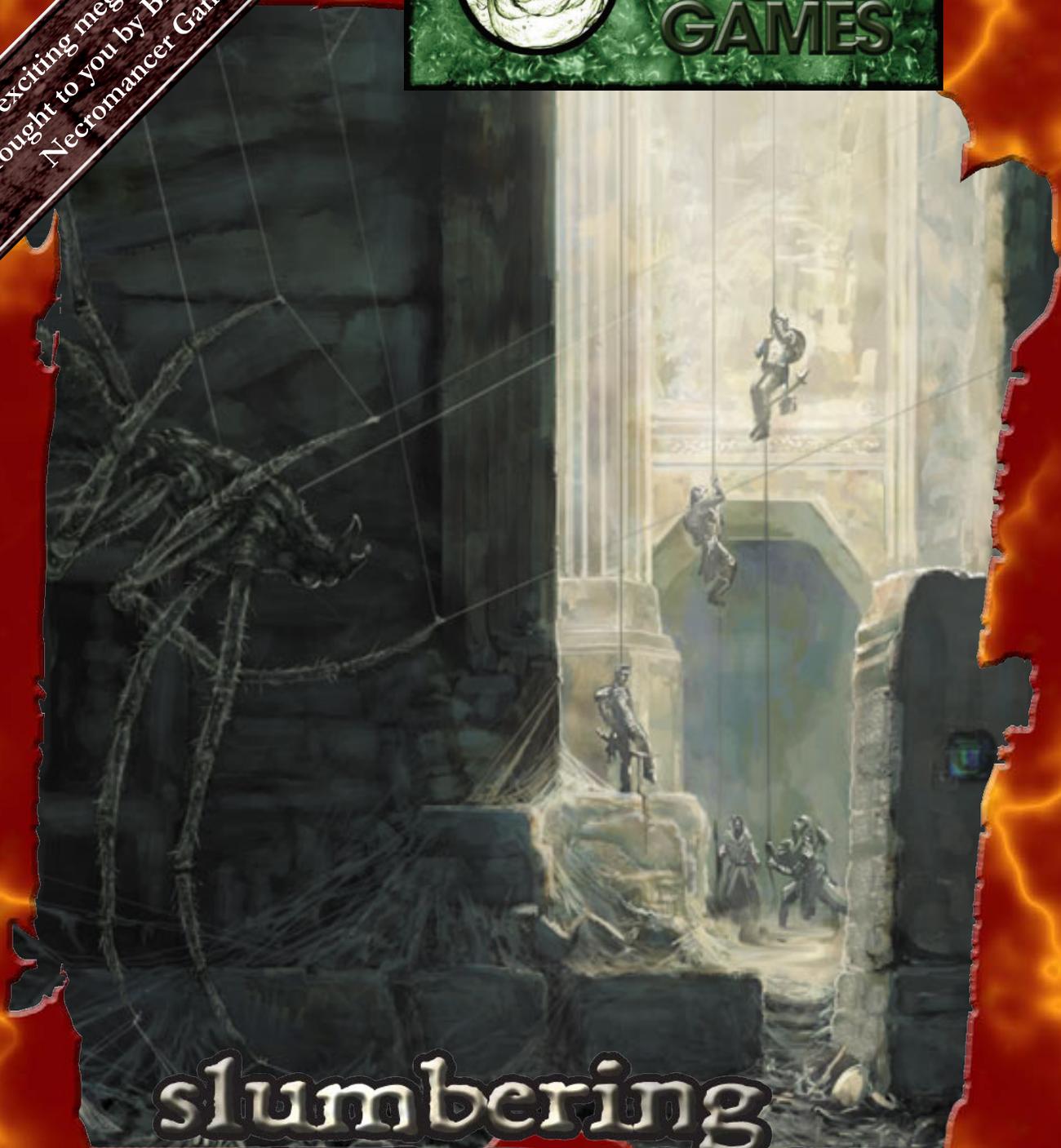


ST13

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slumbering TSAR

The Hidden Citadel, Part 5
— The Mind of Chaos —

By Greg A. Vaughan



FROG GOD GAMES

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wouldn't have been possible.



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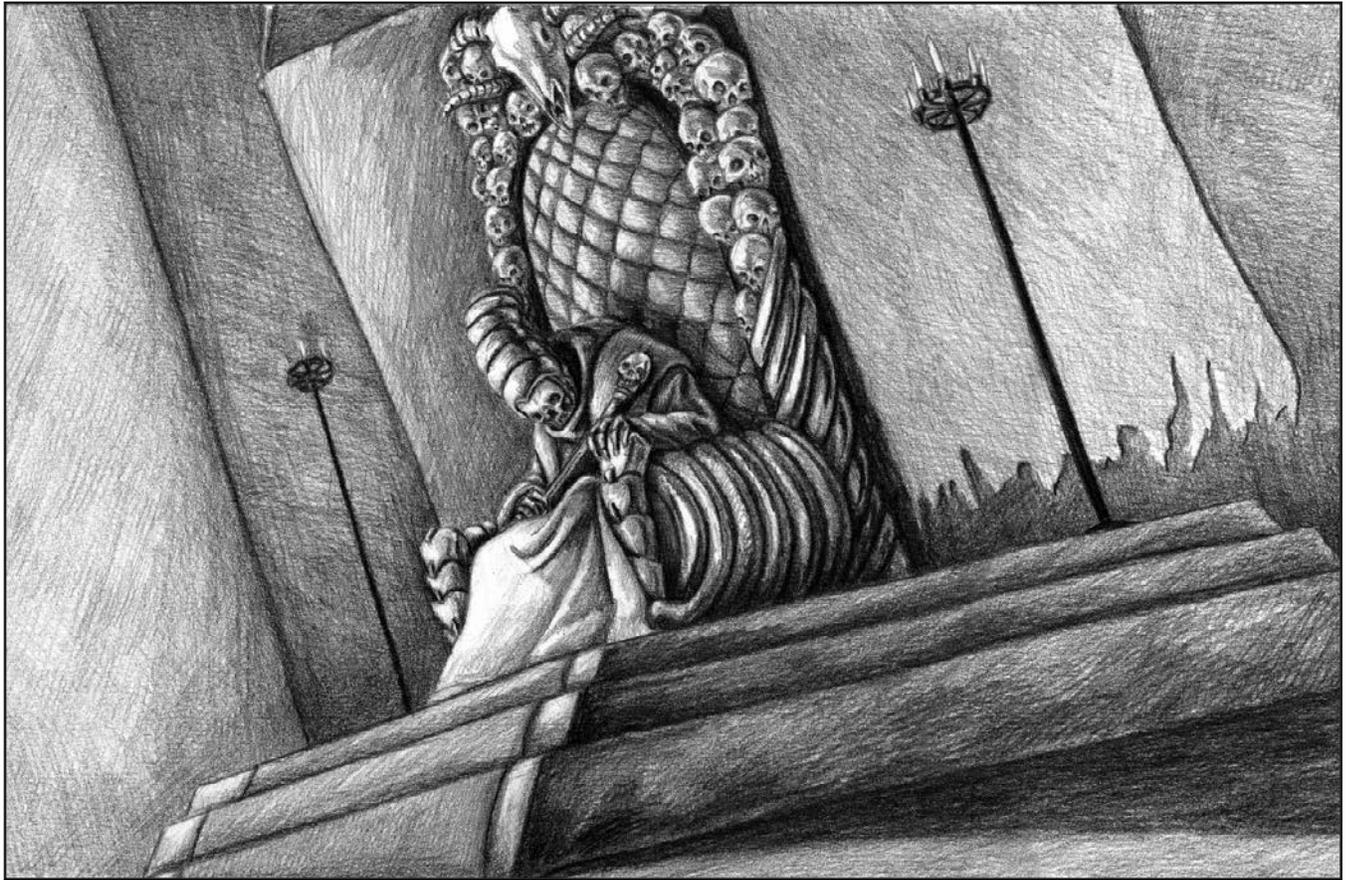
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— The Hidden Citadel, Part 5 — The Mind of Chaos

By Greg A. Vaughan

From the Shoulders level and above in the Citadel of Orcus, only the most privileged or most cursed dared tread. Here lurked the Disciples of Orcus in their most secret rites, abhorrent to even their own clergymen, and those nobles of Tsar that even the Grand Cornu of Orcus had cause to fear. In the uppermost levels were the quarters of the Voices of the Master, the three most powerful figures in the hierarchy of Orcus below the Grand Cornu himself. Above them were the apartments of the Grand Cornu himself, divorced from the everyday concerns of the city and the Citadel, but even he was forbidden to enter the very Crown of Orcus except as bidden. Because there Orcus kept his most valuable treasures and most devastating secrets—
for there was the very Mind of Chaos.

Chapter 7: The Shoulders of Orcus

The Shoulders of Orcus sit at a height of 700 feet above the plaza. There are two regions on this level, and only the powerful and privileged ever ventured this far up into the citadel. Here were quartered the highest-ranking of the Disciples of Orcus, and here guest quarters were provided for the most powerful and influential of the nobles of the city of Tsar — not officially members of the Disciples' hierarchy but too powerful politically to not be kept close at hand when summoned by the Grand Cornu.

Region 16 — Upper Disciples (Map 7-2)

Those that survived long enough in the clergy of Orcus to reach the highest levels and that were not sent away to tend to temples and shrines elsewhere were quartered in the Shoulders of Orcus, just below the Grand Cornu's most trusted advisors and officials. Their standing in the citadel, city, and surrounding lands was such that their slightest whim could spell death or worse for anyone not powerful or

politically connected enough to resist. In the days of Tsar true power rested in the hands of the clergy, and they knew it — and abused it at their whim, much to Orcus's cruel delight. In addition to their personal quarters, the Shoulders also held individual shrines to the various aspects of Orcus venerated throughout the world. In these shrines the proper rituals and liturgies could be observed and taught to new Disciples before being sent abroad to carry out their duties, all under the sadistically exacting ministrations of Canon Lorvius, second to Seneschal Vrius in the clergy of the citadel.

350. Throat of Orcus

The winding stairs pause, once again, at a landing on which stand two doors. The stairs then continue their spiral up the heart of this befouled fortress.

The doors here are ordinary. There is nothing of note at this juncture of the stairwell.

351. Clergy Entrance

This room is shaped like a square with one corner sawed off. Across the chamber stands a door of blackest wood. Next to it stands a painted stone statue depicting a hunched-over, black-hooded and cloaked figure. Its face is invisible within its cowl but one clawed, bestial hand extends from a sleeve of the robe and points toward you. Grasped in that hand is a skull-tipped rod. The telltale bulges of curved horns can be seen on the sides of the hood. There is writing inscribed on the wall in red lettering above the far door.

This room served as the entrance to the halls of the Upper Disciples. The statue is a depiction of Orcus. The writing above the door is in Abyssal and reads, "Say thee farewell to light and life, for all who enter here are bound heart and soul to the Dark Prince." While it is intimidating, the inscription and statue bear no special power.

Level 6: The Shoulders of Orcus (Regions 16 and 17) — Map 7-1

Difficulty Level: 13

Entrances: The Throat of Orcus (Area 350). Stairs up from the Dovecote (Area 322), and stairs down from the Belfry (Area 324). Hole in the wall of the Neck (Area 323). Balconies (Areas 379 and 388) and the Landing (Area 380).

Exits: The Throat of Orcus (Area 350).

Wandering Monsters: Check on 1d6 every 30 minutes or after the party makes any significant noise:

d6	Encounter
1	Glukug
2-6	No encounter

Glukug: This foul vampire stalks the halls of this level, ever watchful for intruders that can become its prey. He then begins stalking the PCs, making sniping attacks with his bow and attempts to isolate lone characters to *dominate* or slay them.

GLUKUG
XP 153,600
hp 194 (See Area 382)

CR 18

352. Shrine of the Infernal Orcus (CR 13)

This room is oppressively stuffy and hot. Sweat immediately breaks out on your brow as you enter. The entire room is illuminated by a dim, red haze. Three fire pits filled to floor level with glowing coals are situated around a statue of red granite in the center of the room. The statue depicts a horned, ram-headed demon cavorting in glee while flames lap at his haunches and burn portions of his flesh away to reveal bone and muscle beneath. Barely visible in the carved flames are the images of humans and elves struggling to escape as they are consumed in the blaze.

This shrine served to venerate the traditional hellish aspects of souls in torment as often envisioned by mortals when contemplating the Lower Planes. While Orcus has no particular affinity with fire, he does count many fire-using and fire-loving creatures among his worshippers and thus maintains a fire sect for their sakes.

The secret door in the north wall can be located with a DC 31 Perception check.

Creature: When anyone enters the room that is not wearing the vestments of an Upper Disciple and making the proper ritual obeisance (DC 35 Knowledge [religion] to recall correctly), the three fire pits immediately flare to life forming plumes of fire that writhe and swirl together around the central statue. After 1 round the fires die down to reveal that the statue is gone and in its place is a **fire elemental construct**, a massive humanoid shaped of living fire whose arms and legs end in faces of howling flames. This construct attempts to destroy any in the shrine that are not accompanied by a properly recognized Upper Disciple as described above. It does not leave this room. If it is slain or runs out of intruders to battle, it disappears in a burst of flame, and the statue reappears in its original position. If the construct is destroyed it reforms in 24 hours. If the construct is destroyed and the statue of magically-treated stone is destroyed (Hardness 16, hp 1,080, Break DC 70), then the construct does not reform. The statue is completely immune to fire damage of any sort.

FIRE ELEMENTAL CONSTRUCT

CR 13

XP 25,600

The Tome of Horrors Complete 263

N Huge construct (elemental, fire, extraplanar)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Aura fiery aura (10 ft., DC 25, 2d8 fire)

AC 28, touch 17, flat-footed 19 (+9 Dex, +11 natural, -2 size)

hp 205 (30d10+40)

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

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

Weaknesses vulnerability to cold

Speed 60 ft.

Melee 2 slams +36 (2d6+8 plus burn)

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

Special Attacks burn (1d8, DC 25)

Str 27, **Dex** 29, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +40; **CMD** 59

Fiery Aura (Ex) Anyone within 10 feet of a fire elemental construct must succeed on a DC 25 Fortitude save or take 2d8 points of fire damage each round. The save DC is Constitution-based.

Immunity to Magic (Ex) A fire elemental construct 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 cold effect slows a fire elemental construct (as the *slow* spell) for 2d6 rounds with no saving throw. This is in addition to any damage it takes because of its vulnerability to cold.

A *quench* spell negates the fire elemental construct's damage reduction and immunity to magic for 1 round.

Any water-based spell of 5th level or higher deals 1d6 points of damage per caster level to the fire elemental construct. The construct can attempt a Fortitude save (DC 10 + spell level + caster's relevant ability score modifier) to half the damage.

Any fire-based spell or effect heals 1 point of damage on the fire elemental construct for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points.

353. Vestry

This room is filled with row upon row of lumpy, misshapen gray blobs that stand as tall as a man. All is silent and still in the dusty air.

This chamber served as a vestry for the Upper Disciples in preparation for their rituals at the various shrines and temples. Each of the dozens of shapes is a wooden mannequin concealed under a dusty sheet. Most of the mannequins are bare, but seven of them still hold garments and accoutrements.

Treasure: Each of the garments is a cleric's vestments of the finest silks and wools (25 gp each) and consists of the cassock, burnoose, biretta, and chasuble of the Upper Disciples in different cuts and styles for the various shrines of the level, though all qualify as Upper Disciples vestments and are predominantly black and red. Each also has rings, ram's skull rosary, chain of office, and ceremonial spiked or skull-tipped heavy mace (unusable as a weapon) in gold, platinum or silver worth a total of 550 gp per vestment set. In addition among

CHAPTER 7: THE SHOULDERS OF ORCUS

these items is a *headband of alluring charisma* +6, a *mantle of faith* (DR 5/good), a *robe of bones*, and a *cloak of poisonousness*.

354. Foyer

Numerous hooks on the north wall hold ceremonial robes and other items such as sacrificial daggers and incense burners. Tapestries of Orcus accepting sacrifices adorn the east, west, and south walls. An empty brass brazier stands in the northeast corner.

Foyers like this were once commonplace in temples dedicated to Orcus, though their tradition has faded in more recent temple construction. The robes and items hanging here are cleric vestments but not as ornate and distinguished as those in Area 353. They are the equivalent of normal Disciple vestments but do not qualify as Upper Disciple vestments. Behind the south tapestry that can be found with a DC 31 Perception check if the tapestry is moved aside. It can only be opened from this side by saying the command word, "Mighty Orcus," in Abyssal.

355. Shrine of Exquisite Agony (CR 8)

Statues stand in the far corners of this room. Each depicts a demonic, horned figure. Their identities are indiscernible because they have been flayed and are sculpted to resemble only exposed muscle, bone, and organs. In the center of the floor is a large flat cage consisting of two iron grills stacked atop each other and secured together by hinges with barely room for a creature to be squeezed between them. Braziers, fire pits, and collections of assorted tools are arranged close at hand.

This shrine is dedicated to Orcus's aspect as a tormenter of mortals and of souls. Members of Orcus's priesthood are considered some of the most-skilled torturers in the world, and here they were able to hone their craft. The grillwork is locked (DC 20 Disable Device) and is equivalent to an iron portcullis for breaking open. A creature size Small to Large can be locked within and secured by manacles set at different locations. Any such creature would then be squeezed uncomfortably between the layers of iron bars. There the Disciples could administer many forms of torture to the hapless captives.

The equipment around the cage consists of various implements of torture in just about every shape and form imaginable. Most are mundane, but one could put together a set of masterwork tools useable by someone with the Profession (torturer) skill.

Creatures: Still in this chamber are 4 **gray render zombies** that served as assistants and laborers for the priests. They attack anyone not wearing the garb of an Upper Disciple and try to lock one in the cage (a standard action) and beat any others into unconsciousness.

GRAY RENDER ZOMBIES (4) **CR 4**
XP 1,200

Pathfinder Roleplaying Game Bestiary 2 "Gray Render"; *Pathfinder Roleplaying Game Bestiary* "Zombie"

NE Large undead

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

AC 12, touch 9, flat-footed 12 (+3 natural, -1 size)

hp 55 (10d8 plus 10)

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

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

Speed 30 ft.

Melee bite +14 (2d6+8) or claw +14 (1d8+8 plus grab) or slam +14 (1d8+12)

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

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

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 26

Feats Toughness^B

SQ double damage against objects, staggered.

356. Priests' Quarters (CR varies)

Each of these rooms served as quarters for a pair of the Upper Disciples. They are comfortably furnished with rugs and fine, though drab, tapestries to keep out the chill. Each holds two beds complete with feather mattresses, two chests, a fine hardwood table, four comfortable chairs, a small shrine to Orcus, and a prayer bench for private worship. Most of the valuables belonging to the Upper Disciples were removed when the Great Retreat occurred, but many were already dead by that time and their compatriots hurriedly looted their quarters before leaving. As a result, most of the rooms appear to have been tossed and there is a 75% chance of 1d2 of the items on the sidebar table remaining behind.

Priests' Quarters Contents Sidebar

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

Roll	Result
1	Silver ceremonial dagger (25 gp)
2	Zombie Chamberlain that attacks anyone not garbed as an Upper Disciple.
3	+1 <i>skull-headed heavy mace</i> *
4	Velvet bag with 14 bloodstones (50 gp each)
5	<i>Divine scroll</i> (CL 12: <i>break enchantment, dispel good, invisibility purge</i>)*
6	Pearl-studded biretta (priest's cap) worth 250 gp
7	Bulette statuette carved from soapstone with <i>magic aura</i> (15 gp)*
8	A skeletal hand wearing a <i>ring of elemental command (fire)</i> — wearer can control the fire elemental construct at Area 352.*
9	Silk Upper Disciple's vestments worth 25 gp
10	A nightmare's horseshoe of corroded iron
11	1d3 blocks of <i>incense of meditation</i>
12	<i>A candle of invocation (CE)</i>
13	An onyx and silver holy symbol of Orcus (90 gp)
14	<i>A divine scroll</i> (CL 10: choose 1 cleric spell of 5th level or lower at random)
15	Chapbook filled with prayers to Orcus and innovative torture techniques (+2 competency bonus to Knowledge or Profession skill checks in those areas)
16	A dried human tongue*
17	<i>A phylactery of faithfulness</i>
18	Flask of powdered diamond (1,000 gp)*
19	Belt pouch with 1d10 gp and 1d20 sp
20	<i>Lesser metamagic rod (enlarge)</i> *

ZOMBIE CHAMBERLAIN **CR 1/2**
XP 200
hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

357. Shrine of the Blood Offering

This small chamber holds nothing more than a stone basin affixed to the far wall at waist height. The outside of the basin bears runes of evil and corruption. The lip and inside of the basin are stained brown. Within the basin are the ribcage, skull, and fragile long bones of some small humanoid.

This basin served as a receptacle for blood offerings. The skeletal remains are of some Small humanoid creature, but it is impossible to determine the exact race due to the advanced deterioration.

358. Shrine of Orcus Terminus (CR 13)

This long chamber has rounded corners. At each of these is a tall, skeletal image of a ram-headed demon bearing a scythe. The walls between them are painted in a series of murals depicting funeral marches, cemeteries, and undead arising from crypts and graves. Down the center of the chamber are lined four black pits; a faint miasma seems to rise from each of them. A susurrus of unintelligible whispers echoes through the room.

This shrine serves as an homage to Orcus as the demon lord of death and undeath. The four statues are all *permanent images* (caster level 20).

Creatures: Hiding within the illusory statues are **4 advanced allips**. Unless the PCs are dressed as Upper Disciples, 2 rounds after the room is entered the door slams shut and *arcane locks* at 20th level. When this happens the allips emerge and attack. Each of the pits in the room's center is 40 feet deep, and stacked within each are **4 advanced giant gibbering moulder fast zombies** (a total of 16). Once the allips attack, the gibbering moulder zombies begin to climb up and out of their pits, one from each pit per round, and join in the attack. If the Bell has been slain (see Area 324), then one of these zombies may have reanimated as the Bell. See Event 7 of *Part 1—At the Feet of Orcus* for details.

ADVANCED ALLIPS (4) **CR 4**
XP 1,200

Pathfinder Roleplaying Game Bonus Bestiary "Allip"
CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +9
Aura babble (60 ft., DC 17)

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)
hp 38 (4d8+20)

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

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

Speed fly 30 ft. (perfect)

Melee incorporeal touch +6 (1d4 Wisdom damage)

Special Attacks touch of insanity

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

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

Feats Improved Initiative, Lightning Reflexes

Skills Fly +18, Intimidate +12, Knowledge (arcane) +9, Knowledge (religion) +9, Perception +9, Stealth +10

Languages Abyssal, Common

SQ madness

Babble (Su) An allip constantly mutters and whines to itself,

creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 17 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect.

This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

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

ADVANCED GIANT

GIBBERING Moulder FAST ZOMBIES (16) **CR 5**
XP 1,600

Pathfinder Roleplaying Game Bestiary "Gibbering Moulder," "Zombie"

NE Large undead

Init +5; **Senses** all-around vision, darkvision 60 ft.; **Perception** +0

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)
hp 45 (6d8+12 plus 6)

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

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage, undead traits

Speed 10 ft., climb 10 ft.

Melee 6 bites +8 (1d6+5 plus grab) or 2 slams +8 (2d6+7)

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

Special Attacks blood drain, engulf (6d6 damage plus 2 Con damage, AC 14, hp 4), quick strikes

Str 20, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 25 (can't be tripped)

Feats Toughness^B

Skills Climb +13

Treasure: Lying at the bottom of one of the pits is a *horn of evil* that was dropped and forgotten long ago.

359. Shrine of the Corruptor (CR 16)

The door to this chamber is a large portal, 15 feet high, made of solid bronze. It is counterbalanced so it opens easily.

A hellish glow rises from a trench that bisects this room and is filled with red sand. Waves of heat rise in the air above it. A bridge of black stone spans the gap. A row of burning braziers line the trench on either side glowing with greenish flames. Black candles in tall holders line the walls on either hand and flicker with a wicked red flame. The south end of the room is dominated by a dais upon which stands a gold-plated and bejeweled idol of Orcus seated on his throne, wand thrust forward and one hand outstretched as if to receive an offering — a nearly identical scale model of the very citadel itself. Flaming braziers flank this idol. Before it stands a black stone altar stained with the blood of hundreds of sacrifices. Between it and the idol stands an ornate faldstool.

This shrine was the most powerful of those in the citadel and was presided over by Canon Lorvius himself, reciting the litany of Orcus

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from the faldstool when not conducting sacrifices to his foul prince. This chapel honored Orcus's role as a corruptor of innocence and went on to become one of his clergy's most popular aspects, the design of this temple being copied in dozens of different locations over the years — especially formerly sanctified locations that had been defiled by the Disciples and converted to Orcus worship.

The braziers and candles all have *continual flame*. The bridge arcs 5 feet above the trench. The trench itself is 15 feet deep and full of red-hot sand that is kept magically heated. It deals 1d6 points of fire damage per round of contact and 10d6 points of fire damage per round to anyone who falls in them. It is treated like quicksand per the Pathfinder Roleplaying Game to anyone who falls in. This nature cannot be detected with a Survival check.

This entire chamber is under the protection of an *unhallow* spell that includes *invisibility purge* as its secondary effect. Furthermore, any devotee of Orcus is granted the benefit of a *bless* spell while in the chamber. In addition to these spell effects, the entire dais is under a permanent *unholy aura*. All of these effects are at caster level 25.

Creatures: Standing behind the faldstool (and benefiting from the *unholy aura*) is Cypress, a **corrupted astral deva**. He wears flaming, black breastplate armor and wields a vicious-looking morning star. His once-supple skin is now charred and sloughs off in places as though from exposure to intense heat or acid. His eyes are orbs of faded gray. Cypress was a captain of the angelic forces in the Army of Light. He was captured along with his commander (see Area 408) and then subverted to Orcus's will. He has been forbidden to travel higher into the citadel and thus chooses this chamber, where he gains the benefits of Orcus's presence for his lair. With him are **2 noble salamanders** that dwell in the trench and are likewise faithful adherents to Orcus. Tucked within the faldstool (DC 15 Perception to locate) is a small scrap of paper (see **Player Handout H**) which is actually the secret combination for bypassing the trap at Area 361.

CYPRESS

CR 14

XP 38,400

Male corrupted astral deva (*Pathfinder Roleplaying Games Bestiary*, "Angel, Astral Deva")

CE Medium outsider (angel, extraplanar, evil)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

Aura protective aura

AC 35, touch 14, flat-footed 31 (+6 armor, +4 Dex, +15 natural); +4 deflection vs. good

hp 172 (15d10+75 plus 15)

Fort +18; **Ref** +16; **Will** +18; +4 vs. poison, +4 resistance vs. good

Defensive Abilities uncanny dodge; **DR** 10/good; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

Speed 50 ft., fly 100 ft. (good)

Melee +3 *morningstar* +27/+22/+17 (1d8+11 plus terror) or slam +23 (1d8+8)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *bestow curse* (DC 18), *blasphemy* (DC 22), *cause fear* (DC 16), *contagion* (DC 18), *continual flame*, *detect good*, *discern lies* (DC 20), *dispel good* (DC 21), *dispel magic*, *invisibility* (self only), *plane shift* (DC 23), *unholy aura* (DC 24), *unholy smite* (DC 20), *unholy word* (DC 23)

7/day—*inflict light wounds* (DC 16), *see invisibility*

1/day—*blade barrier* (DC 22), *harm* (DC 21)

Str 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (*morningstar*)

Skills Diplomacy +25, Escape Artist +16, Intimidate +23, Knowledge (arcana) +19, Knowledge (religion) +22, Knowledge (the planes) +22, Perception +24, Sense Motive +24, Stealth +24, Survival +22

Languages Celestial, Draconic, Infernal; truespeech



SQ change shape (*alter self*)

Gear +1 *breastplate* (*fire shield* 10 rounds/day, CL 10th), *star of terror**

* See side box

NOBLE SALAMANDERS (2)

CR 12

XP 19,200

Male advanced-HD giant advanced salamander (*Pathfinder Roleplaying Game Bestiary* "Salamander")

CE Large outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft., **Perception** +25

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

hp 162 (12d10+96)

Fort +16; **Ref** +11; **Will** +10

DR 15/magic; **Immune** fire

Weaknesses vulnerability to cold

Speed 20 ft.

Melee +3 *spear* +21/+16/+11 (2d6+13/x3 plus 1d8 fire), tail slap +13 (2d8+3 plus 1d8 fire and grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks constrict (2d8+10 plus 1d8 fire), heat

Spell-like Abilities (CL 12th):

3/day—*burning hands* (DC 14), *fireball* (DC 16), *flaming sphere*

(DC 15), *wall of fire* (DC 17)

1/day—*dispel magic*, summon (level 4, Huge fire elemental, 100%)

Str 24, **Dex** 16, **Con** 26, **Int** 18, **Wis** 19, **Cha** 17

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 33 (can't be tripped)

Feats Cleave, Great Cleave, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Craft [blacksmithing])

Skills Acrobatics +18, Bluff +18, Craft (armorsmithing) +23, Craft (blacksmithing) +29, Craft (weaponsmithing) +23, Intimidate

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+18, Knowledge (planes) +19, Perception +25, Sense Motive +19, Stealth +14

Languages Common, Ignan

Gear +3 spear

The *star of terror* originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is updated here for your convenience.

STAR OF TERROR

Aura moderate enchantment and transmutation; **CL** 9th
Slot none; **Price** 162,308 gp; **Weight** 6 lb.

