage reduction, weaknesses, or other characteristics of the target).

62. Armorer's Quarters

This simply appointed room holds a bed frame, a table with wash basin, a couple chairs, and a few shelves. A small steel mirror hangs above one shelf atop which lies a bronze razor and a leather strop.

This chamber served as the quarters for the chief armorer who oversaw the main armory. It was he who controlled the blade demon. He left with the retreat, but in his haste forgot a **treasure** that remains in this room.

Treasure: Behind the mirror is a secret niche located with a DC 28 Perception check. Within is a set of five matching daggers that consist of a +1 *speed dagger*, a +2 *seeking dagger*, a +1 *unholy icy burst dagger*, a +1 *keen shock dagger*, and a +1 *undeadbane ghost touch dagger*. In addition is small platinum amulet (100 gp) which bears a strange symbol and writing in Abyssal. A DC 10 Knowledge (planes) determines that the symbol represents the Abyss. The writing says, "Vardis'alyk," which a DC 25 Knowledge (planes) determines to be the truename of a demon. This is the name of the blade demon in Area 61, and if spoken in its presence the speaker is able to use a *suggestion* that ignores the demon's spell resistance or battle soul ability as a caster of the speaker's character level.

63. Trapped Corridor (CR 8)

A **trap** has been placed in this corridor between the dungeons and the barracks.

Trap: There is a pressure plate in the floor at the point marked on the map. When anyone steps in that square, a nozzle hidden in the wall sprays gorgon breath weapon gas into that square and 60 feet up the corridor to the north. The trap automatically resets itself after 10 minutes.

GORGON BREATH TRAP

CR 8

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; **Reset** automatic

Effect gas (gorgon breath weapon, DC 19 Fortitude save negates, turn to stone); multiple targets (all targets in 60-foot stretch of hallway)

64. Garrison Checkpoint

A cage of iron bars running from floor to ceiling stands in the center of the south wall. A door exits in the back wall of the cage. Similar doors stand in that wall flanking the cage. Narrow passages lead out from the northern corners of the room, and a lone door stands in the north wall between them.

This room served as a checkpoint to restrict access between the dungeons and the Templar barracks. A Templar sergeant stood in the protection of the cage and checked the credentials of anyone attempting entry and then funneled them down the defense corridors on either side. Guards stationed in the small rooms to the northeast and northwest would come to the sergeant's aid when needed. The door in the cage leads directly to the defense post (Area 67) where the sergeant could retreat if necessary while the guards covered his escape. Each of the small side rooms holds only a plain wooden bench and a door. The cage bars are equal in strength to a portcullis.

65. Guards' Privy

This privy serviced the guards stationed at the checkpoint so they did not have to travel unnecessarily through the defense corridors.

66. Guard Room

This plainly adorned room holds only a stone bench with a tattered reed mat. A skeleton still wearing a chain shirt sits on the bench and slumps against the wall. A longsword lies on the floor at the skeleton's booted feet. The hilt of a dagger protrudes from the skull's mouth.

This room allowed the guards assigned to the checkpoint to rotate rest breaks. The skeleton is of a human Templar. When the Great Retreat was called, he was part of the last squads to leave and make sure none remained behind. During this time one of his comrades-in-arms took this opportunity to avenge some perceived slight, and the guard was murdered and left in this chamber. His chain shirt is masterwork.

67. Corridor Defense Post (CR 11)

The Templar Guard always saw the possibility of a prison riot as a real threat within the citadel. Therefore they constructed this post to prevent easy access into their barracks. Stairways rise from the cage in Area 64 and the barracks floor in Area 69. Large fireplaces were used to heat kettles of boiling oil, which could be dumped in troughs that would then pour it into the shaded sections of the corridors below. Spy holes near the troughs allow guards in the upper room to observe the corridors below. Anyone in the corridors can make a DC 15 Perception check to notice the holes in the ceiling, though they may not know exactly what they are for.

Creatures: When the Templars abandoned the garrison, they left behind **10 armored black skeletons** to man this defense post. Each of the fireplaces has a **Small fire elemental** trapped within keeping the kettles at a boil. If the fireplace grate is removed, the elemental is released and disappears after attacking for 1 round.

ARMORED BLACK SKELETONS (10)

CR 5

XP 1,600

hp 45 (See Area 58)

SMALL FIRE ELEMENTALS (2)

CR 1

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Fire")

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Tactics: If the skeletons see the party traveling in the corridors beneath, they pour the boiling oil onto those below. Anyone in the shaded area when the boiling oil is poured takes 3d6 points of fire damage in the first round, 2d6 points of fire damage in the second round, and 1d6 points of fire damage in the third round as the oil cools. If cold spells or large amounts of water (at least three waterskins worth) are used to cool the oil affecting a character, then the subsequent rounds of damage are avoided. It takes one skeleton to man each cauldron and one skeleton to keep watch on each corridor through the spy hole. The remaining 6 skeletons pour a cask of oil on each stairway (treat as a *grease* spell) and stay in the center of the room to watch for attackers from either stairway. After a black skeleton has poured its boiling oil, it takes up position in the center with the other skeletons.

68. Oil Storage

This room is stacked high with casks of oil. There are a total of 23 casks in this chamber. Each cask holds 10 flasks of oil and functions as such if ignited.

69. North Barracks

A row of pillars extends down the center of this hall. Rows of wooden bunks stacked three high fill this chamber. Lockers and chests line the walls of the chamber, and netting hangs above these and from the pillars and bunks themselves for more storage. A stone font provides water at one end of the chamber, and a stone stairway rises at the other end.

This chamber once housed nearly a quarter of the citadel's Templar Guard. There are 111 bunks in here all told. Two small rooms exiting off the side house latrines used by the troops. This room was largely stripped when the citadel was abandoned, but there is still a great deal of equipment and debris remaining behind. Allow a DC 15 Perception check for each 10 minutes spent rummaging through here. On a successful check roll on the table in the Templar Barracks Miscellaneous Gear sidebar.

70. Sergeants' Quarters

Bunks for ten occupy this oddly-shaped chamber. An alcove holds racks for weapons and armor; they are empty. A central table holds a few tankards and has a half-dozen chairs set around it.

This chamber once held the noncommissioned officers for the Templars in the north barracks. Empty foot lockers rest beneath the bunks. The tankards are empty. Painted on the back side of the door is a fanged serpent, emblem of this part of the Templar Guard — the Viper Battalion.

Templar Barracks Miscellaneous Gear Sidebar

Roll d20 and consult the table below. Items marked with an asterisk can only be found once.

Roll	Result
1	Set of masterwork manacles
2	Lead figurine of an orc shaman (10 gp)
3	Ivory good luck charm (15 gp)
4	Kid leather moccasins (+2 competence bonus to Stealth checks, sole wears out after 10 uses)
5	50-ft. silk rope
6	Pouch of 14 fishhooks
7	Tiger eye agate (50 gp)
8	Wooden fetish with moonstone eyes (75 gp)
9	Set of loaded bone dice
10	<i>Shifter's sorrow</i> two-bladed sword*
11	Belt pouch with 3d20 sp
12	Platinum belt buckle (150 gp)
13	Greasy deck of marked cards
14	Leather belt inset with 5 bloodstones (250 gp)
15	Silk tabard bearing the crest of the Templar Guard (25 gp)
16	Waterskin holding a <i>potion of aid</i>
17	Piece of tough jerky soaked in a <i>potion of bear's endurance</i> (functions as potion when eaten)
18	Gilded Finger bone (10 gp)
19	<i>Scabbard of keen edges</i> *
20	Pair of brass knuckles

71. Mustering Hall (CR 16)

This chamber is huge with a ring of pillars supporting a vaulted ceiling 80 feet above. Huge black banners bearing the image of a skeletal fist grasping a spiked flail hang from the ceiling between these pillars. From each of the pillars hang smaller pennants depicting a fanged serpent, a skull with a spike driven through it, a featureless black field, and a scythe. Wide passages and doors exit in several directions. Wooden tables and chairs have been stacked around the edges of the room beyond the ring of pillars. Several fountains still trickle water into wide stone basins.

This chamber served as the mess hall and mustering area for the battalions of the Templar Guard. The pennants identify the four battalions respectively with a DC 30 Knowledge (nobility) as the Viper, Skullspiker, Void, and Reaper battalions. The clutter of furniture is such that any part of the room beyond the pillars is considered to be equivalent to heavy undergrowth (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, "Wilderness," *Forest Terrain*).

Creatures: Hiding among this furniture in positions scattered throughout the room's perimeter are **10 advanced wights** and Lord Vai, a **wight lord** and former member of Lord Bishu's company. Circling in the shadows of the ceiling and among the banners is Styx, Lord Vai's **cauchemar nightmare** mount upon which rides a **giant advanced wight** that was once an ogre warrior.

Lord Vai fell prey to the *death wards* of the Belly of Orcus and became the creature he is today. He later found and claimed Styx near the *gate* to replace his own lost mount. The wights are a few Templar deserters that remained behind to loot, and the armored wight is an



ogre bouncer from the Entertainment District. Lord Vai seeks to raise an army of wights and conquer the citadel setting himself up as its new lord and tries to use his slam attacks for that purpose.

ADVANCED WIGHTS (10)

XP 1,200

Pathfinder Roleplaying Game Bestiary “Wight”

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

AC 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

hp 34 (4d8+16)

Fort +5; **Ref** +4; **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +8, Escape Artist +5, Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +16

Languages Common

Gear chain shirt with Templar symbol

GIANT ADVANCED WIGHT

XP 1,600

CR 4

Male ogre wight (*Pathfinder Roleplaying Game Bestiary* “Wight”) LE Large undead

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

AC 26, touch 10, flat-footed 26 (+8 armor, +9 natural, –1 size)

hp 34 (4d8+16)

Fort +5; **Ref** +3; **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

Speed 20 ft.

Melee lance +7 (2d6+7/x3) or greatsword +7 (3d6+7/19–20) or

slam +7 (1d6+7 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

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

Base Atk +3; **CMB** +9; **CMD** 21

Feats Mounted Combat, Ride-By Attack

Skills Climb +6, Intimidate +11, Knowledge (religion) +9, Perception +10, Ride +0, Stealth +7

Languages Common

Gear masterwork half-plate, lance, greatsword

LORD VAI

XP 51,200

Male human wight lord fighter 7/order of the star cavalier 7 (*The Tome of Horrors II* 214, *Pathfinder Roleplaying Game Advanced Player's Guide* “Cavalier”)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

CR 5

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Aura desecrate (20 ft.)

AC 26, touch 12, flat-footed 24 (+10 armor, +2 Dex, +4 natural)

hp 172 (7d10+35 plus 7d10+35 plus 21)

Fort +16; **Ref** +8; **Will** +7 (+9 vs. fear)

Defensive Abilities banner, bravery +2, calling, channel resistance +4, order of the star challenge +2; **DR** 10/magic; **Immune** undead traits

Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +17 (1d4+5 plus energy drain), slam +17 (1d4+5 plus energy drain) or +3 *humanbane wounding guisarme** +23/+18/+13 (2d4+11/x3 plus 1 bleed)

Special Attacks cavalier's charge, challenge 3/day (+7 damage), create spawn, energy drain (1 level, DC 22), tactician 2/day (6 rounds), weapon training (pole arms +1)

Spell-Like Abilities (CL 14th):

1/day—*darkness*, *fear* (DC 19), summon (level 5, 5 wights 100%)

Str 19, **Dex** 16, **Con** —, **Int** 13, **Wis** 15, **Cha** 20

Base Atk +14; **CMB** +18 (+20 sunder); **CMD** 31 (33 vs. sunder)

Feats Alertness, Blind-Fight^B, Combat Reflexes, Command Undead^B (wights, 8 times/day), Cleave, Double Slice, Improved Sunder^B, Mounted Combat^B, Power Attack, Precise Strike^B, Ride-By Attack^B, Spirited Charge^B, Toughness^B, Two-Weapon Fighting, Vital Strike

Skills Acrobatics +6, Bluff +15, Climb +10, Handle Animal +15, Intimidate +15, Knowledge (religion) +11 (+14 Orcus), Perception +11, Ride +16 (+20 on Styx), Sense Motive +4, Stealth +6

Languages Common, Dwarven; undead telepathy 100 ft.

SQ armor training 2, expert trainer, mount (Styx)

Combat Gear *silver horn of Valhalla*; **Other Gear** +3 *splint mail*, *Dreadstorm**, Templar banner

*Lord Vai only has access to *Dreadstorm* after reaching Area 83

Desecrate Aura (Su) The wight lord constantly projects an aura in a 20-foot radius that functions as a permanent *desecrate* spell. Undead within the area (including the undead lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves. In addition, all channel checks made in the area suffer a –3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD.

Undead Telepathy (Su) The wight lord can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

STYX, LORD VAI'S MOUNT*

CR 11

XP 12,800

Male cauchemar nightmare (*Pathfinder Role-playing*

Game Bestiary "Nightmare, Cauchemar")

NE Huge outsider (evil, extraplanar)

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

Perception +22

AC 31, touch 11, flat-footed 28 (+3

Dex, +20 natural, –2 size)

hp 161 (14d10+84)

Fort +15; **Ref** +12; **Will** +7 (+11 vs. enchantment)

Defensive Abilities devotion, evasion

Speed 40 ft., fly 90 ft. (good)

Melee bite +23 (2d6+11), 2 hooves +18 (2d6+5 plus 1d6 fire)

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

Special Attacks smoke (DC 23)

Spell-like Abilities (CL 15th):

1/hour (self plus 1 rider only)—*ethereal jaunt*, *plane shift*

Str 33, **Dex** 17, **Con** 22, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +27 (+29 overrun); **CMD** 40 (42 vs. overrun, 44 vs. trip)

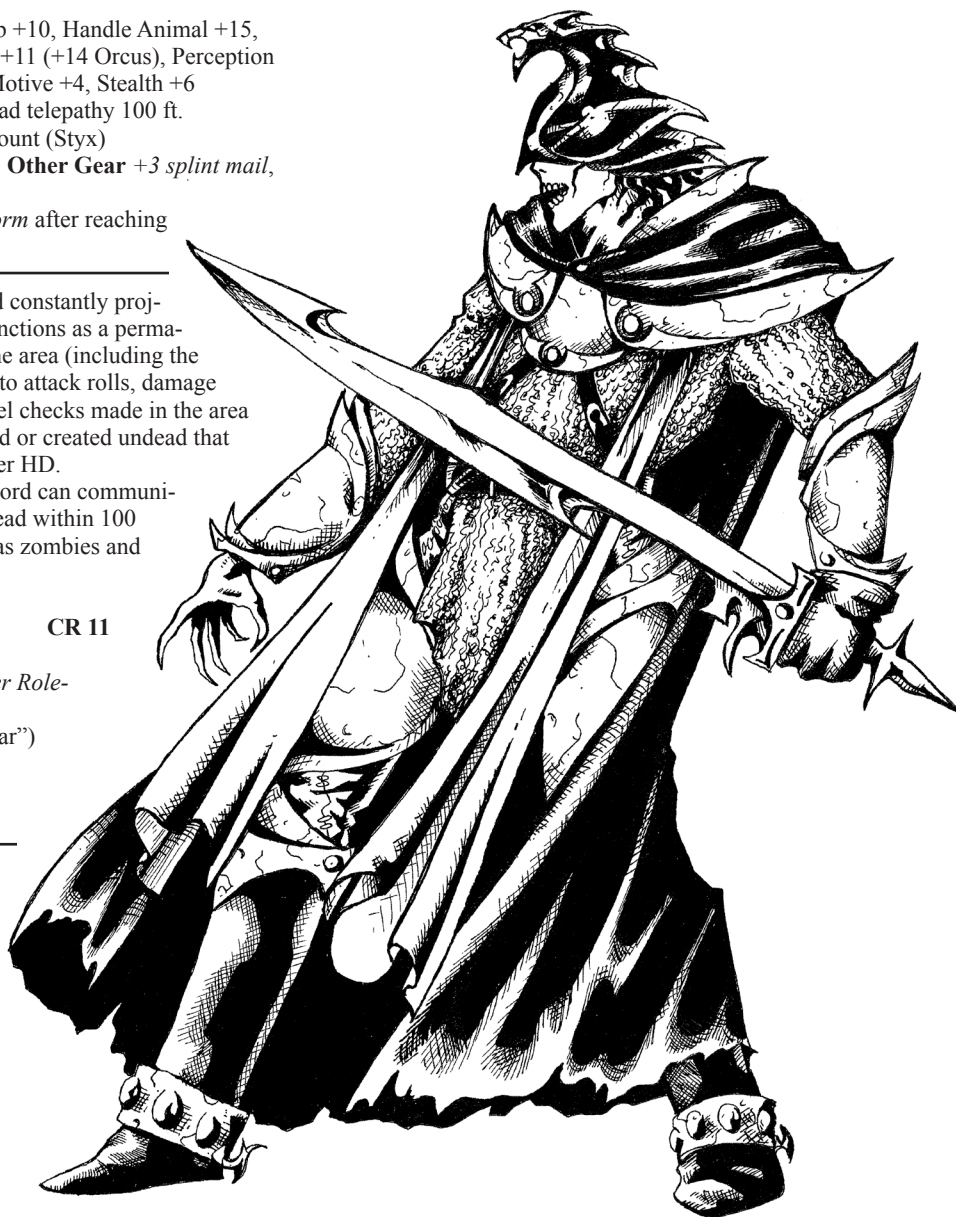
Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron will, Power Attack, Run

Skills Acrobatics +20, Bluff +18, Fly +20, Intimidate +18, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +22, Sense Motive +22, Stealth +12

Languages Abyssal, Common, Infernal

*Lord Vai is not currently riding Styx.

