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The Hidden Citadel, Part 3
— The Throne of the Demon Prince —

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

By Greg A. Vaughan



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Credits

Author

Greg A. Vaughan

Developers

Bill Webb and Greg A. Vaughan

Producers

Bill Webb and Charles A. Wright

Editor

Dawn Fischer

Pathfinder Roleplaying Game Conversion

Greg A. Vaughan and
Skeeter Green

Layout and Graphic Design

Charles A. Wright

Front Cover Art

Rick Sardinha

Cartography

Robert Altbauer

Interior Art

James Keegan, John Cadice, Steve Ellis, Leif Jones, Brian LeBlanc, Eric Lofgren, Claudio Pozas, Erik Roman, Tyler Walpole, UDON Studios (with Jef Wayne)

Playtesters

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

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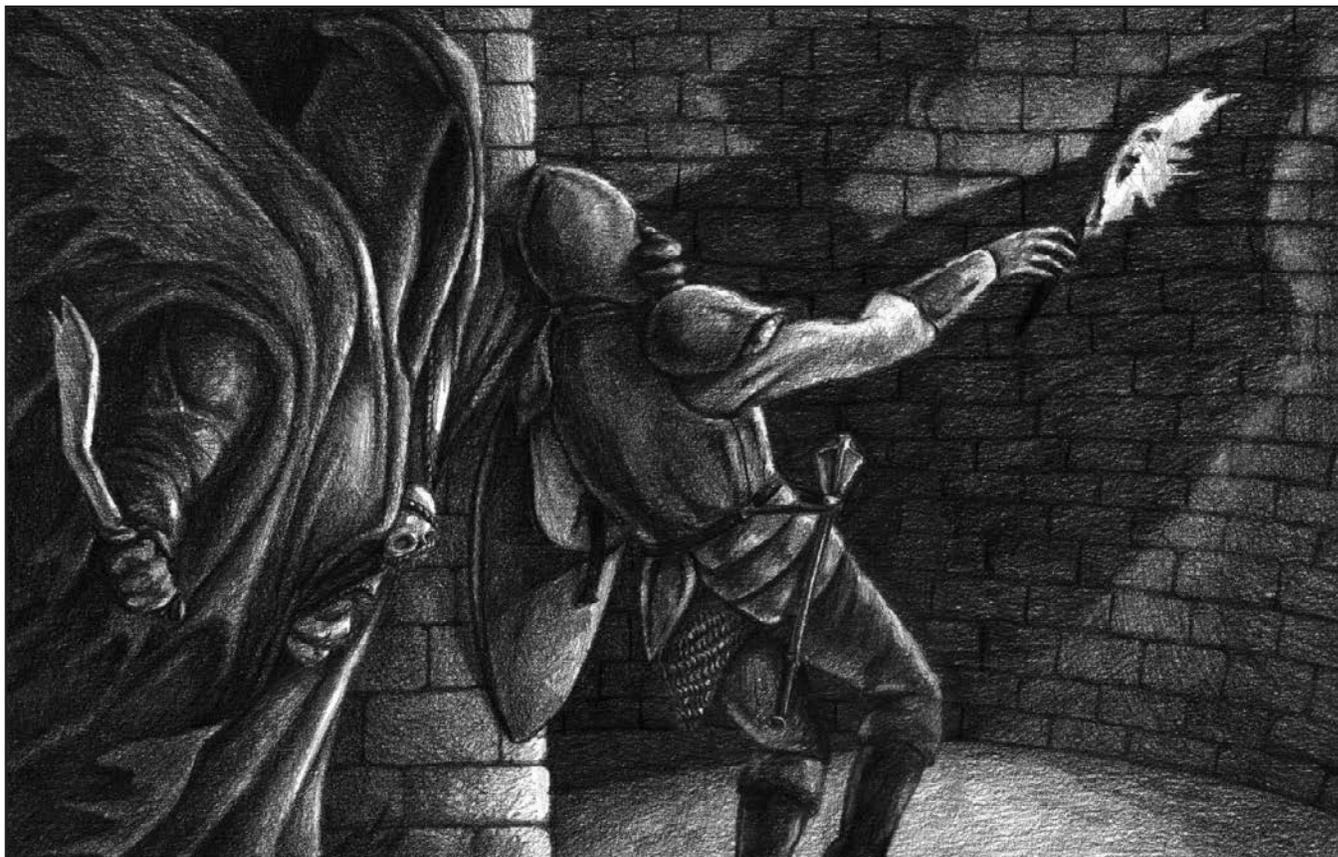
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slumbering TSAR



— The Hidden Citadel, Part 3 — The Throne of the Demon Prince

By Greg A. Vaughan

This level held the life—such as it existed—of the Citadel of Orcus. Only here were the non-initiated allowed to dwell and work to provide services for the clergy and sects of the Citadel. Only here were outsiders allowed to open venues for entertainment in the drudgery and otherwise fear-filled lives of the Citadel's residents. Also here were stored the main body of slave-thralls held by the Disciples of Orcus for work and sacrifice within the Citadel. In this unique environment rose a powerful extraplanar guild of thieves and cutthroats that still defends its turf to this day, a powerful dissenting demon bent on its own conquest of the

Citadel, and the silent footfalls and shadowy presence of the horror known only as the Creeper of the Halls, feared by all and seen by none. For even in the very Throne of Orcus, tread horrors beyond that of the Demon Prince alone.

Chapter 4:

The Lap of Orcus

Level 3: The Lap of Orcus (Regions 7, 8 and 9) — Map 4-I

Difficulty Level: 14

Entrances: Stairs from Templar Garrison (Area 59), stairs from the Forges (Area 107), balcony of the loggia (Area 130), the veranda (Area 152), the northern terrace (Area 185), the southern terrace (Area 257), and the trapdoor to the overlook (Area 277).

Exits: The Throat of Orcus (Area 193).

Wandering Monsters: Check on 1d20 (+4 in Region 8 and +8 in Region 9) every 30 minutes or after the party makes any significant noise:

d20	Encounter
1	1d3 Faithless Knights
2	2d4 Wolf-Spiders
3	1d4+3 Spider Eaters
4	1 Time Flayer.
5	The Creeper of the Halls
6	1d6 Large Fiendish Vipers
7	Serpent's Coils Gang
8	1d6 Abyssal Wolf Sentries
9	1d3 Dretch Megaswarms
10	1d4 Advanced Spectres
11–20	No encounter

Faithless Knights: These luckless fellows were once members of the Fifty and One. They are Sir Bleu, Hareg of Axebrow, and Sir Firion. They are doomed to wander the halls until the Pall over Tsar is lifted.

FAITHLESS KNIGHT **CR 8**
XP 4,800
hp 85 (See Area 130)

Wolf-Spiders: These ravenous creatures are part of the colony at Area 154.

WOLF-SPIDER **CR 4**
XP 1,200
hp 45 (See Area 153)

Spider Eaters: These giant insects hunt the wolf-spiders but happily settle for other prey.

SPIDER EATER **CR 5**
XP 1,600
hp 63 (See Area 185)

Time Flayer: This creature scouts for its brethren in Area 180. After spotting the PCs and attacking for a round to gauge their strength, it attempts to retreat to that area to report its findings.

TIME FLAYER **CR 12**
XP 19,200
hp 110 (See Area 180)

The Creeper of the Halls: This legendary terror is something of a bogeyman to the Serpent's Coils and the denizens of the Lap of Orcus that likes to catch its victims alone as they travel the shadowy corridors of the level (though it tends to stay out of Region 9 due to the presence of the powerful choronzon demon). Little more than a seldom-glimpsed, dark figure, the Creeper leaves only the decapitated body of its victims; sometimes the victim's head is found nearby with a bloody half-sun symbol imprinted on its forehead. Even Lady Slaeth secretly fears the Creeper and only travels the halls with an armed escort.

The Creeper of the halls is actually all that is left of the onec-noble priest of Arn, Silas, Bishop Clarendon. After going insane and murdering and collecting the heads of many of his fellow knights, the bishop wandered the higher levels of the citadel continuing his murderous rampage before finally falling to the traps of the citadel. Unfortunately he returned as an alley reaper and has continued his assassinations ever since. Since the citadel has been outside of the Material Plane, Bishop Clarendon has never had to fade away during the day as most alley reapers do. However now that it has returned, this prohibition has been able to kick in, though only irregularly. Anytime this encounter is rolled, there is a 50% chance that he has faded away and only his **treasure** is present hidden in some nook or cranny (located with a DC 15 Perception check). If these are taken he later appears where the majority of them are and relentlessly pursues anyone who has taken the rest. His kukri disappears with him when he fades away, so it is never left behind.

When encountered, Bishop Silas appears as a cloaked figure obscured by shadows and bearing a red-dripping blade.

SILAS, BISHOP CLARENDON **CR 19**
XP 204,800
Male alley reaper ex-cleric (Arn) 12/assassin 6 (*Creature Collection Revised 8*)
CE Medium undead (incorporeal)
Init +3; **Senses** darkvision 60 ft.; **Perception** +6

AC 18, touch 18, flat-footed 18 (+4 deflection, +3 Dex, +1 dodge)

hp 202 (4d8+16 plus 12d8+48 plus 6d8+24 plus 12)

Fort +14; **Ref** +13; **Will** +17; +3 vs. poison

Defensive Abilities improved uncanny dodge, incorporeal, uncanny dodge; **Immune** undead traits

Speed 30 ft., fly 30 ft. (average)

Melee +3 *vorpal ghost touch kukri* +24/+19/+14/+9 (1d4+7/15–20)

Special Attacks death attack (DC 16, 1d6+6 rounds), fear, quiet

Level 3: The Lap of Orcus (Cont.)

death, sneak attack +3d6, true death (DC 21)

Str 19, **Dex** 17, **Con** —, **Int** 10, **Wis** 9, **Cha** 18

Base Atk +16; **CMB** +20; **CMD** 34

Feats Ability Focus (fear), Combat Casting, Dodge, Improved Critical (kukri), Improved Vital Strike, Lightning Reflexes, Martial Weapon Proficiency (kukri), Skill Focus (Stealth), Turn Undead, Vital Strike, Weapon Focus (kukri)

Skills Acrobatics +12, Bluff +13, Diplomacy +12, Disguise +9, Fly +14, Intimidate +11, Knowledge (religion) +14, Perception +6, Sleight of Hand +12 (+18 hide weapon), Spellcraft +7, Stealth +23

Languages Common

SQ hidden weapons, poison use

Gear *Dark Kiss* (see **Magic item Appendix**), *cloak of resistance*+4, 7 desiccated humanoid heads, platinum signet ring set with topaz (2,000 gp)

Fear (Su) Three times per night, as a free action, a reaper may make a fear attack. Spectral winds fill its cloak, making it resemble the wings of a vulture spread over a kill. From the shadows of the cloak, the faces of the reaper's victims can be seen shrieking in horror. All within 30 feet who see this must make a DC 27 Will save or be frightened for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based and includes the reapers Ability Focus feat.

Treasure: When Clarendon is destroyed or fades away, he leaves behind the following items (if he is slain his kukri remains behind as well). These items include a tattered but functional *cloak of resistance*+4, 7 desiccated humanoid heads each with the brownish imprint of a half-sun on its forehead (his favorite victims), and a platinum ring set with a large sunburst-cut topaz gummed and crusted with dried blood (2,000 gp). If the ring is cleaned up and a DC 25 Knowledge (religion) or (nobility and royalty) check is made, it is recognizable as the ring of office of the Bishop of Clarendon, once the second-highest office in the Church of Arn behind the Dawncry Patriarch. If it is recognized as such, then a DC 15 Knowledge (history) check recalls that the ring and the office holder were both lost in the Battle of Tsar (actually with Lord Bishu's Fifty and One) after which the position and office lost its prestige and sank into obscurity. If it is recognized and brought to the church, they will gladly pay 10 times its value and one big favor (to be determined by the GM) for its return. They will be less enthusiastic to hear of the fate of its holder and will pay an additional 1,000 gp to hush the whole matter up.

Large Fiendish Vipers: These foul creatures hail from Zaniburez originally and have wandered away from the portal to hunt.

LARGE FIENDISH VIPER **CR 6**
XP 2,400

Fiendish emperor cobra (*Pathfinder Roleplaying Game Bestiary* 2 "Snake, Emperor Cobra")

N Large animal (extraplanar)

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

Perception +13

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +9; **Ref** +7; **Will** +5

DR 5/good; **Resist** cold 10, fire 10; **SR** 11

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison)

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

Special Attacks poison (DC 17)

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14

Serpent's Coils Gang: This group of toughs patrols the halls for Lady Slaeth. It consists of a mallor demon, 1d4+1 nerizo demons, and 1d3 Huge fiendish vipers.

MALLOR DEMON **CR 13**
XP 25,600

hp 217 (See Area 218)

NERIZO DEMON **CR 9**
XP 6,400

hp 125 (See Area 222)

HUGE FIENDISH VIPER **CR 7**
XP 3,200

hp 63 (See Area 209)

Abysal Wolf Sentries: These creatures patrol for the Serpent's Coils gang in the Entertainment District.

ABYSSAL WOLF SENTRY **CR 7**
XP 3,200

hp 80 (See Area 194)

Dretch Megaswarms: Seething masses of homicidal madness, these swarms attack anything they encounter with wild abandon.

DRETCH MEGASWARM **CR 12**
XP 19,200

hp 136 (See **Monster Appendix**)

Advanced Spectres: Wandering undead of the citadel, these creatures attack any living creatures they see.

ADVANCED SPECTRE **CR 10**
XP 9,600

hp 105 (See Area 235)

CHAPTER 4: THE LAP OF ORCUS

The Lap of Orcus is the third level of the citadel, 380 feet above the ground at the knees of the huge image of Orcus. This level is divided into three regions: the Artisans' Quarter, the Entertainment District, and the Main Thrall Quarters.

Region 7 — Artisans' Quarter (Map 4-2)

Many residents of the citadel who were not slaves or prisoners were also not members of the clergy or the garrison. These were the individuals who provided the goods and services that allowed the citadel to exist almost as its own independent community. Thus the largely sequestered Disciples and Templars would not have to sully themselves among the common rabble of the city as they sought their goods and pleasures. Only the most favored, skilled, or influential of craftsmen were allowed to reside within unholy the precincts of the citadel. All of these were required to swear fealty and promise to not reveal any of the citadel's secrets before the *oathstone* prior to being allowed to take up residence.

130. Loggia (CR 12)

A blustery wind blows through the great arches of the room's eastern end where a vast, railed drop-off looks out over the ruined city below. Squared columns carved with ornate filigree support the vaults 40 feet above. Many doors line the walls of the shadowy hall, and a spiral stair descends at the room's center. Broken and shattered benches of wood and stone still mark the floor at various points around the room. The ribs of some great beast rise from among this rubble and ruin.

This vast loggia was where the artisans of the citadel and their families could relax and unwind before the sweeping vista of Tsar. More than one such individual realized the futility of his existence in this place of darkness and flung himself from the balcony until the room became unofficially known as "The Leap". A DC 25 Knowledge (arcana) is able to discern that the bones are those of an old blue dragon.

Creatures: Still occupying the room are 5 **faithless knights**, the remains of some of Bishu's knights. These wretches abandoned their comrades at the main temple and made it this far before they fell to squabbling and fighting among themselves. Unbeknownst to them the dragon who had taken up residence in here and in the grand promenade heard them and made short work of them in a vicious surprise attack. Unfortunately for the beast, warriors of such renown do not fall lightly, and it too received a mortal wound before the battle was done. Now, shamed at their disgrace in fighting among themselves, the knights continue on in their current existence until freed. If slain, they and their equipment disappear. They can only be permanently laid to rest by lifting the Pall over Tsar. Otherwise they merely reform the next nightfall.

FAITHLESS KNIGHTS (5) **CR 8**
XP 4,800

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

LE Medium undead (augmented humanoid)

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

Aura fear (60 ft., DC 18)

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

hp 85 (7d10+35 plus 7)

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

Defensive Abilities rejuvenation

Speed 50 ft.

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

Special Attacks cursed weapon

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

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

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

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

Languages Celestial, Common, Giant

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

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

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

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

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

131. and 132. Garderobes

Each of these unlit rooms served as a public garderobe with individual stalls ending at stone benches with cut holes that emptied outside the citadel's walls. These stalls are doorless, however, providing very little in the way of privacy. A single arrow slit provided some ventilation and light.

133.–144. Private Residences (CR varies)

Each of these apartments served as the residence for one of the artisan families that occupied this quarter. They were simple affairs that held only a few essential furnishings and whatever coin and keepsakes the occupants were able to accumulate. Most anything of value was taken during the Great Retreat. What furnishings were left have generally fallen into disrepair, and the dragon that once inhabited this part of the citadel looted and destroyed what remained of them as well. However, there still remain some items of interest in these rooms. Each time one of these rooms is entered for the first time consult the Artisans' Quarter Miscellanea sidebar. If a creature is encountered it is already in the room (50%) or arrives 1d3 rounds after the party (50%). If an item is rolled, it can be discovered with a DC 15 Perception check.

145.–146. Residential Suite

This larger apartment served as the abode of one of the more affluent residents of the Artisans' Quarter. All of its furnishings were carefully packed and moved when the Great Retreat occurred. In the closet at the back of Area 146 there remains an old rotten chest of drawers, empty and abandoned. A DC 27 Perception check reveals a small sheet of vellum slipped behind the back of one of the drawers. This is **Player Handout G** forgotten by the scheming occupant of the residence when the retreat occurred.

Artisans' Quarter Miscellanea Sidebar

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

Roll	Result
1–5	Roll on the Wandering Monster table (reroll if no encounter is indicated)
6–8	Roll once on the Wandering Monster table (reroll if no encounter is indicated) and roll once more on this table (ignore result if another wandering monster is called for)
9	Quality tapestry depicting a city/mountain/seascape (choose one) worth 250 gp
10	Pair of work boots (actually equal to <i>slippers of spider climb</i>)*
11	Humanoid skeleton (human, orc, half-orc, or goblinoid) showing signs of violence (a vendetta delivered in the confusion of the Great Retreat)
12	Set of gold cutlery (110 gp)
13	Diamond tiara* (1,500 gp)
14	Wig of human hair braided with small jewels and precious stones (300 gp)
15	Wooden game board with ivory pieces (85 gp)
16	Locked wooden chest (Disable Device DC 20) with a poison needle trap (CR 1; Atk +8 ranged; 1 plus greenblood oil; Perception DC 22; Disable Device DC 15) — empty or reroll for contents
17	Jade false teeth (100 gp)
18	1d20x5 gp and/or 1d10x10 gp
19	Copper snuffbox (15 gp)
20	Lead Orcus-head paperweight (5 gp)

147. Tom's Residence (CR 14)

This apartment was the residence of the manager of the public bath (Area 148). A DC 20 Perception check notices a small hole drilled through the western wall at eye level. This hole provides a clear view into one of the bath's dressing rooms. This individual was eventually caught and his bones are those that now occupy one of the other residences.

Creature: This apartment is much like the others in this region, though it is currently occupied by a **corpsepun rogue** that recently clambered up through the loggia from the city below (see *Slumbering Tsar: Temple-City of Orcus* area P1 for details). It resembles a lithe, shapely elf woman in only a few wispy rags of clothing (actually spider webbing) until the PCs are within 30 feet to see the tiny spiders swarming over the body. It attacks any who enter.

CORPSESPUN ROGUE XP 38,400

CR 14

Female corpsepun elf rogue 14 (*The Tome of Horrors Complete* 712)

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +17

AC 26, touch 17, flat-footed 26 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +5 natural, +2 shield)

hp 122 (14d8+28 plus 28)

Fort +6; **Ref** +14 (+18 vs. traps); **Will** +4

Defensive Abilities channel resistance +2, evasion, improved

uncanny dodge, rogue talents (improved evasion, slippery mind), trap sense +4, uncanny dodge; **DR** 10/magic; **Immune** undead traits

Speed 30 ft.

Melee +2 rapier +17/+12 (1d6+4/18–20) or slam +15 (1d6+3 plus spider transfer)

Ranged +1 shortbow +16/+11 (1d6+1/x3)

Special Attacks poison (DC 19), rogue talent (opportunist), sneak attack +7d6, spider spray (20-ft. cone, 3d6 swarm damage plus distraction and poison, Reflex DC 19 for half, usable every 1d4 rounds), spider transfer

Str 14, **Dex** 20, **Con** —, **Int** 1, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +12; **CMD** 29

Feats Acrobatic, Combat Reflexes, Dodge, Point Blank Shot, Rapid Shot, Stealthy, Toughness^B, Weapon Finesse

Skills Acrobatics +26, Climb +19, Disable Device +29, Escape Artist +26, Fly +23, Knowledge (dungeoneering) +12, Perception +17 (+24 locate traps), Stealth +26

SQ rogue talents (fast stealth, ledge walker, quick disable, trap spotter), trapfinding

Combat Gear *chime of interruption*, *elixir of fire breath*; **Other Gear** *bracers of armor* +2, +2 *buckler*, *amulet of natural armor* +1, *ring of protection* +1, *belt of incredible dexterity* +2, +2 rapier, +1 shortbow, 17 arrows, thieves' tools

Poison (Ex) Swarm—injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Str; *cure* 1 save.

Spider Spray (Ex) Every 1d4 rounds as a standard action, a corpsepun can spray a hail of spiders from its mouth in a 20-foot cone. Each creature in the area takes 3d6 points of swarm damage (DC 19 Reflex save for half) and is distracted (DC 19 Fortitude save negates). The spiders quickly spread across the opponent's body in the same round they contact it and automatically bite, delivering a highly debilitating poison. The spiders cause swarm damage and distraction each round for 1d4 rounds, at which point they fall off and die. The save DCs are Charisma-based.

Spider Transfer (Ex) Whenever a corpsepun successfully hits an opponent with a natural attack, or whenever the corpsepun is successfully hit with a natural attack or unarmed strike, a number of spiders are automatically transferred to the opponent. The spiders quickly spread and swarm over the opponent (as detailed in the spider spray ability). These spiders fall off and die after 1 round.

Treasure: Near a battered chair is a worn footstool. Sewn into the cushion of this footstool and discovered with a DC 28 Perception check is a platinum amulet depicting a froglike demon worth 400 gp. A DC 25 Knowledge (religion) or (planes) identifies this as Tsathogga the Demon Frog God. Whether this was merely a valuable trinket or the occupant's true patron has been lost to time.

148. Public Bath (CR 16)

The walls, floors, and ceiling of this chamber are tiled in sea green. A large basin occupies the center of the floor, a seat running around its perimeter a foot below its lip. In the center of this basin is a rusted metal drain. At the far, east end is a large brass spout arching from the floor into the basin. A row of pale blue curtains cover archways exiting the room.

This was once a public bath for the residents of the quarter. When the handle of the spout was turned, it brought hot water through pipes from the boiler (Area 150), though this no longer functions. Stopper caps once covered the drains in the pool's floor. Beyond the curtains are dressing rooms each equipped with hooks for hanging garments and a wooden rack for holding towels.

Creatures: Currently the dressing rooms marked with an "x" are occupied by 4 ropers. These starving creatures escaped from the

laboratories above and made their way down here. They usually hide in here to avoid the slorath that wanders the halls. While in the dressing rooms they have total concealment. In the northeast dressing room, a spy hole has been drilled through the grout between two tiles and looks into Area 147. It can be detected with a DC 30 Perception check.

ROPERs (4)
XP 19,200

CR 12

hp 162 (*Pathfinder Roleplaying Game Bestiary* “Roper”)

Tactics: These creatures wait silently until they hear someone enter the chamber. The one at the eastern end shoots its strands through the curtain (effectively tearing it aside) and attempts to drag a few victims. When the PCs concentrate their attacks on that one, the others fire their strands from the side dressing rooms hoping to divide and conquer their foes.

149. Sauna

The tiled floor of this room is cracked and caved in at places, revealing a subfloor a foot or so lower. Rubble, bones, and debris choke this collapsed flooring. The broken remains of marble benches still line the walls.

This was once the bathhouse’s sauna. A hypocaust beneath the floor fed by pipes from the boiler brought steam in that then wafted up through flues in the floor. The pipes have long since broken and ceased to function. Now the floor is covered in the remains of the ropers’ past meals—various humanoids, spider carapaces, and other monsters they have managed to catch over the years.

Treasure: Intermixed with the debris and located with a DC 30 Perception check is a small chainmail pouch holding 57 pp and string of 5 pearls (100 gp each).

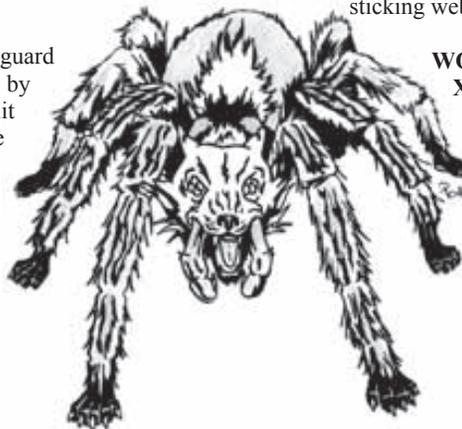
150. Boiler Room

A large iron stove stands next to a huge copper boiler that rises from the floor to the room’s 15-foot ceiling. A cracked and ancient bellows connects to pipes that run from the boiler and into the wall.

This room housed the boiler that heated the water for the baths at Area 148, and the bellows provided drafts of steam into the sauna. The stove still functions, though there is no fuel in the room, but the boiler has corroded and ruptured and the bellows are now useless. There is nothing of value here.

151. Guard House

This small bare room once served as a guard house to watch for any aerial approach by intruders to the veranda. A single arrow slit looks out onto that terrace, and a simple one-legged stool, useful for keeping guards from falling asleep at their posts, lies on the floor beneath it. The arrow slit is clogged with webbing.



WOLF-SPIDERS (2)
XP 1,200

CR 4

The Tome of Horrors Complete 652
NE Large magical beast

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

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

hp 45 (6d10+12)

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

Speed 40 ft., climb 20 ft.

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

152. The Veranda (CR varies)

Here a parapet providing an amazing view looks out over the city between the huge, carved legs of the citadel and overshadowed by the massive curve of its belly above. Doors open onto this open veranda from the north and archways open from the north and south. In the dim light of this shadowed perch can be seen many large unidentifiable lumps seemingly covered in dirty sheets that rustle slightly in the breeze.

This was once the premier seating area for the most high-end eatery in the citadel. With its excellent view and fresh breezes, it provided a welcome respite from the claustrophobic and dreary existence within the citadel’s dour walls. The sheet-draped objects are actually the rotting remains of wooden tables and chairs, clues to the veranda’s former function. The sheets, however, upon closer inspection (DC 8 Perception check) are recognizable as massive sheets of spider webbing. It is brittle and only slightly sticky, so it does not hamper movement. Anyone fighting in Area 153 or bringing a light source onto the veranda is immediately spotted by the wolf-spiders in Areas 154 and 155 that rush out to attack, unless magically cloaked or silenced.

153. Orcus’s Craw Tavern & Eatery (CR 6)

A pair of pillars supports a double lancet arch in the south wall that seems to open to the outside. Within this chamber is a polished wooden counter—now dust smeared—and a couple old tables and chairs. Everything is cobweb draped. A wooden plaque against the east wall has been beautifully engraved in Common with the words “Orcus’s Craw Tavern & Eatery: Please wait to be seated.” Some vandal has scratched through the word “craw” and crudely carved over it with the word “crotch”.

As mentioned, Orcus’s Craw was once the poshest eating place in the citadel for those who wanted to avoid barracks mess halls, dormitory dining, or some of the other lower class establishments. Substantial bribes were usually necessary just to get a table. Named to signify the palate of the demon prince, some joker has modified the sign to accurately reflect the eatery’s anatomical location in the huge citadel effigy of Orcus.

Creatures: Clinging to the ceiling of this chamber making Stealth checks opposed to the party’s Perception checks are **2 wolf-spiders**. They are a variety of large, monstrous spider with fur-covered bodies and the head of a wolf—though a wolf with eight multi-faceted eyes and mandible-like fangs. They begin their attacks by firing their sticking webbing before descending for melee.

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Space 10 ft.; Reach 5 ft.

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

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

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Acrobatics +3 (+7 jumping), Climb +10, Perception +11, Sense Motive +2, Stealth +8 (+16 in webs), Survival +2 (+6 tracking by scent)

Languages Common, Goblin

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

154. Dining Room (CR 12)

This long chamber is a surreal landscape of web-shrouded terrain. Clusters of tables, chairs and less-identifiable objects are buried under many layers of webbing, and webbed bundles dangle at various points from the ceiling. Several arches and windows interrupt the sloping north wall, and one arch exits to the west.

Creatures: This region of the citadel is dominated by two colonies of species that continually prey upon each other. This chamber houses **21 wolf-spiders**, the majority of the lupine arachnids that occupy this area, that are at war with the spider eaters of the citadel's north face. They have turned this dining room into their lair. They attack amid their eerie wolflike howls that alerts those wolf-spiders occupying Area 155, who join in the battle after 2 rounds. If the spiders in this room detect intruders in other portions of the lair, they respond at the rate of 1d6+5 per round. The many bundles hold the desiccated remains of various humanoid creatures as well as the dried, dismembered corpses of a few spider eaters (identifiable with a DC 25 Knowledge [arcana]).

WOLF-SPIDERS (21)

XP 1,200

hp 45 (See Area 153)

Treasure: Cutting open bundles and searching through the debris for 20 minutes unearths a total of 474 gp, 67 sp, 345 cp, a silver ewer (45 gp), seven electrum goblets (60 gp each), and a *ring of chameleon power*.

155. Kitchen (CR 11)

A large fireplace with mounted metal grills dominates the south wall. Counters and cabinetry, all decomposing and shrouded in layers of web, run along the other walls.

Creatures: Once the kitchen of the eatery, this room now serves as the lairs for the most powerful members of the wolf-spider colony. There are a total **7 advanced wolf-spiders** on the floor of this room, climbing on the walls and dangling by webs from the ceiling. They attack from all angles. In a side room with a broken door that once served as a larder, lairs the colony's **alpha-male wolf-spider**. This hideous, scarred beast with only seven remaining legs emerges to attack, jaws slaving, whenever battle is joined. These spiders respond to intruders as described in the other rooms of the lair. They fight to the death to prevent entry into Area 156.

ADVANCED WOLF-SPIDERS (7)

XP 1,600

The Tome of Horrors Complete 652

NE Large magical beast

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

Perception +17

AC 19, touch 14, flat-footed 14 (+5 Dex, +5 natural, -1 size)

hp 57 (6d10+24)

Fort +9; **Ref** +10; **Will** +4

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d8+6 plus poison plus trip)

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

Special Attacks web (+10 ranged, DC 17, 6 hp)

Str 19, **Dex** 21, **Con** 18, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 26 (38 vs. trip)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Acrobatics +5 (+9 jumping), Climb +12, Perception +17, Sense Motive +4, Stealth +14 (+22 in webs), Survival +8 (+12 tracking by scent)

Languages Common, Goblin

Poison (Ex) Bite—Injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

ALPHA-MALE WOLF-SPIDER

CR 9

XP 6,400

Advanced-HD advanced wolf-spider (*The Tome of Horrors Complete* 652)

NE Large magical beast

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

Perception +20

AC 20, touch 15, flat-footed 14 (+5 Dex, +1 dodge, +5 natural, -1 size)

hp 126 (9d10+36)

Fort +10; **Ref** +11; **Will** +5

Speed 40 ft., climb 20 ft.

Melee bite +15 (1d8+7 plus poison plus trip)

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

Special Attacks web (+13 ranged, DC 18, 6 hp)

Str 20, **Dex** 21, **Con** 18, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +15; **CMD** 31 (43 vs. trip)

Feats Alertness, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +5 (+9 jumping), Climb +13, Perception +20, Sense Motive +4, Stealth +17 (+25 in webs), Survival +11 (+15 tracking by scent)

Languages Common, Goblin

Poison (Ex) Bite—Injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

156. Proprietor's Residence (CR 12)

Once the private rooms of the eatery's proprietor, these adjoining rooms have been stripped of all furnishings, and now walls, floor, and ceiling have been coated with the omnipresent webs. These webs are sticky enough that they count as difficult terrain. The wolf-spiders are unimpeded by them.