DESCRIPTION

Each time this +3 *morningstar* hits, the weapon changes the wound it causes to appear more horrifying and painful. When a victim is struck, he must make a DC 16 Will save or take a –2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for the remainder of the combat due to the terror from the hideous wound. This is not a fear effect, and these effects do not stack. If the target is killed by the *star of terror*, then the victim's wounds are altered so that he appears to have suffered a slow, methodical, and very painful death. Any of the victim's friends, loved ones, or allies who witness this must make a DC 19 Will save or suffer the same morale penalties for three days or until magically removed.

Note, the *star of terror* actually physically changes the wounds it inflicts—these are not illusions— but causes no additional damage, and the wounds heal normally.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *baleful polymorph*, *crushing despair*; **Cost** 81,308 gp

Tactics: When the party enters, Cypress places a *blade barrier* before them. While they deal with it, he follows with *unholy blight* and *blasphemy*. When the party crosses the bridge, the salamanders try to grapple the two strongest-looking characters and pull them into the sand to battle. The salamanders are accustomed to the magical sand and can move through it with a burrowing speed of 20 ft. They do not treat the sand as quicksand. If unable to do pull anyone in, they try to block access to the dais with *wall of fire* and use *fireball* to soften the party up. They use *dispel magic* on flying PCs or those with obvious magical protections. While they do this, Cypress readies actions to counterspell opponent spellcasters (especially clerics) with *dispel magic*. If melee appears imminent, he flies to the top of the 20-foot-high idol (DC 15 Climb) to force opponents to come to him (there is only room for one Medium creature to stand atop the idol, all others must fight while climbing) and casts *dispel good* on himself. He defends this shrine to the death. If a salamander is reduced to 20 hp, it dives to the bottom of the sand and summons a fire elemental to deal with the intruders. The salamanders do not fight to the death if they can help it.

Treasure: At the bottom of the trench the salamanders have collected fire-resistant gems worth a total of 12,000 gp. The statue of Orcus is covered in 5,000 gp worth of gold plate and encrusted with 100 assorted gems worth 100 gp each. Each gem is *curse*d and afflicts anyone removing it with a *bestow curse* spell (caster level 25). The effects of multiple curses do not stack.

360. Perilous Corridor

The corridor ahead passes between two doors covered in riveted plates of black iron. The walls and floor of the corridor here are scarred and gouged. Rust-colored stains smear the floor and walls, and spatters can even be seen on the ceiling above.

Horrific traps and guardians once guarded access to Canon Lorvius's chambers, and many assassination attempts both from within the clergy and from without ended poorly for the would-be assassins right here. However, the trap mechanisms and guardians have since been removed, and the area is now quite harmless. The doors are not locked and open easily upon empty side rooms.

361. Dangerous Doors (CR 17)

The corridor comes to end here with three nearly-identical doors, one straight ahead and another on either hand. Each is made of some heavy, pock-marked dark wood. Each bears a brass relief in its center depicting a demonic skull. The only differences in these doors are the shape of the horns on the brass skulls. The door on the left has horns that curve upward. The center door has horns that spiral straight out from its head to the sides. The right door has horns that curve down under its jaw.

The entire end of the corridor and all three doors radiate strong Transmutation, and are part of an interconnected **trap** designed to protect the Canon of the Disciples from the treachery of ambitious underlings.

Heavy Darkwood Doors: 2 in. thick; Hardness 6; hp 30; Break DC 23.

Trap: The doors in the center and to the right are false doors that lead only to blank walls. However, behind all three doors is a vertical plane of permanent, impenetrable *deeper darkness* that obscures vision of the room or blank wall beyond. To bypass the trap the doors must be opened and closed in a certain order. The opening and closing of a single door must occur within the same round, though there is no time limit before the next door in order must be opened. Keep track of what doors have been opened because the order does not reset itself until it has been successfully completed or the trap is sprung. To avoid the trap the right door must be opened and closed, then the left, then the center, and then the left again, at which time it can be safely entered.

If this order is disrupted a wave of blackness sweeps out from the door over the entire 10-foot-by-10-foot area between them and acts as a *disintegrate* spell on anything in its path. All doors instantly slam shut (even if spiked open), and the order must be started anew. The trap automatically resets itself after it activates. The trap can be located normally, but it cannot be removed from the hallway side of the doors. A door must be opened to disable the trap, and, of course, the trap is set off if the wrong door is opened. Another way to avoid the trap when the left door is opened — whether in the correct order or not — is to immediately leap through the curtain of darkness. In this case each leaper gets to make an initiative roll against the door to beat the activation of the *disintegrate* field. The trap has a +10 initiative modifier. Anyone who beats it is able to leap through the darkness before the black field sweeps over him. Anyone who loses initiative is affected by the trap normally. Those in the area of affect but not attempting to leap through the darkness do not get to make the initiative roll to try and avoid in some other way (such as heading back down the corridor). Breaking through a door activates the trap as well, though it cannot reset if the door is unable to close.

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DISINTEGRATE DOOR TRAP

CR 17

Type magical; Perception DC 34; Disable Device DC 34

Trigger touch; Reset automatic

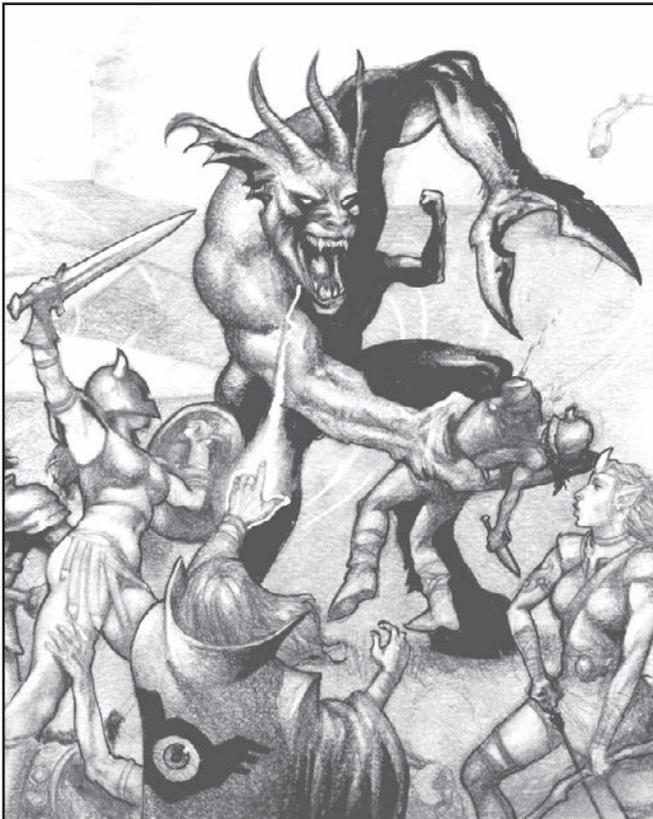
Effect spell effect (*disintegrate*, 16th-level wizard, 32d6, DC 22 Fortitude save partial); never miss; multiple targets (all targets in a 10-foot-by-10-foot area)

362. Canon's Chamber (CR 18)

This appears to be the private quarters of some individual, though his tastes were certainly suspect. A bed of nails occupies the center of the floor next to a shallow fire pit whose ashes have long grown cold. Next to the bed sits a wooden bench, stained with old blood that bears a collection of clamps, awls, scourges, and needles. In the center of one wall stands a statue of Orcus bearing his infamous wand in one hand and a cat-o-nine-tails in the other. The flesh of his torso and legs has been ripped and shredded by obviously-repeated lashes. Standing against the opposite wall is the stiffened corpse of a hideous, four-armed demon, its canine jaws fixed in a death grin, its flesh dried and leathery with the marks of many old wounds.

This was the chamber of Canon Lorvius, a powerful and deviant Disciple of Orcus, second only to the seneschal, Vrius, and the archbishop in power within the cult of Orcus. His personal style of worship involved self-torture and mortification of the flesh to prove his devotion to his liege. Here he would retire alone to contemplate his dark master as his own blood stained the floor. Canon Lorvius also served as the head of a network of spies that worked for the Disciples within the city of Tsar itself to ferret out the secrets and weaknesses of his rivals. One of his highest-placed spies was a foul blackguard and fellow devotee to the doctrine of pain named Soulless.

Soulless served as the commander of the elite guard to General Myrac in Kirash Durgaut, the Tower of Weeping Sores (see *Slumbering Tsar: Temple-City of Orcus*). There he spied upon the unnaturally long-lived general and his infernal Seneschal. Soulless



was slain in the field during the Battle of Tsar. Contrary to his name, he actually did have a soul, which had been promised to Orcus years before. While his corpse rose again as a mohrg to haunt the Desolation, his soul traveled to Orcus's abyssal realm and became a lowly demon foot soldier in the demon prince's army. Over the centuries he rose to the rank of glabrezu before accidentally incurring his master's wrath enough to warrant his destruction. Orcus struck down the demon with his wand, but in a gesture of irony reanimated the demon's corpse as a juju zombie and placed it in the citadel to serve as an additional guard. Remembering his former earthly master, the now truly soulless Soulless made his way to Lorvius's chamber and remembered the key to operating the doors. He has waited here ever since.

Creature: The advanced glabrezu demon juju zombie still waits in the room motionless, looking for all the world like nothing more than a demon's corpse but prepared to destroy any intruder that may make it past the door trap.

SOULLESS

CR 16

XP 76,800

Male advanced glabrezu demon juju zombie (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu"; *The Tome of Horrors Complete* 750)

CE Huge undead (augmented outsider, chaotic, demon, evil, extraplanar)

Init +7; Senses darkvision 60 ft., true seeing; Perception +17

AC 38, touch 11, flat-footed 35 (+3 Dex, +27 natural, -2 size)

hp 184 (12d8+108 plus 12)

Fort +17; Ref +7; Will +8

Defensive Abilities channel resistance +4; DR 10/good, magic, and slashing; Immune cold, electricity, magic missile, poison; Resist acid 10, fire 10; SR 27

Speed 40 ft.

Melee 2 pincers +25 (2d8+15/19-20), 2 claws +25 (1d6+15), bite +25 (1d8+15) or slam +25 (2d6+22)

Space 15 ft.; Reach 15 ft.

Special Attacks rend (2 pincers, 2d8+22)

Spell-like Abilities (CL 14th):

Constant—true seeing

At will—chaos hammer (DC 23), confusion (DC 23), dispel magic, mirror image, reverse gravity (DC 26), greater teleport (self plus 50 lbs. of objects only), veil (self only), unholy blight

1/day—power word stun, summon (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—wish (granted to a mortal humanoid only)

Str 39, Dex 17, Con —, Int 4, Wis 10, Cha 28

Base Atk +12; CMB +24; CMD 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Improved Initiative^B, Persuasive, Power Attack, Toughness^B, Vital Strike

Skills Bluff +26, Climb +23, Diplomacy +20, Intimidate +20, Perception +17, Sense Motive +9, Stealth +4

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Tactics: In his barely-conscious undead existence Soulless has lost all of his former spell-like and summoning abilities, but he has retained a certain cruel cunning. When the party enters he remains motionless and silently observes them. An opposed Sense Motive to his Bluff (+8 circumstance bonus when trying to appear as an inanimate corpse) can detect his subterfuge. He waits until a vulnerable-looking PC comes near enough that he can use his improved grab on him while he battles the others. If anyone enters carrying his distinctive spined shield or his +1 unholy good outsiderbane bastard sword that were stolen from him during the Battle of Tsar (and may have been recovered in a previous adventure), a flicker of memory enters his mind. He then abandons all subterfuge and wildly attacks whatever person or persons have the. Against such opponents he gains a +2 morale bonus to attacks and damage.

Region 17 — Guest Chambers (Map 7-3)

In a city as wicked as Tsar all sorts of evils dwelled. While surely the Citadel of Orcus and the vile Disciples were the most powerful, organized, and influential of the evils within the city, and while much of the rest of the city's evil was the cruder evil of base thugs and greed found in such a dark metropolis, there were some other evils in the city powerful enough to warrant the special attention of the Disciples — evils that if properly utilized proved very beneficial to the cause of Orcus but if let out of hand could constitute a grave threat. Entities such as these received special attention from the Grand Cornu and were even provided secondary residences within the citadel itself, a mark of honor to those so invited but also a means for the Grand Cornu to keep these dangerous individuals close at hand and under scrutiny when necessary. Among these individuals was the powerful-but-independent General Myrac who commanded the gate fortress for the city of Tsar. Another was one of the earliest residents of the city of Tsar, Belishan the Bloodmage. Still others were members of Tsar's more-influential noble families. All could be summoned by the Grand Cornu to their opulent apartments here, giving the high priest opportunity to monitor them and decide how best to manipulate them against one another.

363. Siccot's Maze (CR 17)

Directly ahead you see a perfect reflection of yourself facing you.

Access to these private residences was strictly guarded and controlled. Most of the residents entered by magical means or through flight to the many balconies, but entry from the citadel was funneled through this magical **trap** created by one of the earliest instructors of the College of Glazerel. The mirrors are permanent fixtures of this room and cannot be removed without being destroyed.

Trap: The mirrors are actually composed of polished sheets of mithral that perfectly reflect whatever is in front of them. They cover both sides of the two dividing walls in this chamber. Each of these walls functions rather like a *mirror of opposition* and bears a *maze* spell. Each time one of these mirrors is looked at (which happens every time an individual rounds a corner in this room unless walking with their eyes shut), the viewer must make a DC 25 Will save or be absorbed into the mirror as the victim of a *maze* spell. At the same time, a duplicate of that individual emerges from the mirror, just as occurs with a *mirror of opposition*, to battle any party members left outside. Only those that fail their Will save and are drawn into the mirror produce these duplicates that disappear upon being slain. Those drawn into the mirror find themselves trapped in a *maze* spell. Unlike a regular *maze* spell, this one is composed entirely of mirrors and requires a DC 25 Intelligence check in order to escape. In addition these *mazes* are permanent and the victims remain trapped until they escape on their own. All the trapped victim go into a single *maze* dimension and can locate each other with successful DC 15 Intelligence checks. Other than making an Intelligence check or using *plane shift*, the only other way to escape the *maze* is to defeat the **creature**.

MIRROR MAZE TRAP

Type magical; Perception DC na; Disable Device DC na

CR 15

Trigger visual; **Reset** automatic

Effect multiple traps (one *mirror of opposition* and one *maze* spell); spell effect (*maze*, 25th-level wizard, DC 25 Will save avoids, DC 25 Intelligence check to escape)

Creature: Living within the mirror *maze* is a cursed creature that is all that is left of one of the fallen Fifty and One. Once a noble knight named Baron Tolivar, he ran afoul of this trap and a powerful curse left on it by the Disciples when they left. This curse transformed him into a **mirror fiend** and made him the guardian of the trap. Now Baron Tolivar lurks within the *maze* and attacks those who become trapped. It takes on the form of the most powerful-looking fighter among those trapped and attempts to swap minds with that individual as quickly as possible. It uses *invisibility* and *mirror image* to sow confusion and interrupts its attacks with uses of *chaos hammer* and *lightning bolt* on its opponents. Tolivar cannot leave the mirror *maze* except as described at Area 403. If Tolivar is slain, the mirror traps all shatter, depositing anyone trapped back in Area 363 and destroying any duplicates remaining in that area.

BARON TOLIVAR

CR 15

XP 51,200

Male mirror fiend fighter 10 (*Creature Collection II: Dark Menagerie* 109)

CN Medium outsider (chaotic, shapechanger)

Init +8; **Senses** darkvision 60 ft.; **Perception** +27

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +12 natural)

hp 233 (13d10+52 plus 10d10+40 plus 10); fast healing 5

Fort +17; **Ref** +17; **Will** +14 (+17 vs. fear)

Defensive Abilities bravery +3; **DR** 10/magic; **Immune** electricity, petrification, *polymorph*, sonic; **Resist** acid 5, cold 5, fire 5; **SR** 26

Speed 30 ft.

Melee 2 claws +32 (2d4+9 plus mirror possession)

Special Attacks weapon training (natural +2, heavy blades +1)

Spell-like Abilities (CL 15th):

At will—*detect magic*, *dispel law* (DC 21), *fly*, *identify*, *invisibility*, *magic circle against law*, *mirror image*, *mirror safe**, *protection from law*, *see invisibility*, *shatter* (DC 18)

3/day—*chaos hammer* (DC 20), *lightning bolt* (DC 19), *misdirection* (DC 18)

1/day—*animate objects*, *summon* (level 4, 1 mirror fiend, 30 %)

Str 20, **Dex** 18, **Con** 19, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +23; **CMB** +28; **CMD** 43

Feats Blind-Fight, Cleave^B, Combat Expertise, Dodge, Great Fortitude, Greater Weapon Focus (claw)^B, Improved Initiative, Iron Will, Lightning Reflexes, Lightning Stance^B, Mobility, Power Attack^B, Silent Spell, Spring Attack, Step Up^B, Weapon Focus (claw), Weapon Specialization (claw)^B, Wind Stance

Skills Acrobatics +20, Bluff +21, Climb +18, Diplomacy +21, Disguise +21, Intimidate +31, Knowledge (arcana) +18, Perception +27, Stealth +21, Survival +14

Languages Abyssal, Common, Protean; telepathy 100 ft.

SQ alternate form, armor training 2

* See side box

Alternate Form (Su) A mirror fiend can shift between its current form and that of any size Small to Large humanoid at will as a free action, up to once per round. It can take the exact likeness of any humanoid it can see within 60 feet, including transforming its own personal clothing and gear to non-magical, non-precious replicas of the mimicked creature's outfit and equipment. Any magical items the fiend itself is carrying when it shifts do not transform. A mirror fiend can remain in any form indefinitely, though it usually bores of any one visage quickly.

Mirror Possession (Su) As a free action, a mirror fiend is able to swap mind and soul with any opponent it strikes. Any being hit by the claw of a mirror fiend must make a DC 26 Will save (the GM is advised to roll this save in secret on the player's behalf). If the save fails, the mirror fiend's body immediately assumes the form of the victim (if it had not already), and the minds of the fiend and victim switch bodies. The fiend is now in control of the victim's body, and the victim is in control of the fiend's body. During the passage

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minds between bodies, the mirror fiend is able to read the surface thoughts of its victim similar to the spell *detect thoughts*.

The victim is dazed for 1 round after the transfer takes place, however the mirror fiend suffers no such disorientation and is able to make use of its host body's abilities, as well as, retaining access to its own spell-like abilities—though it will often refrain from doing so in order to maintain its deception.

Note that the victim of a transfer enters a body that is essentially a duplicate of his own, so that slaying the mirror fiend will usually have little lasting effect on the statistics of the victim. However, he will have to recover the real versions of any of his magical or precious gear.

The save DC is Charisma-based.

The spell *mirror safe* originally appeared in *Relics & Rituals* by **Sword & Sorcery Studios**. It is included here for your convenience.

MIRROR SAFE

School transmutation; **Level** sorcerer/wizard 4
Casting Time 10 minutes
Components V, S, M (a silver coin and a small key), F (a mirror)
Range touch
Target one mirror
Duration one access/2 levels
Saving Throw none; **Spell Resistance** no

Similar to a *bag of holding*, this spell creates an extra-dimensional space beyond the surface of a mirror. The extra-dimensional space is able to hold 100 lb. per caster level. After *mirror safe* has been cast, the caster can access the space freely up to one access per two caster levels. During the casting, the caster can set directions that will allow access to the safe and its contents. The “combination” to open the safe can be as simple as a command word or anything as complicated as the conditions needed to fulfill a *magic mouth* activation. Each access opens the safe for a period of up to 5 minutes. If the spell runs out of access uses, it ends, and any items remaining within the mirror stay within the extra-dimensional space; the mirror will continue to radiate a faint lingering magical aura. Any caster may recast this spell to gain access to the space once again.

A successful *dispel magic* will end the duration of *mirror safe*, but the items stored within remain there. *Break enchantment*, *limited wish*, *miracle*, *wish*, and *mage's disjunction* will all end the *mirror safe*, eject all items within it, and destroy the mirror. A mirror can have only one *mirror safe* cast upon it at any given time, and it may link to only one extra-dimensional space at any given time.

Living matter can be placed within the *mirror safe*. Anything inside the *mirror safe* can exit the safe freely and leave the extra-dimensional space regardless of whether the *mirror safe* is still active or not. If the spell is active, such an exit uses up one access of the *mirror safe*.

Any mirror can be used as the focus, but its dimensions limit the size of the items that can be placed within.

Treasure: If the mirrors are shattered, mithral shards can be collected with a total value of 4,200 gp to an armorer or weaponsmith.

364. General Myrac's Suite

Two arcane-locked (at 12th level) iron doors block entry to the barren suite that was sometimes used by General Myrac, commander of Kirash Durgaut (see *Slumbering Tsar: Temple-City of Orcus* for details).

Arcane-Locked Iron Doors: 2 in. thick; Hardness 10; hp 60; Break DC 38.

365. Guard Room

An empty armor stand and an old tin pail with a wooden dipper are all that remain in this room.

Whenever General Myrac came to the citadel in response to a summons, he brought a cadre of his elite guards to stand watch here. He did not believe in providing them with creature comforts and never intended to stay long, so their quarters were stark and bare.

366. Master Chamber

This chamber has walls, floor, and ceiling of stone masonry. This stonework is heavily scarred, chipped, and scorched. A fine layer of black dust covers the floor. Three casements covered with strangely-pristine leaded panes of colored glass allow a lurid light into the room. The room is otherwise bare of furnishings.

This chamber was intended as the master bedchamber of General Myrac's suite by the Grand Cornu who was unaware of the general's true nature. Not needing that much room, Myrac instead turned the use of this chamber over to his Seneschal, an iron devil, whose occasional outbursts of rage resulted in the damage to the room. However, a permanent *mending* and *unseen servant* effect continually repairs any damage to the windows within minutes. The black dust on the floor is actually iron filings from the Seneschal obsessively sharpening his scythe as he was wont to do while in dark moods.

367. Side Closet

This bare closet served as General Myrac's actual abode where the skin-stealing construct could stand in inert silence while contemplating his schemes.

368. Krellin Hold

Two golden doors stand in the east wall of the chamber. On the wall opposite them and reflected in their highly-polished surfaces is a mural rendered in purples, grays and gold depicting a monstrous eagle in flight clutching a gold dragon wyrmling in its talons. On either side of the doors hang polished brass sconces in which purple flames burn.

This foyer marks the entrance to the holdings of the Krellin family, one of Tsar's most powerful among the ruling elite. The mosaic on the wall depicts their dire eagle and gold wyrmling crest and is identifiable with a DC 25 Knowledge (nobility). The Krellin family disappeared with the disciples of Orcus during the Great Retreat and has not been heard of since. The doors to their holdings here are arcane locked at caster level 14. They are actually a thin sheeting of gold over strong wooden doors and are otherwise normal. The sconces bear *continual flame* spells.

Treasure: The gold sheeting on the doors if removed is worth 350 gp.

369. Bunkhouse

The walls of this room are lined with stone bunk beds that have been stripped of their mattresses and bedding. There is nothing else here.

When the Krellins deigned to reside within the citadel, they brought a contingent of personal guards with them to protect them against the machinations of any rivals. Rather than being allowed into the opulent chambers of the apartment, the guards were quartered in cramped conditions. There is nothing of value remaining here. A DC 40 Perception check reveals the backside of a secret door, but there is no mechanism apparent for opening it. It is actually a one-way secret door that can only be opened from the other side without the use of magic or destroying it.

370. Major Domo's Chamber (CR 13)

The contents of this bedroom are still in place but have been badly damaged. The once-fine wooden bed has collapsed and sags, its legs crushed beneath it. A rolltop desk stands against the south wall, its body still in place but the top torn off and lying on the floor beside it. A chair lies collapsed in a heap before it, crushed by some large bulk.

The major domo of the Krellin family once resided in this chamber. Anything of value other than the furniture was taken in their departure.

Creature: Since then, a strange fey from the Unseelie Court has taken up residence. This creature, called a **grimm**, used this as a lair as the citadel traveled through space and time to touch on many planes. One such visitation was how it discovered the place, and thenceforth has used the citadel to transport it to new and exotic hunting grounds where it could assuage its endless appetite. The grimm is a hunched, humanoid beast with glistening black flesh. Its wide maw bears a ling, purple tongue and double rows of razor-sharp teeth. It keeps the hallway door to Area 373 locked (the key is in the rolltop desk—DC 13 Perception check) unless it is going out to hunt the spire wyverns that took up residence in that area a century ago and has been its primary food source during lean times ever since.

GRIMM
XP 25,600

The Tome of Horrors Complete 354

NE Large fey

Init +8; **Senses** low-light vision; **Perception** +27

Aura aura of evil (5 ft., 2d6 profane)

CR 13

AC 27, **touch** 13, **flat-footed** 23 (+4 Dex, +14 natural, -1 size)

hp 165 (22d6+88); **fast healing** 5

Fort +13; **Ref** +17; **Will** +17

Defensive Abilities blur, fey spell resistance; **DR** 15/silver and good; **SR** 24 (28 vs. fey magic)

Speed 30 ft.

Melee bite +19 (2d8+8), 2 claws +19 (1d8+8)

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

Special Attacks devour

Spell-like Abilities (CL 22nd):

3/day—*call lightning* (DC 18), *darkness*, *detect fey* (functions as *detect animals or plants*, but against fey creatures)

Str 27, **Dex** 19, **Con** 19, **Int** 12, **Wis** 14, **Cha** 20



Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 34

Feats Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Feint, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite, claw)

Skills Acrobatics +18, Bluff +30, Climb +22, Diplomacy +17, Escape Artist +18, Heal +11, Intimidate +27, Perception +27, Sense Motive +20, Stealth +25

Languages Common, Sylvan (cannot speak)

SQ ethereal jaunt

Aura of Evil (Su) A grimm constantly exudes an aura of evil around its form. This aura deals 2d6 points of profane damage to all creatures in any space adjacent to the grimm. Evil creatures do not take this damage.

Blur (Su) As a move action, a grimm can blur its form (as the spell of the same name). This grants it concealment (20% miss chance).

Devour (Su) If a grimm pins a grappled creature, it deals 1d6 points of Strength drain each round the pin is maintained. Each time the grimm drains Strength, it gains a +1 bonus to its Strength score. These bonus points are temporary and the grimm loses them at the rate of 1 per hour.

Ethereal Jaunt (Su) A grimm can shift from the Ethereal Plane to the Material Plane as part of any move action and shift back again as a free action. It can remain on the Ethereal Plane for 3 rounds before returning to the Material Plane. The ability otherwise resembles the spell of the same name (caster level 20th).

Fey Spell Resistance (Ex) Against fey magic (spells or spell-like abilities used by any fey creature including elves) a grimm's spell resistance is 28.

Tactics: Unless the party is extremely quiet, the grimm heard them enter the Krellin apartments. It now hides in the closet off of this room holding its action to use its blur ability and then attack the door opener. It then uses its *darkness* on the rest of the party to cover its attacks. If it gets into trouble, it uses *darkness* to sow confusion and tries to lead them to the door to Area 373, which it passes through using its ethereal jaunt. Still in ethereal form, it

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doubles back into Area 372 in hopes that the party will become engaged in combat with the spire wyverns and allow it to devour the weaker PCs in the party's rear ranks. If truly hard pressed, it attempts to retreat outside and use its *call lightning* to pick off pursuers (the clouds and winds outside the citadel at this elevation constitute stormy conditions, so the spell deals 3d10 damage). The grimm does not intend to fight to the death and flees into the Desolation if it must.

371. Bedchamber

Each of these rooms has only standard bedroom furnishings now smashed and thoroughly looted by the grimm in Area 370. If the PCs search these chambers before encountering the grimm, he begins to stalk them using his ethereal jaunt if he hears them.

372. Study

This room seems to have held up better than the others in this area. A wide reading table, though battered and scarred, remains solid and sturdy in the center of the room. Several chairs—their legs collapsed beneath them—sit around the table. To one side is a desk with a surface of polished marble, though its chair seems to be missing. Behind the desk a mahogany breakfront stands against the wall. The glass that encased its upper shelves has been broken out and the shredded remains of numerous volumes are scattered on the floor before it.

This served as a study to the Krellin family but was searched and looted by the grimm. Nothing of value remains herein.

373. Central Hall (CR varies)

Dim light from outside filters in through the room's eastern doorway, and a breeze issuing from there stirs the debris on the floor. Whatever door once stood there has been smashed out and is missing. The doors are likewise missing from the room's other doorways save for two — one to the north and one to the south — where the doors still stand firm, though they are quite battered. The former glory of this vaulting, 40-foot-high hall is still barely visible beneath the shattered and ruined remnants that were once the room's furnishings and décor. There are two dry ornate stone fountains, now badly chipped and cracked and clogged with debris, at the room's western end, and the supports and struts of the ceiling above are decorated with cavetto molding. Much of the room's debris has been gathered into nestlike piles.

This great hall was once the central area for entertainment and relaxation in the Krellin holdings here in the citadel.

Creatures: Some years ago, a flock of spire wyverns managed to break into this area and have since turned most of its rooms into nesting areas. There are always **1d6+5 spire wyverns** present in this chamber roosting among the rubble piles. In addition there are **12 noncombatant spire wyvern hatchlings**. The spire wyverns react as those in Area 323 (see *Part Four—In the Belly of the Beast*) though 50 of them must die before they give up this, their main roost. These wyverns have no treasure as the grimm regularly loots their nests.

SPIRE WYVERNS (1d6+5)

CR 4

XP 1,200

Creature Collection Revised 184

N Medium dragon

Init +3; **Senses** darkvision 60 ft., keen senses, low-light vision;

Perception +6 (+16 visual Perception checks)

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

hp 37 (5d12+5)

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

Immune paralysis, sleep, sonic effects

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

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

Special Attacks screech of the spires

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

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

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

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

Languages Auran (cannot speak)

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

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

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

374. Kitchen (CR varies)

Once a kitchen, this room has been demolished by the spire wyverns. There is a 20% chance that there are **1d4 spire wyverns** in here at any time. See area 373 for details. A one-way secret door in the west wall can be found with a DC 30 Perception check.