Tactics: Styx and his rider swoop and attack the party to distract the party while Vai and the other wights wait for an opportune moment to charge out and attack. Vai stays at the rear and tries to flank spellcasters to quickly create some more wights. If he appears to be losing, Lord Vai retreats to Area 81. A secret path he knows of allows easy passage through the clutter at that door (DC 15 Perception check to notice). In Area 81 he sounds his *horn of Valhalla* to summon barbarians to guard his retreat before heading to Area 83. There he takes up the longspear *Dreadstorm* to make his stand.



72. Dragon Corridor (CR 10 or 13)

Each wall of this corridor bears fading frescoes of a green-scaled dragon. At the far end the corridor ends at a point. On the left side of this point is a door, on the right a chipped fresco of a sinister dragon's face looking down the hall.

This corridor leads to the chambers of the Templar captains, who pompously referred to themselves collectively as "The Dragons". They commissioned the frescoes in honor of themselves. The wall behind the dragonhead fresco (the wall shared with Area 75) has been weakened from the other side (Hardness 8; hp 5; Break DC 15), though it is not evident from this side. The paranoid officers rightly feared some uprising or assassination attempt, so they paid to have a **trap** placed on this corridor. The weakened wall was intended to serve as an emergency escape route if necessary. When the trap is sprung, an audible *alarm* sounds in Area 73 alerting the leukodaemon residing in the rooms beyond. See **Tactics** below.

Trap: When someone reaches the point marked in the hall that is not accompanied by a Templar officer of at least captain in rank, a *forcecage* appears in that 10-foot-square area. At the same instant, a *summon monster V* summons a babau demon. If a PC is trapped in the *forcecage*, then the demon appears inside the *forcecage* with him. The trap resets itself every 24 hours.

FORCECAGE AND SUMMON MONSTER V TRAP CR 10
Type magical; Perception DC 32; Disable Device DC 32

Trigger proximity (*alarm*); **Reset** automatic
Effect multiple effects (one *forcecage* trap and one *summon monster V* trap that summons a babau demon); spell effect (*forcecage*, 15th-level wizard), spell effect (*summon monster V*, 15th-level wizard, babau demon).

Tactics: If the leukodaemon is alerted, in the next round it bursts through the weakened wall and unleashes its breath of flies over the hallway. It then leaps to the top of the *forcecage* attempting to summon another of its kind. See Area 74 for the daemon's stats.

73. Captains' Office

This room is in shambles. Shattered desks and chairs are strewn about. The door that once stood to the north has been torn down leaving an open doorway.

The leukodaemon redecorated this chamber after occupying this room. It was once an office for the Templar "Dragon" captains.

74. Captains' Mess (CR 9)

A great nest of broken furniture, torn upholstery, and shredded wall hangings has been built in the center of this room. Silver candlesticks protrude from around the perimeter of this pile.

Creature: This was the captains' dining room. It has now been taken as a residence by a **leukodaemon**, once a prisoner of a wizard in the Bosom of Orcus but managed to escape after the Great Retreat. The leukodaemon has lived here ever since, keeping an odd stalemate with Lord Vai and his wights. He has slaughtered enough of the

wights for Lord Vai to know that he doesn't want to take him on, but the daemon realizes that Vai would make a formidable opponent as well. The leukodaemon is aware of the trap in Area 72 and avoids it by teleporting down the corridor on the occasions when he sees fit to leave his residence. See that area for his tactics if the trap is sprung.

LEUKODAEMON

CR 9

XP 6,400

hp 115 (*Pathfinder Roleplaying Game Bestiary* "Daemon, Leukodaemon")

Treasure: There are 12 silver candlesticks worth 15 gp each.

75. Storeroom

This served as a storage closet for the captains. The back wall has been chipped away until it is less than an inch thick and can be easily smashed through in case the captains needed to make a quick escape.

Weakened Masonry Wall: Less than 1 in. thick; Hardness 8; hp 5; Break DC 15.

76. Captains' Quarters

The door to this room from Area 74 has been jammed in its frame and requires a DC 23 Strength check to open.

The silk wall hangings in this room depicting dragons rendered in gold and silver thread are unspoiled. Two beds and a couple of night tables are barely visible beneath the mounds of coins and gems that are piled on the floor — a veritable treasure trove before your eyes.

For his first century in the citadel, the leukodaemon wandered the halls fighting those he could defeat and taking what treasures he could find. Having no use for it he threw it all in here where it has lain undisturbed. He then bent the door hinges to make it more difficult to open. Despite the PCs' possible trepidation at such an obvious set up for a trap, the room is actually perfectly safe.

Treasure: Dumped haphazardly in this room are 18,960 cp, 12,334 sp, 9,400 gp, assorted gems worth a total of 15,022 gp, and a *pearl of power* (1st). The four wall hangings are worth 250 gp each.

77. Privy

This small, dusty chamber is a simple privy for the officers.

78. Wardrobe

Wooden pegs and shelves held the uniforms and clothing of the "Dragons". Still hanging at the back of the closet in the shadows (DC 14 Perception check to notice) is a black cloak emblazoned on the back with a green dragon. It is actually a *cloak of poisonousness* left behind by the captains for would-be thieves.

79. West Barracks

This room is similar to Area 69 but without the stairs. It has 99 bunks. Consult the Templar Barracks Miscellaneous Gear sidebar for a DC 15 Perception check for each 10 minutes spent searching. A pennant dangling from one of the pillars depicts a field of black for the Void battalion.

80. Sergeants' Quarters

This room is similar to Area 70 but without the Viper insignia.

81. Reception Hall

Pushed against one wall is an old desk, the chair pinned behind it. A threadbare, gray rug still covers the floor.

This was the reception room for the High Captain of the Templar Guard, the highest-ranking officer of that regiment. It was the high captain who ran the day-to-day operations of the Templars. This chamber was manned by his secretary and personal bodyguard, a troll blackguard who disappeared with the rest of the citadel during the Great Retreat.

Creatures: If Lord Vai manages to escape to this room, he blows his *horn of Valhalla* to summon **barbarians** to cover his retreat and then heads to Area 83. The barbarians attack any who try to follow the wight lord.

SILVER HORN BARBARIANS, RAGING (2d4+2) CR — XP —

Male or female human barbarian 2 (*Classic Treasures Revisited* 39)
N Medium construct
Init +6; **Perception** +6

AC 13, touch 10, flat-footed 11 (+3 armor, +2 Dex, -2 rage)

hp 21 (2d12+6 plus 2)

Fort +6; **Ref** +2; **Will** +3

Defensive Abilities uncanny dodge; **Immune** construct traits

Speed 45 ft.

Melee greataxe +8 (1d12+7/x3)

Special Attacks rage (7 rounds/day), rage powers (swift foot)

Str 21, **Dex** 14, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +7; **CMD** 19

Feats Improved Initiative, Weapon Focus (greataxe)

Skills Acrobatics +6, Climb +9, Perception +6, Swim +9

Languages Norsk

Gear studded leather, greataxe

Ad Hoc XP Adjustment: These barbarians don't provide any XP since they are considered a part of Lord Vai's CR.

82. Meeting Room

A massive oval table of polished oak dominates this room. Ornate chairs with worn leather upholstery surround it. Hanging on the north wall is a still-fine tapestry depicting the Citadel of Orcus in its heyday, a thriving city at its feet. To the south there is a huge black banner depicting a skeletal fist clutching a spiked heavy flail.

If Lord Vai runs through this chamber, he uses a move action to bar the door to Area 82 behind him.

The high captain met with the officers and non-comms of the Templar Guard here to discuss strategy and issue orders. The tapestry is worth 500 gp. A DC Perception check locates a mahogany humidior attached to the bottom of the table. It can be removed and is worth 80 gp. Within it are seven cigars of tightly rolled pipeweed from the Crusader Coast near the ancient city of Tircople. They are still good and are worth 50 gp each.

83. Training Room

This plain chamber has a bare stone walls and floor that show nicks and gouges. It was here that the high captain sparred with his fellow officers and his secretary. The weapons racks and armor stands were removed long ago, but leaning against the south wall is vicious-looking pole-arm with a barbed and pitted head. This vile instrument is *Dreadstorm* (see **Magic Items Appendix**), one of the infamous creations of the shadow-giant smith Larach-Umbriol and was created as a twin to the cursed weapon that slew Gerrant of Gilboath, the Last Justicar of Muir. See *Slumbering Tsar: The Desolation* and *Slumbering Tsar: Temple-City of Orcus* for more information on these two. Lord Vai uses it to defend himself if pursued into here.

A secret door in the west wall can be found with a DC 22 Perception check.

84. High Captain's Bedchamber

This cozy room still has patterned green wall hangings to keep out the chill and a rug covering most of the floor. A large bed with down mattress and comforter stands against the wall. An empty armor stand with hangers for scabbards stands nearby. Opposite is a stone fireplace. Several cut logs sit on an andiron on the hearth, and within the fireplace itself red coals glow amid still-warm ashes. A hook mounted by the flue allows a cauldron to be hung over the flames, though none is currently present.

These were the personal quarters of Omus, High Captain of the Templar Guard. He was a man who liked his comforts and kept neat personal quarters as a result. Lord Vai has been known to occasionally use this room to satisfy his almost-forgotten urges for civilized comforts. At these times he carefully hangs his armor and weapons on the rack and lies on the bed in imitation of sleep. Recently he burned a small fire, reminding him of the man he once was. He becomes quite angry if this room is damaged.

85. Private Bath

This entire chamber is tiled in green marble. In the south wall a marble fountain spills water into a small basin. Beneath it sits a brass kettle. A plug in the bottom of the basin allows it to be drained into the kettle. Across from the fountain is a recess in the floor. It three feet deep and three feet square, surrounded by a one-foot high marble lip. Engraved on this lip are the words "The Bath of Omus".

This chamber provided a cramped private bath for the high captain. In his vanity he had the inscription engraved on his small bath, perhaps in case someone should forget whose it was. Water from the fount could be heated over the fire in Area 85 with the brass kettle. Lord Vai does not use this chamber having an unnatural (and unnecessary) fear of water since assuming his undead existence. The secret door in the east wall can be found with a DC 22 Perception check.

86. South Barracks

This is a barracks like Area 69 but without the stairs. It has 100 bunks. Consult the Templar Barracks Miscellaneous Gear sidebar for a DC 15 Perception check for each 10 minutes spent searching. The door to Area 87 has been painted with a skull bisected by a spike, insignia of the Skullspikers Battalion.

87. Sergeants' Quarters

This room is similar to Area 70 but has no Viper insignia.

88. East Barracks

Like Area 69 this is a Templar barracks but has no stairs. It has 140 bunks. Hanging on the east wall are the two crossed Large scythes of the Reaper Battalion. Consult the Templar Barracks Miscellaneous Gear sidebar for a DC 15 Perception check for each 10 minutes spent searching.

89. Sergeants' Quarters

This room is similar to Area 70 but without the Viper insignia.

90. Training Hall (CR 13)

Several of the iron sconces hanging from pillars in this chamber have been torn down, leaving it a shadowy hall of twilight. The pillars themselves are V-shaped in cross section rising 40 feet to the ceiling overhead. In their concavities stand suits of armor composed of plate and various mails. Against the south wall is a vast cage holding dozens of weapons hanging from pegs. A heavy lock secures the front of this cage. Next to it a fresco shows men and orcs in the livery of Tsar sacking a city.

This was the hall where the Templars trained for battle. Treat the three cone-shaped areas on the map as normal illumination and the rest of the central portion as dim. The area behind the pillars is darkness. The armor stands hold Medium and Large suits of chainmail, splint mail, banded mail, and half-plate. The weapons cage holds two of each simple and martial melee weapon, both in Large and Medium sizes. The bars are equal in strength to a portcullis. If the lock is picked or broken (Disable Device DC 20, Break DC 22) the entire front of the cage swings open.

The acoustics in this chamber are such that any sonic attacks deal and additional 4d6 points of damage (subject to normal saves for half, etc.) as the sound is bounced off of the strangely shaped pillars focused on the target. In addition, the subject of a sonic attack in this chamber must make a DC 15 Fortitude save or be deafened for 1d10 minutes, unless the sonic effect already has the chance to cause deafness, in which case its normal saving throw and duration apply.

Creature: This room is now home to a **fell destrachan**. It was he who destroyed most of the sconces to create a darker home more to his liking. It hides in the darkness near Area 91 and attacks with its destructive harmonics against flesh when intruders reach the midway point of the room. It uses the pillars for cover and if approached uses



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its *major ring of spell storing* to *dimension door* to the center of the room and uses its flesh disruption again. If approached, it uses its metal disruption on anyone within 30 feet and to destroy the last two sconces and hopefully engulf the room in total darkness. It then uses its ring to *dimension door* away again and use its disruption attacks some more before being forced to fight with tooth and claw.

FELL DESTRACHAN

CR 13

XP 25,600

Giant advanced-HD destrachan (*Pathfinder Roleplaying Game Bestiary 2* “Destrachan”)

NE Huge aberration

Init +5; **Senses** blindsight 100 ft.; **Perception** +35

AC 26, touch 9, flat-footed 24 (+1 Dex, +1 dodge, +16 natural, –2 size)

hp 190 (20d8+100)

Fort +13; **Ref** +9; **Will** +18; +4 vs. sonic attacks

Defensive Abilities protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

Speed 30 ft.

Melee bite +19 (3d6+6), 2 claws +19 (3d6+6)

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

Special Attacks destructive harmonics (DC 25)

Str 22, **Dex** 13, **Con** 20, **Int** 13, **Wis** 18, **Cha** 13

Base Atk +15; **CMB** +23; **CMD** 35

Feats Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Climb +29, Escape Artist +20, Perception +35, Sense Motive +16, Stealth +16, Survival +19

Languages Common (cannot speak)

Combat Gear *major ring of spell storing* (*dimension door* x2)

Ad Hoc XP Adjustment: Due to the harmful acoustic qualities of battling the destrachan in this chamber, award XP for a CR 14 encounter if it is defeated.

91. Templar's Chapel (CR 8)

In this alcove stands an idol to what can only be described as a soldiers' god. The statue stands 10 feet high and is encased in black full plate. Cloven hooves peak from beneath its greaves. One gauntleted hand holds a spiked heavy mace with a skull-shaped head. The other clutches a black shield with a ram's skull on it. The face is invisible behind the lowered visor of the great helm, but curving ram's horns protrude from the sides.

This chapel to Orcus was created as the personal shrine of the Templar Guard and presents a very martial aspect of the demon prince. Jealous of their shrine, a magical **trap** has been set on the idol.

Trap: Anyone who approaches within 10 feet of the idol that does not wear the uniform of a Templar causes the statue's mouth to open and utter a *power word blind*. It resets itself every round but can only go off once each round, against the first creature to enter the designated area. If more than one creature enters simultaneously roll randomly to see which is affected. Once a creature enters the area, it does not set off the trap again unless it leaves the area and then returns to it. The destrachan is immune to this trap and has already entered the area and set it off before the party enters the chamber.

POWER WORD BLIND TRAP

CR 8

Type magical; **Perception** DC 32; **Disable Device** DC 32

Trigger proximity; **Reset** automatic

Effect spell effect (*power word blind*, 17th-level wizard).

92. Storeroom

This chamber once served as a storeroom for the Templar barracks. It is now stripped of anything useful. Though feel free to insert any mundane item that may have reasonably been left behind.

93. Hospital

A pile of cots has been haphazardly stacked against the west wall. Piled beside it are a number of sheets and bits of sacking, dark and stiff with old blood. More than one bone is visible protruding from this discard heap. More brownish stains mar the floor and walls, and some small trails of speckles mark the 12-foot ceiling.

Once the infirmary of the citadel, Templar chaplains — clerics devoted to Orcus and skilled in the healing arts — oversaw the wounded that were brought here. In the final days of Tsar, it was filled to beyond its capacity as the city's casualties mounted beyond the levels they could handle. Care (always haphazard at best in an evil clergy) went from shoddy with many unnecessary amputations and deaths from infection and complications to ultimately most of the wounded being euthanized and then animated as undead to carry on the fight. The destrachan has turned this charnel house into its lair, tossing the old furnishings aside.

94. Pharmacy

Dusty shelves line the walls of this room holding brittle rolls of bandages, rusty bone saws, assorted knives, scalpels, and forceps, one circular skull saw, and several rows of tomes and appendices describing the healing arts. In one corner stands a locked adamantine chest. One of the books entitled *Secrete Anatomie of Ye Inner Regionnes* (DC 23 Perception to locate) is actually hollow and holds the key to the chest. From the equipment on the shelves can be gathered three complete healer's kits.

Locked Adamantine Chest: 1 in. thick; Hardness 20; hp 40; Break DC 35; Disable Device DC 30.

Treasure: A fat book entitled *Relliable Cures* (DC 15 Perception check) is actually a leather satchel holding a sheaf of divine scrolls (caster level 15). This consists of 9 *cure light wounds*, 3 *cure critical wounds*, an *inflict critical wounds*, and a *mass cure serious wounds*. In the chest are 17 *potions of stabilize*, 2 *potions of cure serious wounds*, 2 *potions of remove blindness/deafness*, a *potion of neutralize poison*, and a *potion of remove disease*.

95. Surgeons' Quarters

Two sets of dusty bunk beds occupy this room. Between them is a table. A shattered porcelain pitcher lies on the floor beneath. A row of coat pegs on the wall still holds a leather satchel.

Those Templar chaplains that were skilled in surgery shared this chamber. The satchel holds a pair of *goggles of minute seeing* and a sheet of parchment (see **Player Handout F**).

Treasure: The destrachan at Area 90 has been using this room to store his treasures. They are stored under one of the bunk beds (DC 10 Perception check to locate). These consist of 2 bottles of *silver-sheen*, 9 assorted gems worth 1,250 gp total, and a *glove of storing* (currently empty).