Creatures: The front room houses **3 advanced wolf-spiders**, and in the back is the **queen wolf-spider** and a number of bloated egg sac bundles dangling from the ceiling. Huddled in the back corner is the half-eaten corpse of the colony's prior alpha-male. The wolf-spiders here do not leave this area to respond to intruders.

ADVANCED WOLF-SPIDERS (3)

XP 1,600

hp 57 (See Area 155)

CR 5

QUEEN WOLF-SPIDER

CR 12

XP 19,200

Advanced-HD giant advanced wolf-spider (*The Tome of Horrors Complete* 652)

NE Huge magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +26**AC** 22, touch 14, flat-footed 16 (+5 Dex, +1 dodge, +8 natural, -2 size)**hp** 149 (13d10+78)**Fort** +14; **Ref** +13; **Will** +6**Speed** 40 ft., climb 20 ft.**Melee** bite +18 (2d6+10 plus poison plus trip)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** web (+16 ranged, DC 22, 6 hp)**Str** 24, **Dex** 20, **Con** 22, **Int** 12, **Wis** 14, **Cha** 6**Base Atk** +13; **CMB** +20; **CMD** 36 (48 vs. trip)**Feats** Alertness, Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack**Skills** Acrobatics +5 (+9 jumping), Climb +15, Perception +26, Sense Motive +4, Stealth +15 (+23 in webs), Survival +15 (+19 tracking by scent)**Languages** Common, Goblin**Poison (Ex)** Bite—Injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.**Treasure:** Hidden among the bundles of eggs are the treasures that have been collected by the queen. These include 6 leather bags splitting at the seams that each hold 350 gp, a suit of masterwork chainmail, and a platinum censor worth 580 gp.**157. Guard Post (CR 15)**

The corridor widens here to create a room across from a heavy wooden door. A small font basin extends from the back wall, its stone cracked and dry. A rusted steel shield hangs from a peg next to the font.

This guard post was manned by Templars assigned to keep an eye upon the jeweler's residence across the hall. The font once provided fresh water, but no longer works and the stone basin is broken.

Creature: One round after the party reaches this area, a **marut plane shifts** into their midst. This inevitable was attracted to the citadel after its sudden reappearance by the concentration of undead within. Its goal is to destroy the undead that inhabit the place. It does not intend the party harm and has appeared near them only by coincidence. However, if any of the characters has been magically returned from the dead (by *raise dead*, *resurrection*, etc.) it takes umbrage at this flouting of the natural order and attempts



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to rectify that by attacking that particular PC. Likewise, if its sudden appearance prompts an attack by the party it defends itself to the death. Otherwise it ignores the PCs and begins wandering the citadel. Feel free to have the party run across it or the results of its handiwork from time to time as they continue to explore the citadel. Eventually, however, it will encounter one of the citadel's more powerful undead inhabitants and will be destroyed.

MARUT
XP 51,200

CR 15

hp 214 (*Pathfinder Roleplaying Game Bestiary 2* "Inevitable, Marut")

158. Grand Promenade (CR 18)

This wide, vaulted corridor heads into the heart of the citadel. Great flickering sconces mounted high on the walls bathe the hall in light. A border of decorative fretted stonework runs down the center of the walls, and fine marble tiles the floor. Numerous corridors and doors branch off from the sides of the corridor. At the central point, the hall widens. In this space two statues of ravishing female demons hold cornucopias that spill water into black marble basins in a steady stream. A great white worm lies down the center of the hall, its length unmoving.

Once the Grand Promenade of the Artisans' Quarter, in addition to the many shops that run along its length, here temporary booths and stalls were set up catering to the residents of the citadel. It also served as a common gathering area of the quarter's resident where they could socialize and conduct business. When the citadel was abandoned, the Grand Cornu's blue dragon steed was released into this area to remain behind as a guard. It began to form a lair in this hall but was felled by a band of knights in Area 130.

Creature: The promenade's current inhabitant is a **slorath**, a massive, white-scaled serpent, that escaped from temporal stasis in the wizard's labs. It found its way down here and now makes it lair in the wide corridors, occasionally squeezing down the smaller side corridors to hunt wolf-spiders and spider eaters.

SLORATH
XP 153,600

CR 18

The Tome of Horrors Complete 559

CE Gargantuan magical beast (cold)

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

AC 25, touch 9, flat-footed 22 (+3 Dex, +16 natural, -4 size)

hp 250 (20d10+140)

Fort +19; **Ref** +17; **Will** +10

Immune cold; **SR** 32

Weaknesses vulnerability to fire

Speed 30 ft., burrow 10 ft.

Melee bite +26 (2d8+15)

Ranged paralysis ray +20 (paralysis)

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

Special Attacks paralyzing gaze

Spell-like Abilities (CL 12th):

1/day— *glacial storm* (as *meteor storm*, but deals cold damage, DC 21 half)

3/day— *cone of cold* (DC 17), *freezing sphere* (DC 18 half), *ice storm*

Str 31, **Dex** 17, **Con** 24, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +20; **CMB** +34; **CMD** 47 (can't be tripped)

Feats Awesome Blow, Gaze to Ray, Improved Initiative, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Skill Focus (Perception), Weapon Focus (ray)



Skills Acrobatics +14, Climb +20, Perception +26, Spellcraft +22, Stealth +14 (+24 in arctic environments), Swim +20

Languages Common, Draconic, Giant.

Paralyzing Gaze (Su) Paralysis 1d6 +4 rounds, 30 feet, Fortitude DC 22 negates. The save is Charisma-based.

Paralysis (Su) Alternately, a slorath can use its Gaze to Ray* feat to release a ray of paralysis (range of 30 ft.) as a ranged touch attack. After using its gaze attack in this manner, the slorath cannot use its paralyzing gaze for 1d4 rounds and it is disoriented during this time (-2 penalty on attack rolls, saves, skill checks, and ability checks). The save is Charisma-based.

*See *The Tome of Horrors Complete*

Tactics: The slorath was captured high in the Stoneheart Mountains and kept in magical suspension by one of the citadel's wizards. When the mage departed and his spell wore off, the creature made its lair in this wider area of tunnel. It survives but is not well acclimated to the warmer clime of the citadel. As a result it is lethargic and spends most of its time in slumber. When the party enters the hall it is dozing but is not asleep. A character approaching within 30 feet of its head, facing the west, notices its greenish-blue eyes open as slits and is subject to its paralyzing gaze. It is not particularly hungry and attempts to engage the PCs in conversation, hopefully capturing a few more in its gaze. If offered treasure valuing at least 5,000 gp per party member and advised that it is possible to leave the citadel now, it accepts the bribe, scooping the treasure into its mouth and leaving by the nearest exit. It then departs for the colder climes of the upper Stoneheart peaks. If the party is hostile, it uses its *glacial storm* on the rear ranks and its Gaze to Ray feat on those approaching within 30 feet.

Treasure: Piled around the bases of the two statues are the treasures that the slorath (and the blue dragon before it) gathered from the various shops and residences along the promenade. These include bails of silks and fine wools that have withstood the test of time and are worth a total of 6,500 gp, 6 sets of masterwork artisan's tools of assorted types, bags and chests of gemstones worth a total of 10,850 gp, ingots of gold and silver worth a total of 5,000 gp, and 12,047 gp in assorted coins. Though these items are quite valuable, they are also quite bulky and difficult to transport.

159. Clothier's Shop

This was the clothier's shop. Shelves along the walls and free-standing racks held various outfits and accessories available for purchase by the residents of the quarter or those Templars or Disciples who wanted something more or finer to wear while off duty than their typical uniforms or cassocks. A side room served as an office for the proprietor and a back room was a workshop where the garments were sewn. Most of the common items herein were abandoned during the retreat as unnecessary baggage. Since then the blue dragon and the slorath have looted all of the valuables from the rooms. Now piles of moldering garments are all that remains of its wares. Anyone searching through the mounds of discarded clothes can piece together still-serviceable sets: three artisan's outfits, one monk's outfit, two scholar's outfits, and a cold weather outfit. All smell slightly musty and are far out of style with fashions tending toward the sinister or purely utilitarian.

160. Purveyor of Charms and Icons

This shop is organized like that of Area 159. It was owned by a craftsman who created and sold small good luck charms and religious icons (devoted to Orcus, of course) of materials ranging from mundane to semi-precious. All of the most valuable items were taken by the owner, and the creatures of the citadel looted the rest. Now the rubbish on the floor includes the broken remains of hundreds of different wood and stone charms, icons, and holy symbols—all worthless. A loose stone in the floor at the back of the workshop (DC 18 Perception to locate) was missed and still contains a pouch holding 47 sp and a *potion of darkvision*.

161. Potter (CR 12)

This was the shop of the citadel's potter. Much like Area 159, its floor is scattered with remains of its wares, broken crockery and vessels of all shapes and sizes but all finely crafted and glazed. A broken desk occupies the office, behind which a stone has been pried loose from the wall revealing a hidden niche that is empty (once the potter's safe). The workshop is strangely clean and free of destruction. It holds a potter's wheel and troughs for holding clays and glazing materials, and its eastern end is occupied by a massive clay kiln large enough to fire a dozen vessels at once.

Creature: The citadel's potter was actually a powerful cleric/wizard, though he did not let onto this fact. To protect his shop, he crafted an **advanced clay golem**. This bulky, headless construction is actually the kiln. When crouched down it appears to be ordinary, though a DC 20 Perception check notices the seams along its sides where squared-off arms and legs are tucked firmly against its flanks. Anyone entering causes it to activate and rise up on its stumpy legs to attack. The kiln remains open in its torso and actually functioned as long as the golem remained quiescent. The golem attacks when anyone enters the back room, though it does not pursue but instead crouches again and resumes its kiln appearance when intruders leave. It is the reason that the back room remains undisturbed.

ADVANCED CLAY GOLEM **CR 12**
XP 19,200

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

N Large construct

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

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

hp 129 (18d10+30)

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

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

magic

Speed 20 ft.

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

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

Special Attacks berserk, haste

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

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

Treasure: The potter kept all of his finest wares in the guarded back room, and some were left behind. These include a total of five fine ceramic vessels (150 gp each) and a *bowl of commanding water elementals* of the finest blue porcelain. A set of masterwork artisan's tools suitable for use by anyone with the Craft (pottery) or (sculptures) skill hangs from a rack on the wall.

162. Provisioner

Overtaken tables and several wooden bins still occupy the room, and chains ending in hooks descend from the rafters. This was the provisioner's shop that served the eating establishments and more high-end dining halls of the citadels. The foodstuffs that remained have long since been taken and consumed. The back room once served as a cooler with a magical device to keep food cold, but that item was removed during the Great Retreat. Slumped against the back wall of the office is the decapitated skeleton of an armored knight, its head nowhere to be seen. It still wears a suit of *+1 electricity resistance chainmail* complete with a tabard bearing the symbol of Arn. There are no weapons with the corpse, though its belt pouch holds a ruby worth 300 gp. This was one of the Lord Bishu's pouches. He was slain here by Bishop Clarendon and his head taken. A DC 17 Perception check reveals a small brass key lying on the floor nearby. This goes to the door of Area 11.

163. Scribe

Other than the Disciples of Orcus clergy and officers of the Templar Guard, most of the citadel's inhabitants were illiterate. As such, several scribes lived within selling their services to create signs, documents, and records. Their tables and stools have been smashed to flinders and only a few sheets of vellum and the brittle remains of many, many blank papyrus scrolls remain here.

164. Alchemist

Like the other shops along the promenade, the many tables and shelves that once stood in here have been smashed and looted. Shards of glass and bits of broken alchemical equipment litter the floor of the main room and side rooms. Traces of powders and dried fluids stain the floor in places, some giving off strange odors. Nothing of value or interest remains.

165. Woodworker (CR 10 or 14)

Like the other shops of this area, this woodworker's shop is a shambles and has been thoroughly looted. Sawdust and wood shavings mix underfoot with many wooden carvings and tools. A total of three complete sets of artisan's tools useable by those with Craft (carpentry) can be found here.

Creature: Dangling from the ceiling and lurking just above the entry to this shop is a **bloated arch lurker**. It is spiderlike with four tentacles radiating from its body—two ending in grasping digits and two ending in clawed hooks. Four chitinous legs retract into its body mass when not in use. A large fanged maw opens at one end of its

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body. This aberration and some of kin have taken advantage of the slorath's lethargy to move in and make a lair here and in Area 166.

BLOATED ARCH LURKER CR 10 XP 9,600

Advanced-HD giant arch lurker (*Creature Collection II: Dark Menagerie* 10)

CE Huge aberration

Init +7; **Senses** darkvision 60 ft.; **Perception** +18

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

hp 119 (14d8+56)

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

Defensive Abilities elastic skin

Speed 30 ft., climb 30 ft.

Melee 2 tentacles +18 (1d8+10 plus grab), bite +18 (3d8+10), 2 hooks +16 (3d6+5)

Space 15 ft.; **Reach** 15 ft. (20 feet with hooks and tentacles)

Special Attacks pull (tentacle, 10 feet)

Str 30, **Dex** 16, **Con** 18, **Int** 12, **Wis** 12, **Cha** 9

Base Atk +10; **CMB** +22 (+26 grapple); **CMD** 35 (39 vs. trip)

Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude,

Improved Initiative, Multiattack, Power Attack

Skills Acrobatics +20, Climb +35, Escape Artist +24, Perception +18, Stealth +20 (+28 when still)

Languages Aklo

SQ camouflage

Camouflage (Ex) An arch lurker can change the pigment of its body to blend with its surroundings and gains a +8 racial bonus to Stealth checks (+16 when sitting still).

Elastic Skin (Ex) An arch lurker's skin is rubbery, giving it a 25% chance to negate any additional damage from a critical hit or a sneak attack. Normal damage is still inflicted. It also gives it a +4 racial bonus to Escape Artist checks.

Tactics: The arch lurker ambushes the first person to enter this doorway attempting to drag them up to the 30-foot ceiling. There it continues to dangle by one hook while it attacks its prey with its two tentacles, bite and other hook. If seriously injured, it drops its prey to the floor. At the sounds of combat from here, the arch lurkers in Area 166 drop down and attempt to silently ambush the rear ranks of the party from behind, preferably catching less-armored PCs alone in the hallway. They are not above fighting over individual victims, playing a kind of tug-of-war between them. If two of those lurkers are killed, the other two retreat back to the ceiling of Area 166. The arch lurkers are able to move through the doorways with ease due to the elastic nature of their hides.

166. Chandler (CR 13 or 14)

Other than the waxy build up on the floors amid the destroyed furnishings and the wax-coated tubs and candle casts in the back room, there are no obvious signs that this was a chandler's shop. Most of the main areas of the citadel are lit by *continual flames*, but sleeping areas were not so outfitted so that a chandler was required to supply the necessary candles to light those areas of the citadel as needed. He did not supply the votive candles for the clergy, as they created their own waxworks in the citadel above.

Creatures: Occupying this chamber are 4 bloated arch lurkers. Due to their great size, two dangle from the 30-foot ceiling and two remain on the floor. All are hungry and eagerly attack interlopers.

BLOATED ARCH LURKERS (4) CR 10 XP 9,600

hp 119 (See Area 165)

Tactics: These creatures use similar tactics as their fellow aberration in Area 165. Two attempt to draw victims up to the ceiling while the other two attempt to drag victims into the smaller rooms and hold them in the doorway while they attack them to gain cover from the other party members. The arch lurker at 165 likewise attempts to ambush stragglers in the hallway if it hears combat in here. Once again, the creatures' elastic skin allows them to squeeze into the narrower side rooms without penalty.

Treasure: The side office has the gnawed bones and carapaces of many types of vermin as well as wolf-spiders and spider eaters, the prey of the hunting arch lurkers. Amid these fresh bones and droppings are 7 diamonds worth 3,000 gp each that they have also gathered.

167. Cobbler

This is like the other shops of the promenade, full of destroyed shelving and tattered merchandise. The back room holds the cobbler's workshop with several different types of foot gear in various stages of creation or repair.

Treasure: A secret door in the plaster of the office's wall (DC 25 Perception check to locate) hides a safe that still holds the treasures of the cobbler who was murdered before he could clean it out. Its key is gone but its lock can be picked (Disable Device DC 30) or smashed (Hardness 10, hp 60). Within are 512 gp, two sapphires worth 100 gp each, a set of masterwork artisan's tools for cobblers, and a special ordered pair of *boots of the huntress* (see sidebox) that he was never able to deliver to his customer.

Boots of the huntress originally appeared in *Relics & Rituals II: Lost Lore* by Sword & Sorcery Studios. It is included here for your convenience.

BOOTS OF THE HUNTRESS

Aura moderate divination and transmutation; **CL** 7th
Slot feet; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

These boots grant a +10 circumstance bonus to the wearer's Survival checks to get along in the wild, keep from getting lost or avoid natural hazards, and follow tracks. In addition the wearer is more difficult to track, increasing the DC to track the by 10.

CONSTRUCTION

Requirements Craft Wondrous Item, *locate creature*, *pass without trace*; **Cost** 1,500 gp

168. Leatherworker

This is the remains of a leatherworker's shop and has been ransacked like the rest of them. A set of masterwork artisan's tools suitable for use with Craft (leather) can be found in the workshop, and hidden beneath a collapsed shelf (DC 18 Perception check) is a suit of masterwork leather armor.

169. Jeweler

This small room is featureless save for a door composed of steel bars that exits to the west. The heavy lock on that door has been broken, and the door hangs open. This was the entrance to the shop of one of the wealthiest residents of the quarter, the citadel's jeweler. As the Great

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Retreat occurred, a plot was hatched to kill the jeweler and rob him of the fortune in jewels rumored to be kept within his quarters. The lock was broken by the conspirators in their break-in attempt.

170. Anteroom

This small room is empty of furnishings. An open doorway stands to the south. A narrow window opens at chest height in the north wall. Most arresting of all, however, is the globe of absolute blackness that hangs in the air 5 feet off the ground in the room's center.

This served as the shop floor of the jeweler who once lived here. Customers came to his window and stood at the counter to examine and purchase his jewelry. A DC 10 Perception check notices that the doorway to the south has empty hinges, as if a door once stood there, though there is no trace of it now. A DC 25 Knowledge (arcana) confirms that the black sphere hanging in the air looks a lot like a *sphere of annihilation*, which in fact it is as can be determined by anyone foolish enough to touch it. The citadel's jeweler was a powerful and extremely wealthy wizard who preferred to live within this oppressive place for his own ends. Though, not a true follower of Orcus, he paid lip service, and with his great wealth and power was afforded great status and access to many comforts that may not have been available in more lawful lands. With his great wealth and many-fold connections he was able to procure this minor artifact with none of the clergy of Orcus any the wiser that such a dangerous item had been brought into their midst.

When a scheming rival plotted to rob and kill the wizard during the Great Retreat, the wizard called forth his *sphere* to defend him from the attackers. It came out of its storage area at 171 disintegrating the door in the process and took the two attackers by surprise, annihilating the two as they prepared to face living or construct guardians belonging to the wizard. Unfortunately the jeweler was cut down before the conspirators were destroyed, and the *sphere* was left masterless. When the citadel shifted planes shortly thereafter, this unique spell somehow affected the magic of the sphere and, in a sense, broke it. While it retains its power of annihilation, it is no longer mobile, forever stuck in place and unable to move again with anything short of a *wish* or *miracle*. Nothing remains of the two attackers that were destroyed here by the *sphere*.

171. Guard Room

This small room is bare and featureless. The jeweler often cloaked it in illusion to make all sorts of strange and powerful creatures laired here to guard his shop, but in fact it served only as the storage room for the *sphere of annihilation* found in Area 170 waiting only to be called forth by its master. It destroyed the door when it answered his last call.

172. Jeweler's Counter

There are no entrances to this room or those beyond save for the small 6-inch-wide window between here and Area 170. Its contents can easily be seen by anyone peering through the window.

The walls of this small room have been papered in extravagant, colorful patterns that now crack and peel away from the plaster beneath. An elegant crystal chandelier still burns with dozens of candles. An ornate door to the west appears to be composed of carefully engraved and fitted sheets of ivory that have been inlaid with gold and precious stones. A skeletal figure in fine sky blue robes lies huddled on the floor before that door, a small black crossbow bolt protruding from between its shoulder blades.

From this counter, the jeweler made transactions with his customers using *unseen servants* to admit them through the locked gate from Area 169. As he prepared to leave with the Great Retreat, one of his comrades and sometimes business partner, the owner of the Burning Pit (see Area 180) came with one of the Disciples of Orcus to accompany the jeweler to the marshaling area. Unbeknownst to the jeweler, his friend and the murderous priest were in league to slay and rob him. As he came out to greet them, while the Disciple readied his spells for whatever guardian might emerge from Area 171 his friend (a high-level rogue) raised a hand crossbow and fired a *slaying arrow* that missed. The jeweler turned to flee, mentally calling to the *sphere of annihilation* in Area 171. It came through the door and engulfed the Disciple immediately. The rogue got off another shot, hitting the jeweler and felling him with its magic, but never got to savor the victory as the *sphere* annihilated him where he stood before he could even turn around. Such has the grim crime scene remained since that day.

The ivory western door is still *arcane locked* at 18th level.

Arcane-Locked Ivory Door: 1 in. thick; Hardness 6; hp 25; Break DC 25.

Treasure: The crystal chandelier is a work of art and holds 44 everburning candles. It is delicate and bulky (150 lb.) but if removed is worth 1,000 gp. The door is likewise a work of art composed of cunningly engraved ivory plates set with gold filigree and many precious stones. It too is bulky, weighing 200 lb. but if removed is worth 2,800 gp as an art object. If it is broken open, that value drops to 1,200 gp.

The skeleton wears robes of light blue silk, now bloodstained and soiled. On its fingers are eight jeweled rings worth 800 gp each, a *ring of protection* +5 and a *ring of blinking*. Around its neck is a shattered jeweled talisman that was once a special unique *talisman of the sphere* that he created himself from small jewels and platinum wire. It served as an art piece for him and was much more fragile than typical for its kind, so when he fell and landed on it snapped and became useless. It is no longer magical but is still worth 9,500 gp for the materials alone. Tucked in his belt is a *silent metamagic rod*. Hidden in his robe is a spell component pouch, its contents long since moldered to dust, and a wrist sheath with the dagger *Death's Mockery*. (see **Magic Item Appendix**). Anyone seeing this weapon and making a DC 30 Knowledge (history) or a DC 20 bardic knowledge check recognizes it as the signature weapon the powerful illusionist and jewel thief Raveene who lived centuries ago and allegedly stole the crown jewels from the overking's own vault. Raveene was never caught and was thought to have stashed away several fortunes in stolen jewels. This discovery reveals the fact that the infamous Raveene was none other than the jeweler of the Citadel of Orcus, which explains where he obtained many of the best pieces that he sold to the clergy of Orcus.

Anyone examining the skull of the jeweler finds that small diamonds have been embedded in his teeth (32 total — 100 gp each if extracted). The crossbow bolt in the skeleton is damaged and useless, but a DC 18 Perception check reveals a second bolt that is still whole, entangled in the folds of the robe. It is a *greater human slaying crossbow bolt*.

173. Jeweler's Residence (CR 12)

This oddly-shaped room has an ivory door to the east and a heavy iron door to the west. The floors are completely covered in plush carpets, now musty with age. Thick tapestries hang on the walls depicting images both abstract and lewd broken only by gold candle sconces. A low table surrounded by seating cushions rests in the room's center bearing a set of crystal carafes and goblets. Piles of furs and blankets form a bed in an alcove. Manacles attached low on the north wall still hold the slumped skeletal remains of three humanoids in ragged silk dresses.

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This was the residence of the jeweler Raveene. The paranoid jewel thief accessed his chambers only by *blinking* through the walls or occasionally opening a *dimension door* to bring others in. No wind tunnels reach into these rooms. Here he sumptuously lived on the fruits of his power and ill-gotten gains in decadence and depravity. *Unseen servants* and magic tended to all his needs. An examination of the skeletons and a DC 15 Heal check or Knowledge (local) is able to identify them all as female elves.

Creatures: These slaves of Raveene's were left to die when he was murdered by his former friend. They now exist as **3 advanced groaning spirits** that arise to attack when anyone enters the room, appearing as starved and broken elven women. Unfortunately for the PCs, they are not alone, for hidden beneath the floor at the south end of the room by use of a *stone shape* two more skeletons have been buried (DC 30 Perception check to notice the smooth section of stone beneath the carpet and a Spellcraft to determine its source). These rise as another **2 advanced groaning spirits** 2 rounds after the others. These appear as murdered elven women, their faces and nude bodies criss-crossed by disfiguring wounds. They do not leave this chamber.

ADVANCED GROANING SPIRITS (5) CR 8 XP 4,800

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CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft., lifesense; **Perception** +22

Aura fear (30 ft., DC 21), unnatural aura (30 ft.)

AC 21, touch 21, flat-footed 16 (+6 deflection, +5 Dex)

hp 85 (10d8+40)

Fort +9; **Ref** +8; **Will** +12

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, electricity, undead traits; **SR** 20

Weaknesses vulnerability to dispel evil

Spd fly 30 ft. (perfect)

Melee incorporeal touch +13 (1d8 plus chill touch)

Special Attacks keening

Str —, **Dex** 21, **Con** —, **Int** 20, **Wis** 20, **Cha** 22

Base Atk +7; **CMB** +7; **CMD** 28

Feats Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Bluff +16, Disguise +19, Fly +26, Intimidate +19, Knowledge (arcana) +18, Knowledge (religion) +18, Perception +22, Sense Motive +22, Stealth +18

Languages Common, Elven, Gnome, Sylvan

Chill Touch (Su) Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 21 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 21 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.

Keening (Su) Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 23 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.

Lifesense (Su) A groaning spirit can sense all living creatures up to 5 miles away.

Vulnerability to Dispel Evil (Ex) If a *dispel evil* spell (the second effect requiring a touch attack) is used against a groaning spirit, the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or be destroyed immediately.

Treasure: The seven gold scones in the room are worth 80 gp

each if removed from the walls. The carpets have moldered but the four tapestries if removed and carried to a suitable buyer (one with poor taste) can fetch 200 gp each. The table is made of teak and is worth 225 gp. The crystal carafe and goblet set if worth 800 gp. Affixed to the bottom of the table with candle wax is an *arcane scroll* (CL 18: stone shape) kept by Raveene to use as an emergency escape route or to dispose of more slave girl bodies if one of his drunken rages was to get out of control.

174. Jeweler's Vault (CR 18)

The door to this room is composed of iron and is *arcane locked* at 18th level. Surprisingly, it is not trapped.

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

The room beyond is bare save for several shelves holding empty metal boxes and a leather traveling trunk.

Creature: Also in here is a very cramped and bored **elite guardian cacodaemon** that was bound here by Raveene to guard him as he evacuated the citadel. It became locked within and remained trapped when the jeweler was murdered as he went to see his friend in Area 172. It is a tall, ebony-hued humanoid with powerful arms and a hairless head with a tooth-filled maw. The cacodaemon is desperate to escape when the door is opened but is also very hungry. It immediately *teleports* into Area 173 behind the party and attempts to rend a weak-looking PC. If hard pressed it tries to summon additional daemons and then escape with its chosen meal in tow.

ELITE GUARDIAN CACODAEMON CR 18 XP 153,600

Advanced-HD cacodaemon (*The Tome of Horrors Complete* 132)

NE Large outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect magic*, *detect thoughts*, *see invisibility*; **Perception** +34

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

hp 138 (25d10+72)

Fort +22; **Ref** +18; **Will** +10

DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

Speed 30 ft.

Melee +3 *longsword* +37/+32/+27/+22 (2d6+12/17-20), claw +29 (2d6+4) or 2 claws +34 (2d6+9)

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

Special Attacks rend (2 claws, 2d6+13)

Spell-Like Abilities (CL 12th)

Constant—*detect magic*, *detect thoughts* (DC 15), *see invisibility*

At will—*cause fear* (DC 14), *deeper darkness*, *desecrate*

3/day—*greater teleport*, *hold person* (DC 16), *protection from good*

1/day—*summon* (level 6, 1d3 hydrodaemons or 1 cacodaemon 35%)

Str 29, **Dex** 19, **Con** 27, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +25; **CMB** +35 (+37 sunder); **CMD** 49 (51 vs. sunder)

Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (longsword), Improved Sunder, Power Attack, Step Up, Strike Back, Weapon Focus (claw), Weapon Focus (longsword)

Skills Bluff +31, Climb +37, Intimidate +31, Knowledge (planes) +30, Perception +34, Sense Motive +34, Stealth +28, Survival +30

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

Gear +3 *longsword*

Alter Self (Su) An elite guardian cacodaemon can assume the shape of any Medium or Large humanoid as a standard action. This supernatural ability works like *alter self* (CL 12th), but the cacodaemon can remain in the chosen form indefinitely. It can



assume a new form as a standard action or return to its own as a free action.

Treasure: The leather chest holds only various knick knacks and articles of clothing. There a total of seven courtier's outfits and three noble's outfits. One royal outfit is carefully wrapped in paper at the bottom. Hidden in with the royal outfit and appearing to be nothing more than a handkerchief is a folded *portable hole*. Within it are assorted items of fine jewelry worth a total of 26,000 gp, 2 sets of masterwork artisan's tools for jewelers, a *gem of brightness*, a *gem of seeing*, a *figurine of wondrous power* (bronze griffon), *arcane scrolls* of *arcane lock*, *magic aura*, *read magic*, *glitterdust*, *detect scrying*, *mirage arcana*, and *prying eyes*, a scroll trapped with *explosive runes* (Perception DC 28), and two spellbooks (see below).

Spellbook 1: 0—*arcane mark*, *detect magic*, *detect poison*, *open/close*, *read magic*; **1st**—*alarm*, *charm person*, *detect secret doors*, *erase*, *hold portal*, *identify*, *mage armor*, *magic aura*, *protection from good*; **2nd**—*arcane lock*, *detect thoughts*, *knock*, *locate objects*, *magic mouth*, *phantom trap*, *resist energy*, *rope trick*, *see invisibility*, *summon swarm*, *touch of idiocy*; **3rd**—*arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *dispel magic*, *explosive runes*, *invisibility sphere*, *nondetection*, *sepia snake sigil*, *shrink item*; **4th**—*confusion*, *dimension door*, *fire trap*, *greater invisibility*, *lesser geas*, *lesser globe of invulnerability*, *phantasmal killer*, *stone shape*, *stoneskin*.

Spellbook 2: 5th—*break enchantment*, *mage's faithful hound*, *mage's private sanctum*, *mind fog*, *permanency*, *prying eyes*, *secret chest*, *symbol of sleep*; **6th**—*analyze dweomer*, *antimagic field*, *disintegrate*, *greater dispel magic*, *guards and wards*, *mislead*, *wall of iron*; **7th**—*phase door*, *sequester*.

175. Moneylender

The doors to this chamber are both composed of adamantine. They are locked and the key is no longer in the citadel. The western door has a spy hole at eye level that can be noticed with a DC 25 Perception check. The chamber is empty save for a 2-foot wide window and counter at chest height in the north wall. Set over the window are thick iron bars spaced only 3 inches apart. A small opening, 4 inches high, opens below the bars allowing transactions to be made. The moneylender serviced his customers in the citadel through this secure counter.

Locked Adamantine Door: 2 in. thick; Hardness 20; hp 80; Break DC 38; Disable Device DC 31.

176. Guard Room

One of the moneylender's personal guards was on duty in here at all times listening for the sound of the bell and watching through the spy hole. An iron bar dangling by a chain from the ceiling could be pounded by the guard with a weapon to bring reinforcements from Area 179. The room is currently empty.

177. Moneylender's Office

This chamber has walls lined with pigeon-hole shelves, now empty. A counter runs in front of a barred window looking out to the south. Beneath the counter is a shelf holding a metal box and a small silver bell.

From here the moneylender conducted his business. The shelves once held ledgers and scrolls upon which the moneylender recorded the many debts and transactions that took place over the years. They were all taken when the citadel was abandoned. The steel box is a small lockbox, the key still in its lock, where the moneylender kept cash on hand. It, too, is empty, but this 5 lb. box has been enchanted and is extremely strong (Hardness 10, hp 100, Break DC 35, Disable Device 25) and could be sold to an appropriate buyer for 500 gp. The silver bell is worth 25 gp and served as an alarm if the moneylender felt threatened.

178. Moneylender's Residence

This chamber has furnishings of wrought iron, a narrow bed, a plank-topped table, an uncomfortable-looking chair, and strange iron rack hanging on the west wall.