375. Servant's Quarters (CR varies)

This room has been demolished like the others. There is a 10% chance of **1d8 spire wyverns** nesting in this chamber. See Area 373 for details. A secret door on the east wall can be found with a DC 20 Perception check.

376. Privy

Once the jakes for the Krellin apartments, the room is now empty save for the privy seat and drain hole.

377. Master Chamber (CR 7)

The door to this room is locked.

This room has been spared the devastation of the rest of those in this area. It is an opulently appointed bedchamber. Two beautiful stained glass windows depicting a gray eagle clutching a golden wyrm in its talons are still intact in the curving east wall. Between and beneath them stands a luxurious feather bed with a velvet coverlet bearing the same image as the windows. At each corner of the bed stands a golden post topped with a golden statuette of the same wyrm-clutching eagle. Plush pillows in fine ermine covers rest at the head of the bed. Across the room from the bed is a wide fireplace with lapis lazuli inlays. Its andirons likewise bear the eagle and wyrm image. Beautiful tapestries hang on the walls and depict panoramic scenes of mountain vistas and tropical shorelines rendered in silk and thread-of-gold.

This was the chamber used by the patriarch of the Krellin family or his personal representative in the citadel. Its door has stood strong preventing its spoilage by the spire wyverns. The grimm in Area 370 uses ethereal jaunt to enter and keeps his **treasure** here. Like the windows in Area 366, these have also been enchanted with permanent *unseen servant* and *mending* but also bear *arcane locks* at caster level 20. A DC 35 Perception can locate a secret door in the back of the fireplace. However, it bears a **trap**.

Trap: Even if the secret door is located, it requires another DC 20 Perception check to discern that the left andiron must be twisted to activate the secret door and cause its back wall and floor (including any fire burning within it) to rise up into the flue, allowing safe passage to the corridor beyond. Unfortunately, the andiron itself is a piece of alien ore from the Abyss that causes effects equal to black lotus extract to anyone touching it with bare skin. Anyone making a DC 30 Knowledge (the planes) check can discern this before touching it. Otherwise, users risk poisoning themselves. The Krellins always wore gloves when activating this door.

ABYSSAL-FORGED ANDIRON CR 7
Type mechanical; Perception DC na; Disable Device DC na

Trigger touch; **Reset** automatic
Effect poison (black lotus extract; *save* 20; *onset* 1 min.; *frequency* 1/rd. for 6 rds.; *effect* 1d6 Con damage; *cure* 2 consecutive saves)

Treasure: The bed and its trappings are worth a total of 3,000 gp but are extremely bulky. The tapestries are likewise worth another 2,500 gp. Hidden under the bed (DC 12 Perception check) are the grimm's accumulated treasures consisting of 870 gp, 1,550 sp, and 1,200 cp.

378. Escape Tunnel (CR 9)

This passage served as an emergency escape route for the Krellins if they ever became trapped in the master bedroom. The secret doors in here are more easily found from this side and are noticed with a DC 20 Perception check, and both are easily opened. However, they bear a **trap** to prevent intruders from gaining easy access to the bedchamber from without.

Trap: If the west secret door is opened before the east secret door, after 1 round both secret doors swing shut (if open) and *arcane lock* at caster level 20. Then the ceiling of the entire corridor drops over a period of 1 round crushing all within its confines. The Krellins knew to never use the passage as an entrance, only an exit. The trap resets itself after 10 minutes.

DROPPING CEILING CR 9
Type mechanical; Perception DC 20; Disable Device DC 16

Trigger touch; **Reset** automatic
Effect ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-20-ft. area); never miss; onset delay (1 round)

379. Balcony (CR varies)

This balcony provides a phenomenal view of the temple-city of Tsar. The balcony's ornate balustrade is cracked and broken and the entire area is coated in layers of debris, excrement, and molted scales. There are always **1d3 spire wyverns** here. See Area 373 for details.

SPIRE WYVERNS (1d3) CR 4
XP 1,200
hp 37 (See Area 373)

380. Landing (CR varies)

This ledge served as a landing point for the flying beasts employed by the powerful Krellin family to reach their private apartments without climbing through the twisted halls of the citadel. Its appearance is like that of Area 379 and there are **1d6 spire wyverns** present just as in that area.

SPIRE WYVERNS (1d6) CR 4
XP 1,200
hp 37 (See Area 373)

381. Stables

This room once served as the stables for the charmed manticore mounts employed by the Krellins, but the wooden cages have been demolished. Now this chamber is used as a waste pit by the spire wyverns who fling the skeletal remains of their meals in here whenever they instinctively clean their nesting areas. Otherwise they do not come in here, not caring for the still faintly lingering spoor of manticore, their natural enemies. A spire wyvern must make a DC 10 Will save to enter this chamber even if pursuing intruders.

382. Belishan's Grotto (CR 18 or 12)

The temperature drops considerably, and the air takes on a clammy mist as you descend into this grotto of black stone walls and arching ceilings. Forlorn statues of half-naked humans in pain or sorrow, done in the style of the statuary found in the city outside, adorn side alcoves between twisted iron sconces holding long burned-out torches. The center of the chamber is dominated by a brick-lipped pool, its waters still and dark. The thin mist rises from its calm surface that perfectly reflects the features of the room. Strangely, in the reflective pool, the cold, burned-out torches hanging on the walls burn with a greenish glow creating spots of light on the black surface of the water. To the south stands a stone double door, a circular knocker hanging in the center.

This chamber marks the entrance to the holdings of one of the most powerful residents of the city of Tsar, a figure that commanded both the respect and fear of the Grand Cornu himself — Belishan the Bloodmage. This seemingly ageless wizard inhabited the Crooked Tower that was older than the city itself and had occupied it since the memories of the earliest Disciples. Yet even he had to respond to the summons of the Grand Cornu on occasion, for which he

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maintained a residence in the citadel suitable to his dark nature. For more information on Belishan the Bloodmage and the role he played in the saga of the city and the Citadel of Orcus see *Slumbering Tsar: Temple-City of Orcus*.

The south doors are stone and arcane locked (caster level 15) and have no visible opening mechanism. They are resistant to *knock* spells. The circular knocker is actually an iron ring forged to resemble a woven crown of thorns (DC 25 Knowledge [nobility] to recall it as the symbol of Belishan the Bloodmage). The doors can be easily opened by gripping them with a bare hand and banging them against the door hard enough that the thorns break the user's skin (dealing 1 point of piercing damage). Once this blood is shed the doors open easily. A DC 32 Perception check notices a slight rusty discoloration to the iron thorns at the bottom of the knocker.

Magically Sealed Stone Doors: 8 in. thick; Hardness 8; hp 120; Break DC 38; Disable Device na.

The statues in the room are sinister but harmless. The image of the unlit torches burning in the pool's reflection is nothing more than a minor magic woven by the Bloodmage long ago. They do provide a dim illumination to the chamber, however. The pool itself is only 3 feet deep with a floor of stinking muck another foot deep. The water is ice cold to the touch and is infused with the stuff of shadows.

Creatures: Swirling within the pool itself are **5 greater shadows**. They each get an immediate surprise attack on anyone who touches the water and otherwise rise from the pool to attack the party 3 rounds after anyone enters the grotto. They arise immediately if the water is disturbed. In battle they flit in and out of the alcoves using the statues for cover. If any of the shadows are slain, the pool spawns a new one every 24 hours to a maximum of 5 at any one time.

If he has not already been encountered and defeated on this level, resting within the muck at the bottom of the pool is the **vampire troglodyte** Glukug (DC 15 Search check to locate him in the muck). The shadowy pool serves as his coffin and prevents any light from penetrating down to his resting place. If he has been defeated, then his bones are embedded deep in the mud and slime as he slowly reforms (DC 20 Search check to locate in this condition).

GREATER SHADOWS (5) **CR 8**
XP 4,800
hp 58 (*Pathfinder Roleplaying Game Bestiary* "Shadow, Greater")

GLUKUG **CR 18**
XP 153,600
Male troglodyte vampire ranger 15 (*Pathfinder Roleplaying Games Bestiary* "Troglodyte," "Vampire")
CE Medium undead (augmented humanoid, reptilian)
Init +10; **Senses** darkvision 90 ft.; **Perception** +28
Aura stench (30 ft., DC 22, 10 rounds)

AC 35, touch 19, flat-footed 28 (+4 armor, +6 Dex, +2 deflection, +1 dodge, +12 natural)
hp 194 (2d8+8 plus 15d10+60 plus 30); fast healing 5
Fort +18; **Ref** +17; **Will** +8
Defensive Abilities channel resistance +4, evasion; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Speed 30 ft.

Melee +1 *great club* +21/+16/+11/+7 (1d10+7), bite +15 (1d4+2 plus energy drain) or 2 claws +20 (1d4+4 plus energy drain), bite +20 (1d4+4 plus energy drain)

Ranged* mwk composite longbow with +1 *flaming burst arrows* +18/+18/+13/+8/+3 (1d8+13/19–20/x3 plus 1d6 fire)

*Includes 4-point Deadly Aim

Special Attacks archery combat style, blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), favored enemy (humanoid [human] +8, humanoid [orc] +6,

humanoid [elf] +4, humanoid [goblinoid] +2), quarry

Spells Prepared (CL 12th)

4th—*nondetection* (DC 17)

3rd—*bloody claws**, *greater magic fang*, *strong jaw**

2nd—*cat's grace*, *hunter's eye**, *versatile weapon**

1st—*alarm*, *longstrider*, *pass without trace*, *resist energy*

Str 19, **Dex** 22, **Con** —, **Int** 10, **Wis** 16, **Cha** 18

Base Atk +16; **CMB** +20; **CMD** 39

Feats Alertness^B, Combat Reflexes^B, Critical Focus (composite longbow), Deadly Aim, Dodge^B, Endurance^B, Great Fortitude, Improved Critical (composite longbow), Improved Initiative^B, Improved Precise Shot, Lightning Reflexes^B, Manyshot^B, Pinpoint Targeting, Point Blank Shot^B, Precise Shot, Quick Draw, Rapid Shot^B, Shot on the Run^B, Toughness^B, Weapon Focus (composite longbow)

Skills Acrobatics +14, Bluff +20, Climb +15, Intimidate +15, Knowledge (dungeoneering) +11, Knowledge (nature) +11, Perception +28, Sense Motive +21, Stealth +31 (+35 in rocky areas), Survival +14 (+21 tracking), Swim +15

Languages Draconic

SQ camouflage, change shape (dire bat or giant centipede, *beast shape II*), favored terrain (underground +6, desert +4, plains +2), gaseous form, hunter's bond (companions), shadowless, spider climb, swift tracker, track, wild empathy +19, woodland stride

Combat Gear 25 +1 *flaming burst arrows*, 6 *web arrows***, 20 cold iron arrows; **Other Gear** +3 *padded armor*, *ring of protection* +2, +1 *greatclub*, masterwork composite longbow (+4 Str bonus), bone pectoral inset with gemstones (3,500 gp), feathered headdress with gold wire (230 gp)

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

** See side box

Web arrows first appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and are included here for your convenience.

WEB ARROW

Aura faint conjuration; **CL** 5th

Slot none; **Price** 2,801 gp; **Weight** 3 lb. (20 arrows)

DESCRIPTION

This black arrow has faint traces of silver along its shaft and crimson fletching. It is a +1 *arrow* that on a successful hit, instead of causing damage, explodes into thousands of sticky strands. These function as a web spell (DC 19 Reflex save) centered upon the target.

CONSTRUCTION

Requirements Craft Arms and Armor, Heighten Spell, *web*;
Cost 1,551 gp

Tactics: Glukug is an ancient vampire from a time before the soft, warm-blooded creatures ruled the earth. Belishan discovered him sealed in a sarcophagus in a cyclopean ruin built by an extinct lizardfolk race. Belishan freed him after extracting a binding promise of servitude. If Glukug has not been previously disabled, he waits until the shadows are distracting the party and then rises from the pool in *gaseous form* (+20 bonus to his Stealth check due to the chamber's camouflaging mist) to the shadows of the ceiling 40 feet above. There he returns to his corporeal form, clinging in the concealment of the shadows with his *spider climb* ability and targets likely victims with his bow, starting with spellcasters and clerics and then foes with ranged attacks. He can fire while hanging with his *spider climb*, but to move he must sling his bow to free up his hands. If pressed, he assumes the shape of a monstrous centipede and disappears into the vent of a nearby wind tunnel. From there he begins stalking the PCs making sniping attacks with his bow and attempts to isolate lone characters to *dominate* or *slay* them.

383. Great Hall (CR 19)

Read the italicized text below only if the party entered through the doors from Area 382.

This wide room arches up to a sharply rising ogee ceiling 50 feet above. Stairways climb the walls of the room on either hand to a balcony 20 feet above at the room's southern end. Wide fireplaces of black stone are set into the walls beneath the stairs. Lesser hearths open onto the balcony above. A balustrade of red porphyry edges the stairs and balcony. A chandelier composed of an ornate iron wheel hangs 25 feet above from a chain running up to the ceiling's apex.

Suddenly the large fireplaces to the sides burst into flames with explosions of smoke and sparks. *Simultaneously, the double doors slam shut behind you.* The deep red flames provide a sinister illumination that pierces the shadows of the upper balcony. Revealed in the lurid glow is a dark throne. Behind it rises a black curtain with an image of a thorny wreath. On either side of the curtain are caryatids of scantily clad warrior women wielding greatswords. Upon the throne sits a black-cloaked man, his face chalk white, his eyes gaping black pits. The red flames glow weirdly on his pale flesh.

While in residence at the citadel, Belishan the Bloodmage held his audiences in this chamber. The curtain bears the Bloodmage's personal crest (see the doors at Area 382). The flames in the fireplace are the results of a special permanent magical effect that occurs anytime a living creature enters the room. The flames burn magically without a fuel source for as long as living creatures remain in the room. Except for those in the east fireplace, the flames are hot and deal damage normally if touched. The doors *arcane lock* at 15th level but can be easily opened by an undead creature from this side.

A DC 20 Perception check of the throne reveals that it can be scooted aside to uncover a hollow space in the floor beneath, barely large enough for a Medium humanoid to recline in. This niche is lined with grave dirt and serves as one of Fortingray's coffins.

Creature: Seated upon the throne itself is one of the deadliest of Bishu's knights, Sir Fortingray, now a **vampire** thrall of Belishan.

SIR FORTINGRAY**CR 19****XP 204,800**Male human vampire fighter 10/duelist 8 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

CE Medium undead (augmented human)

Init +14; **Senses** darkvision 60 ft.; **Perception** +24**AC** 22, touch 19, flat-footed 13 (+3 armor, +3 Dex, +2 deflection, +1 dodge, +3 Int)**hp** 185 (10d10+30 plus 8d10+24 plus 28); fast healing 5**Fort** +13; **Ref** +17; **Will** +7 (+10 vs. fear)**Defensive Abilities** bravery +3, canny defense +3, channel resistance +4, elaborate defense +1, enhanced mobility, evasion, grace, parry; **DR** 10/magic and silver; **Immune** undead traits;**Resist** cold 10, electricity 20**Weaknesses** vampire weaknesses**Speed** 30 ft.**Melee** +2 *wounding rapier* +30/+25/+20/+15 (1d6+14/15–20 plus 1 bleed) or +1 *icy burst spiked chain* +28/+23/+18/+13 (2d4+13 plus 1d6 cold) or slam +24 (1d4+6 plus energy drain)**Special Attacks** acrobatic charge, blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), precise strike (+8 damage), riposte, weapon training (light blades +2, flails +1)**Str** 23, **Dex** 22, **Con** —, **Int** 16, **Wis** 12, **Cha** 17**Base Atk** +18; **CMB** +24 (+26 trip); **CMD** 43 (45 vs. trip)

Feats Alertness^B, Bleeding Critical, Combat Expertise, Combat Reflexes^B, Critical Focus (rapier), Critical Mastery, Dodge^B, Greater Weapon Focus (rapier), Greater Weapon Focus (spiked chain), Greater Weapon Specialization (rapier), Improved Critical (rapier), Improved Initiative^B, Improved Trip, Lightning Reflexes^B, Mobility, Spring Attack, Staggering Critical, Stunning Critical, Toughness^B, Weapon Focus (rapier), Weapon Focus (spiked chain), Weapon Specialization (rapier)

Skills Acrobatics +24, Bluff +29, Escape Artist +24, Intimidate +16, Perception +27, Perform (dance) +19, Sense Motive +27, Stealth +29, Swim +23

Languages Common**SQ** Armor training 2, improved reaction (+4)**Combat Gear** *minor ring of spell storing (haste)*; **Other Gear** *bracers of armor +3, ring of protection +2, rapier of puncturing, +1 icy burst spiked chain*

Personality/Description: One of Bishu's most accomplished warriors, Fortingray managed to elude the many dangers of the tower as he went off on his own, ascending ever higher to find its dark heart. Unfortunately he entered these chambers and ran afoul of the Bloodmage as Belishan returned to gather a few articles before activating the Grand Cornu's spell. Belishan overcame the warrior and transformed him into a vampire. To make his slave never forget who is master was, Belishan gouged out both of his eyes before the knight rose again to unlife. As a result, Fortingray's cheeks and brows are heavily scarred and dark pits open where his eyes should be. He has learned to accommodate for this disability with his heightened vampiric senses, but he still curses the master that made him. He remains in these chambers for fear that the Bloodmage might return and visit a worse fate upon him for disobedience. Fortingray and Glukug hate one another and will go out of their way to see to the other's destruction. They will not fight one another, though, too fearful of the other's prowess.

Tactics: Sir Fortingray is a dynamic fighter, well versed in the arts of dueling. With the advent of his heightened vampiric abilities, his approach to combat has taken an even more acrobatic flare. When the party enters he mockingly challenges them to a duel. If asked which one he would like

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to fight, he laughs and exclaims “all of them.” His first action in combat is to call all 5 bat swarms from Area 385; they are able to enter the room since that door is slightly ajar. The dire bats roosting in there fly in as well to join in the mayhem, though they are not under the vampire’s command. Then through the chaos these creatures cause (focusing primarily on spellcasters), Fortingray uses a double move action to leap and lash his spiked chain around the chandelier (+10 melee touch to succeed) and then swing down into the party’s midst making a DC 15 Acrobatics check to avoid taking any falling damage. If successful on both his check to lasso the chandelier with his chain and avoid falling damage from the drop, then this counts as an acrobatic charge on his part, and he can still make a single attack on the target of his choice. His chain comes loose from the chandelier and remains in his hand, but he cannot use it in combat as part of this attack. After this initial attack he uses his maneuverability and *spider climb* to move through the pandemonium caused by the bats (they do not attack their master) and stay above and out of reach of his opponents. He uses his chain to make trip and disarm attacks or tries to flank PCs that are being attacked by dire bats. The dire bats do not follow his commands, but they also do not attack him. He is aware that the flames in the eastern fireplace are illusory and may leap into them for concealment and make the PCs think him fire resistant. He will retreat to heal in one of his many hiding places in these apartments if defeat appears imminent.

383a. False Bedchamber

Beyond the curtain is an alcove containing a wide bed. Lying atop its fur covers is a nude woman in deep slumber.

This served as a false bedchamber for Belishan to fool anyone who did not realize his undead existence. Its placement and occupant served to buy him a few moments of precious time in case anyone of significant power came to hunt him and managed to breach his chambers. The woman has actually been dead for centuries and is perfectly preserved by the application of an especially effective *unguent of timelessness* created by Belishan himself. With a DC 17 Perception check, someone examining her body can find a small, neat stab wound behind her left ear where she was murdered with a stiletto. In addition, anyone who saw the nude sketch in Belishan’s study in the Crooked Tower (Area 42 of Chapter 7 in *Slumbering Tsar: Temple-City of Orcus*) notices a strong resemblance between that sketch and this woman.

383b. Fireplace

The flames in this fireplace are a *permanent image* (caster level 15) set to activate in sync with the real fires in the other fireplaces. If interacted with, the flames can be disbelieved with a DC 22 Will save. A crack in the back of the fireplace provides passage for a creature in *gaseous form* to a small chamber containing a coffin. This crack can be found with a DC 25 Perception check. The coffin was once Belishan’s, but Fortingray has taken over its use as a spare for him. This small chamber has a second crack (same chance to locate) leading to Area 390.

384. Servants’ Quarters (CR 7)

This room is bare of furnishings and holds only **20 human zombies**, the Bloodmage’s staff of servants. They follow the commands of Fortingray or any other vampire. Otherwise they attack intruders mindlessly. All are in excellent condition, and many could almost pass for living due to application of *unguent of timelessness*. A crack in the north wall at ceiling height (DC 35 Perception check) hides a coffin room similar to that described at Area 383b.

HUMAN ZOMBIES (20)
XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* “Zombie”)

CR 1/2

385. Storage Room (CR 8)

This room’s original purpose is unclear as now its floor is awash in several inches of foul, bug-infested guano. Its walls are likewise stained with the stuff.

This room was once used for storage.

Creatures: Unless already encountered, there are **5 bat swarms** roosting on the ceiling. Intermixed with them are **4 dire bats** that occupy the same space as the bat swarms but are not attacked by them. A wind tunnel in the ceiling provides almost direct access to a vent on the nearby surface of the citadel and is how the bats get out to hunt. The dire bats, who have grown large and fat over the years, merely feast on the smaller bats, having outgrown the use of the wind tunnel.

BAT SWARMS (5) **CR 2**
XP 600

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Bat Swarm”)

DIRE BATS (4) **CR 2**
XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary* “Bat, Dire”)

386. Hall Without Doors

If the party manages to make into either half of this unlit hallway, they immediately notice that it has no doors. An *illusory wall* divides it in half and requires a DC 20 Will save to disbelieve if interacted with. At four places on the walls, there are narrow cracks in the masonry near floor level that allow egress for a creature in *gaseous form*. Each of these can be located with a DC 25 Perception check. A small room to the north accessed by one of these cracks, behind a foot of masonry, is only 3 feet high and is completely filled by an oak coffin. Like the one described at Area 383b, it has been subverted for use by Sir Fortingray.

387. Guest Chamber

This small, oddly-shaped room has been luxuriously appointed with a plush purple carpet and black satin wall draperies. A single well-upholstered armchair rests in the north corner. Golden manacles hang from the wall nearby. A dried crust of blood stains the shackles.

Belishan used this room to keep and entertain “special” guests. The secret door can be found with a DC 25 Perception check. The crevice in the wall leading to Area 386 is covered by the draperies and can only be found with a DC 35 Perception check.

388. Private Balcony

A railing composed of finely-honed sword blades is set into the stone edges this balcony. The view looks out over the descending city. Conspicuous in the center of the view is a dark tower rising from the edge of one of the lower terraces like a broken finger.

Belishan used this balcony as a landing for his nightmare mount. The dark presence of the vampire master lingers enough that the

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spire wyverns don't roost here and will not even follow prey here. The railing is razor sharp and does damage equal to a short sword to anyone who becomes impaled on it. The secret doors can each be found with a DC 35 Perception check. The tower visible in the city below is Belishan's own Crooked Tower (see *Slumbering Tsar: Temple-City of Orcus*).

389. Stables

This empty room has only a single iron ring set into the south wall where Belishan could hitch his nightmare. A foul stench wafts from the western door. The crack in the wall leading to Area 386 can be found with a DC 25 Perception check.

390. Stable Hands

Strewn upon the floor of this room are the dismembered parts of a number of rotting human carcasses. Several have deteriorated to the point of being almost unrecognizable. An opening to the south leads to an alcove holding several brooms, buckets, shovels, and currying brushes. You are horrified to see that some of the carcasses on the floor still twitch.

Belishan's zombie stable hands occupied this room to feed and care for his nightmare in Area 389. The various tools are for grooming the beast and cleaning its stall. Whenever one of Belishan's zombie servants became too worn or damaged to serve its purpose, it was dismembered and thrown in here to serve as fodder for the nightmare. The remains of several such zombies are still here. Some still retain the slightest bit of necromantic animation but are otherwise harmless.

391. Guest Quarters

Each of these apartments is lavishly furnished with expensive but now dried and decayed furnishings. They consist of a parlor, privy, a small dining room, a side bedroom, and a master bedchamber. These rooms did not belong to anyone in particular but served as temporary quarters for honored guests who were visiting the citadel. None has anything of value remaining.

392. Sealed Doors (CR 9)

The corridor widens and dead ends. On the far wall is a large sheet of steel, 8 feet wide by 10 feet high, riveted directly to the stone.

This anteroom once opened upon the apartments of a singularly accursed family of Tsar. Its last scion disappeared generations before the fall of Tsar under mysterious circumstances and such was the family's legacy that its name was removed from all records of the city. Only this sealed section of the citadel and an ancient mausoleum in the city's cemetery served as reminders that they had ever been — these locations and a sense of dread forever gnawing at the pit of the stomach of the Disciples of Orcus for their past dealings with this accursed clan remembered only as the Forgotten Family.

The steel sheet is extremely durable and is securely bolted in place. Only its destruction can remove it. Removing the sheet activates the **trap**. Once removed the area behind the door is revealed to hold a set of once-fine double doors, now cracked and dry, their finish faded and flaking away. In the center of each door is a small pewter plaque depicting a pyramid with a tongue of flame at its apex. The gaps between the doors have been sealed with molten lead and must be

broken through as well. Once the doors have been revealed, a wave of unexplainable dread sweeps over the PCs making even the thought of penetrating the doors most unsettling. To be willing to open the doors or enter requires a DC 15 Will save from each character trying to do so. A failed Will save means a PC is unwilling to enter, and a natural 1 on the roll means that a PC does whatever he can to prevent others from opening the doors, even becoming violent if necessary. This is a supernatural fear effect. Anyone seeing the pyramid symbol on the doors may recognize it from a tomb in the Cold Dell (see *Slumbering Tsar, part 2: Temple-City of Orcus*).

Bolted Steel Sheet: 1 in. thick; Hardness 10; hp 30; Break DC 32.

Lead-Sealed Wooden Doors: 2 in. thick; Hardness 5; hp 35; Break DC 30.

Trap: Concealed behind the steel sheet is a *symbol of insanity*, a none-too-subtle warning of what once lay behind the doors. Once activated the symbol does not reset.

SYMBOL OF INSANITY TRAP

CR 9

Type magical; **Perception** DC 33; **Disable Device** DC 33

Trigger visual; **Reset** none

Effect spell effect (*symbol of insanity*, 20th-level cleric; DC 24 Will save negates); multiple targets (all targets in visual range within 60 feet)

393. Empty Chambers

Beyond the sealed doors is a series of barren and perfectly clean chambers, as if any trace of what was once here was purposely removed. The chambers constitute a sitting room, kitchens, larder, and several large bedchambers. One room had a window that has obviously been bricked over. The only sign of habitation is in the farthest room where in one corner a small pile of ash has been swept together. Barely discernable in this pile is the charred remains of a small cameo portrait. Who was depicted in it is unclear as only a shoulder and the edge of a ruff collar are now visible.

For generations the members of the Forgotten Family had dealings with a foul race of alien beings called the n'gathau. They flirted with these foul sculptors of flesh, never quite committing themselves completely. However, the final patriarch of the Forgotten Family in a bid for power sacrificed all of his kin to these wicked masters. Their gift to him in exchange was the privilege of being warped and twisted like them into a new physical form, cured of all the frailties and "flaws" of his old form. In this new form he became Aagash "The Broken". When discovered by the Disciples, they expended every resource they had to destroy him. When he was gone — they never knew if they had actually managed to destroy him or not as he disappeared at the final blow — they seized all of the family's holdings in the city and sterilized these apartments of any trace of their former owners before permanently sealing them to forever contain any hint of the insanity and damnation that had claimed its former occupants. Many years later when Aagash actually did return and snuck back into his old home he managed to find a small cameo portrait of himself that the Disciples had missed. The slightest trace of humanity that remained in him felt a sudden bitter remorse over what he had become and immediately destroyed the one reminder of his former life before continuing on with his mission to subvert the Disciples as thralls to the n'gathau (see Area 417).

Chapter 8: The Jowls of Orcus

Level 7: The Jowls of Orcus (Region 18) — Map 8-1

Difficulty Level: 17

Entrances: The Throat of Orcus (Area 394). Stairs up from the Neck (Area 323) and the Mouth of Orcus (Area 410d).

Exits: Stairs from the Hidden Access (Area 401).

Wandering Monsters: Check on 1d10 every 10 minutes or after the party makes any significant noise:

d10	Encounter
1	Glabrezu Demon
2	1d6 Dretch Megaswarms
3	1d4 Hezrou Demons
4	1d3+3 Dread Wraiths
5	Nalfeshneee Demon
6	1d6 Quasits
7–10	No encounter

Unless otherwise noted, all of these creatures are patrolling the halls for intruders and attack on sight.

GLABREZU DEMON CR 13
XP 25,600

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

DRETCH MEGASWARM CR 12
XP 19,200

hp 136 (See **Monster Appendix**)

HEZROU DEMON CR 11
XP 12,800

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

DREAD WRAITH CR 12
XP 19,200

Advanced-HD giant wraith (*Pathfinder Roleplaying Game Bestiary* “Wraith”)

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifestense 60 ft.; **Perception** +23

Aura unnatural aura (30 ft.)

AC 28, touch 28, flat-footed 18 (+9 deflection, +9 Dex, +1 dodge, –1 size)

hp 216 (16d8+144)

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

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

Weakness sunlight powerlessness

Speed fly 60 ft. (good)

Melee incorporeal touch +20 (2d8 negative energy plus 1d6 Con drain)

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

Special Attacks Constitution drain (DC 27), create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 28

Base Atk +12; **CMB** +13; **CMD** 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up

Skills Diplomacy +25, Fly +26, Intimidate +28, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +16

Languages Abyssal, Common, Giant

NALFESHNEE DEMON CR 14

XP 38,400

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

Quasits: The quasits are spies working for Barak’kara Mor that roam the halls invisibly. They do not engage the party in contact, but one returns to warn his master of their presence while the others remain to observe the party undetected. If spotted, they assume their alternate bat forms and scatter.