Region 5 — Lesser Thrall Quarters (Map 3-4)

The Thralls who were assigned to serve the Templar Guard were housed in this section. These Thralls cooked and cleaned for the soldiers and performed whatever tasks needed to be done. Despite their constant supervision by armed Templars, these Thralls actually enjoyed a better existence than those in the rest of the citadel since they were not under the watchful eye of the cruel Overseers. The Templars mainly just ordered them about and otherwise ignored them. The Overseers were known to take great delight in the suffering of their charges.

96. Laundry

Two open arrow slits let a fresh breeze into this chamber. Between them stands a large fireplace with a great copper cauldron set on a rack within. The cauldron itself has split open revealing its verdigrised inner surface. Two square pools occupy most of this room. Each has a stone lip ringing it and visible through the clear waters are a series of steps leading to their shallow bottoms.

The Thralls used this room to clean the copious amounts of laundry generated by the Templars. Tiny nozzles continually feed the pools with fresh water, and drains concealed beneath the lips prevent them from overflowing. Water scooped out and heated over the fire could be added back in to heat the water and the slaves either sat on the lip or stood in the pools to scrub the clothing with lye soap, brushes and rough stones. The stones can still be found at the bottom of the

pools, but the soap, brushes and water buckets have disintegrated over the years.

A DC 20 Perception check notices an old wooden cup hidden under the cauldron. This is used by Sir Balderama in Area 97. The water in the pools is fairly clean and potable, and serves as his water source since the infestation of the fountains in Area 103. The door to Area 97 is cracked slightly open and Sir Balderama listens for intruders as he meditates. His reaction to intruders is described in that area.

97. Thrall Chambers (CR 17)

The drab room has two narrow windows high on the south wall. The walls are stained and scratched with generations of occupation and lack the plaster coating of elsewhere in this complex, leaving exposed the rough stone. A musty dankness fills the air with a sense of sorrow and oppression. A great amount of clutter — broken furniture, rolls of discarded carpets, broken stonework, mounds of moldering rags, piles of ash and soot, and other forms of rubbish — crowds this room leaving very little space for walking. An archway is barely visible, opening into a similar room, at the far side.

Thralls were once kept in this forlorn series of chambers leading a drab and hopeless existence. Something of that aura of melancholy lingers to this day. The room is so cluttered, that moving through it is the equivalent of traveling through dense rubble (see the *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, “Wilderness,” *Mountain Terrain*). Furthermore, each 5-foot-square has a 50% chance to have cover from any adjacent 5-foot-square and will either be higher or lower than every adjacent square (50% chance of either). In addition the rooms have been laced with **traps**.

Traps: Sir Balderama has concealed small pits around that room



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that when stepped into collapse in and trap the foot. They do not cause damage but do hold the creature in place and cause him to take a –2 penalty on attack rolls and a –4 penalty on Dexterity. The foot can be pulled free as a standard action with a DC 20 Strength check or a DC 15 Escape Artist check. A creature that makes the Strength check takes 1d4 points of damage in the process. Every time a character enters a new square, there is a 10% chance that he steps in one of the traps. The traps are small and can be found in virtually every square, so even if a character was not trapped in a square once when the square is entered again there is still a 10% chance of being trapped. In addition, these traps are rather noisy when they are sprung and are easily heard from as far away as Area 97a. Sir Balderama is never caught in one of these traps.

FOOT GRABBER TRAP

CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect trap foot (see above), DC 25 Reflex save avoids.

Creature: These rooms are now occupied by Sir Balderama, a mongrelman paladin and the last surviving member of Lord Bishu's company that retains any semblance of his former self. Sir Balderama has lived in the citadel since he was a member of the Fifty and One and accompanied his companions in on that fateful day centuries ago. Of all those bold heroes of piety and renown, only he, for reasons unknown, never succumbed to the Pall over Tsar, proving immune to its alignment warping effects. He has not escaped the curse of living in the citadel entirely, though, now existing as a warped caricature of the man he once was. At first he quested to find a way to save his fallen companions, but after his transformation he retreated to these chambers, realizing the futility and hoping to someday find the means to break the hold that the citadel has upon the Fifty and One.

SIR BALDERAMA

CR 17

XP 153,600

Male mongrelman paladin 15 (*The Tome of Horrors Revised* 267)

LG Medium monstrous humanoid

Init +7; Senses darkvision 60 ft.; Perception +10

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

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +6 natural, +4 shield)

hp 200 (2d10+12 plus 15d10+90)

Fort +16; Ref +12; Will +18

Defensive Abilities divine grace; Immune charm, disease, fear

Speed 30 ft.

Melee +1 holy heavy flail (wielded one-handed) +26/+21/+16/+11 (1d10+11/19–20), gore +22 (1d4+5) or slam +27 (1d4+15), gore +22 (1d4+5)

Ranged blowgun +20/+15/+10/+5 (1d2 plus poison)

Special Attacks channel positive energy (DC 18, 8d6), divine bond 3/day (weapon +4), smite evil 5/day (+1 attack/+15 damage)

Spell-like Abilities (CL 15th):

At will—*detect evil*

Spells Prepared (CL 12th):

*4th—*death ward*

*3rd—*daylight*, *magic circle against evil*

2nd—*eagle's splendor* (x2)

1st—*bless water*, *detect undead*, *divine favor*, *lesser restoration*

*3rd and 4th-level spells can only be used after casting *eagle's splendor*, which is also cast each morning to prepare these spells.

Str 20 (30 with ogre arm), Dex 17, Con 22, Int 11, Wis 21, Cha 12
Base Atk +17; CMB +22; CMD 36

Feats Ability Focus (sound imitation), Dodge, Improved Initiative, Mobility, Mounted Combat, Power Attack, Rapid Reload (blow-

gun), Skill Focus (Stealth), Skill Focus (Survival)

Skills Climb +8, Disguise +10, Knowledge (religion) +12, Linguistics, Perception +10, Ride +10, Sense Motive +18, Sleight of Hand +7, Stealth +19, Survival +12

Languages Celestial, Common, Elven, Mongrelman

SQ lay on hands 8/day (7d6), mercies (diseased, fatigued, paralyzed, poisoned, stunned), sound imitation (DC 21)

Combat Gear 10 doses of blue whinnis (injury—*save* DC 14 Fort *save*, *onset* immediate, *frequency* 1/rd. for 2 rounds, *effect* 1 Con/unconscious 1d3 hours, *cure* 1 *save*), *ring of the ram*, 5 flasks of holy water; Other Gear +2 heavy wooden shield, +1 holy heavy flail, blowgun, 36 blowgun darts, silver holy symbol of Muir (25 gp), pouch with 22 gp and 45 sp

Description: Sir Balderama is a sight to behold; once a half-elf paladin of Muir, fair of face and form, he is now a twisted creature, bent by his long captivity in the citadel but not broken. He battled the Protean Keeper at Area 349 in an attempt to find a way to reverse the transformations of some of his comrades only to fall into the pool. The resulting transformation has left him as a jigsaw creature, composed of many different base forms into one strange whole. His head is that of a great sea turtle but with long, straight hair, one goblin eye and on the other side of his head, a minotaur horn and ear. His torso is that of an owlbear with a turtle shell on his back that prevents him from wearing normal armor. His left arm is that of a crab man (usually used to grasp his shield), and his right arm is an ogre's (enabling him to wield a weapon as a Large creature). His legs are those of a dire ape. He is a stooped and hulking brute but amazingly agile and with a surprisingly gentle expression and deep, soulful eyes. Because of the combination of his half-elf heritage and partial sea turtle physiology, he is extremely long-lived for a mongrelman.

Tactics: Sir Balderama mediates in Area 97a but listens for intruders or his traps to spring. He brought the rubbish and clutter into these rooms over the centuries creating the unstable footing as it exists today. Due to his familiarity with the shifting terrain, he is unimpeded in his movement or skill checks and treats any square he is in as having cover and being higher than any two adjacent squares he chooses (due to his ability to balance on the right pieces and use the familiar terrain to his advantage). He waits for the snare traps to capture or slow intruders and attempts to observe them from hiding. If anyone is openly wearing the symbols of a good or neutral deity or organization (knighthood, monastic order, etc.) that has been around for at least 300 years, he recognizes it and cautiously reveals himself (maintaining his cover and good escape routes) and asks their business. If the party does not carry such signs, he remains hidden, and they must make opposed Perception rolls to notice him. If they carry evil emblems or have disguised themselves as denizens of the citadel, he attacks from ambush with his blowgun and ring and makes a fighting retreat to Area 97a where he tries to lure them into his trap and then holds them off as long as he can.

Development: Sir Balderama has been here for so long, he has almost forgotten about the outside world, clinging to his faith in Muir by his fingernails and destroying any monsters that penetrated his lair. He is initially Indifferent due to his caution, but if his attitude can be changed to Friendly he realizes that the party must have come from outside and immediately warms up to them. He can describe the layout of Regions 1, 4 and 5, but it has been so long since he has ventured from his lair that he recalls very little of the rest of the citadel's layout. He can relate the fate of the Fifty and One (as described in the sidebar of Area 4 of *Part I—At the Feet of Orcus*) and is an excellent source of rumors for the citadel. Feel free to use this NPC as you wish. If the party does not need help, he views the party as the promised reinforcements and will venture down to Region 1 and leave the citadel to report back to his superiors at Bard's Gate on the fate of his company. However, if needed, he can serve as a replacement PC for a player who has lost his character. He has long since given up on finding a way to reverse the fates of himself and his former companions, but he would love to rid the citadel of its evil taint once and for all.

97a. Private Sanctuary

This room is unimpeded with the debris and clutter of the previous room. It is, in fact, immaculately clean, the stones of the floor and walls scrubbed to an almost glossy finish. A bucket and coarse brush near one wall appear to be the sources of this cleanliness. A narrow window opens in the south wall, little more than an arrow slit. Beneath it is a small wooden stand, some scavenged piece of furniture, atop which rests a simple candle. A crudely rendered sword has been drawn on the wall behind it. Before it, a worn tapestry has been folded and placed on the floor as a mat. A neatly folded pile of blankets lies nearby.

This is the abode of Sir Balderama. He spends many hours each day kneeling on the floor mat in prayer and meditation before the small altar of Muir he has created catching what light and breezes he can through the arrow slit. From this chamber, the springing of the foot snares in Area 97 can clearly be heard. Beneath the folded bedding is a concealed niche in the floor created by captive Thralls long ago. It can be located with a DC 20 Perception check. Within the niche are several red candles scavenged from throughout the citadel, a set of flints, a bag of salt, three tightly-sealed metal flasks holding holy water, and an oilskin cloth wound tightly and tied with string. Wrapped in the cloth are two salted and dried dire rat corpses and the bundled remains of a Small monstrous spider — foodstuffs for the cursed paladin.

98. Baths and Latrine

The floor of this room is crossed by shallow troughs ending in drains. A large fireplace dominates the west wall. Two arrow slits high on the south wall allow in a chill breeze.

This room served the thralls as both a bath and latrine. Buckets of water were used to wash any effluvia down the stone drains.

99. Kitchen Thralls

This room is cold and featureless. Laid out on the floor is a large vulturelike humanoid creature, desiccated and decomposed. Next to it is the fresher corpse of a massive toadlike humanoid. Beyond them are piled a half-dozen shapeless, blubbery humanoids that are almost hairless.

The most trustworthy Thralls were allowed to work in the kitchens and prepare food for the Templars. They were quartered here under heavy guard. Occasionally some sentient creature would explore down the corridor from Area 71 and Sir Balderama would be forced to kill it to protect his sanctuary. These are usually dragged and left in here by the paladin to avoid attracting scavengers and vermin. A DC 15 Knowledge (planes) is able to identify the corpses here as a vrock, a hezrou, and four dretches — all demons slain by Balderama.

100. Guard Room

This bare chamber housed guards who monitored the Thralls while they worked in the kitchens.

101. Kitchens

Two stacked fireplaces and ovens stand against the east wall between narrow windows. Metal grills placed in the fireplaces, now corroded with rust and carbon, allowed cooking, and metal poles leaning against the walls could be assembled as spits as well. Heavy chopping blocks and scored wooden tables occupy the rest of the room. Obviously at one time this was a bustling kitchen.

Thralls prepared meals for everyone on this level from this chamber. It is now empty and unused.

102. Food Stores

This dusty room is completely bare, but it once held prodigious amounts of foodstuffs. A DC 20 Perception check turns up a few dried rat pellets.

103. Water Room (CR 4)

The sound of gurgling water fills the room, and the air feels cooler herein. Between the room's three archways, two large fountains carved to resemble dragons with gracefully arched necks pour fresh water into pools beneath. Stone shelves on the wall hold wooden and metal buckets, copper ewers, and pewter and leather flagons. Hanging above the shelves from wooden pegs are numerous waterskins, now dried and cracked from age.

This chamber served as one of the main water sources for this level and for most of the cooking and washing work done by the Thralls. The water is still fresh and pure. However, if Balderama is present he warns that it is infested with **throat leeches** which, in fact, it is. Both fountains hold hundreds of the tiny creatures concealed in their depths. Sir Balderama draws his drinking water from the wash basins in Area 96.

THROAT LEECH (Infestation, vermin – CR 4)

The throat leech is a one-inch-long gray leech that lairs in pools, streams, underground springs, and similar sources of fresh-flowing water. When a living creature consumes liquid containing a throat leech, the leech attaches itself to the back of the victim's throat and begins draining blood. This deals 1d3 points of Constitution damage each round. Once the leech has drained 6 points of Constitution, it ceases draining (but does not detach). When a throat leech has sated itself, its body swells up, causing its victim to start to suffocate. A *remove disease* spell kills a throat leech as does a precise application of fire to the affected area (such as a heated wire or dagger tip) that deals at least 1 point of fire damage.

THROAT LEECHES

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Type infestation; **Save** Fortitude DC 17

Onset immediate; **Frequency** 1/round

Effect 1d3 Con damage

Region 6 — Forges (Map 3-5)

A war machine as powerful as the city of Tsar required a huge appetite for weaponry, tools, and equipment. Many forges and foundries dotted the crowded streets of Tsar, but the mighty Citadel of Orcus itself rang with the sound of hammer and anvil as well. Only the finest of weaponry and armor were supplied to the Templar Guard and Disciples of Orcus in defending these, their most unhallowed halls. Also great artifice and invention took place in the forges of the Shanks of Orcus under the watchful scrutiny of the mysterious Magitect.

104. Missile Storage

This small chamber has rows of pegs lining the walls. Quivers of arrows still hang from a few of these.

This room was used to store the ammunition used by archers along the gallery outside its doors and, when necessary, from the smithy arrow slits as well. Though most were taken in the Great Retreat, there still remain a total of 412 arrows and 107 crossbow bolts.

Treasure: A DC 27 Perception check locates a *greater undead slaying arrow* among the others, forgotten by the Templars.

105. Gallery Gate

A gate of iron bars blocks access between the gallery to the south and the smithies of the citadel. The gate is locked, and the lock is rusted shut; it cannot be picked. The Deathbringers use the wind tunnels to reach the smithies beyond during their generational pilgrimage.

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

106. Guard Room

This bare room once housed guards to prevent any chance of intrusion into the smithies by unauthorized personnel from Area 130. It is unoccupied.

107. Auxiliary Barracks (CR 0 or 14)

This room is unadorned with bare stone walls. Archways exit to the north and south. A spiral stone stair emerges from the floor and continues on up through the ceiling. The entire floor of this chamber is hidden beneath a layer of broken planks, sticks, and various other shards of wood.

This chamber served as an auxiliary barracks and mustering area for use of the postern gate (Area 32) during times of emergency. A DC 20 Perception check is sufficient to notice that the archways once had doors, but they have been torn from their hinges. The layer of kindling on the floor is only a few inches thick and does not impede movement. It does not hide anything, but PCs are likely to be suspicious. Walking on the kindling is noisy as it snaps and pops underfoot causing a –10 circumstance penalty to Stealth checks. The wood was

collected and deposited here over the years at the behest of Saca-Baroo. He knew the nature of the slumbering guardian in the next room and wanted to create a situation where intruders would unwittingly wake him and provoke his wrath.

Development: If the monitor demon in Area 108 is woken by PCs in this room, he comes to the doorway and immediately notices the kindling scattered about the room. Unconcerned with any intruders, he immediately uses his breath weapon to set it alight. In the first round, anyone unfortunate enough to be caught in the breath weapon blast takes damage normally. In the next round the entire room is set ablaze, and anyone in the room or within 5 feet of one of its doors is subject to 5d6 points of fire damage and risks catching on fire (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, “Environmental Rules,” *Catching on Fire*). After the third round, the smoke in the room is bad enough to cause smoke effects (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, “Environmental Rules,” *Smoke Effects*). The room burns for 10 minutes or until extinguished, and the smoke effects linger for another hour. The demon itself doesn’t attack the PCs but rather stays to survey its handiwork, though the PCs are unlikely to discern this distinction. If attacked, the demon defends itself to the death. It is unaffected by inhaling the smoke, but the concealment provided affects its attacks as well.

108. Main Furnace (CR 14)

The walls of this room show scorch marks. A huge iron furnace stands at the far end, with the burnt remains of massive bellows lying beside it. An iron plate with a number of levels and gauges is set into the south wall. A fine layer of ash covers the floor.

This massive furnace served as means to augment the fires of the forges throughout the level. Designed by the Magitect to assist in dealing with metals requiring a much higher temperature for shaping than mere steel (adamantine, mithral, etc.), by means of this furnace blasts of superheated air could be funneled through a system of tiny pipes directly into the forge fires increasing their temperatures significantly. The furnace is now cold and its workings have corroded and become useless. The gauges and levers corresponded to the eight forges in this region but are now nothing more than useless ornamentation.