The strange moneylender, though of extravagant wealth, lived in this austere chamber bereft of many comforts. The furnishings are what they appear — sturdy, functional and comfortless. The strange rack has several small shelves, sconces and hooks, many with traces of melted wax and metallic dust. This once held small icons and votive candles. Here the moneylender once secretly worshipped Great Mammon, the archdevil, out of the sight of the Disciples. This can be discerned by a DC 35 Knowledge (religion) from the subtle clues left behind.

A secret door is hidden in the floor beneath the bed. It is further concealed by an *illusory wall* (caster level 18th) which must be interacted with and a DC 19 Will save made before a DC 30 Perception check can even be attempted. Opening the door reveals a lead-lined cavity holding six 1-foot-diameter metal cylinders extending into the floor. In the hollow between them is a thin 10-foot, metal pole with a scoop on the end. They appear to be empty, though a DC 25 Perception check notices a single platinum piece lying at the bottom of one, hinting at the treasure trove that must have once existed here.

179. Bodyguards' Quarters

All of the plaster has been smashed from the walls of this room revealing the bare masonry, chipped and scarred by the impacts of heavy blows. The floor is likewise scraped and scuffed. Only a few furs—stiff with age—and leathery scraps remain on the dusty floor.

This room once housed the moneylender's personal bodyguard of charmed giants. These brutes were loyal only to him and left with in the Great Retreat leaving nothing of value behind.

180. The Burning Pit (CR 17)

Each hallway leading into this area bears a wooden placard on the wall that has a woodcut depicting a hellish landscape occupied by cavorting demons tipping mugs of ale: the Sign of the Burning Pit.

This is a wide chamber with oddly-angled walls, rustic oaken columns, curtained alcoves, many tables and benches, and, in the room's center, a gaping pit. Worn tapestries and trophies from hunts and battles still adorn the walls, though most are damaged, and blank spaces show where those of any value were removed. A strange phenomenon hovers over the pit. It is an irregular silvery orb that undulates like rippling water and flashes with strobing white light, bleaching the room in its pale glow.

This was once the most popular eatery and tavern in the citadel, The Burning Pit. Not as pretentious as Orcus's Craw, it served a clientele of soldiers, artisans, and lower-ranking priests. Through a steady flow of business and brisk information peddling, its owner became one of the most influential civilians living within the citadel (see Area 145 and 146 for his residence). The warm fire of its hearth and the easy camaraderie in its cheery glow provided a welcome respite from the typical citadel-dweller's oppressive and paranoid existence.

Creatures: The strange patch of glowing light is actually a rip in the time continuum caused by the citadel's displacement and sudden return to the Material Plane. This unnatural event caused a rip in the fabric of the Material Plane and has opened a one-way portal from the Plane of Time (see *The Tome of Horrors Complete*). The sudden trauma to the multiverse caused a pair of time flayers to be forcibly pulled through to the Material Plane and in the past few hours has caused a total of **6 time flayers** to be deposited in this chamber. Currently they all remain here trying to figure out a way to return back through the portal, but when they spot the PCs they immediately assume them to be hostile just as the mallor demon they recently encountered was (it's body rests at the bottom of the fire pit) and attack. Two rounds after battle begins, the time portal suddenly flashes brightly (DC 15 Fort save for everyone in the room or be dazzled for 1 round) and a **seventh time flayer** is thrown into the room. It lands prone near the edge of the pit but immediately rises to join its brethren in the battle when it realizes what is going on. The portal does not activate again while the party is in this chamber, however further encounters spawned by this portal are described under Event 3 in Chapter 1 of *Part 1—At the Feet of Orcus*.

TIME FLAYERS (7)

XP 19,200

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NE Medium outsider (extraplanar, time)

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

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

CR 12

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hp 110 (13d10+39)

Fort +9; Ref +12; Will +13

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

Speed 40 ft.

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

Special Attacks temporal displacement, unmaking

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

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

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Stealth), Weapon Focus (greatsword)

Skills Acrobatics +13, Bluff +20, Climb +10, Diplomacy +19, Escape Artist +16, Intimidate +20, Knowledge (history) +18, Knowledge (planes) +21, Perception +21, Sense Motive +21, Stealth +24, Survival +21

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

SQ time jaunt

Gear +1 *greatsword*

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

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

Reality Bend (Su) As a free action, a time flyer can fold the dimensional space surrounding it so its true location is hard to discern. Attackers have a 50% miss chance each time they attack with melee or ranged weapons. This is similar to the miss chance granted by a *displacement* spell. *See invisibility* does not reveal the creature's location, but *true seeing* does.

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

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

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

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

A creature that suffers the unmaking cannot be raised, resurrected, or restored to life by any means—not even a *wish* can restore an



unmade creature. Only the direct intervention of a deity can restore one who suffers this fate.

180a. Cloak Room

Corroded copper hooks—some still recognizable as the horned snout of a dragon—line the walls of this alcove. Dark, dust-covered shrouds hang from several of them.

This small room was a cloak room for the Burning Pit and still holds the abandoned cloaks of a few patrons. As sinister as it may appear, there is nothing dangerous here. A DC 15 Knowledge (arcana) can identify the coat hooks as replicas of blue dragon heads.

180b. Private Booth

Concealed behind heavy curtains that muffle sound as well as block sight, these booths hold wide tables surrounded by comfortable seats where meetings could be held with some modicum of privacy.

180c. Fire Pit

This wide pit is five feet deep with firedogs in its center surrounded by mounds of ancient ash. Fittings in the brick lip of the pit could hold spits for roasting two sides of beef at once. A dead mallor demon lies among the ashes.

181. Kitchen

A wide fireplace and well occupy the opposite end of the room. Clay ovens sit atop the fireplace, and an iron griddle rests within it. Various pewter and earthen vessels stand along the edge of the well, which is only about 2 feet deep, and a few have fallen to the floor and broken. The old wooden tables, shelves, and cutting blocks that crowd the rest of the room make it look ready to go back into use at a moment's notice.

Once the eatery's busy kitchen, there is nothing of much interest herein.

182. Larder

The wooden bases for holding tapped kegs line one wall, and rusty iron hooks hang from the rafters of the 10-foot ceiling. The wall opposite the keg bases has the collapsed remains of wooden shelving.

This former larder is now empty.

183. Servant's Quarters

This room is empty save for rude, narrow bunks where indentured servants slept when between shifts.

184. Manager's Residence (CR varies)

This residence was kept by a manager in service to the eatery's owner (who didn't bother with the day-to-day running of the establishment). Treat it as the private residences found elsewhere on this level (Areas 133–144).

185. Northern Terrace (CR II)

A wide parapet overlooks the city below, its battlement crossing between the curving wall of the citadel and the massive construction that comprises the northern armrest of Orcus's massive throne. A few arrow slits look out from the citadel onto this platform, and a large open arch likewise exits next to a much smaller doorway. Large clumps and piles of a brownish substance dot the surface of the parapet at places.

This terrace served as a defensive point for the citadel as well as a landing pad for the many flying beasts employed by the Disciples of Orcus and their minions. The siege engines and other defensive armaments have all been destroyed and chewed into mulch for use in the spider eater hive beyond the archway (Area 187). The brownish lumps are piles of this shredded wood mixed with the saliva of the spider eaters to create a compostlike paste.

Creatures: There are always **10 spider eaters** buzzing around out here, and any combat draws 1d4–1 more of them out of Area 187 for every round it continues. These giant creatures have batlike wings but otherwise resemble massive hornetlike creatures with two forelimbs and a hooked stinger tail.

SPIDER EATERS (10)**CR 5****XP 1,600**

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +14**AC** 18, touch 10, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, –1 size)**hp** 63 (6d10+30)**Fort** +10; **Ref** +6; **Will** +3**Defensive Abilities** freedom of movement**Speed** 30 ft., fly 60 ft. (good)**Melee** sting +10 (1d8+5 plus poison), bite +10 (1d8+5)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** implant**Str** 21, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +12; **CMD** 24**Feats** Dodge, Mobility, Skill Focus (Perception)**Skills** Fly +9, Perception +14

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

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

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

186. Guard House

The doors have been removed from this small chamber, seemingly ripped from their hinges. A single arrow slit looks out from the north wall. It is bare of furnishings.

Once a small guard house, all of the wood and furnishings have been stripped from this room for use by the spider eaters in their hive.

187. Flyer Stables (CR varies)

The portcullis at the main entrance is currently in its raised position and is only noticeable with a DC 23 Perception check.

The ceiling is 40 feet high here. There are no light sources in this area or Areas 188, 189, 190 and 191.

This long chamber is like a surreal tunnel, but rather than stone, its walls and ceiling are composed of some strange, matted, brownish-gray fibrous material that looks almost woven. The floor at least is the stone that you are familiar with throughout the rest of the fortress, but even it is nearly buried in a fine, black soil. The walls and ceiling are uneven and irregular. In places, columns of the fibrous material connect floor to ceiling. Dark openings exit off of the sides of this forbidding gallery. A strong acrid smell lingers in the moist air, and a faint clicking and whirring is omnipresent — just barely audible.

This was once the stables for the special flying mounts belonging to the highest-ranking officers and most powerful members of the clergy. At one time the creatures stabled here included nightmares, wyverns, manticores, spider eaters, and a blue dragon steed for the Grand Cornu himself. Most of these mounts were killed in the war or taken by the fleeing Disciples, and the blue dragon was left behind in the promenade to serve as a guardian, but several of the spider eaters were abandoned to their fate. Eventually the voracious insects were able to chew their way through the heavy gates that imprisoned them and establish a colony throughout the whole area.

The walls and floor of the area are plastered with a papery, mulchlike substance created by the spider eaters chewing up woody objects and regurgitating them with their saliva as a building medium. It is durable and somewhat flexible. The floor is covered with their dried excrement supporting a healthy ecology of beetles and grub worms.

Spider Eater Regurgitated Wood Pulp: Per 1-ft. thickness; Hardness 3; hp 15; Break DC 18; Climb DC 14.

Creatures: Currently living within this colony are **63 spider eaters** and **14 elephantine spider eaters** (much larger than the normal variety). They crawl throughout these chambers and swarm to attack intruders. They fight to the death in defending their queen. They respond to battle on the terrace as described in Area 185. This colony now lives in perpetual warfare with the wolf-spiders of this level and the spire wyverns at the higher levels of the citadel. None of those living today are trained to carry riders, that generation having died off long ago.

SPIDER EATERS (63)**CR 5****XP 1,600****hp** 63 (See Area 185)**ELEPHANTINE SPIDER EATERS (14)****CR 9****XP 6,400**

Advanced-HD giant spider eater

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +16**AC** 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, –2 size)**hp** 125 (10d10+70)**Fort** +16; **Ref** +8; **Will** +4**Defensive Abilities** freedom of movement**Speed** 30 ft., fly 60 ft. (good)**Melee** sting +15 (2d6+7 plus poison), bite +15 (2d6+7)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** implant**Str** 25, **Dex** 13, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10

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Base Atk +10; **CMB** +19; **CMD** 31
Feats Dodge, Flyby Attack, Great Fortitude, Mobility, Skill Focus (Perception)
Skills Fly +9, Perception +16

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

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

Poison (Ex) Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

188. Stable Gatehouse

The fibrous wood pulp extends into this small room and covers all but one corner of its walls. In that corner, a single arrow slit is visible that looks outside. A large mass of the matted material stands right next to the doorway.

This room once controlled access to the stables from outside. Anyone breaking through a 2-foot-thick layer of the wood pulp finds a still functioning winch that operates the portcullis in Area 187. If this portcullis is lowered and some way found to stop up the passageway next to Area 192, then the spider eater colony would be trapped in the stables and would eventually die off from starvation.

189. Stable Thralls' Quarters (CR 16)

The now-familiar wood pulp covers the walls and ceiling of this chamber, some even drooping like stalactites. The smell of rot is strong here masking even the acrid stench of the fibrous wall covering. In the center of the room towers a massive, misshapen insect—legless, wingless, and eyeless—surrounded by a carpet of writhing, wormlike larvae.

Powerful giant stable hands were quartered here to handle the many deadly creatures of the stables.

Creatures: Now it is used as a massive spider eater nursery. Spider eater larvae are brought here after hatching and remain for approximately 6 weeks until their wings form and their carapaces harden. Overseeing this brood of **34 spider eater larvae** is the bloated **spider eater queen**. She is attended at all times by **4 elephantine spider eaters**. Anyone entering this room prompts the attack of all the spider eaters remaining alive in the citadel as the queen's pheromones instantly alert them all to the presence of intruders.

SPIDER EATER LARVAE (34) **CR 2**
XP 600
N Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +14

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)
hp 25 (3d10+9)
Fort +6; **Ref** +5; **Will** +2

Speed 20 ft.
Melee bite +10 (1d6+1)

Str 13, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17 (can't be tripped)
Feats Dodge, Skill Focus (Perception)
Skills Perception +14

ELEPHANTINE SPIDER EATERS (4) **CR 9**
XP 6,400
hp 125 (See Area 187)

SPIDER EATER QUEEN **CR 12**
XP 19,200
Advanced-HD giant spider eater
N Huge magical beast
Init +1; **Senses** darkvision 120 ft., low-light vision, scent;
Perception +28

AC 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, -2 size)
hp 189 (14d10+98 plus 14)
Fort +18; **Ref** +10; **Will** +5

Speed 0 ft.
Melee sting +20 (2d6+8 plus poison), bite +20 (2d6+8)
Space 15 ft.; **Reach** 10 ft.
Special Attacks implant

Str 26, **Dex** 13, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +14; **CMB** +24; **CMD** 36 (can't be tripped)
Feats Blind-Fight, Dodge, Flyby Attack, Great Fortitude, Mobility, Skill Focus (Perception), Toughness
Skills Perception +28

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

Poison (Ex) Sting—injury; *save* DC 24; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

Treasure: Concealed beneath the queen's bulk—and only located if she is moved—are some accumulated treasures of the colony. These are comprised of 2,075 sp, 8,000 cp, three carnelians (80 gp each), a small, rusted iron chest holding 1,200 Lyre's (a platinum coin of Bard's Gate worth 1 pp, these were minted over 300 years ago), 12 copper trade bars (10 gp each), and a gourd rattle. If the rattle is cracked open, the ball inside is revealed to actually be a *ring of chameleon power*. If magic is detected for, the rattle glows with faint Illusion, but it can not be identified in any way unless the ring within is discovered.

190. Fodder Storage (CR varies)

The fibrous material lines the walls, floor, and ceiling of this chamber forming an irregular cave. Protruding from this stuff are several cadavers of giant insects and even some humanoids. The acrid stench combines with the odor of rot to assail the senses of all who enter.

These rooms were once storage rooms for the fodder for the flying mounts stabled here. Now they serve as hatcheries. When the spider eaters capture or kill a creature and implant eggs in them, the creature is then brought into these chambers and sealed within the wall or the floor until the eggs hatch and the hosts are devoured. Each of these rooms holds a few still-living specimens of wolf-spiders, spire wyverns, and a few silids. None have anything of value.

Creatures: In each of these rooms there are always **1d4 elephantine spider eaters**.

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ELEPHANTINE SPIDER EATERS (1d4)
XP 6,400
hp 125 (See Area 187)

CR 9 (Perception)
Skills Fly +16, Perception +25, Stealth +8

191. Tack Room (CR II)

The omnipresent hive material coats the surfaces of this room as well. There is a faint smell of decay given off by a few large arachnid bodies embedded in the floor material, though these corpses appear to have been mostly devoured, leaving only a few hairy legs and bits of hollowed carapace behind.

The spider eaters instinctively avoid this room, and the PCs could use it a temporary haven from attacks by the insectoid creatures. It was once used as a hatchery like the rooms at Area 190, but now one of the implanted creatures kept in here has gone horribly wrong. The spider eaters managed to capture and implant a weakened hezrou demon. It was encased here, and as the single surviving egg inside its body began to grow it began to mutate from its contact with the unholy outsider flesh. Sensing the corrupted creature growing within, the spider eaters removed the room's other implanted hosts and destroyed any new larvae that had hatched within the room. They also encased the hezrou host in the corner behind a wall of their wood pulp 8 feet thick. Now the larva has hatched and devoured its host, growing unnaturally in the process due to the extraplanar energies coursing through it.

Creature: Still contained within its wood pulp cocoon is a **half-fiend spider eater**. PCs can make a DC 20 Perception check to hear scratching and scuffling sounds behind that section of the wall. If they break through or make enough noise to cause it to hack its way out, they are confronted by this hideous creature that resembles a cross between some kind of wasp and a grotesque frog. It immediately pursues PCs, searching for its first meal of fresh meat. The other spider eaters avoid it, and it does the same. However if led into the queen's chamber and the spider eater queen still lives, the mother fires a stream of her digestive enzyme at it which reacts with its own genetic chemistry instantly killing and dissolving the half-fiend abomination. Otherwise, after sating itself on at least one PC it flees the colony and begins to lurk about the citadel.

HALF-FIEND SPIDER EATER **CR 11**
XP 12,800

Advanced-HD half-fiend giant spider eater (*Pathfinder Roleplaying Game Bestiary* "Half-Fiend")

CE Huge outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +25

AC 23, touch 12, flat-footed 19 (+3 Dex, +1 dodge, +11 natural, -2 size)

hp 145 (10d10+90)

Fort +18; **Ref** +10; **Will** +5

Defensive Abilities freedom of movement; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

Speed 30 ft., fly 60 ft. (good)

Melee sting +17 (2d6+9 plus poison), bite +17 (2d6+9), 2 claws +17 (1d8+9)

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

Special Attacks smite good 1/day (+10 dmg)

Spell-like Abilities (CL 10th):

3/day—*darkness*, *poison* (melee touch +17, DC 15)

1/day—*desecrate*, *contagion* (DC 16), *unholy blight* (DC 15)

Str 29, **Dex** 17, **Con** 29, **Int** 4, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +21; **CMD** 35

Feats Dodge, Flyby Attack, Great Fortitude, Mobility, Skill Focus

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

Poison (Ex) Sting—injury; *save* DC 24; *frequency* 1/round for 6 rounds; *effect* paralysis 1d8+5 weeks; *cure* 2 consecutive saves. The save DC is Constitution-based.

Treasure: Anyone searching the alcove it emerges from finds the largely consumed remains of its hezrou host (identifiable with a DC 30 Knowledge [planes] check). Still on the demon's finger is the cursed *ring of Azarkites* (see **Magic Items Appendix**) that caused its weakened condition and allowed the spider eaters to capture it to begin with.

192. Handler's Quarters

This room is dark and musty. A thick layer of undisturbed dust covers everything. At one wall is a simple wooden bed, neatly made, with wool blankets and a burlap sack for a pillow. Opposite is a wooden rack holding a variety of whips, riding crops, harnesses, bits and bridles, hobbles, and other devices for animals of different size and anatomy. Beside it is a small shelf holding three books. Against the north wall is a table with two chairs, an unlit oil lamp, and two leather ale jacks. A small tin coffer lies on the table beside it.

These were once the quarters for the stable master—the handler and trainer of all the exotic mounts kept in the citadel. This eccentric gnoll did not join in the Great Retreat as he was slain shortly beforehand out on the terrace one night by a daring raid of pegasi-riding elven warriors who themselves were shortly thereafter slain or forced to retreat by the flying warriors and not a few wizards and clerics that responded from the stables. The books on the shelves are entitled *Flying Mounts and Their Masters*, *Warfare in the Third Dimension*, and *Choice Feed for Exotic Steeds*.

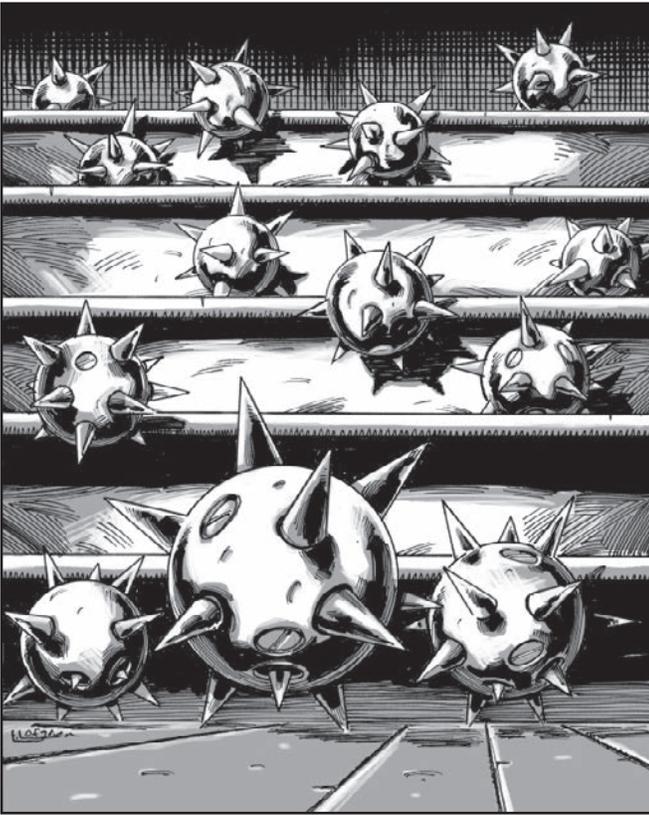
Treasure: The stable master's arms and equipment were taken and his personal trunk was removed from the room, but one of his treasures was missed. The book on feeds has had a hollow cut into its center and placed within there remains an *ioun stone* (pink and green sphere).

193. The Throat of Orcus (CR 6)

This entire shaft is unlit.

A massive shaft rises up through the heart of the fortress here and disappears into the darkness above. A cool air current tussles hair and chills exposed skin like some great exhalation from above. A wide stone staircase rises without the benefit of a rail and spirals around the walls of the shaft until lost in the shadows as well. A feeling of foreboding and awareness of the citadel's immense weight seems to settle on all who enter here and stare into that ascending abyss.

This long staircase curls from here all the way up through the heart of the citadel reaching as high as 760 ft. Only the Disciples of Orcus and those directly authorized by them dared to make the precarious climb, and the crushed body of more than one individual who displeased the Disciples or dared to climb the stair unbidden was found here in a pool of his own blood. From the floor here, the shaft climbs 80 feet before reaching Area 281.



Creatures: At the 40-foot mark, climbers encounter special guardians created by the Magitect that now attempts to prevent the passage of any non-flying creature. Those guardians consist of **2 warden jack swarms**, tiny steel spheres bearing retractable spikes that attempt to topple intruders before using their spikes to wound those that don't fall. They can retract or extend their spikes as a free action. Any PCs that topple in the 5 feet nearest the edge of the stairway must make a second Reflex save (DC 20) or fall over the edge.

WARDEN JACK SWARMS (2)

CR 4

XP 1,200

The Tome of Horrors Complete 588

N Fine construct (swarm)

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +0

AC 21, touch 20, flat-footed 19 (+2 Dex, +1 natural, +8 size)

hp 27 (5d10)

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

Immune weapon damage, construct traits, swarm traits

Weaknesses swarm traits

Speed 40 ft.

Melee swarm (1d6)

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

Special Attacks distraction (DC 12), topple, wounding spikes

Str 4, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** —; **CMD** —

Topple (Ex) Any living creature damaged by a warden jack swarm when its spikes are retracted must make a successful DC 12 Reflex save or fall prone. The save DC is Constitution-based.

Wounding Spikes (Ex) Any living creature hit by a warden jack swarm when its spikes are extended also takes 1 point of bleed damage.

Region 8 — Entertainment District (Map 4-3)

Where the Artisans' Quarter provided for the material needs of the citadel's residents, the Entertainment District provided for their baser desires. Attractions included a fighting pit, cheap bars, gambling, a brothel, and its associated bathhouse. It also served as the base for one of the citadel's most powerful factions, a thieves' guild called the Serpent's Coils that was suffered to exist because it often proved of use to the Disciples. In addition, its presence and the controlled crime it engaged in was much preferable to the priesthood than the rampant anarchy and violent criminal behavior that undoubtedly would have broken out in such a predominantly chaotic and evil community. When the Great Retreat occurred, the core of the Serpent's Coils remained behind. Led by a powerful demoness, the group was able to draw more allies from their home layer of the Abyss so that now the region is haunted by these wicked creatures as well as some strange abyssal flora that was transplanted in as well.

194. Commons (CR 15)

This oddly-shaped room is poorly lit by a few dim sconces. Strangely placed corners and pillars further distort the available light and create sinister shadows. Multiple passages and doors exit the chamber, and twin stairs spiral downward at the southern end. A strong animal reek is present here.

This was the common area for the Entertainment District where patrons were enticed by the barkers advertising for the various establishments and by the less-subtle advances of the harlots that worked within and without the brothel.

Creatures: Now this is a stark and empty chamber occupied by the guard dogs of the Serpent's Coils, **5 abyssal wolf sentries**. These foul creatures are man-sized wolves with blackish-blue fur caked in dried blood. They and their kin prowl around the room and occasionally wander other parts of the level. When they spot intruders, two approach and growl threateningly while the others try to quietly circle around from behind. They then all attack, baying loudly. Unless they are somehow silenced in the first round, everyone in the region will hear them and be alerted. For the next two hours no one in the region will be surprised by the party.

ABYSSAL WOLF SENTRIES (5)

CR 11

XP 12,800

Advanced-HD abyssal wolf (*The Tome of Horrors Complete* 648)

CE Large magical beast (chaotic, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., keen scent, *know alignment*, low-light vision; **Perception** +13

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)

hp 161 (14d10+70 plus 14)

Fort +14; **Ref** +12; **Will** +8

DR 10/cold iron; **SR** 22

Speed 50 ft.

Melee bite +19 (1d8+9 plus trip)

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

Special Attacks paralyzing gaze

Str 22, **Dex** 17, **Con** 20, **Int** 8, **Wis** 14, **Cha** 17



Base Atk +14; **CMB** +21; **CMD** 35 (39 vs. trip)
Feats Blind-Fight, Dodge, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Toughness
Skills Perception +13 (+15 with half-fiends and tieflings), Sense Motive +2 (+4 with half-fiends and tieflings), Stealth +8
Languages Abyssal, Common

Keen Scent (Ex) An abyssal wolf can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind. By making a successful DC 15 Wisdom check the abyssal wolf can determine whether a tiefling or half-fiend is present among the opponents.

Know Alignment (Su) Abyssal wolves always know the alignment of any creature they look upon. This ability can be negated or dispelled, but the abyssal wolf can activate it again as a free action on its next turn.

Paralyzing Gaze (Su) Anyone within 40 feet meeting the gaze of an abyssal wolf must make a successful DC 20 Will save or be paralyzed for 2d4 rounds. Half-fiends and tieflings have a -2 circumstance penalty on this save. Once a successful save is made, the target is immune to the effects of that abyssal wolf's gaze attack for one day. The save DC is Charisma-based.

Treasure: Each of the wolves wears an iron collar set with broken, demonic teeth and a single large piece of ebony. These are worth 150 gp each.

195. Public Jakes

At the base of each of this room's walls is a shallow trench that slopes down to one of the corners where it empties into an open hole. At the top end of each of these trenches is a hand pump and spout set into the wall. The trenches themselves bear foul stains that leave little to the imagination, nor does the reek rising from those open holes.

In an area so prone to drunkenness and debauchery, it seemed only prudent to provide a place where customers could empty their guts one way or another and provide some modicum of cleanliness. The troughs empty into narrow holes descending dozens of feet into large cesspits. The local workers had to live here after all, and the demons dwelling here now still use this room. If the pump handles are primed with a little water, they can once again be made to function causing fresh, clean water to pour out into the trough, washing any wastes down into the holes. If this is done to the west trench, the hole at the northwest corner quickly backs up and overflows back into the trench, draining only slowly thereafter. Anyone daring to dig around in the dark pit finds an obstruction blocking its disgusting shaft 2 feet below floor level. Pulling this obstruction forth reveals a severed dretch's head (identifiable with a DC 15 Knowledge [planes] check). Stuffed in its mouth is a finely crafted carnelian key worth 450 gp. This is the key to Area 293a, left here for safe keeping by Bishop Clarendon.

196. Guard House (CR 13 or 17)

The floor of this foul room is spattered with puddles of noxious liquids and gore. Some wooden furniture has been broken up and left to rot in this fetid stew creating lumps of unidentifiable decay. Hanging from a nail on the wall is a coiled whip composed of twisted wire with embedded shards of metal and glass from which hang strips of dried and corrupted flesh. Doors stand to the north and south, each secured with a heavy padlock.

This once served as a guard house for the Templars to keep some semblance of order in this debauched place. It now serves as the abode to a member of the Serpent's Coils who serves as the group's hound keeper. The whip on the wall is made of cold iron and serves as a Large whip that deals lethal damage. The reeking liquids are the fouled remains of drinking water. The copper bucket used to carry it in is sitting in the corner of the room. The heavy padlocks are quite rusty.

Rusty Padlock: Hardness 10; hp 15; Break DC 20; Open Lock DC 20.

Creature: The hound keeper himself is a **mallor demon**, a creature with a crimson-hued humanoid upper torso and the lower body of a giant coral snake. Upon his scarlet chest is a huge tattoo of a coiled black serpent, the symbol of the Serpent's Coils. He fights with a halberd rather than the longspear his kind normally wields.

MALLOR DEMON

CR 13

XP 25,600

hp 217 (See Area 218)

Melee +1 *anarchic halberd* +22/+17/+12 (2d8+13/x3 plus poison)

Gear +1 *anarchic halberd*

Tactics: If he is alerted by the abyssal wolves, the mallor demon spends his first round attempting to summon vorks after which he attempts to summon huge fiendish vipers. He then coats his weapon with poison and keeps it freshly coated for the next two hours. If his allies are destroyed, he attempts to smash the padlocks on the doors to Areas 197 and 198 to unleash the dretch swarms within. These creatures will not attack him, but will attack anyone else in the room.

Treasure: The key to both padlocks as well as an aquamarine worth 400 gp can be found in a belt pouch at his waist.

197. Sergeant's Quarters (CR 15)

Creatures: Once the quarters for the Templar sergeant assigned to this guard house, it is now filth-smearing and all its furnishings have been destroyed by the 3 **dretch megaswarms** that are locked within. If released they immediately attack anything they encounter other

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than the mallor demon in Area 196. Brought in from the Abyssal layer known as the Sweltering Reek by Lady Slaeth, their numbers are continually replenished by her. They survive in a constant orgy of violence and cannibalism requiring that she replenish their numbers every few weeks.

DRETCH MEGASWARMS (3)
XP 19,200
hp 136 (See **Monster Appendix**)

CR 12

198. Holding Cells (CR 16)

Once holding cells for those who became too unruly for even the chaotic denizens of the citadel to allow, the bars of the five cells in here are rusted and have largely been gnawed away.

Creatures: Now swarming throughout the room are **4 dretch megaswarms**. They react as those in Area 197.

DRETCH MEGASWARMS (4)
XP 19,200
hp 136 (See **Monster Appendix**)

CR 12

199. Guard Room (CR 13)

Bouncers were once stationed before the doors to the fighting pit to serve as both crowd control for its patrons and participants and to protect the chamber of its manager. A single everburning torch is mounted on the wall above those doors.

Creatures: Now **2 abyssal wolf sentries** fulfill that roll, attacking anyone not wearing the mark of the Serpent's Coils. The half-eaten corpse of a lone dretch lies shoved into one corner.

ABYSSAL WOLF SENTRIES (2)
XP 12,800
hp 161 (See Area 194)

CR 11

200. Arena Manager's Residence

The furnishings of this room have been smashed to splinters leaving nothing intact. Gleaming shards of white are barely visible among them.

This was once the residence of the manager of the arena, a cruel and despicable man who habitually fixed matches to kill and maim contestants for the fun of it. When the Great Retreat was called, order (such as it was) broke down in the district and some rioting occurred. Many in the mob took this opportunity to exact revenge upon the arena manager. His bouncers fled before the mob that captured him in here and literally stomped him to pieces. His bones are the shards visible amidst the smashed furniture. This room was then thoroughly looted.

201. Arena (CR 15 and 12)

A wide arena stretches out before you. Stone bleachers stair step down 20 feet to the arena's center. A wide stair descends to the center as well. The depth of the fighting pit itself is uncertain as it appears to be full to overflowing with a vast tangle of junglelike growth. A single door is visible on a far wall at the top of the seats.

Once a sandy-floored fighting pit 5 feet below the lowest bleachers, the arena's floor is now choked with alien flora transplanted from the Sweltering Reek, growing in a morass of muck and foul soil.