QUASIT CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Demon, Quasit”)

The Jowls of Orcus comprise the lower portion of the citadel’s great face and rest 760 feet above the plaza. While the Grand Cornu of Orcus was the demon prince’s supreme authority on the Material Plane, he was much too preoccupied with the things of his Abyssal master to tend to the day-to-day matters of the clergy and the city. Those powerful individuals who directly served the Grand Cornu were collectively known as the Voices of the Master. Appropriately they resided in the jowls of the citadel where its great mouth opened out over the city. This level consists of only one region that housed these powerful individuals.

Region 18 — Voices of the Master (Map 8-2)

Only the three Voices of the Master, their personal servants and guests, or the Grand Cornu himself ever entered this level. It was not so much that it was heavily guarded against intrusion but that no one

dared confront these ultra-powerful individuals on their home turf. Someone who did dare something as bold as an assassination attempt invariably planned for it to take place somewhere away from here where the target would be far more vulnerable. The three individuals that comprised the Voices of the Master were the Seneschal of the Citadel, who reigned with ultimate authority within the center of Orcus worship in the world, the Archbishop of the Church of Orcus, who oversaw all the Disciples and temples throughout the world, and the Warlord of Tsar, the supreme commander of the temporal armies of the demon prince. These three individuals shared a fragile balance of power kept in check by their continual plotting against each other and the Grand Cornu. This arrangement suited the Grand Cornu fine because any attempted coup would undoubtedly be betrayed by one of the three seeking favor and greater power at the expense of the others.

394. Throat of Orcus (CR 15)

At long last the pinnacle of this endless gullet running through the heart of this abysmal edifice has been reached. Its seemingly endless spiral of risers suddenly ends at a railless landing looking out over the drop into the dark abyss of the central shaft. On this final landing stands a pair of silvery mithral doors. Etched into their surface is the familiar, ram-headed visage to whom this citadel was dedicated. Across from the landing is another small balcony with no visible means of reaching it. Upon this landing stands a sinister 12-foot statue rendered in black stone of a shrouded, faceless figure holding a gleaming silver-bladed scythe in one black claw. Its other claw points menacingly towards the doors.

From this precarious ledge, it is a 380-foot drop to Level 3 where the stairwell begins. The doors are made of solid mithral and are locked by an intricate locking mechanism. They also bear a permanent *antimagic field* (does not extend beyond the doors themselves) that prevents magical attempts at entry. The doors' keyholes are in the pupils of the image of Orcus (one on each door). Both locks must be opened before the doors will open.

Locked Mithral Doors: 4 in. thick; Hardness 15; hp 120; Break DC 48; Disable Device 40.

Creature: A DC 30 Perception check is able to tell that the statue is actually a Large creature completely swathed in black robes and standing perfectly still. Such is the power of the Demon Prince of the Undead that he was able to command the service of one of the enigmatic **soul reapers** to stand watch on a door in his earthly citadel.

SOUL REAPER

CR 15

XP 51,200

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NE Large undead

Init +8; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +30

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, -1 size)

hp 231 (22d8+110 plus 22)

Fort +14; **Ref** +13; **Will** +18

Defensive Abilities channel resistance +4, inseparable weapon; **DR** 15/silver and magic; **Immune** undead traits; **SR** 26

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

Melee +1 *scythe* +25/+20/+15/+10 (2d6+13/19-20)

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

Special Attacks soul slash

Spell-like Abilities (CL 22nd):

Constant—*see invisibility*

At will—*desecrate*, *unholy blight* (DC 19)



1/day—*blindness/deafness* (DC 17), *symbol of pain* (DC 20), *unholy aura* (DC 23)

Str 27, **Dex** 19, **Con** —, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +16; **CMB** +25; **CMD** 39

Feats Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (scythe), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (scythe)

Skills Climb +33, Diplomacy +14, Fly +6, Intimidate +30, Knowledge (arcana) +29, Knowledge (religion) +29, Perception +30, Sense Motive +30, Stealth +25, Survival +18

SQ inseparable weapon

Gear +1 *scythe*

Soul Slash (Su) If a soul reaper scores a critical hit with its scythe, the target must succeed on a DC 26 Fortitude save or have its soul torn from its body and pulled into the soul reaper's scythe. If the save succeeds, the victim takes an extra 3d6 points of damage.

A soul reaper's scythe can hold a number of souls equal to its Charisma bonus (four souls for a typical soul reaper). This effect is similar to a *trap the soul* spell. The save DC is Charisma-based.

A creature's soulless body collapses into a desiccated husk, and in one day crumbles to dust.

To reclaim a captured soul, the reaper must be destroyed and its scythe shattered on consecrated ground. When the scythe is shattered, all souls trapped are released and seek their original body (if it's been less than one day since the body was killed). Creatures without a body are left to wander in spirit form but can be returned to life through the successful casting of a miracle, wish, or true resurrection spell.

Inseparable Weapon (Su) A soul reaper has a mystic and magical connection to its scythe. If separated from its scythe (if the soul reaper is disarmed, for example) and within 100 feet of it, it may summon it to its hands as a move action. If an opponent is holding the weapon when the reaper summons it, that opponent must succeed on a DC 26 Strength check or the weapon flies from its hands to the soul reaper. The check DC is Charisma-based.

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Tactics: In exchange for this primal being's services, Orcus has gifted it with the supernatural power of flight. The soul reaper recognizes anyone other than Barak'kara Mor, Lord Bishu, or one of the fallen angels as an intruder and responds appropriately. It constantly uses its *see invisibility* to watch the landing. Once the intruders recognize it as something other than a statue or begin to work on opening the doors, it unleashes a readied *unholy blight*. It follows this with a *blindness* on someone who is near the edge and looks like he may have a poor Fortitude save (usually a lightly-armored or spellcasting PC). Each round that such an individual is involved in the combat while in a square adjacent to the edge and doesn't use a move action to carefully check his footing, he has a 50% chance of toppling over the side (DC 20 Reflex save to catch himself, though any handheld items other than shields are dropped, and a DC 15 Strength check to climb back up without assistance). The soul reaper remains on its ledge using its spell-like abilities and reach until PCs begin making ranged attacks against it or appear to be about to open the door. At that point it reveals its flight ability as it swoops over to attack.

Treasure: If the soul reaper is slain, wherever it falls its body quickly dissolves into nothingness. However, remaining behind is a pair of *wings of flying*, a tangible remnant of the gift of flight that Orcus had bestowed upon it.



395. Reception Chamber (CR 13 and 18)

The contents of this chamber are grisly to behold. Spaced around the room are six sets of crossed wooden beams affixed in an "X" formation. Upon each of these hangs a desiccated corpse, its parchment-like skin split, a shriveled tongue protruding — all victims of crucifixion.

Creatures: Enemies of the Voices of the Master important enough to warrant personal attention were crucified in this room and left to slowly bleed to death or die of thirst. As a result of this cruel form of execution, two of the victims have returned as **crucifixion spirits** seeking revenge upon the living and especially upon divine spellcasters. They use their crucify soul ability first on any obvious clerics before attacking the rest of the party.

In addition, another creature haunts this room in ethereal form. This is Vandermane, a **corrupted ward custodian**. Vandermane served as the personal bodyguard to Nimrod, the supreme commander of the celestial forces serving with the Army of Light. He was charged with seeing to the general's safety and sacrificed himself to prevent the general from being captured. Unfortunately, his sacrifice was in vain and both he and General Nimrod were captured and taken to the Abyss (see Area 408 for details). Now Vandermane continues his guardian duties from this room, waiting to see if the crucifixion spirits will deal with the intruders and only appearing if they fail to do so. He and the crucifixion spirits ignore each other in battle. If Nimrod is attacked, Vandermane immediately senses it and rushes to his defense. Vandermane looks much as he did in his previous life, a tall winged humanoid with vaguely elfin features, save that the skin has been stripped from his face and a babau demon's face has been crudely stitched in its place. This has no game effect other than to mark Vandermane as the aberration he has become.

CRUCIFIXION SPIRITS (2) XP 12,800

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CE Medium undead (incorporeal)

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

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)
hp 142 (15d8+75)

Fort +10; **Ref** +10; **Will** +15

Defensive Abilities incorporeal; **Immune** channel energy,

undead traits; **SR** 22

Speed fly 50 ft. (perfect)

Melee incorporeal touch +14 (1d8 plus paralysis)

Ranged touch +14 (crucify soul)

Special Attacks crucify soul, paralysis (1d4 rounds, DC 24)

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

Base Atk +11; **CMB** +14; **CMD** 30 (can't be tripped)

Feats Ability Focus (paralysis), Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Escape Artist +18, Fly +29, Intimidate +23, Perception +26, Sense Motive +26, Stealth +19

Crucify Soul (Su) Five times per day as an attack action a crucifixion spirit can point at a single living target within 60 feet and crucify its soul. This requires the crucifixion spirit to succeed at a ranged touch attack. If successful, the target's soul is ripped from its body, which collapses in a heap on the ground. The target's soul appears as a translucent copy of the victim and is suspended above the spot its body collapsed, crucified in midair to a translucent, "X" shaped structure, the soul held in place by translucent spikes or nails. The victim is not dead and is visible to all those viewing it.

A crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape, see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and one negative level each round thereafter. The Fortitude save to remove a negative level has a DC of 22. The save DCs are Charisma-based. A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target. It can direct attacks against a different opponent. A crucified creature can attempt to escape each round by making a DC 22 Will save. If successful, the creature's soul is freed from its torment and returns to its body in the same round. The target is stunned for one round, but afterwards can act normally.

A creature slain with this ability cannot be returned to life except through the casting of a *wish*, *miracle*, or *true resurrection* spell. Even then, there is a 50% chance that such magic fails. If the check fails, the creature cannot be restored to life by mortal magic.

Immune Channel Energy (Ex) A crucifixion spirit takes no damage from the channel energy ability, and is not affected by effects that mimic channel energy or are based on the channel energy ability (such as turn undead and command undead).

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VANDERMANE XP 153,600

CR 18

Male corrupted ward custodian fallen paladin 5 (*Creature Collection III: Savage Bestiary* 35)

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

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +33
Aura protective aura (20 ft.)

AC 32, touch 12, flat-footed 30 (+9 armor, +1 Dex, +1 dodge, +9 natural, +2 shield); +4 deflection vs. good creatures

hp 251 (18d10+90 plus 5d10+25 plus 5)

Fort +15; **Ref** +17; **Will** +18; +4 resistance vs. good creatures

Defensive Abilities danger sense, harm's way, *lesser globe of invulnerability*, *magic circle against good*, ward-bond; **DR** 10/good; **Immune** disease, fire, petrification, poison, spells 3rd-level and lower; **SR** 29

Speed 30 ft., fly 100 ft. (good)

Melee +3 *defending longsword* +35/+30/+25/+20 (1d8+11/19–20)

Spell-like Abilities (CL 18th):

At will—*aid*, *command* (DC 18), *dispel good* (DC 22), *invisibility*, *protection from good*, *remove fear*, *sanctuary* (DC 18), *shield of faith*, *shield other*

3/day—*discern lies* (DC 22), *plane shift*, *see invisibility*, *wall of fire*
1/day—*spell immunity*, *remove curse*

Str 26, **Dex** 20, **Con** 21, **Int** 16, **Wis** 17, **Cha** 24

Base Atk +23; **CMB** +31; **CMD** 47

Feats Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Quick Draw, Step Up, Strike Back, Weapon Focus (longsword)

Skills Diplomacy +33, Fly +24, Heal +29, Intimidate +33, Knowledge (religion) +24, Knowledge (planes) +24, Perception +33, Sense Motive +33, Stealth +20

Languages Abyssal, Celestial, Common; *tongues*
SQ etherealness

Gear masterwork full plate, masterwork heavy steel shield, +3 *defending longsword*

Danger Sense (Su) A ward custodian can see a few seconds ahead into the future, sensing threats before the happen, with respect to its ward. This ability functions as the *foresight* spell with the ward as its subject.

Etherealness (Su) A ward custodian can shift back and forth between the Ethereal and Material planes at will as a move action. Once per day, it may become either ethereal or material as a free action.

Harm's Way (Ex) Once per round, if the ward custodian is in a square adjacent to its ward and the ward is targeted by a direct melee or ranged attack (but not an area effect), the custodian can subject itself to the attack in the ward's stead. If the attack hits the custodian, it takes damage normally. If it misses, it also misses the ward. The custodian must choose to place itself in harm's way before the attack roll is made.

Ward-Bond (Su) If a ward custodian is on the same plane as its ward and within 5 feet, the ward gains a +2 bonus on all saving throws and spell resistance 29. At any time, the ward custodian may use any of its spell-like abilities that normally have a range of "personal" or "touch" on its ward from any distance. This ability works even if the custodian is ethereal and ward is material (although they cannot otherwise be on different planes).

396. Hall of Despair

Statues line the entire length of this twisting hall, each depicting some tormented soul undergoing a gruesome form of torture or execution. The sculpting is skillfully rendered, truly capturing the anguish experienced by these unfortunates. Adding to the grim spectacle is the fact that each of these statues weeps fresh blood.

Whether these sculptures represent actual victims who have fallen prey to the Voices over the centuries of Tsar's power or merely serve as memorials to the nameless throngs who suffered such a fate has been forgotten. Regardless, the psychic energy of the countless innocents tortured and killed at the hands or directive of these villains causes the eternal weeping of blood. The blood evaporates a few minutes after pooling on the floor, so the hall never fills, and the Voices of the Master thought it was a nice touch allowing the tainted sculptures to remain. The net effect of this psychic energy is that anyone of non-evil alignment is affected by a *bane* spell while within the hallway (no save). Neither this effect nor the actual weeping of the statues can be dispelled.

397. Seneschal's Anteroom

The door opens onto an opulent sitting room. Leather-upholstered divans rest on a rug of white lamb's wool. The corners are occupied by abstract copper statuettes whose shapes suggest souls in torture or rapture — it is difficult to tell which. On the wall opposite the door is a gilt-framed portrait depicting a sinister-looking human in black clerical robes clutching a bejeweled, ram-headed scepter in one hand.

This was the sitting room for visitors that came to call on Vrrrius, the Seneschal of the Citadel. The portrait depicts Seneschal Vrrrius as he looked shortly before the Battle of Tsar. If the PCs recovered his bejeweled holy symbol at the end of *Slumbering Tsar: Temple-City of Orcus*, then they recognize it as what is mounted on the tip of the scepter in the portrait. Likewise, if the huecuva Vrrrius had become happened to use its *change self* ability to appear as he did in life, then the PCs may actually recognize him as the man depicted in the portrait. The portrait itself radiates a faint aura of Divination and is permanently enchanted as the sensor for the *clairaudience/clairvoyance* spell described in Area 400.

Development: Constantly observing through the sensor is Sir Elzerakab, now a mummy lord. If Elzerakab spots intruders in this room, he immediately begins stalking them as described in Area 400.

Treasure: The various statuary and furnishings in this chamber are worth 900 gp if somehow removed and sold.

398. Guardhouse

Once a half-dozen brainwashed, geased bodyguards, totally loyal to Vrrrius, were quartered here. They departed with him on his mission to Tircople as described in the prior adventure. Other than their simple furnishings (bunks, empty footlockers, etc.) nothing now remains. This room is unused by any save Sir Elzerakab when he is stalking intruders.

399. Foyer

A floor of polished black marble provides a mirrorlike reflection of everything in this room. A tall, trefoil arch highlighted in gold stands to the west. A fan made of great peacock feathers hangs from the ceiling and sways back and forth creating a perpetual breeze. A belt runs in through the arch at ceiling level, runs through a pulley connected to the fan and then runs back through the arch. As this line continually feeds through the pulley, the fan moves back and forth

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The gold on the arch is merely paint. The moving fan is part of a system of belts described in Area 400. There is nothing magical about it. The secret door to Area 401 can be found with a DC 40 Perception check (see that area for details on how to open it).

400. Seneschal's Hall (CR 18)

The sound of falling water and a floral-scented breeze greet you as you enter. Tiles of smooth-polished, rosy quartz floor this large chamber. In the center is a fountain of polished marble, its central plinth depicting a cluster of nude nymphs frolicking as water spills from their cornucopias into the pool basin. Lily pads and large flowers float on the surface of this pool, and golden carp are visible within its crystal clear waters. Marble basins and amphorae spaced about the chamber are overflowing with lush growths of floral plants and creepers. Between them are situated small couches and padded benches. The ceiling above is a maze of peacock feather fans slowly sweeping back and forth, propelled by a series of belts running through pulleys connecting each of them and ultimately running through the eastern archway and a window in the wall high above the northeastern door. Four tall, stained-glass windows line the convex western wall and illuminate the chamber in a rainbow of light. To the east in an alcove stands an image of Orcus serenely observing the chamber.

This chamber of creature comforts was maintained for the Seneschal of the Citadel where he could entertain guests of import. The plants and mechanisms are maintained by a bevy of *unseen servants* that continue to repair any damages and affect any maintenance that becomes necessary. Any minor damage will be repaired within 24 hours. Major damage could require much longer. The peacock

fans are all belt run and operated from Area 402. The stained glass windows are illuminated by permanent *daylight* spells cast on their back side. The fountain at the center of the room is stocked with illusory fish (permanent *programmed images*) and radiates not only a moderate aura of Illusion but a faint aura of Divination as well. That is because the pool also works as the focus of a permanent *clairaudience/clairvoyance* spell (both Illusion and Divination are caster level 15). The spell's sensor is the portrait in Area 397, and the spell provides both sight and sound from that room to anyone who gazes into the pool and concentrates for 1 round.

Creature: Anyone entering the room that makes a DC 18 Wisdom check (automatic to anyone with the scent ability) detects a faint whiff of sharp spices in the air. This is from the **mummy lord** Sir Elzerakab that inhabits this room and constantly gazes into the pool watching for intruders. These can be identified as burial spices by someone who makes a DC 20 Knowledge (religion) check.

SIR ELZERAKAB CR 18
XP 153,600

Male human mummy cleric of Orcus 5/Disciple of Orcus 3/fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

LE Medium undead

Init +5; **Senses** darkvision 120 ft.; **Perception** +19

Aura despair (30 ft., DC 24), destructive aura 8 rounds/day (30 ft.)

AC 28, touch 10, flat-footed 28 (+8 armor, +10 natural)

hp 213 (8d8+32 plus 5d8+20 plus 3d8+12 plus 5d10+20 plus 26)

Fort +17; **Ref** +6; **Will** +19 (+20 vs. fear)

Defensive Abilities bravery +1, death's embrace; **DR** 5/—;

Immune *magic missile*, undead traits

Weaknesses vulnerability to fire

Speed 15 ft.

Melee +1 *spiked gauntlet* slam +27 (1d8+16/19–20 plus mummy rot)

Special Attacks channel negative energy 7/day (DC 18, 4d6),



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destructive smite 8/day (+4 damage), mummy rot (DC 24), necromantic power (+2d6), spontaneous casting (inflict spells), weapon training (close +1)

Spell-Like Abilities (CL 8th)

1/day—*animate dead*, *speak with dead*

Domain Spell-Like Abilities (CL 8th)

8/day—*bleeding touch* (melee touch +24, 1d6 hp/round for 4 rounds)

Spells Prepared (CL 8th)

4th—*chaos hammer* (DC 19), *inflict critical wounds*^D (DC 19),

poison (melee touch +24, DC 19)

3rd—*animate dead*^P, *bestow curse* (DC 18), *dispel magic*,

invisibility purge, *summon monster III*

2nd—*darkness*, *death knell*^P (DC 17), *hold person* (DC 17), *silence*

(DC 17), *spiritual weapon* (+21/+16/+11/+6 atk/1d8+2 force)

1st—*bane* (DC 16), *deathwatch*, *divine favor*, *entropic shield*,

obscuring mist, *shield of faith*, *true strike*^P

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

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

Str 26, **Dex** 12, **Con** —, **Int** 8, **Wis** 20, **Cha** 18

Base Atk +16; **CMB** +24; **CMD** 35

Feats Alertness, Cleave, Combat Casting, Command Undead, Critical Focus, Great Fortitude, Improved Critical (spiked gauntlet)^B, Improved Initiative, Power Attack, Skill Focus (Stealth), Staggering Critical, Toughness, Weapon Focus (spiked gauntlet)^B, Weapon Specialization (spiked gauntlet)^B

Skills Climb +13, Intimidate +14, Knowledge (history) +4, Knowledge (religion) +9, Perception +19, Sense Motive +11, Stealth +13, Spellcraft +11

Languages Common

SQ armor training 1

Combat Gear *brooch of shielding* (76 hp); **Other Gear** masterwork half-plate, +1 *spiked gauntlet*, *cloak of etherealness*, *boots of speed*, mithral holy symbol of Orcus (200 gp)

Personality/Description: Elzerakab looks much as he did in life, his skin dark and weathered, his brown hair long and in a ponytail. Only his black pupilless eyes and the lingering odor of burial spices and preservatives give away his true nature as an undead creature. Elzerakab was one of the lesser knights in Lord Bishu's company but proved to be one of the wisest. When the company fell into disarray and Lord Bishu disappeared, Elzerakab realized something was affecting his fellows and that by locating his commander he might be able to find a way to reverse it. Rather than face his rapidly deteriorating comrades in battle, he set about using his magical cloak to make a slow, careful search of the citadel on his own. He was thus not present when pandemonium finally broke out and the knights destroyed themselves. When he finally located Lord Bishu he had expected to find his commander trapped or in some way ensorcelled. He was unprepared to face the abomination that Bishu had become and was easily overcome. Admiring the knight's ingenuity and ability to survive in the citadel, Bishu did not slay him outright, but instead along with Barak'kara Mor had him mummified alive in the citadel's mortuary and sealed in a tomb until he expired and arose as a mummy. The knight had been treated with *unguent of timelessness* to further preserve his physical appearance. When he was finally released from his tomb, Barak'kara Mor took the mummy into his training and made him a cleric of Orcus and ultimately a disciple of Orcus. Now Elzerakab serves Bishu who uses him as a guardian of the citadel's uppermost reaches.

Tactics: As mentioned, Elzerakab keeps a vigil through the scrying pool. When he spots intruders, he uses his *cloak of etherealness* to begin stalking them from room to room in the seneschal's apartments. He is careful not to go into Area 397 where he might be scried through the pool as well. If he can catch a scout or rearguard alone, he casts *silence* and attempts to pummel him with his slam attacks. He casts *poison* prior to doing so to make his first attack especially deadly. In this way he tries to pick off stragglers and reduce the party's fighting power. He begins combat by casting *hold person* on the fighters after

summoning Medium fiendish monstrous scorpions as a distraction and uses *spiritual weapon* to engage spellcasters. To prepare himself he casts *divine favor*, *entropic shield*, and *shield of faith*.

Treasure: A DC 14 Perception check locates a gold rod in one of the marble planters among the foliage. It is the scepter depicted in the portrait at Area 397 and served as the symbol of office for the Seneschal of the Citadel, though the bejeweled holy symbol of Orcus that was once mounted atop it has been removed. If Vrrius's holy symbol was recovered from the previous adventure, then the completed scepter can be assembled again. The rod is nonmagical and is worth 75 gp.

401. Hidden Access

The secret door to this room is locked and is warded against magic. It cannot be opened from the west by anything short of brute force or the proper key. From the east side it can be found with a DC 20 Perception check and opens easily. There are a couple keys to opening the secret door. It opens automatically at the command of the Grand Cornu or his designated successor (in this case Orcus has designated Bishu as that title holder much to Barak'kara Mor's chagrin). It also opens if the scepter of the Seneschal of the Citadel is waved before it. To work, though, the complete scepter must be assembled (see Area 400). The eastern door is of the mundane variety but is also locked and warded and only opens under the same circumstances. Only the seneschal and the Grand Cornu were aware of this entrance during the days of Tsar.

Locked Secret Door: 4 in. thick; Hardness 8; hp 60; Break DC 28.

402. Kitchen (CR 1/4)

This kitchen is well-outfitted with countertops of smooth slate, a large brick oven and fireplace, marble sink basin with pump handle and spigot, and a large chopping block. Belts run through an opening in the wall above the door, through a system of pulleys and then down the back wall into the northwestern corner. Here a small reptilian humanoid continually pulls on the rope causing the pulleys to turn and operating the fan mechanism in the other rooms. It does not appear to notice your presence.

This kitchen was operated by the same *unseen servants* that make repairs in Area 400. However, there are currently no foodstuffs in here and they can only be commanded by someone in possession of the seneschal's completed scepter. If provided with commands and proper ingredients, they operate with a skill level of Profession (cook) +7.

Creature: The small creature is a **kobold zombie** that has been treated with *unguent of timelessness* retarding much of its rate of decay. It tirelessly operates the pulleys for the fan mechanism and ignores all others unless its duties are interfered with.

KOBOLD ZOMBIE

CR 1/4

XP 100

Pathfinder Roleplaying Game Bestiary "Kobold," "Zombie"

NE Small undead (reptilian)

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

AC 14, touch 11, flat-footed 14 (+2 armor, +1 natural, +1 size)

hp 7 (1d8 plus 3)

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

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

Speed 30 ft.

Melee slam +0 (1d4)

Str 11, Dex 11, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB -1; CMD 9

Feats Toughness^B

SQ staggered

Gear leather armor

403. Parlor (CR 0 or 15)

Delete the italicized text if Baron Tolivar has not been defeated at Area 363 and replace it with the following, “An ornate beveled looking glass stands in the southeast corner.”

This is a small, nicely-appointed parlor with green carpet and padded mauve divans. A sideboard holds a variety of liquor bottles, their contents long since evaporated. *A wooden mirror frame stands in the southeast corner, and the shards of a shattered looking glass lie strewn beneath it.*

This parlor served the seneschal and his most trusted acolytes who lodged in these chambers. Unbeknownst to the inhabitants of Region 17, when Siccot’s Maze was constructed, a secret back door was built into its magic. Through this mirror, the seneschal, with the proper command words, could view anyone currently trapped in the *maze* or conjure up the image of anyone who had passed through that area in the previous 24 hours. Thus was the seneschal able to keep tabs on who came and went from the Guest Chambers.

Creature: If the mirror fiend at Area 363 was slain and the maze mirrors shattered, then this mirror likewise shatters. If that did not occur, then this mirror still functions and radiates a strong aura of Divination. Etched into the top edge of the glass are the words, “Calathow” and “Siccot”. The first allows the viewer to see anyone trapped in the *maze*. The second allows the viewer, with a DC 10 Concentration check (+1 per hour past), to view everyone who has passed in front of those mirrors in the last 24 hours. Unfortunately, anyone using those command words attracts the attention of Baron Tolivar the **mirror fiend** who immediately emerges from the mirror and attacks (see Area 363 for details). He cannot leave this chamber and can only remain outside the mirror for 5 minutes.

BARON TOLIVAR

CR 15

XP 51,200

hp 233 (See Area 363)

404. Acolytes’ Quarters

Each of these simple rooms served as the quarters of an acolyte hand picked to serve the Seneschal of the Citadel. They each hold a bed, desk, prayer bench, and chest of drawers. There is nothing of value in these chambers, but they all have a decidedly feminine touch, indicating the proclivities of the citadel’s last seneschal.

405. Seneschal’s Chamber

This room has a floor of fine white marble but is otherwise completely bare. It was the quarters of Seneschal Vrrius who was sent away from the citadel more than a year before the fall of Tsar. He thoroughly packed all of his goods and possessions at the time of the relocation, and the Grand Cornu never appointed a replacement for him.

406. Prayer Cell

This room is empty of any furnishings or signs of its original purpose. It was a private prayer cell for the seneschal but has not been used since Vrrius left the citadel.

407. Archbishop’s Anteroom

Bronze double doors open into an anteroom with identical bronze portals directly across from them. The hall is bare of furnishings, but the walls are covered in skillfully rendered, colorful frescoes that depict elephant-headed giants, clad only in loin cloths, holding palm fronds, and bowing in homage towards the southern doors. Many of these creatures wear various items of religious regalia that have a ram-head motif. The background scenery in the frescoes depicts lush and vibrant jungle foliage.

This grand chamber served as little more than the inflated ego of the Archbishop of the Church of Orcus. The highest-ranking member of the clergy below the Grand Cornu himself, the archbishop oversaw all of the religious operations of the faith. Having caught wind of the Grand Cornu’s plan to create a new high altar in the distant city of Tircople and confident that he would assume the Grand Cornu mantle there, Archbishop Pagonis had this chamber decorated in fanciful frescoes of that exotic land. The accuracy of his depictions is as suspect as his understanding of his master’s grand scheme. There is nothing of value here, though opening the south doors causes a gong to magically sound in the room beyond, alerting its occupant.

408. Archbishop’s Chamber (CR 21)

The walls of this hall glitter with inlays of mica and feldspar. Great gilt columns with capitals carved in the likeness of acanthus leaves support the rose quartz dome 40 feet above. On either side of the door are elaborate bas-reliefs rendered in mottled marble depicting panoramas of bone palaces of the Abyss surrounded by demonic and undead legions, as well as, an image of the great Citadel of Orcus towering over the city of Tsar. All manner of draconic and demonic creatures flap around the upper reaches of the citadel. The room’s center is dominated by a golden, two-step dais surmounted by a throne of ivory and gold. Atop the throne’s headrest is an elaborate ivory ram’s skull with curving horns of solid gold situated so as to appear as if crowning the head of anyone seated on the throne. A door of black iron opens to the northeast.