Creature: When the citadel was abandoned, the Disciples summoned a **monitor demon** to remain here and serve as guardian of the forges until such time as they could return and reclaim their workshops. However, they did not understand the nature of monitor demons, for once it had consumed all of the fuel in storage as well as the wooden doors to Area 107; it was content to remain in this room and sleep. This it has been doing for long years, though it sleeps only lightly effectively Taking 0 on its Perception check. If it hears anyone it awakes and moves to Area 107 as described there. It has the lower body and heavily scaled snake with sharp spines, and its torso and head are of a heavily scale-plated, horned, lizardlike humanoid. Knowing of the demon’s presence and having a better understanding of its nature, Saca-Baroo quietly moved all of the fuel into Area 107 to use the demon as a guardian if anyone attempted to travel through that room.

MONITOR DEMON
XP 38,400

CR 14

Creature Collection III: Savage Bestiary 53

CE Large outsider (chaos, demon, evil, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +28

Aura destructive aura 10 rounds/day (30 ft., +5 damage)

AC 29, touch 12, flat-footed 26 (+3 Dex, +17 natural, –1 size)

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hp 218 (19d10+95 plus 19)

Fort +13; **Ref** +14; **Will** +13

DR 10/good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 25

Weaknesses vulnerability to cold

Speed 40 ft.

Melee bite +26 (2d6+7), 2 claws +25 (1d8+7), tail slap +23 (3d6+10 plus grab)

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

Special Attacks breath weapon (30-foot cone, 15d6 fire damage, Reflex DC 24 for half, usable every 1d4 rounds), constrict (3d6+10), destructive smite 5/day (+5 damage)

Spell-like Abilities (CL 10th):

At will—*burning hands* (DC 14), *detect good*, *detect law*, *greater teleport* (self plus 50 lb. of objects only)

3/day—*control water* (lower only), *diminish plants*

1/day—*chaos hammer* (DC 19), *unholy blight* (DC 19), summon

(level 5, 1 monitor demon 40% or 1 shemhazian 25%)

Domain Spell-Like Abilities (CL 10th)

5/day—*fire bolt* (ranged touch +21, 1d6+5 fire)

Spells Prepared (CL 10th):

5th—*dispel law* (DC 17), *fire shield*^D, *slay living* (melee touch +25, DC 17)

4th—*condemned** (DC 16), *dimensional anchor*, *poison* (melee touch +25, DC 16), *wall of fire*^D

3rd—*animate dead*, *dispel magic*, *Ganest's farstrike**^D (DC 15), *invisibility purge*

2nd—*aura of menace**, *chaos flame**^D (DC 14), *darkness*, *decrate*, *enthrall* (DC 14), *silence* (DC 14)

1st—*bane* (DC 13), *doom* (DC 13), *grim feast**, *inflict light wounds* (melee touch +25, DC 13), *shield of faith*, *true strike*^D

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *resistance*

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

Str 24, **Dex** 16, **Con** 21, **Int** 16, **Wis** 15, **Cha** 17

New Spells

Some of the spells prepared by the monitor demon originally appeared in the books *Relics & Rituals* and *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. They have been updated to the Pathfinder Roleplaying Game rules and are included here for your convenience.

AURA OF MENACE

School illusion (glamer); **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create a subtle but very real aura of menace around yourself. You seem vaguely larger, fiercer, and more imposing. You gain a +1 morale bonus to Intimidate checks per character level (maximum +10).

CHAOS FLAME

School evocation [fire]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Target one creature per round

Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** yes

You create a ball of flame that attempts to attack a target within range each round. The caster must make a DC 13 Will save each round to select the target; if he fails, then the fire attacks a random target that round. The caster is never targeted by the spell, but his allies may be. The ball of flame instantly travels anywhere within its range each round to strike a target who can make a Reflex save for half damage.

This spell can be substituted for *fireball* as the 2nd-level domain spell of the Fire domain.

CONDEMNED

School necromancy; **Level** cleric 4

Casting Time 1 round

Components V, S, M (powdered skull, graveyard mold, and a dead man's blood)

Range touch

Target one living creature

Duration permanent

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

A victim struck by this touch attack that fails its save cannot benefit from the healing effects of positive energy (cure spells, channel positive energy, etc.) until the condition is removed by a *dispel magic* or *remove curse*. Natural healing still works normally. It does not, however, prevent the damaging effects of such spells and abilities to undead creatures.

GANEST'S FARSTRIKE

School evocation [fire]; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range line of sight

Target one creature or object

Duration instantaneous

Saving Throw Reflex negates; **Spell Resistance** yes

You create a bolt of flame that flies from your finger to strike any single target within the range of your sight. Your sight may be augmented with *eyes of the eagle* or other effects to increase this range, but visual range based on remote viewing such as *scrying* or similar effects do not allow the targeting of this spell. The spell deals 1d4 points of fire damage per caster level (maximum 10d4) and has a chance to set anything flammable that it hits on fire. The bolt flies in a parabolic arc that is clearly visible from a distance and can thus be avoided, which is why a successful Reflex save negates all damage.

This spell can be substituted for *fireball* as the 3rd-level domain spell of the Fire domain.

GRIM FEAST

School necromancy [evil]; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

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

Target up to one fresh corpse/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can cure yourself of 1d4 lost hit points per affected corpse by casting this spell on the bodies of size Small or larger, formerly living, creatures that died within the last hour. Dead bodies used in this way shrivel up and become unusable for anything else, including animation.

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Base Atk +19; **CMB** +27 (+31 grapple); **CMD** 40 (can't be tripped)
Feats Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Multiattack, Power Attack, Stand Still, Toughness, Weapon Focus (bite)
Skills Climb +29, Diplomacy +25, Intimidate +25, Knowledge (planes) +25, Knowledge (religion) +22, Perception +28, Sense Motive +28, Stealth +21, Survival +24
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
*See sidebar

109. Storage

This room is empty except for small shards of metal, scraps of wood, and coal dust. It once served as storage for fuel and ore, but has been emptied of contents.

110. Blacksmith Forge

The ceiling of chamber is stained black from long years of soot. Windows on the far wall allow in a bit of ventilation. At either end of the chamber stands a large forge and anvil. Between the two, tables and racks hold all manner of smithing tools. Bins stand against the far wall.

This chamber was used to create mundane tools and items, necessary for the upkeep of the citadel. Everything from horseshoes to door hinges to iron nails was created here. The bins still hold examples of these items and any other metal goods that you wish to add. Hanging among the tools is a set of masterwork manacles that had been crafted but were then forgotten and left behind. The tools herein comprise 1d4 complete sets of artisan's tools suitable for use with the Craft (armor) or (weapons) skills.

111. Blacksmith Forge

For all practical purposes this room is identical to Area 110. However, there are no manacles, and among the tools are enough to complete only a single set of masterwork artisan's tools for Craft (armor) or (weapons).

112. Repair Forge (CR 8)

The overpowering smell of scorched flesh hits you like a wall when the door is opened. A forge stands at each end of the room, though the anvils and tools have been removed. Now there are heavy leather hammocks strung between the walls at the corners of the room, anchored by spikes driven into the stone. The walls and ceiling are soot-smeared, as is the floor. The floor is a maze of scattered debris from ancient rusted or broken tools to charred bits of bone and carcasses. Charred hides have been stretched over the two arrow slits, blocking the passage of light and fresh air.

This was once a repair forge for the many items manufactured and used within the citadel. However, the equipment and furnishings have all been removed.

Creatures: The room now serves as the quarters for 9 advanced charfiends, spindly, corpselike creatures that move with a jerky gait and inhuman faces with glowing eyes and tooth-filled maws. They give off the odor of scorched flesh and smoke. They are the servants of Saca-Baroo (see Area 113), perform menial tasks for him and serve as smith's apprentices during the creation of *deathbringer*

blades. They exist on the verge of starvation eating what vermin they can catch and the provisions occasionally provided by Saca-Baroo. When times are especially lean they sometimes resort to feeding on one of their own. That combined with attrition from the dangers of the citadel provokes Saca-Baroo to capture more of the Deathbringers to create more charfiends. They attack in a starving frenzy when PCs enter their room and pursue relentlessly.

ADVANCED CHARFIENDS (9) XP 600

CR 2

Creature Collection Revised 43

CE Medium monstrous humanoid (fire)

Init +7; **Senses** darkvision 60 ft, keen scent; **Perception** +10

Aura desecrating aura (20 ft.), stench (10 ft., DC 14, 1d8 rounds)

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 17 (2d10+6)

Fort +3; **Ref** +6; **Will** +4

Immune fire

Weaknesses vulnerability to cold

Speed 40 ft.

Melee bite +4 (2d4+2), 2 claws +4 (1d4+2)

Str 15, **Dex** 17, **Con** 17, **Int** 14, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +4; **CMD** 17

Feats Improved Initiative

Skills Acrobatics +5 (+13 jump), Perception +10, Stealth +8

Languages Ignan, Undercommon

Desecrating Aura (Su) Through the sheer foulness of its presence, a charfiend emits an aura within a 20-foot radius similar in effect to the secondary function of a *desecrate* spell (i.e. cutting off an area's connection to a non-associated deity and countering *consecrate*). This effect does not offer any bonuses to undead within the radius.

Keen Scent (Ex) The charfiend can notice other creatures by scent as the scent ability except up to three times its normal range.

113. Sealed Forge (CR 21)

The door to this chamber is sealed by an *arcane lock* (caster level 17th)

Soot blackens the walls and floor of this room and seems to hang in the air, and the smell of acrid smoke clings to everything. Low fires burning in the forges at each end of the room give off a hellish glow. Outlined in this fiend light are instruments of menacing appearance. Here the chains and manacles of a rack lie on the floor, there the cold visage of an iron maiden stands against the wall. Mounted above the banked fires of the northern forge is a horizontal cage. Spread eagle and manacled into place within the cage is a humanoid figure, its blackened flesh slowly smoldering.

This was once a forge where the equipment of the citadel received necessary repairs.

Creatures: Now this room serves a much more insidious purpose, for now it is the lair of **Saca-Baroo** the strange benefactor of the Deathbringer Cult. The arrow slits have been bricked over creating an extremely hot, stuffy and uncomfortable chamber. The banked fires of the north forge are actually a quiescent **greater fire elemental**. An unfortunate victim of Saca-Baroo's transformation — barely alive (0 hp) — slowly cures over the fire. The various instruments in this room are part of Saca-Baroo's process to transform silids into his servitor charfiends through a series of tortures, stretching, inurement to flame, and application of certain spells and magical formulae. **Two**

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advanced charfiends lurk in the room, as well, assisting Saca-Baroo in his procedures.

GREATER FIRE ELEMENTAL CR 9
XP 6,400
hp 123 (*Pathfinder Roleplaying Game Bestiary* “Elemental, Fire”)

ADVANCED CHARFIENDS (2) CR 2
XP 600
hp 17 (See Area 112)

SACA-BAROO CR 21
XP 409,600
Male coal goblin lich sorcerer 17/cleric of Nergal 2 (*Creature Collection Revised* 45, *Pathfinder Roleplaying Game Bestiary* “Lich”) NE Small undead (augmented humanoid)
Init +4; **Senses** darkvision 120 ft.; **Perception** +29
Aura evil, fear (60 ft., DC 27)

AC 22, touch 17, flat-footed 17 (+1 deflection, +4 Dex, +1 dodge, +5 natural, +1 size)
hp 176 (2d8+14 plus 17d6+119 plus 2d8+14)
Fort +15; **Ref** +14; **Will** +17
Defensive Abilities channel resistance +4, *freedom of movement*, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **Resist** fire 20

Speed 60 ft.
Melee touch +15/+10 (1d8+10 plus paralyzing touch)
Special Attacks channel negative energy 10/day (DC 18, 1d6), paralyzing touch (DC 27), spontaneous casting (inflict spells)
Bloodline Spell-like Abilities (CL 17th):
2/day—*fire blast* (DC 25, 17d6 fire plus vulnerability to fire)
10/day—*fire ray* (ranged touch +15, 1d6+8 fire)
Spells Known (CL 17th; ranged touch +15, melee touch +15):
8th (4/day)—*clenched fist*, *power word stun*, *summon monster VIII* (fire elementals only)
7th (7/day)—*banishment* (DC 24), *elemental body IV (fire)*, *mage's sword*, *spell turning*
6th (7/day)—*chain lightning* (DC 23), *disintegrate* (DC 23), *elemental body III (fire)*, *forceful hand*
5th (7/day)—*cloudkill* (DC 22), *cone of cold* (DC 22), *dream*, *elemental body II (fire)*, *major creation*
4th (7/day)—*arcane eye*, *dimension door*, *elemental body I (fire)*, *enervation*, *greater invisibility*
3rd (8/day)—*blink*, *dispel magic*, *fireball* (DC 20), *fly*, *protection from energy (fire)*
2nd (8/day)—*acid arrow*, *arcane lock*, *hypnotic pattern* (DC 19), *rope trick*, *scorching ray*, *summon swarm*
1st (8/day)—*burning hands* (DC 18), *identify*, *mage armor*, *magic missile*, *shield*, *true strike*
0 (at will)—*acid splash*, *daze* (DC 17), *detect magic*, *flare* (DC 17), *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*
Bloodline Elemental (fire)
Domain Spell-like Abilities (CL 2nd):
7/day—*bleeding touch* (melee touch +15, 1 round), *touch of evil* (melee touch +15, 1 round)
Spells Prepared (CL 2nd):
1st—*comprehend languages*, *divine favor*, *obscuring mist*, *protection from good*^D
0 (at will)—*create water*, *light*, *mending*, *purify food and drink*
D domain spell; **Domains** Death, Evil

Str 9, **Dex** 19, **Con** —, **Int** 16, **Wis** 19, **Cha** 24
Base Atk +10; **CMB** +8; **CMD** 24
Feats Brew Potion, Combat Casting, Command Undead, Craft Magic Arms and Armor, Dodge, Eschew Components^D, Lightning Reflexes^D, Lightning Stance, Maximize Spell, Mobility, Silent Spell, Scribe Scroll, Weapon Finesse^D, Wind Stance
Skills Acrobatics +4 (+16 jump), Craft (alchemy) +23, Craft



(weapons) +23, Disable Device +6, Heal +17, Knowledge (arcana) +23, Perception +29 (+31 stonework), Profession (miner) +9, Sense Motive +12, Spellcraft +23, Stealth +33, Survival +9, Use Magic Device +27
Languages Abyssal, Common, Goblin, Ignan, Undercommon
SQ bloodline arcana, stonecunning
Combat Gear *Saca-Baroo's staff of necromancy* (10 charges—see **Magic Items Appendix**); **Other Gear** *ring of protection +1*, *ring of freedom of movement*, *headband of mental superiority* +2, charred wood and scorched iron holy symbol of Nergal

Personality/Description: Saca-Baroo, his true name long forgotten, is an ancient wizened coal goblin whose jet-black skin does much to hide the rot and corruption that now afflicts it. Saca-Baroo's small cave was discovered when the upper reaches of the Citadel of Orcus were being constructed. Rather than fight the interlopers he had been observing for a century, he joined their ranks as a sorcerer in their service (though his true loyalties have always lain with Nergal). It was Saca-Baroo who discovered the silids, distant relations to coal goblins, deep beneath the Stoneheart Mountains and lured them into the clutches of the Disciples of Orcus who put them to work as Thralls in the armories of the citadel.

When the Great Retreat occurred, Saca-Baroo secretly remained behind and quietly watched over the remaining silids. When they founded the Deathbringer Cult he came to them and revealed to them the secrets of crafting their *deathbringer blades*. He became a secret benefactor to them, and in fact the name he has adopted actually means “He Who Walks Before” in the obscure dialect of Undercommon spoken by the silids. As a result they make a pilgrimage with each new generation of leadership to come before their benefactor and create new *deathbringer blades*. For his part, he occasionally captures lone silids and subjects them to a procedure he developed that changes them into charfiends to serve as his absolutely loyal servants.

Tactics: Saca-Baroo spends much of his time meditating in the iron maiden (he is immune to the damage it causes) when it is not in use as part of the charfiend process. He is currently inside it, but a small slit cut at his height allows him to watch in the room beyond.

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When intruders enter, the advanced charfiends lunge to attack. The elemental bursts into full flame, coming forth from its coal bed — incinerating the incomplete charfiend in the process. While it attacks, Saca-Baroo casts *blink*, *shield*, *greater invisibility*, *mage's sword*, and *cloudkill*. If discovered, he steps from the side of the iron maiden with *blink* and attempts to clear the room with *chain lightning*, *power word stun*, and *circle of death*. While doing so he opens the iron maiden as a move action. He tries to push any particularly troublesome opponents into the iron maiden with *forceful hand* and hold him there, inflicting 3d4 points of piercing damage per round. The charfiends do not hesitate to use their *deathbringer blades'* suicide function in this blade to defend their master.

Treasure: Hidden beneath the hot coals of the south forge is a loose stone. It can be located with a DC 20 Perception check, but only if the hot coals are removed first. Within this cache are 6 Small +1 *deathbringer kukris*, a +2 *deathbringer warhammer*, a *stone of good luck*, an oddly-shaped chunk of charcoal that is actually Saca-Baroo's petrified and scorched heart which serves as his phylactery (see *Pathfinder Roleplaying Game Bestiary* "Lich").

114. Weaponsmith Forge

A layer of dust and soot covers everything. But this smithy has a much-less abandoned look than other locations within the citadel. Forges occupy the north and south walls. Beside each is a neat stack of coal and wood as if waiting for the fire to be rekindled. The forge bellows are still intact and even show signs of repairs. The anvils and surrounding floor are clean of debris. Tables and racks hold an assortment of tools that appear to be organized and in good repair. Against the far wall, between two arrow slits is a sheet-draped mound.