Creature: Living in this soup along with the other plant life is an **overgrown Abyssal shambler**. When anyone enters the chamber (the Serpent's Coils know better than to do so) the mound pulls itself up from its rooted moorings—requiring 1 round—and then lurches to attack. The most effective way to face the mound is simply to retreat from the room. It is too large to get its brambly bulk through any of the room's doors. A quick party could thus use Area 202 as a safe haven while exploring the citadel.

OVERGROWN ABYSSAL SHAMBLER
XP 51,200
CR 15

Advanced-HD fiendish giant shambling mound (*Pathfinder Roleplaying Game Bestiary* "Fiendish, Shambling Mound")
NE Huge plant (extraplanar)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

AC 24, touch 7, flat-footed 24 (-1 Dex, +17 natural, -2 size)

hp 180 (19d8+95)

Fort +16; **Ref** +7; **Will** +8

DR 10/good; **Immune** electricity, plant traits; **Resist** cold 15, fire 15; **SR** 20

Speed 20 ft., swim 20 ft.

Melee 2 slams +21 (4d6+8 plus grab)

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

Special Attacks constrict (4d6+12)

Str 27, **Dex** 8, **Con** 21, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +14; **CMB** +16 (+20 grapple); **CMD** 33

Feats Cleave, Improved Natural Armor (4), Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +16, Stealth +8 (+16 in swamps or forests), Swim +16

Languages Abyssal, Common (cannot speak)

SQ electric fortitude

Development: In the arena's floor are two trapdoors covering 10-foot deep pits. These were used to hold beasts or serve as hazards during fighting matches. However, they have been sealed shut by the shambling mounds bulk for centuries. Trapped within each of them are **8 voracious ghasts**, former pit fighters themselves. If the shambling mound moves out of the arena's center, 10 minutes later the trapped undead manage to break free from their cramped prison. They then begin to track whoever was last in the room to devour them and try and sate their eternal hunger.

VORACIOUS GHOSTS (16)
XP 1,200
CR 4

Advanced-HD ghost (*Pathfinder Roleplaying Game Bestiary* "Ghoul")
CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +11

Aura stench (10-ft. radius, DC 16)

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

hp 34 (4d8+16)

Fort +5; **Ref** +5; **Will** +8

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

Speed 30 ft.

Melee bite +7 (1d6+4 plus disease and paralysis) and 2 claws +8 (1d6+4 plus paralysis)

Special Attacks disease (DC 16), paralysis (1d4+1 rounds, DC 16)

Str 18, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18



Base Atk +3; **CMB** +7; **CMD** 21

Feats Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +8, Climb +11, Disguise +11, Perception +11, Sense Motive +11, Stealth +11, Swim +8

Languages Common

202. Beast Handler's Quarters

This chamber is empty of all save a large wooden bench and copious amounts of dust. It has a stale musty smell.

A drunken and dissolute half-ogre once dwelled here serving as the wrangler for the various beasts brought to fight in the arena. He survived the riots — and, seemingly on a whim, was one of those rioters involved in his former employer's murder (see Area 200). The room is now empty.

203. Sadists' Club

Accessed only through the brawling masses in the arena, citadel residents seeking the entertainments provided in the sadists' club paid high membership fees and came to this room. Set in the west wall is a locked iron door that required a special knock known only to members for the guard beyond to open it. Now there is no guard, so PCs will have to force the door or open the lock magically or manually.

Locked Iron Door: 4 in. thick; Hardness 10; hp 120; Break DC 32; Disable Device DC 24.

204. Guard Room

A door guard was once stationed in this room. A comfortable stool with a worn velvet cushion still stands near one wall. A DC 17 Perception check locates a scroll printed with pornographic woodcuts hidden beneath the cushion.

205. Sadist Cells (CR 7 or 8)

A thick if somewhat worn, purple carpet covers the floor of this hall. Ornate doors of red-lacquered wood open off of it. A small brass key hangs on a hook beside each. At the point where the corridor turns a corner, a strange contraption hangs from the ceiling. It is composed of a lattice of interlocking strips of silver in the shape of a cylinder, wider in the middle than at the ends. The entire ornament is about 3 feet long and hangs from a silver chain. Some sort of tiny, red-glowing object or objects swirl around within this silver cage providing a dim red glow as the hallway's only light source.

These private cells served as the heart of the Sadists' Club. With a fee paid to the proprietor, the members could have access for a few hours to one of the torture cells with a willing or unwilling participant. For an additional fee, a slave could be culled from the ranks of the Thralls for the member's use. The brass keys go to each of the doors and were taken down to secure the door from within when the room was in use. The doors are deceptively strong and magically treated to prevent sound from passing through them. The rooms themselves are outfitted with comfortable beds with iron posts fitted with manacles and padded couches. The mattresses and cushions of both are covered

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in fine leather for ease in cleaning up blood stains. From a wall rack hangs a wide assortment of whips, thongs, spiked and studded straps, knives, clamps, tongs, branding irons, needles, and other unsavory devices. Upon request braziers of hot coals could be brought in for the depraved connoisseurs of the club.

The back wall of the western cell holds an extremely well-hidden secret door (DC 40 Perception check to locate) that hides the entrance to the old thieves' guild passages.

Magically-Reinforced Wooden Doors: 1-1/2 in. thick; Hardness 10; hp 65; Break DC 26; Disable Device 28.

Trap: The lanternlike object that provides the entire corridor with shadowy illumination is actually part of a trap for the unwary that come to the Sadists' Club now. The glowing lights are actually illusory that create a *mass suggestion* effect equal to an 18th-level caster that affects up to 18 creatures in the hallway who are able to see the device. It telepathically plants the suggestion to take down one of the brass keys, enter the room, lock the door behind them, and relax on the comfortable bed for a few minutes.

MASS SUGGESTION TRAP

CR 7

Type magical; Perception DC 34; Disable Device DC 34

Trigger visual (*true seeing*); **Reset** automatic

Effect spell effect (*mass suggestion*, 18th-level wizard, DC 23 Will save negates); multiple targets (up to 18 creatures)

Creatures: Anyone doing so is surprised to find that the manacles on the beds are actually **animated manacles (4 per bed)** that immediately attempt to pin and grapple the creature. A creature under the lantern's *mass suggestion* does not struggle in these attempts, though once a creature has been shackled or takes damage from the manacles, it gets a new Will save each round to try and break the *suggestion*. Unfortunately, the doors are sound-proof to prevent anyone on the outside from hearing struggles within. The manacles are sized for Medium creatures.

ANIMATED MANACLES (4 per bed)

CR 1

XP 400

Pathfinder Adventure Path #43 80

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 natural, +2 size)

hp 5 (1d10)

Fort +0; **Ref** +2; **Will** -5

Defensive Abilities hardness 10; **Immune** construct traits

Speed 0 ft.

Melee slam +1 (1d3-2 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks shackle

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 9 (can't be tripped)

SQ construction points (grab, metal), flaws (clunky, slower), staggered

Shackle (Ex) On a successful grapple, the manacle locks around one of the victim's limbs and cannot be opened without destroying the manacle or a DC 25 Disable Device check.

Development: Whenever a bed succeeds in grappling a creature, a corresponding bell in Area 206 magically rings. From there Lividia attempts to *summon* a vroek in the hallway while she uses *greater teleport* to pay a visit to trapped PCs and begin making energy drain attacks.

Treasure: If the trap is disabled without destroying the lantern (Hardness 8; hp 15; Break DC 20), the illusory glowing motes

disappear, but it and its chain are worth a total of 580 gp. Anyone looting the individual rooms can glean a total value of 2,000 gp from the valuable metals used in the equipment and the fine leathers used in the upholstery.

206. Sadists' Dominatrix (CR 10)

The door to this room has an *arcane lock* at 15th level. It opens at the password, "Pain to all."

A thick, black carpet covers the floor, matted and crusted with years of filth. The walls are painted a garish red and set with spikes randomly every few feet. In the center of the east wall is embedded a purple crystal that pulses with a dim light giving the room an alien and disorienting appearance. Below this gem is a small shelf with five corroded silver bells sitting upon it. A great round cushion, fully 8 feet in diameter and 3 feet thick occupies most of the north portion of the room. It is covered with red satin, slashed and torn in places.

Anyone entering the room must make a DC 15 Will save or be dazed by the strange strobing of the glowing gem. The bells have been enchanted to ring when one of the beds in Area 205 shackles a victim. The wall spikes are made of cold iron. They are easily avoided, but if anyone forcibly has contact with a wall, he is subjected to attacks by 1d4-1 of the spikes (+10 melee, 1d4+2 points of damage per spike)

Creature: This served as the residence of the dominatrix of the Sadists' Club. The current holder of that post is a **succubus** named Lividia. She is immune to the strobing effect.

LIVIDIA

CR 10

XP 9,600

Succubus expert 6 (*Pathfinder Roleplaying Game Bestiary* "Demon, Succubus")

CE Medium outsider (chaotic, demon, evil extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect good*; **Perception** +26

AC 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)

hp 147 (8d10+40plus 6d8+30 plus 6)

Fort +9; **Ref** +12; **Will** +15

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 21

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +16 (1d6+1)

Special Attacks energy drain, profane gift

Spell-like Abilities (CL 12th):

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleportation* (self plus 50 lbs. of objects only), *vampiric touch*

2/day—*summon* (level 3, 1 babau 95%)

1/day—*dominate person* (DC 23)

Str 13, **Dex** 18, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +12; **CMB** +16; **CMD** 28

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Summoning*, Increase Summoning*, Iron Will, Weapon Finesse
Skills Bluff +32, Diplomacy +24, Disguise +24, Escape Artist +20, Fly +17, Intimidate +24, Knowledge (local) +20, Perception +26, Profession (torturer) +18, Sense Motive +18, Stealth +20

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

SQ change shape (*alter self*, Small or Medium humanoid)

* See Sidebox

Tactics: When one of the bells rings Lividia knows which room

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has a shackled customer, and she immediately reacts as described in Area 205. If encountered in here, she immediately goes ethereal to *summon* a babau and make *suggestion* and *charm* attacks from the cover of the walls. *Suggestions* are to take a rest in one of the nearby rooms to recover from wounds and exhaustion while she helps the PCs' friends destroy the vile babau demon. The babau attempts to bull rush opponents onto the wall spikes, or if in a square adjacent to the wall, grapple and pin which also brings an opponent into contact with the wall spikes.

Treasure: The purple crystal embedded in the wall is worth 45 gp and is enchanted with a modified permanent *light* spell (caster level 15th) that continually pulses, forcing anyone within 20 feet to make a Will save as described above each time they view it. A DC 12 Perception check locates a *wand of knock* (33 charges) allowing prior dominatrices that lacked Lividia's special abilities to access the locked rooms of the club.

Improved Summoning (General)

The creature can use its *summon* ability with a greater chance of success.

Prerequisite: Spell-like ability to *summon* other creatures (such as those used by demons and devils).

Benefit: The chance of success for a creature's *summon* spell-like ability is doubled to a maximum of a 95% chance of success.

Increase Summoning (General)

The creature can use its *summon* ability extra times per day.

Prerequisite: Spell-like ability to *summon* other creatures (such as those used by demons and devils).

Benefit: The creature can use its *summon* ability one extra time per day.

Special: This feat can be taken multiple times. Each time it is taken, the creature can use its *summon* ability an extra time per day.

207. Fang and Tooth Tavern (CR 14)

The hallway opens to the north here into a side chamber. Two pillars support the alcove's wide entrance. Above this arched opening is a wooden sign, its paint faded but still visible. It depicts a man transforming into a savage werewolf. Beyond the pillars is a wide bar with stools set before it. Shelves holding broken bottles and mugs and tapped kegs line the back wall, where there likewise stands a door slightly ajar. A great clatter and cacophony of guttural grunts rises from behind the bar.

This was the Fang and Tooth Tavern, one of two such establishments that serviced the patrons of the district. The bottles of the shelves are all broken, and the three ale kegs are cracked and dry.

Creatures: Rooting around in the debris behind the counter are 2 **dretch megaswarms**. These pour over the bar to attack as soon as

they are aware of the PCs. Any dretches that survive after the swarms are dispersed retreat into Area 208.

DRETCH MEGASWARMS (2)
XP 19,200
hp 136 (See **Monster Appendix**)

CR 12

208. Liquor Storage (CR varies)

This room holds shelves and racks of ale barrels, wine bottles, and bottles of stronger liquors. Most of these are broken and long since dry. However, one barrel in the back corner stuffed with straw holds two dozen bottles of strong liquor whose potency has only increased over the years. It is no longer drinkable but is highly flammable. One of the bottles has broken recently and has spilled across the floor and over the contents of the barrel. Ironically, sitting on a shelf just above this open barrel is a small clay cup holding 11 tindertwigs once used by a thoughtless former barkeep to light his pipe. Each of the bottles of liquor can be used as a double-strength flask of alchemist's fire if some ignition system can be rigged, but they are extremely fragile to transport in their current receptacles.

Development: If any dretches escape to here from Area 207, they cluster at the back of the room cowering with a readied action to flee if anyone else enters the room. If that happens they immediately panic and try to scatter within the room's confines. One begins to climb the back shelf and tips the clay cup which falls and shatters on the floor next to the barrel. The impact ignites the tindertwigs, which immediately ignites the spilled alcohol, which immediately detonates the entire barrel. If this occurs, anyone within the room or in Area 207, including the 30-foot section of hall beyond the pillars, is engulfed in the explosion and takes 18d6 points of fire damage (DC 25 Reflex save for half). Those outside Area 208 and not in the squares directly in front of the door receive cover (+2 save bonus). Those south of the bar receive improved cover (+4 save bonus) even if directly in front of the door. In addition to the fire damage, this is a high pressure explosion. Everyone in the explosion's area of effect is thrown backward 1d6x10 feet (-10 feet for each 10 feet distance from the source of the explosion). Those thrown by the explosion take 1d6 points of damage for each 10 feet thrown even if stopped by an obstruction.

A final effect of the explosion is that it triggers a collapse. All of Area 208 and the portion of Area 207 north of the pillars is in the bury zone. The 30-foot stretch of hallway immediately south of the pillars is the slide zone. See the "Cave-ins and Collapses" section in Chapter 13 of the Pathfinder Roleplaying Game for collapse rules. Though the collapse seals these two rooms and makes the corridor into Area 209 treacherous, it does not affect the stability of the rest of the citadel.

Ad Hoc XP Award: If the party is subjected to the explosion and cave-in, award XP for a CR 14 encounter.

209. The Water Naga Bath House (CR 17)

This large room has many doors exiting from all sides. Its center is dominated by a wide pool of still, dark water with a layer of dark green algae. Stairs descend into this pool from each side. At the center of the pool stands a massive willow tree, its bark gnarled, and its spread of fronds dipping into the pool. High in its branches perch vulturelike demons, and great vipers with spiky hide and infernally-glowing eyes slither around the edges of the pool. Above the top of the tree, the 40-foot ceiling bears an ancient fresco, much cracked and peeling, but still clearly depicting a giant snake with a reticulated emerald-green pattern and a vaguely human head.

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This bath house was once one of the primary enterprises of the Serpent's Coils thieves' guild. The pool is heated to a comfortable temperature. It is 3 feet deep at the edges and slopes gradually to 5 feet deep at the center where a thick layer of silt and debris has collected. The floor of the pool is slippery. Many of the doors open into small private dressing rooms where the bath house's patrons could change for a fee or take one of the brothel's harlots who worked in here as well for a larger fee. These small rooms are now empty of all save a few hooks for clothing and a wide wooden bench.

Creatures: Rooted in the center of the pool now is a **hoary old witch tree** that feeds off of the nutrients of the stagnant pool as well as corpses thrown in by the denizens of the level. The witch tree has bloated to great size and lost its vaguely humanoid shape. It is also no longer capable of movement. Roosting in its branches are **3 vrock demons**. Slithering around the floor of the chamber and into and out of the pool are **2 huge fiendish vipers**.

HOARY OLD WITCH TREE CR 16 XP 76,800

Advanced-HD giant witch tree (*The Tome of Horrors Complete* 644)
CE Gargantuan plant
Init +2; **Senses** low-light vision; **Perception** +30

AC 22, touch 4, flat-footed 22 (–2 Dex, +18 natural, –4 size)
hp 297 (22d8+198)
Fort +22; **Ref** +7; **Will** +10
DR 10/magic; **Immune** plant traits; **Resist** electricity 10, fire 10; **SR** 27

Speed 0 ft.
Melee 4 tendrils +24 (2d8+11 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks constrict (2d8+16)
Spell-like Abilities (CL 26th):
5/day—*charm person* (DC 16)
2/day—*dominate person* (DC 20)

Str 32, **Dex** 7, **Con** 28, **Int** 14, **Wis** 13, **Cha** 20
Base Atk +16; **CMB** +31 (+33 sunder, +35 grapple); **CMD** 39 (+2

vs. sunder, can't be tripped)
Feats Alertness, Blind-Fight, Cleave, Combat Expertise, Improved Initiative, Improved Natural Armor, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (tendril)
Skills Bluff +19, Diplomacy +19, Knowledge (arcana) +24, Perception +30, Sense Motive +3, Spellcraft +18
Languages Abyssal, Common, Goblin, Sylvan

VROCK DEMONS (3) CR 9 XP 6,400 hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

HUGE FIENDISH VIPERS (2) CR 7
XP 3,200
Giant fiendish emperor cobra (*Pathfinder Roleplaying Game Bestiary 2* "Snake, Emperor Cobra")
N Huge animal (extraplanar)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +13

AC 19, touch 9, flat-footed 19 (+1 Dex, +10 natural, –2 size)
hp 63 (6d8+36)
Fort +11; **Ref** +6; **Will** +5
DR 5/good; **Resist** cold 10, fire 10; **SR** 12

Speed 30 ft., climb 30 ft., swim 30 ft.
Melee bite +11 (2d8+12 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks poison (DC 19)

Str 26, **Dex** 13, **Con** 22, **Int** 1, **Wis** 17, **Cha** 2
Base Atk +4; **CMB** +14; **CMD** 25 (can't be tripped)
Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)
Skills Acrobatics +9, Climb +16, Perception +13, Stealth +10, Swim +16

Tactics: When PCs enter this area the vlocks immediately cast *mirror image* and the witch tree tries to *charm* the most heavily-armed opponents into defending it while the vipers attack. The vlocks then attack with *telekinesis* to pin opponents or thrust them under the water. The tree meanwhile attempts to grapple and drown opponents in the pool. If unable to reach any opponents successfully, it may instead attempt to drown any charmed opponents, automatically grappling as long as the *charm* is maintained. If it appears that the snakes are being slaughtered, the vlocks swoop, using their stunning screech (the witch tree is immune). If the battle appears to turning against them the vlocks try to *summon* additional vlocks, and if all three of them still survive, perform the dance of ruin among the top branches of the witch tree.

210. Private Bath (CR 9)

The floor of this room is almost entirely taken up by a shallow pool basin, its tiles cracked and scorched by extreme heat. The air in this room is stuffy and hard to breathe.

Creatures: Once a bath that could be rented out from the bath house for private parties, it is now occupied by the servitors of Parnom the salamander. These servitors are **3 advanced Large fire elementals**. They are extremely loyal to their master and fight to the death if summoned from Area 211. Anyone entering this chamber unaccompanied by the salamander is immediately attacked as well. The demons of this region know better than to come in here. The secret door can be discovered with a DC 22 Perception check.

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ADVANCED LARGE FIRE ELEMENTALS (3)

CR 6

XP 2,400

Pathfinder Roleplaying Game Bestiary “Elemental, Fire”

N Large outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; **Perception** +13

AC 23, touch 17, flat-footed 15 (+7 Dex, +1 dodge, +6 natural, –1 size)

hp 81 (8d10+36)

Fort +10; **Ref** +13; **Will** +6

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee 2 slams +14 (1d8+4 plus burn)

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

Special Attacks burn (1d8, DC 18)

Str 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 31

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +16, Climb +11, Escape Artist +14, Intimidate +11, Knowledge (planes) +7, Perception +13

Languages Ignan

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

Languages Common, Ignan

Gear +3 *spear*

ADVANCED LARGE FIRE ELEMENTAL

CR 6

XP 2,400

hp 81 (See Area 210)

Treasure: Hidden within the heart of the furnace (DC 16 Perception check for anyone actually braving the heated interior to search — 10d6 fire damage per round) is a basalt box weighing 40 lb and hot to the touch (3d6 points of fire damage per round until 10 minutes after removed from the furnace). Within it are Parnom's treasures that are likewise hot to the touch: a stone bowl holding 500 gp worth of molten platinum, a *minor ring of cold resistance*, and a diamond worth 2,000 gp.

211. Boiler Room (CR 12)

A blast of hot air hits you when the door is opened. An iron furnace stands before a huge copper boiler in the center of this room. The open door to this furnace reveals an inferno within.

This still-functioning boiler provides the water for the pools in Areas 209 and 214, though the connections to the pool in Area 210 are blocked.

Creatures: Manning this furnace and ruling his own small demesne is one of the few non-demon members of the Serpents' Coils, the noble salamander Parnom. His allegiance is revealed by the coiling serpent tattoo on his chest. With him is an advanced Large fire elemental. When the room is entered, Parnom retreats to the northeast corner, and the elemental immediately opens the secret door to Area 210. The elementals hold off attackers while Parnom launches *fireballs*, *flaming sphere*, and *wall of fire* at his foes. He attempts to escape through the secret door and warn Slaeth if his defeat appears imminent.

PARNOM, NOBLE SALAMANDER 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)

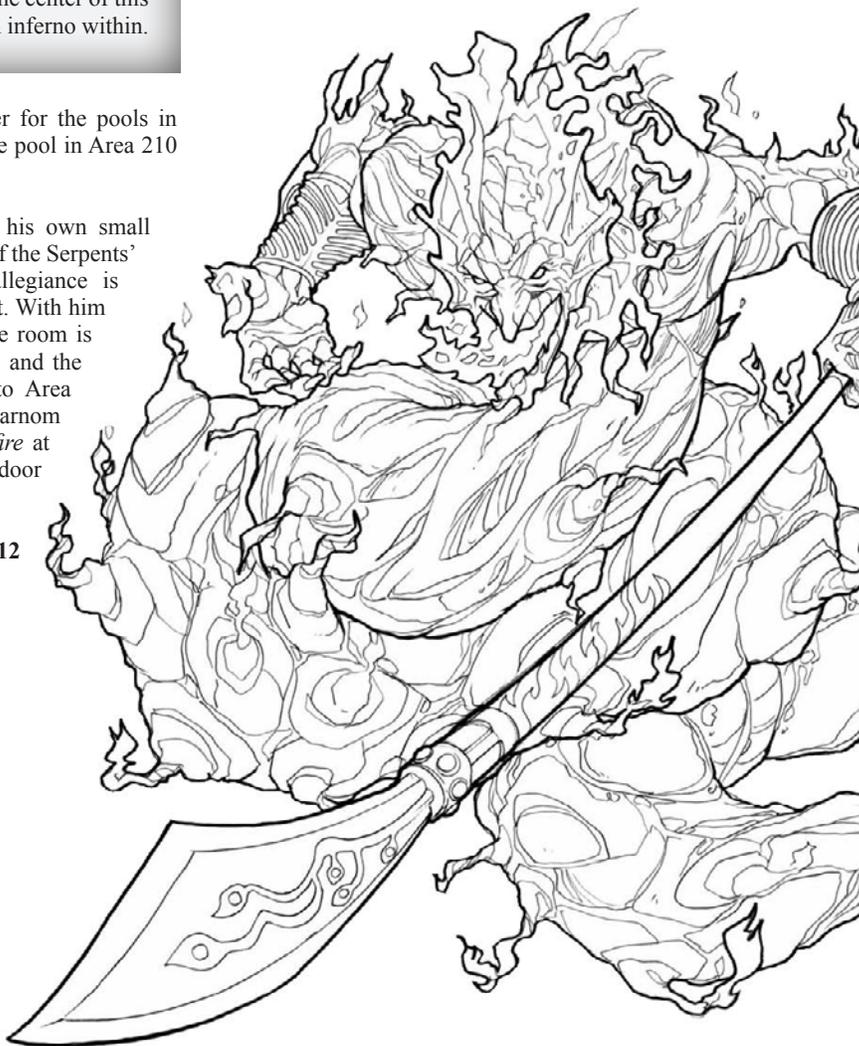
Fort +16; **Ref** +11; **Will** +10

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)



212. Proprietor's Residence (CR 19)

This once sumptuously appointed room has been reduced to shambles. The once-fine green carpet is sodden and torn, tattered wall hangings still cling to their mountings, and exotic teak and mahogany furnishings have been broken and discarded. A cloying stench of carrion and mildew fills the air.

Creatures: This was the quarters for the proprietors of the Water Naga Bath House who were, in fact, a pair of naga that used illusion to disguise their true natures. These extremely long-lived creatures still reside here today, though the décor of their quarters have taken the brunt of their abuse since they no longer need to continue the charade of being humanoids. Recently the two sisters have had a spat and are currently not on speaking terms. Therefore, only Phatherawn and her personal bodyguard, an ogre named Murgle, are currently here. Phatherawn has a small coiled serpent tattoo on her left cheek, and Murgle has it tattooed over his entire face like a large mask. The secret door to Area 213 can be found with a DC 40 Perception check. Set up in one corner amid the debris is Phatherawn's alchemical laboratory.

PHATHERAWN XP 153,600

CR 18

Female spirit naga sorcerer 9 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

CE Large aberration

Init +11; **Senses** darkvision 60 ft.; **Perception** +27

AC 24, touch 15, flat-footed 18 (+7 Dex, +1 dodge, +9 natural, -1 size)

hp 183 (10d8+50 plus 9d6+45 plus 9)

Fort +11; **Ref** +15; **Will** +17

Defensive Abilities resist critical hits and sneak attacks 50%

Speed 40 ft., swim 20 ft.

Melee bite +14 (2d6+6 plus poison)

Space 10 ft.; **Reach** 5 ft. (15 ft. with melee touch)

Special Attacks charming gaze (DC 26), long limbs, poison (DC 24)

Bloodline Spell-like Abilities (CL 16th):

8/day—*acidic ray* (ranged touch +17, 1d6+8 acid)

Spells Known (CL 16th, ranged touch +17):

8th (3/day)—*greater shout* (DC 23)

7th (5/day)—*finger of death* (DC 22), *mass hold person* (DC 22)

6th (6/day)—*chain lightning* (DC 21), *globe of invulnerability*, *wall of iron* (DC 21)

5th (7/day)—*black tentacles*, *cone of cold* (DC 20), *feeblemind* (DC 20), *summon monster V*, *waves of fatigue*

4th (7/day)—*cure critical wounds* (DC 19), *enervation*, *fire shield*, *tongues*, *unholy blight* (DC 19)

3rd (7/day)—*dispel magic*, *displacement*, *fireball* (DC 18), *lightning bolt* (DC 18)

2nd (7/day)—*cat's grace*, *death knell* (DC 17), *invisibility*, *scorching ray*, *see invisibility*, *summon swarm*

1st (8/day)—*charm person* (DC 16), *cure light wounds* (DC 16), *divine favor*, *enlarge person* (DC 16), *magic missile*, *ray of enfeeblement*

0 (at will)—*bleed* (DC 15), *dancing lights*, *daze* (DC 15), *detect magic*, *disrupt undead*, *mage hand*, *open/close*, *ray of frost*, *read magic*

Bloodline Aberrant

Str 18, **Dex** 24, **Con** 21, **Int** 14, **Wis** 19, **Cha** 21

Base Atk +11; **CMB** +16; **CMD** 34 (can't be tripped)

Feats Ability Focus (charming gaze), Alertness, Brew Potion,

Combat Casting, Dodge, Eschew Materials^B, Improved Initiative, Lightning Reflexes, Silent Spell^B, Skill Focus (Perception), Spell Penetration, Stealthy

Skills Bluff +18, Craft (alchemy) +23, Escape Artist +15, Intimidate +15, Knowledge (arcana) +24, Perception +27, Sense Motive +6, Spellcraft +24, Stealth +20, Swim +12

Languages Abyssal, Common

SQ bloodline arcana (increase duration of polymorph subschool by 50%)

MURGLE

CR 16

XP 76,800

Male ogre fighter 13 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CE Large humanoid (giant)

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

AC 26, touch 15, flat-footed 22 (+6 armor, +2 deflection, +4 Dex, +5 natural, -1 size)

hp 171 (4d8+12 plus 13d10+39 plus 26)

Fort +15; **Ref** +9; **Will** +7 (+10 vs. fear)

Defensive Abilities bravery +3

Speed 50 ft.

Melee +2/+2 *two-bladed sword* +27/+22/+17/+12 (2d6+19/19-20), +2/+2 *two-bladed sword* (offhand) +27/+22 (2d6+12/19-20)

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

Special Attacks weapon training (heavy blades +3, natural +2, close +1)

Str 24, **Dex** 18, **Con** 16, **Int** 8, **Wis** 10, **Cha** 4

Base Atk +16; **CMB** +24; **CMD** 40

Feats Cleave, Combat Reflexes, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Weapon Focus^B, Greater Weapon Specialization (two-bladed sword)^B, Improved Critical (two-bladed sword), Improved Initiative, Improved Two-Weapon Fighting^B, Iron Will, Power Attack^B, Toughness, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (two-bladed sword)^B, Weapon Specialization (two-bladed sword), **Skills** Acrobatics +14, Climb +15, Perception +10

Languages Giant

SQ armor training 3

Gear +3 *studded leather armor*, *ring of protection* +2, +2/+2 *two-bladed sword*, *boot of striding and springing*

Tactics: Murgle has served Phatherawn as her personal guard for hundreds of years, being kept alive by the risky applications of various spells and magical substances. As such they work well together. In battle Murgle engages spellcasters with his two-bladed sword, tumbling as necessary to reach them, while the naga tries *mass hold person* to incapacitate the fighter types followed by *finger of death* and *waves of fatigue*. She uses *summon monsters* if necessary to augment their fighting force. If cornered alone she uses *greater shout* and *wall of iron* to try and create an escape route if possible.

Development: Phatherawn is Unfriendly when first encountered, but if not attacked and her attitude is changed to Indifferent or if she believes her defeat is imminent she attempts to parlay. She explains that her sister Shiva is a vile, mutated specimen of their race who has betrayed her one too many times. She tells the party where to find her Shiva in Area 214 and promises that if they slay her she will reward them and will agree to a non-aggression pact between them. If necessary she will pay them some of her treasures in advance. She is willing to part with all the treasure she has in this endeavor because she claims she has plenty more but secretly believes that Lady Slaeth will soon put an end to the intruders allowing her to recover what she has paid them. If the PCs depart, she immediately rushes through the secret door to warn Lady Slaeth who then sets her as guard in Area 213.

Treasure: Pulling up a section of the carpet reveals a hidden trapdoor (DC 23 Perception check). Below is a 5-foot-deep hollow in the floor. Within are 12,580 gp, 18,060 sp, 25,060 cp, a satchel

holding dozens of Tsar letters of credit totaling over 100,000 gp but now worthless as anything other than museum pieces (worth perhaps 50 gp to an interested buyer), an onyx necklace (1,500 gp), a gem-studded pectoral of lapis lazuli (4,800 gp), an ornate platinum headdress (10,000 gp), and 5 *elixirs of love*, an *elixir of truth*, and a *peript of proof against poison*.

213. Thieves' Tunnel (CR 8)

All of the secret doors in this Area require a DC 40 Perception check to locate. These passages and a small gathering area comprised the hideout of the Serpents' Coils thieves' guild that controlled the Entertainment District in a stranglehold of corruption and violence. They provided them with a meeting place and easy unseen access to their various operations.

The meeting area holds a simple wooden table and a number of wooden stools where the members could gather to plot their crimes. These are rarely used now since in its current incarnation the Serpents' Coils have no need for stealth. The trapdoor in the floor can be found with a DC 30 Perception check. It descends 2 feet to the surface of murky, warm water. Below the surface the tunnel descends another 15 feet and then opens into a completely flooded, 5-foot-high tunnel connecting to Area 214. There are no air pockets, so anyone using this tunnel must hold their breath. In the east wall, a DC 45 Perception check reveals a small lead-lined hollow. It is empty, but it was here that especially valuable or sensitive stolen goods could be hidden even from the prying eyes of the Disciples of Orcus.