This chamber served as the abode for Archbishop Pagonis. Unlike the warlord and seneschal who spent most of their time in the citadel and surrounding city, the archbishop often traveled throughout the world between various worship centers devoted to Orcus. As a result, the archbishop’s chamber did not include a bedroom suite as did the others. However, to make up for this and provide some added protection to the often-mobile cleric, his miter of office had the ability to create a *magnificent mansion* nightly, allowing him to sleep with his cadre in a protected extradimensional space. The archbishop and his wondrous miter both disappeared with the retreat at the fall of Tsar.

Creature: Currently seated on the archbishop’s seat is a newer product of Orcus’s hate and corruption, the **deathleech corrupted planatar**, General Nimrod. As mentioned previously, General Nimrod was the supreme commander of all the celestial forces allied with the Army of Light during the Battle of Tsar. His military prowess was legendary, said to be the soul of a great mortal war captain who was never defeated and upon his death became a leader among the celestial hosts and worked his way up to the rank of supreme commander. He had personally led more than one successful foray

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into the upper layers of the Abyss and the Nine Hells. The mere mention of Nimrod on the field of battle was enough to make demons quail and devils flee in fear. Naphrathoth, Lord Karask, and Amaleal served as his commanders and *aides de camp*, and one of his finest captains was the astral deva, Cypress. The forces of Tsar could not defeat them on the field of battle, and even the demonic commanders despaired of achieving any sort of victory against them. Thus was the plan for the ultimate exhibition of destructive magic set into motion. At the cost of the life force of dozens of powerful priests and sorcerers, a blast of eldritch might was expended that decimated the main encampment of the Army of Light and created the Chaos Rift. Among those lost in this holocaust were the celestial commanders Lord Karask and General Nimrod. Thus the leaders who could have perhaps brought about a swifter and more complete victory for the Army of Light were removed from the field before the battle was fairly begun.

Unbeknownst to all save Orcus and his highest-level servants, not all were slain in the blast. Mere moments before the catastrophic event occurred, a group of balors and mariliths teleported into the center of the camp outside Nimrod's quarters. Many were killed in an instant as the surprised defenders reacted, but not before a particularly resourceful balor managed to penetrate Nimrod's tent and entangle him with his flaming whip. Nimrod's bodyguard, Vandermane, managed to cut the whip and step between the balor and his general but not before a marilith teleported in behind Nimrod and captured him in her coils. One other celestial that survived in the center of this fierce pitched battle was a deva captain named Cypress, who was likewise ensnared. The demons then teleported out with their captives in tow. The witnesses rallied behind Lord Karask and prepared to enter Tsar in frenzied mass and dismantle the city stone by stone to rescue their leader, and might have been successful in their righteous fury. Messengers were briefed to be sent to the other allied commanders of the army to let them know what had occurred, but the messengers never flew, and the attack was never launched, for at that moment the chaos magic was released that ripped the earth asunder and obliterated those in its path. The Chaos Rift was formed, and not a single witness of what had transpired in the camp survived to tell the tale. For centuries Nimrod was assumed lost just like all the others in that blast.

GENERAL NIMROD

CR 21

XP 409,600

Male deathleech corrupted planetar antipaladin 2 (*Pathfinder Roleplaying Game Bestiary* "Angel, Planetar"; *Pathfinder Roleplaying Advanced Player's Guide* "Antipaladin"; *The Tome of Horrors Complete* 714)

CE Large outsider (angel, extraplanar, evil)

Init +10; **Senses** darkvision 60 ft., *deathsight* 30 ft., *detect good*, *detect snares and pits*, low-light vision, *true seeing*; **Perception** +29
Aura death (5 ft., DC 29), evil, protective aura

AC 35, touch 16, flat-footed 28 (+7 Dex, +19 natural, -1 size); +4 deflection vs. good

hp 282 (17d10+136 plus 2d10+16 plus 21); regeneration 10 (good weapons and effects)

Fort +32; **Ref** +22; **Will** +27; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities channel resistance +6, unholy resilience; **DR** 10/evil; **Immune** ability damage, ability drain, acid, cold, negative energy effects, petrification, evil spells; **Resist** electricity 10, fire 10; **SR** 32

Speed 30 ft., fly 90 ft. (good)

Melee +3 *greatsword* +31/+26/+21/+16 (3d6+16/19-20) or 2 slams +27 (2d8+13 plus energy drain)

Special Attacks *death knell* 7/day (DC 29, CL 19th), energy drain (1 level, DC 29), *greater death knell* 4/month (DC 29, CL 19th), smite good (1/day, +10 to hit, +2 damage), touch of

corruption 11/day (melee touch +27, 1d6)

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

Spell-Like Abilities (CL 16th)

Constant—*detect good*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will—*bestow curse* (DC 19), *cause fear* (DC 19), *contagion* (DC 21), *continual flame*, *detect good*, *dispel magic*, *invisibility* (self only), *lesser restoration* (DC 20), *speak with dead* (DC 21), *unholy blight* (DC 22)

3/day—*blade barrier* (DC 21), *flame strike* (DC 22), *polymorph* (self only), *power word stun*, *slay living* (DC 23), *waves of fatigue*
1/day—*earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

Spells Prepared (CL 16th)

8th—*cloak of chaos*, *mass inflict critical wounds* (DC 25)

7th—*blasphemy* (DC 24), *regenerate*, *word of chaos* (DC 24)

6th—*disintegrate* (DC 23), *greater dispel magic*, *heal*, *heroes' feast*, *mass inflict moderate wounds* (DC 23)

5th—*break enchantment*, *dispel good* (DC 22), *mark of justice*, *plane shift*, *righteous might*

4th—*dismissal* (DC 21), *divine power*, *freedom of movement*, *poison* (DC 21, x2), *summon monster IV*

3rd—*deeper darkness*, *invisibility purge*, *prayer* (x2), *summon monster III*, *wind wall*

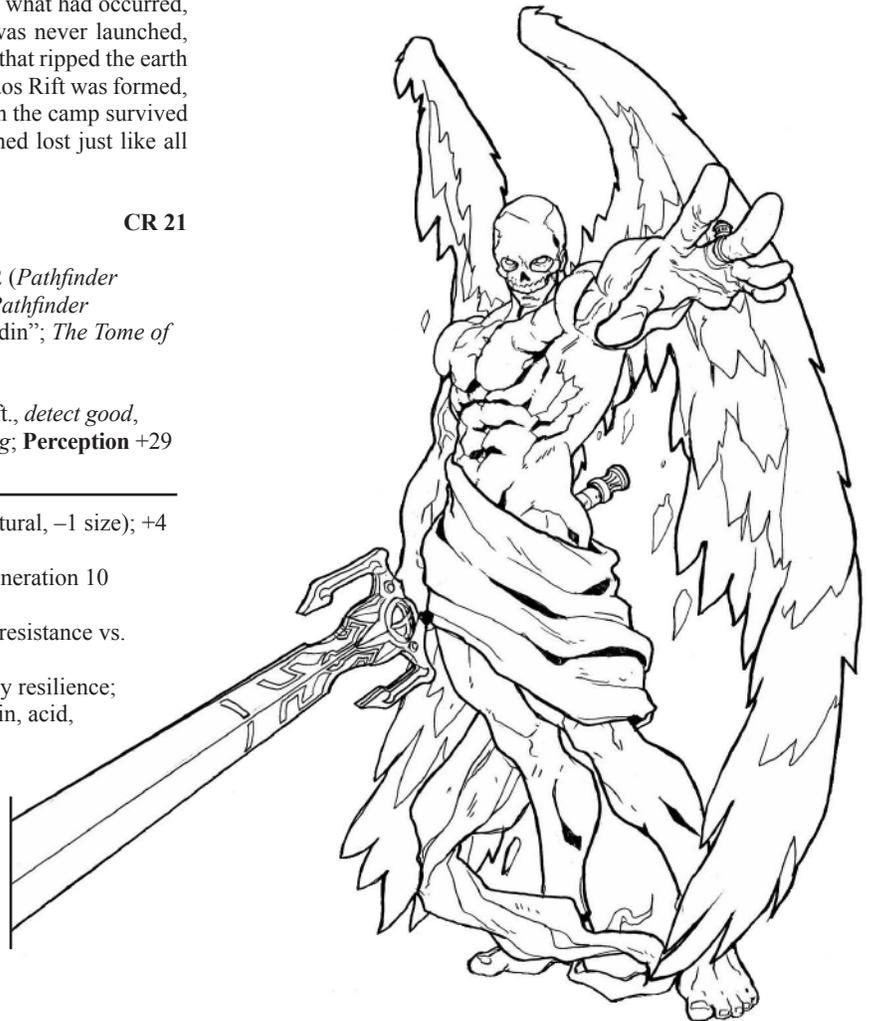
2nd—*align weapon*, *bear's endurance*, *bull's strength* (x2), *desecrate**, *eagle's splendor*, *hold person* (DC 19)

1st—*bane* (DC 18) (2), *cause fear* (DC 18), *divine favor* (x2), *entropic shield*, *shield of faith*

Str 29, **Dex** 24, **Con** 26, **Int** 22, **Wis** 25, **Cha** 30

Base Atk +19; **CMB** +29 (+33 sunder); **CMD** 46 (48 vs. sunder)

Feats Blind-Fight. Cleave. Great Fortitude. Greater Sunder.



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Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness
Skills Bluff +30, Diplomacy +30, Escape Artist +23, Fly +24, Intimidate +32, Knowledge (arcana) +27, Knowledge (nobility and royalty) +28, Knowledge (religion) +28, Knowledge (planes) +28, Perception +29, Sense Motive +29, Stealth +29, Survival +28
Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (*alter self*)
Gear +3 *greatsword*

Aura of Death (Su) Deathleeches radiate an unnerving aura of death and destruction. Undead recognize this aura and the powerful necromantic energy that it represents. Mindless undead do not attack a deathleech unless attacked first. Intelligent undead with Hit Dice at least equal to the deathleech's total Hit Dice plus class levels must succeed on a DC 29 Will save to attack a deathleech. Once it makes a successful save, that undead creature never again has to make a save to attack that same deathleech. Intelligent undead with more Hit Dice than the deathleech are unaffected by this aura. This aura radiates in a 5-foot radius around the deathleech creature. The save DC is Charisma-based.

Death Knell (Su) Once per day for each 3 Hit Dice plus class levels (if any) a deathleech has, it can draw forth the ebbing life force of a creature to fuel its own power. This functions as a *death knell* spell with a caster level equal to the deathleech's total Hit Dice plus class levels (if any).

Deathstare (Su) A deathleech can determine the condition of creatures near death within 30 feet. (This range doubles for every 10 HD a deathleech has.) This functions as a *deathwatch* spell with a caster level equal to the deathleech's Hit Dice. This ability is always on, but can be suppressed or negated. A deathleech can restart it again as a free action on its next turn.

Greater Death Knell (Su) Once per month for each 8 Hit Dice plus class levels (if any) a deathleech has, it musters enough negative energy to perform a greater death knell. This ability functions as a *death knell* spell, except the hit points and Strength gained are permanent. If the target succeeds on its Will save, the deathleech actually loses 1d8 hit points permanently and takes 2 points of Strength drain.

A deathleech can only ever gain a number of hit points equal to three times its Hit Dice from using this ability. It can never gain more than 6 Strength points from this ability.

Personality/Description: Nimrod and the other two captives were transported to the Abyss and placed in the direct care of the balor who had successfully led the raid, one Barak'kara Mor. Under the careful ministrations of Orcus and his fiends, all three were ultimately corrupted and made tools of his malice. Ironically, he then sent them back to serve Barak'kara Mor who was being given charge of the citadel during its foray beyond the planes. At the powerful and cruel hands of Orcus and his servitors, Nimrod gained the deathleech template (from *The Tome of Horrors Complete* by Frog God Games). Now his once smooth, emerald skin has taken on a pebbly, scaly texture, and his feathered wings appear to be matted and rotten. A ridge of bony protrusions extends down the center of his bald head, and his eyes burn with a dark fire. A faint chill follows wherever he goes. Nimrod despises Barak'kara Mor but has been bound to him as servitor, though the fallen celestial may actually be capable of defeating him in one-on-one combat. However, until the day Orcus releases him from his bond of servitude to the balor, Nimrod reluctantly serves his nemesis — or at least stays out of his way while offering grudging deference.

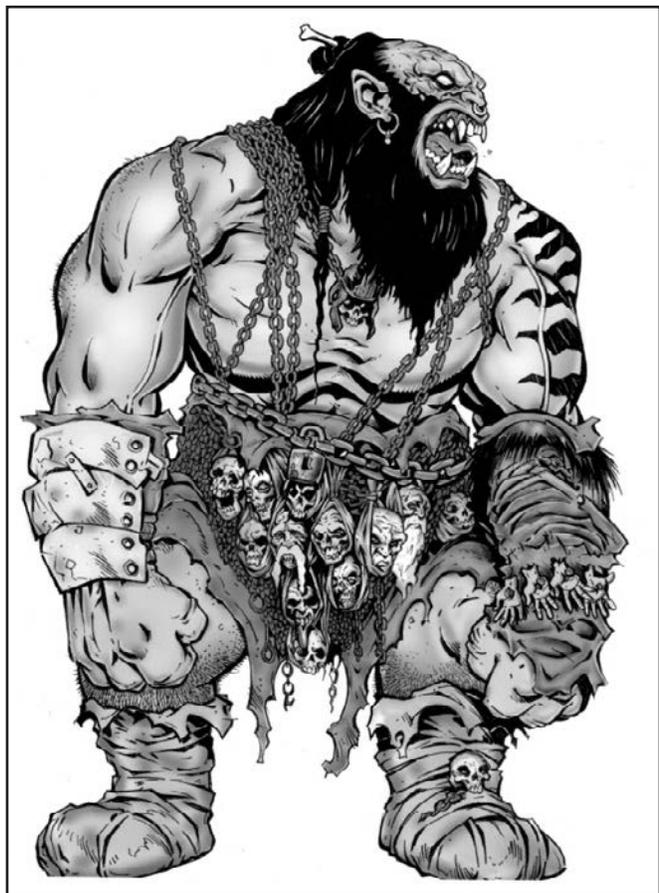
Tactics: There is no love lost between Nimrod and Barak'kara Mor, so even if sounds of combat are heard between the two areas one will not come to assist the other. Instead, they will each use the time to prepare for battle. If Nimrod is threatened, Vandermane (see Area 395) immediately comes to his aid if he still lives. To prepare for combat, Nimrod casts *divine power*, *freedom of movement*, *cloak of chaos*, and any other buffing spells he has time for. He casts

waves of exhaustion to open battle and follows it with *mass inflict critical wounds*. *Disintegrate* is reserved for wizards and rogues. He flies to the ceiling and casts *blade barrier* below him if he has to withdraw to heal (due to long years of practice he has learned to create a horizontal wall of blades with the spell that covers the entire room, though he casts it above the PCs' heads to encourage them to stay at floor level). From there he casts area effect spells such as *flame strike*, *blasphemy*, and *word of chaos*. If approached by melee combatants he uses *righteous might* to meet them head on. Remember his protective aura provides a *magic circle against good* and *lesser globe of invulnerability* at all times and provides combat bonuses to his allies.

Treasure: The ivory and gold of the throne are worth a total of 5,500 gp if somehow transported from the citadel, though buyers will be extremely leery of it in its current form. The pillars and dais are all covered in a layer of gold leaf that if meticulously removed is worth a total of 3,000 gp.

409. Warlord's Apartments (CR 17)

Creature: These were once the luxurious apartments of Chervenka, the Warlord of Tsar and supreme commander of Orcus's mortal military forces. However, for holding off the Army of Light at the Black gates of Tsar for a year, he was not rewarded. In fact, all of it being a part of Orcus's grand scheme, the demon prince was never one to stand on such trivialities and viewed the inability of Chervenka's forces to prevail on the field of battle as a disgrace and a failure. As a result, Chervenka did not join the rest of the disciples of Orcus in the Great Retreat. Instead, Orcus magically and painfully twisted the human general's body and transformed him into a brutish **jack-in-irons giant**, the chains he wears to forever remind him of his failure and subservience to Orcus. Orcus then left the giant, now dull-witted but still able to remember his former station, in the empty citadel to serve



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as an abused and oppressed lackey to Barak'kara Mor. Since then he has bashed out all the dividing walls of his apartments and lives among the wrack and ruin of his once-fine furnishings and appointments. He goes into a blind rage if he sees intruders and attacks without caution.

WARLORD CHERVENKA XP 102,400

CR 17

Male jack-in-irons giant (*The Tome of Horrors Complete* 319)
CE Huge humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +27

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)
hp 273 (26d8+156)

Fort +21; **Ref** +11; **Will** +12

Defensive Abilities rock catching; **Resist** fire 20

Speed 40 ft.

Melee spiked greatclub +31/+26/+21/+16 (3d8+19 plus daze) or great chain +31/+26/+21/+16 (2d8+13 plus daze) or 2 slams +30 (2d6+13 plus daze)

Ranged rock +19 (2d6+19)

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

Special Attacks daze, pound, rock throwing (140 ft.), shake the earth, trample (2d6+19, DC 36)

Str 36, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +19; **CMB** +34 (+36 sunder, +38 bull rush); **CMD** 45 (47 vs. sunder, 49 vs. bull rush)

Feats Awesome Blow, Cleave, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (great chain), Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Weapon Focus (chain)

Skills Climb +18, Intimidate +25, Perception +27, Survival +11

Languages Giant

Gear spiked greatclub, great chain, *major ring of fire resistance*

Daze (Ex) Any creature hit by a jack-in-iron's melee attack must succeed on a DC 36 Fortitude save or be dazed 1d2 rounds. The save DC is Strength-based and is a function of the jack-in-irons not its weapon(s).

Pound (Ex) A jack-in-irons that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+19 points of bludgeoning damage to the victim. In addition, the opponent must succeed on a DC 36 Fortitude save or be stunned for one round. A jack-in-irons can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Shake the Earth (Ex) As a standard action, a jack-in-irons can stomp its foot on the ground causing powerful vibrations to radiate out around the giant. Any creature within 5 feet of the jack-in-irons must succeed on a DC 36 Reflex save or fall prone. The save DC is Strength-based.

410. Audience Hall (CR 20)

This large hall comprises nearly half of the entire level and opens out through the citadel's great mouth to the east. Heavy stone columns in the shape of razorlike tusks or fangs support the vaulted ceiling above, which resembles the upper palate of a mouth. A great statue of Orcus crouches behind three thrones as if ready to spring at any moment. Large pits of burning coals line the hall to either side, segmenting off niches where more demonic idols stand. Throughout this hall are great cracks and gouges in the stonework and vast burn marks and small piles of rubble as if some titanic battle took place here.

This hall is where the Voices of the Master held audiences, individually or collectively, with those favored enough to visit their unhallowed home.

Creature: It has since become the abode of the **balor demon**, Barak'kara Mor, who was placed in charge of the citadel during its wandering. As in all boons granted by Orcus, Barak'kara Mor's position does not exist without troubles. Though Orcus nominally placed him in control of the citadel, he then included several other individuals of great power whom he knew would vie with the balor for ultimate control and create the strife and betrayal that the demon prince so enjoys to watch. As a result of this power struggle, the choronzon demon Kelm (see Area 250) once assaulted the balor in this chamber and the results of that epic battle which left Kelm nearly dead and Barak'kara Mor in shaky control of the citadel are still visible in the damaged stonework. Others that compete for Orcus's favor and control of the citadel include the planetary general Nimrod who, like Kelm, nominally serves as lieutenant to the balor and Lord Bishu who while neither inferior to the balor nor having authority over him seems to have nevertheless garnered greater favor with Orcus and holds the chambers once reserved only for the Grand Cornu. This slight continually burns with white-hot hate in Barak'kara Mor's dark heart. As a result, despite, the balor's alleged authority over the citadel and its varied denizens, in practicality he controls little beyond his immediate reach and typically sticks to his own areas of the edifice.

BARAK'KARA MOR XP 307,200

CR 20

hp 370 (*Pathfinder Roleplaying Game Bestiary* "Demon, Balor")

Tactics: If the balor hears combat with Nimrod, he doesn't move to assist him but rather prepares for battle against the hopefully weakened foes. His first act is to summon Chervenka from Area 409. The giant takes up position in one of the coal pits (thanks to his fire resistance) and hurls burning boulders at intruders (2d6+19 plus 3d6 fire). Barak'kara Mor also summons a marilith who takes up station in one of the guard niches and attacks intruders from behind. He prepares himself by readying *dominate monster* for the first creature to enter the room, with instructions to Chervenka and the marilith to attack the second person to enter. He follows this with *power word stun*, and, if the PCs prove difficult to defeat, follows it with *implosion* and *fire storm*. If engaged in melee, he moves into the other coal pit and uses *telekinesis* on the first opponent to try to throw them into Area 410d at the mercy of his fiendish progeny before attempting to entangle and slay additional foes. If sorely pressed, he retreats into Area 410d where the spire wyverns come to his aid (they are forbidden to come past the statue of Orcus) and ultimately will try to take the battle outside where his flight works to his benefit. He will surrender if necessary to spare his life and will sell out anyone else in the citadel (though he does not know the secrets of the Caverns of the Barrier or Orcus's ultimate plan for the citadel).

410a. Guard Niches

These once housed guards loyal to the Voices of the Master. Now they are where Barak'kara Mor shoves his treasures to keep them out of the way. Between these two niches is a total of 30 gold bricks (500 gp each), five urns holding a total of 20,000 gp in assorted coins and jewels, and a fine, long duskwood coffer (200 gp) holding a *staff of life* (with 23 charges). Finally, in the northern niche are two mithral keys (150 gp each). These are the keys to the doors at Area 394.

410b. Coal Pits

Each of these pits is 20 feet deep and filled to floor level with burning coals. Many of these are fist-sized, but some are great burning boulders weighing 50–60 lb. The coals are kept magically heated with the fires of the Abyss. They deal 3d6 points of fire

CHAPTER 8: THE JOWLS OF ORCUS

damage to anyone who touches them and 10d6 points of fire damage to anyone who steps into them or flies above them. Chervenka the jack-in-irons giant usually takes a position in the northern pit to defend Barak'kara Mor. His *ring of fire resistance* protects him from some but not necessarily all of the fire damage inflicted each round. Such is his loyalty and brutishness, however, that he will remain in the pit during the battle and possibly even die as a result of exposure to it as long as the balor so orders it.

410c. Idols of Temptation

Each of these areas holds an idol of a life size succubus demon in an alluring pose. Gems were once set in their eye sockets but have been removed. Once these lascivious idols had magical properties that allowed the Voices to test and tempt their servants and extract terrible punishments if the tests were failed. However, the gems were removed with the Great Retreat, and the idols no longer hold any power.

410d. The Mouth of Orcus (CR 15)

Three thronelike chairs look out over a low stone balustrade surveying the city spread below. Here the Voices of the Master sat and shared decrees from the Grand Cornu with the city. Anyone sitting in the chair and saying the command phrase, "Hail to the Prince of the Undead," activates magic inherent to these seats that magnifies their image and voice so that they can be seen and heard from anywhere in the city. The back side of the crouching statue of Orcus in the main portion of Area 410 is carved into a bust of Orcus glowering menacingly. Whenever the image of the thrones is projected over the city, the glowering visage of Orcus is, therefore, always visible just over their shoulders and lends authority to their voice.

Creatures: Currently this area is occupied by 3 **demon-spawned spire wyverns** sired by Barak'kara Mor during the long years of boredom and frustration he has endured in the citadel. These creatures are terrified of the balor and know better than to go west beyond the statue of Orcus (two of their siblings were slain for intruding into the balor's chamber). They likewise take out their aggression on any fellow spire wyverns that attempt to enter this area from the other parts of the citadel. As a result, the regular spire wyverns do not come up here.

DEMON-SPAWNED SPIRE WYVERNS (3) XP 25,600

CR 13

Advanced-HD giant half-fiend spire wyvern (*Creature Collection Revised* 184, *Pathfinder Roleplaying Game Bestiary* "Half-Fiend")
CE Large outsider (native)

Init +8; **Senses** darkvision 60 ft., keen senses, low-light vision;
Perception +13 (+23 visual Perception checks)

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size)
hp 126 (11d12+55)

Fort +12; **Ref** +11; **Will** +6

DR 5/magic; **Immune** paralysis, poison, sleep, sonic effects; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 24

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

Melee bite +17 (2d6+6), 2 talons +17 (2d8+6), sting +17 (2d6+6 plus poison)

Special Attacks screech of the spires, smite good 1/day (+11 damage)

Spell-like Abilities (CL 11th):

1/day—*blasphemy* (DC 21), *contagion* (melee touch +16, DC 17), *desecrate*, *unholy blight* (DC 18)

3/day—*darkness*, *poison* (melee touch +16, DC 18)

Str 22, **Dex** 19, **Con** 20, **Int** 9, **Wis** 8, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 33

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (talon)

Skills Fly +20, Intimidate +18, Knowledge (planes) +13, Perception +13 (+23 visual Perception checks), Stealth +14

Languages Abyssal (cannot speak)

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

Poison (Ex) Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* paralysis 1d6 hours; *cure* 2 save. The save DC is Constitution-based and includes a +2 racial bonus.

Screech of the Spires (Ex) Spire wyverns can issue a great piercing shriek as a standard action. The sound may be heard up to a mile away and is distinctive enough that those familiar with the spire wyvern can recognize its call. The screech causes deafness to any creatures within 60 feet unless a DC 19 Fortitude save is made. This is a sonic effect. The save DC is Charisma-based.

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Level 8: The Face of Orcus (Region 19) — Map 9-1

Difficulty Level: 15

Entrances: Stairs to the Landing (Area 411).

Exits: Stairs from the Landing (Area 411).

Wandering Monsters: None

The second highest level of the citadel holds only the personal apartments of the Grand Cornu of Orcus.

Region 19 — The Grand Cornu's Apartments (Map 9-2)

Only those extremely favored or doomed ever saw the inside of these unhallowed halls. Here the Grand Cornu spent his time in meditation, prayer, and plotting to advance the agenda of his dark liege on the Material Plane. Attended only by a cadre of hand-selected concubines and a staff of undead servants, the Grand Cornu had little mortal contact beyond the times he would summon the Voices for instruction in the will of the master.

411. Landing

The stairs climb to an ornate landing floored in mirrorlike black stone and outfitted with mahogany paneling set with gold fittings. A second stairway rises through an opening in the opposite wall. A double door stands to the north, and a statue of the demon prince Orcus stands at the south end, surveying all who enter.

This hall was once manned by invisible demonic guards loyal to the Grand Cornu but now stands abandoned. The statue of Orcus is nonmagical but is so cunningly crafted that its eyes seem to follow anyone in the room (DC 14 Perception check to notice this). Barely visible on the black floor are ancient blood stains (DC 25 Perception check to notice) from some atrocity committed here long ago (see Area 416 for details). Next to the statue is a secret door (DC 40 Perception check) that hides the true entrance to the Grand Cornu's personal quarters. The low-ceilinged passage beyond descends 10 feet to pass beneath Area 412 before entering Area 415.

Treasure: The golden ornamentation in this room is worth 7,500 gp if the time is spent to tear it all out.

412. Private Dining Hall

A floor of pure-white stone sparkles beneath a series of crystal chandeliers glowing with warm golden flames. Rows of columns carved in forms alternating between luscious succubi and demonic soldiers line this hall. Doors exit to the north and double doors lead out to the south. The center of the chamber is dominated by a long table of polished marble. It could easily seat 40 but has only a single velvet-lined chair at its center. Across from it three folded camp chairs are leaning against the wall. Near the southern doors lie the skeletal remains of some large beast.

Here the Grand Cornu took his private repasts, sometimes with his three underling Voices humbly seated in crude camp chairs to watch as he dined. The chandeliers are lit by hundreds of *continual flames* (caster level 20). The skeleton at the south end is identifiable as that of a great heavy warhorse with a DC 10 Knowledge (nature) check (though if the check is made by 5 or more, several structural anomalies are noticeable that hint at an extraplanar origin). When examined, it is readily discernable that its head was severed. No blood stains mar the floor, though (they were cleaned up by the cooks in Area 412). These are the remains of Lord Bishu's former mount, a magnificent celestial warhorse betrayed and slain by his own master.

413. Dimension Doors

A short hallway leads to a second set of double doors. These doors are not trapped and if opened reveal an identical hallway ending at a double door beyond. This scene, however, is actually a *permanent image* covering a permanent *dimension door* (both at caster level 25). Anyone stepping through this false door is immediately teleported into Area 412 at the south double doors and facing north, away from the doors they just stepped through. The teleported creature is completely naked, all clothing and equipment have been teleported to Area 419 (no save). Such a teleportation activates an *alarm* spell in Area 414 that rings a small dinner triangle alerting that room's denizens and causing them to burst forth to attack as a howling mob.

414. Kitchen (CR 11)

An extremely well-appointed kitchen lies before you with two fireplaces, several ovens and griddles, porcelain sinks with hand pump spigots, finely honed cooking utensils of the highest quality, and a chopping block of pure marble. Near the door hangs a small silver triangle and striker.

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This kitchen was used exclusively in the preparation of food for the Grand Cornu and his harem. The room is enchanted so that a *neutralize poison* and a *remove disease* are automatically cast on any items of food prepared in here.

Two doors exit to the north. One leads to a room where constant temperature of 40 degrees is magically kept. The other opens into a room that constantly maintains 0% humidity. Both rooms are empty. These and all of the magical effects in the kitchen are at caster level 25.

Creatures: The Cornu's personal wait staff of **12 advanced wight cooks** was completely loyal and still remains here, though they no longer have any cooking duties. If the triangle by the door rings, they know it means a naked intruder has just appeared in the dining room, and they immediately charge to attack.