This chamber was one of the smithies for the weaponsmiths of the citadel. It has since become the site of the Deathbringer Cult's (see the sidebar in Chapter 2 of *Part I—At the Feet of Orcus*) pilgrimage when they come to craft *deathbringer blades* with the help of Saca-Baroo and his charfiends. The forges have not been used in many years but are stocked with fuel and the necessary tools. There are a total of three sets of masterwork artisan's tools effective for those with Craft (weapons). The sheet is actually oil cloth, and preserved beneath it are 100 ingots of fine steel suitable for crafting weapons or armor. Each ingot is sufficient to craft one Medium weapon or two Small weapons.

A careful search of the room reveals evidence that it has been used as a camp in the past. Forgotten in corners are a few gnawed bones, a cracked waterskin, a bit of blanket, etc. A DC 20 Perception check reveals that the north anvil can be scooted aside with a DC 20 Strength check. Hidden in a hollow beneath it are two Small +1 *deathbringer blade kukris* that have been left behind by previous Deathbringer cultists to serve as a pattern for the manufacture of more in the future.

115. Weaponsmith Forge

This room is outfitted similar to Area 114, but it has been abandoned and is no longer used. The tools have been rifled through leaving many lying on the floor, the best having been taken for use in Area 114. A set of artisan's tools for Craft (weapons) can be gleaned from here.

116. Armorsmith Forge

This room resembles Area 110, but the tools are for armorsmithing. Four sets of artisan's tools for that purpose can be found here.

117. Armorsmith Forge

This room is like Area 110, but all the tools and both anvils were removed in the Great Retreat.

118. Finished Armor Store (CR 11)

A DC 17 Perception check outside this door notes sooty scrape marks that seem to lead into the room.

A slight haze permeates the air in this closed chamber and there is the sickening smell of burned flesh. Lining the walls are wooden dummies, hooks and armor stands. All are currently empty.

This room was where finished armor and shields were stored before being distributed or moved to the various armories throughout the citadel.

Creature: The room is currently occupied by one of Saca-Baroo's failed experiments at creating a charfiend, a **char shambler**. It is currently feasting on a charfiend it recently caught, slowing burning it and inhaling the smoke.

CHAR SHAMBLER
XP 12,800
hp 147 (See *Monster Appendix*)

CR 11

119. Fuel Storage

This room is stacked high with bags of coal, splitting at the seams, and bundles of dry wood. They were deemed too bulky and valueless to warrant being carried out.

120. Finished Weapons Store

Empty weapons racks line the walls of this chamber. This room was where finished weapons were stored before being distributed or moved to the various armories throughout the citadel. It is empty.

121. Reinforced Door (CR 12)

A heavy iron door stands in the hallway here. It is sectioned into decorative panels impressed with intaglios of instruments and tools employed by architects or engineers. In the center of the door is a heavy knocker in the shape of a smith's hammer with the plate beneath fashioned to resemble an anvil. At eye level is a covered viewing slot. The door has no visible handle.

This door is made of magically reinforced iron and bears an *arcane lock* (caster level 15). It also bears a **trap**. This door barred ingress to the demesne of the Magitect. Formerly a knock on the door would bring one of his elite guards who would then deactivate the trap from within and allow entry to authorized individuals (very few indeed). Now a knock brings no response.

Trap: If the door is not opened from within, the trap is activated. Each of the panels on the door slides open and wickedly barbed spikes protrude. This also occurs if someone attempts to break the door so that 1d6+2 of the spikes hit automatically as the character presses against it. The spikes act as harpoons dealing 1d10 points



of piercing damage, and for each one the victim must make a DC 10 + damage dealt Reflex save or become caught on it. Extricating oneself from the barbed spikes requires a full-round action for each and deals damage equal to the initial damage it caused unless a DC 15 Heal check is made (which allows removal without taking further damage). If no one is caught on the spikes initially, in the next round the spikes fire at anyone within 10 feet of the door. Each character within the area of effect is subject to attacks from 1d6+2 of them. Those struck suffer the damage and results as described above. Each of these spikes trails a thin metal filament back to the door that is difficult to cut (Hardness 10, hp 10; Break DC 18) and is dangerous to handle (bare flesh in contact is automatically sliced for 1d4+4 points of damage each round). Finally, on the round after someone is either impaled on the barbed spikes or they fire out from the door, the door electrifies and deals electricity damage to anyone in contact with the door, one of the spikes, or one of the filaments (this damage is not cumulative). Once the electrical charge has been released, its battery is spent and the door must undergo repairs for the spikes or electrical charge to function again (though the spikes still retain their harpoon qualities for anyone foolish enough to become impaled by one again, such as from another Break attempt). The Magitect comes to check on the door and make necessary repairs every few weeks.

ELECTRICALLY CHARGED DOOR SPIKES TRAP CR 12
Type mechanical; Perception DC 28; Disable Device DC 35

Trigger touch; **Reset** repair

Effect Atk +18 ranged (1d10 plus caught, barbed spike); electrical charge (10d6, electricity, DC 25 Fortitude save for half); multiple targets (1d6+2 spikes per target in a 10-ft.-by-10-ft. area).

Magically Reinforced Iron Door: 4 in. thick; Hardness 20; hp 360; Break DC 48.

122. Dead End

From the carnage it is easy to tell that a major battle took place here. Strewn about the room are dozens of skeletal corpses wearing the black tabards and skeletal fist and flail symbols seen elsewhere in the citadel. Broken weaponry and armor lies among them, and in many places the walls and floor bear scorch marks. Broken bits of bunks and other items of furniture are interspersed throughout.

The secret door here is hidden extremely well (DC 30 Perception check to locate). It is a stone door that slides up into the ceiling. Even if the door is located, a second DC 33 Perception check is necessary to locate the small switch that activates the door. It has an identical switch on the opposite side.

123. Emendated Sentinel Barracks (CR 15)

A cool breeze blows in from massive openings in the north wall looking out over the citadel and surrounding city. These are 30 feet high, extending from floor to ceiling, and have a 5-foot stone battlement. The room itself is oddly shaped and quite large. It is dominated by a massive construct of steel and stone. It looks like a humongous dragon crouching on all fours and a set of huge metal wheels. Its giant head hangs forward on an articulated steel neck. Metal-lined grooves cut into the floor provide tracks for the great wheels to roll through to reach the edge of the balcony.

This chamber once served as the barracks for the Magitect's own personally created corps of bodyguards, the Emendated Sentinels. Using his unique combination of magic and technology, as well as, their own natural regenerative abilities, the Magitect brainwashed several trolls and grafted mechanical weaponry onto parts of their bodies in an attempt to create ultra-powerful warriors who were absolutely loyal only to him. When the Great Retreat occurred, the always-enigmatic Magitect refused to emerge from his sanctum. A squad of Templars and Disciples was sent to bring him out — by force if necessary. After breaching the outer door (Area 121) with magic, they ran afoul of his Emendated Sentinels here. The battle was short and furious and resulted in the deaths of all combatants on both sides. The Great Retreat went on, and the Magitect remained behind undisturbed. A closer inspection of the remains reveals the charred troll bones among them and a few strange, badly damaged weapons grafts — mechanical arms with vicious blades or spikes attached.

Creatures: Also in the room are 7 **advanced spectres**, the remains of the Disciples and some of the Templars that took part in the assault. They hate and fear the Magitect and will not leave this room. They attempt to destroy any living beings that enter.

ADVANCED SPECTRES (7)
XP 9,600

CR 10

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

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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

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

Treasure: A search of the bodies turns up three suits of +2 *chainmail*, a +3 *bastard sword*, a +1 *heavy steel shield of bashing*, and a +1 *shock heavy mace* that are still in good shape. The rest of the equipment is either mundane or in too poor repair to have any value. A DC 25 Perception check turns up three silver unholy symbols of Orcus (25 gp each) and a *divine scroll* (CL 13: *greater dispel magic*, *righteous might*).

124. The Caustic Purger (CR 17)

A cool breeze blows in from massive openings in the north wall looking out over the citadel and surrounding city. These are 30 feet high, extending from floor to ceiling, and have a 5-foot stone battlement. The room itself is oddly shaped and quite large. It is dominated by a massive construct of steel and stone. It looks like a humongous dragon crouching on all fours and a set of huge metal wheels. Its giant head hangs forward on an articulated steel neck. Metal-lined grooves cut into the floor provide tracks for the great wheels to roll through to reach the edge of the balcony.

Set at the back of the room are two 20-foot-tall metal cylinders with various pieces of metal piping between them and a small panel set with a dozen small levers. Small hatches open in the tops of the cylinders accessed by metal ladders attached to their sides. These cylinders are where the Magitect concocts the unique breath weapon used by the Caustic Purger. Anyone tampering with the levers on the panel, damaging the cylinders or opening one of the hatches causes a malfunction in the system and detonates the substance contained within. This results in a 50-foot-radius blast that deals 12d6 fire damage and 12d6 acid damage (one DC 25 Reflex save for half of each). The Caustic Purger is immune to damage from this blast, but the golems are not.

Creature: This chamber housed one of the citadel's most powerful defenses against any attacking force, the **Caustic Purger**, one of the Magitect's master creations. It is the massive dragon construct sitting in the center of the room. A DC 15 Knowledge (arcana) determines that the structure resembles a black dragon. From the open balcony 280 feet above the ground, the Purger and other defenders could rain death down on attackers attempting to approach the cloisters and the main gate (Area 1). The animate portion of the caustic Purger comprises only the dragonlike head on the construct and its articulated neck allowing it to face in any direction. The rest of the body merely served as a decorative mounting device — albeit one that weighs several hundred tons and requires a tremendous effort to roll it forward into position at the balcony (the room is simply too small for any other type of movement). As a result the Caustic Purger is effectively stationary. It attacks any who enter other than the Magitect or his Emendated Sentinels. It cannot elevate enough on its neck to prevent PCs from hiding behind the bulk of its body for cover, but if characters do so it uses its breath weapon on the cylinders against the wall and causes them to detonate as described below. It can stretch its neck forward to the extent of its reach to direct its breath weapon down the entrance corridor

in case the PCs try to hole up there for cover.

Assisting the Purger are **5 troll flesh golems**. These are all former members of the Emendated Sentinels whose corpses the Magitect was able to recover and reanimate through his craft. As a result all resemble massive gnarled trolls with mechanical weapons emplacements in place of their limbs and heavy steel plates bolted to their torsos and heads. These likewise attack any intruders in the room, but unlike the Caustic Purger they will pursue all the way to Area 121.

CAUSTIC PURGER

CR 15

XP 51,200

hp 170 (See **Monster Appendix**)

TROLL FLESH GOLEMS (5)

CR 11

XP 12,800

Advanced-HD troll flesh golem (*Pathfinder Roleplaying Game Bestiary* “Golem, Flesh”, “Troll”)

N Large construct

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

AC 30, touch 8, flat-footed 30 (+10 armor, –1 Dex, +12 natural, –1 size)

hp 123 (17d10+30); fast healing 5

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

Defensive Abilities armor plating; **DR** 10/adamantine; **Immune** magic, construct traits

Speed 30 ft.

Melee spiked club arm +25 (2d10+9), saw blade arm +25 (4d12/19–20)

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

Special Attacks berserk, mechanical limbs

Str 28, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +17; **CMB** +27; **CMD** 37

Armor Plating (Ex) Heavy steel plates have been bolted to the golem's torso and head as modifications by the Magitect. This plating provides a +10 armor bonus and increases its damage reduction by 5.

Mechanical Limbs (Ex) The arms of the golem have been replaced by mechanical limbs crafted by the Magitect. These give the golem a +6 Strength bonus. The right arm has been replaced with a clublike limb sheathed in iron and set with spikes. It deals both piercing and bludgeoning damage. The left arm still has the troll golem's claw at the end, but set midway down the forearm is a spinning saw blade that deals slashing damage.

125. The Magitect's Workshop (CR 14)

High windows provide a draft in this chamber. A row of doors lines the west wall. To the south is a large furnace, and before it, set into the floor, is a heavy iron mold. Toward the north end, a round pool bubbles with some greenish liquid that gives off an acrid stench. Tables littered with papers, tools, and indescribable bric-a-brac are placed throughout the rest of the room.

This room serves as the personal workshop of the Magitect. The furnace and mold are used for casting the heavy metal components of his inventions with the finer work occurring at the various other tables. The pool is 5 feet deep and is filled with an acidic substance that he actually uses as a lubricant and in his hydraulics. If exposed to flesh it deals 3d6 points of acid damage per round. Immersion results in 10d6 points of acid damage per round.

The doors open onto small store rooms holding everything from spare tools, to raw materials, to endless sheaves of unintelligible schematic



drawings, to large mechanical components whose purpose is not apparent with inspection. At the back of one is a secret door (DC 25 Perception check to locate) which is actually an adamantine plate painted to resemble the wall. If found, a crude keypad is revealed with eight small buttons set in a steel plate. To guess the proper combination requires a DC 40 Disable Device check or a DC 30 Knowledge (arcana) or Use Magic Device. The keypad is actually attached to three locks that automatically reset each round, so two *knock* spells cast in the same round are necessary to open the door if the combination cannot be guessed.

Adamantine Secret Door: 2 in. thick; Hardness 20; hp 80; Break DC 48.

Creatures: Guarding this room are 2 **flailing dreadnoughts**. They are egg-shaped creatures upon which row upon row of segmented metal plates have been riveted. One side of their bodies is dominated by an enormous fanged maw that it can extend like a proboscis when biting. They are blind but able to “see” their surroundings through disturbances in the planet’s electromagnetic field. At first glance, they just appear to be part of the junk piled throughout, but when intruders enter, they both rise into the air and attack. They stay 30 feet away from each other to prevent affecting each other with their flailing fury attacks. The Magitect claims to be the inventor of these creatures, saying he was the first to graft the metal plates and tentacles to an otherwise benign race of creatures distantly related to eye tyrants. Whether his claim bears any merit or not, it was certainly he who introduced them to the defenses of the city during the Battle of Tsar.

FLAILING DREADNOUGHTS (2)
XP 19,200

Creature Collection II: Dark Menagerie 72

CN Huge aberration

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

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

SR 26

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

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

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

Magnetic Perception (Ex) The whole body of a flailing dreadnought is very sensitive to electromagnetic fields; it can discern the position and condition of every metal object within 200 feet. This gives the creature an uncanny sense of orientation and a +4 racial bonus to Survival checks to avoid getting lost.

Treasure: A DC 27 Perception check through the equipment in this room reveals a complete set of magical masterwork artisan’s tools. The nature of their enchantment is such that they do not break or wear out (unless misused) and provide a +4 competence bonus to anyone using them in association with any Craft skill.

126. The Magitect's Foyer (CR 18)

This 10-foot-high passage dead ends at an iron statue of Orcus, holding one finger to his chin as if shushing the onlooker. A small blue flame dances on that fingertip before the statues parted lips.

The backside of the secret door has a keypad identical to that found in Area 125 that uses the same combination as that one if it was learned by the PCs as they entered. The door itself slides shut 2 rounds after it opens, though it can be jammed open with an appropriate obstacle.

This hall is both a deadly **trap** and the entrance to the mad Magitect's personal quarters. The trap itself is fairly easy to locate but difficult to fully comprehend and nigh impossible to disarm. In fact, only if the trap is set off can the Magitect's door be opened. The door itself is a secret door located at the bottom of a concealed pit (marked on the map). The door can be located with a DC 30 Perception check in the pit but is a part of the trap and can only be opened without magic or force if the trap has been activated.

Trap: The trap in this corridor is composed of several parts that activate in succession and work in concert. Each is described separately below in the order that it is activated. The trap goes on initiative 10 of each round (+0 modifier).

Covered Spiked Pit Trap: At the point marked on the map is a pit that extends from wall to wall. When any pressure is placed on the lid of the pit, it opens dumping anyone standing there 20 feet onto a bed of poisoned spikes. Anyone falling into the pit is subject to falling damage and to attacks by 1d4 spikes and the deathblade poison covering them. The pit itself is steel-lined and requires a DC 30 Climb check to climb. The lid of the pit snaps shut after 3 rounds but can be opened again by placing any pressure on it from above or below. The Magitect reapplies the poison after the trap is sprung each time.

Fire-Breathing Statue: The iron statue of Orcus is attached to a pipe hidden in the wall that connects to a reservoir of natural gas hidden deep in the stone of the citadel. It is attached to a pipe that ends in the statue's mouth. A small pilot light always burns at the statue's fingertip. When anyone passes over the pit trap marked on the map (even if flying or climbing along the walls or ceiling), the trap is activated to go off in the next round. When this occurs, the gas is released in a 40-foot burning cone that fills the corridor for 3 rounds. Anyone within the cone takes 15d6 points of fire damage per round (DC 30 Reflex save for half each round). Anyone in the pit is shielded from this damage. The gas reservoir refills itself after 10 rounds.

Crushing Block Trap: In the round after the fire-breathing statue has finished its cone of fire, an entire 10-foot section of the north wall above the pit slams into the south crushing anyone hovering over the pit, climbing out of the pit, etc. The block resets back into the north wall after 5 rounds. It can be broken through as if going through 1-foot-thick stone (Hardness 8, hp 90, Break DC 35).

Acid Deluge Trap: The interior of the crushing block is hollow, and it has no bottom. Pumped into this hollow block through small holes in its top that match up with corresponding holes in its resting space back in the wall is a powerful acid. When the crushing block extends across the corridor, if the pit trap is opened, the acid dumps into the pit. Anyone in the pit takes 10d6 points of acid damage, and the acid fills the pit to a depth of 5 feet. Anyone in the acid takes an additional 10d6 points of acid damage each round. At the bottom of the pit, 5 feet above the level of its floor and just above the level of any acid, is a secret door in its south wall. It can be found with a DC 30 Perception check but can only be opened without forcing it if the acid trap has already been sprung. Once the crushing block has retracted into the wall, it refills with acid after 1 hour. The pit itself drains of acid through hidden drains after 10 minutes.