Trap: Each secret door leading into this area or within the area itself (including the trapdoor in the floor) bears a deadly trap. This trap activates a *destruction* spell each time someone passes through the doorway without first saying, "The Coils Tighten," in Abyssal. The trap automatically resets, so it activates anew each time another creature passes through a door.

DESTRUCTION TRAP

Type magical; Perception DC 32; Disable Device DC 32

CR 8

Trigger location; **Reset** automatic

Effect spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 points of damage)

214. Private Bath and Sauna (CR 17)

This room is damp. A dark, fetid pool occupies much of the far side. Condensation dripping from the ceiling above makes plopping sounds and sends small ripples across its still surface.

This was a private bath with a private sauna opening off it. The small side room is the sauna, but it is no longer functioning. The pool is surprisingly deep — 10 feet of water — and hidden in its floor is a trapdoor (DC 40 Perception check to locate). Opening it reveals a completely flooded tunnel descending 10 more feet and opening into a submerged 5-foot-high tunnel leading to Area 213.

Creature: Sulking at the bottom of the pool, completely submerged, is Shiva, a **mutant spirit naga**. She is the twin sister of Phatherawn in Area 212. They recently had an argument and Shiva is contemplating how to kill her sibling. Shiva mutated in the egg and is not a typical spirit naga. She is albino without the usual red and black banding and has the aquatic subtype. In addition her gaze is a petrification gaze rather than the usual charming gaze. Other nagas are immune to it, however. Shiva has a small coiled serpent tattoo on her right cheek.

SHIVA

XP 102,400

Female mutant spirit naga mystic theurge 8 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

CE Large aberration

Init +11; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +21

AC 24, touch 15, flat-footed 18 (+7 Dex, +1 dodge, +9 natural, -1 size)

hp 165 (10d8+50 plus 8d6+40)

Fort +13; **Ref** +15; **Will** +15

Speed 40 ft., swim 20 ft.

Melee bite +14 (2d6+6 plus poison)

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

Special Attacks petrifying gaze (DC 24), poison (DC 24)

Spells Known (CL 15th, ranged touch +17):

7th (5/day)—*mass hold person* (DC 22), *prismatic spray* (DC 22)

6th (6/day)—*acid fog* (DC 21), *disintegrate* (DC 21), *heal* (DC 21)

5th (7/day)—*baleful polymorph* (DC 20), *mage's faithful hound*, *mind fog* (DC 20), *shadow evocation* (DC 20)

4th (7/day)—*dimension door*, *mass reduce person* (DC 19),

rainbow pattern (DC 19), *shout* (DC 19)

3rd (7/day)—*displacement*, *lightning bolt* (DC 18), *protection from energy*, *vampiric touch*

2nd (7/day)—*acid arrow*, *cat's grace*, *fog cloud*, *invisibility*, *summon swarm*

1st (8/day)—*charm person* (DC 16), *cure light wounds* (DC 16), *divine favor*, *magic missile*, *shield of faith*

0 (at will)—*daze* (DC 15), *detect magic*, *disrupt undead*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *stabilize*, *virtue*

Str 18, **Dex** 24, **Con** 21, **Int** 14, **Wis** 19, **Cha** 21

Base Atk +11; **CMB** +16; **CMD** 34 (can't be tripped)

Feats Ability Focus (petrifying gaze), Alertness, Combat Casting, Dodge, Eschew Materials^B, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Stealthy

Skills Bluff +17, Diplomacy +20, Escape Artist +15, Intimidate +15, Knowledge (arcana) +17, Knowledge (religion) +9, Perception +21, Sense Motive +18, Spellcraft +17, Stealth +19, Swim +12

Languages Abyssal, Common, Draconic

SQ amphibious

Tactics: Shiva is aware when the party enters the room through subtle vibrations in the floor amplified by the water in the pool. Coiled in the dark water she has total concealment. She begins combat by rising up to gaze at everyone with surprise and casts *prismatic spray*. She then casts *mage's faithful hound* and *disintegrate* at wizardly types. She covers the room in an *acid fog* for particularly troublesome opponents. If hard-pressed, she retreats through the trapdoor into the flooded tunnel to *heal* and makes her stand there. She does not go to warn anyone as they do not allow her to approach due to her gaze. Due to her serpentine body she is able to fit into the small passage and detect intruders in the water with her blindsight.

215. Saunas

A small anteroom has three doors opening off of it. This anteroom holds hooks for clothing and a shelf that once held towels. The three rooms opening off of it are saunas that are still muggy and wreathed in steam. Crammed into these rooms are statues of humans, orcs, goblinoids, and few more exotic beasts — most naked or clad only in a towel — that ran afoul of the mutant naga. These are all victims of Shiva's gaze attack that she has gathered over the years. All are over 300 years old and if returned to flesh will know little of use other than the general layout of this region and the Templar barracks at Region 4. Shiva stores these here to keep them out of the way, but PCs might believe that the steam of the saunas is what somehow caused their petrification.

216. The Serpent's Coils Brothel (CR 15)

The tinkling sound of water fills this area like the ringing of tiny chimes. Its source is a lewd fountain depicting a satyr and nymphs at the room's center. A light breeze, scented with roses, swirls through the area rustling red velvet wall hangings painted with other lewd images, each more graphic than the last. Slender pillars carved to resemble dryads entwined with their oak trees rise, carven branches spreading out to the vaulting ceiling above. Spaced about the room are comfortable-looking divans upholstered in crushed velvet.

The most popular of the districts entertainments and the biggest money maker for the Serpent's Coils was their self-named brothel. The entire chamber is under the effects of a *permanent image* cast at 20th level giving it its unspoiled appearance. Beneath the illusion the furnishings and décor are battered, worn, and filthy. The doors behind the wall hangings can be found with a DC 15 Perception check. The secret door requires a DC 25 Perception check.

Creatures: Clinging to the stone branches of the ceiling vaults 30 feet above are **5 vrock rogues** cloaked in a *mass invisibility*. Their first action is for each to attempt to *summon* dretches to sow a little confusion among the party. Then two swoop down with screech attacks to attempt to flank and sneak attack any obvious clerics or wizards while the others land across the room and begin their dance of ruin. After 3 rounds of fighting, the mallor demon in Area 218 emerges to join in the battle. They defend the secret door to Area 217 to the death. Each of these vrock is a member of the Serpent's Coil and has a coiled serpent brand on the back of one wing.

VROCK ROGUES (5) XP 12,800

CR 11

Male vrock demon rogue 5 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CE Large outsider (chaotic, demon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +31

AC 27, touch 16, flat-footed 27 (+1 deflection, +6 Dex, +11 natural, -1 size)

hp 164 (9d10+54 plus 5d8+30 plus 5)

Fort +13; **Ref** +18 (+19 vs. traps); **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

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

Melee 2 claws +19 (2d6+7/19-20), bite +18 (1d8+7), 2 talons +18 (1d6+7)

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

Special Attacks dance of ruin (DC 21), rogue talent (bleeding attack, weapon training), sneak attack +3d6, spores, stunning screech (DC 23)

Spell-like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

Str 25, **Dex** 22, **Con** 23, **Int** 12, **Wis** 16, **Cha** 18

Base Atk +12; **CMB** +20; **CMD** 37

Feats Cleave, Combat Reflexes, Improved Critical (claw), Improved Initiative, Flyby Attack, Lightning Reflexes, Power Attack, Weapon Focus (claw)^B

Skills Acrobatics +18, Disable Device +20, Fly +15, Intimidate +15, Knowledge (local) +13, Knowledge (planes) +12, Perception

+31 (+33 locate traps), Sense Motive +14, Spellcraft +12, Stealth +22, Survival +13

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SQ trapfinding

Gear ring of protection +1, belt of dexterity +2, thieves' tools

Development: If Lady Slaeth is still in Area 217, she is constantly Taking 10 on her Perception check for here (-15 due to the intervening stone wall). If she hears sounds of battle she uses her wand to cast *clairaudience/clairvoyance* with the sensor appearing at the top of the fountain. See Area 217 for her reaction.

217. Madame's Chamber (CR 20)

Every surface of this room is covered in some cushion or exotic fabric. Reds, oranges, and purples assault the eyes in a garish display of tasteless décor. In the room's center rests a large mound of satin cushions, stained and worn with age and use. The room has a musty, reptilian smell.

Creatures: The head of the thieves' guild at the time of the retreat was the madam of the brothel, Lady Slaeth, an elegant, middle-aged woman of exquisite beauty who held great power in the citadel through the many items of information gathered by her ladies. Unknown to all but her most trusted henchmen, Lady Slaeth is actually a **marilith demon** who carefully cloaked her form with *polymorph* to hide her true nature. When the retreat occurred she remained behind to consolidate her power, and the Disciples did not care to bother with a seemingly-expendable brothel owner. If she chose to waste away trapped in the citadel, they decided it was no great loss. They had no idea that she would be able to expand her operation by actually opening a secret *portal* to a little-known layer of the Abyss. Lady Slaeth spends most of her time lounging atop the cushions with the bulk of her body coiled beneath. She is attended at all times by her **mallor demon** consort. He bears the coiled serpent tattoo on his chest. She has it tattooed on her lower abdomen, just above where her scaly tail begins.

LADY SLAETH XP 307,200

CR 20

Marilith demon sorcerer 3 (*Pathfinder Roleplaying Game Bestiary* "Demon, Marilith")

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *true seeing*; **Perception** +31

Aura *unholy aura* (DC 25)

AC 33, touch 16, flat-footed 28 (+4 deflection, +5 Dex, +15 natural, -1 size)

hp 294 (16d10+160 plus 3d6+30 plus 3)

Fort +26; **Ref** +20; **Will** +17

DR 10/cold iron and good; **Immune** electricity, poison, possession and mental attacks; **Resist** acid 10, cold 10, fire 10; **SR** 31

Speed 40 ft.

Melee *nine lives stealer* +28/+23/+18/+13 (2d6+11/17-20), +3 *morningstar* (offhand) +28 (2d6+7), *rapier of puncturing* (offhand) +28 (1d8+6/18-20 plus 1 bleed), mwk cold iron flail (offhand) +26 (2d6+4), 2 +1 *longswords* (offhand) +27 (2d6+5/17-20), tail slap +20 (2d6+4 plus grab) or 6 slams +25 (1d8+9), tail slap +20 (2d6+4 plus grab)

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

Special Attacks constrict (tail slap, 2d6+10 plus crushing coils), infuse weapon, multiweapon mastery

Spell-like Abilities (CL 16th):

Constant—*true seeing*, *unholy aura* (DC 25)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 23), *telekinesis* (DC 22)

3/day—*blade barrier* (DC 23), *fly*

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1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)

Spells Known (CL 3rd, ranged touch +21):

1st (8/day)—*cause fear* (DC 20), *disguise self*, *magic missile*, *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 19), *read magic*

Bloodline Abyssal

Str 29, **Dex** 21, **Con** 30, **Int** 18, **Wis** 20, **Cha** 29

Base Atk +17; **CMB** +27 (+29 disarm, +31 grapple); **CMD** 46 (48 vs. disarm, can't be tripped)

Feats Alertness, Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Eschew Materials^B, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword), Weapon Focus (rapier)

Skills Acrobatics +24, Bluff +28, Diplomacy +28, Disguise +15, Fly +19, Intimidate +28, Knowledge (arcana) +13, Knowledge (engineering) +20, Perception +36, Profession (brothel madam) +14, Sense Motive +28, Stealth +20, Use Magic Device +28

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ bloodline arcana (summoned creatures gain DR 1/good [does not stack])

Combat Gear *wand of clairaudience/clairvoyance* (41 charges);

Other Gear *nine lives stealer* (5 lives), +3 *morningstar*, *rapier of puncturing*, masterwork cold iron flail, 2+1 *longswords*

ARILUX

CR 15

XP 51,200

Male mallor demon rogue 4 (*The Tome of Horrors Complete* 165)

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +31

AC 33, touch 18, flat-footed 33 (+2 armor, +4 Dex, +13 natural, -1 size, +5 profane)

hp 300 (14d10+154 plus 4d8+44 plus 4)

Fort +23, **Ref** +17 (+18 vs. traps), **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

Speed 40 ft.

Melee +1 *anarchic longsword* +27/+22/+17/+12 (2d6+13/x3 plus poison) or 2 claws +26 (1d6+8 plus poison)

Ranged +3 *adamantine returning dagger* +23 (1d6+13/19-20 plus poison)

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

Special Attacks fear gaze (DC 25), foul liquids (DC 30), rogue talent (slow reactions, surprise attack), sneak attack +2d6

Spell-Like Abilities (CL 12th)

At will—*burning hands* (DC 17), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy aura* (DC 24)

3/day—*touch of idiocy*

2/day—*scorching ray* (3 rays), summon (level 9, 1d4 hezrous or vrock, or 1 mallor, 70%), summon (level 9, 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers, 95%)

Str 31, **Dex** 19, **Con** 32, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +17; **CMB** +28 (+30 sunder); **CMD** 47 (49 vs. sunder, can't be tripped)

Feats Blind-Fight, Deceitful^B, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Summoning*, Improved Sunder, Increase Summoning*, Power Attack

Skills Bluff +27, Climb +27, Diplomacy +23, Disable Device +29, Disguise +8, Intimidate +27, Knowledge (planes) +20, Perception +31 (+33 locate traps), Sense Motive +19, Sleight of Hand +17, Stealth +21, Survival +23

Languages Abyssal, Celestial, Common, Goblin, Orc, Thieves' Cant; telepathy 100 ft.

SQ poison use, trapfinding

Gear *bracers of armor* +2, +1 *anarchic longsword*, +3 *adamantine returning dagger*, masterwork thieves' tools, pouch with 4 emeralds (500 gp each)

*See sidebox at Area 206.

Tactics: While in this chamber, Lady Slaeth Takes 10 on her Listen check for trouble in the outer chamber. If she hears anything, she casts *clairaudience/clairvoyance* as described in Area 216 to ascertain the threat. If the party defeats the vrock but appears severely weakened, she and Arilux emerge to attack. If they appear capable, she retreats to Area 212 to gather her naga lieutenant if she still lives. Then she and her entourage begin stalking the PCs through the halls using her wand to keep tabs on them and waiting for an opportune moment to strike. Any such attack always starts with Arilux sending in as many snakes as he can *summon* to soften and distract foes while they get into position. He uses his snakes to create flanking opportunities for his sneak attack.

Treasure: Gold ornamentation hanging from the walls of this room is worth a total of 14,500 gp. One cushion in the corner is actually a *carpet of flying* (10'x10') that has been sewn up and stuffed with feathers. If discovered, it can easily be reverted to its original, usable form.

218. Bouncer's Room (CR 13)

Creature: This nondescript chamber once held Serpent's Coils thugs who served as bouncers for the brothel. Now it is home to a **mallor demon**, a demon with the upper torso of a crimson-skinned humanoid and the lower body of a giant coral snake, who is also a member of the group. A great, coiled serpent is tattooed across his back. His actions are described in Area 216.

MALLOR DEMON

CR 13

XP 25,600

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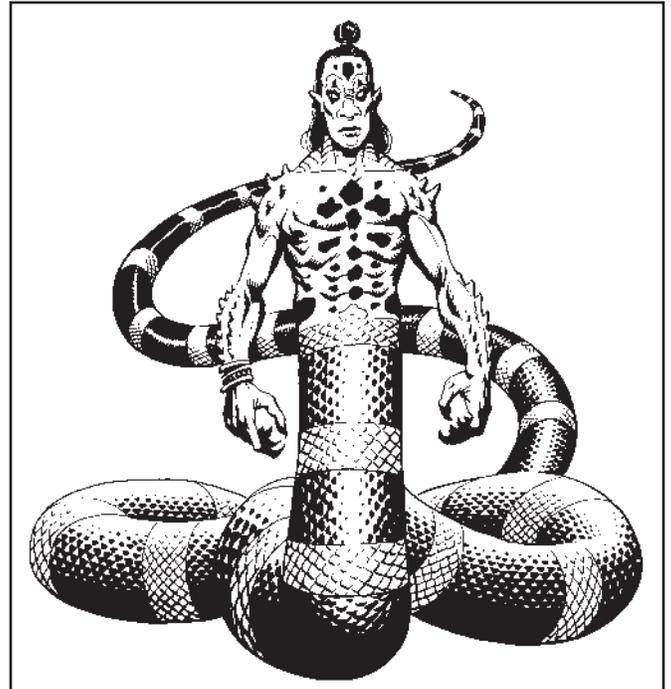
CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +28

AC 29, touch 16, flat-footed 27 (+2 Dex, +13 natural, -1 size, +5 profane)

hp 217 (14d10+140)

Fort +21, **Ref** +11, **Will** +7



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DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 40 ft.

Melee +1 anarchic longspear +22/+17/+12 (2d6+13/x3 plus poison) or 2 claws +21 (1d6+8 plus poison)

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

Special Attacks fear gaze, foul liquids

Spell-Like Abilities (CL 12th)

At will—*burning hands* (DC 16), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy aura* (DC 23) 3/day—*touch of idiocy*

1/day—*scorching ray* (3 rays), summon (level 9, 1d4 hezrous or vrocks, or 1 mallor, 35%), summon (level 9, 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers, 50%)

Str 27, **Dex** 15, **Con** 30, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +14; **CMB** +23 (+25 sunder); **CMD** 40 (42 vs. sunder, can't be tripped)

Feats Blind-Fight, Deceitful^B, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Power Attack
Skills Bluff +26, Climb +25, Diplomacy +24, Disguise +7, Intimidate +22, Knowledge (planes) +20, Perception +28, Sense Motive +20, Stealth +15, Survival +20

Languages Abyssal, Celestial, Common, Goblin, Orc, Thieves' Cant; telepathy 100 ft.

SQ poison use

Gear +1 anarchic longspear

Fear Gaze (Su) The infernal eyes of a mallor weaken the resolve of opponents peering into them. Creatures meeting its gaze must make a successful DC 22 Will save or flee in fear for 1d6 rounds. On a successful save, that opponent is immune to the fear gaze of that mallor for one day. The save DC is Charisma-based.

Foul Liquid (Su) All liquids within 100 feet of a mallor automatically foul and become unsuitable for consumption or inhabitation (no save). Magical liquids in the area receive a DC 27 Fortitude save to avoid the effects. Creatures drinking fouled water must make a successful DC 27 Fortitude save or become nauseated for 1 minute. Aquatic creatures (or those that can breathe water) swimming in fouled water must make a Constitution check (DC 10, +1 per previous check) each round they remain in the area or begin suffocating.

A mallor can foul up to 20 gallons of liquid a day using this ability. Sentient- or liquid-based creatures (such as water elementals) must make a successful DC 27 Fortitude save or take 1d8 points of Constitution damage each hour they remain in the area. At Constitution 0, the creature's liquid structure fouls and it dies. The save DCs are Constitution-based. A mallor can suppress or resume this ability at will as a free action.

Poison (Ex) Claw—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d6 Strength; *cure* 2 consecutive saves. The save DC is Constitution-based.

219. Ladies' Anteroom (CR 6)

This room is bare of furnishings. The secret door to the south can be located with a DC 20 Perception check and leads into the Ladies' Dormitory.

Creature: Guarding passage here is a **guardian daemon** tasked with preventing anyone other than an employee of the brothel or a member of the Serpent's Coils from reaching the dormitory. It is also tasked to prevent anyone other than a member of the Serpent's Coils (identified by their tattoos) from entering the secret door to the west (DC 40 Perception check). The guardian daemon appears as a massive demonic bear. It eyes intruders warily but does not attack unless they attempt to go through one of the secret doors. Anyone entering the room through one of the secret doors is ignored unless

they try to also leave by one of the secret doors.

GUARDIAN DAEMON

CR 6

XP 2,400

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N(E) Large outsider (extraplanar)

Init +1; **Senses** darkvision 120 ft.; **Perception** +13

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 68 (8d10+24)

Fort +5; **Ref** +7; **Will** +8

DR 10/cold iron or silver; **Immune** acid, *hold*, mind-affecting effects, poison, polymorph, *sleep*; **Resist** cold 10, electricity 10, fire 10

Weaknesses limited domain

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

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

Special Attacks breath weapon (30 ft. cone, DC 17, 5d6 fire, useable every 1d4 rounds)

Str 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +13; **CMD** 24

Feats Blind-Fight, Improved Natural Attack (bite), Power Attack, Vital Strike

Skills Bluff +13, Diplomacy +9, Intimidate +13, Knowledge (arcana) +8, Knowledge (planes) +12, Perception +13, Sense Motive +13, Stealth +4, Survival +9

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

Limited Domain (Ex) The realm of a guardian daemon encompasses only the area it is summoned to guard; a room, chamber, or treasure. The area can be no larger than 100 feet + 10 feet per caster level of the one who summoned it. The guardian daemon can wander freely in its area, but cannot move beyond the precincts of the designated area.

Treasure: Tangled in the daemon's fur is an exquisitely crafted rose made of solid gold (250 gp) that was gifted to it by one of the brothel's harlots long ago for its services. If slain, the daemon disappears and the rose clatters to the floor.

220. Ladies' Dormitory (CR 14)

This room's walls are of bare stone, and its floor is covered by simple reed pallets. Atop each of these rests a female humanoid corpse. Each is desiccated and wound tightly in burial shrouds. The faint scent of exotic spices and oils fills the room.

Creatures: This chamber reveals the dismal living conditions that the brothels indentured harlots were forced to endure when off duty without any comforts or freedom. When the citadel was abandoned, it was deemed more trouble than it was worth to bring them along when undoubtedly new ladies could be found cheaper than feeding and transporting these, and they were left behind in the care of Lady Slaeth who had little use for mortal minions since her new plans called for the opening of a gate to the Abyss. She had each of them mummified alive and infected with a virulent strain of ghoul fever that caused them to arise as ghaists. She then ordered them to remain motionless herein unless summoned by her or intruders entered. Now these **21 mummified ghaists** wait here silently appearing for all the world like mummies. The treated wraps that these ghaists are encased in nullify their stench, instead giving them a faint aroma of exotic spices, and also provide them with fire resistance.

MUMMIFIED GHASTS (21)

CR 6

XP 2,400

Advanced-HD mummified ghost (*Pathfinder Roleplaying Game**Bestiary* “Ghoul”)

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +12**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 42 (5d8+20)**Fort** +5; **Ref** +5; **Will** +8**Defensive Abilities** channel resistance +2; **Immune** undead traits;**Resist** fire 20**Speed** 30 ft.**Melee** bite +7 (1d6+4 plus disease and paralysis) and 2 claws +7 (1d6+4 plus paralysis)**Special Attacks** disease (DC 18), paralysis (1d4+1 rounds, DC 16)**Str** 18, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +3; **CMB** +7; **CMD** 21**Feats** Ability Focus (disease), Improved Initiative, Weapon Finesse**Skills** Acrobatics +9, Climb +12, Disguise +12, Perception +12,

Sense Motive +12, Stealth +12, Swim +9

Languages Common

Tactics: When intruders enter the ghosts begin to slowly rise, emulating the stiff movements of true mummies in hopes of drawing fire attacks. If such attacks are made, the ghosts then lie still as if destroyed in hopes of drawing the intruders into their midst. When the opportunity presents itself, they swiftly leap to attack and attempt to swarm opponents under with their paralysis attacks. Anyone paralyzed by the ghosts is carried into Area 221 and given a “bath”.

221. Ladies' Bath and Privy (CR 12)

In the center of this room is a pool, 5 feet wide by 15 feet long, filled to the brim with turbid green water. Against the north wall are several small trenches all running down into a single drain in the center of the wall. Above these trenches hang metal buckets, their bottoms long since rusted out. Shelves on the south wall hold a number of vials of different shapes and sizes, hair brushes, soaps, and burlap towels. The broken remnants of a few mirrors hang next to it.

This served as the bath and privy for the brothel's harlots. Water from the bath was scooped in buckets and used to flush out the toilet trenches. The vials once held perfumes and scented oils, but these have all deteriorated over the years into foul-smelling fluids. The bath is 3 feet deep and is currently filled with a colony of **18 green slimes** transplanted here from the Sweltering Reek under a couple of inches of fetid water. Anyone touching the water is automatically exposed to one of the slimes. Anyone falling into the pool is exposed to attack by 6 of the slimes (12 if size Large and all 18 if size Huge). These slimes must be destroyed or removed in the normal ways described in the *Pathfinder Roleplaying Game Core Rulebook*. A Medium creature thrown into the bath and consumed causes one slime to overflow the pool onto the surrounding floor, and a new slime is formed in the pool itself by the consumed creature. A Large creature creates 2 new slimes and displaces 2 from the pool, etc. The ghosts are very careful when throwing creatures into this pool to avoid exposure themselves to the deadly substance. If the slimes in the pool are attacked, only the top three can be affected at any one time providing total cover to all of those beneath.

Treasure: If the entire bathing pool is cleared of green slime, a DC 13 Perception check through the remaining sludge and fouled water reveals a large diamond earring (1,500 gp) dropped in here long ago.

222. Private Rooms (CR 15)

A hallway lined with alcoves opens into an octagonal room with passages exiting in three directions, each lined with similar alcoves. The room must have once been elegant with statuary and ornate fountains, but it is now overgrown and buried under a shroud of vines, ferns, and other junglelike foliage, though this foliage is unlike any you have ever seen before — almost black in color with sickly growths and tumors and ominous spiky protrusions. The cracked remains of the room's statuary and furnishings just peek through this living shroud. The air is moist and heavy with the sickening smell of the rampant plant life.

These curtained alcoves once served as the private rooms for patrons of the brothel and the hired ladies. They once held sumptuous furnishings, bedding, and carpet, but these have all rotted away, replaced by the fecund jungle growth that now overruns the area. The jungle growth starts in earnest the central area and thickens as one heads farther east.

Creatures: Currently residing here are **4 alu-demon rangers** descended from some of the brothels more exotic ladies. They resemble their human forebears but have small black horns on the foreheads and a pair of small leathery wings. After Lady Slaeth managed to open the *portal* to the Sweltering Reek, these young half-demons were taken there to be raised and trained. Now they dwell in some of the east passage's overgrown cells, with simple hammocks woven from tough vines and their few meager possessions stored in leather chests. Each of the alu-demons has the coiled serpent tattoo at the small of their back. Residing in the central area among the foliage and serving the alu-demons as watch beasts are **2 nerizo demons**, feral, black-skinned demons with splayed hooves for feet and a long, snakelike tail.

ALU-DEMON RANGERS (4)

CR 10

XP 9,600

Alu-demon ranger 5 (*The Tome of Horrors Complete* 154)

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

Init +6; **Senses** darkvision 120 ft.; **Perception** +15**AC** 24, touch 14, flat-footed 20 (+4 armor, +4 Dex, +6 natural)

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hp 103 (6d10+18 plus 5d10+15 plus 5)

Fort +11; **Ref** +12; **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

Speed 30 ft., fly 50 ft. (average)

Melee +1 *longsword* +18/+13/+8 (1d8+6/19–20) or 2 claws +16 (1d6+5 plus vampiric touch)

Ranged +1 *flaming composite shortbow* (+2 Str) +14/+14/+9/+4 (1d6+3/x3 plus 1d6 fire)

Special Attacks archery combat style, favored enemy (humanoid [human] +4, outsider [lawful] +2)

Spell-Like Abilities (CL 8th)

3/day—*charm person* (DC 14), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 16)

1/day—*dimension door*

Spells Prepared (CL 2nd):

1st—*longstrider*, *magic fang*

Str 21, **Dex** 19, **Con** 17, **Int** 15, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +16; **CMD** 30

Feats Blind-Fight, Cleave, Endurance^B, Great Cleave, Point Blank Shot, Power Attack, Rapid Shot^B, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +12, Climb +18, Diplomacy +13, Escape Artist +18, Fly +8, Intimidate +13, Knowledge (geography) +4, Knowledge (planes) +16, Perception +21, Stealth +20, Survival +17 (+19 tracking)

Languages Abyssal, Common; telepathy 100 ft.

SQ favored terrain (jungle +2*), hunter's bond (hunting companions), wild empathy +9

Gear +2 *leather armor*, +1 *longsword*, +1 *flaming composite shortbow* (+2 Str), 24 arrows

*Included in stat block

Vampiric Touch (Su) An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points + the target's Con score (which is enough to kill the target). The temporary hit points disappear in one hour.

NERIZO DEMONS (2)

XP 6,400

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CR 9



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

Init +2; **Senses** darkvision 60 ft.; **Perception** +19

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 125 (10d10+70)

Fort +14; **Ref** +9; **Will** +7

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

Speed 40 ft.

Melee 2 claws +16 (1d6+6), sting +16 (1d8+6 plus poison)

Special Attacks spit acid (10-ft. line, 4d6 acid damage, Ref DC 22 half, usable every 1d4+1 rounds)

Spell-Like Abilities (CL 12th)

At will—*darkness*, *detect good*, *greater teleport* (self plus 50 pounds of objects only)

1/day—*confusion* (DC 17), *summon* (level 4, 2d10 dretches or 1 nerizo, 35%)

Str 23, **Dex** 15, **Con** 25, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 28

Feats Blind-Fight, Cleave, Power Attack, Skill Focus (Stealth), Iron Will

Skills Acrobatics +2 (+10 jump), Climb +19, Diplomacy +8, Escape Artist +10, Intimidate +16, Perception +19, Sense Motive +15, Stealth +21, Survival +15

Languages Abyssal

Posion (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1 round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Tactics: The nerizo demons lurk on the foliage covering two fountain basins in the central area. One attempts to *summon* additional nerizos while the other leaps forth with its claw and sting attacks when someone comes within range. Both howl to alert their mistresses and alternate making spit attacks with their normal attack modes. When the alu-demons hear the nerizos howling, two emerge from their cells after 2 rounds and begin firing their bows down the hallway at likely targets, using their doorways as cover. The other two *dimension door* to the side corridors to try and make vampiric touch attacks against the party's rear ranks and *charm* attacks on front-rank fighters. If the alu-demons are in trouble and any nerizos still live, at a whistle one of the nerizos cloaks the central room in *darkness* and the alu-demons all retreat to Area 223 to defend the *portal*. There they make a stand with readied attacks for anyone who comes through the door. They defend the *portal* to the death.

Treasures: Each of the alu-demons keeps a few modest treasures in her cell. If collected these total 712 gp, 1,245 sp, 13 gold nuggets (50 gp each), and an uncut emerald (250 gp).

223. Customers' Jakes (CR 14)

The barely discernable stone benches along the walls with holes cut in them reveal what this room was once used for, however, these are now almost completely shrouded beneath a layer of vegetation that grows through a large hole in the east wall where the stones have been pulled down and lie in a tumble on the floor beneath the omnipresent flora. Beyond the hole is visible a dense, dark jungle sheltered beneath the boles of huge, alien trees under a stormy purple sky where there hangs a black disc that somehow gives off an unearthly light, like some otherworldly sun. The heat and humidity combined with the stench issuing through this hole pummels one almost like a physical barrier.

This was once the jakes provided for customers of the brothel. After the Great Retreat and centuries of undisturbed plotting and study, Lady Slaeth and her minions were able to open a permanent *portal* to the layer of the Abyss known as the Sweltering Reek. The *portal* allows two-way access between the Citadel of Orcus and the Abyss where Lady Slaeth keeps a stronghold and more servants. How the *portal* was opened from the dimensionally unstable Citadel of Orcus is lost to time as the wizard who performed the feat for her was killed shortly thereafter by the denizens of the Sweltering Reek. However, it is sure that Orcus is unaware of its existence or he would surely have sought to plug it up for fear of it unraveling his eons-old schemes before they could come to fruition.

Creatures: If the alu-demons retreat to this room to make a stand, one of them signals through the *portal* to a **mallor demon** stationed on the other side. This demon and his **6 Huge fiendish vipers** arrive to back up the alu-demons in their defense after 1 round. Unfortunately, the battle at the portal attracts other attention as well; a **gharros demon**, a hideous demon, half-scorpion and half-humanoid with two stinger tails, unaligned with the Serpent's Coils arrives after 4 more rounds and attacks either side indiscriminately in search of a meal and some booty.