ADVANCED WIGHT COOKS (12) XP 1,200

CR 4

Pathfinder Roleplaying Game Bestiary "Wight"

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

AC 19, touch 13, flat-footed 16 (+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 (Profession [cook])

Skills Climb +10, Escape Artist +7, Intimidate +11, Perception +10, Profession (cook) +10, Stealth +18

Languages Common

Treasure: The triangle is worth 45 gp.

415. High Seat of the Grand Cornu (CR 15)

The eastern wall of the chamber seems to be missing, revealing a sudden drop off from the terrific heights of the citadel. A breathtaking panoramic view of the city of Tsar and the desolate plains beyond is visible from this height. The roiling clouds of steam and storm over the Boiling Lands fail to obscure the yawning chasm that is the Chaos Rift miles beyond. Even the smoke of the distant settlement known as the Camp is visible from here.

Opposite this view is a high seat of purest gold atop a silver, stepped dais. Slumped in this seat is a dark-robed skeleton. Skeletal fingers emerge from frayed sleeves, one hand resting on the arm of the throne, the other clutching a ruby scepter topped by a skull to its bony chest. Atop the corpse's skull is a cornucopia-shaped helm of dark metal set with dozens of shining black pearls. The room is as still as death, even motes of dust seem to hang suspended in the light as the empty sockets of the enthroned corpse gaze endlessly over its domain.

The east wall is made of the same material as the rest of the citadel but is invisible from this side allowing the view — much like the walls at Area 4e (from the outside its appearance is normal, preventing anyone from looking in).

Here, before the very eyes of the PCs sits the last Grand Cornu

of Orcus to ever grace the world with his foul presence. Jeravix, by name, the Grand Cornu served his demon lord long and faithfully but dreaded the day when he was to be replaced and his soul called to the unmerciful embrace of his Abyssal master. For years Jeravix had known such a day was approaching and had vowed not to join his predecessors at the whims of eternal torment offered by Orcus. While performing his duties and leading the Disciples, he secretly plotted and planned, forming strange alliances and fomenting disparate plots for the time when he would be forced to act. Most notably he delved far into the lost history of Tsar's Forgotten Family (see Area 393) and hit upon a path that offered him possible freedom from eternal torment.

As the Battle of Tsar stretched into months, the Grand Cornu knew that the time was nearing. Vrius had been sent away to the east to establish a new high altar and assume the mantle of Grand Cornu. Jeravix had lent his considerable skills in magic to the weapons of war and the key to the activation of the spell effect that created the Chaos Rift. He was also aware of Orcus's plan for a pending retreat and had been set to work developing both the spells necessary to transport the entire mass of Tsar's defenders miles to the south where they could flee to a new lair prepared in the Forest of Hope and to transport the citadel itself to an unreachable location beyond the planes. These activities left him mentally and physically spent, such that he knew he would be unable to complete the citadel's transportative spell himself and enlisted the ill-conceived help of Belishan the Bloodmage.

At last the day came for the Great Retreat and the Grand Cornu took his place upon his high seat and wove the magic necessary to open a massive *portal* and hold it open for the hours necessary to allow the entire army of Tsar to march through. The casting of the spell used the last bit of his life force and left him an empty husk. Orcus sat in the Abyss as he watched his great trap unfolding for the arrival of his latest Grand Cornu's soul. Vrius would carry on the work in the mortal realms. For Jeravix's personal shortcomings and failures (Orcus is not a master to accept anything less than perfection in his service), Orcus had some particularly delightful tortures prepared. But Jeravix's soul never arrived in the Abyss. Orcus cast far and wide for it with his deific prescience but could find no trace of it. His Grand Cornu's soul had ceased to exist. By making a second pact with dark powers, Jeravix had double-mortgaged his soul. To dread Orcus he owed his soul in death, but to the vile n'gathau he owed his body for eternal torment. When he spent the last of his life force on his great spell, he activated the parameters of both bargains. Both required his soul in different forms, one through the death of his material form and the other through its life. When he breathed his last both clutched at his soul, one to drag it away to the Abyss and one to forcibly propel it and his body intact to the mysterious Plane of Agony. In the ensuing tug-of-war both found that they clutched only empty air. The deal forever sealing Jeravix's soul to his body for the n'gathau offset the call of his soul to his master's realm and created a terrible equilibrium. Whether Jeravix's soul was completely obliterated in the paradoxical struggle or whether it is merely held forever in a state of suspension beyond the reach of even immortal creatures is unknown, but as the former earthly master of a church devoted to betrayal and double-dealing correctly guessed, either fate was far better than the alternatives.

Creature: Enraged at his servant's disloyalty, Orcus sent a **prosciber**, an 8-foot warrior clad in full plate of a dark, baroque style, to find the Grand Cornu's soul and return with it to the Abyss for suitable punishment. With nowhere to look and not wishing to displease his master, the prosciber has remained in this chamber patiently waiting to see if the n'gathau will ever release their hold on the cornu's soul so that it will return here and can be escorted to its rightful eternal fate. He is aware of Aagash in Area 417, but the two have a healthy respect and fear of each other and do not intrude upon the other's lair.

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PROSCRIBER XP 51,200

The Tome of Horrors Complete 479

CE Medium outsider (chaos, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +21

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)
hp 157 (15d10+75)

Fort +14; **Ref** +11; **Will** +14

DR 10/magic and silver; **Immune** poison; **Resist** cold 10, fire 10, electricity 10; **SR** 27

Speed 40 ft.

Melee +2 *longsword* +24 (1d8+9)

Special Attacks condemn

Spell-like Abilities (CL 15th):

At will—*continual flame*, *discern lies* (DC 19)

3/day—*discern location*, *power word stun*

1/day—*blade barrier* (DC 21), *geas/quest*, *plane shift* (DC 22), *polymorph* (self only), *power word blind*, *waves of exhaustion*, *word of recall*

Spells Prepared (CL 15th):

8th—*create greater undead*^P, *unholy aura*

7th—*blasphemy* (DC 22), *destruction*^P (DC 22, x2)

6th—*create undead*^P, *greater dispel magic*, *harm* (DC 21), *word of recall*

5th—*dispel good*^P (DC 20), *flame strike* (DC 20), *mass inflict light wounds*, *slay living*, *unhallow*

4th—*death ward*, *divine power*, *freedom of movement*, *poison* (DC 19), *spell immunity*, *unholy blight*^P (DC 19)

3rd—*animate dead*^P, *bestow curse* (DC 18), *blindness/deafness* (DC 18), *invisibility purge*, *inflict serious wounds*, *magic circle against good*

2nd—*align weapon*, *bull's strength*, *death knell*^P (DC 17, x2),

desecrate, *silence*

1st—*bane* (DC 16), *cause fear* (DC 16), *curse water*, *detect good*, *doom*, *inflict light wounds*, *protection from good*^P, *sanctuary*

0 (at will)—*detect magic*, *light*, *read magic*, *resistance*

D Domain spell; **Domains** Evil, Death

Str 25, **Dex** 17, **Con** 20, **Int** 21, **Wis** 20, **Cha** 18

Base Atk +15; **CMB** +22 (+26 sunder); **CMD** 35 (37 vs. sunder)

Feats Blinding Critical, Cleave, Critical Focus, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack

Skills Craft (weapons) +21, Diplomacy +22, Escape Artist +13, Intimidate +23, Knowledge (history) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +21, Sense Motive +21, Spellcraft +22, Stealth +13, Survival +21 (+22 on other planes, +22 following tracks)

Languages Abyssal, Common, Daemonic, Giant, Ignan, Infernal

Gear +2 *longsword*, +2 *full plate*, +2 *heavy steel shield*

Condemn (Su) once per day, as a melee touch attack, a proscriber can sever the connection between a divine caster and his or her deity. The target can attempt a DC 22 Will save (to negate the effects. If the save fails, the divine caster loses the ability to cast divine spells, turn or rebuke undead, smite good or evil, and loses the use of other divine-based spell, spell-like abilities, or supernatural abilities. Even if the save succeeds, the divine caster touched takes 10d6 points of damage. The save DC is Constitution-based.

Additionally, one that fails its save resists all beneficial divine spells (such as *heal*, or any *cure* spell) and effects cast on him or her. A creature attempting to cast a beneficial divine spell on a condemned creature must make a successful DC 20 caster level check or the spell has no effect on the condemned creature.

The effects of this ability are permanent but can be removed by the casting of a *remove curse* spell followed by an *atonement* spell. The one casting the *remove curse* and *atonement* spells must be a divine caster who worships the same god as the condemned and who is of a class level equal to or higher than the condemned.

Tactics: The proscriber spends most of his time gazing out the window on the city below, though he is always listing for sounds of approach in the hallway (–8 to his Perception check for anyone climbing the stair outside the door). If he hears anyone approaching, he quietly casts *unholy aura* and *divine power*. He then casts *flame strike* and *mass inflict light wounds* as PCs come through the door. He uses *harm*, *destruction*, and *slay living* on those who engage him in melee. If attacked in melee by an obvious cleric or paladin, he uses his condemn ability to try and demoralize his attackers.

Treasure: The throne is solid gold and worth 25,000 gp, though it weighs 2,000 lb. The dais is covered in silver plating worth another 8,000 gp if it is all removed. The skeleton of the Grand Cornu still bears its personal items undisturbed after all this time. The ruby replica of the Wand of Orcus is a *rod of lordly might*. Unlike a normal version of this item, when buttons 1, 2 or 3 are pressed, it takes on the functions and attributes of those weapons, but its appearance does not actually change (other than to be wreathed in flames when button 1 is pressed). In addition the buttons can be pressed as a free action rather than as the usual move action; the spell-like abilities still require a standard action though. This item is powerful but is recognizable to most intelligent species as belonging to the Church of Orcus. Feel free to add whatever repercussions you see fit for the PCs using such an item publicly in your campaign.

Other items worn by the skeleton are his *crown of darkness* (see **Magic Items Appendix**) shaped like a curving ram's horn and serving as the miter of the Grand Cornu's ever since the *Cornu Crown* disappeared with the abdication of Caverssus (see Area 318d), a *ring of protection* +5, a platinum ring studded with large rubies and jet (10,000 gp), and a *cloak of charisma* +6. Resting in the skeleton's lap concealed beneath the folds of its robes (DC 12 Perception check

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to locate), is a small platinum pyramid set with a diamond in the center of each of its four sides. At its apex is an inset amethyst that has been cut to resemble a purple flame. The whole piece is worth 12,000 gp and is recognizable as the symbol of the Forgotten Family (see Area 393). Aagash gave it to Jeravix to seal their bargain, and he used it as a spell component in the casting of the spell that slew him and it helped serve as a block against Orcus's claim to his soul. It has no magical power of its own but serves as a reliquary for the last physical remnant of that family and carries extremely bad luck for anyone who possesses it. Create whatever game effects you wish as a result of this bad luck. It is actually a puzzle box that can be opened with a DC 30 Intelligence check, and within it is a single shriveled organ, the heart of Aagash's wife from when he betrayed and sacrificed his family to join the n'gathau. There is also a scrap of folded parchment (**Player Handout I**). If removed or destroyed, the heart always reappears in the puzzle box the next day.

416. Concubines' Chamber (CR 14)

Musty wall hangings of black velvet give this room a closed-in feel. The floor is covered in plush red carpet and strewn with dozens of silken cushions of red, gold, and black, all dusty and rotten, spilling their feather stuffing on to the floor. The broken remains of small tables and trays and the carafes and decanters they once held are scattered about the room. The cloying scent of stale perfume seems to still linger on the air.

In this room the Grand Cornu quartered his personal concubines, selected from all over the world for their charms and grace and then carefully charmed and dominated into complete loyalty and submission. Before the activation of his final spell, the Grand Cornu slew all of the concubines with a *wail of the banshee* and fed their corpses to his demonic servants in area 411.



Creatures: Now this room is haunted by the spirits of these concubines in the form of **15 spectres**. These rise from the cushioned floor and appear as they did in life, scantily-clad women of extreme beauty. They fear both the proscriber and the n'gathau and if turned merely sink back under the cushions. If pursuing anyone beyond these rooms, there is a cumulative 25% chance each round that they retreat back to here.

SPECTRES (15)
XP 3,200

CR 7

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

417. Grand Cornu's Chamber (CR 20)

The walls of this strangely-shaped chamber are decked in dark tapestries of disturbing abstract images and otherworldly landscapes. The room has been floored in polished wood, but it has rotted through in many places revealing the stone beneath. The broken remnants of a grand bed stand before the far wall, its mattress ticking scattered in moldering heaps. Dark stains cover the bed and the wooden floors. The room has an air about it of something not quite right.

Creature: This was the private chamber of the Grand Cornu. Its furnishings have been broken and deteriorated by the presence of the room's current occupant, the n'gathau Aagash "The Broken". Once he was the last patriarch of the Forgotten Family (see Area 393), but he returned to Tsar when the Grand Cornu began seeking an alliance to increase his power and escape the clutches of Orcus. He normally stays in this chamber waiting for some trace of Jeravix's soul to return so he can capture the Grand Cornu and return with him to the Plane of Agony. Since it was he who was dealing with the Grand Cornu and managed to get tricked over possession of the high priest's soul and mortal remains, The Quorum of the n'gathau are displeased with him and have ordered him to remain here. He does venture forth on rare occasions — always careful to avoid the proscriber in Area 415 — to explore the citadel. On one early exploration, he encountered and captured the knight, Count Grebbell of the Fifty and One, and brought him back to the Plane of Agony where Veruard "The Razor and the Creator" had time to make some changes in the knight. Count Grebbell is now a n'gathau and resides in Area 54a (see *Part 2—Echoes of Despair*).

AAGASH "THE BROKEN"
XP 307, 200

CR 20

Male n'gathau (formerly human) wizard 13/inquisitor 5 (*The Tome of Horrors Complete* 769; *Pathfinder Roleplaying Game Advanced Player's Guide* "Inquisitor")

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

Init +7; **Senses** darkvision 60 ft.; **Perception** +15

Aura aura of madness (30 ft., 5 rounds/day, DC 14), horrifying appearance (DC 28)

AC 28, touch 15, flat-footed 23 (+7 armor, +4 deflection, +1 Dex, +6 natural)

hp 329 (13d6+130 plus 5d8+50 plus 31)

Fort +21; **Ref** +11; **Will** +19; +2 vs. creatures from Plane of Air, -2 vs. earth-based effects

Defensive Abilities heavy fortification (75%); **DR** 10/magic;

Immune acid, poison; **Resist** cold 5, fire 5; **SR** 31

Speed 30 ft.

Melee 2 prosthetic claws +17 (1d6+7/19-20), or spiked armor +16/+11 (1d6+7), or melee touch +16 (exquisite suffering)

Special Attacks bane, cruelty's bliss, delicious agony, exquisite

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suffering (DC 30), judgment 2/day

Spell-like Abilities (CL 5th):

At will—*detect alignment, discern lies* (5 rounds/day)

5/day—*vision of madness*

Inquisitor Spells Known (CL 5th):

2nd (3/day)—*darkness, desecrate, hold person* (DC 14)

1st (5/day)—*comprehend languages, curse water, inflict light wounds* (DC 13), *tireless pursuit**

0 (at will)—*bleed* (DC 12), *brand** (DC 12), *daze* (DC 12), *detect magic, light, read magic*

Domain Madness

Wizard Spells Prepared (CL 13th, 5% chance of spell failure, melee touch +16, ranged touch +10):

7th—*plane shift*

6th—*disintegrate* (DC 22), empowered *enervation, globe of invulnerability*

5th—*blight* (DC 21), *cone of cold* (DC 21), empowered *lightning bolt* (DC 19), *teleport*

4th—*dimension door, ice storm, phantasmal killer* (DC 20), *stoneskin* (x2)

3rd—empowered *magic missile* (x2), *fireball* (DC 19), *slow* (DC 19), *vampiric touch*

2nd—*arcane lock, blur, false life, flaming sphere, mirror image, protection from arrows*

1st—*charm person* (DC 17), *magic missile* (x2), *magic weapon, protection from good, shield*

0 (at will)—*acid splash, flare* (DC 16), *ghost sound* (DC 16), *touch of fatigue*

Str 25, Dex 13, Con 30, Int 23, Wis 15, Cha 19

Base Atk +9; CMB +16; CMD 31

Feats Brew Potion^B, Cleave, Combat Casting, Diehard, Empower Spell^B, Endurance, Eschew Materials, Improved Critical (prosthetic claw)^B, Improved Initiative, Iron Will^B, Lightning Reflexes, Martial Weapon Proficiency (spiked armor), Persuasive^B, Power Attack, Precise Strike^{B*}, Scribe Scroll^B, Toughness^B, Weapon Focus (prosthetic claw)^B

Skills Bluff +17, Craft (alchemy) +19, Diplomacy +21, Intimidate +31, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (planes) +19, Linguistics +11, Perception +15, Sense Motive +25, Spellcraft +19, Survival +2 (+4 tracking)

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Draconic, Giant, Infernal, Undercommon; speak with creatures from the Plane of Air

SQ arcane bond (familiar—lost when became n'gathau), cunning initiative, limited immortality, monster lore +2, mutilations, stern gaze, solo tactics, track

Combat Gear ring of elemental command (air), arcane scroll (CL



CHAPTER 9: THE FACE OF ORCUS

15: *forcecage*); **Other Gear** +5 *heavy fortification spiked leather bindings* (equal to leather armor, but only 5% spell failure), *ring of protection* +4, *boots of speed*, *gloves of arrow snaring* (fingerless), *bracelets of resistance* +3 (set functions as cloak)

N'gathau Mutilations Neck has major flaying (+2 DC for horrifying appearance). Steel rods inserted into chin and braced on hips (+1 natural armor). Prosthetic claws affixed to tips of fingers (1d6 damage). The torso has been utterly mutilated with a hole opened through it through which his head protrudes (+2 DC for horrifying appearance, +1 natural armor). Spine dislocation/disjointed so that it folds under and protrude through his abdomen (-2 Strength, +2 Dexterity).

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 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.

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 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.

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 GM choice).

Personality/Description: Though he was once of the Forgotten Family of Tsar, there are no images left of that family to which his visage could be compared for a family resemblance. Having voluntarily joined the n'gathau as a mortal many centuries ago after being seduced by Veenes "The Blademistress", he was originally called "The Reaper" for his assistance of Raauka and Veenes in their harvesting of mortals for the Plane of Agony. However, when he failed in his bid to obtain the Grand Cornu of Orcus, a most-prized acquisition, The Quorum was angered and subjected him to an extra measure of torture, extreme even by n'gathau standards. Now his spine has been broken in half and his body doubled over backwards. A hole has been gouged into his belly and completely through his back, and now his head protrudes forward through this suppurative cavity. His neck has been flayed to give it the extra extension to reach completely through this opening, and his head is held in place by steel rods screwed into his chin and jaw and braced against his pelvis. He is in constant, extreme pain but has grown accustomed enough to it so that it no longer inhibits his movement or combat. More details of the n'gathau and the Plane of Agony can be found in Appendices E and F of *The Tome of Horrors Complete* by Frog God Games.

Tactics: When faced with intruders, Aagash first casts *mirror image* to distract his foes. He then tries to isolate a single PC in a windowless *forcecage* and *teleports* inside to battle him one on one. Once inside he rages and attempts to pummel his foe into unconsciousness with his physical attacks. Once his opponent is unconscious or otherwise disabled, he uses *planeshift* to take the body to the Plane of Agony for his masters. Whether the PCs will be able to mount a rescue for such a character is up to you and beyond the scope of this adventure. Aagash will not otherwise retreat from battle fearing additional punishments from The Quorum far more than the abilities of the PCs.

Treasure: On one of Aagash's little fingers is an adamantite signet ring bearing the fish and coin symbol of Count Grebbell (see Area 54a). It is worth 200 gp, but if returned to the remnants of the Grebbell family, they will gladly pay 400 pp for it. Sewn into the back of one of the tapestries (DC 25 Perception check) is a *divine scroll* (CL 21: *restoration* x3, *resurrection* x2, *true resurrection*).

Chapter 10: The Crown of Orcus

Level 9: The Crown of Orcus (Region 20) — Map 10-1

Difficulty Level: 19

Entrances: Stairs to the Mind of Orcus (Area 418).

Exits: None.

Wandering Monsters: None

At the peak of the citadel stands a small level accessible only to the Grand Cornu of Orcus—the Crown of Orcus.

Region 20 — Sanctus Defilus (Map 10-2)

Here at the ultimate point of Orcus's earthly high altar stood the unholyest of unholyes, a place where only his personal servant the Grand Cornu of Orcus was allowed to tread and then only with great trepidation. For here the Grand Cornu came for intense communion with his Abyssal master. Sometimes the Grand Cornu would disappear here for days, even weeks, at a time and none dared to try and follow. In some cases the only indication that the current Grand Cornu had been found wanting and would not be returning was when Orcus would appoint a new Grand Cornu. In such cases the new Grand Cornu would then likely find his predecessors body still up here, dead of dehydration, hunger, or a much, much worse fate.

418. The Mind of Orcus (CR 17)

The passageway opens into a round chamber with a flat ceiling 20 feet above. The floor, ceiling, and walls are of some extremely hard, dark stone that seems to absorb light. Alcoves open in the curving walls at odd intervals and flashing points of light that seem to randomly streak through these give the room a strange sense of movement—almost causing vertigo as if the entire room were hurtling through the vast gulfs of space at an immense speed. Two features in the room counterbalance this discomfoting sensation. To the north stands a statue of purest alabaster depicting the ram-headed demon prince you have become so familiar with. Almost directly across from it on the far wall is a bas-relief of gray stone that depicts a large humanoid face. It appears aged and hairless with lines and wrinkles around its eyes, thin-lipped mouth, and hooked nose. It and the statue appear to stare at one another.

Here in the very center of the citadel's head lies the chamber known as the Mind of Orcus. This is the citadel's fulcrum that connects it both to the Material Plane as well as Orcus's Abyssal home and provided its means of traveling through the planes with the activation of the Grand Cornu's spell. The chamber serves as a focus for the will of Orcus and lies at the focal point of numerous planar ley lines. In fact the strange placement of the alcoves serves as an orrery displaying Orcus's holdings in the Abyss. While they are materially stationary, they are in constant movement metaphysically consistent with the gyrations of the planes and are what creates the strange sensation of movement of the room. This effect is mostly harmless (even if one enters the alcoves) and cannot be ended short of destroying the citadel. However, each round that a creature not having the extraplanar subtype remains in this room, it must make a DC 16 Fortitude save to avoid being sickened for that round (–2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

The statue of Orcus is inanimate, but the bas-relief has a will of its own and can speak. It is tasked with questioning any creature that enters. Its questions change over the years, but its intentions never waver. It is able to speak any language and communicates in whatever language is known by most of the creatures present. Whenever anyone enters, it addresses all present collectively and accepts answers from any of them as answers for the group unless a group spokesman is identified for it. The face is impervious to destruction and spells.

When anyone enters, the face animates and says the following:

“Tales to tell have I three,
One for him, and two for thee.
One for thee has twice been told;
The other rings from days of old.

“If in answering the two you do succeed,
The third is spared, and you can proceed.
If the two not answered, the third I tell
Of you that your souls may rot in hell.”

The “him” the face is referring to is the statue of Orcus (or symbolically Orcus's judgment). If the party fails to answer the first two riddles, or “tales,” the face is saying that it will alert Orcus to their presence and bring about their eternal destruction. The face then remains inert until someone in the party agrees to this arrangement. It does not respond in any other way to the party. It and all of the surfaces in the chamber are impervious to physical and magical attacks, and the secret door cannot be found (it actually doesn't exist) until the riddles have been answered or the Test of the Guardians has been passed. Ironically, the statue of Orcus is just a mundane statue and can be destroyed normally, but it has no effect on the rest of the room.

Once the party has agreed to the Test of Tales, the face says the following for the first tale:

“The first tale has twice been told
By knight so pure and heart so cold.
One did lead only to fall astray;
One sought to steal a stone away.

CHAPTER 10: THE CROWN OF ORCUS

“From the latter the citadel to home was brought,
From the former the destruction of fifty was wrought.
Duties entwined, oaths laid bare,
What in common do these tales share?”

In this first test, the face speaks of both Belishan the Bloodmage and Lord Bishu and his Fifty and One. What both of these intertwined stories have in common, and the answer the face is looking for is, “betrayal,” or some similar word. The spell of the Grand Cornu that would remove the citadel from Tsar used as its final spell component the betrayal of his mission and fellow knights made by Lord Bishu after coming under the corrupting influence of the Pall over Tsar. Ironically, when this occurred and Belishan activated the spell to remove the citadel, the vampire mage attempted to twist the spell to capture one of the *Nine Disciples* for himself (see *Slumbering Tsar: Temple-City of Orcus*) and ended up altering its effects and leaving the citadel vulnerable to being recalled, as the party has done. This act of betrayal thus largely undid the Grand Cornu’s spell and Orcus’s plans for the citadel and created the current situation where the party has the opportunity to expose Orcus’s millennium-old plot. Betrayal set the plan in motion and betrayal may well have undone it.

Regardless of whether the party answers right or wrong, the face goes into the second tale as soon as they have answered something (once again, unless a spokesman has been designated to the face, any answer blurted out by a PC will be taken as the answer by the face). The face does not give any indication of the success of the answer and merely proceeds with the following:

“The second tale is from days of yore,
To a time at the beginning and even before.
A bringer of light with heart of night
Came to the world to spread its blight.

Stopped at the gate by sibling gods,
Twisted with horns, and cursed cloven shod,
The ram-headed one’s gambit ended in defeat.
But just how many gods did Orcus meet?”

As the face is a manifestation of Orcus’s subconscious will, it has dredged up this ancient reference to Arvonliet’s original plot and ultimate defeat at the Keltine Barrier. Were Orcus aware that this tale was being told by the face, he would be extremely wrathful, as it provides far too many clues to his true purpose for the citadel and the hidden caverns below. The answer to the riddle is, of course, “three,” which the PCs should be somewhat aware of by numerous hints given throughout this and the preceding adventures from the proclamation of the ghost of Gerrant to the three faces on the *Hammer of Mordecai’s Doom*. The gods mentioned are, naturally, Thy, Muir, and their lost sister Kel.

Once again the face accepts whatever answer is given first unless a spokesman was appointed. If both riddles were answered correctly, the secret door to Area 419 opens and the face says:

“The Test of Tales is complete,
You’ve passed and are through
And are on your feet.

“The door is opened yet beware the way,
For some rewards curse,
and winners may rue the day.”

The face then becomes inert and will speak no more in this adventure. It of course, refers to the fact that winning through on the test merely brings the party into the presence of Lord Bishu which is not necessarily a good thing for the party. The secret door closes after 10 minutes but may be found again with ease and reopened.

If an incorrect answer was given on one or both of the riddles, the

face also speaks one last time:

“These fools have come to test the way,
Perhaps they’d have prevailed on another day.
They are proven as wanting and unworthy
Mighty Orcus, grant them your entropy.

This is the third tale where the face reports the party to Orcus for retribution. They may still prevail in this chamber if they can pass the Test of Guardians.

Creatures: Upon the face’s pronouncement, large sections of the ceiling suddenly transform into **3 dark matter entropic oozes**—the Test of Guardians. These creatures each receive one surprise attack (anyone on the floor is within reach of their 10-ft. reach) and they then each receive a free action as they drop from the ceiling to the floor. Each covers a 15-ft.-by-15-ft. square and anyone in the areas beneath their masses (as determined by you, though the oozes do not overlap) is subjected to the equivalent of a trample attack as they fall to the floor. A creature is only considered trampled if an ooze lands in all the squares that creature occupies, otherwise the creature is considered to have been able to move out of the way and gains an attack of opportunity against the ooze at a –4 penalty. Those creatures whose squares are totally covered by an ooze can make an attack of opportunity at a –4 penalty but then take 2d8+15 points of bludgeoning damage plus energy drain. A creature that chooses not to make an attack of opportunity can make a DC 33 Reflex save for half damage from the attack (the energy drain damage is not halved). A trampled creature is pushed to the side to the nearest unoccupied square when the ooze lands. The oozes take no damage from the fall.

DARK MATTER ENTROPIC OOZES (3) CR 14 **XP 38,400**

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N Huge ooze (extraplanar)

Init –3; **Senses** blindsight 60 ft., soulsight 120 ft.; **Perception** –5

AC 13, touch 5, flat-footed 13 (–3 Dex, +8 natural, –2 size)

hp 391 (27d8+270)

Fort +19; **Ref** +6; **Will** +4

Immune negative energy, ooze traits; **SR** 24 (against positive energy)

Speed 20 ft. (4 squares), climb 20 ft.

Melee slam +28 (2d8+15 plus energy drain)

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

Special Attacks devour soul, energy drain (3 levels, DC 23)

Str 31, **Dex** 4, **Con** 30, **Int** —, **Wis** 1, **Cha** 10

Base Atk +20; **CMB** +32; **CMD** 39 (can’t be tripped)

Skills Climb +18

Devour Soul (Su) A living creature slain by an entropic ooze has its soul devoured by the ooze. Such a creature cannot be returned to life until the entropic ooze that contains its soul is slain.

Soulsight (Su) An entropic ooze can automatically detect the location of any living creature within 120 feet. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

If the oozes are defeated, the part has passed the Test of Guardians, and the secret door can be found and opened with a DC 40 Perception check.

Treasure: A DC 15 Perception check of the room turns up the skeletal remains of a human warrior piled in the corner of one of the alcoves. These are the mortal remains of Sir Paredes, one of the knights slain by Bishu (see Areas 26 and 326). The masterwork half-plate is corroded and useless, but the skeleton’s *holy avenger* remains intact as is the *figurine of wondrous power (ebony fly)* in its belt pouch.

419. Orcus's Treasury (CR 21)

This room is nearly featureless with dull gray walls, floor, and ceiling. Several 5-ft.-by-5-ft. pits are open in the floor and distant screams of torment issue faintly from them. However, in an eye blink the pits are suddenly in different locations.