Steel Secret Door: 2 in. thick; Hardness 10; hp 75; Break DC 30.

The Magitect is immune to most of the effects of this trap and thus uses it to go in or out of his lair. He springs the pit and then climbs down into it before the crushing wall activates. He ignores the effects of the fire. Down in the pit, he is immune to the spikes and their poison. When the acid deluges him, he ignores its effects and then opens the secret door to enter his lair. He reverses the order on the rare occasions when he leaves his lair.

MULTIFUNCTION TRAP

CR 18

Type mechanical; **Perception** DC 20 (40 to understand its full functioning); **Disable Device** DC 45

Trigger location; **Reset** automatic

Effect Pit — DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (Deathblade—injury, *save* DC 20, *onset* —, *frequency* 1/rd. for 6 rounds, *effect* 1d3 Con, *cure* 2 saves); Statue — fire (15d6 fire damage for 3 rounds, DC 30 Reflex save for half each round); multiple targets (everyone within a 40-ft. cone); onset delay (1 round); Crushing Block — no attack roll required (18d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. section of corridor); never miss; onset delay (4 rounds); Acid Deluge — no attack roll necessary (10d6, acid each round exposed); multiple targets (all targets in 10-ft.-by-10-ft.-by-20-ft.-deep pit); never miss; onset delay (4 rounds).

127. The Magitect's Forge (CR 8)

This chamber is in shambles. Work benches and shelving cover the perimeter of the room with every sort of tool, gadget, and gizmo imaginable. Half-constructed metallic gargoyles and mountainous wooden contraptions that seem to have been abandoned in mid-construction clutter the room. To the north is a large forge and anvil surrounded by the tools of the trade as well as lenses and tiny instruments designed for fine manipulation and artifice.

This chamber is where the Magitect works on many of his personal projects outside his main workroom. The tools and gadgetry in here are of such sophistication that a DC 25 Knowledge (engineering) is necessary just to gain an inkling of their purpose, and the sheaves of schematics lying about defy comprehension. There is nothing of overt value here, but feel free to add examples of any innovative mechanical or magical items you wish to introduce to your campaign.

Creatures: Lurking within the chamber are the Magitect's personal guardians and favored creations. These consist of a **clockwork swarm**, a mass of tiny insect-like mechanical creatures, and **3 advanced clockwork warriors**, human-sized automatons with oversized hands for pulverizing opponents.

CLOCKWORK SWARM

CR 4

XP 1,200

The Tome of Horrors Revised 62

N Tiny construct

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

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 natural, +2 size)

hp 42 (4d10+20); self repair 3 (acid, cold, fire)

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

Defensive Abilities swarm traits; **Immune** construct traits

Weaknesses swarm traits

Speed 40 ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

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Special Attacks distraction (DC 12)

Str 14, **Dex** 15, **Con** —, **Int** —, **Wis** 13, **Cha** 12
Base Atk +4; **CMB** —; **CMD** —
Skills Stealth +10 (+14 when not moving)

Self-Repair (Ex) A clockwork swarm regains 3 hit points per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If a clockwork swarm takes damage from an area attack, it is unable to repair itself for 1d6 rounds following the attack. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects) until it has at least 1 hit point (at which time it begins to self-repair at its normal rate of 3 hit points per round).

ADVANCED CLOCKWORK WARRIORS (3)
XP 1,200

The Tome of Horrors Revised 62

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 18, touch 10, flat-footed 18 (+8 natural)
hp 42 (4d10+20); self-repair 3 (acid, cold, fire)
Fort +1; **Ref** +1; **Will** +2
Immune construct traits

Speed 20 ft.

Melee 2 slams +10 (1d6+6)

Str 22, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 14
Base Atk +4; **CMB** +10; **CMD** 20

Self-Repair (Ex) A clockwork warrior regains 3 hit points per

round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects).

Development: If combat in here persists for more than 3 rounds, it catches the attention of the Magitect in Area 128. He arrives in the fourth round with the clockwork warriors from that area and the clockwork titan from Area 129. These join in the combat while he hangs back in the intersection between the rooms and uses his ranged attacks against foes.

128. The Magitect's Chamber (CR 19)

Another forge occupies the north wall of this room, its fires stoked and ready. A strangely proportioned anvil stands before it. A bas-relief in the west resembles a giant gear, and from its center spurts a stream of water into a basin shaped like a connecting perpendicular gear. In fact, it becomes apparent that the bas-relief and basin actually are slowly rotating, the teeth interlocking in synchronization.

Creatures: This utilitarian chamber is the dwelling place of **the Magitect** where he works, rests, and thinks. There are **2 advanced clockwork warriors** standing at attention in positions flanking the doorway. The ingenious fountain turns slowly from the water pressure of its flow. If it is somehow stopped up, the rotation ceases. It has no practical value other than that the Magitect finds its move-



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ment soothing, and it helps him concentrate. The Magitect orders his warriors to attack immediately while he hangs back to attack with reach and ranged attacks. Sounds of combat in here bring all of the clockworks in Areas 127 and 129 to assist.

ADVANCED CLOCKWORK WARRIORS (2)

CR 4

XP 1,200

hp 42 (See Area 127)

THE MAGITECT

CR 19

XP 204,800

hp 201 (See **Monster Appendix**)

Personality/Description: The fact that the mysterious Magitect was once a man is not immediately obvious. His body is an immense mechanical, spiderlike construct with eight segmented steel legs and six arms ending variously in hammers, pincers, or delicate two-thumbed hands. A spiked tail rises above him like that of a scorpion. His riveted-iron carapace is broken by exhaust ports, strange spiky protrusions, and unidentifiable mechanical components. At the forefront of this angular carapace, nestled between the foremost pair of arms is what was once a human face, or perhaps only the skin of a human face, stretched taut between rivets and clasps. Some semblance of bone and mechanical analogs exist beneath this visage, because the jaw is still articulate and allows the Magitect to speak in a strange gurgling semblance of human speech. Large round goggles likewise affixed to the carapace cover the eyes, and if somehow removed reveal only empty steel sockets holding clusters of strange needlelike sensors or antennae within. A few wisps of white hair still remain at the top of this stretched flesh mask.

The Magitect came to Tsar shortly after construction began on the great citadel. He was still a man at that time, diminutive in stature and with a pronounced limp — one leg being several inches shorter than the other. The Disciples of Orcus, ever preying upon the weak and helpless, intended to kill the cripple, but the Grand Cornu stayed their hands. He received a vision from his master that the strange little man had been sent to serve some great purpose. The stranger's architectural brilliance soon became known as he revealed the fatal weaknesses in the foundations being laid (he rightly guessed there were deep caverns hidden beneath but kept this information to himself) and showed how the citadel would soon collapse under its own weight. He then showed them how they could easily be remade to be sturdy and sound. On this information the Grand Cornu commissioned him to design a citadel worthy of Orcus's seat on earth. The little man took it to heart and designed an edifice of such awe-inspiring design and scale that he immediately became entrenched among Tsar's hierarchy. He never revealed his true name to the Disciples instead calling himself the Magitect and combining his skills of magic and technology to create many wonders never seen before.

The Magitect was instrumental in designing many of the horrific weapons used by the city during the great battle. And in an effort to overcome his own frailties and extend his life he developed ways to replace parts of his body with mechanical components, eventually designing and using a series of more and more advanced forms to replace his body entirely. Now over 900 years old, the preserved remnants of his face and parts of his skull and brain are all that is left of his original form. Who this man was or why he came unbidden to Tsar remain eternal mysteries, for what goes on behind his photoreceptors is unfathomable to the mortal mind. He sees intruders as little more than pests to be exterminated or perhaps experimental stock for his researches. Now he remains in the citadel, master of his own demesne and keeper of his own experiments, knowing that someday the hidden caverns beneath the citadel that so intrigued him will be revealed and he might learn the secrets so carefully guarded by the demon prince.

Treasure: Scattered among the various spare parts and assorted gears kept in here by the Magitect is an old, grease-stained and dog-eared *iron golem manual*, a *pink rhomboid ioun stone*, and *iron bands of binding*.

129. The Magitect's Storeroom (CR 6)

Sealed wooden crates and steel drums are stacked around this crowded chamber. A giant crablike machine dangles from netting at the center of the ceiling. Another crablike machine, similar in design, rests on the floor beneath. The room smells of grease and strange chemicals.

Here the Magitect stores his many components, chemicals, and unfinished projects.

Creature: The room is guarded by a **clockwork titan**, a great spider-like construct that is a prototype of the Magitect's current body form. It attacks any who enter here other than the Magitect or one of his clockworks and responds to combat in 127 and 128 as described in those areas.

The barrels and crates hold mostly materials useless to the part. However, three casks hold deathblade poison (20 applications each). A DC 20 Perception check reveals a couple dry bones from a humanoid dropped carelessly in a corner (actually parts of the Magitect's original limbs tossed aside after he amputated them to make room for his modified mechanical appendages).

CLOCKWORK TITAN

CR 6

XP 2,400

The Tome of Horrors Revised 63

N Large construct

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

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

hp 68 (7d10+30)

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

Immune construct traits

Speed 30 ft.

Melee 2 slams +12 (2d8+6)

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

Str 23, **Dex** 11, **Con** —, **Int** —, **Wis** 6, **Cha** 6

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

Treasure: The crablike object hanging from the ceiling is actually an *apparatus of the crab*, another of the Magitect's early vehicles for his mortal frame.

Monster Appendix

Caustic Purger

Before you stands a massive construct of steel and stone. It looks like a crouching dragon 60 feet long set on huge metal wheels. Its giant head hangs forward on an articulated steel neck. Caustic fumes rise from its cast iron nostrils.

CAUSTIC PURGER

CR 15

XP 51,200

N Gargantuan construct

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

AC 31, touch 1, flat-footed 31 (-5 Dex, +30 natural, -4 size)

hp 170 (20d10+60)

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

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

Speed 0 ft.

Melee gore +31 (4d12+22)

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

Special Attacks breath weapon

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

Base Atk +20; **CMB** +39; **CMD** 44 (can't be tripped)

Environment Citadel of Orcus

Organization unique

Treasure none

Breath Weapon (Su): 300-ft. cone, damage 12d6 fire and 12d6 acid, Reflex DC 20 half, every round up to 4 times. The save DC is Constitution-based.

Immunity to Magic (Ex): The Caustic Purger 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 *stone to flesh* spell does not actually change the Caustic Purger's structure but negates its damage reduction and immunity to magic for 1 full round.

The Caustic Purger is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell, though if it is destroyed in this way the breath weapon reservoir is breached and explodes as described above.

The Caustic Purger is a unique invention of the Magitect whose purpose is to defend his laboratories and the main gates of the Citadel of Orcus, and only he knows the secret of its construction. Even though the entire construct is over 60 feet long, it is only the construction's head and neck that are actually animate; the rest is just so much stone and steel acting as anchor and foundation for the heavy head and neck. The head and neck by themselves still comprise a Gargantuan creature and are constructed to resemble a stylized version of a great black wyrm. The wheels on the massive

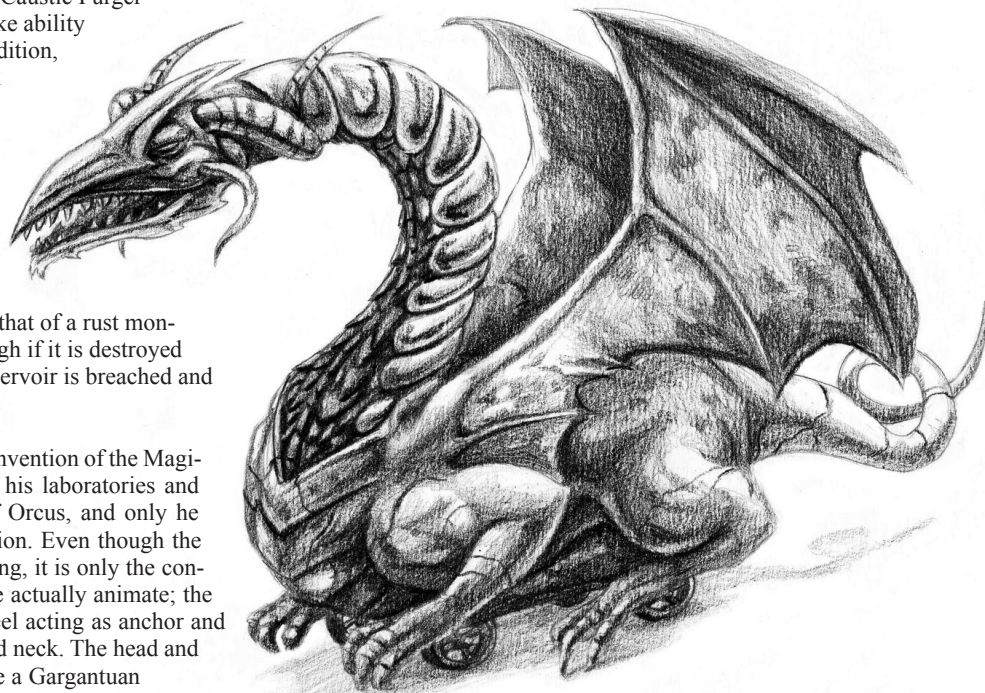
inert body sit on track rails used to push the construct forward to the edge of the battlement in order to reach the gates below with its breath weapon. This required the efforts of many of the Magitect's servants. The Caustic Purger is incapable of moving itself from whatever position it currently occupies.

Attacking the Caustic Purger's anchoring base is equal to attacking magically-treated reinforced masonry 20 feet thick (Hardness 16, hp 7,200, Break DC 100). However, if it is somehow destroyed, the Caustic Purger's head crashes to the floor immobile. It can then no longer use its gore attack and can only use its breath weapon on someone directly in front of the direction it is facing. It is possible, though, to hide behind the bulk of the stone base and gain cover from the Caustic Purger's attacks.

The Caustic Purger cannot speak or make any noise beyond a roar. It responds only to commands from the Magitect.

The Caustic Purger uses its gore on anyone that comes close enough or tries to attack its base. If opponents do not come into its reach or cluster together, it uses its breath weapon to great effect.

Its breath weapon is a unique alchemical mixture created by the Magitect. The substance is highly unstable and bursts into flame upon contact with air inflicting both acid and fire damage. The reservoir within the Caustic Purger holds only enough for four uses of the breath weapon before it must be refilled by the Magitect. Any attempt to penetrate the reservoir to recover the alchemical concoction results in it exploding and dealing damage equal to the breath weapon to everyone within 20 feet for each use of the breath weapon that remains. The Caustic Purger can use its breath weapon each round until the reservoir is empty.



Char Shambler

The humanoid creature looks like a mass of charred skin, burned black and hard with cracks showing raw, red flesh beneath. Visible waves of heat rise from this creature and a miasma of foul smoke seems to follow its every shuffling step, and the stench of scorched flesh and acrid smoke clings to its flesh.

CHAR SHAMBLER

CR 11

XP 12,800

CE Medium magical beast (fire)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7
Aura desecrating aura (20 ft.), smoke cloud (10 ft., DC 24), stench (10 ft., DC 22, 1d8 rounds)

AC 25, touch 10, flat-footed 25 (+15 natural)

hp 147 (14d10+70)

Fort +14; **Ref** +9; **Will** +6**Immune** fire**Weaknesses** vulnerability to cold**Speed** 20 ft.

Melee bite +19 (1d6+4 plus 1d6 fire), 2 claws +18 (1d4+4 plus 1d6 fire plus grab)

Special Attacks burning touch**Str** 18, **Dex** 10, **Con** 20, **Int** 7, **Wis** 10, **Cha** 12**Base Atk** +14; **CMB** +18 (+22 grapple); **CMD** 28

Feats Ability Focus (smoke cloud), Cleave, Improved Initiative, Iron Will, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Intimidate +6, Perception +7, Stealth +11**Languages** Undercommon (cannot speak)**Environment** any land or underground near cities**Organization** solitary or pair**Treasure** none

Burning Touch (Su) A char shambler that wins a grapple check establishes a hold, latching onto the opponent's body and automatically doing bite damage each round that the hold is maintained. In addition the fire damage from the bite attack increases from 1d6 to 3d6 points of damage. As the char shambler makes this attack it slowly begins charring its opponent. If it kills an opponent in this manner, the victim's flesh and tissues are completely charred away while the char shambler inhales the resulting smoke for its sustenance. It then devours the scorched and crumbling bones in 1d4 rounds.

Desecrating Aura (Su) Through the sheer foulness of its presence, a char shambler emits an aura within a 20-foot radius similar in effect to the secondary function of a *desecrate* spell (i.e. cutting off an area's connection to a non-associated deity and counteracting *consecrate*). This effect does not offer any bonuses to undead within the radius. Furthermore, it counters and dispels spells with the good descriptor within its area as if it was casting *dispel magic* as a 5th-level wizard.

Smoke Cloud (Ex) In addition to its stench, a char shambler continually gives off a cloud of acrid smoke from its scorched flesh. This cloud likewise affects all within 10 feet of the char shambler. The smoke provides concealment (20% miss chance) to those within the cloud and they must make a Fortitude save each round (DC 24, +1 per previous check) or spend that round coughing and choking. This is saving throw in addition to the sickening effects of the char shambler's stench. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. The save DC is Constitution-based and includes a +2 bonus from its Ability Focus feat.