MALLOR DEMON CR 13
XP 25,600
hp 217 (See Area 218)

HUGE FIENDISH VIPERS (6) CR 7
XP 3,200
hp 63 (See Area 209)

GHARROS DEMON CR 14
XP 36,400
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 CE Large outsider (chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +27

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)
hp 248 (16d10+160)
Fort +20; **Ref** +14; **Will** +9
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Speed 30 ft.
Melee battleaxe +25/+20/+15/+10 (2d6+10/19-20/x3), 2 stings +21 (1d8+5/19-20 plus poison)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 12th)
 At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only) 1/day—summon (level 6, 4d10 dretches, 1d4 vrockes, or 1d2 glabrezus, 50% or 1 gharros, 20%)

Str 31, **Dex** 18, **Con** 30, **Int** 18, **Wis** 18, **Cha** 20



Zaniburez, The Sweltering Reek

Known colloquially as the Sweltering Reek, the plane of Zaniburez is one of the Infinite Layers of the Abyss. It exists as a virtually endless, sweltering jungle of alien vegetation growing beneath an amethyst sky with an obsidian sun. This strange disc somehow provides a subdued lighting over this jungle that seems unaffected by the constant roiling thunderstorms that lash the firmament.

The vegetation of Zaniburez is darker in coloration than that of Material Plane flora with many plant species mottled or black in color. The growth, though extremely virulent, seems warped and unhealthy with abnormal tumors. The surface of the plants is tough and leathery, often festooned with poison thorns. Many varieties of plant monsters thrive in this fetid stew of humidity, heat, and decaying matter and varieties of deadly plant life exist that have never been seen elsewhere.

Undulating through this morass are fiendish serpents of the largest varieties and the deadliest of poisons. Mallor demons are one of the more common types of demons to be found here, and they capture and train packs of the nerizo demons that roam the treetops. In addition, colonies of feral gharros demons roam the lower reaches of the jungle seeking to slay and devour any other creatures they find.

Zaniburez is a backwater of the Abyss, known to few and ignored by those who do know of it. No demon lord lays claim to this layer as it has proven to have no real value in the wars of the Lower Planes or the politics of the Abyss. Occasionally mariliths or glabrezu travel here to recruit the mallor demons or capture nerizo or gharros demons for entertainment.

Planar features of the Sweltering Reek include jagged mountains of broken rock that rise suddenly above the verdure, some holding the broken ruins of ancient fortresses built by unknown hands and abandoned before the first planar travelers reached Zaniburez. It is rumored that a powerful planar faction called the Serpent's Coils led by a devious marilith has set up in one of these crumbling keeps and reformed it. It now teems with her servants and hordes of dretches who feed the local predators as often as not. Who this faction is and what its purpose may be has yet to be revealed. Running through the heart of the jungle is a wide, meandering river of dark, silted waters. What creatures may exist beneath its torpid surface is undocumented, but the local creatures go near it only by necessity and even then many disappear while in its proximity. The jungle is considered to have heavy undergrowth. The ambient temperature is nearly 100 degrees with high humidity requiring Fortitude saves each hour to avoid nonlethal damage and penalties from armor or heavy clothing as described in the *Pathfinder Roleplaying Game Core Rulebook*.

Zaniburez, the Sweltering Reek, has the following planar traits.

Gravity: Normal gravity. Zaniburez has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour in the Sweltering Reek equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Traits: No dominant elemental traits. No single element dominates in the Sweltering Reek.

Alignment Traits: Mildly chaos-aligned and mildly evil-aligned.

Enhanced Magic: None.

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Base Atk +16; **CMB** +27; **CMD** 41 (49 vs. trip)

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (battleaxe), Improved Critical (tail sting), Improved Initiative, Power Attack, Weapon Focus (sting)

Skills Acrobatics +14, Bluff +24, Climb +29, Diplomacy +21, Escape Artist +20, Intimidate +24, Knowledge (planes) +20, Perception +27, Sense Motive +15, Spellcraft +14, Stealth +13, Survival +23

Languages Abyssal, Celestial, Common, Daemonic, Infernal; telepathy 100 ft.

Gear battleaxe

Poison (Ex) Sting—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

Development: If the PCs wish to travel through the portal and perhaps locate the true headquarters of the planar organization known as the Serpent's Coil, feel free to expand on the adventures with the Sweltering Reek side box provided below.

224. Blackards' Arms Tavern (CR 14)

A triple arch to the south opens into a tavern area complete with bar and stools. Above the arch, spiked into the stone wall are a dozen humanoid arms, some muscular and sinewy, some heavily tattooed, some green scaled. Each is has been severed at the shoulder but is otherwise intact. Each is also fresh, as if nailed up just yesterday, though no blood drips or has pooled on the floor beneath. More startling than the fresh, dangling limbs is the interior of the tavern area itself. Every available surface: walls, floor, ceiling, stools, the bar, and even the back shelves, the kegs they hold, and the glass mugs are covered in a layer of bright green fuzz — almost as if short, cropped grass was growing upon them.

This was one of the district's two taverns, the Blackards' Arms. The arms above the archway were taken from various executed thralls, criminals, soldiers, or random creatures whose bodies the proprietor was able to procure. All date back from the time of Tsar but have been treated with *unguent of timelessness* to prevent their decay. The tavern itself has been infected by the spores of **green fuzz**, a type of fungus related to green slime that is native to the Sweltering Reek and was carried here by a dretch that had become infected and died. Its fuzz-covered corpse still lies behind the bar. There are a total of 40 5-foot-by-5-foot patches of the fungus growing in Area 224. The wooden bar and stools and the dretch corpse are now brittle, but the stone of the walls, floor and ceiling and the glass mugs have not yet been consumed. A DC 20 Perception check is necessary to notice the fuzz-covered door at the back of the room.

Green Fuzz, Hazard CR 4: Green fuzz is similar to green slime in many ways. However, it is immobile and grows on any substance it comes in contact with. It devours its host slowly at a molecular level so that they do not appear to be visibly consumed as the fuzz growth spreads. Rather as it consumes its host, that substance, whether animate or inanimate, becomes brittle and, when fully consumed, retains its shape until struck or jarred at which point it crumbles to a flaky dust. On a living host, green fuzz deals 1d6 points of Constitution damage per round. Infestation begins the moment contact occurs with the green fuzz. It cannot be scraped off. Anything that deals cold damage and *remove disease* destroys the growth (dealing equal damage to the host), and plant spells affect it normally. Fire causes it to immediately spawn a new 5-foot patch on the nearest surface. On an inanimate object or creature without a Constitution score, it consumes 1 point of Hardness per month and 1d10 points of damage per round once the Hardness has been overcome.

Treasure: A DC 18 Perception check notices a ring on the hand of

one of the severed arms. It is noticed automatically if the arms are searched. The ring is a *ring of protection* +3.

225. Liquor Stores

This room is outfitted much like Area 208 but without the tindertwigs, volatile liquids, or swarming dretches. The green fuzz has not yet spread in here from Area 224, though the door is brittle and just waiting to collapse and allow the infestation to enter. Hidden atop a high shelf and located with a DC 16 Perception check is a clay jug holding *unguent of timelessness*.

226. Hostler's Counter

A worn, old wooden counter stands in the hall here across from a door. Another door exits from the alcove behind the counter.

This counter was used by the hostler of the flophouse to monitor his guests and make sure each paid his copper piece before going into the flophouse to crash. Sometimes he found it necessary to remove the payment (and often times a little more) from the belt pouch of a patron too drunk to pay himself. On a shelf below the counter is a strange receptacle used by the hostler for the payments. It is a carved wooden monkey head, the size of a fist, with a leering grin and sharply-pointed teeth. A small slot for coins has been cut in its forehead. A cork stopper plugs a hole in the monkey head's base. Viewing the carved monkey head gives a vague sense of unease. The carving is hollow, and the metallic rattle of coins is heard within if the head is picked up. Lying next to it on the shelf is a masterwork club used by the hostler on unruly customers. It still has some dried blood on it and at one place a broken tooth embedded in it.

The monkey head holds 11 cp, but also bears a powerful curse. Anyone taking the coins soon finds the monkey head in his possession even if he had left it behind. A PC who took the monkey head only notices that it seems to change locations on his body, switching from backpack to belt pouch, etc., seemingly at random. As long as a PC possesses the monkey head, a random member of his party receives a -10 penalty on a crucial save or attack roll in each encounter. This changes between characters but never affects the bearer of the head himself. The bearer will also find that he cannot get rid of the monkey head or the coins; they always reappear in his possession a short time later. The carving and the coins also prove impervious to physical destruction. The only way to be rid of them and the curse that afflicts the bearer's companions is to return the head and the 11 cp to this same location and cast *remove curse*. However, anyone taking them afterward finds the curse affects them as well.

A DC 18 Perception check notices that the south door is ajar. A DC 22 Perception check notices a faint snoring from within. This is the sleeping abyssal wolf in Area 227. See that area for details of its actions.

227. Hostler's Residence (CR 11)

The contents of this room have been destroyed. Furnishings are broken and scattered, and the walls are scarred and stained. A partially-eaten corpse lies mangled on the floor in a pool of ichor.

Creature: This room is used as a den by an **abyssal wolf sentry**. It is currently sleeping off a meal of dretch and is considered to be Taking 0 on its Perception check. If it hears anyone in Area 226, it races out to attack, howling to bring its companions from Area 194.

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ABYSSAL WOLF SENTRY
XP 12,800
hp 161 (See Area 194)

CR 11 **VROCK DEMONS (2)**
XP 6,400
hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

CR 9

228. Flophouse

This long room is supported by four chipped and battered pillars and is devoid of decoration. The wall plaster is mostly broken away, exposing the bare stone beneath. The floor is piled with the skeletal remains of dozens of humanoids, bits of clothing and hair still in patches among them.

This cheap flophouse was provided for those who partook of the district’s entertainments and were either too inebriated or too penurious to secure better accommodations. With the low price was provided a mat to sleep on and a great likelihood of assault or robbery by the other lowlifes to be found here. When the citadel was abandoned many undesirables — the beggars, harlots, the diseased and crippled — were deemed too much trouble to bring along and were instead murdered and dumped here. All of the bodies have been thoroughly looted.

MALLOR DEMON
XP 25,600
hp 217 (See Area 218)

CR 13

ALU-DEMON RANGER
XP 9,600
hp 103 (See Area 222)

CR 10

Development: Despite the deadly assemblage of demons here, most of those present (other than the mallor and the alu-demon) are not even members of the Serpent’s Coils. Uthmuhz himself is an independent contractor that merely runs the establishment for Lady Slaeth. As such, the party need not engage in battle here. Upon entry, Uthmuhz immediately requests a 50 gp cover charge from each party member to enter. He is conversant in Common and instructs that the floor tables are open but the high stakes table requires an invitation (hinting strongly that an invitation can be obtained with a proper bribe — at least 1,000 gp).

229. Gambling Den (CR 17)

The door is attended by a massive boar-faced demon, small feathered wings protruding from its shoulders and a ridiculous fez upon its head. It gestures beyond an anteroom into a dimly lit, smoky chamber of many tables. Clustered at these tables are all manner of horrors spawned from the Abyss seated and playing various games of chance. Discernable beneath the general rumble of conversation and outbursts of diabolical laughter can be heard the shuffle of cards, the rattle of dice, and the clink of coins exchanging hands.

This room stays true to purpose of centuries ago and still runs many tables of games of chance for the fiends of the Lower Planes who dwell herein or have just stopped by for a visit through the *portal* in Area 223.

Creatures: Playing at various games of cards, dice and other less-palatable games of chance are the following demons: **3 babau**, a **hezrou**, **4 quasits**, **2 vrock**s, a **mallor**, and an **alu-demon ranger**. Overseeing the games is the den’s proprietor, the **nalfeshnee**, Uthmuhz, and **3 succubi** serving drinks from a small bar at the south end, well-stocked in various Abyssal liquors (none safe for a mortal palate).

UTHMUHZ
XP 38,400
hp 203 (*Pathfinder Roleplaying Game Bestiary* “Demon, Nalfeshnee”)

CR 14

SUCCUBI (3)
XP 3,200
hp 84 (*Pathfinder Roleplaying Game Bestiary* “Demon, Succubus”)

CR 7

BABAU DEMONS (3)
XP 2,400
hp 73 (*Pathfinder Roleplaying Game Bestiary* “Demon, Babau”)

CR 6

HEZROU DEMON
XP 12,800
hp 145 (*Pathfinder Roleplaying Game Bestiary* “Demon, Hezrou”)

CR 11

QUASITS (4)
XP 600
hp 16 (*Pathfinder Roleplaying Game Bestiary* “Demon, Quasit”)

CR 2

If the party refuses to pay the cover charge or picks a fight, all the demons immediately turn on them, running if near death. Otherwise the party is free to interact with the demons and even join in games of chance. Feel free to play out actual games of craps, poker, etc. or simply bet on high rolls or cutting the deck. Or, if you prefer, you can determine quick gambling results with the nearby side box. Minimum bets are always 5 gp and maximum bets or raises are 50 gp. If characters have skill points in Profession (gambler) or Sleight of Hand and succeed on a DC 15 check allow them a second role, a second draw, a +2 bonus to the roll, or whatever benefit of their exceptional skill that you see fit. A Bluff check opposed to the other gamblers’ Sense Motive check in card games can also allow this advantage. Regardless how this is played out, if the PCs are peaceable this is an excellent opportunity to hear rumors and gather information on the citadel.

You can simulate games of chance by having PCs make a Profession (gambler) check or a straight Charisma check if they don’t have that skill.

DC	Result
10 or less	Big Loss: Lose bet plus 100%
15	Loss: Lose bet
20	Break Even: Regain bet.
25	Win: Win bet plus 50%
30	Big Win: Win bet plus 100%
35	Jackpot: Win bet plus 100% for each point in excess of 35 (500% maximum)

Treasure: All of the demons together carry a total of 5, 803 gp and various gems worth a total of 1,400 gp.



230. High Stakes Table (CR 16)

This room is hazy from the smoke of large hookah in one corner. Seated on a cushion next to this pipe is a small, demonic figure in blue pantaloons, a purple vest, and purple curly-toed slippers. A red turban rests on his head and a monocle covers one eye above a spiky beard and long, thin nose. Tiny horns protrude in a ridge down the center of his forehead, and bat wings are curled behind his shoulders. Beside him is a small gong. Arranged around the room are five stone chairs in a circle. Seated in one is a tiny, bat-winged creature with barbed tail and reddish skin. In another is a tall man in an elegantly-tailored black suit and with the head of a tiger and a luxurious coat of orange fur visible at his neck and hands. A third seated figure is a tall, red-skinned giant with jutting tusks, and a shimmering aura of heat around him. The last two chairs are empty. In the ceiling's center 20 feet above floats a 10-foot diameter sphere of swirling rainbow colors. Directly beneath it on the floor is a large iron bowl stacked high with coins and valuables.

Creatures: This room houses the high stakes gambling of the casino. Here the **half-fiend gnome** Durkor runs the highest-stakes game of the house — a game of great payoffs, great losses, and possible death for the players called *Kerouz*. Currently playing this game are the **imp** Pivers, the **rakshasa** Lord Entylwine, and the **efreeti** Sulimar. The floating orb is a **chaos globe**.

DURKOR XP 38,400

Male half-fiend gnome rogue 12 (*Pathfinder Roleplaying Game Bestiary* “Half-Fiend”)

NE Small outsider (native)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

AC 28, touch 20, flat-footed 28 (+4 armor, +2 deflection, +6 Dex,

+1 dodge, +4 natural, +1 size)

hp 93 (12d8+36)

Fort +9; **Ref** +16 (+20 vs. traps); **Will** +7; +2 vs. illusions

Defensive Abilities +4 dodge vs. giant subtype, evasion, improved uncanny dodge, rogue talent (resiliency, slippery mind), trap sense +4, uncanny dodge; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

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

Melee +1 rapier +17/+12 (1d4+3/18–20), claw +11 (1d3+1), bite +11 (1d4+1) or 2 claws +16 (1d3+2), bite +16 (1d4+2)

Special Attacks +1 attacks vs. reptilian and goblinoid subtypes, rogue talent (bleeding attack, crippling strike, surprise attack), smite good (+12 dmg), sneak attack +6d6

Spell-like Abilities (CL 12th):

3/day—*darkness*, *poison* (melee touch +16, DC 15)

1/day—*blasphemy* (DC 18), *contagion* (melee touch +16, DC 14), *dancing lights*, *desecrate*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*, *unholy blight* (DC 15)

Str 14, **Dex** 22, **Con** 17, **Int** 18, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 29

Feats Agile Maneuvers, Dodge, Improved Initiative, Mobility, Skill Focus (Profession [gambler]), Weapon Finesse

Skills Acrobatics +21, Bluff +16, Diplomacy +16, Disable Device +26, Escape Artist +21, Fly +10, Intimidate +16, Knowledge (local) +19, Perception +18 (+24 locate traps), Profession (gambler) +24, Sense Motive +16, Sleight of Hand +21, Stealth +25, Use Magic Device +16

Languages Abyssal, Common, Daemonic, Gnome, Ignan, Infernal, Sylvan

SQ rogue talent (fast stealth), trapfinding

Gear *bracers of armor* +4, *amulet of natural armor* +3, *ring of protection* +2, *ring of spell turning*, *cloak of resistance* +2, +1 rapier, thieves' tools

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PIVERS

XP 9,600

Male imp rogue 8 (*Pathfinder Roleplaying Game Bestiary* “Devil, Imp”)

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

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +7

AC 20, touch 19, flat-footed 20 (+6 Dex, +1 dodge, +1 natural, +2 size)

hp 74 (3d10+3 plus 8d8+8 plus 8); fast healing 2

Fort +4; **Ref** +15 (+17 vs. traps); **Will** +5

Defensive Abilities evasion, improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +18 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison (DC 18), rogue talent (slow reactions, surprise attack), sneak attack +4d6

Spell-like Abilities (CL 6th):

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 17)

1/week—*commune* (6 questions, CL 12th)

Str 10, **Dex** 23, **Con** 12, **Int** 15, **Wis** 10, **Cha** 18

Base Atk +9; **CMB** +7; **CMD** 24

Feats Combat Casting, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (sting)^B

Skills Acrobatics +17, Appraise +16, Bluff +18, Diplomacy +18, Disable Device +10, Fly +24, Knowledge (arcana) +8, Knowledge (local) +15, Knowledge (planes) +8, Perception +14 (+18 locate traps), Profession (fence) +14, Sleight of Hand +17, Spellcraft +8, Stealth +28

Languages Abyssal, Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape I*), rogue talent (fast stealth, weapon training), trapfinding

LORD ENTYLWINE

XP 25,600

Male rakshasa aristocrat 6 (*Pathfinder Roleplaying Game Bestiary* “Rakshasa”)

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft.; **Perception** +18

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 185 (10d10+60 plus 6d8+36 plus 6)

Fort +11; **Ref** +16; **Will** +13

DR 15/good and piercing; **SR** 28

Speed 40 ft.

Melee +1 *kukri* +20/+15/+10 (1d4+4/15–20), claw +14 (1d4+1), bite +14 (1d6+1) or 2 claws +19 (1d4+3), bite +19 (1d6+3)

Special Attacks detect thoughts (DC 22)

Spells Known (CL 7th):

3rd (5/day)—*haste*, *suggestion* (DC 17)

2nd (7/day)—*bear’s endurance*, *invisibility*, *acid arrow* (ranged touch +15)

1st (7/day)—*charm person* (DC 15), *mage armor*, *magic missile*, *shield*, *silent image* (DC 15)

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue* (melee touch +15)

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 19

Base Atk +14; **CMB** +17; **CMD** 33

Feats Alertness, Combat Expertise, Dodge, Improved Critical (*kukri*), Improved Initiative, Lightning Reflexes, Persuasive, Weapon Finesse

Skills Bluff +21, Diplomacy +27, Disguise +31, Intimidate +15,

CR 10

Perception +18, Perform (oratory) +17, Sense Motive +24, Stealth +18

Languages Common, Infernal, Undercommon

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

Gear +1 *kukri*, *fez of true seeing* (see **Magic Items Appendix**)

SULIMAR, EFREETI

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary* “Genie, Efreeti”)

CHAOS GLOBE

XP 2,400

Creature Collection II: Dark Menagerie 37

N Large construct

Init +0; **Senses** blindsight 90 ft.; **Perception** +0

Aura chaos strike (30 ft., DC 14)

AC 22, touch 9, flat-footed 22 (+13 natural, –1 size)

hp 74 (8d10+30)

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

DR 5/law and magic; **Immune** construct traits

Speed 25 ft. (perfect)

Melee slam +7 (2d6)

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

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

Base Atk +8; **CMB** +9; **CMD** 19 (can’t be tripped)

Skills Fly +6

Chaos Strike (Su) Each round as a free action a chaos globe emits a field of random magical instability, inflicting random magical effects on anyone within a 30-foot radius. Roll 2d8 on the following table to determine the effect for that round.

2d8	Effect
2	5d10 points of random energy damage (roll 2d3–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
3	4d10 points of random energy damage (roll 2d4–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
4	3d10 points of random energy damage (roll 2d4–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
5	2d10 points of random energy damage (roll 2d4–1: 1—acid, 2—fire, 3—cold, 4—electricity, 5—sonic; Reflex half)
6	1d4 points of damage to a random ability (roll 1d6: 1—Strength, 2—Dexterity, 3—Constitution, 4—Intelligence, 5—Wisdom, 6—Charisma; Fortitude negates)
7	1 point of damage to a random ability (roll 1d6: 1—Strength, 2—Dexterity, 3—Constitution, 4—Intelligence, 5—Wisdom, 6—Charisma; Fortitude negates)
8	Target rendered deaf (50%) or blind (50%); Fortitude negates
9	Target rendered blind and deaf; Fortitude negates
10	Target fatigued; no save
11	Target exhausted; no save
12	1 negative level; will negates
13	1d3 negative levels; Will negates
14	1d6 negative levels; Will negates
15	Target subjected to <i>baleful polymorph</i> ; Fortitude negates, Will partial
16	Target subjected to <i>greater teleport</i> 2d10 miles in a random direction; Will negates

Development: *Kerouz* is a deadly game of the Lower Planes that involves the random chaotic effects of a chaos globe. The ante for the game is 500 gp which is placed in the iron bowl. There can be a total of five players, one in each chair. Once the players are in place and the antes

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have been paid each player makes a bet against one of the five contestants (including himself if he wishes) as to who will receive the attentions of the chaos globe. He then places a second wager of at least 5 gp and up to 100 gp on either odd, even, or a number between 2 and 20 (these correspond to the random chaos strike rolls from the table found under the chaos globe's description above). Durkor then sounds the gong which causes the trained chaos globe to unleash its chaos strike. In the game, however, the chaos strike affects only one of the five contestants (roll randomly to determine) rather than everyone in a 30-ft. radius. The contestant hit suffers the effects of that attack. On a roll of 20, rather than *teleporting* the victim, the globe instead grants a boon — reroll on the table and grant the opposite effect of the roll, i.e. temporary hit points, ability points, character levels, etc. On a result indicating deafness, blindness, fatigue, exhaustion, or *polymorph* it merely cures that condition if present or has no effect. A second roll of 20 produces no effect.

Any contestants who bet on the right victim split the ante pot (slain contestants automatically forfeit their winnings). If no one guessed right the ante pot goes to the house. If a contestant guessed right on his second wager, the house pays out at a rate of 2:1 for odd or even and 19:1 for an individual number that is guessed correctly. Losses are kept by the house. If a contestant is struck by the chaos strike and consecutive 20s are rolled, then it is declared a *Kerouz* and anyone who bet on that contestant and that number is paid back his second wager at 20:1 as well as splitting the ante pot. If a contestant is declared a *Kerouz* but failed to bet on himself, then it is considered a *Grand Kerouz* and that contestant's soul is immediately stripped from his body, drawn into the chaos globe, and forever consumed (no save). All that contestant's funds are immediately forfeit to the house. Only a *miracle* or *wish* can restore a creature lost to a *Grand Kerouz*.

These special powers of the chaos globe only manifest when involved in a game of *Kerouz*. If a PC attempts to cheat, steal or attacks any of the other beings in the room, then they all attack while the chaos globe hangs inert in the air. If the chaos globe is attacked it immediately responds with its normal chaos strike attacks that affect anyone in a 30-foot radius (the beneficial 20 result likewise disappears).

When running this game of chance, feel free to roll the dice behind the GM screen and stage a *Grand Kerouz* on one of the other contestants to show the party what is at stake.

Treasure: The contestants each carry a *bag of holding* (type I) with cash as follows. Pivers: 3,200 gp and a set of six small crystal skulls (100 gp each). Lord Entylwine: 10,000 gp and 500 pp. Sulimar: 600 gp, 100 pieces of slightly scorched jet (100 gp each), and a promissory note written on a thin brass scroll (25 gp) that grants the bearer 5,000 gp when presented at the Burning Palace of the Grand Sultan of the Efrete. Durkor has a small *ring gate* only 12 inches in diameter underneath his cushion that is permanently affixed to the floor (destroyed if attempts are made to remove it) but that has no maximum weight limit it can transport each day. It leads to a hidden cyst deep in the citadel that holds the house's funds. These are stored in the form of small ingots of Abyssal gold, a metal mined in the Abyss with properties identical to that of normal gold but that is a glossy black in color. Each small ingot is worth 100 gp. There are 250 ingots in the cyst.

Ad Hoc XP Award: Award 100 XP each time a PC wins a portion of the ante pot, 250 XP if they hit an odd or even, and 1,000 XP if they hit a specific number. Award 5,000 XP if they hit a *Kerouz* (and survive).

231. Manager's Residence

This door is locked and Uthmuhz holds the only key. This room was once occupied by the manager of the gambling den but has been deserted since the retreat. Now Uthmuhz uses it to store the house's winnings (other than the Abyssal gold guarded by Durkor).

Development: Anyone attempting to enter this room draws the immediate ire of Uthmuhz and the succubi. The other gamblers likewise come to their support. However, if the PCs manage to get the door opened and the other gamblers catch a glimpse of its

contents, then a massive free-for-all ensues as the demons make a mad rush to steal as much of the wealth as they can before fleeing.

Treasure: Scattered haphazardly about the room are 12,500 gp, 28,000 sp, and 82,100 cp (the latter could prove to be very difficult to transport).

232. Drug Parlor (CR 9)

This series of dark chambers is bare and forlorn, connected by open archways. The walls and floors are unadorned and bear many old stains. Rude mats and a few tattered pillars still occupy the edges of the rooms. A slight haze seems to hang in the air. This was once a parlor for the use of various drugs, potions, and narcotics. The patrons could pay their money, pick their substance of choice and then claim a mat and pillow on which to partake of their purchase. The substances were not well monitored for quality or quantity, and many customers expired on a rude pallet in a drugged stupor or screaming and raving at terrors only they could see.

Creature: Everyone assumed these screaming fits to be a bad drug reaction, but actually this room has long been haunted by a **night hag** that enjoyed preying upon those trapped in a drugged trance.

NIGHT HAG **CR 9**
XP 6,400
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Night Hag")

Tactics: The night hag's influence remains strong in these chambers. Everyone entering must make a DC 20 Will save or be dazed. The lurking night hag then attacks one of the dazed PCs at random. Much like a *phantasmal killer* only the chosen victim can see the attacking night hag. However, while the PC is dazed physically, his dream self can battle the night hag normally on the Ethereal Plane. If another PC becomes ethereal, he too can see the night hag and can join in the battle. The effects of the battle are not visible on the dazed character's body unless he is killed in which case he collapses dead. If the character in the dream state defeats the night hag, it disappears but is not killed. Instead begins dream haunting this PC that it has now established a psychic link with regardless of alignment. Only if another character becomes ethereal and it is slain in the Ethereal Plane is it permanently killed.

233. Proprietor's Residence

This room once housed the proprietor and the supply of various substances. It is now completely empty.

Region 9 — Main Thrall Quarters (Map 4-4)

While a portion of the citadel's Thralls were housed in the Templar Garrison and at other places, the vast majority of them were quartered in this region under the watchful eye of the Overseers and a small contingent of Templars. It is also in this region that the Overseer faction maintained their headquarters. It has now become the home of a new faction seeking dominance in the Citadel of Orcus.

234. Guardian's Chamber (CR 11)

The corridor widens into a small anteroom. Standing in the northern portion is a strange object. Of roughly humanoid shape, it stands 9 feet tall and is completely covered in a strange greenish fur or grassy growth.

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Creature: This served as the final guard room to prevent Thralls from escaping the region. The **stone golem** that guarded it has become infested recently with the green fuzz (see Area 224 for details of this hazard). It still follows its programming to attack anyone not accompanied by someone wearing the fist-and-flail symbol of the Templars or the skull-in-chains symbol of the Overseers. It pursues intruders until it has slain them. The secret door can be found with a DC 25 Perception check.

GREEN FUZZ-INFESTED STONE GOLEM CR 11 XP 25,600

hp 129 (*Pathfinder Roleplaying Game Bestiary* “Golem, Stone”)
DR 2/adamantine
Special Attacks green fuzz infestation

Green Fuzz Infestation (Ex) The golem is infested with green fuzz (see Area 224). Contact with the golem, including attacks by the golem that hit its opponent’s touch AC cause an infestation of green fuzz in the target. A green fuzz infestation deals 1d6 Constitution damage per round. Cold and *remove disease* destroys the infestation and can be used to clear it from the stone golem as well. If the green fuzz is removed from the golem, it becomes a normal stone golem in all respects save that its damage reduction is much reduced due to the brittleness caused by the infestation.

235. Monitors’ Corridor (CR 18)

Walls composed of closely set vertical iron bars funnel passage from one door of this chamber to the other. A door set in the iron bars provides access to the eastern portion. In each of the barred-off sections stand several spectral warriors. They are gaunt and haggard and wear tabards over chainmail. In their hands are spears. Their translucent tabards bear the image of a skull in chains. They watch you but make no move.

This chamber served as the gauntlet through which Thralls were routed as they went to their daily assignments under the watchful eye of Overseer guards. The bars and barred door are equal in strength to a portcullis. The doors to 237 and 238 are barred from the far side and are strong wooden doors.

Creatures: The translucent figures are **16 advanced spectres**. These are the remains of Overseers who were slain in the slave revolt during the Great Retreat. As long as the PCs stay in the passage between Areas 234 and 236, they are undisturbed by the spectres. However, if they enter from either 237 or 238 or try to enter the caged areas, the spectres immediately charge through the bars and attack. Though they bear spectral spears, their attacks are still equal to their incorporeal touch attacks.

ADVANCED SPECTRES (16) CR 10 XP 9,600

Advanced-HD spectre (*Pathfinder Roleplaying Game Bestiary* “Spectre”)
CE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; **Perception** +26
Aura unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)
hp 105 (14d8+42)
Fort +7; **Ref** +7; **Will** +12
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits
Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)
Melee incorporeal touch +13 (1d8 plus energy drain)

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

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

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

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

236. Thrall Access

A lowered portcullis blocks the corridor. Its winch at Area 237 is jammed and useless. Arrow slits look out from the side chambers, but these are empty and unmanned.

237. West Guard Room

This room is empty and nondescript. It once housed the Overseers who monitored the passage of Thralls to and from their quarters. The secret door can be found with a DC 25 Perception check. The door to the north is barred from this side. The winch to the portcullis at Area 236 is rusty and jammed into uselessness.

238. East Guard Room

Like Area 237 this room housed Overseers. It too is now empty, and its door is likewise barred from this side.

239. Common Area (CR 11)

This chamber is massive with rows of narrow columns and shallow basin at its center. Scattered within and around this basin are stacked the skeletal remains of numerous humanoids who apparently died locked in mortal combat, some armored and armored, others having used only their bare hands.

This large chamber served as the common area for the Thrall pens. When the Great Retreat was ordered, it was deemed too much trouble transport all but the most useful slaves. Therefore, rather than risk letting them be liberated by the forces of the Army of Light, the Overseers were tasked with executing them all. This task went off fairly smoothly in the other parts of the citadel where the Thralls were held in less concentration. However, here once the blood began to spill the Thralls rose up under their own secret leaders and launched wave after wave of suicide attacks against their captors. At great cost they succeeded in killing many of the Overseers and stripping them of their weapons and armor. In the end priests and wizards were sent in and used massive expenditures of death magic to slay both Thralls and Overseers locked in their mortal struggle. Soon the Thrall chambers were sterilized and the Overseers were severely lessened in number when they pulled out of the citadel. The spectres in Area 235 are the remains of some of those slain guards.

Creature: Currently lurking in this chamber is a foul **greater ooze demon** that serves Kelm (see Area 250). It has a crocodilian head with razor-sharp teeth, and its humanoid body appears to be a swirling mass of black ooze. It charges to attack intruders relying on its acidic body to destroy their weapons and using its vomit on spellcasters and archers that try to keep their distance. If hard-pressed it attempts to *summon* another greater ooze demon to hold the party off while it retreats to Area 250 to warn Kelm.