Like Area 418, this chamber has metaphysical connections to Orcus's home in the Abyss. It is called his treasury, not because of any material wealth stored in it, but because it holds his most prized possessions. Within the pits are the trapped souls of the most powerful foes he has defeated.

There are a total of 6 pits in the room, each 5 feet square and effectively bottomless. The only way to become forever trapped in one as a tormented soul is to be slain by Orcus. However, the pits do pose a hazard to others, not the least of which because they are not stationary. Every round on an Initiative roll of 0, all the pits move at random. See the room's tactical map (Map 10-3) for the matrix of how the pits move. Every square in the room is numbered 1-8 on an east-west axis, and every square in the room is numbered 1-12 on the north-south axis. On their initiative roll 1d8 and 1d12 for each pit to determine which square it reappears in. Anyone standing in that square must make a DC 20 Reflex save or fall in; success indicates a successful leap to another adjacent square as a free action. If no such adjacent square is available, the Reflex save is an automatic failure. Lord Bishu has developed an affinity with the room to some extent that allows him not to move where a pit is going to appear next. If the number is ever rolled for a square Bishu is standing in, reroll that result to obtain a different square. He does not know where they will appear, he just instinctively only moves into squares where a pit will not appear.

Falling into one of the pits is not immediately damaging. They have seemingly insubstantial misty gray walls (that are actually quite solid and defy climbing attempts, destruction, or attempts to magically pass through them) that give off a diffuse glow equal to candlelight. Close examination of the walls reveals faint outlines of tormented faces and bodies. Gravity is slightly distorted in the pits, and anyone falling in falls 200 feet per round regardless of weight or

wind resistance. Only if a falling creature does not manage to escape the pit before it changes locations do they become deadly. If a PC is still in pit on Initiative 0 when its new location is rolled, he gains 1 negative level each time that occurs. He reappears with the pit in the new location but continues falling as normal until he manages to escape the pit. Each time the pit relocates with a PC still in it, another negative level is gained. If enough negative levels are gained to equal the PCs current level, then that individual is considered lost forever, absorbed into the walls of the pit. Only a *miracle* spell can retrieve him after that point. The DC to remove negative levels is 20. Spells like *death ward* function normally in the pits.

Creature: Guarding the pits is Orcus's favorite corrupted soul, the paladin-lord Bishu, now a **demonic knight**.

LORD BISHU**CR 21****XP 409,600**

Male demonic knight antipaladin 9 (*The Tome of Horrors Complete* 193; *Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin")

CE Medium outsider (chaotic, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +26

Aura cowardice, despair, evil, fear (30 ft., DC 18)

AC 39, touch 15, flat-footed 39 (+11 armor, +9 natural, +5 profane, +4 shield)

hp 256 (9d10+63 plus 9d10+63 plus 27)

Fort +24; **Ref** +13; **Will** +17

Defensive Abilities plague bringer, unholy resilience; **DR** 15/cold iron or magic; **SR** 32

Speed 20 ft.

Melee +2 *longsword* +30/+25/+20/+15 (1d8+11/17-20 plus cursed wound) or 2 slams +27 (1d6+9)

Special Attacks breath of unlife, channel negative energy 8/day (DC 17, 5d6), create spawn, cruelty (cursed, sickened, staggered), smite good 3/day (+5 attack, +9 damage), touch of corruption 8/day (4d6)

Spell-Like Abilities (CL 20th)

At will—*detect good*, *detect magic*, *see invisibility*, *wall of ice* (DC 19)

2/day—*dispel magic*

1/ day—*fireball* (DC 18), *symbol of pain* (DC 20), *symbol of fear* (DC 21), *summon* (level 9, 1d4 shadow demons, 1 vrock or marilith, 2 glabrezus or hezrous, 50 %)

Spells Prepared (CL 6th)

2nd—*bull's strength*, *invisibility*

1st—*death knell* (DC 14), *doom* (DC 14), *protection*

from good

Str 28, **Dex** 15, **Con** 24, **Int** 18, **Wis** 16, **Cha** 20

Base Atk +18; **CMB** +27 (+29 sunder); **CMD** 44 (46 vs. sunder)

Feats Cleave, Great Cleave, Improved Critical (longsword), Improved Shield Bash, Improved Sunder, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword)

Skills Bluff +20, Diplomacy +20, Disguise +14, Intimidate +26, Knowledge (arcana) +19, Knowledge (religion) +19, Perception +26, Ride +10, Sense Motive +18, Spellcraft +19, Stealth +10, Survival +18

Languages Abyssal, Common, Elven, Ignan, Orc

SQ fiendish boon (weapon +2)

Gear +3 *half-plate*, *absorbing shield*, *blade of the wounded king**, gold circlet (seemingly worth 100 gp—see Area 320), cloak of black-stained, stitched human flesh

* See sidebox

Breath of Unlife (Su) Once every 1d4 rounds, the demonic knight can exhale a blast of negative energy in a 10-foot cone. Creatures in the area must succeed on a DC 26 Reflex save or take 2d4 points of Strength damage. A creature reduced to Strength 0 by a demonic knight dies. The save DC is Constitution-based.



CHAPTER 10: THE CROWN OF ORCUS

Create Spawn (Su) Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon in 2d4 rounds. Spawn are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

The *Blade of the Wounded King* first appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and is included here for your convenience.

BLADE OF THE WOUNDED KING

Aura moderate necromancy; **CL** 7th
Slot none; **Price** 64,315 gp; **Weight** 4 lb.

DESCRIPTION

This unique weapon allegedly belonged to a hero known only as the Wounded King cursed by the titans and that the hero's curse carried over to his blade as well. The sword functions as a +2 *longsword*, but on a successful attack, it leaves a cursed wound. One point of damage from each wound it causes cannot be healed normally. Additionally after that each time the victim of the cursed wound engages in strenuous activity, there is a 5% chance that each such persistent wound begins to bleed again dealing 1 point of damage per round until it is healed naturally. A *dispel magic*, *heal*, or *remove curse* spell restores the single hit point of the cursed wound but only temporarily; The wound reopens 1d6 hours later. A *wish*, *limited wish*, or *miracle* can heal the wound permanently. Additionally, the *Blade of the Wounded King* itself can be used to heal all cursed wounds caused by the sword when its point touches (is not swung at) the subject.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow curse*; **Cost** 32,315 gp

Personality/Description: Lord Bishu is a shadow of the powerful champion for good that he once was. The sword emblem of Muir emblazoned on his scorched breastplate now weeps tears of blood that constantly dribble down, staining his armor. Dim points of light are visible behind the visor of his great helm, though his face remains hidden. Like all demonic knights, Bishu's story is one of pride and betrayal. Sent by Zelkor to secure the city in the absence of the rest of the Army of Light, Bishu fearlessly led his legendary Fifty and One through the Black Gates and directly to the heart of the city, the Citadel of Orcus. Charging inside, they quickly dispatched the few construct and undead guards that had been left behind to oppose them. They then began exploring the citadel to cleanse and secure it. It soon became apparent that it was immense and could take weeks to thoroughly search, so against the advice of his captains he had his company set up camp in the citadel itself, saying they would never retreat before the enemy (the first glimmering of his overweening pride that led to his ultimate downfall). Unbeknownst to Bishu, the Pall over Tsar soon began to work its corrupting influence over the company creating paranoia and dissension. Once again, rather than bow to the advice of his captains and withdraw, he ordered their encampment fortified and draconian measures as his men kept watch for the enemy and now for each other as well.

When the desertions and disappearances began, things quickly escalated out of control and, rather than take his knights with him, Bishu resolved that only he could ascend to the heights of the citadel (where he believed the source of their problems lay) and defeat the mysterious source of evil. Bishu climbed to the highest layers of the citadel, defeating whatever opponents he met until he reached the Mind of Orcus (Area 418) and passed the Test of Tales only to find Orcus himself, battered and weakened, awaiting him in Area 419. In a vision Orcus showed him the trap that the Army of Light was heading into at Rappan Athuk as well as a vision of Bishu and his knights throwing down the High Altar of Orcus in the citadel and erecting altars to Thyr and Muir in its place. Then, as a result, a newly rejuvenated Order of Justicars being constitutes with Bishu at its head. Orcus gave him the choice, the demon prince would transport him and his knights to the Army of Light and allow them to warn their comrades of the deadly ambush or they could remain in the citadel and destroy Orcus to gain the glory of a new holy order and ultimate victory in Tsar.

His pride swollen by his many victories and successes, Bishu laughed at the demon prince and taunted him and his lost cause stating he would defeat the demon prince, throw down the altar, and send riders to warn the Army of Light. And, he stated, even if the army should be lost, the ultimate victory would be gained and Bishu himself would reestablish the gains of Thyr and Muir as the new Grandmaster of the Justicars. The loss of the Army of Light was a blow he was willing to accept for his own glory and "the greater good" — the effects of the Pall were beginning to settle in the heart of Lord Bishu as well. Orcus laughed for he knew well the conceits of men, and revealed his true unfettered power as Bishu charged to the attack. The battle was short, and Bishu, barely alive, soon found himself imprisoned in one of the soul-sucking pits. But Orcus was not finished with him, he allowed him to watch the ambush at the Dungeon of Graves and to see the folly of his own actions as his own men continued to feud and step closer to the edge of darkness. And with this act of arrogant betrayal by Bishu, the Grand Cornu's spell was finally fully activated, and the citadel was ripped from the city. All were trapped inside, and Orcus began the process to strip Bishu of his last shreds of humanity and convert him into a powerful lieutenant as a demonic knight.

Tactics: Bishu's first actions are to attempt to summon shadow demons and then use his *symbol of pain*. He then fights in melee. If he sees a pit open behind a PC, he tries to bull rush him into it. If anyone does fall into a pit, Bishu readies a *dispel magic* to counter any *fly* or other spells intended to rescue that individual. Spellcasters that try to harass him become the targets of *fireball* and *wall of ice*, and if PCs try to gang up on him, he uses his fear effect to disperse them. If on the verge of death, he steps into the nearest pit to suffer eternally rather than suffer the ignoble shame of defeat — ever a victim of his own arrogance.

Development: If Bishu can somehow be captured and coerced into talking (no mean feat), he knows a great deal about the citadel and its history. He knows who all the major powers are in the citadel and their general locations. He has a 35% to know the exact location of any particular room or individual being sought. He knows the workings of Belishan's spell and the final betrayal of the Grand Cornu. He has also pieced together that Orcus has some greater plot than just that of the citadel and Tsar, and he suspects that it is hidden somewhere below the citadel itself. Finally he knows the methods for removing the taint of the Pall from a PC, though he does not dare guess at how to remove the Pall over Tsar altogether.

Monster Appendix

Megaswarm, Dretch

A roiling mass of rubbery skin and flailing limbs surges towards you. Demonic eyes stare at you above slack, fang-filled mouths. This horde is comprised of small creatures with pale, hairless hide compressed so close together that it is difficult to tell where one of these rabid monstrosities ends and the next one begins.

DRETCH MEGASWARM

CR 12

XP 19,200

CE Small outsider (chaotic, demon, evil, extraplanar, megaswarm)

Init +4; Senses darkvision 60 ft.; Perception +25

AC 15, touch 12, flat-footed 13 (+1 dodge, +3 natural, +1 size)

hp 136 (16d10+32 plus 16)

Fort +14; Ref +7; Will +12

Defensive Abilities half damage from piercing weapons; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed 20 ft.

Melee swarm (6d6)

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

Special Attacks distraction (DC 20), feral rage, smite good

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** —; **CMD** —

Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy, Toughness

Skills Escape Artist +20, Perception +25, Stealth +27

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

Environment any (Abyss)

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

Treasure none

Feral Rage (Ex) Dretch megaswarms attack in a mindless mob intent only tearing apart those that fall into their clutches. This frenzy prevents them from using any of their regularly-available spell-like or summoning abilities. However, the wild abandon of their attack allows them to deal 6d6 points of damage to any creature whose space they occupy at the end of their move rather than the 4d6 typical for a swarm of their HD. This ability is lost if the swarm is broken up.

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*.

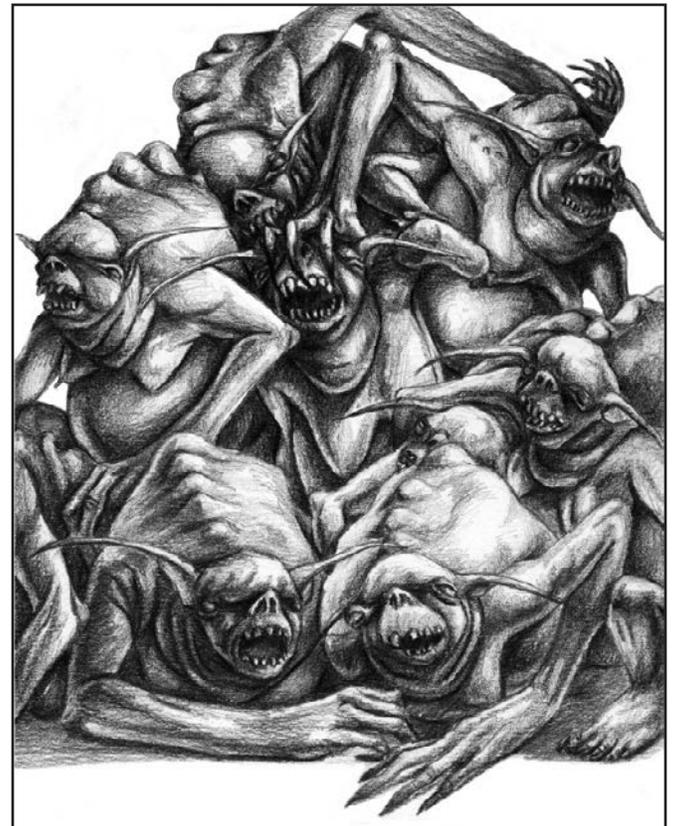
Smite Good (Su) The collective chaos and evil concentrated in the existence of a dretch megaswarm allows the swarm deal extra damage equal to its HD (+16) once per day against a good foe. This ability is lost if the swarm is broken up.

The lowly dretch are the most moblike of the demons and in certain crowded conditions actually develop a pack mentality and form a swarm. In their rabid mob, dretch swarms lose their ability to communicate with others telepathically, though they can still receive the telepathic commands of other demons to guide them in their attacks.

If the swarm breaks up, then surviving dretches continue their attacks, though now as individual creatures regaining their normal abilities and tactics (see *Pathfinder Roleplaying Game Bestiary*) and losing their feral rage.

Like individual dretches, dretch megaswarms rely on their sheer numbers when attacking. Unlike individuals, though, megaswarms are not cowardly and attack in a maddened frenzy regardless of the damage they are taking or the stoutness of the adversity. Their own mob mentality prods them on so that the commanding presence of a more powerful demon is not required to motivate them.

A dretch megaswarm's natural attacks are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.



Magic Item Appendix

Melee Weapon Special Abilities

Wrath: A *wraith* weapon can strike both corporeal and incorporeal creatures, since the weapon exists in both the Ethereal and Material planes. In addition it strikes corporeal opponents as an incorporeal touch ignoring armor bonuses to AC. On a successful hit, the struck creature must make a DC 14 Fortitude save or take 1d6 points of Constitution damage. If a critical hit is scored, it is permanent Constitution drain unless the save is made.

Updated from the **Necromancer Games** adventure *DI: The Tomb of Abysthor* by Clark Peterson and Bill Webb.
Strong necromancy; CL 17th; Craft Magic Weapons and Armor, *energy drain*; Price +4 bonus.

Wondrous Item

CROWN OF DARKNESS

Aura strong varied; **CL** 17th
Slot head; **Price** 155,000; **Weight** 3 lb.

DESCRIPTION

This is a cornucopia-shaped helm of dark metal set with a multitude of dark jewels. It serves as the miter of the Grand Cornu of Orcus. These jewels each possess a magic power: ten black sapphires, twenty black opals, thirty black pearls, and forty azurites. The jewels' functions are as follows:

- Black Sapphire: *finger of death* (save DC 22)
- Black Opal: *wall of ice* (save DC 19)
- Black Pearl: *black tentacles*
- Azurite: *deeper darkness*

The crown may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, the *crown of darkness* also has the following magical properties when activated.

- It emanates a dark aura when good or neutrally-aligned outsiders are within 30 feet. This darkness causes 1d6 points of damage per round to all such creatures within that range. The area within range is considered dim illumination.

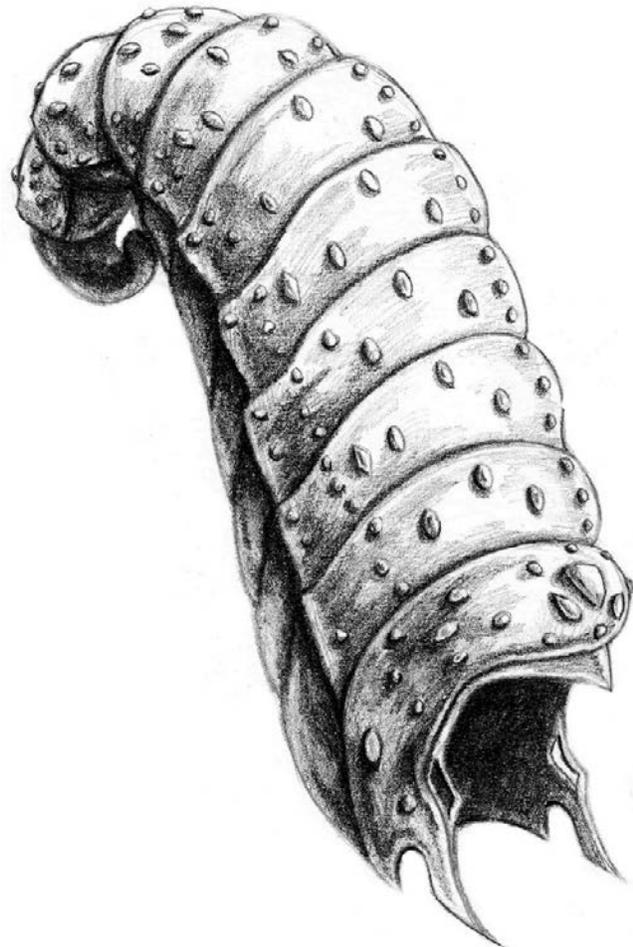
- The wearer may command any weapon he wields to become a *wraith* weapon (see above). This is in addition to whatever abilities the weapon may already have (unless the weapon already is a *wraith* weapon). The command takes 1 round to take effect.

- The crown provides *death ward* to its wearer.

Once all of its jewels have lost their magic, the crown loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

CONSTRUCTION

Requirements Craft Wondrous Item, *black tentacles*, *death ward*, *deeper darkness*, *detect good*, *energy drain*, *finger of death*, *wall of ice*; **Cost** 77,500 gp



Prestige Class Appendix

The following prestige classes originally appeared in association with *R1-3: Rappan Athuk—The Dungeon of Graves* and *D1: The Tomb of Abysthor* by Necromancer Games. They are updated and included here for your convenience.

The Disciple of Orcus A Thoroughly Evil Prestige Class

By Clark Peterson and Bill Webb

There are priests of Orcus, and there are Disciples of Orcus; fanatics who go to great lengths to appease their chosen lord. They begin their journey down the path of evil and death learning simple abilities that allow them to manipulate and control the dead. As they grow in power, the Disciples become closer and closer to their god, until finally, the penultimate power level is achieved; that of undeath itself.

Role: Clerics most often become Disciples of Orcus. As a matter of fact, no class without at least some divine spellcasting ability can ever hope to follow the path of the Disciple. Fighters, bards, wizards, sorcerers, and druids sometimes become Disciples of Orcus. Barbarians, monks, rangers, and rogues generally do not. A paladin can never become a Disciple of Orcus without changing alignments (though a fallen paladin/blackguard can).

An NPC Disciple of Orcus will be found anywhere there is a temple to Orcus, though most will be secluded or well hidden, as the worship of such a being is not widely accepted (something the Disciples hope to change in the near future). Their last known high altar was located in the lost city of Tsar, though many suspect a new center of worship was erected in the infamous Dungeon of Graves after Tsar's fall (see *The Slumbering Tsar Saga* by Frog God Games and *Rappan Athuk Reloaded* by Necromancer Games respectively).

Alignment: Chaotic evil.

Hit Die: d8.

Requirements

To qualify to become a Disciple of Orcus, a character must meet the following criteria:

Spellcasting: A Disciple must be able to cast divine spells of at least 3rd level.

Skills: Knowledge (religion) 6 ranks.

Feats: Great Fortitude, Power Attack.

Special: The Disciple must be a worshiper of Orcus, the demon-lord of the Undead, and must also bind his or her soul to the eternal service of Orcus through interaction with a demon and a special ritual. The Disciple must seek out this demon on his or her own. Potential Disciples deemed unworthy by the demon are normally devoured.

Class Skills

The Disciple of Orcus' class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

Class Features

All of the following are class features of the Disciple of Orcus prestige class.

Weapon and Armor Proficiency: Justicar's gain no proficiency with any weapon or armor.

Channel Energy/Spells per Day: When a Disciple of Orcus level is gained, the character gains new spells per day as if he had also gained a level in any one divine spellcasting class he belonged to before he added the prestige class. In addition he grows more powerful in his channel energy ability as if he had gained a level if he has the channel energy ability from a class he had before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional

Disciple of Orcus

Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Channel Energy/Spells per Day
1	+0	+2	+0	+2	Animate dead, darkvision 60 ft.	+1 lvl of existing class
2	+1	+3	+0	+3	Speak with dead	+1 lvl of existing class
3	+2	+3	+1	+3	Necromantic power	+1 lvl of existing class
4	+3	+4	+1	+4	Summon undead	+1 lvl of existing class
5	+3	+4	+1	+4	Cloak of Orcus	+1 lvl of existing class
6	+4	+5	+2	+5	Improved animation	+1 lvl of existing class
7	+5	+5	+2	+5	Friend of death	+1 lvl of existing class
8	+6	+6	+2	+6	Touch of the Death God	+1 lvl of existing class
9	+6	+6	+3	+6	Greater summoning	+1 lvl of existing class
10	+7	+7	+3	+7	Shroud of Orcus	+1 lvl of existing class



spells per day, spells known (if he is a spontaneous caster), an increased effective level of spellcasting, and a greater ability to channel energy. If a character had more than one spellcasting class before becoming a Disciple, he must decide to which class he adds the new spell level for purposes of determining spells per day. This choice does not affect his channel energy ability even if it is derived from a different class than the spellcasting class chosen by the Disciple. He will still increase in that class's channel energy ability regardless. If he has multiple classes that can channel energy, his ability increases by a level in only one of the classes of his choice.

Animate Dead (Sp): Once per day at 1st level and an additional time per day every four Disciple levels, the Disciple of Orcus can *animate dead* as the spell cast by a character equal to the Disciple's total divine spellcaster levels (Disciple class level plus any other divine spellcasting class levels).

Darkvision 60 feet (Ex): The Disciple gains darkvision to a range of 60 feet. If the Disciple already possesses darkvision, the range is increased by 60 feet.

Speak with Dead (Sp): At 2nd level, a Disciple of Orcus can *speak with dead* as the spell once per day and an additional time per day for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Disciple's total divine spellcaster character levels.

Necromantic Power (Ex): At 3rd level, when a Disciple uses channel negative energy to heal undead (or others who can benefit from negative energy in this way, such as a cleric with the Death domain and death's embrace ability), the recipients receive an additional 2d6 points of negative-energy healing. This increases by 1d6 for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). This does not apply when channel negative energy is used to harm the living.

Summon Undead (Su): At 4th level, a Disciple can summon undead. He can use this ability multiple times per day but can

only summon a number of undead whose total HD do not exceed double his total divine spellcasting levels per day. The undead are commanded and controlled and remain for 1 round per divine spellcaster level.

Cloak of Orcus (Su): All undead commanded or controlled by the Disciple gain channel resistance equal to one-half the Disciple's class level so long as they remain within 30 feet of the Disciple.

Improved Animation (Su): Undead animated by the Disciple by spell or spell-like ability have maximum hit points per Hit Die.

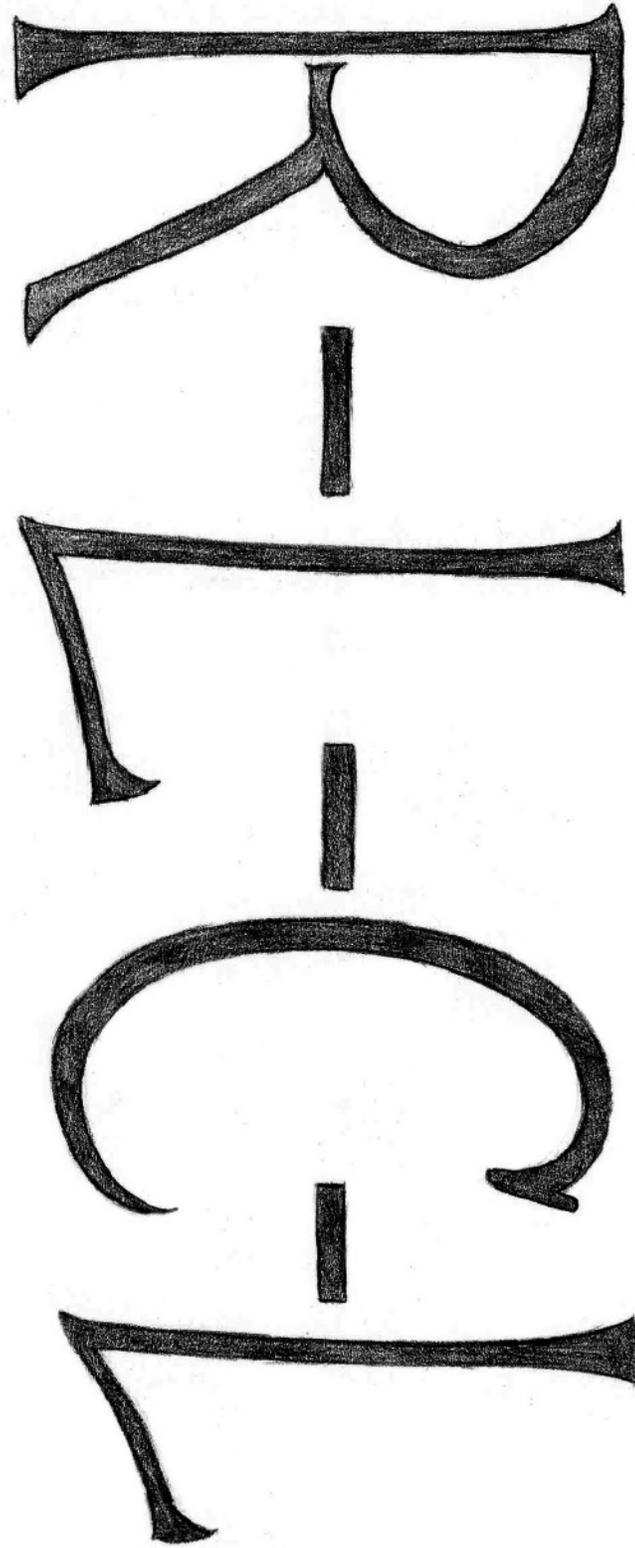
Friend of Death (Su): Mindless undead will not attack the Disciple of Orcus unless provoked or attacked first. They simply ignore the Disciple so long as he takes no action against them. Intelligent undead must make a Will save (DC 10 + Disciple level + Disciple's Charisma modifier) each round in which they attempt to attack the Disciple.

Touch of the Death God (Su): At 8th level, once per day the Disciple can make a melee touch attack against a single living creature to inflict 2d4 negative levels on a successful attack. The Fortitude save to remove a negative level has a DC of 15 + the Disciple's Charisma modifier. The Disciple gains 5 temporary hit points for every negative level he bestows upon a target.

Greater Summoning (Su): At 9th level, the number of undead a Disciple can summon using his summon undead ability is increased by 50%. That is the Disciple can summon triple his total divine spellcasting class levels in Hit Dice.

Shroud of Orcus (Su): At 10th level, the Disciple completes his journey to become one with his master and gains the lich template (see *Pathfinder Roleplaying Game Bestiary* "Lich"). From this point forward he is irrevocably tied to the will of Orcus and cannot be *resurrected* if destroyed unless Orcus chooses to let him (an unlikely event).

Players' Handout H



Players' Handout I



Last Will and Testament of Jeravix, Grand Cornu of Orcus, soon to be no more...

With my last breaths I have put my master's spell in place. The citadel will be pulled from the city and flung across the planes, forever to wander beyond reach until such time as my master calls it back to complete whatever plot he has been brewing all these long years. I suspect something goes on beneath the citadel, but I do not know for sure and will keep these suspicions to myself.

It matters not. Even now my eyes dim from the pull of the magic that holds open the portal allowing all to flee south to the great trap. My master waits anxiously for my soul to quit this tired body and join him in the Abyss. I'm sure he has no end to the torments prepared for me. Unfortunately I will have to disappoint him, for even now I can feel the pull of my new masters. I have likewise promised them my soul and my flesh. I can feel the presence of their emissary in my quarters waiting for me to breathe my last. Let them contend with Orcus for my remnants. I will cheat them all and go only to the silence of oblivion.

Soon the Army of Light will be in the city. The final spell is in place. The Ten Disciples remain in the plaza awaiting the activation of the spell. Vrrrius, my treacherous seneschal, has languished in a far port long enough, waiting to take ship for Tircople and there establish the new citadel and become the new Grand Cornu. I wish him all the torments he deserves and will surely receive for assuming that mantle.