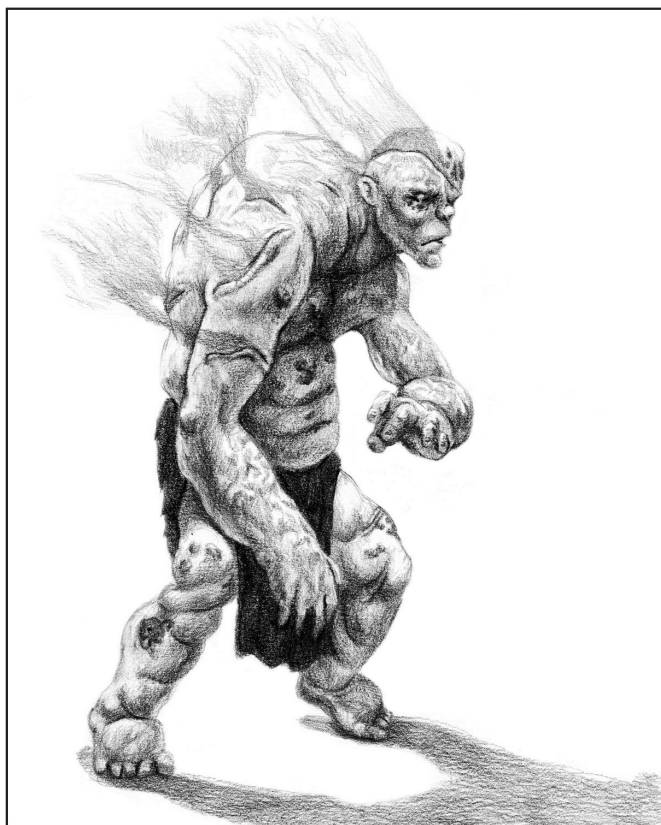
A char shambler is immune to the effects of smoke (its own or otherwise) and ignores the concealment it provides as well.

A char shambler is the result of a failed experiment to create a creature known as a charfiend (see *Creature Collection* by **Sword and Sorcery Studios**) from some base stock. The only documented examples come from the work of the lich Saca-Baroo and his experiments with the silid race (see *The Tome of Horrors II* by **Necromancer Games**), but other examples may exist.

As described, a char shambler's skin is charred and broken, and the creature lives in constant searing pain from the failed process that created it. It typically stands 6 to 7 feet tall and weighs 300 pounds. Its face is a mask of charred flesh hiding the appearance of the original creature. This tough, charred shell provides it with good natural armor.

Whether a char shambler can speak or not is unknown, as none have ever been known to. They do respond to commands in Common when under magical compulsion or a similar condition.

A char shambler's existence is typically occupied by its never-ending desire to feed, and its actions tend to follow this course. When prey is spotted, it tries to disperse its enemies with its stench and smoke cloud so that it can focus on capturing and feeding on one individual without distractions.



Magitect, The

This is an immense mechanical, spiderlike construct with eight segmented steel legs and six arms ending variously in hammers, jagged pincers, or delicate two-thumbbed hands. A spiked tail rises above the creature like that of a scorpion. Its riveted-iron carapace is broken by exhaust ports, strange spiky protrusions, and unidentifiable mechanical components. At the forefront of this angular carapace, nestled between the foremost pair of arms is what was once a human face, or perhaps only the skin of a human face, stretched taut between rivets and clasps. Some semblance of bone and mechanical analogs of such exist beneath this visage. Large round goggles are likewise affixed to the carapace over the eyes. A few wisps of white hair still remain at the top of this stretched flesh mask.

THE MAGITECT

CR 19

XP 204,800

Formerly male human transmuter 15

NE Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

AC 27, touch 10, flat-footed 27 (+1 deflection, +17 natural, –1 size)
hp 201 (16d10+30 plus 15d6 plus 31); self repair 8 (cold, electricity)
Fort +12; **Ref** +12; **Will** +20
DR 10/adamantine; **Immune** acid, fire, construct traits

Speed 30 ft., climb 20 ft.**Melee** 2 slams +32 (2d6+10), 2 pincers +32 (2d8+10 plus grab), sting +32 (1d8+10 plus poison)**Space** 10 ft.; **Reach** 15 ft.**Special Attacks** automated spellcasting, constrict (2d8+10), trample (2d6+15, DC 35)**Transmuter Spell-like Abilities** (CL 15th):At will—*change shape* (beast shape III or elemental body II; 15 rounds/day)10/day—*telekinetic fist* (ranged touch +22, 1d4+7 bludgeoning)**Spells Prepared** (CL 15th):8th—*polymorph any object* (DC 25), *prismatic wall* (DC 25)7th—*forcecage* (DC 24), *limited wish*, *reverse gravity* (DC 24), *statue*6th—*acid fog*, *control water*, *disintegrate* (ranged touch +22, DC 23), *globe of invulnerability*, *move earth*5th—*cloudkill* (DC 22), *fabricate*, *major creation*, *passwall*, *permanency*, *telekinesis* (DC 22)4th—*detect scrying*, *mnemonic enhancer* (x2), *rainbow pattern* (DC 21), *stone shape*, *stoneskin*3rd—*displacement*, *haste*, *keen edge*, *secret page*, *shrink item* (DC 20), *slow* (x2, DC 20)2nd—*cat's grace*, *fox's cunning*, *glitterdust* (DC 19), *knock*, *pyrotechnics* (DC 19), *scorching ray* (ranged touch +22), *spider climb*1st—*animate rope*, *burning hands* (DC 18), *erase*, *feather fall*, *grease* (DC 18), *jump*, *magic weapon*0 (at will)—*detect magic*, *mage hand*, *open/close*, *read magic***Prohibited Schools** Enchantment, Necromancy**Str** 31, **Dex** 11, **Con** —, **Int** 25, **Wis** 18, **Cha** 16**Base Atk** +23; **CMB** +34 (+36 trip, +38 grapple); **CMD** 45 (59 vs. trip)

Feats Alertness, Brew Potion^B, Combat Expertise, Craft Magic Arms and Armor^B, Craft Wondrous Item^B, Eschew Materials, Forge Ring^B, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll^B, Skill Focus (Craft [armor]), Skill Focus (Craft [metal]), Skill Focus (Craft [weapons]), Skill Focus (Knowledge [engineering]), Step Up, Toughness

Skills Acrobatics +25, Appraise +27, Climb +35, Craft (alchemy) +27, Craft (armor) +33, Craft (metal) +33, Craft (traps) +27, Craft (weapons) +33, Diplomacy +10, Disable Device +22, Knowledge (arcana) +27, Knowledge (dungeoneering) +27, Knowledge (en-

gineering) +33, Perception +25, Profession (engineer) +24, Sense Motive +25, Spellcraft +27, Use Magic Device +20; **Racial Modifiers** +8 Acrobatics

Languages Abyssal, Common, Draconic, Ignan, Infernal, Orc, Terran, Undercommon

SQ arcane bond (*ring of protection* +1), control clockworks, physical enhancement

Gear *ring of protection* +1 (bonded object), *goggles of minute seeing*

Environment Citadel of Orcus**Organization** unique**Treasure** double standard goods

Automated Spellcasting (Sp) The Magitect is a 15th-level transmuter, but due to his physical form he prepares and casts spells differently from a normal wizard. The spells of his spellbook have been microscopically inscribed upon the internal workings of his optics, so that he processes them each day when he prepares his spells. As a result, he does not use a spellbook, but the preparation otherwise functions as if he was doing so from a spellbook like a normal wizard.

Furthermore, though his spellcasting still provokes attacks of opportunity and can be disrupted as normal, the somatic portions of the spells are conducted internally (causing a –10 penalty to Spellcraft checks by opponents trying to identify a spell he is casting when it utilizes somatic components). Additionally as a result of this unique form of spellcasting, the effects of his spells manifest from his mechanical body; i.e. *grease* jettisons from a port on his undercarriage, *burning hands* fires from a nozzle on his appendages, *globe of invulnerability* extends from field generators humming with power, etc. He is able to cast *magic weapon*, *keen edge*, etc. on his own armaments.

Control Clockwork (Su) Any clockwork that comes within two miles of the Magitect immediately falls under his control, even if already under the control of a brain gear. When a clockwork moves more than two miles away from the Magitect, it continues to perform the last order given to it, but there is a 25% percent chance each hour that it ceases to function, collapsing into a pile of junk. If the Magitect later moves within two miles of the destroyed clockwork, the clockwork can reactivate if it has the self-repair ability. Otherwise, it remains destroyed.

The Magitect can, as a free action once per round, use a clockwork that he already controls to perceive the world through its senses (such as seeing the area surrounding the clockwork). This ability has a range of two miles. If the Magitect controls multiple clockworks, he can instantaneously jump from clockwork to clockwork, keeping tabs on all of his thralls and perceiving the world through their senses. He can switch control from one clockwork to another once per round as a free action. The Magitect uses this ability to give commands to his clockworks, allowing the usually mindless creatures to fight with highly coordinated tactics. Each clockwork is capable of receiving roughly 100 words worth of orders. Anything beyond that is too complicated for the clockwork to handle.

Poison (Ex) The Magitect's stinger bears deathblade poison on its tip. A reservoir within his tail automatically delivers a new dose of poison to the stinger after a dose has been used. In addition to the dose on the stinger, there are 4 doses of deathblade poison in the reservoir.

Sting—injury; *save* DC 120; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 consecutive saves.

Self-Repair (Ex) The Magitect regains 8 hit points per round. Damage dealt from cold or electricity effects cannot be self-repaired. If reduced to 0 or less hit points, he regains 1 hit point per round (but still cannot repair damage caused by cold or electricity effects).

The Magitect is truly a self-made man. Once a mortal human, this gifted master of magic and technology has continually extended his life and made improvements to his body through a succession of

MONSTER APPENDIX

modifications, experiments, and augmentations to the point that only his brain, the flesh of his face, and part of his facial bones remain of his original body. The rest is a sturdy mechanical monstrosity designed to absorb huge amounts of damage as well as move nimbly enough for him to continue with his experiments and fine tooling. His body is based on the design of his clockwork titan creations but contains several modifications and improvements.

The bones of the Magitect's jaw remain intact and internal bellows are connected to a wind pipe tube and crude voice box allowing him to speak in a strange, gurgling semblance of human speech.

In battle, the Magitect relies on his carapaces heavy defenses while he waylays those about him with his hammer and pincer appendages and poison spiked tail. His double-thumbed humanoid limbs are used for his precision work and are tucked up and under his carapace out of the way during battle. If any clockworks are able to come to the Magitect's call and engage enemies, the Magitect hangs back and casts his spells to soften foes up. He uses his trample to try and escape if hard pressed using his excellent jump skills if necessary.

The Magitect's weapons are considered cold iron and magic for the purpose of overcoming damage reduction.

Megaswarm, Dire Rat

A squirming horde of vicious rats the size of small dogs streams toward you. They have coarse, spiky fur; feral eyes, and jagged, yellowed teeth. They surge toward you in a roiling mass of filth and stench.

DIRE RAT MEGASWARM

XP 1,600

N Small animal (megaswarm)

Init +7; **Senses** low-light vision, scent; Perception +11

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

hp 52 (8d8+8 plus 8)

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

Defensive Abilities half damage from piercing weapons

Spd 40 ft., climb 20 ft., swim 20 ft.

Melee swarm (2d6 plus disease)

CR 5

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 15)

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +6; **CMB** —; **CMD** —

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

Skills Climb +11, Perception +11, Stealth +14, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

Environment any urban

Organization solitary, pack (2–4 megaswarms), infestation (7–12 megaswarms)

Treasure none

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Megaswarm Traits (Ex) Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures which are usually a megafauna version of a normal swarm and otherwise behave in a swarmlike manner. There are usually around 100 creatures in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition when the swarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the megaswarm continue their attack, though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder RPG Bestiary*.

Much like a swarm of ordinary rats, a dire rat swarm is composed of a teeming mass of disease-ridden dire rats intent on feeding on whatever they can catch. A dire rat swarm usually exists in abandoned ruins or city dumps where there is a plentiful food supply and a lack of significant predators.

A dire rat swarm seeks to overrun and attack any warm-blooded prey it encounters. It typically ignores undead and other creatures that are not warm-blooded.



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.

Specific Weapons

DREADSTORM

Aura strong conjuration and evocation [force]; CL 15th
Slot none; **Price** 234,309 gp; **Weight** 12 lb.

DESCRIPTION

This vicious-looking pole-arm with a barbed and pitted head is one of the vile creations of the shadow-giant smith Larach-Umbriol. It was created as a twin to the cursed weapon that slew Gerrant of Gilboath, the Last Justicar of Muir. *Dreadstorm* is a +3 *humanbane wounding guisarme*. Three times per day as a standard action, the wielder can activate a *blade barrier* that completely surrounds the wielder in a 20-foot radius. This *blade barrier* lasts up to 15 minutes but can be dismissed by the wielder as a free action. The *blade barrier* deals 15d6 points of damage per round (DC 19 Reflex save for half) and provides the usual +4 bonus to AC and +2 bonus on Reflex saves on attacks made through it, though not the attacks of the wielder as long as he is attacking with *Dreadstorm*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blade barrier*, *mage's sword*, *summon monster I*; **Cost** 117,309 gp

Staves

SACA-BAROO'S STAFF OF NECROMANCY

Aura strong necromancy; CL 13th
Slot none; **Price** 82,000 gp; **Weight** 5 lb.

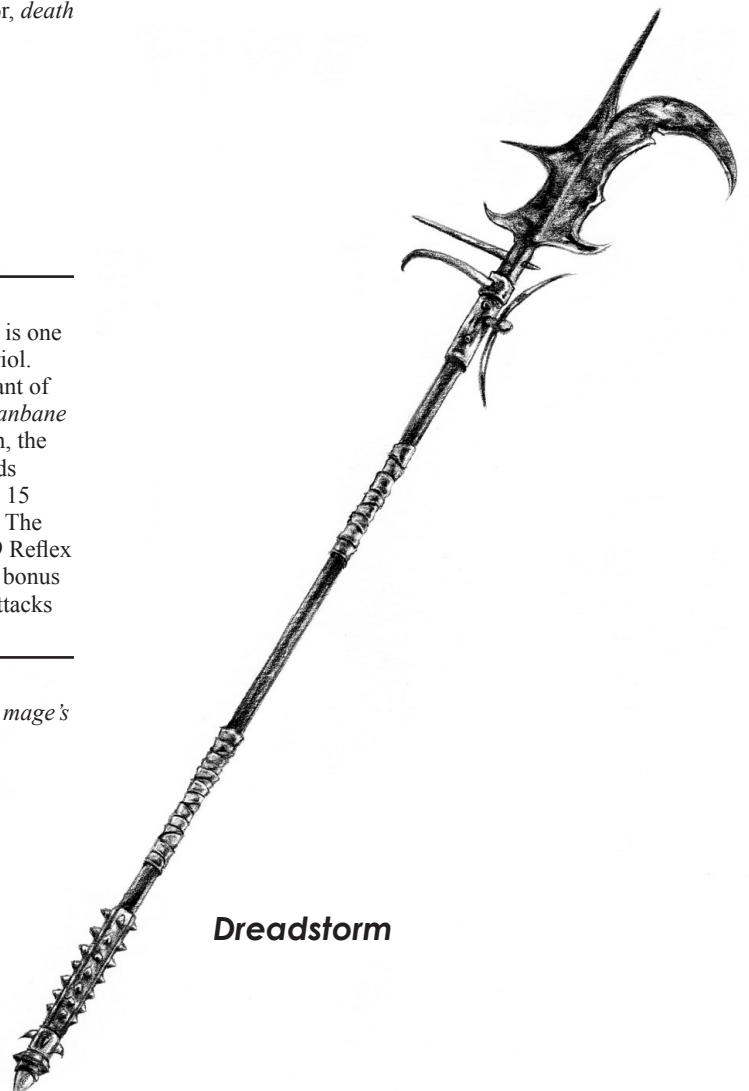
DESCRIPTION

This staff is made from ebony-stained bones wired together with fire-hardened sinews and twisted copper. It allows the use of the following spells:

- *Deathwatch* (1 charge)
- *Death Knell* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *circle of death*, *death knell*, *deathwatch*, *enervation*, *halt undead*, *waves of fatigue*; **Cost** 41,000 gp



Dreadstorm

Due to the exigencies of war;

Henceforth all wounded soldiers and civilians brought to the infirmary are to be considered lost and euthanized with all expediency and minimal damage to the bodily tissues as possible.

Such casualties of war are to then be brought to the chaplains for revitalization as perfectly loyal and serviceable soldiers in the cause of our Demon Prince of Undeath and the defense of our High Altar and Citadel.