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GREATER OOZE DEMON XP 12,800

The Tome of Horrors Complete 171

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +22

AC 23, touch 11, flat-footed 23 (+12 natural, -1 size, +2 profane)
hp 135 (10d10+80)

Fort +17, **Ref** +3, **Will** +8

DR 10/good; **Immune** acid, electricity, ooze traits; **Resist** cold 10, fire 10; **SR** 22

Speed 30 ft.

Melee slam +16 (1d6+10 plus 1d4 acid plus grab) or bite +17 (1d6+7 plus 1d4 acid), 2 claws +16 (1d4+7 plus 1d4 acid)

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

Special Attacks acid, vomit acid (40-ft. line, 4d6 acid, Ref DC 23 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 12th)

1/day—summon (level 7, 2d4 lesser ooze demons or 1 greater ooze demon, 35%)

Str 24, **Dex** 10, **Con** 26, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 28

Feats Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Climb +20, Escape Artist +13, Intimidate +15, Knowledge (planes) +14, Perception +22, Stealth +9, Survival +14

Languages Abyssal, Common; telepathy 100 ft.

Acid (Ex) The acidic body of a greater ooze demon quickly dissolves organic material and metal, but not stone. Any melee hit deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it makes a successful DC 23 Reflex save. A metal or wooden weapon that strikes a greater ooze demon dissolves immediately unless it makes a successful DC 23 Reflex save. The save DCs are Constitution-based.

The greater ooze demon's acidic touch deals 23 points of acid damage per round to creatures or wooden or metal objects, but the greater ooze demon must remain in contact with the object for 1 full round to deal this damage.

Treasure: Most of the equipment in the room is rusted and useless,



CR 11 but a DC 21 Perception check among the remains can uncover a +2 *chain shirt* and a +3 *merciful spear*. There are also 6 Overseer tabards bearing the skull-in-chains symbol that are still salvageable if the party is looking for such items.

240.–249. Thrall Quarters (CR varies)

Each of these plain, comfortless chambers served as quarters for the Thralls of the citadels. All that remain in them are a few rough pallets and the skeletal remains of noncombatant Thralls who stayed out of the main fighting but still fell victim to the wizards' slaying spells.

Creatures: In each of these chambers there is a 1 in 4 chance of encountering a **vrock**, **hezrou**, or **nalfeshnee** (33% chance of each) that serves Kelm. These all fight to the best of their abilities to keep intruders from reaching their master, but they are too chaotic to coordinate their defenses.

VROCK DEMON XP 6,400

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

HEZROU DEMON XP 12,800

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

NALFESHNEE DEMON XP 38,400

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

250. Thrall Quarters (CR 18)

Creature: This room is like the others of this area but is currently inhabited by the **choronzon demon** Kelm, a thickly muscled chaos demon with back-swept horns. Kelm was sent to the citadel by Orcus after its departure from the Material Plane to serve as lieutenant to Barak'kara Mor in watching over the wayward fortress as it awaited its day of returning. Unbeknownst to Barak'kara Mor, he had lost favor with Orcus and the demon prince sent Kelm to secretly undermine and eliminate him. To this end he gave him an *iron flask* containing a bebilith to assist him. Orcus did not know if Kelm would be able to defeat Barak'kara Mor or not and did not really care. It was just in his own chaotic nature to pit the two powerful demons against each other to see who might emerge as his most powerful servant.

Kelm spent time gathering several loyal demons to him before making his move and attacking Barak'kara Mor. Unfortunately he underestimated the balor demon who thoroughly pummeled Kelm and nearly killed the bebilith. Only the intervention of Kelm's servants saved him as they teleported to a distant section of the citadel. Now Kelm plots his revenge but is too intimidated to make his move again. Barak'kara Mor meanwhile, strongly suspects that Kelm is still in the citadel but realizes how close he came to defeat and is unwilling to seek him out, instead entrenching himself against any further assaults. Thus has the stalemate existed for centuries.

KELM XP 153,600

Male chorozone demon (*The Tome of Horrors Complete* 158)

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

Init +6; **Senses** darkvision 60 ft.; **Perception** +39

Aura confusion (10 ft., DC 24)

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)
hp 290 (20d10+180)



Fort +23, **Ref** +14, **Will** +10

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29

Speed 40 ft.

Melee bite +30 (2d8+11/19–20), 2 claws +29 (1d8+11 plus daze)

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

Special Attacks breath weapon (40-ft. cone, 10d6 damage, Fort DC 29 half, usable every 1d4 rounds), daze (1d3 rounds, Fort DC 31 negates)

Spell-Like Abilities (CL 20th)

At will—*cause fear* (DC 15), *greater teleport* (self plus 50 pounds of objects only), *true seeing*

3/day—*chaos hammer* (DC 18), *unholy aura* (DC 22), *unholy blight* (DC 18)

1/day—*word of chaos* (DC 21), *summon* (level 5, 1d4 hezrous, 1d4 nalfeshnees, or 2d4 vrockcs, 35%)

Str 33, **Dex** 15, **Con** 29, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +20; **CMB** +33 (+35 bull rush); **CMD** 45 (47 vs. bull rush)

Feats Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Bluff +27, Climb +34, Escape Artist +25, Intimidate +27, Perception +39, Sense Motive +25, Survival +25

Languages Abyssal, Celestial, Common; telepathy 100 ft.

Aura of Confusion (Su) A creature that successfully saves cannot be affected again by that choronzon's aura of confusion for one day. Other demons are immune to the choronzon's aura of confusion. The save DC is Charisma-based.

Breath Weapon (Su) Once every 1d4 rounds, a choronzon can

breathe forth a cone of bluish gas in a 40-foot cone. The gas lingers in the area for 1d2 rounds before dispersing. A creature killed by a choronzon's breath weapon has its body break apart into its individual protons, neutrons, and electrons. Creatures killed in this manner can only be restored to life by a *miracle*, *wish*, or *true resurrection* spell. The save DC is Constitution-based.

Tactics: In battle, Kelm first unleashes his breath weapon while opponents are still clustered in the doorway. When opponents approach to engage he uses his aura of confusion and *unholy blight* or *word of chaos*. He then *teleports* to the back ranks of the party to bring his claws and bite to bear on less-armored foes. After his initial breath weapon attack, he shouts to bring out the bebilith in Area 251 to assist him. If reduced to 50 hp, he *teleports* to Area 249 to *summon* vrockcs and send them against his foes. He will not leave the region for fear of encountering the balor.

Development: Kelm's initial attitude toward nondemonic intruders is Unfriendly. If a Diplomacy check changes his attitude to Indifferent or better before he uses his breath weapon (or even later if the party is willing to try it) he does not attack and instead attempts to enlist their aid in destroying Barak'kara Mor (the true power in the citadel as he describes him). He can give instructions to climb to the very top of the Throat of Orcus to find Barak'kara Mor but warns them to beware his entourage of angels and demons (he does not have details but has heard rumors of these creatures).

251. Storeroom (CR 10)

Creature: This room once housed mundane stores and supplies for the Thralls. These have all been consumed or shredded by its current inhabitant, a **bebilith**. The bebilith that uses these cramped quarters

is the same one that attempted to slay Barak`kara Mor with Kelm all those years ago. It was so severely wounded that it was barely able to escape after Kelm and his minions distracted the balor by teleporting away. Left for dead, it was able to drag itself to the citadel's lower levels where it eventually encountered Kelm again. It slowly healed as time passed, but to remember its ordeal, it still only has four legs (reducing its speed). It is somewhat timid and remains in this room unless ordered out by Kelm or unless intruders enter.

BEBILITH**CR 10****XP 9,600****hp** 150 (*Pathfinder Roleplaying Game Bestiary* "Bebilith")**Speed** 20 ft., climb 20 ft.**Skills** Acrobatics +16 (+12 jump)

252. Latrines

These rooms with simple slit trenches and drains were once filthy but have not seen use in centuries. The northern one is now used by Kelm to store the meager **treasures** he has collected.

Treasure: Collected here are a total of 3,072 sp, 412 gp, a jasper (50 gp), an *elemental gem (air)*, and an empty *iron flask*.

253. Overseers' Hallway (CR 6)

This long, dark corridor has blank stone walls and a low, 10-foot ceiling. From the ceiling dangles a webwork of chains, some reaching down to head height. Wrapped within these chains at many places are human skulls whose eyes glow with a dull red glimmer.

This entire corridor is meant to signify the domain of the Overseers. The skulls are harmless, having only a weak version of the *light* spell cast permanently in them (caster level 12th) that give off illumination equal to that of a candle. One is spaced every 10 feet to provide shadowy illumination. When the marked squares are entered, the **trap** is activated.

Trap: If the marked squares are entered without first making the sign of the Overseers (a fist held across the chest), then the chains above immediately act as an *entangle* spell (caster level 15th) in a 40-foot radius. The chains are strong, requiring a higher Strength check (DC 26) to break free and move half speed or three chains can be cut to allow a character to move at half speed (AC 10; Hardness 10; hp 5). The Escape Artist check remains the same as the spell (DC 20). The chains continue attempt to entangle each round for 15 minutes. Starting in the second round after the trap is activated and every other round for the next 10 rounds, the chains emit a *shocking grasp* (also caster level 15th). If a character is entangled, then it is considered an automatic hit by the touch attack. Otherwise the chains must make a +10 touch attack to deliver the *shocking grasp* (+13 against characters in metal armor carrying a lot of metal). The trap resets itself after 24 hours.

SHOCKING ENTANGLEMENT TRAP**CR 6****Type** magical; **Perception** DC 30; **Disable Device** DC 30**Trigger** proximity (*alarm*); **Reset** automatic**Effect** spell effect (*entangle*, 15th-level druid, entangled, DC 15 Reflex save partial); spell effect (*shocking grasp*, 15th-level wizard, +10 touch attack, 5d6 electricity)

254. Guard Post

The musical tinkle of water fills this room. A small, unadorned fountain protrudes from the western corner trickling into a marble basin. The wall south of it has an incredibly skillful carving in bas-relief of a life-size massive, four-armed, dog-faced demon pushing its way out of the stone, a look of hunger in its eyes.

A DC 15 Knowledge (planes) is sufficient to identify the carving as that of a glabrezu demon. A *detect magic* detects a strong aura of Conjunction on the bas-relief. Despite its fearsome appearance, the bas-relief truly is nothing more than a skillfully rendered carving (Hardness 8, hp 180; Break DC 35). A permanent *magic aura* has been cast on it at 15th level in order to make it more sinister and perhaps cause intruders to waste spells and resources on it.

255. Latrine

Three rusty buckets, discolored and stained stand against the east wall. There is nothing of interest here.

256. Assembly Hall and Armory (CR 16 or 17)

This hall is large and empty of furnishings. Wooden racks lining the walls now stand empty. Arrow slits look outside to the south. Between them, a large double door has been battered down from the outside. A second, smaller door has been broken down to the west.

This was once the armory and mustering hall for the Templar contingent that guarded the southern terrace. It was stripped of everything of worth when the citadel was abandoned.

Creatures: Now there are **2 mature adult blue dragons**, Kythmarah and Sangree, lairing in it. These are the offspring of the blue dragon whose remains lie in Area 130. Just hatchlings at the time, they were taken with the Great Retreat. In the Forest of Hope they were raised by the Disciples of Orcus. Every few years they fly to the Stoneheart Mountains to observe the ruins of Tsar to see if the Citadel of Orcus where their mother had disappeared may have returned. On this trip, they were finally in luck. Having arrived only a few days ago, they observed the citadel's reappearance. They first tried to enter through Area 130 but were driven off by the slorath. Now they have battered down the doors to this room to rest and heal while they plot their next move. If any are killed as wandering monsters, remove them from here.

MATURE ADULT BLUE DRAGONS (2)**CR 14****XP 38,400***Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue"

LE Huge dragon (earth)

Init +4; **Senses** dragon senses; **Perception** +24**Aura** electricity (5 ft., 1d6 electricity), frightful presence (180 ft., DC 22)**AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size)**hp** 207 (18d12+90)**Fort** +16; **Ref** +11; **Will** +14**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)**Melee** bite +26 (2d8+13), 2 claws +25 (2d6+9), 2 wings +23

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(1d8+4), tail slap +23 (2d6+13)

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

Special Attacks breath weapon (100-ft. line, DC 24, 14d8 electricity), crush (2d8+13, DC 24), desert thirst (DC 22)

Spell-like Abilities (CL 18th):

At will—*ghost sound* (DC 14), *minor image* (DC 15), *ventriloquism* (DC 15)

Spells Known (CL 7th):

3rd (5/day)—*dispel magic*, *fireball* (DC 16)

2nd (7/day)—*darkness*, *invisibility*, *resist energy*

1st (7/day)—*alarm*, *mage armor*, *magic missile*, *shield*, *true strike*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

Str 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Power Attack, Shatter Defenses, Weapon Focus (bite)

Skills Appraise +24, Fly +13, Intimidate +24, Knowledge (local) +24, Knowledge (geography) +24, Perception +24, Spellcraft +24, Stealth +13, Survival +24

Languages Abyssal, Common, Draconic, Giant
SQ sound imitation

Tactics: When intruders enter the room, one dragon uses its breath weapon to try and catch PCs while they're still lined up. The other backs off and readies a *dispel magic* to counter any offensive spell. Both dragons try to back off—even on to the terrace if necessary—and lure opponents in front of the doorway to Area 258 where their sibling slumbers. He is awakened by the actions of the other dragons and readies an action from the cover of that room to fire his breath weapon when anyone crosses in front of the doorway. He then turns invisible and tries to take up a flanking position.

257. Southern Terrace

A high plateau tucked between the citadel and the south arm of the great throne of Orcus looks out over the city. A crenellated battlement closes off the end of the terrace. Behind it stand two heavy catapults seemingly untouched by the elements.

The heavy catapults are still both functional, having been taken with the citadel on its planar wanderings so that they were never actually exposed to the elements. There is not currently any ammunition for them however.

258. Templar Barracks (CR 14)

Row upon row of stacked wooden bunks have been scooted back along the walls and into the corners of this room. Some of them have been smashed to kindling in the process. Visible here among this clutter is visible one or two deep blue scales.

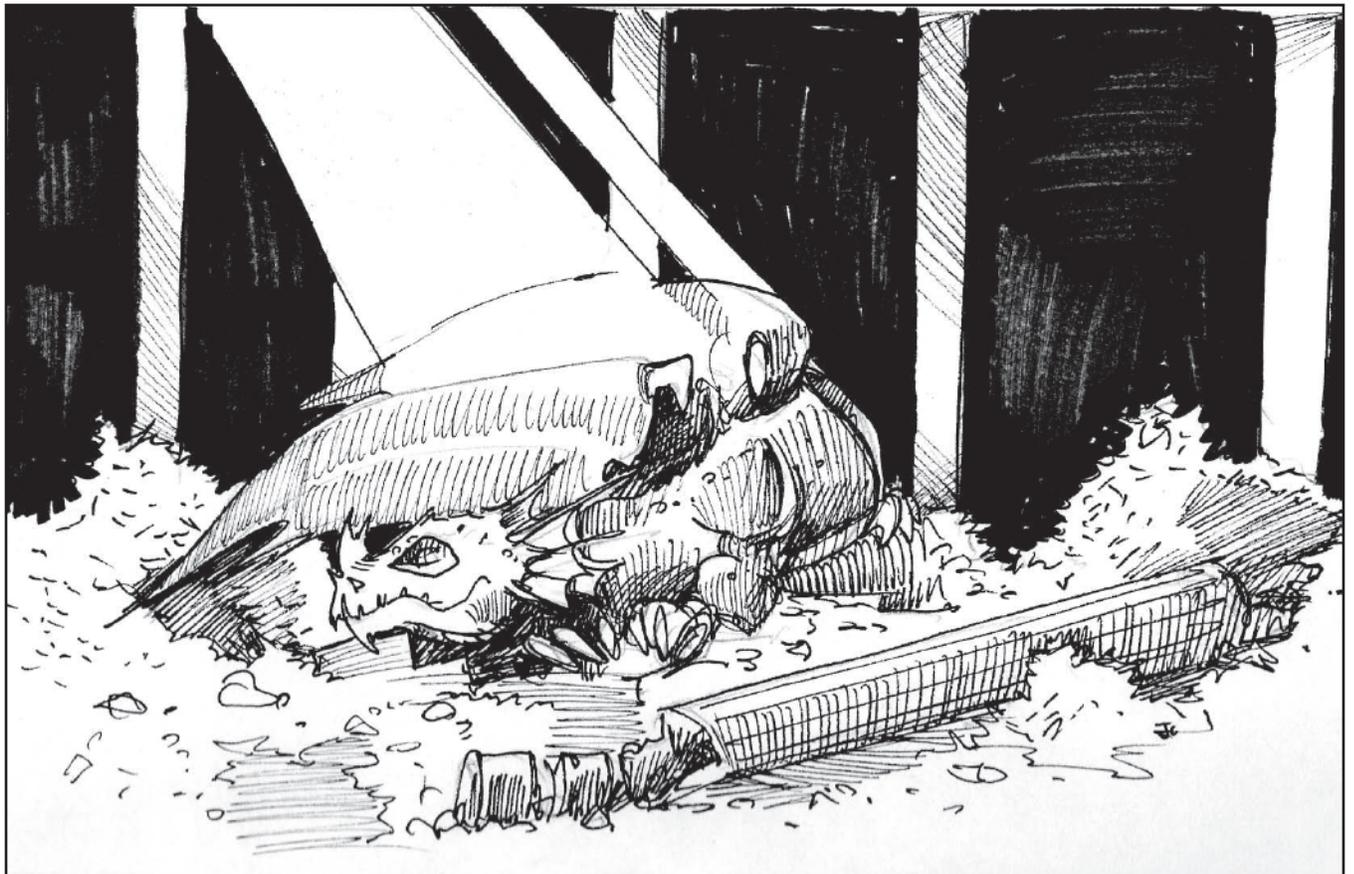
Creatures: Once the Templar garrison's barracks, this room has now been cleared to make room for the **mature adult blue dragon**, Riluarte, that slumbers in the center of the room. If it is awoken by the dragons in Area 256, then its actions are described there. If caught here unawares and in danger of defeat, it fights its way free and flees for the Forest of Hope and the Dungeon of Graves to advise the Disciples of Orcus of what he has found here.

MATURE ADULT BLUE DRAGON

XP 38,400

hp 207 (See Area 256)

CR 14



259. Well Room

A wooden lid covers a well of fresh water here. A bucket and chain still hang from a pulley above the well. The well is 10 feet deep and holds 7 feet of fresh water. It is fed by the pipes that run throughout the citadel.

260. Sergeant's Quarters

The smell of smoke still hangs faintly in the air here. The floor, walls, and ceiling of this ceiling are scorched and the burnt remains of several bunks and footlockers are still visible among the ash and debris.

This room housed the sergeants of this part of the Templar garrison. When they withdrew an oil lamp that had been left lit tipped over and started a fire that gutted the room. There is nothing of value here. A DC 15 Perception check notes a set of Large insectlike footprints, evidently belonging to some bipedal creature. A DC 25 Knowledge (dungeoneering) or a DC 15 Knowledge (local)—for anyone who previously encountered one in the ruins of Tsar—recognizes the tracks as belonging to a blood reaper.

261. Captain's Dining Room

This spacious room holds a fine, oval table of mahogany and surrounded by seven cushioned chairs. Colorful wall hangings accent the room as does the maroon carpet that lies beneath. An arrow slit to the south is covered with a stained glass panel. A rolling serving cart stands near the west door. Upon it rests an empty silver platter.

This was the private dining room of this Templar contingent's captain, a soldier who liked the finer things. The room is empty of all but the furnishings that were too bulky to be carried in the retreat.

Treasure: The table and chairs set is worth 2,000 gp but is extremely heavy and bulky. The silver platter was carelessly forgotten and is worth 35 gp.

262. Captain's Office

A heavy, finely crafted oak desk and a worn leather chair occupy this chamber. Both are empty and have no real value.

263. Captain's Quarters (CR 10)

The south wall slants toward an arrow slit covered by a stained glass window depicting a warrior slaying a dragon. A light behind it gives the room a blood-red cast. Beneath the window rests a large bed complete with thick mattress and quilted blankets. A changing screen stands in the northwest corner.

A permanent *light* spell has been cast upon the stained glass panes. A thick black curtain used to hang in front of it so the captain could block the light when he slept. The bed and changing screen are of quality construction but are not of any particular value.

Creature: Crouching behind the changing screen is a **blood reaper**, a tall mantis-like humanoid with four scythelike arms. This creature crept up from the High Terrace of the city below and scaled the walls of the citadel when it appeared. It entered while the dragons

in 256 and 258 were out scouting other possible entrances into the citadel. The dragons returned while it was exploring this room, and it has been trapped here ever since, unwilling to face the dragons. The party, however, seems a much more likely target. It readies an action to attack anyone who looks behind the screen or leaps out to attack when everyone is otherwise occupied (examining the stained glass window or Area 264, for instance). It focuses its attacks on the most heavily-wounded party member drawn by the smell of blood.

BLOOD REAPER CR 10
XP 9,600

Creature Collection II: Dark Menagerie 22

NE Large aberration

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +17

AC 27, touch 17, flat-footed 19 (+7 Dex, +1 dodge, +10 natural, -1 size)

hp 142 (15d8+75)

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

Speed 60 ft.

Melee 4 razor claws +17 (2d6+6 plus 1d4 bleed)

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

Special Attacks blood fire

Str 22, **Dex** 25, **Con** 20, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +11; **CMB** +18; **CMD** 36

Feats Cleave, Dodge, Improved Initiative, Mobility, Skill Focus (Survival), Spring Attack, Weapon Focus (razor-claw), Wind Stance

Skills Acrobatics +25, Climb +24, Perception +17, Stealth +21, Survival +23

Languages Aklo, Common (cannot speak)

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

264. Captain's Closet

This closet is empty, though the back of it holds a set of shelves built into the wall that climb all the way to the 10-foot ceiling. A DC 10 Knowledge (engineering) check notes that the shelves have been built extra sturdy to support some heavy weight. A DC 14 Perception check notices scuff marks on the front edges of the shelves.

These shelves were built by the captain to serve as a ladder. Directly above them is a wind tunnel grate that a DC 20 Perception check reveals has been rigged to easily swing open when properly unlatched. Just inside this grate is a small niche in the near-vertical wind tunnel that holds a leather satchel. Within is the **treasure**. The captain used this as an emergency escape measure to navigate the wind tunnels if it ever became necessary. He had scouted out and memorized all the necessary routes.

Treasure: Within the satchel are 3 *potions of reduce person* and a *ring of improved climbing*.

265. Kitchen and Larder

This room is outfitted as a kitchen and larder where Thralls prepared meals for the Overseers and Templars. Foodstuffs and other supplies were stored in the western portion of the room. Other than a few utensils and the main ovens, the room has been stripped bare.

266. Common Room (CR 5 or 17)

The door to this room has been **trapped** with a *glyph of warding*. It is inscribed on the inside of the doorframe, so only someone who opens the door and then searches for traps before entering has a chance to find it.

The floor of this room is covered in tiles of deep red marble. Set in the center of the floor is a huge mosaic depicting a human skull wrapped in chains. The walls are likewise painted crimson. Wrought iron divans with seats of slate stand around the edges of the room. Stacked atop the skull mosaic is a crude altar fashioned from broken chunks of stone. Atop it is a bed of glowing coals and strips of smoking meat. The smell of burned flesh is strong in here.

This was once the common area for the Overseers, the citadel's faction charged with keeping and managing the Thrall population. Their sign was the skull in chains as illustrated in the floor mosaic.

Trap: As mentioned above, the inside of the door frame is trapped with a sonic *glyph of warding*. It is set to go off if anyone passes through the doorway without saying "Baphomet". Once someone says the password, the trap is deactivated for 1 minute.

GLYPH OF WARDING (BLAST) CR 5
Type magical; Perception DC 28; Disable Device DC 28

Trigger location; **Reset** none
Effect spell effect (*glyph of warding* [blast], 10th-level cleric, 5d8 sonic, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.)

Creatures: A new resident has recently moved into this section, the fiendish **minotaur cleric** Tyrix and his **gug hulker** servant. If the *glyph* trap is activated, both of these creatures are alerted in Areas 275 and 267 and come here to battle any intruders. A DC 25 Knowledge (religion) check made while examining the altar is sufficient to identify it as a crude sacrament to Baphomet, the demon lord of minotaurs. Though unidentifiable, the sacrificial flesh was taken from a spire wyvern.

HORNED ONE TYRIX CR 16
XP 76,800

Male fiendish minotaur cleric of Baphomet 13 (*Pathfinder Roleplaying Game Bestiary* "Fiendish", "Minotaur")

CE Large monstrous humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

Aura chaos, evil

AC 27, touch 9, flat-footed 27 (+13 armor, +5 natural, -1 size)

hp 165 (6d10+18 plus 13d8+39 plus 13)

Fort +15; **Ref** +9; **Will** +17

Defensive Abilities natural cunning; **DR** 10/good; **Resist** cold 15, fire 15; **SR** 21

Speed 20 ft.

Melee +1 *unholy greataxe* +21/+16/+11 (3d6+8/x3), gore +14 (1d6+2) or gore +19 (1d6+5), 2 claws +20 (1d10+6 plus contagion)

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

Special Attacks channel negative energy 6/day (DC 17, 7d6), chaos blade 2/day (6 rounds), contagion (DC 14), powerful charge (gore +21, 2d6+10), smite good 1/day (+1 Atk/+19 Dmg), spontaneous casting (inflict spells), weapon master (13 rounds)

Domain Spell-like Abilities (CL 13th):

7/day—*battle rage*, *touch of chaos* (melee touch +19)

Spells Prepared (CL 13th):

7th—*destruction* (DC 21), *power word stun*^D

6th—*blade barrier*^D (DC 20), *find the path*, *harm* (melee touch +19)

5th—*break enchantment*, *breath of life*, *flame strike*^D (DC 19), *plane shift* (DC 19)

4th—*chaos hammer*^D (DC 18), *death ward*, *dismissal* (DC 18), *divine*



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power, freedom of movement, poison (melee touch +19, DC 18)
3rd—*create food and water, cure serious wounds* (DC 17), *glyph of warding, magic circle against law^D, searing light* (ranged touch +14, x2)
2nd—*bull's strength, darkness, desecrate, sound burst* (DC 16, x2), *spiritual weapon^D* (+19/+14/+9, 1d8+4 force)
1st—*bane* (DC 15), *curse water, detect law, entropic shield, protection from law^D, shield of faith*
0 (at will)—*create water, detect magic, read magic, stabilize*
D domain spell; **Domains** Chaos, War

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 18, **Cha** 12

Base Atk +15; **CMB** +21 (+23 bull rush); **CMD** 31 (33 vs. bull rush)

Feats Cleave, Combat Casting, Command Undead, Extra Channel, Great Fortitude, Heavy Armor Proficiency, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills Intimidate +7, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +3, Perception +14, Stealth -3, Survival +14, Use Magic Device +6

Languages Abyssal, Giant, Undercommon

Combat Gear *wand of pyrotechnics* (42 charges), *potion of invisibility, divine scroll* (CL 12th: *disrupting weapon, greater command, summon monster IV, tongues*), 2 vials of unholy water;

Other Gear *demon armor, +1 unholy greataxe, headband of inspired wisdom* +2, Abyssal gold holy symbol of Baphomet (175 gp)

Personality/Description: Tyrix is a minotaur native to the Abyssal layer that Baphomet calls home. As a devout priest of that demon lord, he carries the honorific “horned one”. Tyrix appears in all ways similar to a normal minotaur, but his coloration is stark white except for his hooves which are blood red. His horns are jet black, and he has an extra set of smaller horns growing directly in front of them. His eyes have a reddish glow and the faint smell of carrion always hangs around him. Tyrix learned of the *portal* at Area 223 while on a scouting mission to spy on the mysterious fortress in the Sweltering Reek. He and his trained gug slave managed to sneak through unnoticed and made it into this region where he encountered Kelm. The demon offered Tyrix an alliance for assistance in helping overthrow the balor Barak’kara Mor. Tyrix has dwelled in these semi-secure chambers for the last month pondering this alliance and his next move. He is not automatically hostile, but he is Unfriendly. If his attitude can be adjusted to Friendly and he is offered a bribe of at least 2,000 gp he will explain his situation. He will not accompany the party, but he will share his knowledge of the citadel and the power structure as he has found it. If his attitude is changed to Helpful, no bribe is necessary.

GUG HULKER

CR 14

XP 38,400

Advanced-HD giant gug (*Pathfinder Roleplaying Game Bestiary 2* “Gug”)

CE Huge aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +31

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 199 (19d8+114)

Fort +12; **Ref** +6; **Will** +14

Immune disease, poison

Speed 40 ft., climb 20 ft.

Melee bite +22 (2d8+10), 4 claws +22 (1d8+10)

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

Special Attacks rend (2 claws, 1d8+15)

Str 30, **Dex** 10, **Con** 22, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +14; **CMB** +26 (+30 bull rush); **CMD** 36 (38 vs. bull rush)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Improved Natural Armor,

Improved Natural Attack (bite), Lunge, Power Attack, Skill Focus (Perception)

Skills Climb +18, Escape Artist +17, Knowledge (dungeoneering) +12, Perception +31, Stealth +14, Survival +25

Languages Undercommon

SQ compression

Tactics: If alerted by the *glyph* trap, the gug hulker immediately bursts in and tries to catch the party unawares as it tears into them. While the gug hulker fights, Tyrix drinks a *potion of invisibility* and prepares himself with *divine power, shield of faith, entropic shield, and protection from law*. He then uses his scroll to *summon* a fiendish dire wolf and casts *spiritual weapon* to assist. He uses *battle rage, power word stun, blade barrier, chaos hammer, flame strike, and searing light* in combat support. If pressed he casts *pyrotechnics* on the smoldering altar to create a cloud of smoke to escape to Area 275. There he makes his stand and fights to the death in melee combat.

267. Overseer's Quarters (CR 14 or 0)

The broken remains of many beds and the shreds of the once-fine carpets have been piled into a sort of nest in the center of the room. The red-plastered walls bear many chips and gouges as if torn by great claws.

Once the abode of many of the Overseers, a horrific gug hulker now nests here. It will be found here if not already encountered in Area 266 (see that room for details).

268. Storeroom

This room is empty save for the bare, dusty wooden shelves built into the walls.

269. Latrine

This oddly shaped room has red-painted plaster walls and black carpeting. Neat rows of wood frame bunks are lined up throughout the room. All is in good shape and has the air of being only recently abandoned.

The floor is black tiled and has many short stone plinths set into it, each with a hole cut in the top and pipe leading down into a collection pit below.

270. Overseers' Quarters

The rest of the Overseers were quartered here. It has been stripped of valuables.

271. Overseers' Chapel

The floor, walls, and ceiling of this room have all been painted a deep black. The result is a dim chamber that almost seems to absorb the light. In a far corner stands the broken stump of a statue, many crumbling pieces lie on the floor around it. From the ceiling above this shattered statuary hangs a grisly totem composed of rawhide strips holding together bits of cloth and still-bloody bones.

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This was once the chapel for the Overseers sect where they could conduct their own religious observances to Orcus. A DC 20 Intelligence check is able to discern that the statue once depicted a robed figure with ram's horns protruding from its hood holding a scourge and standing over a chained and naked man. A DC 25 Knowledge (religion) check determines it to be a specialized sect of Orcus worship practiced by the Overseers. A DC 25 Knowledge (religion) identifies the totem as a consecrating symbol of Baphomet. Tyrix threw down the idol of Orcus and then nailed his own totem to the ceiling above it to reconsecrate the room to his own demon lord. Pieces of the broken statue were used to construct the altar in Area 266.

272. Chamber of Contrition (CR 10)

Two windowless iron doors with heavy locks stand in the far wall. A chair fitted with thumb screws and head and feet restraints is bolted to the floor in the center of the room. Above it hangs a bucket with a funnel in it. A small furnace is built into the north wall with a crucible mounted in its interior and a pair of tongs for retrieving it hanging nearby.