My strength is insufficient to activate the last spell. For that I must rely on the loathsome Bloodmage of the Crooked Tower. He was ever beyond the call of Orcus and cares not now that the city is abandoned. He has merely to activate the last phrases of the spell when the final betrayal occurs as my master has predicted. Then the nine of the Ten Disciples will be scattered far across the planes and the tenth transported to the waiting Vrrrius. That is all that must be done for this grand plan of Orcus's to come to fruition. Such simple tasks for the two of them, yet I trust them not. I fear some calamity to come to the master's carefully prepared scheme.

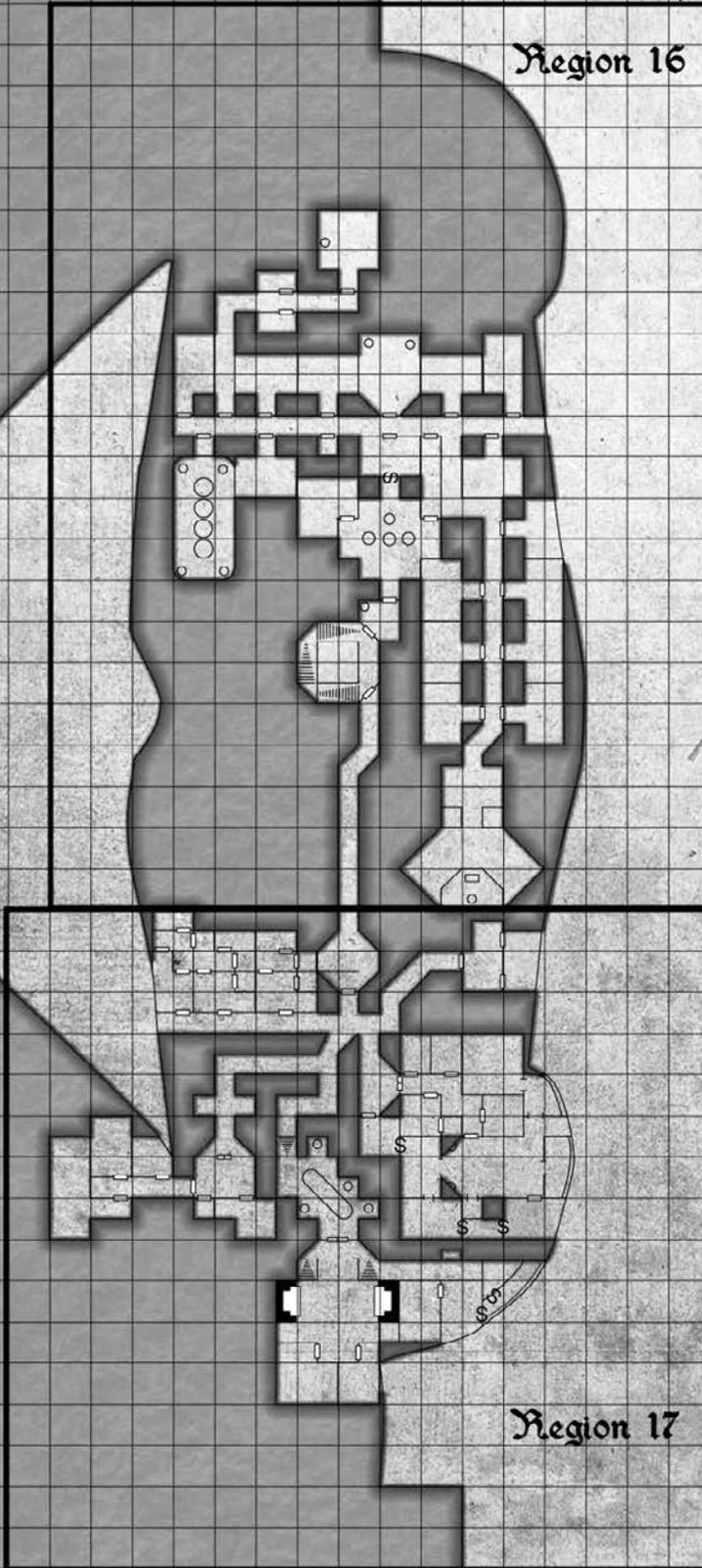
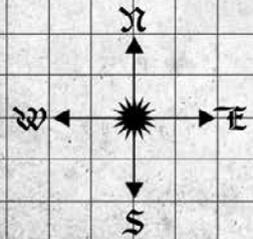
Let him worry about it. For me now there is naught but rest.

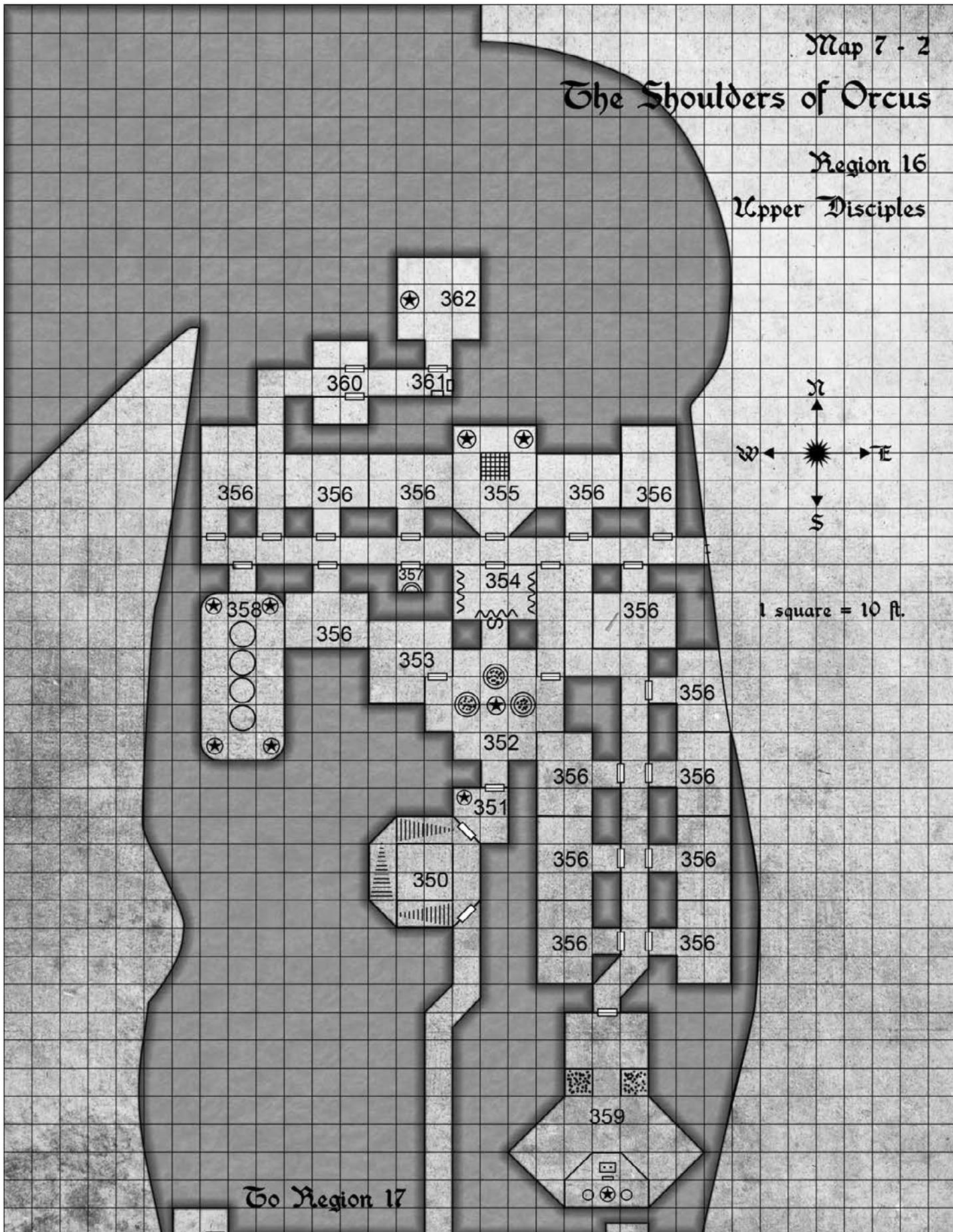
Map 7 - 1
The Shoulders of Orcus

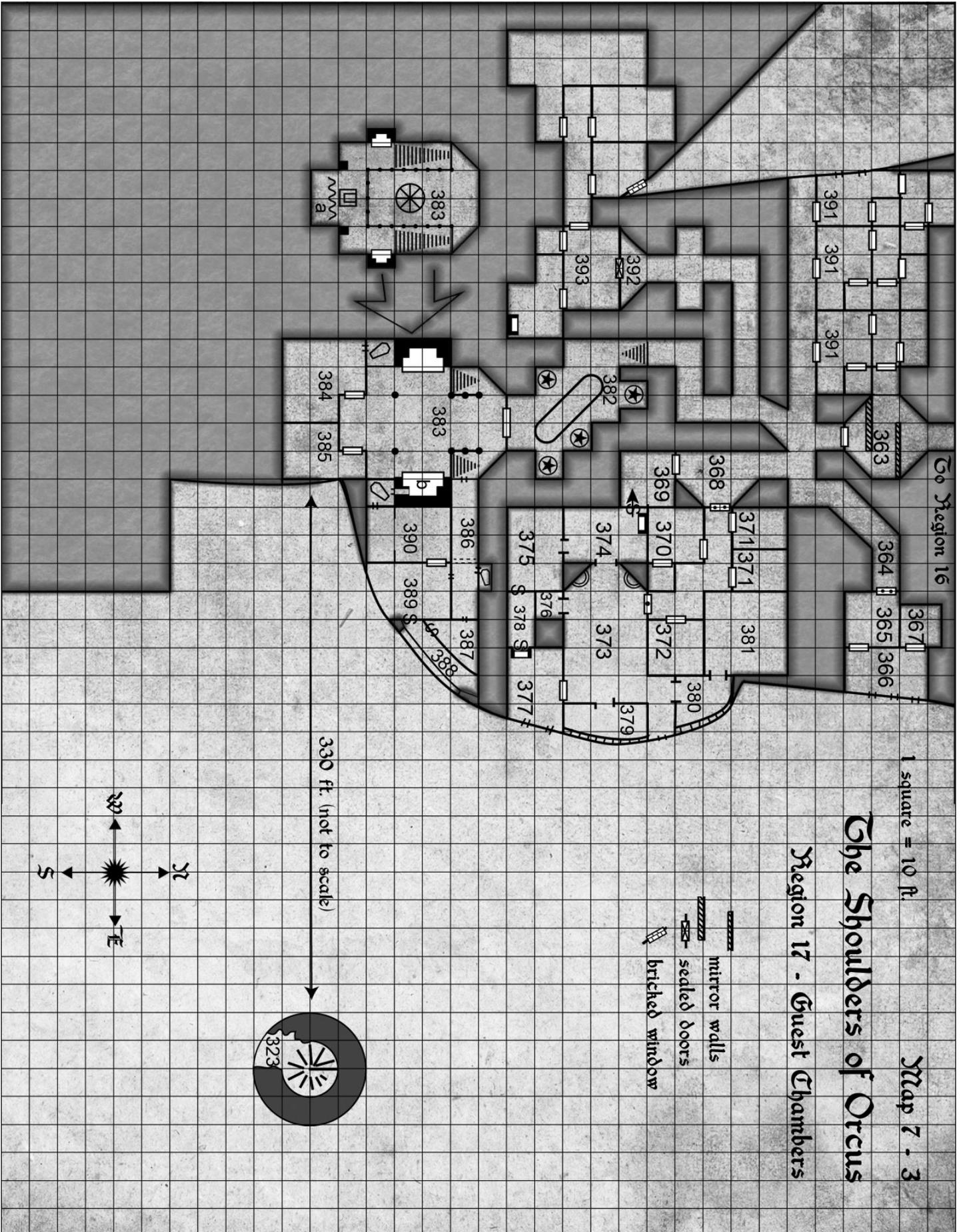
Region 16

Level Six

1 square = 20 ft.



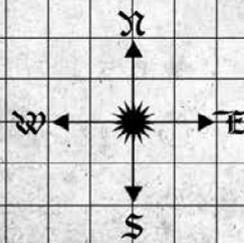
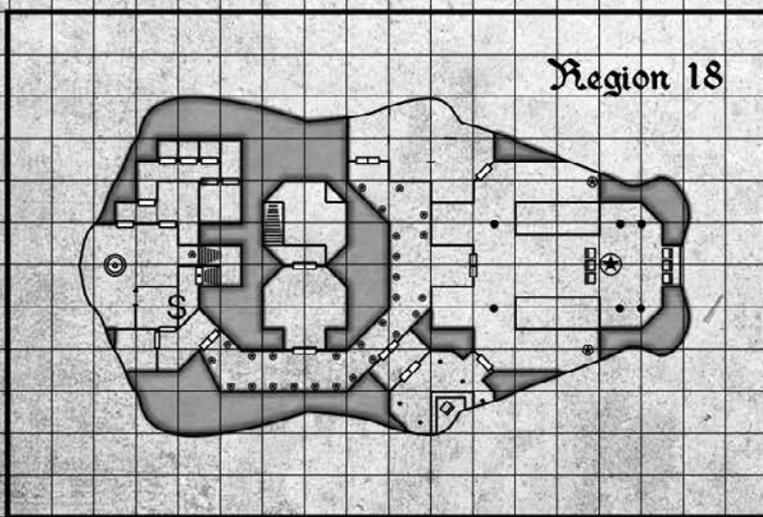


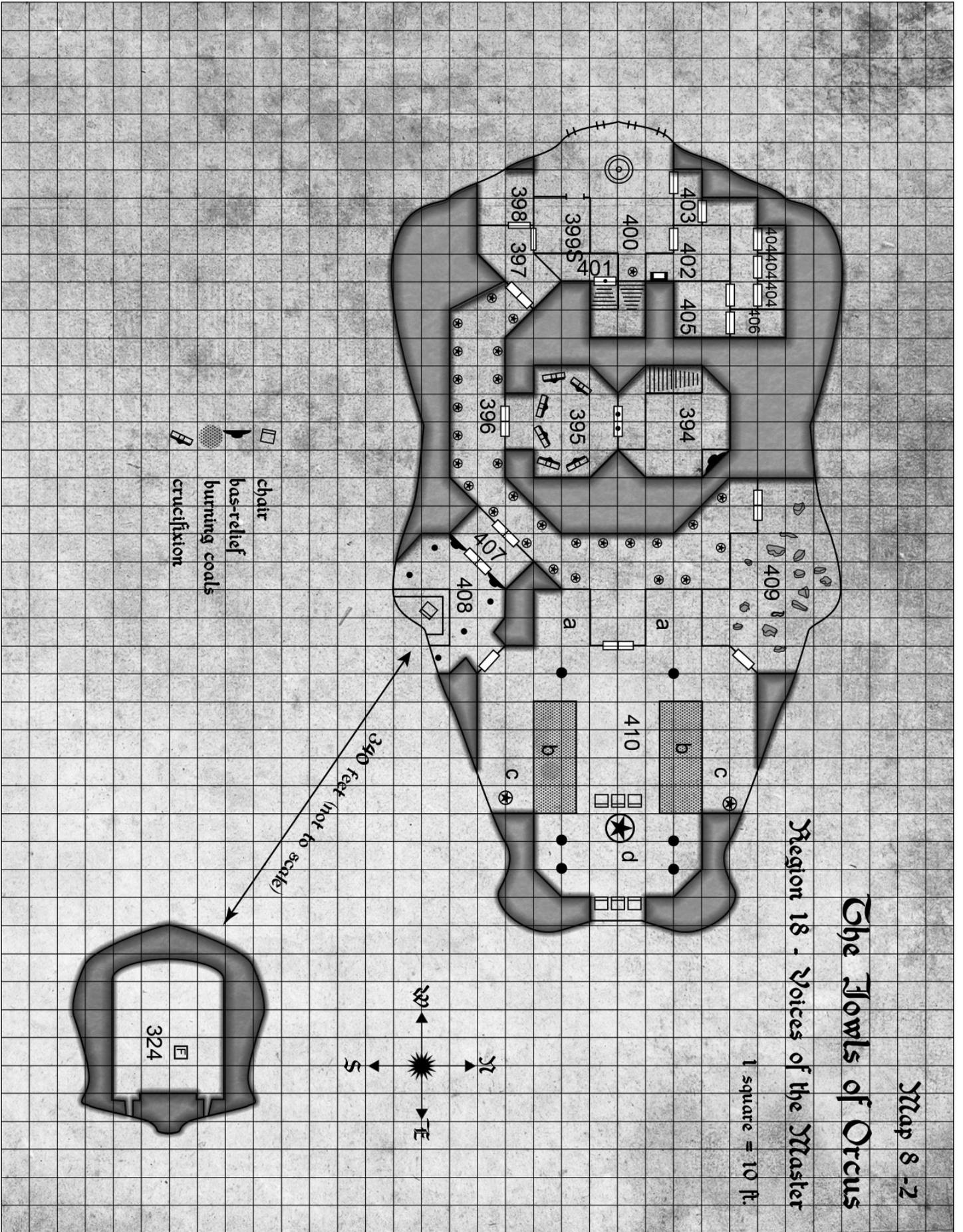


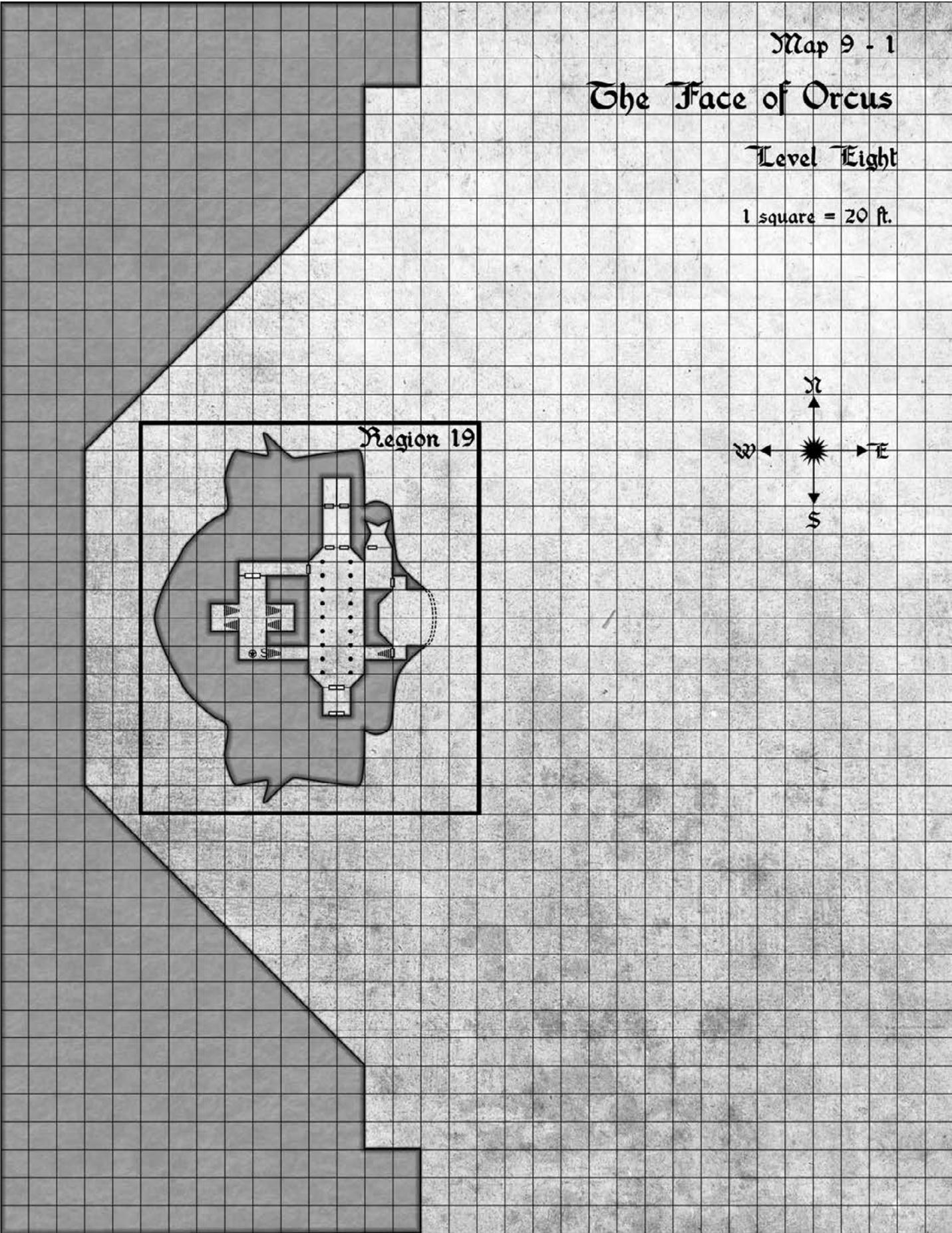
Map 8 - 1
The Howls of Orcus

Level Seven

1 square = 20 ft.





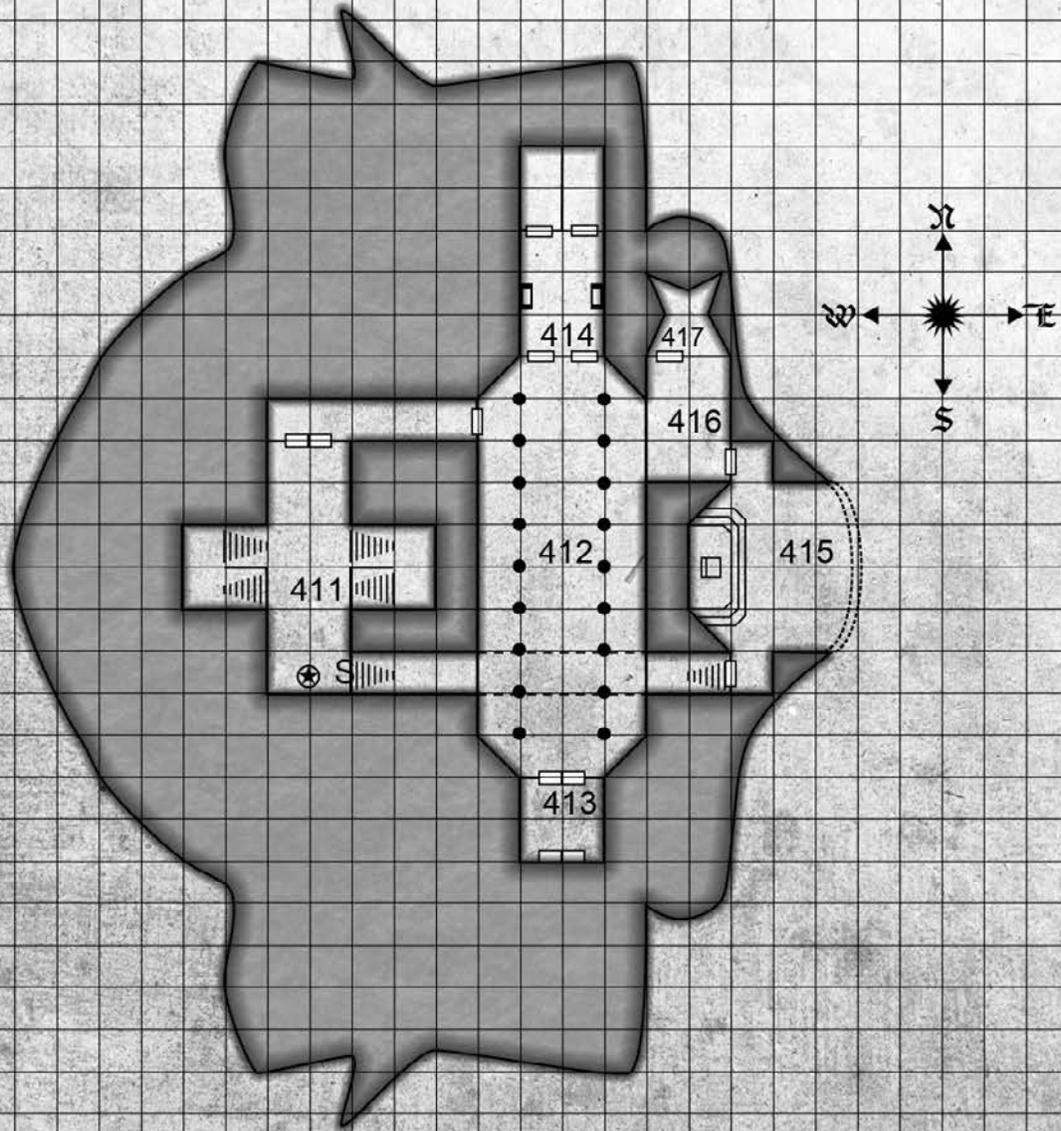


Map 9 - 2

The Face of Orcus

Region 19 - Grand Cornu's Apartments

1 square = 10 ft.

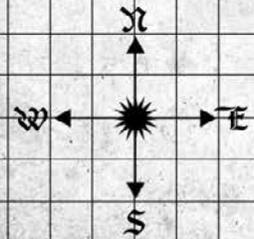
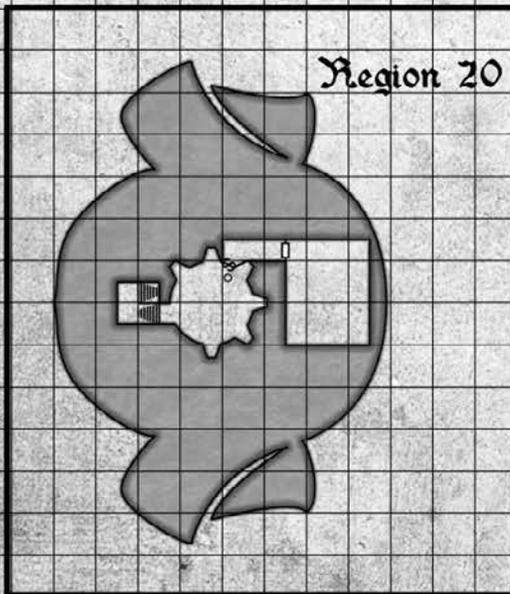


Map 10 - 1

The Crown of Orcus

Level Nine

1 square = 20 ft.

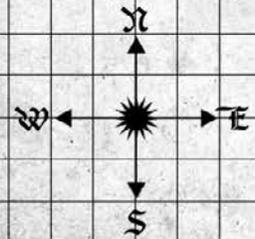
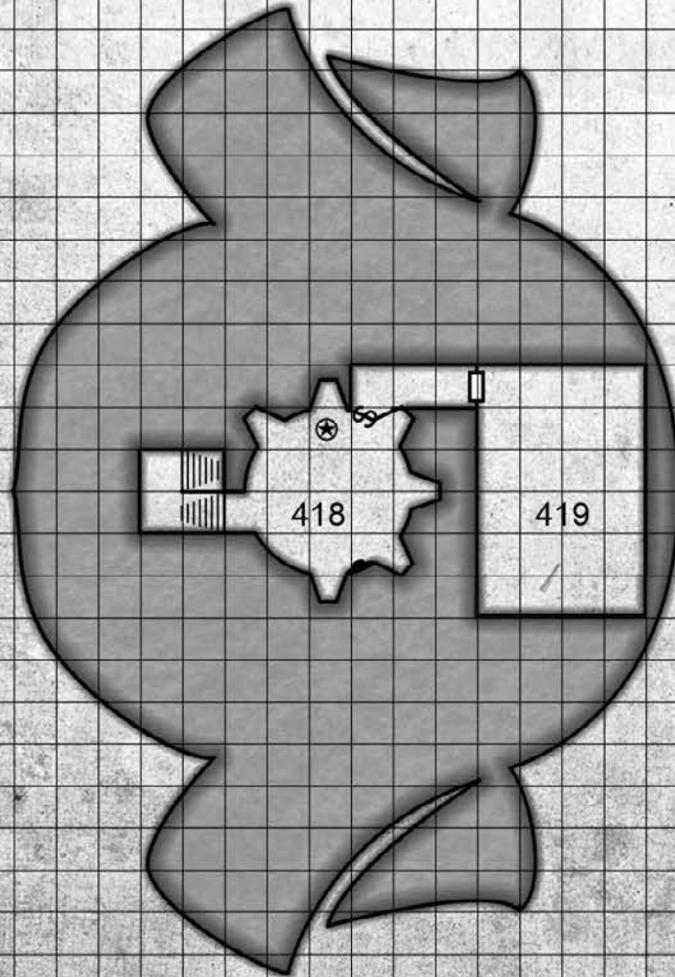


Map 10 - 2

The Crown of Orcus

Region 20 - Sanctus Defilus

1 square = 10 ft.



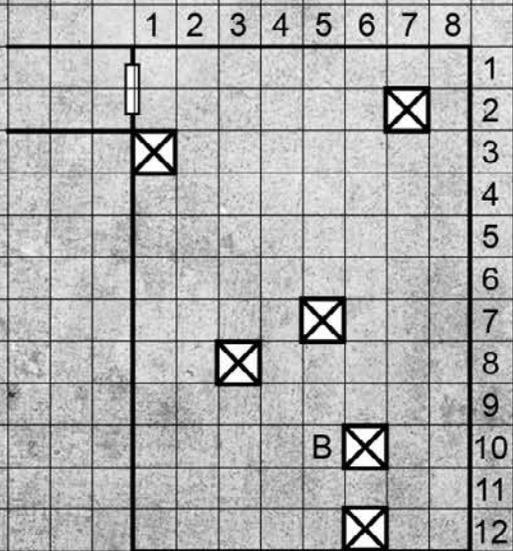
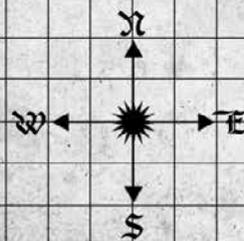
 bas-relief

Map 10 - 3

419 - Orcus's Treasury

1 square = 5 ft.

☒ starting locations of pits
B Bishu



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