By my hand,

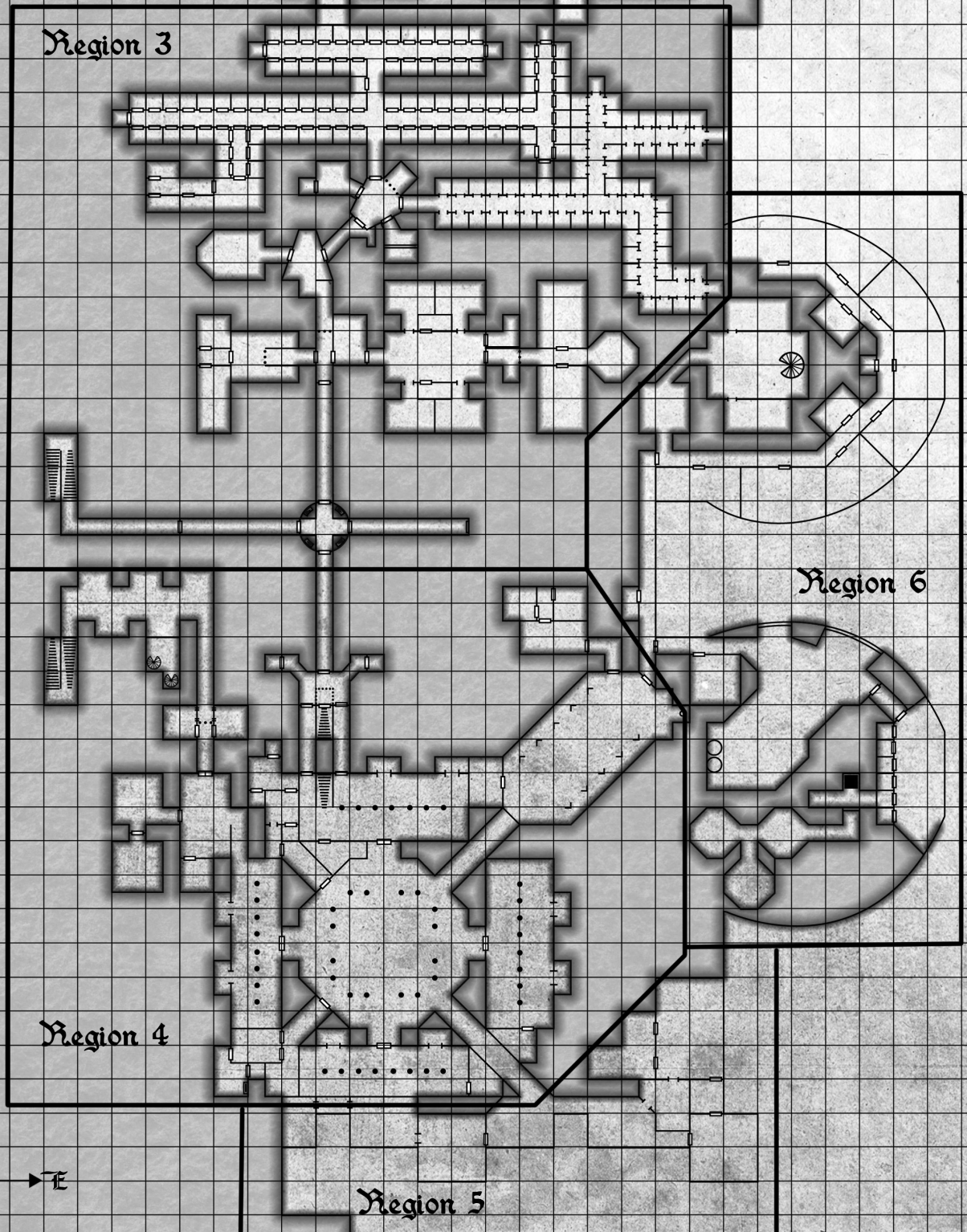
Omus,

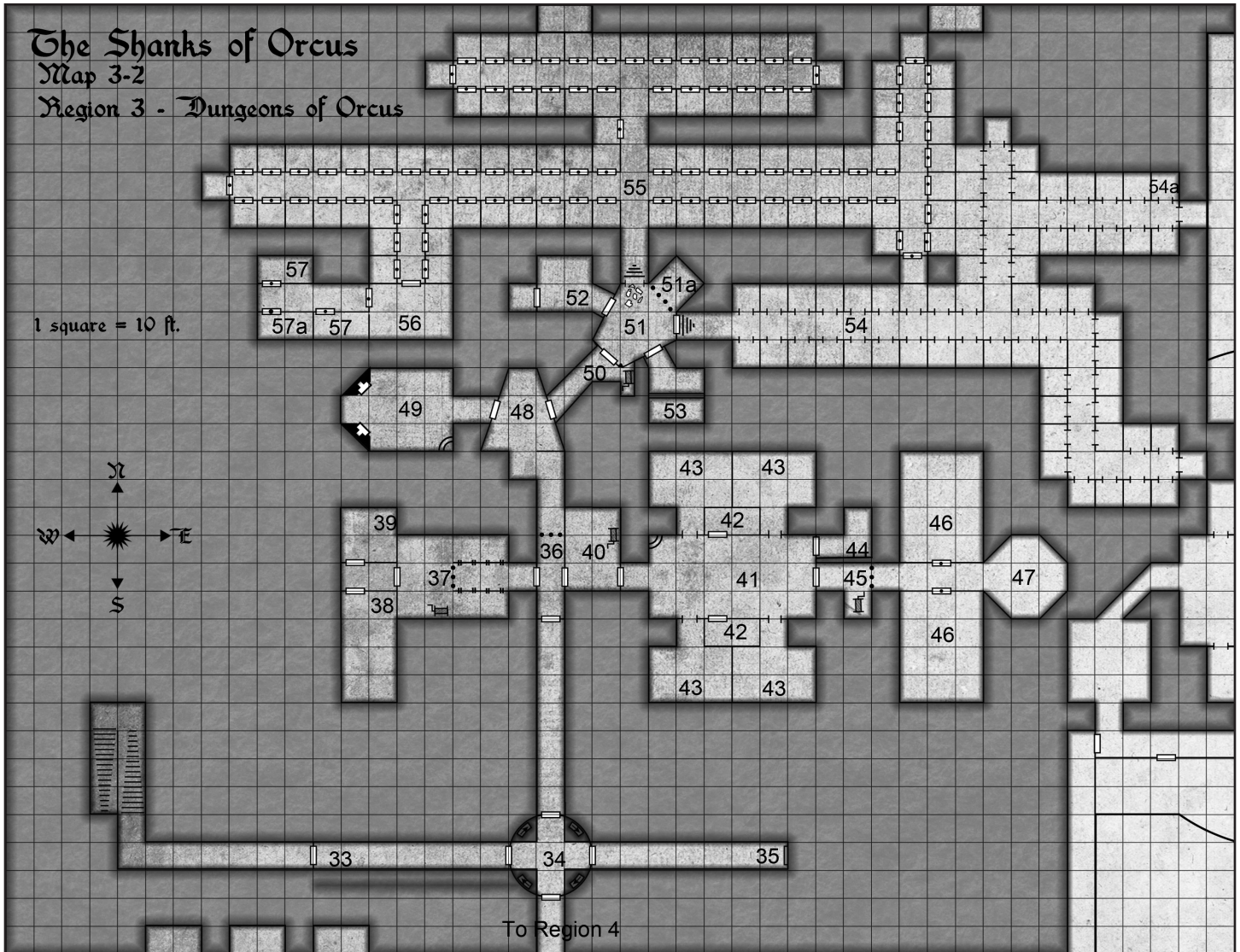
High Captain of the Templar Guard

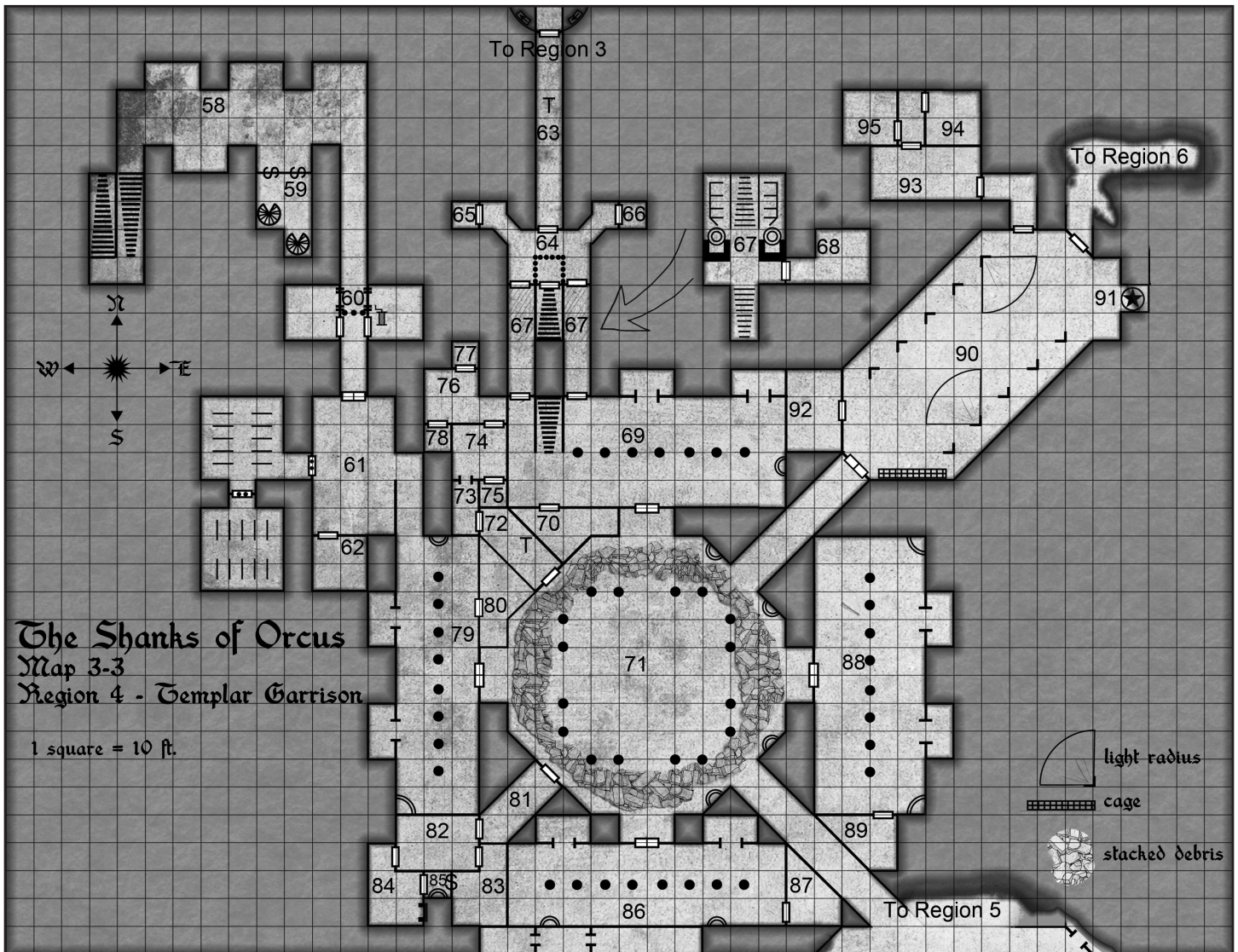
The Shanks of Orcus

Level Two
Map 3 - 1

1 square = 20 ft.



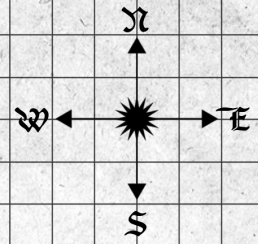




The Shanks of Orcus

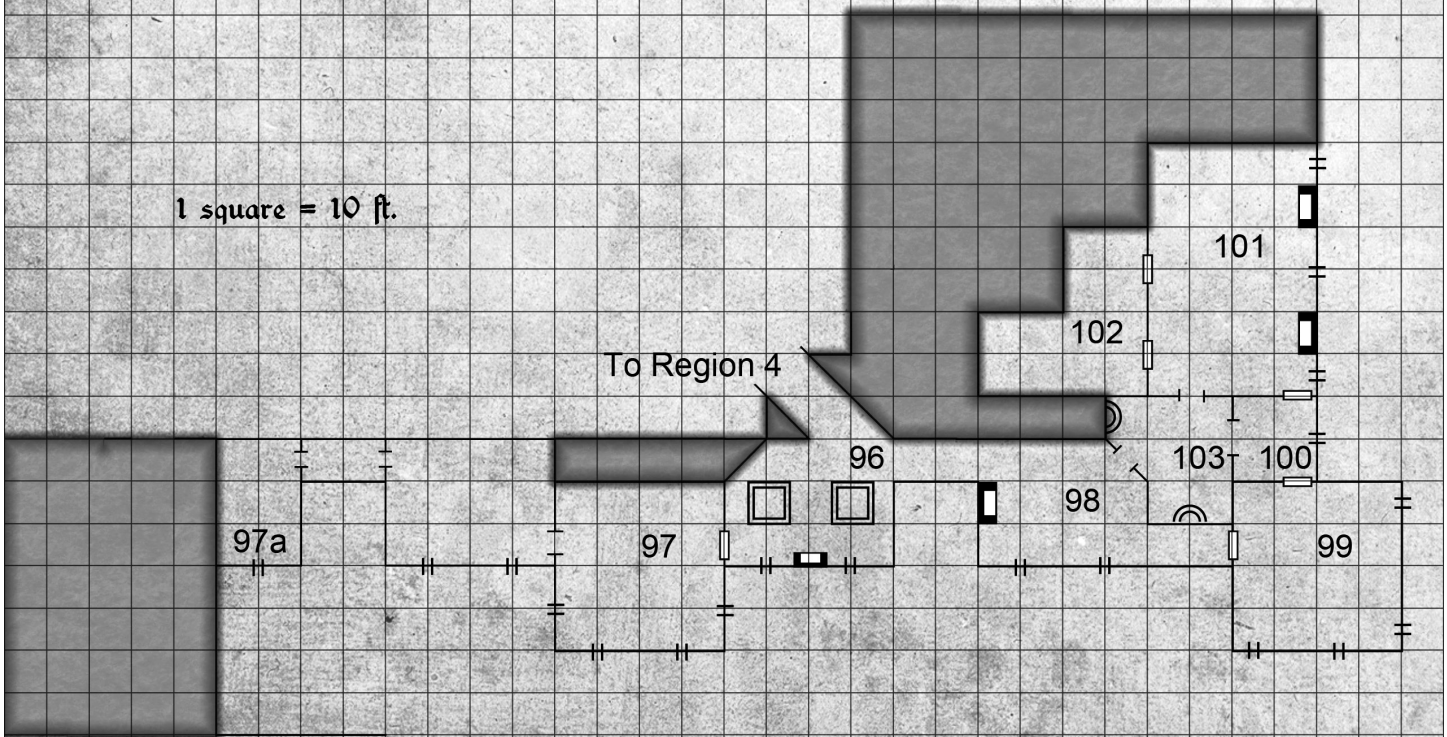
Map 3 - 4

Region 5 - Lesser Thrall Quarters



1 square = 10 ft.

To Region 4



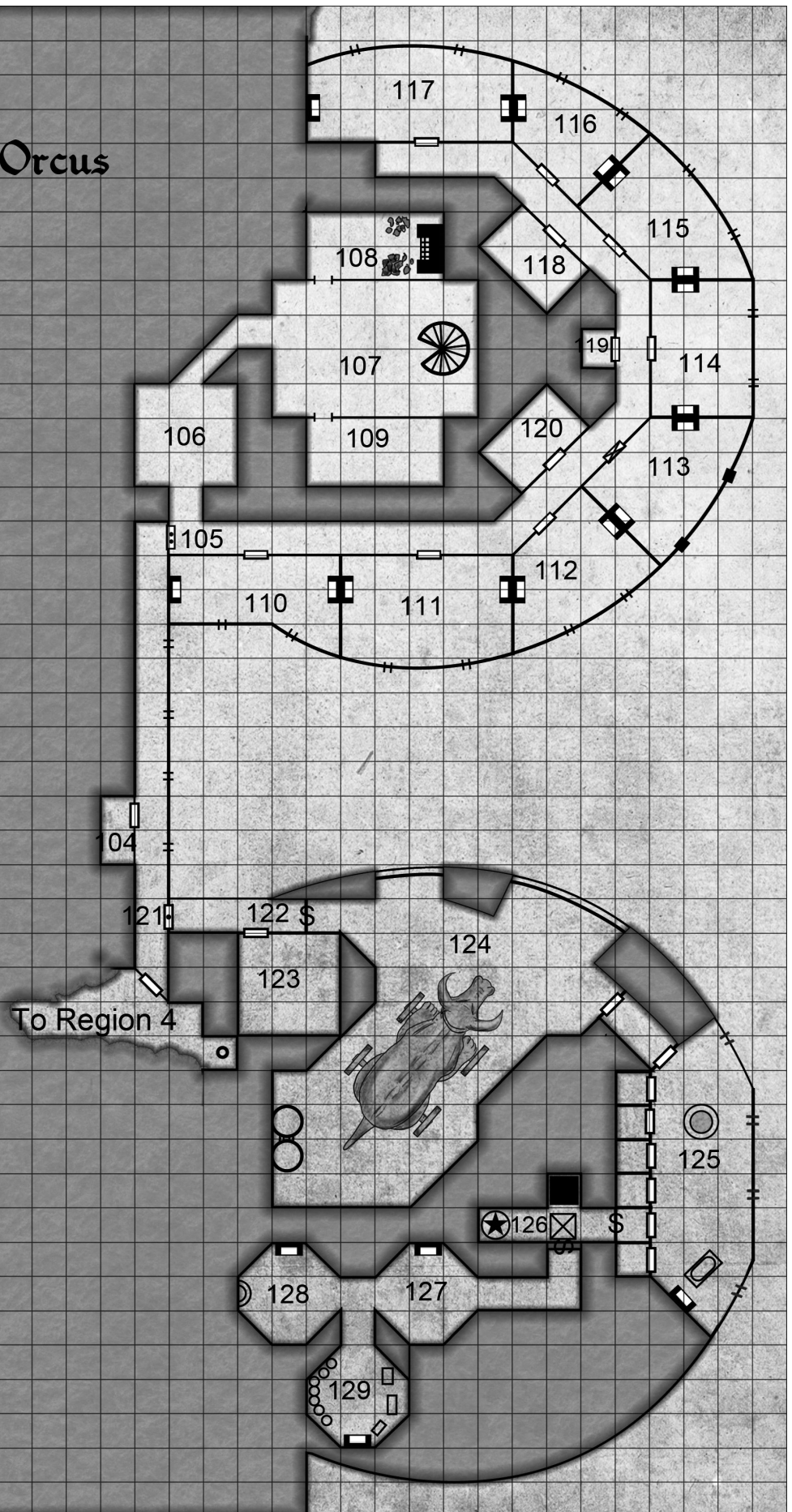
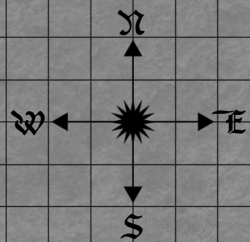
The Shanks of Orcus

Map 3 - 5

Region 6 - Forges

1 square = 10 ft.

-  iron bar door
-  sealed door
-  bricked-up arrow slit



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