This room was where the Overseers performed their own punishments on Thralls or their own members who incurred their wrath. In addition to the standard tortures, slaves with a death sentence after being tortured were strapped to the chair with their head upturned and mouth held open. Then molten lead was poured down their throats. A DC 12 Perception check locates three small lead ingots stacked beside the furnace. A DC 18 Perception check reveals a ring with two iron keys on it dropped in the corner near the door. These go to the two iron cell doors. The cells themselves are cold and cramped with ceilings only 6 feet high.

Creature: At the back of the northern cell stands a closed iron maiden. Within this contraption is a **lead-encased mohrg** that has managed to break off all of the spikes in the device. Tyrix discovered it here and managed to command it to remain within. It is like other mohrgs except its tongue and viscera are covered in a thin layer of lead, the benefits of which are reflected in its stats. It waits until someone opens the iron maiden to leap out and attack. Otherwise it waits until the party leaves and then trails them waiting for a chance to pick off a lone character.

LEAD-ENCASED MOHRG

CR 10

XP 9,600

Enhanced advanced mohrg (*Pathfinder Roleplaying Game Bestiary* "Mohrg")

CE Medium undead

Init +10; **Senses** darkvision 60 ft.; **Perception** +25

AC 33, touch 17, flat-footed 26 (+8 armor, +6 Dex, +1 dodge, +8 natural)

hp 119 (14d8+56)

Fort +8; **Ref** +12; **Will** +11

Immune undead traits

Speed 20 ft.

Melee 2 slams +17 (4d6+7 plus grab), tongue +12 (1d6+3 plus paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

Str 25, **Dex** 23, **Con** —, **Int** 15, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 34

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +17, Intimidate +21, Knowledge (religion) +19, Perception +25, Stealth +16, Swim +14

SQ lead lining

Lead Lining (Ex) The interior of the mohrg is lined with a sheath of lead. This lead lining provides a +8 armor bonus as well as sufficient weight to reduce the mohrg's speed by 10 ft and cause a -7 armor penalty to skill checks. The lead-lined viscera also changes the mohrg's tongue touch attack to a damage-dealing melee attack, though it still retains its paralysis ability. It also increases the damage of the mohrg's slam attacks.

273. Roll Keeper's Quarters (CR 8)

A shuttered arrow slit opens in the far wall. A carpet once covered much of the floor but has been singed away from an explosion that appears to have originated in the center of the room based on the scorch marks. The burned fragments of a bed frame stand under the arrow slit. A singed door hangs open to the north and piles of scrolls and papyri have spilled, many of which have also been reduced to ash.

This chamber once housed the most venerable member of the Overseers, not their leader but perhaps the most powerful of them nonetheless. For here dwelt the Roll Keeper, The most aged member of the sect who was in charge of keeping careful records on all the Thralls who were in their charge. When one Roll Keeper died the position was conferred upon the next oldest member, even if that meant the High Overseer must step down to take the position. The last Roll Keeper was a decrepit human who lived to the age of 132 and died en route while taking part in the Great Retreat.

Creatures: Since that time, Tyrix has been in this chamber searching through the records for information on the citadel that might have been of use. After exhausting the resources here, he tried to cast *create greater undead* from a scroll. The high level spell backfired and detonated as a *fireball*, which Tyrix survived. A DC 23 Spellcraft determines that it was a *fireball* that caused the damage but does not reveal its source. A DC 20 Perception check notices tiny bone fragments in the blast area, the remains of the skeletal corpse Tyrix had brought from Area 239 in order to cast the spell. After healing himself, Tyrix was able to successfully cast the spell three times. As a result **3 wraiths** now lurk here and attack anyone who enters. They refuse to leave having already been rebuked by Tyrix once.

WRAITHS (3)

CR 5

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

274. Vault of the Rolls

Within this room an ancient iron chest stands open. The many scrolls and papers it once held have been scattered about and many were burned in the explosion in Area 273. Those that survive contain names, dates of acquisition, points of origin, useful details, dates of death, and cause of death for thousands of Thralls who have served in the Citadel of Orcus over the centuries. Other than a sickening look at the cruelty and needless slaughter inflicted upon these many innocents by the followers of Orcus, there is nothing of value or use here.

275. High Overseer's Quarters (CR 16 or 0)

Some strange incense scents the air here and creates a slight haze. There is a shuttered arrow slit in the far wall. A brass brazier glows with coals providing a shadowy illumination and giving off the strange aroma. Threadbare carpet has been worn down to the bare flagstones of the floor. An empty bed frame rests under the arrow slit; its rush mattress and another like it have been laid together on the floor to create a larger pallet. A horned bovine skull has been scrawled in charcoal on the north wall, highlighted with splashes of dried blood.

Once the chamber of the High Overseer, it has now been taken over by the Horned One of Baphomet, the fiendish minotaur cleric Tyrix. If he was not been encountered in Area 266, then he will be found here seated on his mattresses meditating before the brazier (see that area for details). The brazier holds an exotic incense brought by Tyrix from the Abyss that acts as insanity mist to any non-outsider who enters the room and is exposed to it (DC 15 Fort save, 1/rd. for 6 rounds, 1d3 Wisdom, 1 save). He does not have any more of the incense and this batch will burn out after 2 more hours. The symbol on the wall can be identified as the symbol of Baphomet with a DC 20 Knowledge (religion) check.

276. Closet (CR 3)

Once the High Overseer's closet, this small room is now empty of all save an iron chest so rusted that it has bonded to the floor. Its hole-riddled lid has been physically torn off from its hinges and now leans against the wall nearby. Tyrix has been using the chest to store his equipment and treasure. The equipment includes a spare mazelike symbol carved of wood (holy symbol of Baphomet), spare changes of clothes, mundane equipment such as rope and water skins, and a few ritual items associated with demon worship.

Treasure: In with the equipment is a scroll case **trapped** with a *glyph of warding* that holds 3 *divine scrolls* (CL 16: *create greater undead*). In addition there is an Abyssal gold holy symbol of Baphomet (175 gp), a +1 *air outsiderbane short sword* (recovered by Tyrix from Area 264 and once belonging to the templar captain for his escape route), 15 black onyx gems (500 gp each), and a sack of powdered diamond (5,000 gp).

Trap: The *glyph of warding* on the scroll case is set to go off if opened by anyone with an alignment other than chaotic evil. If activated, the *glyph* casts *Vangal's wounding* on the opener of the scroll case. If the character is not wounded already, the spell has no effect (see side box for details).

GLYPH OF WARDING (SPELL)

CR 3

Type magical; Perception DC 28; Disable Device DC 28

Trigger magic; **Reset** none**Effect** spell effect (*Vangal's wounding*, 10th-level cleric, 1d6 per round, 10 rounds, DC 16 Fortitude save half damage)

New Spell

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

VANGAL'S WOUNDING

School transmutation; **Level** cleric 3**Casting Time** 1 standard action**Components** V, S, M (iron filings)**Range** medium (100 ft. + 10 ft./level)**Target** one injured, living creature**Duration** 1 round/level**Saving Throw** Fortitude half; **Spell Resistance** yes

You cause blood to flow quickly from the affected target's wounds, inflicting 1d6 points of damage per round, with a maximum duration of 10 rounds. Victims are allowed one saving throw at the onset of the spell. A successful save reduces the damage each round by half. This spell works only on victims who have already sustained damage that has not fully healed. If the victim's wounds are fully healed while still under the effects of this spell, then the damage ceases.

277. Waste Pit

A faint but foul odor wafts from a 3-foot-square hole in the floor here. The rusted remains of an iron hatch lie to the side where it has broken from its hinges.

The open hole leads to a shaft 15 feet deep. It was merely a garbage disposal system and still holds 3 feet of dried, compostlike material at the bottom. A thriving rot grub colony once fed on this waste, but these vermin have long since died off leaving the shaft a lifeless pit.

278. Thrall Kitchens

These are crude facilities with rickety tables, battered utensils, and clay ovens where the Thralls prepared their own meals when they were off duty. Thrall trustees ensured that only allotted amounts of the sparse stores were distributed to each slave.

279. Dry Goods

Barren and dusty, this room holds only few bits of broken crates and tattered burlap sacks. The supplies once kept here were scavenged long ago.

280. Cold Stores

This bare stone room is about 10 degrees colder than the others nearby, and a sheen of condensation covers the west wall staining and discoloring its surface. This was used as the cold stores for the Thralls' foodstuffs. A water pipe running behind the west wall creates the lower temperature and moisture.

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 upon 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

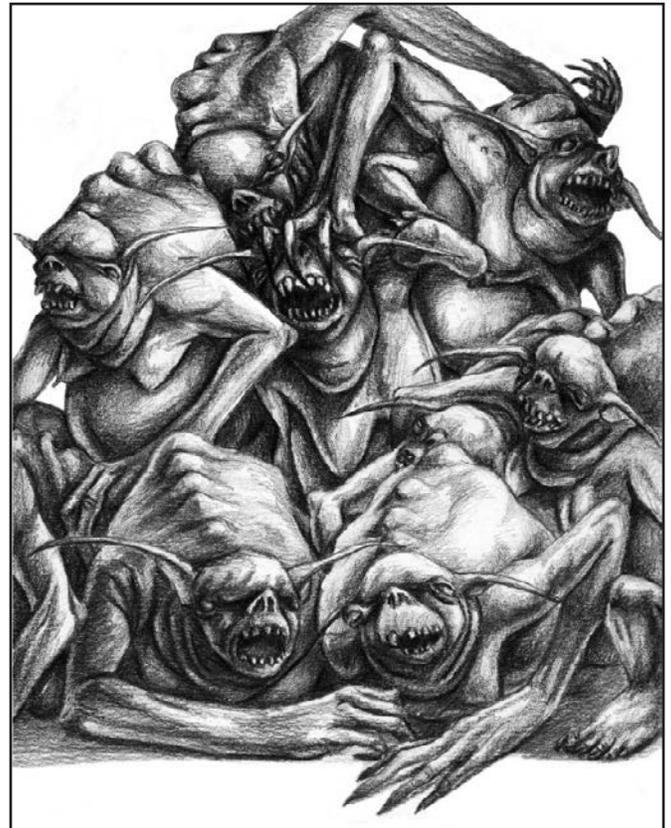
the existence of a dretch megaswarm allows the swarm deal extra damage equal to its HD (+16) once per day against a good foe. This ability is lost if the swarm is broken up.

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 adversary. 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

Specific Weapons

DARK KISS

Aura strong conjuration, necromancy, and transmutation; **CL** 18th
Slot none; **Price** 194,309 gp; **Weight** 2 lb.

DESCRIPTION

+3 *vorpal ghost touch kukri*; AL CE; Int 10, Wis 12, Cha 12; Empathy, 30 ft. vision and hearing; Ego score 13.

Lesser Power: *hold person* on an enemy 3/day.

Personality: Dark Kiss, whose real name was forgotten, was a cold-blooded serial killer who killed for the sport of it. He was fond of decapitating his victims and stamping their foreheads with his sigil — the bloody impression of his lips. He called it his “dark kiss”. Eventually he was caught red-lipped, so to speak, and was lynched on the spot. The kukri he used in his killings, however, has continued to float throughout the land spawning numerous copycat killers over the years.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *circle of death*, *keen edge*, *plane shift*



DEATH'S MOCKERY

Aura strong transmutation; **CL** 15th
Slot none; **Price** 188,422 gp; **Weight** 1 lb.

DESCRIPTION

+4 *dancing silver dagger*; AL NE; Int 13, Wis 10, Cha 13; Empathy, 60 ft. vision and hearing; Ego score 16.

Lesser Powers: *deathwatch* continually active, *mirror image* 1/day.

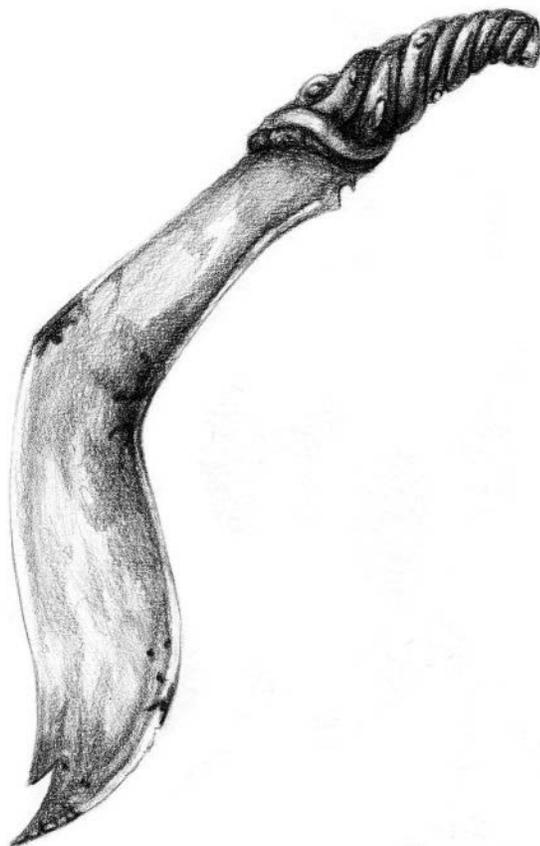
Special Purpose: Cheat death with ever-greater feats of risk and daring-do.

Dedicated Power: +2 luck bonus on attack, damage, saving throw, skill check and ability check rolls.

Personality: This was the signature weapon of the legendary jewel thief and illusionist Raveene. The rogue was never caught and was believed to have stashed away several fortunes of his ill-gotten gains, including the crown jewels of the overking. The weapon is recognizable by its silver blade embossed with a laughing skull and the hollow, sepulchral laughter that issues from the blade whenever its *dancing* ability is activated. Like its former owner, it seeks to drive its new owner into more and more dangerous endeavors in a never-ending quest for thrills. Who or what spirit inhabits this weapon is lost to history, but undoubtedly he eventually fell to his own thrill-seeking.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate object*



Rings

RING OF AZARKITES

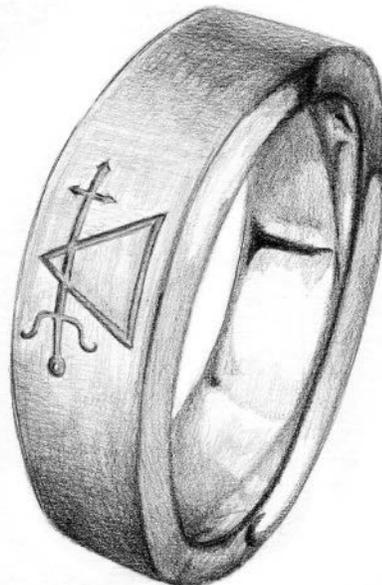
Aura strong abjuration and transmutation; **CL** 15th
Slot ring; **Price** 66,000 gp; **Weight** —

DESCRIPTION

This ring is made of white gold and bears a rune in Celestial recognizable as the symbol of the trumpet archon Azarkites with a DC 30 Knowledge (religion) or Knowledge (planes) check. Azarkites was an archon favored by the powers of good who was felled during the Battle of Tsar. He was known to have a magical ring, but when he was prepared for burial it was nowhere to be found. It had been stolen by a fellow soldier that gave in to avarice. It was never found, but the gods cursed the ring to turn on its wearer.

The ring is a *ring of protection* +5 and grants the wearer a +2 bonus to his Strength and a +10 ft. bonus to his base speed. However, once the ring has been put on, it cannot be removed short of the death of the wearer or the application of a *break enchantment* and an *atonement* spell cast on him. It can then be removed, though if put back on it becomes stuck once again.

The worst part of the ring, though, is the nature of its curse. While it always retains its deflection bonus, each week it is worn the wearer loses 1 point of Strength. The bonus points are lost first, but after two weeks it begins to remove the wearer's natural Strength. Likewise each month that it is worn, the wearer loses 10 feet of speed from all his forms of movement. Eventually the wearer's Strength drops to 0 or his speed drops to 0 and he becomes helpless. If the ring is removed, these return at the rate of 1 point of Strength per day and 10 feet of speed per week. *Restoration* can hasten this process in which case 10 feet of speed equals one ability point.



CONSTRUCTION

Requirements Forge Ring, *bull's strength*, *haste*, *shield of faith*;
Cost This is a unique ring that was not originally crafted to bear its current curse and as such cannot be created.

Wondrous Items

FEZ OF TRUE SEEING

Aura strong divination; **CL** 13th
Slot head; **Price** 23,400 gp; **Weight** —

DESCRIPTION

This purple velvet head covering has a red silk tassel dangling to one side. Once per day as a free action the wearer can use *true seeing* as the spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing*; **Cost** 11,700 gp

Meet at the Pit at the third bell. I have the password to send away the Templars on duty at the shield fountain. I'll be in Disciple regalia, and we'll represent ourselves as escorts for the Great Retreat.

He's got magical abilities, so be sure and bring the special crossbow bolts. We'll have to take him down before he knows what hits him. I'll take care of the guardian in the side room.

Once we're in and you've cracked the safe, we'll have jewels enough to buy off anyone who's too curious. What do the Disciples of Orcus care if one more or less merchant takes part in the retreat? As long as his gems make the trip, nobody will even notice.

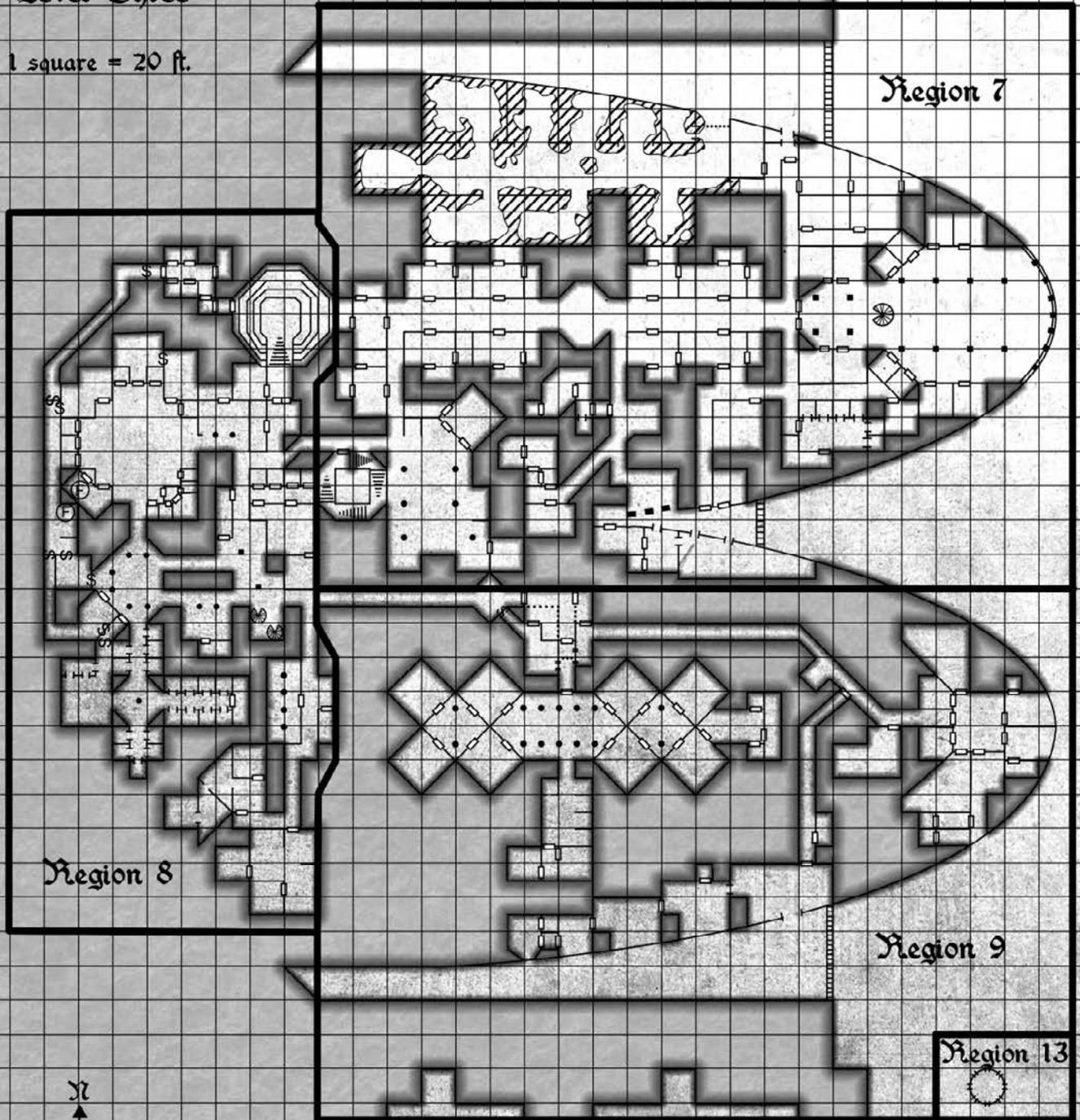
Hide this somewhere safe so no one catches wind before it's time. He's got to believe we're sincere at the beginning for us to pull this off.

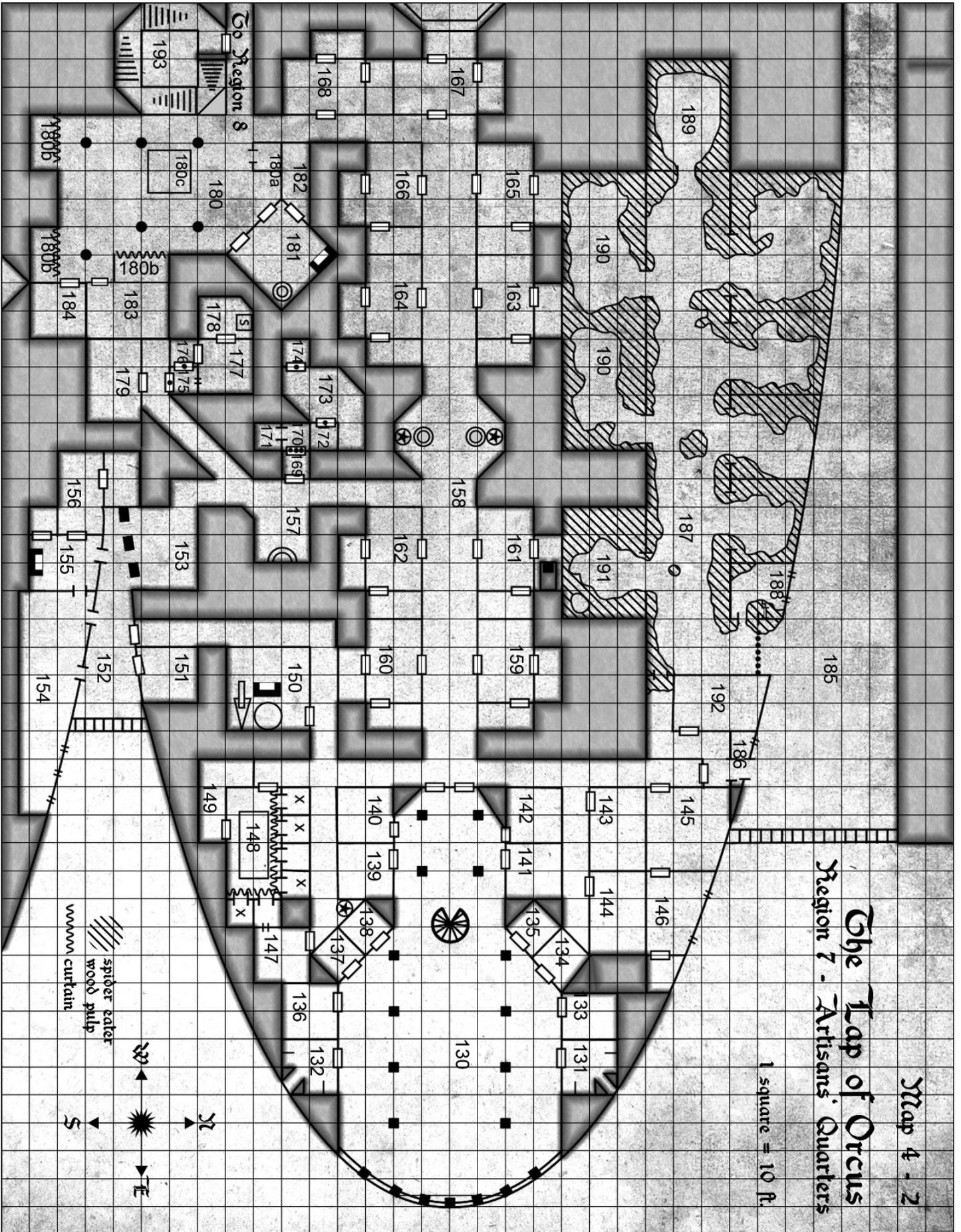
Map 4 - 1

The Lap of Orcus

Level Three

1 square = 20 ft.





Map 4 - 3

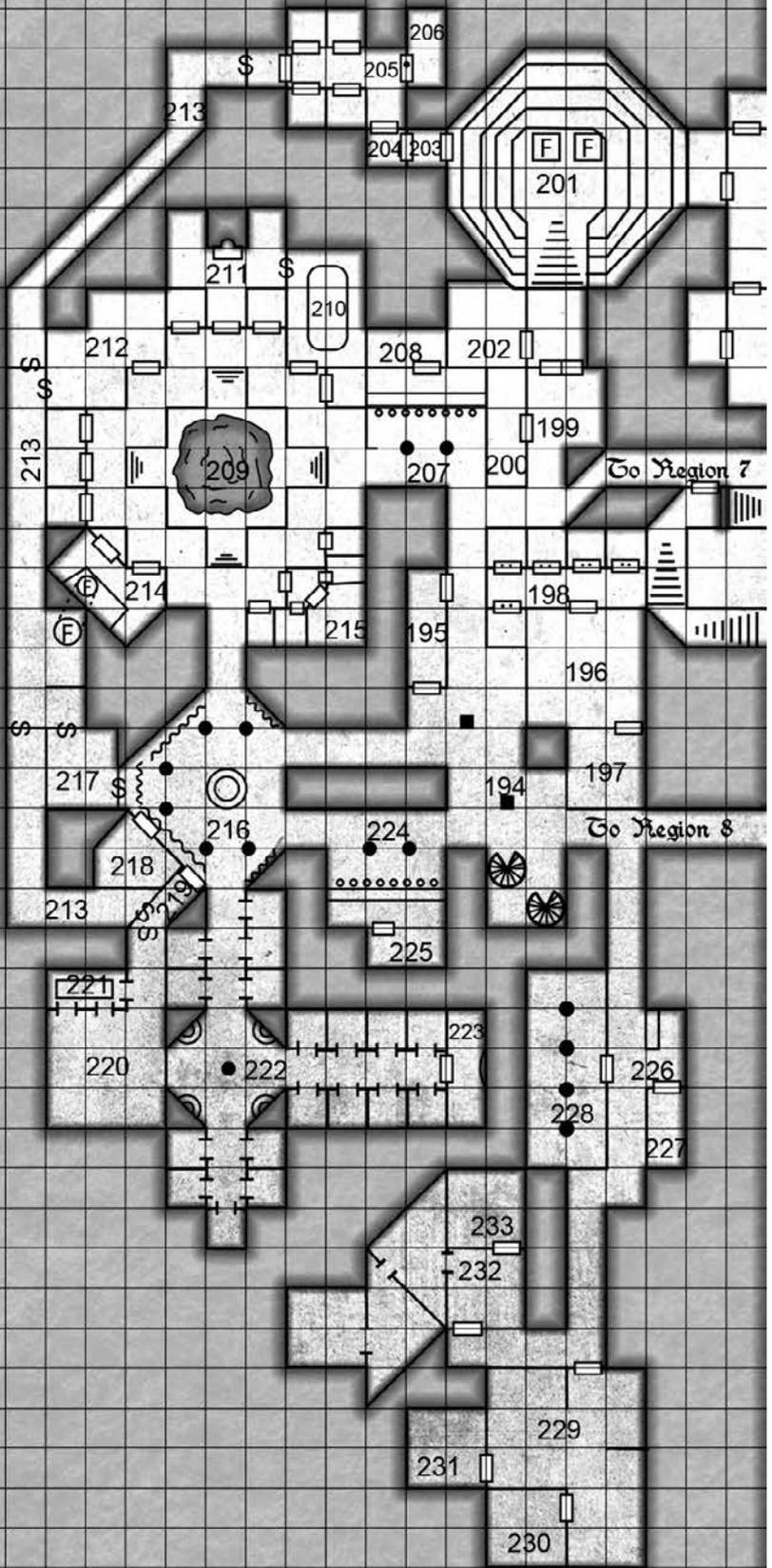
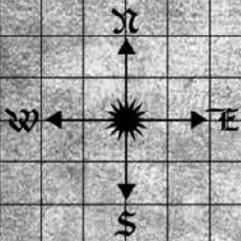
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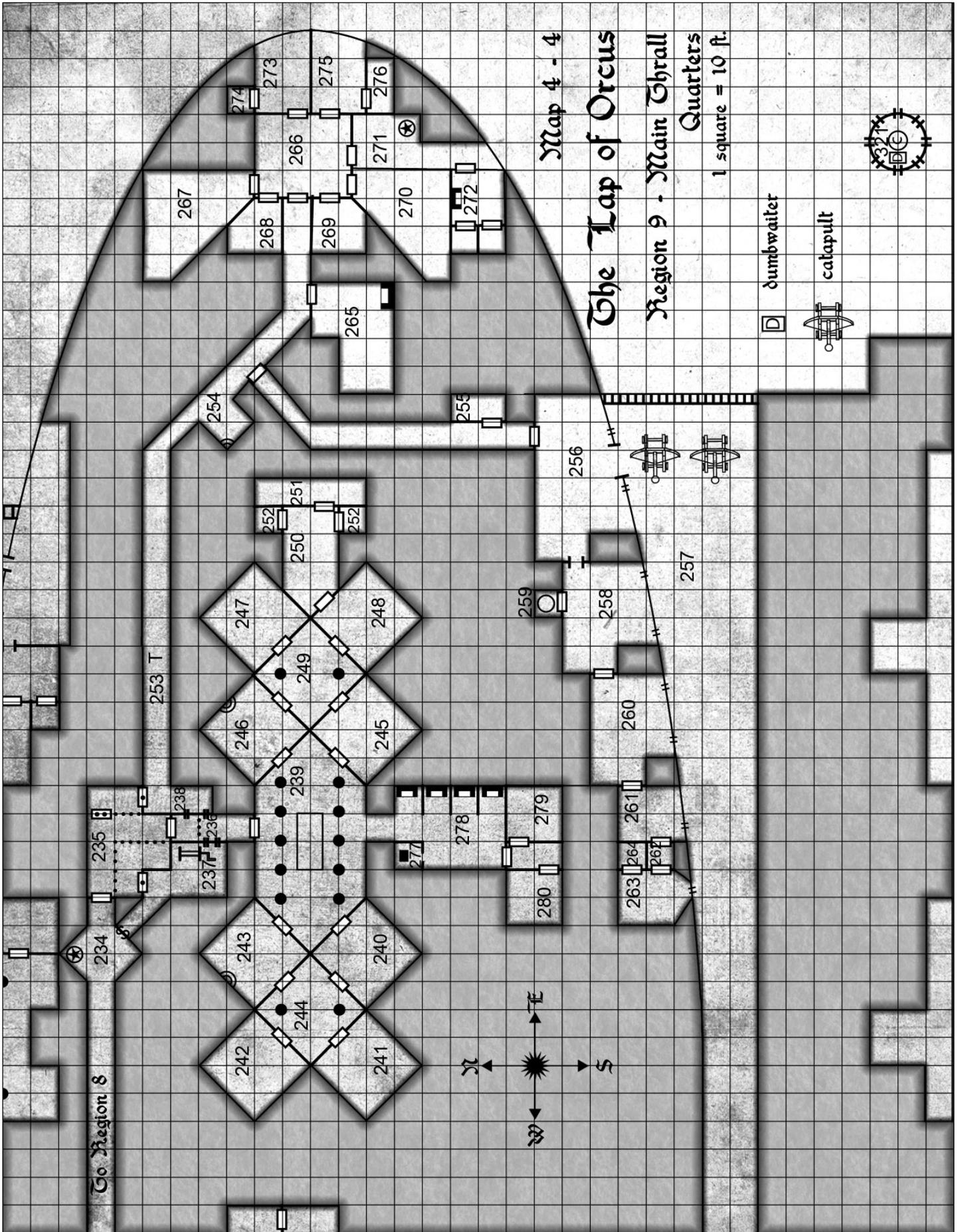
Region 8 - Entertainment District

1 square = 10 ft.

○○○○○○○○ bar and stools

(portal)





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